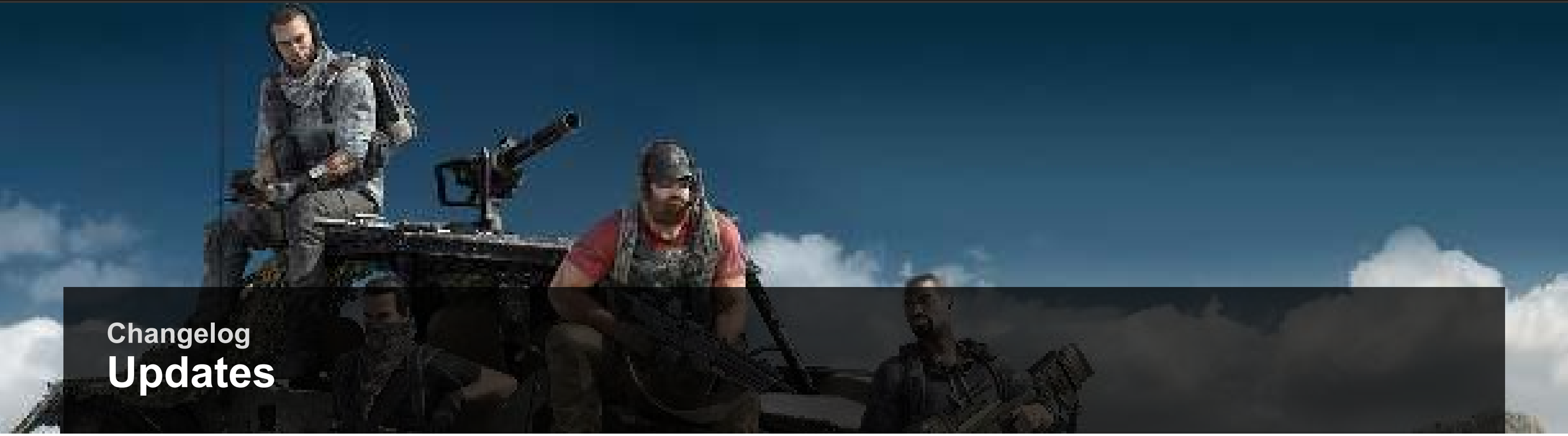
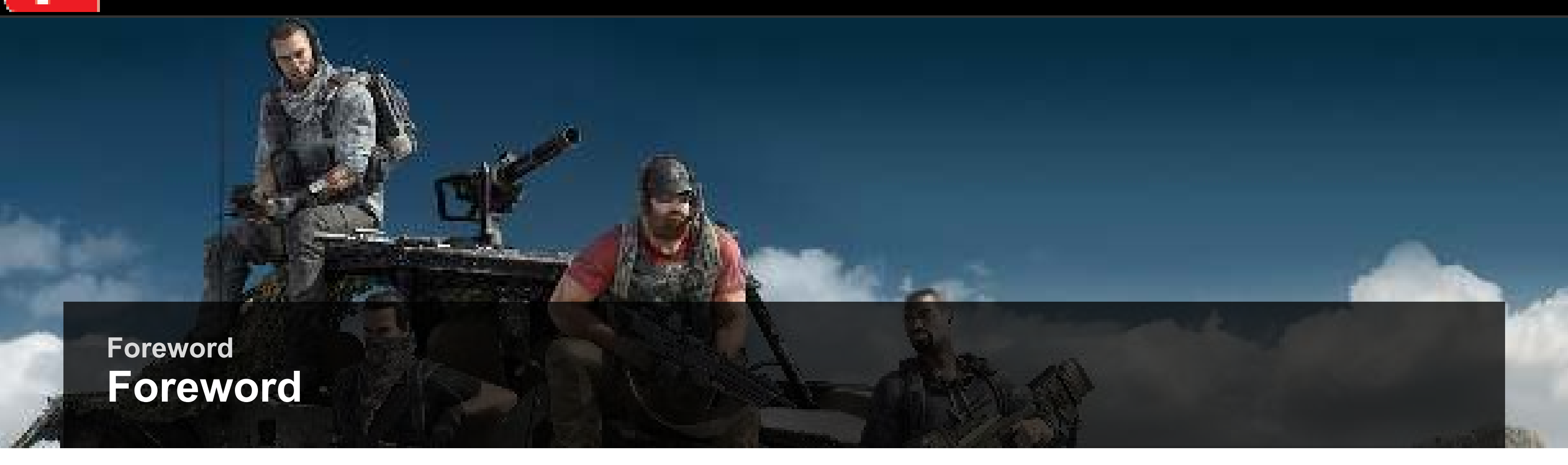


Changelog

Updates

UPDATES

- March 9, 2017: Minor adjustments to the Skills chapter.
- March 15, 2017: Small changes to several stats in the Skills chapter.
- July 12, 2017: Added Fallen Ghosts DLC section covering the new skill tree, missions, and other aspects of the newest Ghost Recon: Wildlands expansion.



Foreword

NOUREDINE ABBOUD

Hi Everyone!

Ghost Recon has always been about putting you in the boots of elite soldiers deep behind enemy lines. After working for years on that franchise, when we started *Ghost Recon® Wildlands* in the summer of 2012, the question we asked ourselves was: what next?

With the new consoles and PCs, how can we deliver the Ghost Recon promise like never before?

This is how the very first military shooter, set in a massive open-world, that you can play from beginning to end in 4 player co-op or solo, was born.

“THIS GAME GIVES YOU FREEDOM OF CHOICE LIKE NEVER BEFORE.”

This game gives you freedom of choice like never before. Choose your weapons, your vehicles, your location, the time of the day, and the friends you play with. Play, have fun…and choose again. This freedom of choice is incredible, and, having played our own game for nearly five years, we are still surprised by some scenes we have never played before.

That’s why this Prima Guide is important. As players, you will have an incredible insight into how deep this game is. Play the game, read the guide, play the game again…there are so many possible game situations that we believe you could spend many hours playing the game and enjoying the world it depicts again and again.

And after years of hard work, of key moments like the first time we’ve shown the game to the players at E3 2015, for the many game developers in Ubisoft studios worldwide, flipping the pages of this book is like time travel; it’s a testimony to our work, so we hope you enjoy it.

“THAT’S WHY THIS PRIMA GUIDE IS IMPORTANT. AS PLAYERS, YOU WILL HAVE AN INCREDIBLE INSIGHT INTO HOW DEEP THIS GAME IS.”

However, we’ve also decided to go the extra-mile. Because we are so passionate about Ghost Recon, you will find in this Prima guide some extra content to enjoy in addition to our game world.

We’ve included a tabletop role-playing game that gives you the possibility to live the life of a Ghost with your friends when you’re not playing the video game. The fictional Bolivia we’ve created for the game is a fantastic game setting, and we hope you’ll enjoy playing in it even after you have finished playing the video game.

We hope you’ll have a great time. We are happy and honored to have created Ghost Recon® Wildlands for you!

Nouredine Abboud - *SENIOR PRODUCER*

ERIC COUZIAN

When we started this project we wanted to offer a unique experience while remaining faithful to the spirit of Ghost Recon. We have been in love with Ghost Recon for years and we wanted to deliver to the fans the ultimate experience everyone can expect and dream of when talking about Ghost Recon: play as a team of spec ops with total freedom of action in a huge open world with the emotional thrill of being on your own behind enemy lines.

The open world of *Ghost Recon® Wildlands* offers a total freedom of approach of the missions available in the game. You can do the missions in any order, and each mission can be done in a completely different way. Each player will thus have his own way of completing a mission, as the game is entirely non-scripted.

We made the deliberate choice to not force a gameplay situation which means that the game will not force you to play a certain way to accomplish your mission, and that you won’t be penalized depending on the way you’re playing. This game is built to allow you to adapt your playstyle to the situation. You can start a mission playing stealth, develop a whole strategy based on drone recon and try to be as invisible as possible, and then decide to finish the mission all guns out.

“THIS GAME IS BUILT TO ALLOW YOU TO ADAPT YOUR PLAYSTYLE TO THE SITUATION.”

Assault-type players will tend to use short or middle range weapons, or even snipers. These players will favor a direct attack to quickly take down the threat. On the contrary, Stealth-type players try not to get spotted by the enemy. Some of them kill the enemies stealthily by equipping their weapon with a suppressor, while others are true ghosts and try to avoid being detected at all while not killing anyone.

The game’s AI is programmed to react differently according to the playstyle the player is using. If the player is going all guns blazing into a camp, then the Santa Blanca will call motorized reinforcements to try to defeat the Ghosts. If, on the contrary, the player tries to be as stealthy as possible, then the AI will try to detect him. The AI can also send patrols to look for the player it has detected if he is attacking from a distance. Nothing is scripted. There are also the snipers, those who like to kill enemies from a distance and have fun with the game’s realistic bullet drop system. These examples are only a few situations you’ll be facing in Ghost Recon® Wildlands, as each enemy reacts differently based on his own agenda and behavior, as well as the action of each player.

In the end, whether you like to play it commando or like a real ghost, *Ghost Recon® Wildlands* allows you to play as you are and as you like. The game, as open as its world, will let you share intense stories with your friends. Now it’s time to meet and kick some ass in the online world of wildlands. Have fun.

Peace & Love.

Eric Couzian - *CREATIVE DIRECTOR*

JEAN-MARC GEFFROY

Hi Ghosts,

From the very beginning of this project, our goal was to put freedom at the heart of the design. It is a huge ambition which was built around strong choices: freedom of movement, action, and pace. The choice of a massive open world without any movement restrictions from the very first minute of the game, the choice of a non-linear narrative progression, of a large customization of both your character and his weapons, of providing lots of aerial, naval, and land vehicles at any moment—all without shackles. Basically, everything to allow you to express yourself and play *Ghost Recon® Wildlands* the way you want.

Nothing will ever be imposed on you in *Ghost Recon® Wildlands*. Each game situation was designed without knowing how the player would approach and react to it. Are you going to attack this camp at night or during the day? Are you going to choose a frontal assault or a stealthy approach? Short range or long range? Do you play solo with your AI teammates or do you coordinate with your friends to come up with creative and unique strategies? Which kind of weapon and items have you chosen? Will you try an approach with a parachute or with a land vehicle? You have so many possibilities that each situation will be unique and different for every player.

“IN A WORD, THE MAIN FOCUS OF THE GAME IS BASED ON YOUR CREATIVITY.”

In addition to the gameplay, building the world in all its diversity was particularly important to us. Bolivia was an incredible source of inspiration. It is a beautiful country where you can find many different ecosystems (the salt lake, the Amazonian jungle, dry canyons, and many others), with a deep culture that nourished our thoughts. We went there with other members of the production team to capture the essence of this wonderful country, and came back with tons of pictures, videos, sounds, and of course lots of memories and inspiration to create the amazing world of *Ghost Recon® Wildlands*.

In a word, the main focus of the game is based on your creativity. And this is the purpose of *Ghost Recon® Wildlands* design, to allow each player to play his own game style whenever he wants, alone or with friends.

And I hope you’ll enjoy this freedom as much as I do every time I lead my Ghost squad in the Wildlands!

Jean-Marc Geffroy - *SENIOR CREATIVE MANAGER*

FREEDOM OF CHOICE

For several millennia, cocaleros have played a big role in Bolivian culture. The coca leaves, whether chewed or made into a tea, offer numerous medicinal benefits, as well as used in religious ceremonies. Attempts, largely funded by the United States, to eradicate the crop were only partially successful as the farmers banded together to fight the government. Bolivia is the lone country in world where coca farming is legal.

As the leader of a successful drug cartel in Mexico, El Sueño realized a great opportunity to expand into Bolivia. Santa Blanca made their presence known right away with brutal acts of defiance against current drug traffickers, cocaleros, and the police. Violence escalated between the cartels and law enforcement. In response, the new president created a special operations division, La Unidad, to combat the ongoing drug epidemic.

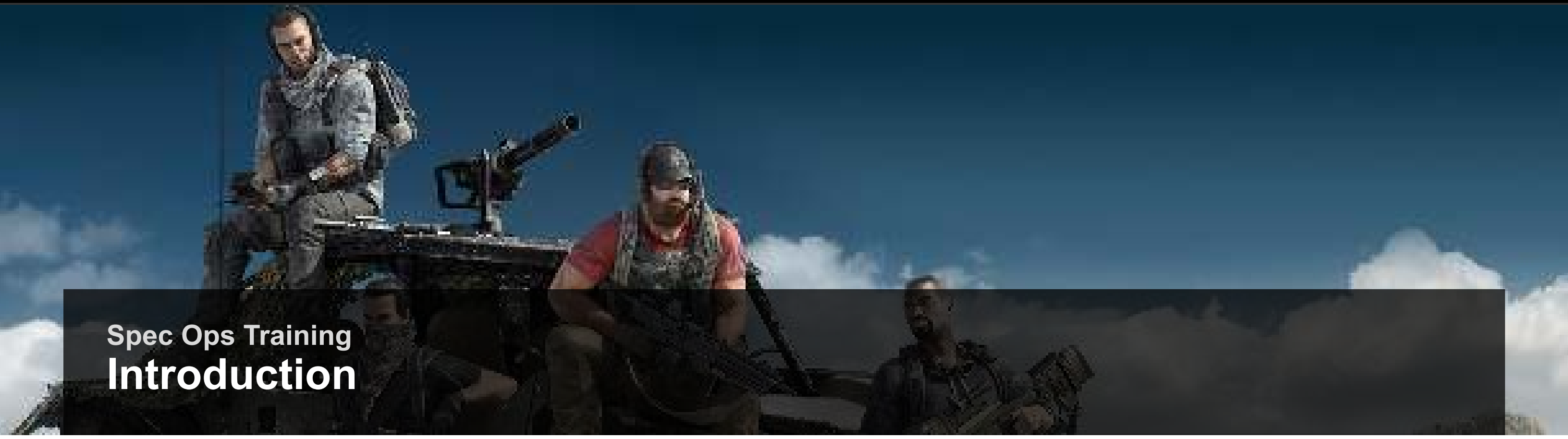
The leader of La Unidad, General Baro, made a last ditch effort for peace, reaching an agreement with the cartel: if the fighting comes to a stop, they can continue drug trafficking unimpeded. Unidad assists Santa Blanca by restricting who enters the region, but if the cartel does break the agreement, action will be taken. This allows the cartel to strengthen their operations in Bolivia, taking over villages and building bases in 21 provinces.

Santa Blanca has a very straightforward hierarchy. Each province is ruled by a buchon representing one of the cartel’s four areas of operation—Production, Security, Influence, and Smuggling—with an Underboss and Head of Operations leading each operation. At the top, El Sueño rules over them all with a brutal, but shrewd, iron fist. Demanding loyalty from his followers, he delivers swift punishment to those who oppose him.

After a deeply undercover DEA agent is killed in an embassy bombing, the United States sent in a Special Missions Unit, referred to as Ghosts, with the lofty goal of dismantling the cartel. The Ghosts are a team of four special operatives, but they are not alone in their fight. CIA Case Officer Karen Bowman leads Operation Kingslayer, while a passionate group of Rebels, called The Katari 26, provides support. These rebels want to send the Santa Blanca back to Mexico. As long as aid is sent their way, they assist in any way they can.

In Ghost Recon®Wildlands, play as Nomad, captain of the Ghosts, or join others online as one of the three remaining teammates—Holt, Weaver, or Midas. As the specially trained quartet, explore the vast array of biomes that make up Bolivia, recon enemy encampments, and infiltrate the strongholds—taking down the cartel by any means necessary.

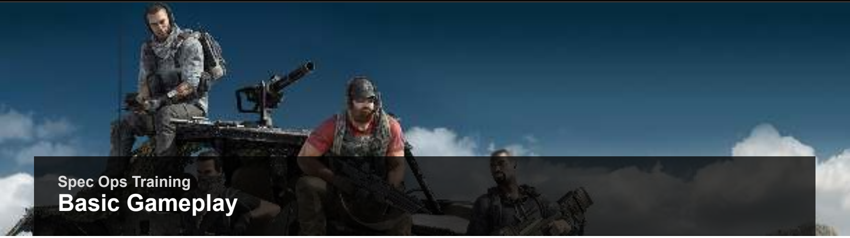
There is an unprecedented freedom of choice when approaching a Santa Blanca camp or Unidad base. A diverse selection of weapons, tools, and vehicles allows you to attack in a number of ways. Whether assaulting the enemy with guns blazing or strategically sneaking in and out with a well laid out plan, the result is all that really matters. This variety of gameplay and vast game world may seem daunting at first, but that is where we come in—providing the player with everything necessary to find the cartel bosses and dismantle the Santa Blanca Drug Cartel.



Spec Ops Training

Introduction

Tom Clancy's Ghost Recon® Wildlands, a four-player cooperative, third-person shooter, takes place in Bolivia across 21 provinces. The expansive world with its everything goes gameplay can be daunting at first. This chapter gives everything you need to explore the world, hunt down the bosses, and dismantle the Santa Blanca cartel.



Spec Ops Training

Basic Gameplay

ON FOOT CONTROLS

Moving, looking, and firing a weapon in Wildlands should seem familiar to anyone who has played a third-person shooter. With a controller, the two sticks move and look. Aim with the left trigger and fire with the right. The Sprint button allows for faster movement, but is countered with more noise—making stealth less likely. Ghosts have limited stamina, and can't run forever. However, if you put your weapons away, your stamina decreases at half the normal pace. In addition, you can increase your stamina by allocating Skill Points. Crouch and prone stances are available for stealthier approaches. A full listing of controls is found by selecting Controller or Keyboard and Mouse from the Options menu.

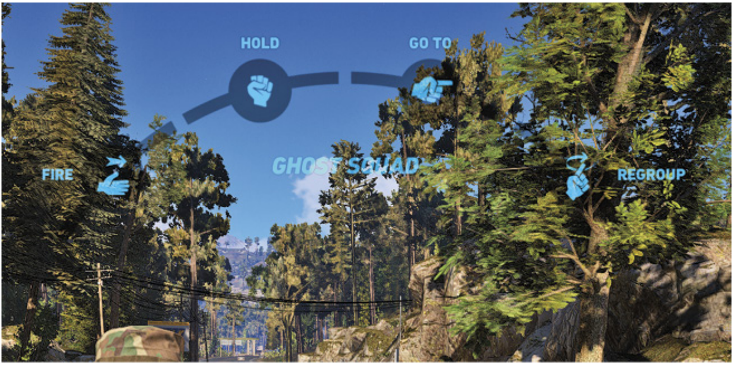
VEHICLE CONTROLS

Numerous land, air, and water vehicles are available to assist you when traversing the world. With a controller, use the triggers to brake/throttle down and accelerate/throttle up. A handbrake is available when on the ground, making it easier to handle the mountain switchbacks.

Refer to the Vehicle Control Scheme in the Options to see the full listing of controls.

ORDER WHEEL

Hold the Order Wheel button to bring up the Communication Wheel. Commands for your AI teammates are available across the top of the screen. In Co-op, these commands become greetings.



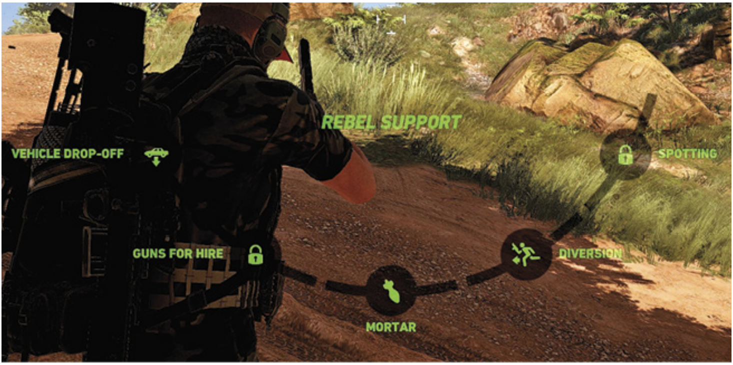
- **FIRE:** Orders the team to fire at the given target. There must be a target for the squad to fire.

- **HOLD:** Orders the team to stop at their current location.

- **GO TO:** Orders the team to go to a given location. A white circle appears at the cursor. Release the button to give the command.

- **REGROUP:** Orders team to meet up at your position.

The bottom of the wheel displays the five Rebel Supports, which become available as the respective side missions are completed. After one is used, a time is given in seconds, which counts down until it can be used again.



- **Vehicle Drop-Off:** The rebels drop off a vehicle nearby.

- **Guns for Hire:** Call in one or two rebels to fight along with the team for a limited time.

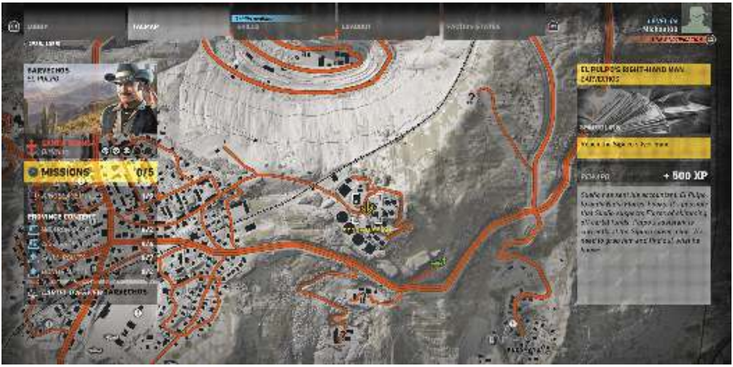
- **Mortar:** The rebels fire mortars at a specified location.

- **Diversion:** The rebels pick a fight at a specified location.

- **Recon:** Enemies are automatically marked in the current area.

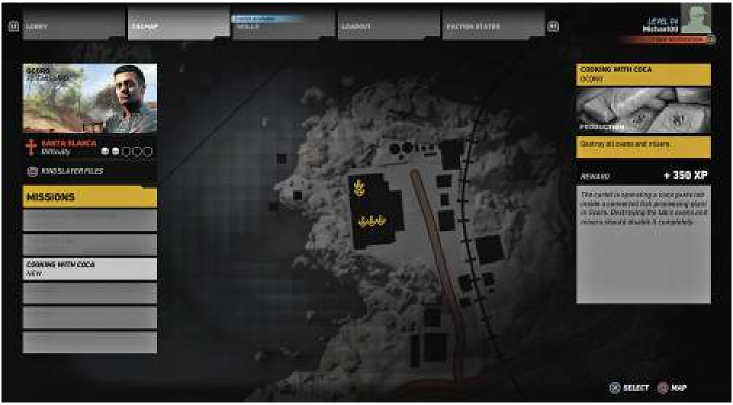
TACMAP

Press the Tacmap button to bring up the world map. Here you can scan around the 21 provinces and view discovered points of interest, unlocked missions, and learned collectible locations. You can Fast Travel to Rally Points you have discovered via the Tacmap. Zoom out to view the buchon and difficulty of each province. Press the Cartel Overview button to see progress toward dismantling the cartel.



Along the left side of the screen, mission and collectible information are readily available, as well as access to collected

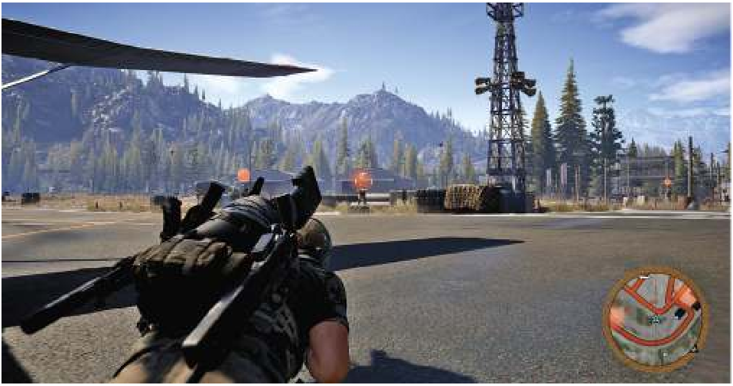
Kingslayer Files. Available story missions can be viewed through the menu while you have the cursor inside that province. Select one of these missions to equip it. This will display mission information as well as an objective marker on the HUD and Map to lead you to the appropriate location. Side missions can be activated in the same manner.



MINI-MAP

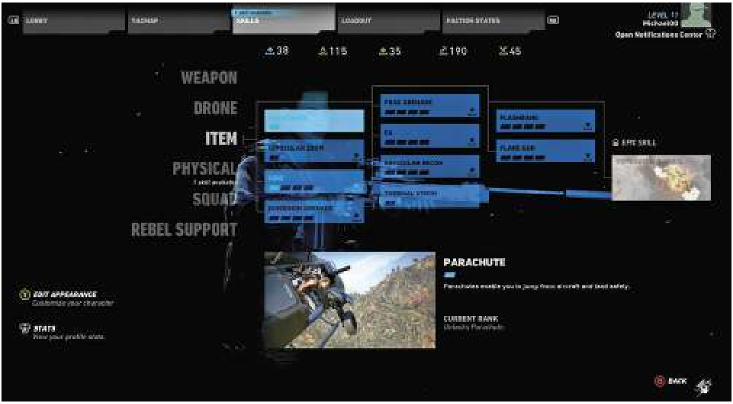
The mini-map, in the lower-right corner of the HUD, is an extremely helpful tool when plotting an infiltration of an enemy base. Blue dots represent Ghost locations, green shows the rebels, red indicates Santa Blanca, and purple is for Unidad. Red/purple blobs indicate that an enemy is in the area. Once marked, they become more-precise dots. The mini-map also shows nearby locations of resources, ammo, and collectibles.

A band around the outside of the mini-map becomes yellow to signify the enemy is looking for you. Take out the searching soldier or stay hidden until it returns to normal. Once the opposition has been alerted it becomes red. At this point, engage the enemy or flee the area.



LEVELING UP

You earn XP by marking, killing enemies, completing missions, and more. Your level is increased at certain amounts of XP with a maximum level of 30. New skills become available along the way, so check out the Skills chapter to plan for Skill Point and resource allocations.



EXPLORATION

Much of your time is spent exploring the vast, sprawling world of Bolivia. Finding new towns and enemy bases is essential when searching for intel on the Santa Blanca cartel. Whenever entering a new, unexplored area, take time to do some sightseeing. Much of the intel does not show up until points of interest are found.

Use all available tools to simplify the journey with vehicles and Rally Points greatly speeding up travel time. Don’t be afraid to take automobiles off-road for a shorter trip. This also helps avoid enemies, as they tend to pay more attention to the roads.

DISCOVERING POINTS OF INTEREST

A question mark appears on the map when a point of interest is near. Once the place is discovered, the name appears. Highlight a location on the Tacmap for more information. You can use your binoculars to scan a point of interest and reveal it from afar.

RALLY POINTS

Rally points appear on the map as they are discovered through exploration. These locations allow you to fast travel between long distances. Towns, villages, and cities also permit fast travel. When planning a long trip, utilize these teleport points to save time.

Each rally point is equipped with an ammo crate, as well as a selection of vehicles. Motorcycles are often available for the team and as you progress through the game.

CLIMBING

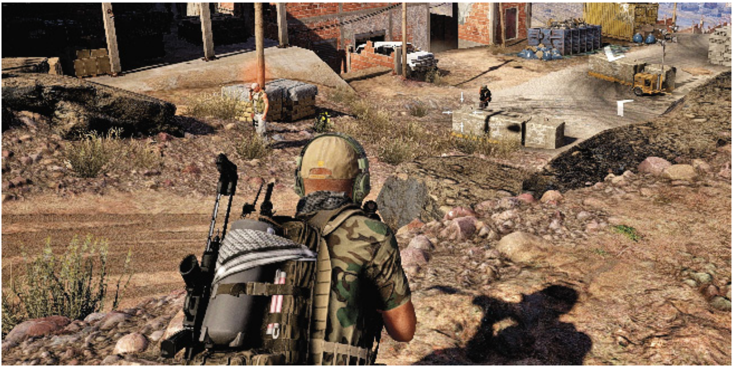
When next to a climbable object, the word Climb or Cross appears on screen. Pressing the Vault button at these points allows you to climb over or onto the object. Mountains can be scaled and shorter fences vaulted.

SWIMMING

The Ghosts can swim when entering waterways. If a boat is unavailable or when stealth is important, jump into the water and move just as when walking. Use the Sprint button to swim freestyle. This gives you more speed, but also increases the noise you make. Press the Crouch button to dive underwater for a Stealth Swim to avoid being detected by nearby enemies.

DETECTION

Detection arrows, along with an accompanying sound, indicate an enemy is spotting you. Two lines move closer together until they connect at which point the enemy is alerted. The arrow points in the direction of the alerted soldier, so react accordingly. Return to cover or take out the offending foe before this point to avoid detection. A red circle appears overhead or on the side of the screen to also alert you to an impending detection.

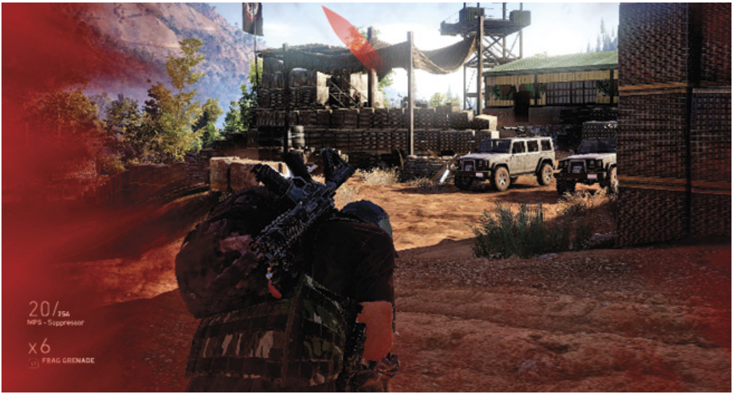


Paying close attention to these lines and learning which direction to move to avoid detection is key in stealth situations. Note that AI teammate locations do not affect your detection.

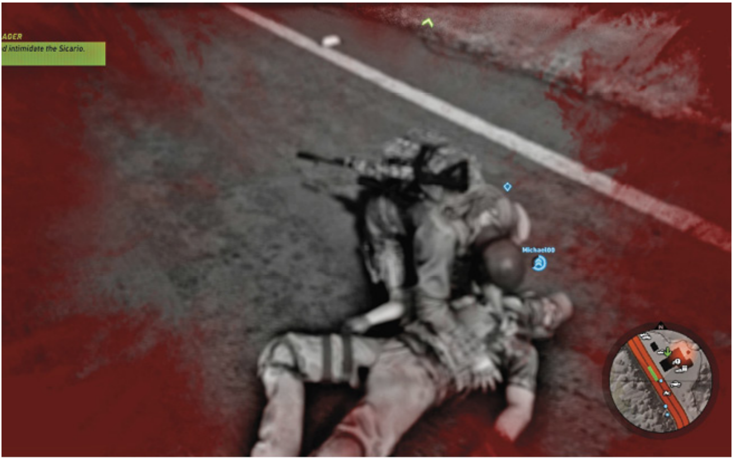
Also note that an enemy becomes alerted when the body of a comrade is discovered, so pay attention to where you are before knocking out a foe. If possible, pull enemies to a safer area before taking them down.

HEALTH

There is no bar to indicate your health status, so you must pay attention when getting hit. Red markings on the side of the screen alert you when you're taking damage from that direction. A red arrow also denotes the direction of an attack. Teammates warn you when taking too much damage, as well as a “Fall Back” message on-screen.



If you continue to take damage, you may be downed. At this point, a blue, circular timer counts down while bleeding out. A teammate must reach you and administer first aid. This takes time, which is signified by another blue timer. Invest in the Revive Speed skill to increase the speed of revival. If a teammate is not available to revive you, it is possible to give up and re-deploy to a nearby spawn point or teammate.



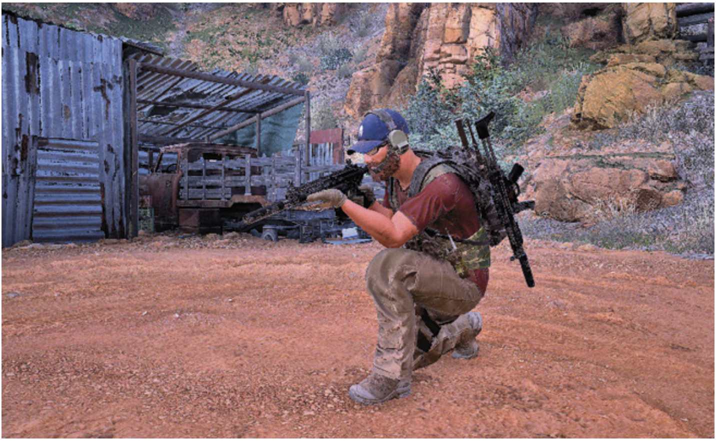
Teammates can revive you once per fight. Being downed twice in a short period results in a game over. Listen for downed teammates and revive them when possible to get them back into the action.

Note that you take fall damage when dropping from a high distance. Be careful when climbing to avoid taking unnecessary damage.

TEAMMATE WARNINGS

Pay close attention to teammate ramblings and the warnings that they offer. They warn of incoming missiles, nearby enemies, and more.

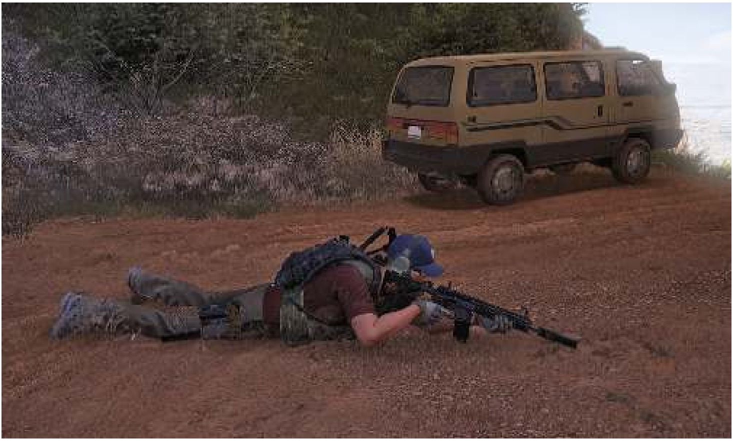
STANCES



Three stances—stand, crouch, and prone—offer varying effects. Standing offers the quickest movement, great for moving between locations when stealth is not essential.

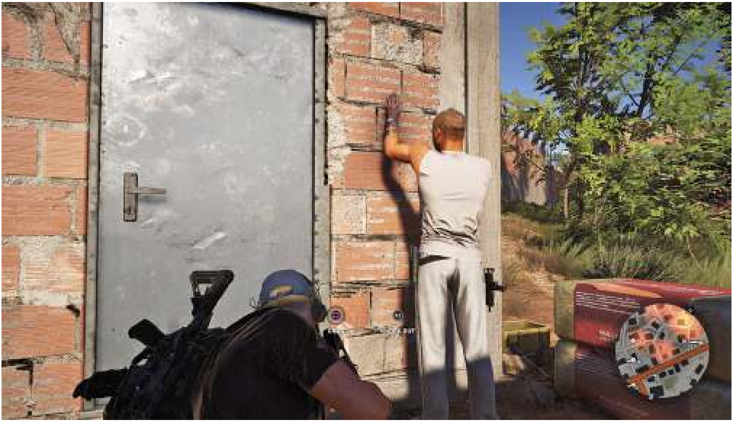
Crouching is a must when attempting stealth, since it provides a smaller profile and less noise.

Going prone (hold Crouch button) in tall grass or behind cover is a great way to avoid being noticed when the detection arrows appear on screen. This stance is a must whenever an enemy helicopter flies overhead.



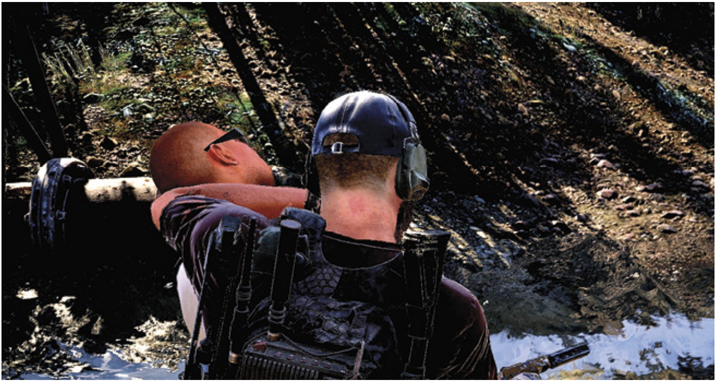
CLOSE COMBAT

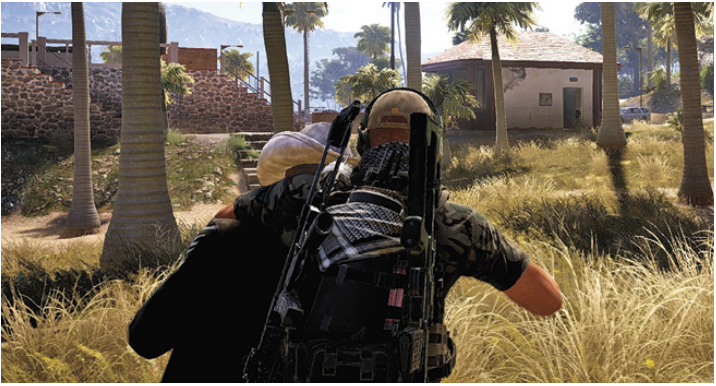
Hand-to-hand combat is pretty much limited to stealth gameplay, but it is possible anytime you are next to an enemy. At this point, you can grab or strike the opponent.



STRIKE

Press in on the right stick when using a controller to punch or swing with the equipped weapon. This maneuver is useful whenever next to an enemy, but knocking out an unwitting foe with a melee attack keeps you in stealth. This is greatly effective and rewarding when infiltrating an enemy base.



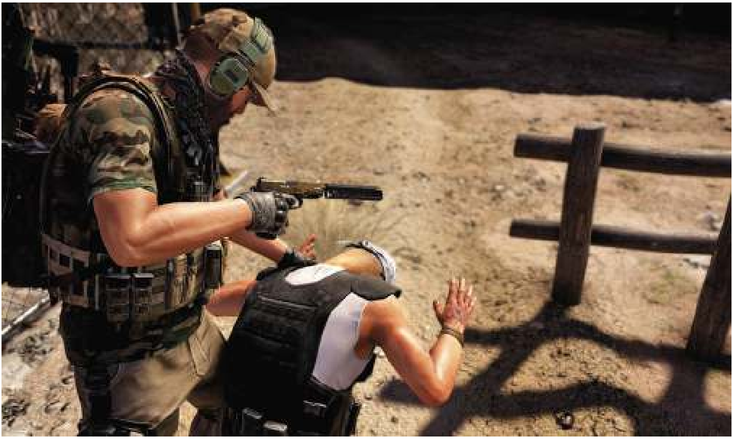


GRAB

Hold down the Interact button when next to an enemy to grab him. From there, he can be used as a shield as you fire at another foe, or knocked out. Try to deposit these guys out of view from the opposition. Pull them behind cover whenever possible before knocking them out. It is also extremely useful to grab a target and move them to safety before interrogating them. This comes in especially handy when you want to stow an enemy in a vehicle by getting close to a door or trunk.

INTERROGATE/INTIMIDATE AN ENEMY

When gathering intel from lieutenants or during some missions, a grabbed enemy can be interrogated or intimidated. If the option isn't there, it cannot be done.



SURRENDERING ENEMY

Note that some enemies cower in a surrendering position when confronted. Killing or knocking out a surrendered enemy is treated like taking out a civilian and can lead to a game over, so be careful near a cowering foe.

VEHICLES

Numerous types of vehicles are available throughout the provinces. Automobiles, motorcycles, boats, helicopters, and planes are found in cities, near homes, at airports, docks, and even along the side of the road—all of which can be used to get around Bolivia quicker.

You can switch between the driver and front passenger seats. Or, if in the back, switch between passenger seats and a mounted gun (if available). Note that if playing solo, you must enter the driver seat or the vehicle does not move.

GROUND VEHICLES

Take advantage of the huge variety of ground vehicles in the world. Motorcycles, sports cars, buggies, trucks, and SUVs are just a few of the obtainable automobiles. They are all controlled the same, but handle significantly differently. Find your favorites, but also take the current objective into account.

A motorcycle can handle most terrain, even some climbing, making it a solid choice when going off-road. The two-wheeled vehicles do take time to master, as they can get squirrely.

An armored vehicle or technical are ground vehicles of choice for assault players. Drive one right into an enemy stronghold and order the team to open fire. These are also great for Stop the Convoy Supply Raids.

Unique vehicles are also available, such as the armored Digger. Keep an eye out for these special rides. Note that vehicles vary in capacity, seating less than the full Ghost unit. If playing solo, teammates catch up to Nomad after exiting the automobile. In co-op, simply grab another car to accommodate the crew.

COMMANDEER A CIVILIAN’S VEHICLE

Civilian vehicles can be intercepted by shooting at them or by aiming at the driver. This causes the person to surrender, but be careful not to kill the civilian or it may lead to a game over. Plus, it’s good karma.

AUTOMATIC DOORS

Santa Blanca and Unidad have their own official vehicles. When an Automatic Door is approached, these automobiles allow for easy access to their bases. Do not dawdle though as soldiers eventually detect a hostile presence when driving near them. Once inside their walls, quickly drive to a safe location or find a building that can be used as cover.

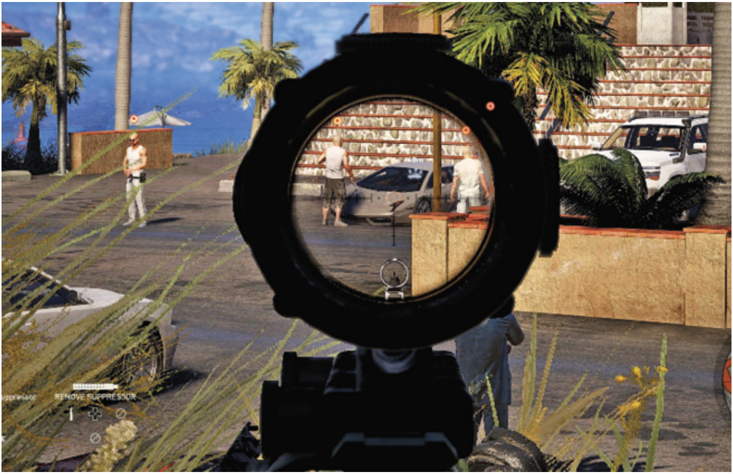
When standing next to a driver's door, Santa Blanca or Unidad is listed next to the vehicle type if it is an official vehicle.

EXPLODING VEHICLE

If a vehicle is damaged too badly, it begins to smoke and then catches on fire. Clear the area immediately before it explodes or it may take you out with it.

CAR ALARM

Fancier cars, such as the Santa Blanca sports car, are often installed with a car alarm—signified by a car icon with squiggly lines above it. When parked, shoot the vehicle to sound the alarm. Use this as a diversion to sneak by enemies, as they investigate the noise. You can also disable the car alarm by pressing the button used to turn the car lights on and off.



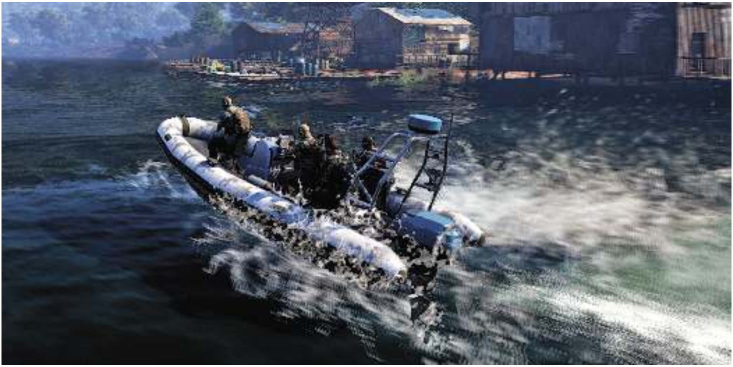
ENEMY VEHICLES ON PATROL

Watch out for Santa Blanca (red) and Unidad (purple) vehicles as they patrol the roads. The usual detection arrows appear on screen as they begin to recognize the Ghost presence. Quickly move behind cover or lie prone to avoid being detected. Or, take cover and shoot the driver to bring them to a stop, though a gunner should be the first target if present. Their vehicle is a valuable asset when infiltrating a corresponding base.

Shooting at and doing damage to a vehicle will damage it. Once it has suffered sufficient damage, a vehicle's driving capabilities are affected, making it slower. When a vehicle reaches a certain level of damage, the enemy driving it will leave the vehicle and either run away on foot, try to find another vehicle in which to escape, or surrender.

WATER VEHICLES

Various boats are docked up and down the rivers and lakes. Like automobiles, you enter a passenger or driver seat—controlling the vehicle in the same manner. A boat comes in handy on several occasions as the cartel sets up boat labs and it often offers the quickest route when crossing a waterway.



AIR VEHICLES

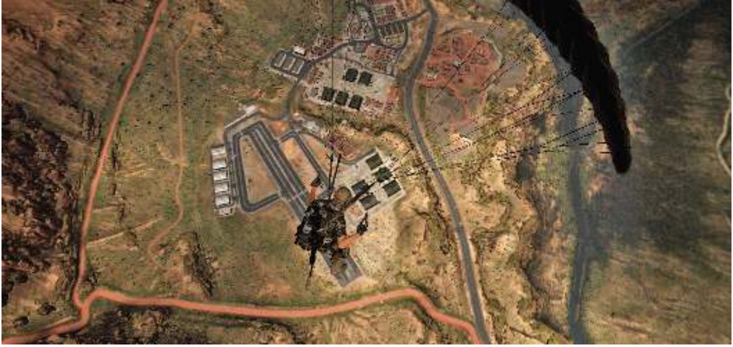
Helicopters and planes are a great way to travel great distances and heights, but there are risks involved. A chopper does not need much space to take off and land, making it a great option to reach mountain peaks and ledges—often required stops for Rebel Ops Parachute Drop side missions. Some helicopters may allow the pilot to use a minigun or rocket launcher as well!

Airplanes are typically found on or next to runways, since they require a bit of road to take off and land. Be sure to give plenty of space to bring the plane to a stop and keep it straight or it may accidently take out a civilian or two.

Much like a technical, some helicopters are equipped with a minigun. Enter the gunner position to take control of the weapon.

THE PARACHUTE

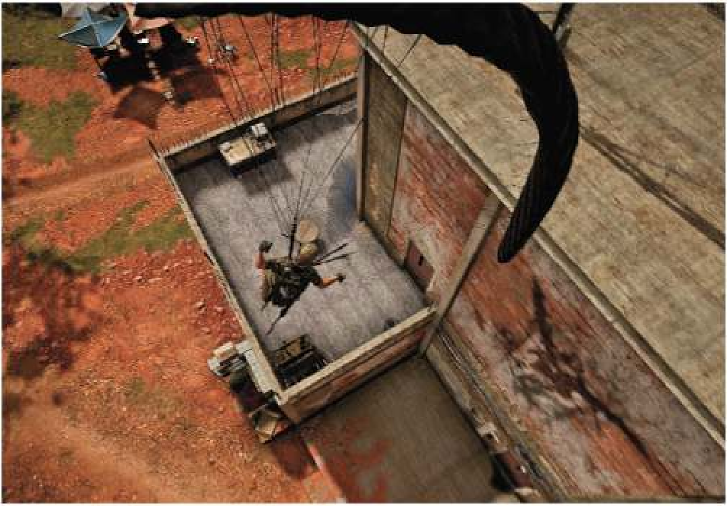
The parachute is available at level 1, but you need to unlock the appropriate skill with Skill Points and Resources. Once unlocked, it is possible to jump out of an aircraft and land safely on the ground (or rooftop). You can also jump from a cliff, if you hold the traversal button as you push your character over the edge (if you are high enough). This function allows you take a lot of risks, so be careful to clearly assess the situation if you don’t want to dive headfirst into a rock. Be sure to gain a decent amount of altitude before jumping or there may not be enough time to deploy.



At first, you are in freefall with the ability to fall faster by pushing forward. You'll then be free falling until you deploy your parachute. Pushing up causes you to descend faster and nearly straight down, good when directly overhead of a target area. Pulling back slows the speed and keeps you in the air longer, in case the destination is farther ahead.

Hitting a target area takes some practice, but there are some techniques that can help. Push left or right to circle around when honing in on a location. Use a building or the side of a mountain to stop momentum, but be sure the ground is close enough to drop safely.

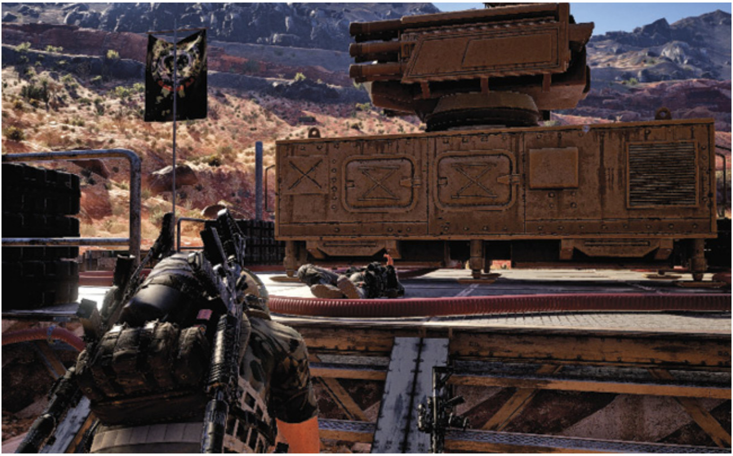
SAM Launchers do not target parachutes, but nearby enemies do detect you, and will shoot.



SAM LAUNCHERS

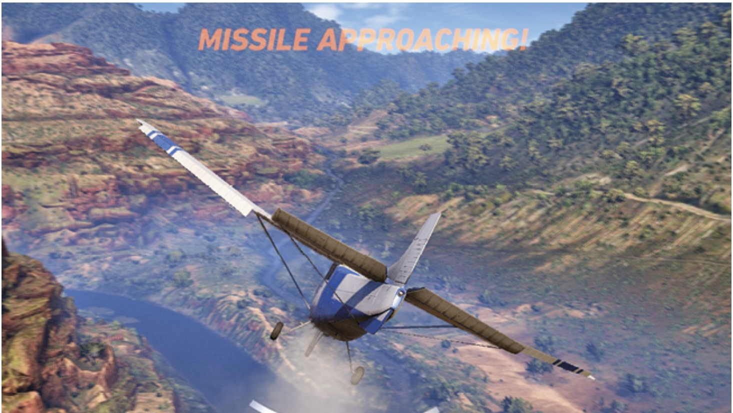
SAM Launchers, often found in hostile territories near bases, attempt to shoot enemy aircraft out of the sky. The familiar detection arrows let you know when being targeted. Explosives can be used to destroy SAM Launchers before taking flight, but they do tend to be repaired over time. One C4 charge or two well-placed Frag Grenades do the trick.

Once a launcher draws a bead on you, it fires a missile toward the aircraft. Teammates warn of the impending projectile as well as a “MISSILE APPROACHING!” message on screen.



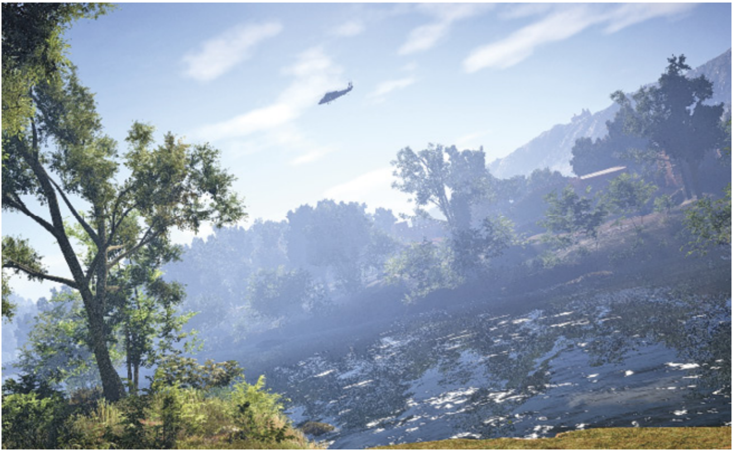
If possible, swing the camera around to spot the explosive. Tilt from side to side while making sharp turns away from its path to avoid taking damage. Dive behind cover when available to shift the destruction to the unsuspecting environment.

Flying low tends to avoid detection by their radar, so make this a habit whenever launchers are a threat. The closer you fly to a SAM Launcher, the tougher it is to avoid impact, so pay attention to the surroundings whenever in flight. Knowing their locations ahead of time is extremely helpful.

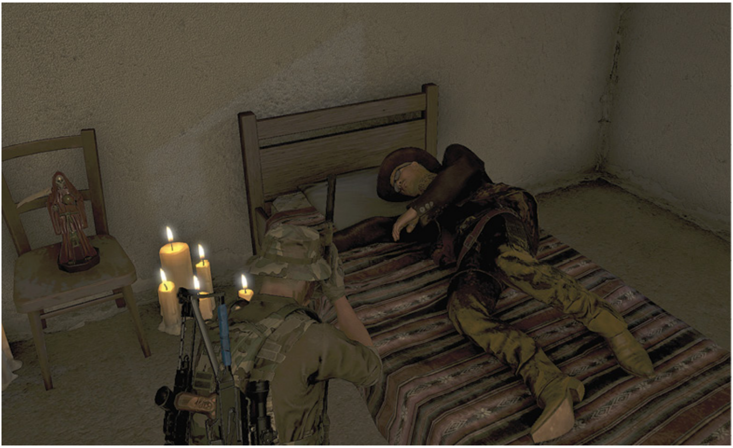


ENEMY HELICOPTERS

Watch out for enemy choppers as they patrol a territory. A teammate typically warns you of incoming aircraft, but it is always wise to keep an ear out for helicopters. Lie prone or move inside cover to avoid being spotted.



DAY-NIGHT CYCLE



A day-night cycle keeps the game moving in GRW with an effect on gameplay. Many enemies, especially in towns and bases, have different routines at nighttime. Patrols change and some rest at campfires. Search houses for sleeping soldiers and knock them out where they sleep. Note that they continue to detect you for a short while, so be patient if you come across someone lying down for the night.

WEATHER

The weather also influences gameplay. Fog obscures sight at a distance and the rain conceals sound. Use a rainy night for the ultimate stealth opportunity.

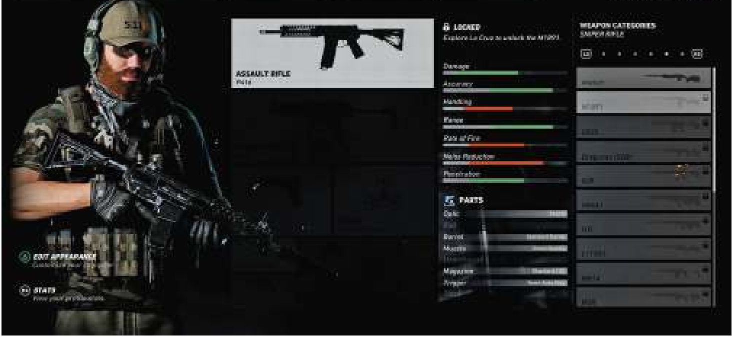
GUNS

As in any shooter, guns play a huge part in Ghost Recon® Wildlands. Much of the time, it is possible to get by without them, but sooner or later, they become a necessity. Find weapons and accessories throughout the world to improve weapon selection and ready the team for additional situations.

LOADOUT

Access guns, items, and the Drone at the Loadout screen—available by pressing the Tacmap button and selecting the Loadout tab. It is also available from ammo crates and Equipment Cases. Ammunition can also be topped off for all guns and items at ammo crates.

LOBBY
TACMAP
SKILLS
LOADOUT
FACTION STATUS
Open Notifications Center



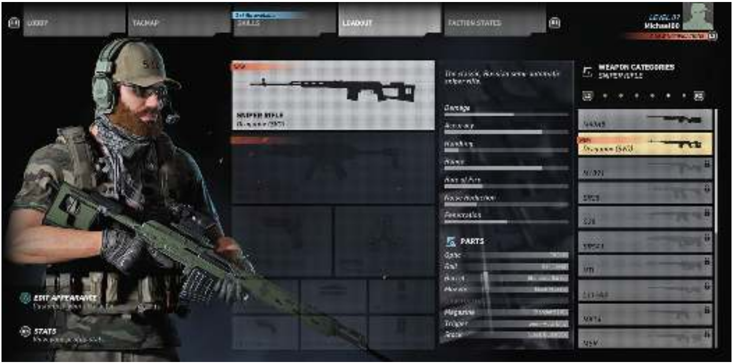
COMBAT

Firing a weapon in Wildlands is similar to other shooters with the ability to fire over the shoulder (OTS) or by looking down the sights of the gun (FPS). You can switch between FPS and OTS view by clicking on the right stick while aiming. OTS is very useful for looking around corners or above obstacles without being exposed, giving you the optimal viewing angle.

You can also do a shoulder swap with your weapon by pressing the right button. While in cover, this also allows you to change the direction you're heading. It's crucial to always have your enemies in sight!

GUN TYPES

Ghost Recon® Wildlands has a huge selection of guns of various types and most can be altered at the Gunsmith. New weapons and accessories, hidden throughout the world in Equipment Cases, are available to build an arsenal worthy of any situation. Three weapons can be carried, a one-handed gun and two rifles or shotguns.



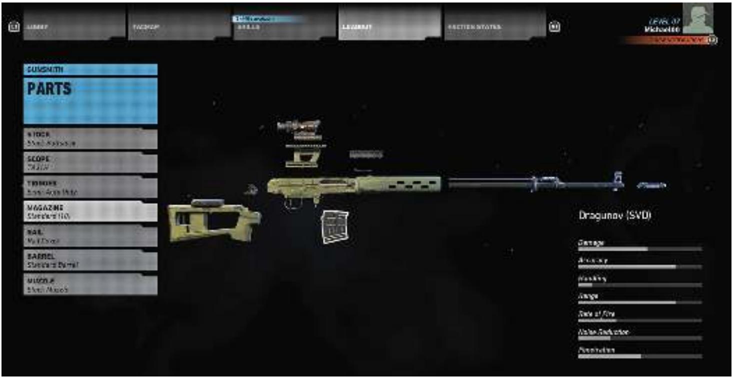
Handguns	Single-shot, one-handed weapon for a quick fire—typically the best option for stealth gameplay
Compact Machine Guns	Higher rate-of-fire option for the handgun slot—use as third gun in assault situations
Assault Rifles	Low- to moderate-power rifle capable of fully automatic, semi-automatic, and/or burst fire
Light Machine Guns	Sustained weapon fire with a moderate rate of fire—best against a higher number of enemies
Submachine Guns	High rate-of-fire in a portable package
Sniper Rifles	Long-range rifle capable of causing high damage—always carry one in stealth gameplay to pick off enemy snipers
Shotguns	Spread fire capable of high damage in close quarters—a great choice for interiors

Stats vary greatly between the weapons, so choose wisely depending on your current needs. Some guns suffer from high recoil. Move the right stick in the opposite direction to compensate for the effect.

A sniper rifle is a great addition to any loadout, especially combined with a powerful scope. The penetrating ability of some rifles allows you to take out an enemy who stands behind a brick wall. Use the rifle to destroy a Power Generator from a safe distance. Note that bullet drop becomes more of a concern when firing from afar, but the sound of the gun is more likely to go unnoticed. Unequiping a weapon's suppressor allows the weapon to have its bullet penetration at maximum capacity.

GUNSMITH

From the Loadout screen, the Gunsmith is accessible for any editable weapon. This allows you to swap out parts and apply paints to the gun.



Optics	Scopes and sights, allowing for easier aiming—a high-powered scope is ideal for a good sniper rifle
Rail	Laser sights, range finder, and rail cover are examples that effect Accuracy, Range, and/or Handling
Barrel	Shortening the barrel chooses mobility over damage
Muzzle	Compensators reduce recoil and suppressors reduce sound—an important accessory in stealth gameplay
Underbarrel	Aids in the handling of the firearm, but may also increase accuracy
Magazine	Improves ammo capacity— a great accessory for automatic weapons
Trigger	Not editable. Affects the fire rate of the gun, including full-automatic, semiautomatic, and a 3-burst fire
Stock	A folded buttstock offers improved mobility with less stability

WEAPON MODIFICATIONS IN THE FIELD

Certain weapons can be altered while aiming the gun. With a controller, the digital pad makes these adjustments if available.

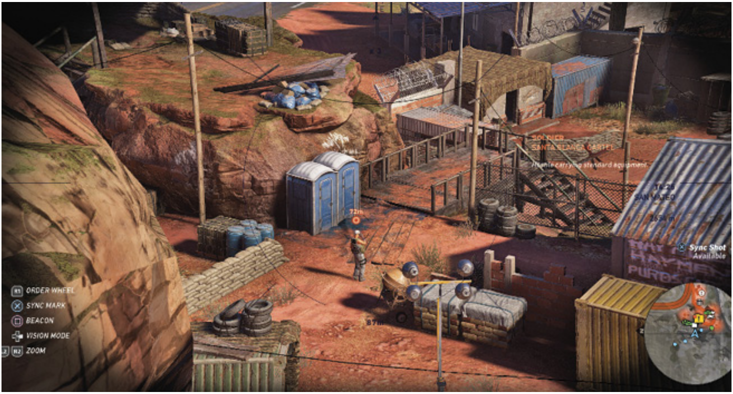
CASINO
CASINO
Sync Shot
Available

EQUIP SUPPRESSOR
FRAG GRENADE

Up	Equip/Remove Suppressor (Equip based on stealth or assault gameplay)
Left	Switch Trigger (full-automatic, semiautomatic, burst 3
Right	Switch Scope (Some scopes can be adjusted)
Down	Swap Underbarrel (Add a grenade launcher to weapon)

MARKING ENEMIES

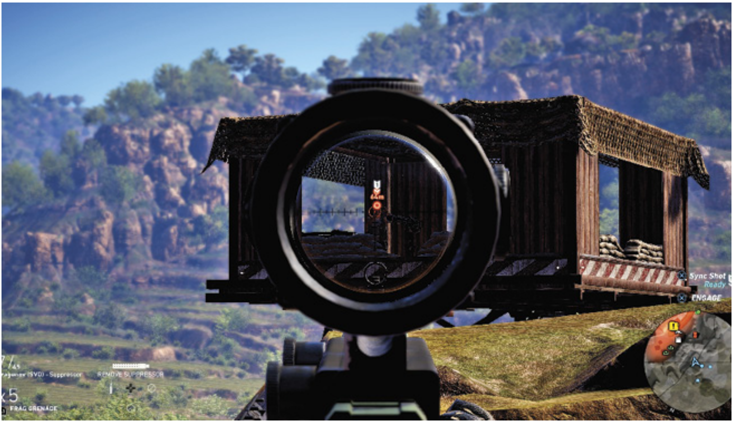
Anytime an adversary is targeted, he is given a mark that all players can see, even when behind a barrier. This should be the first step whenever approaching an enemy stronghold. Take time to recon an area thoroughly, so there are no surprises.



The Binoculars and Drone are great assets during this stage of a fight. Binoculars allow for long distance recon and the Drone gains a great view from above. Tagging enemies with your Binoculars is faster than using only your weapon scope, as they have a wider view range. Maneuver around so that all areas reveal their secrets.

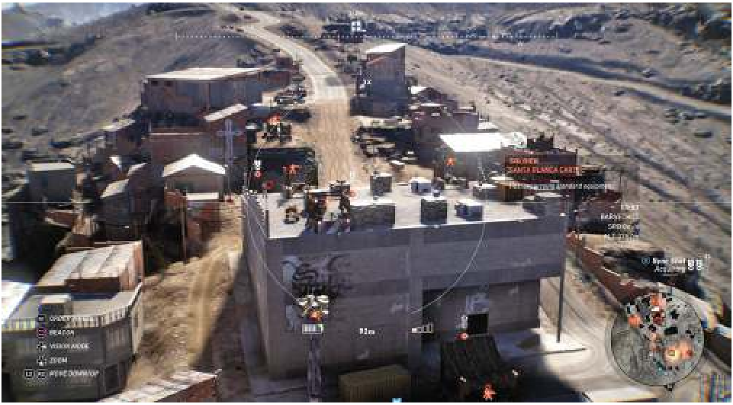
SYNCHRONIZED SHOT

While aiming at a target, or using binoculars or drones, you can allocate a specific target to your teammates. This places a number above his head to allow you to coordinate your shots.



With AI teammates, a spinning circle above each number signifies the shot is not lined up yet. Wait for it to come to a stop before engaging.

At first, you can only setup one Sync Shot. You can purchase the Sync Shot Extra Target skills to increase this to two and then three Sync Shots. With the ability to take down four enemies with one shot, a solo player can handle many more situations. Note that selected targets inside a structure may move in and out of view quite often, severely hampering the ability to successfully hit them all.



DROPPED WEAPON

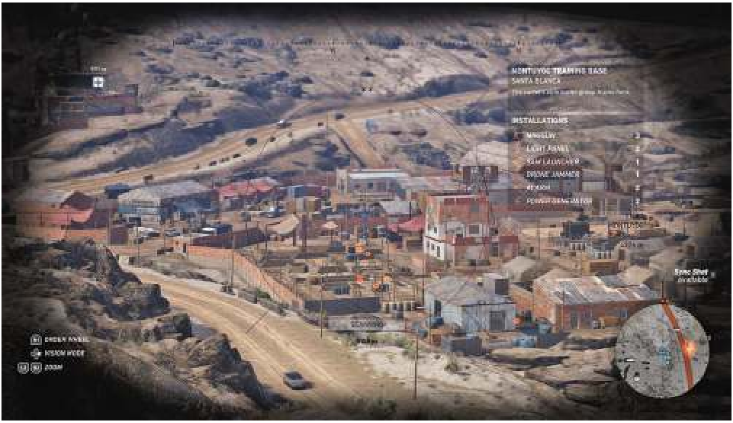
An enemy drops their weapon when killed, which you can pick up, replacing the two-handed weapon last used. This weapon does not unlock in your loadout and it cannot be modified. Once it is swapped out, it is lost.

ITEMS

At the start of the game, you are equipped with three items: Frag Grenades, Binoculars, and a Drone. By investing in Item skills, you can add valuable tools to your arsenal.

BINOCULARS

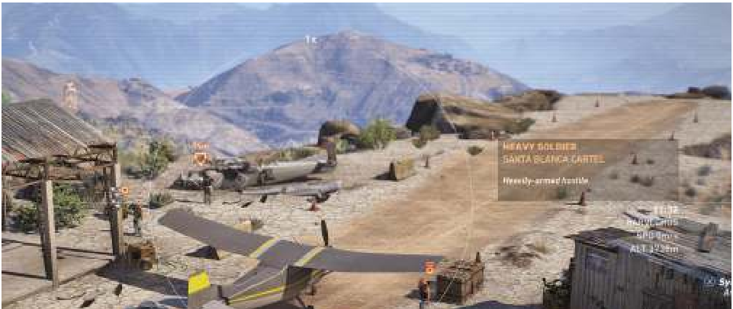
The binoculars are an essential piece of equipment for any elite soldier. Mark enemies and interactive elements from a safe distance. Starting with a 3x zoom and night vision, upgrades allow for an even higher zoom and thermal vision. Unlike the Drone, the binoculars do not need cooldown time before using again.

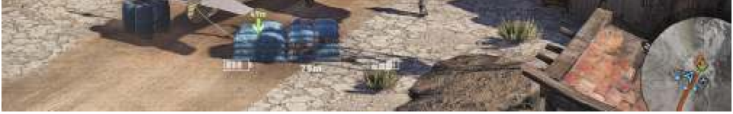


Not only do the binoculars mark targeted enemies, they can also be used to discover points of interest, side missions, collectibles, and more. Zoom in on locations from afar and thoroughly recon an area in safety. Upgrade Binocular Recon to increase its effectiveness. Note that the Order Wheel can be used while looking through the binoculars. Gain a high vantage point and give your team orders from afar.

DRONE

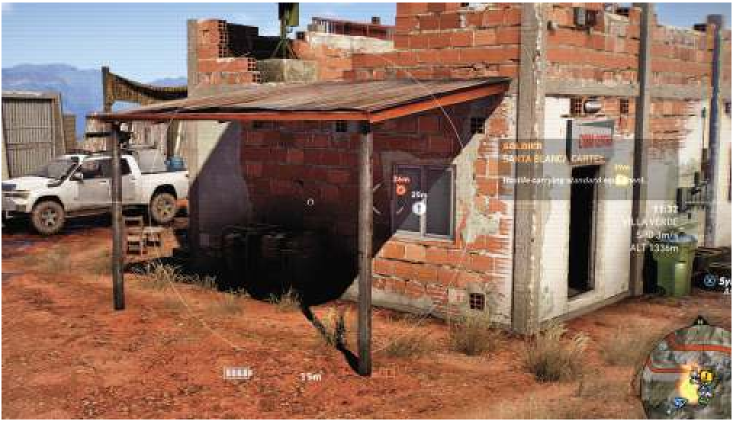
The Drone is an improvement on the binoculars in almost every way. Toss it into the air and fly it over enemy strongholds to recon the area. By running the reticle near enemies, they are automatically marked for all to see.





The Drone is limited by its battery and strength of signal. Audible and visual warnings alert you as either goes out. Upgrades are available to extend both battery life and range.

Mastering control of the Drone is key to a thorough recon. Flying in and around windows allows you to even mark enemies who hide inside buildings. Be careful though as the Drone is not completely stealthy. Get too close to an enemy and they will detect your drone and be alerted.



For those who enjoy commanding troops, the Order Wheel can be utilized while flying the Drone. This allows you to move teammates or rebels anywhere the Drone has a view.

More skill upgrades give the Drone night and thermal vision, as well as the following great abilities. Equip these at the Loadout screen.

Explosive	Detonate the Drone with the push of a button to cause a massive explosion. With good timing, this is a great way to eliminate a pesky helicopter. Obviously, this is only advised when stealth is no longer an option.
EMP	Detonating an EMP disables all nearby electronics and vehicles. This is extremely useful at enemy strongholds and a great alternative to shutting down the power generator.
Noisemaker	Emit a noise to attract enemies who are close by. This gives you yet another means of diverting attention.
Medic	Purchase at least the first rank in all Drone skills to unlock the ability to heal a teammate with the Drone—making it possible to help a downed teammate without entering the fight.

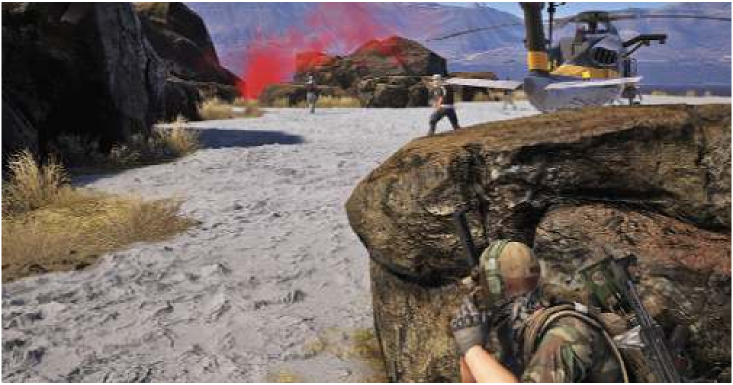
EXPLOSIVES

Frag Grenades are available from the start of the game. Mines, Diversion Grenades, C4, Flashbangs, and a Flare Gun are all available from the Item skill tree—giving you even more options when infiltrating enemy strongholds.

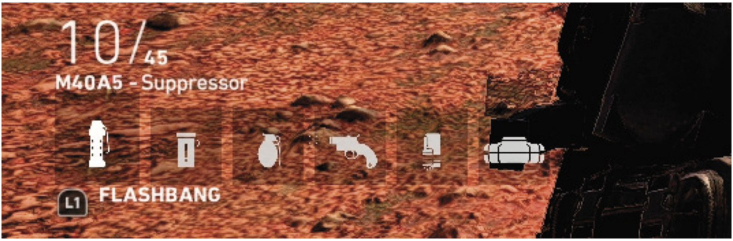
15m
Suppressor

Frag Grenades, Mines, and C4 are effective for causing large amounts of damage. Flashbangs disorient nearby foes, letting you mow them down or slip by. Be careful though as this does put the opposition on high alert.

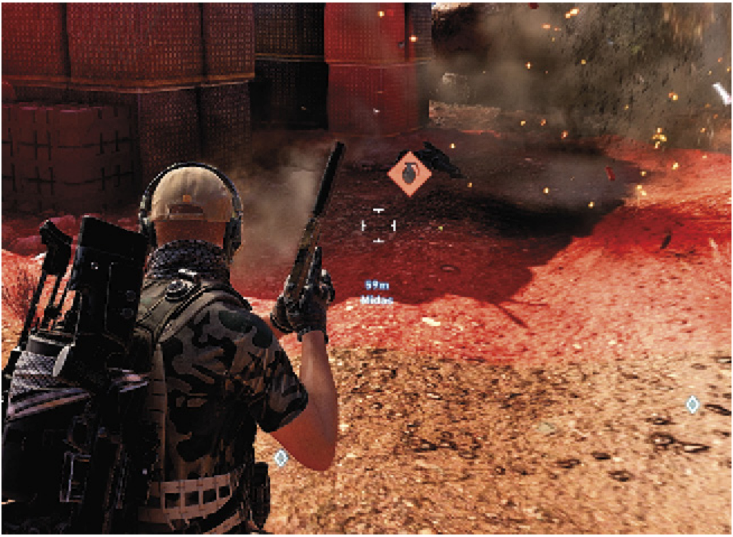
The Diversion Grenade creates a simulation that draws nearby enemies away from their post. The Flare Gun can be used to attract adversaries to your position or draw them away from a desired location.



Once a second explosive is unlocked, the Select Item button changes the active item. This is shown in the lower-left corner of the HUD. Be sure to always have an appropriate item selected. You do not want to be stuck with a Mine or Flare Gun in your hand in the heat of battle.



Tap the Use Item button to toss, plant, or fire the item. With one or more C4 placed, hold the Use Item button to detonate the explosive. Watch for the red, diamond icon that indicates a live Frag Grenade. Clear out of the immediate area to avoid taking damage.



FLARE GUN

The Flare gun is really useful in attracting both Unidad and Santa Blanca foes and creates the opportunity to trigger a fight between those two factions.

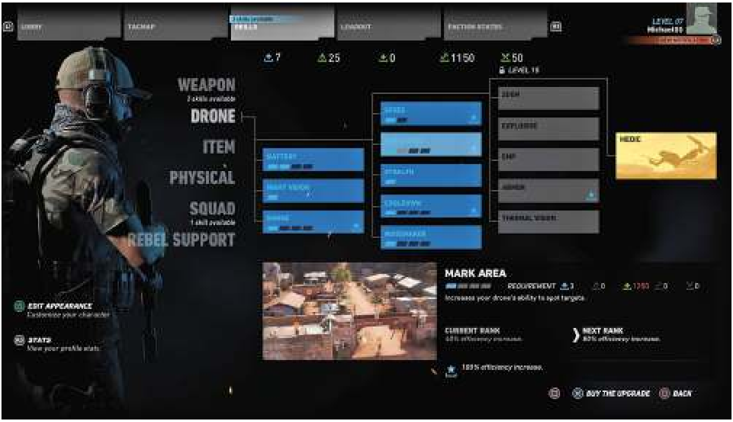
NIGHT AND THERMAL VISION

Night Vision is available from the start of the game. Press the Toggle Night Vision button to brighten your view at nighttime. Stealth missions are especially effective at night and this equipment gives you an advantage over the enemy.

Thermal Vision can be purchased from the Item skills tree, allowing the user to see the world via heat signature. This is great for tracking targets in low light and a huge asset for stealth players.

PLAYER SKILLS

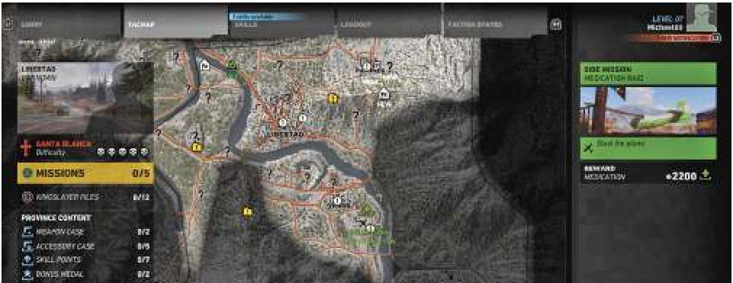
Your abilities can be upgraded and new equipment unlocked through the Skills system. From the Tacmap, select the Skill tab to view the skill trees for Weapon, Drone, Item, Physical, and Squad. Rebel Support status can also be viewed on this screen.

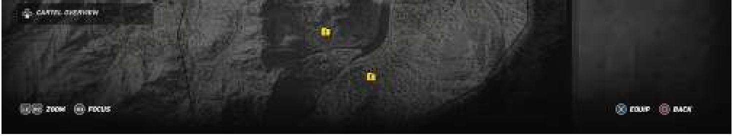


Increases your drone's ability to spot targets.

Weapon	Improve your proficiency with firearms
Drone	Improve the Drone as well as unlock new skills for the device
Item	Unlock and upgrade items, such as the parachute and explosives
Physical	Improve your personal stats, such as stamina and resistances
Squad	Improve proficiency of AI teammates and rebel fighters

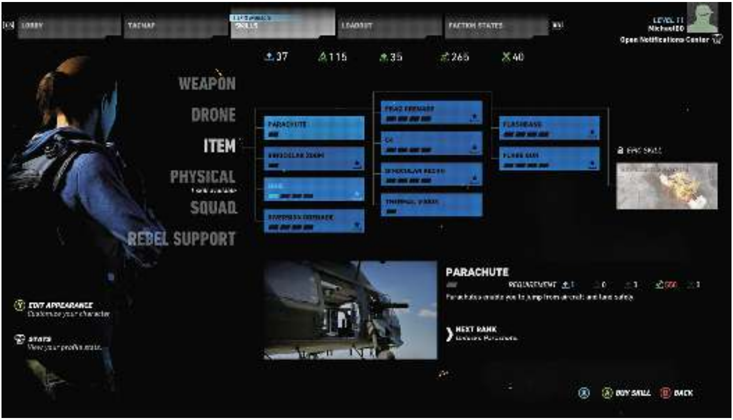
A set combination of Skill Points and resources is required to purchase each skill. If you don't have enough of a needed resource, pressing the Interact button, while highlighting the skill, shows the nearest large source of that type on the Tacmap.





Most skills require a specific player level to unlock, which is shown on the Skills page at the top of each column. Most skills can be upgraded to increase their effect. If you buy at least one level in each skill in a particular tree, you are automatically awarded a free Epic Skill, which is shown at the end of the tree.

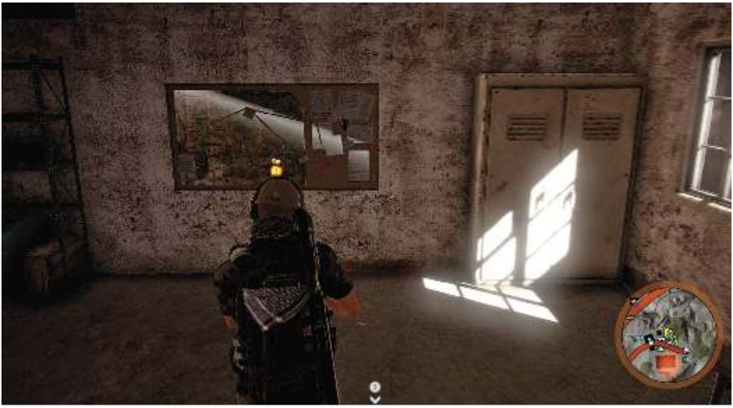
Many player skills have a bonus skill, denoted by the star icon next to the skill name. This gives the skill a little boost by discovering and looting a specific Bonus Medal. The location of this medal is given at the bottom of the screen when highlighting the corresponding skill.



Refer to the Skills chapter for full details of each skill and what is required to fully upgrade them all.

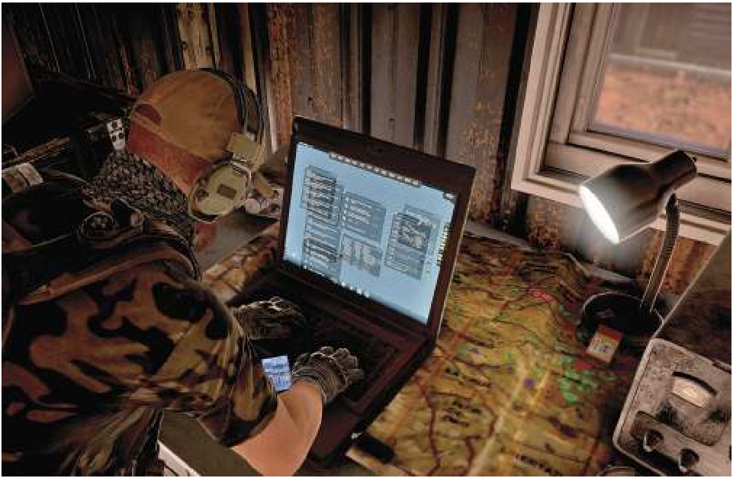
INTEL GATHERING

Two types of intel assist you while progressing through the game. Major Intel, indicated by the yellow file icon, gives valuable information on cartel activity in the province—unlocking a new story mission.



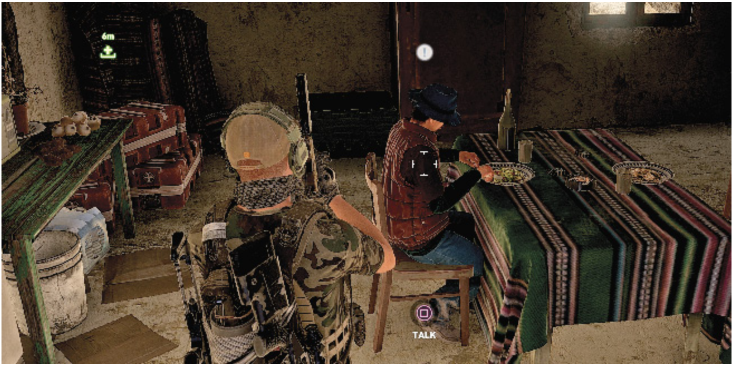
Non-narrative intel, indicated by a white circle, gives locations of collectibles and side missions. This includes Skill Points, Equipment Cases, Bonus Medals, Supply Raids, and Rebel Op missions.

Intel may be found anywhere, such as a civilian's home or an enemy's HQ building—appearing on the map as soon as a location is discovered. There are numerous possible positions for the intel as they systemically change. Therefore, not only will they be found in different locations the next time the game is played, they may move between visits to the same place. It is good practice to grab intel whenever found, especially if they do not involve infiltrating enemy strongholds. The sooner they are found, the less time is spent revisiting points of interest.

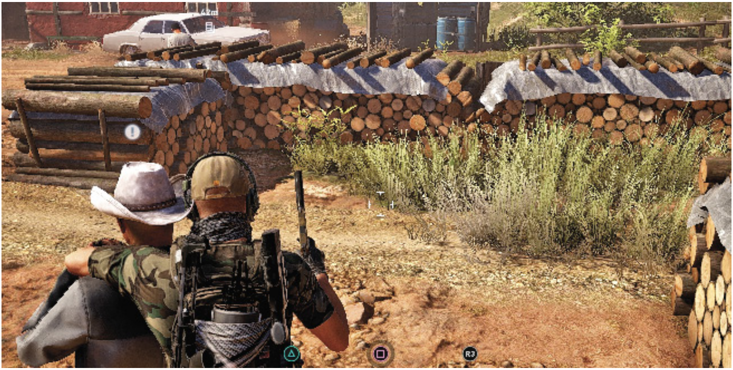


Sometimes intel simply involves investigating items, such as enemy phones, files, and maps. Hold the Interact button to snap pictures or gather the information.

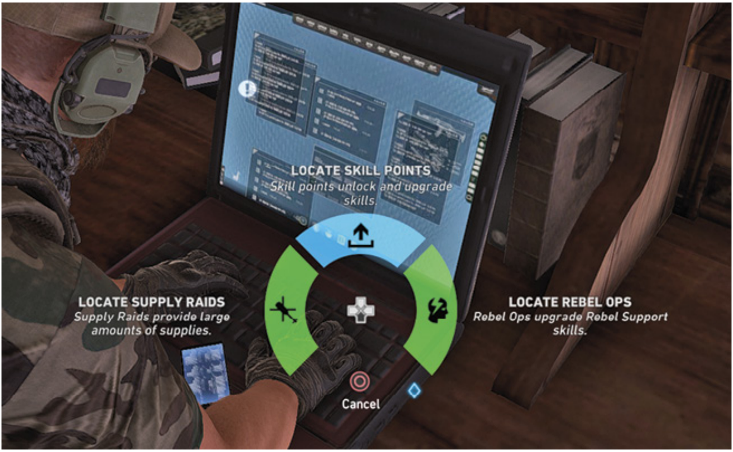
Occasionally, a Rebel Lieutenant has information that they wish to share with the Ghosts. Find the person and hold the Interact button to talk to him.



Enemy captains often hold valuable information and the only way to get at it is to interrogate them. Find the enemy marked with the intel icon and recon the area. These are typically the toughest intel to collect as not only do you have to get to the lieutenant, but other soldiers usually patrol nearby. When it is safe to do so, grab the suspect and interrogate him. Be careful, as the interrogation is a very vulnerable time.



After finding a standard intel, you choose between three types of collectibles and side missions, at which point those locations are displayed on the map. Once all five have been selected, this type of intel is no longer available.



LOCATE SKILL POINTS
Skill points unlock and upgrade skills.

LOCATE SUPPLY RAIDS
Supply Raids provide large amounts of supplies.

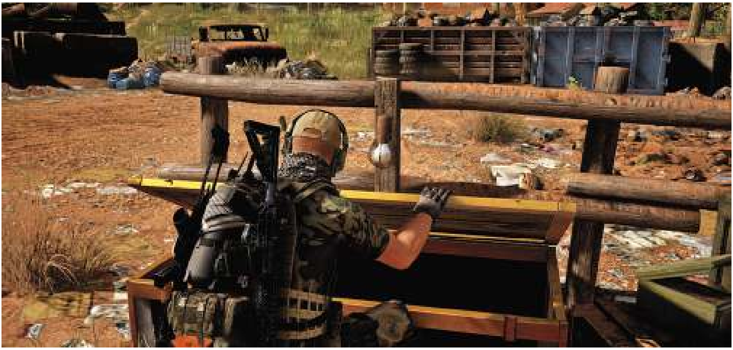
LOCATE REBEL OPS
Rebel Ops upgrade Rebel Support skills.

SKILL POINTS

Each time you level up, you are rewarded Skill Points, though the majority of Skill Points are found by looting medals found throughout the world. Use these points on the Skills page to unlock and upgrade skills. Select the Skill Point option when intel gathering on a non-narrative source to display the locations on the Tacmap. Every Skill Point location is given in detail in the Provinces chapter.

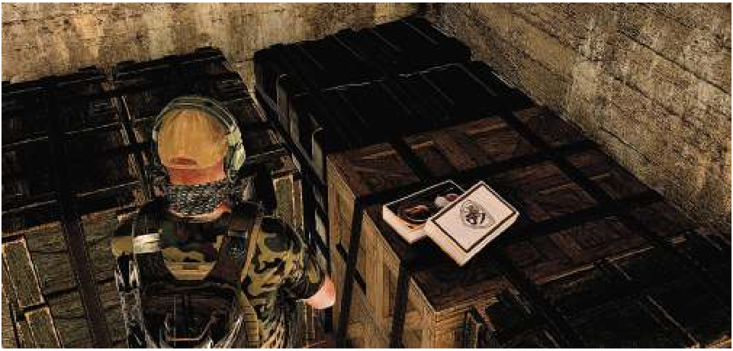
EQUIPMENT CASES

Unlock new weapons and gun parts by finding Weapon and Accessory Cases, respectively, throughout the world. Choose Equipment Cases when intel gathering on a non-narrative source to display the cases on the Tacmap. These cases also allow you to access the loadout screen. Check out the equipment and decide if it is a good match for the current objective. It is a good idea to seek these cases out whenever possible to improve weapon options.



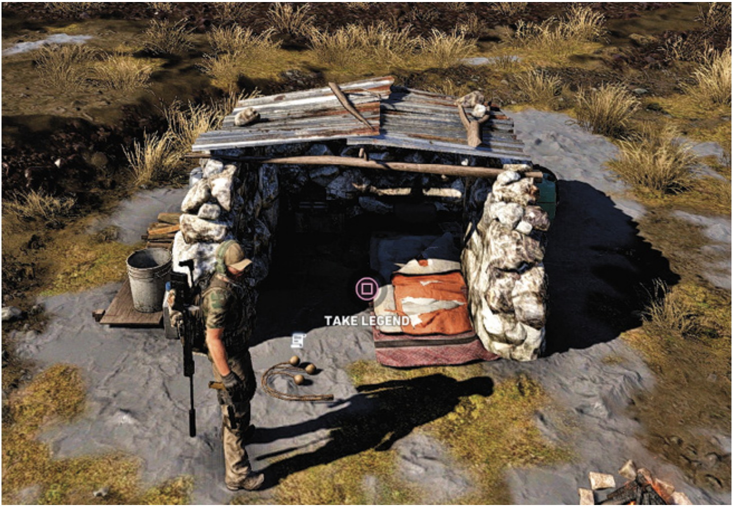
BONUS MEDALS

Bonus Medals provide a little boost to player skills. Each province holds one or two of these special commendations, providing valuable enhancements for the player. Select Bonus Medals when intel gathering to show their locations on the Tacmap. Refer to The Provinces chapter for the locations of every Bonus Medal and the Skills chapter to find out which skills have an available boost.



KINGSLAYER FILES

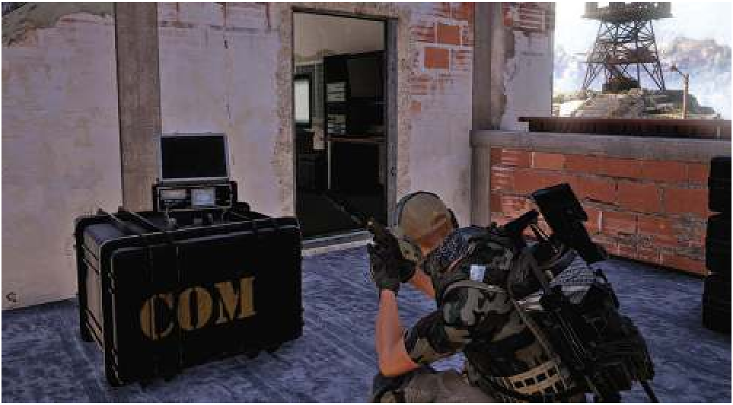
Kingslayer Files present added story for the player, delving deeper into the dealings of the Santa Blanca cartel and Bolivia's past. Documents provide recordings and picture evidence that can be used by The Ghosts in their hunt for the Santa Blanca bosses. Legends are artifacts that give the player insight into the history of Bolivia. As you explore Bolivia, you can also discover Legends, which are vestiges of history and ancient legends of this country. In every province, finding these objects rewards explorers. Once collected, these vestiges will unlock their part of the Bolivian memory.



These items are found throughout the world and are displayed on the Tacmap as locations are discovered. From the Tacmap, press the Interact button to display any discovered files. From there, videos and audio recordings can be played. The Provinces chapter provides locations for every document and legend. Collect them all to complete the Kingslayer Files.

RESOURCES

There are four resources available: Comms Tools, Food Parcels, Gasoline, and Medication. You hold separate reserves of each, which are used to unlock and upgrade skills. Containers found in towns, bases, and in the wild provide small amounts of each resource. Completing Supply Raids (Steal the Helicopter, Steal the Plane, and Stop the Convoy) nets larger amounts with convoys supplying the highest source.



Defeating underbosses and operation heads in the main story nets 10,000 and 15,000, respectively, of a resource. Each operation matches up with a resource as follows:

Operation	Resource Rewarded
Influence	COMM Tools
Production	Food Parcels
Security	Medication
Smuggling	Gasoline

Resources at camps, towns, bases, etc., are consistent and shown on the maps in The Provinces chapter. Random resource containers may also be found in the wild, so keep an eye out.

THE PEOPLE OF BOLIVIA

The world of Wildlands is active with human life. Civilians, Santa Blanca cartel, and Unidad troops all go about their daily life. Be mindful of who is around at all times, as there are repercussions to being seen.

CIVILIANS

NEUTRAL

Civilians go about their lives throughout the world with two effects on your game. Killing a few civilians leads to a game over. A notification appears on-screen when you are one casualty away from this point.

Many civilians alert nearby cartel or Unidad troops when the player is spotted. Therefore, when infiltrating an enemy base, it is a good idea to watch out for civilians as well as soldiers.

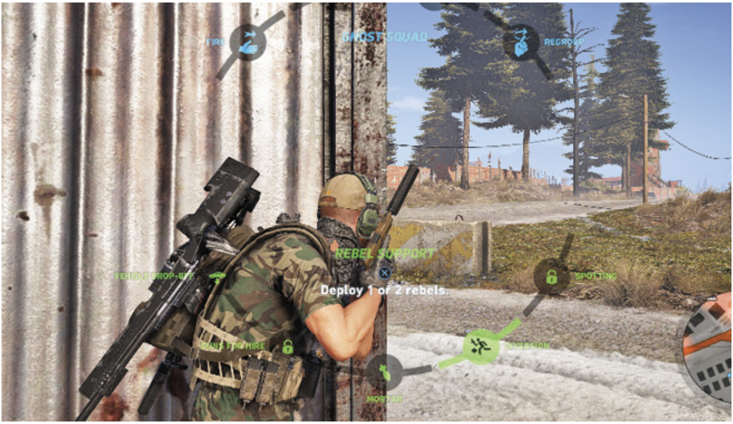
REBEL FORCES

ALLY FACTION

The Bolivian rebels, led by Pac Katari, work with the CIA to free their homeland from Santa Blanca. There is a quid pro quo relationship between the Ghosts and rebels. Release imprisoned rebels and steal supplies for the rebellion. In return, they help you take on their rivals.

LUCHAR PARA BOLIVIA

As Rebel Op side missions are completed, Rebel Support Skills are unlocked and upgraded. Use the Order Wheel to select a skill and call for assistance from the rebels. The more side missions completed, the more rebels available to help. You will also be able to see their presence in the world increase. The more you complete Rebel Ops, the more rebels will be powerful and patrolling the world, which gives you an extra edge while establishing your strategy to assault an enemy location. Refer to the Factions tab to view the current status.



Deploy 1 or 2 rebels.

Many rebels are being held captive inside enemy strongholds. Approach the cage and interact with the lock to free them. With nearby Santa Blanca or Unidad, they assist in the fight. These diversions assist the Ghosts in their missions.

SANTA BLANCA CARTEL

ENEMY FACTION

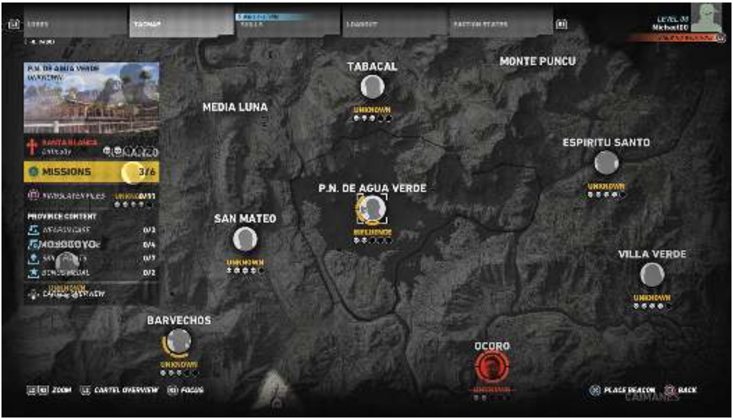
The cartel rules part of Bolivia as a narco-state, producing huge amounts of cocaine. Checkpoints and outposts have been setup throughout the 21 provinces to make sure the business runs smoothly.

Red blotches and dots on the mini-map signify Santa Blanca presence. The soldiers vary depending on their cartel rank and province difficulty. Use the Drone to recon these areas and determine the best way to defeat them.

Santa Blanca are everywhere in the world—patrolling the roads, terrorizing villagers, and even in the most remote parts of Bolivia. Keep in mind that you are never safe behind enemy lines.

The main objective is to dismantle the cartel by defeating its bosses. Progressing through the story missions leads you to the buchon in each province. Killing off these chiefs gives you access to their bosses and eventually the boss of bosses, El Sueño.

Check out the Factions chapter for more information on Santa Blanca soldiers.

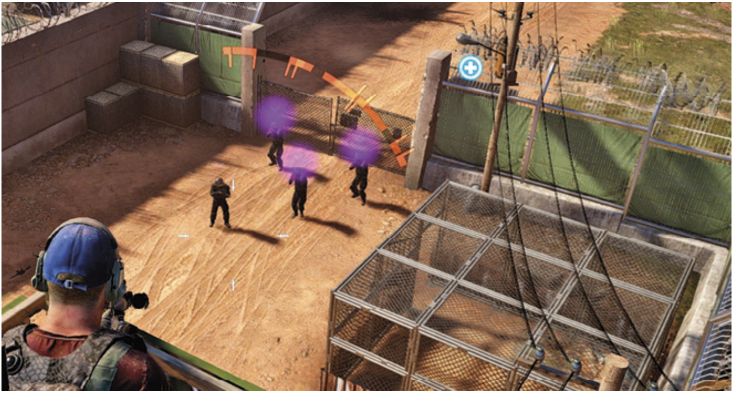


UNIDAD FORCES

ENEMY FACTION

As part of the army, Unidad maintains order throughout Bolivia. They have an agreement with the Santa Blanca cartel: as long as there is no fighting, Unidad will look the other way when it comes to drug dealings. Unidad soldiers tend to be better equipped than the cartel, so avoid detection whenever possible.

Unidad forces often patrol Bolivia by foot, vehicles, and even choppers. They often create makeshift checkpoints on the road, to control the population. Be careful for ambushes or you may end up being chased.



A Unidad Patrol Level is increased to one as soon as Unidad detects the player, which is indicated by four inverted chevrons in the upper-right corner of the HUD. This continues to rise as the player fights the faction. The higher the level, the deadlier its forces are. Killing civilians near Unidad soldiers also increases this level. Flee into hiding until the patrol level is removed. Use stealth against the troops to avoid it altogether.

Check out the Factions chapter for more information on Unidad soldiers.

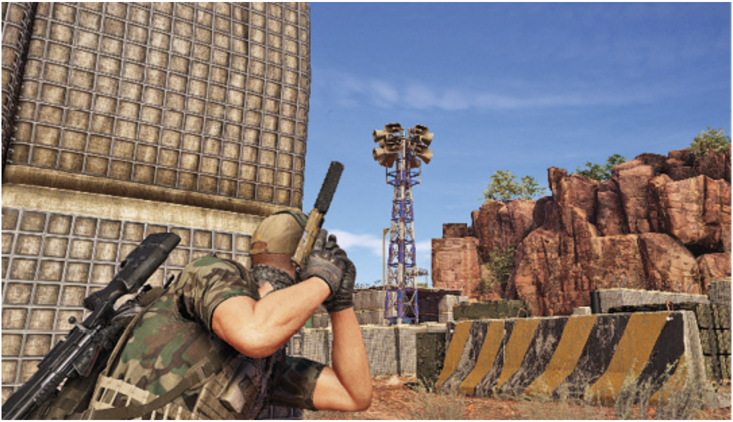
FIGHTING BETWEEN FACTIONS

Take advantage of the fighting that tends to happen when rebels clash with the cartel or Unidad. These skirmishes distract the enemy, allowing the Ghosts to continue infiltration, escape the area. free imprisoned rebels, or call in support to cause diversions.

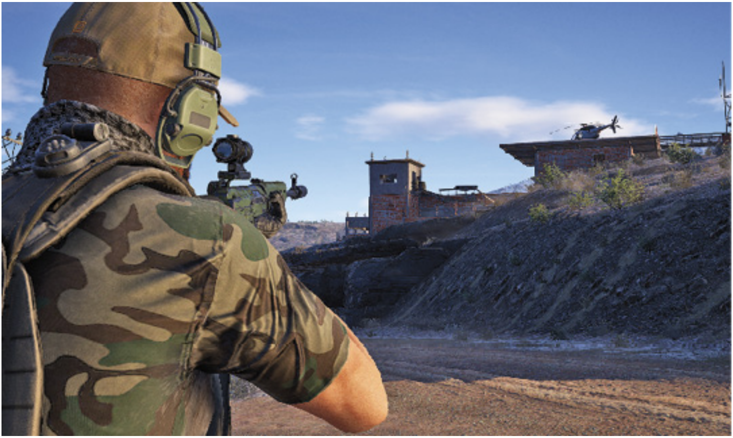
With both Unidad and Santa Blanca present, it is possible for them to fight amongst themselves, so take advantage of this rare occasion. Unidad and the cartel are in business, but it is a really tense business relationship. If you see them close to one another and kill of them without being detected, they will think the shot came from the opposing faction and start fighting.

THE ENEMY BASE

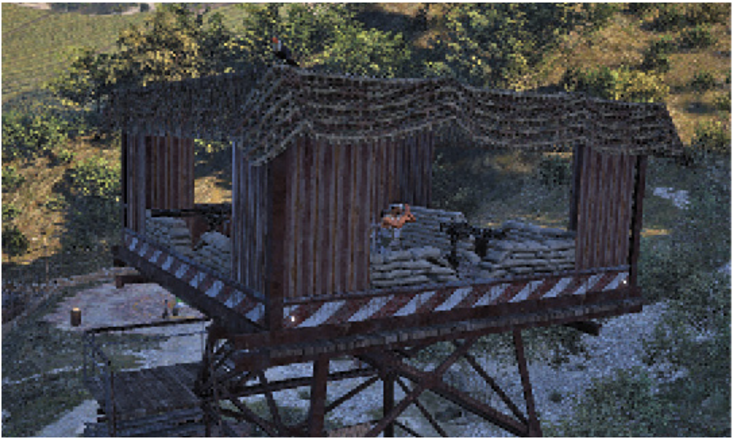
Many missions take the player into enemy bases with varying degrees of difficulty. Expect to find the following defenses at both Santa Blanca outposts and Unidad bases.



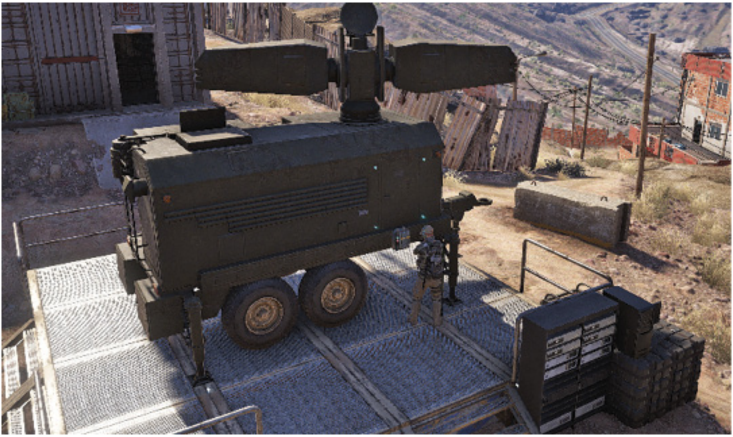
- **Alarm:** With an alarm present at a camp, an alerted soldier has the ability to call in air reinforcements by using the device. Shooting the power box, located near the top of the tower, or deactivating a nearby power generator, keeps enemies from sounding the alarm. Recognize the alarm towers during the initial recon and disable them with silent sniper rifle shots. These are a priority to avoid fighting a second wave of hostiles arriving by air , though disabling the alarm does nothing to prevent ground reinforcements from joining the fray.



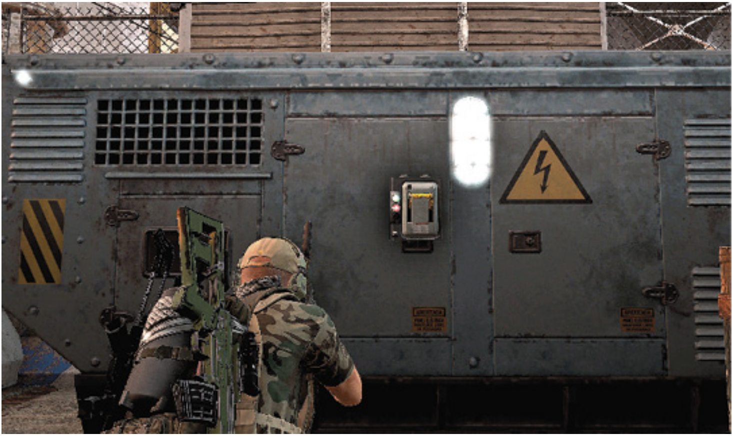
- **Watchtowers and Snipers:** Snipers stand guard around the perimeter, usually atop watchtowers. From this vantage point, they have a large detection radius, so it is worthwhile to deal with these guys first. Snipers may also be found on terraces and rooftops. A flash of light signifies when a sniper is about to fire.



- **Miniguns:** Miniguns are typically found in bunkers, either raised or on the ground. Soldiers who man these should be high priority, since their gunfire can tear through a target's health. Technicals, trucks with a mounted turret, present a new challenge with their mobility. Swipe one of these for a full-on assault.

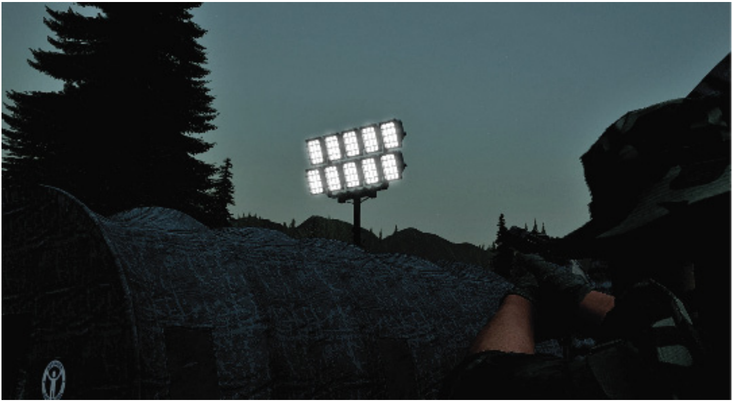


- **Drone Jammer:** By jamming the frequencies used by the player's Drone, the recon device becomes useless. A message appears on screen along with static to signify that there is a jammer nearby. Drone jammers are typically deep inside the enemy base, but if found, a switch on the side of the machine deactivates the jamming. Turning a power generator off deactivates nearby Drone jammers. Of course, you can always just blow them up with explosives to eliminate their nuisance as well!

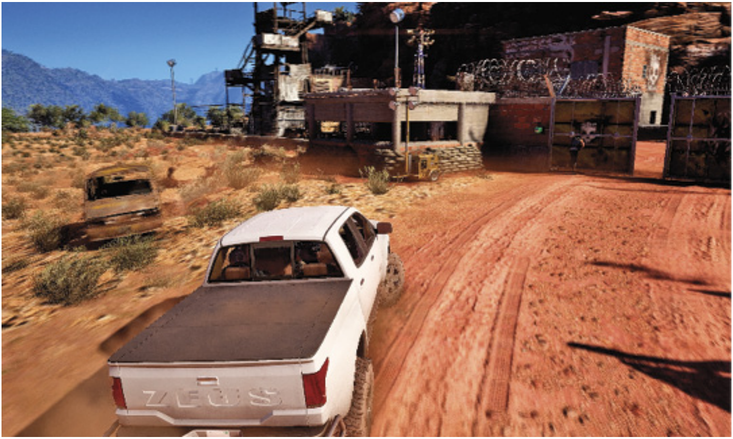


- **Power Generator:** Power generators provide power for the enemy base. Deactivate it to turn the lights out and disable nearby alarms, Drone jammers, and SAM Launchers. This also opens armored gates. This is a great tactic for nighttime infiltrations. The generator can also be taken out with explosives or gunfire.

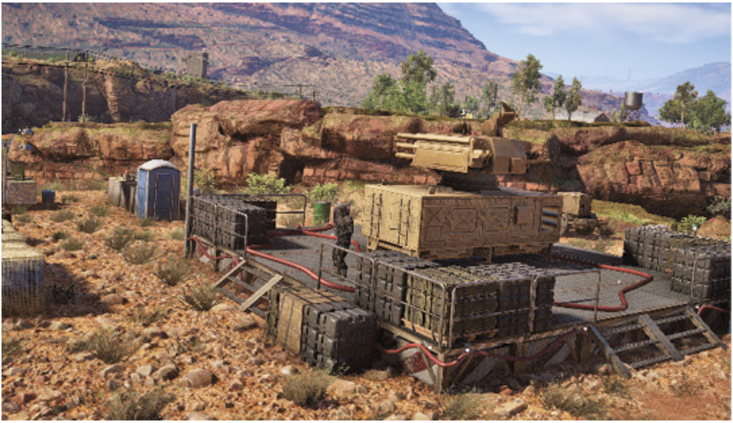
- **Mortar:** A mortar fires an explosive projectile at a target within a short range. A red reticle on the ground or floor indicates an incoming mortar bomb. Quickly flee to a safe distance before taking damage. Kill the soldier that mans the mortar to take it out of action. As with most things, explosives are a great solution for taking these out as well.



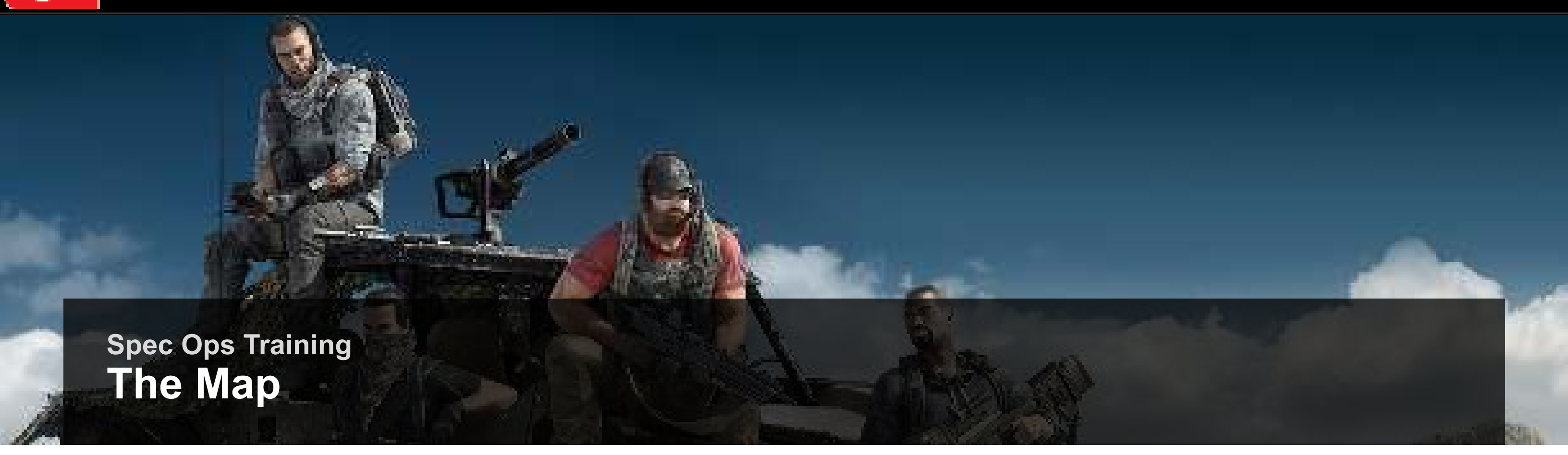
- **Light Panel:** Light panels shine bright lights on a small area of the base. Deactivating a nearby generator shuts them down, though they can also be shot out. There are numerous sections to the panel and it takes one shot per section to disable the lights. Activate Night Vision to take advantage of the darkness. Note that any light can be shot out to darken the area.



- **Automatic Door:** Many bases are fully enclosed in defensive walls, making it difficult for enemies to infiltrate. Electric gates are installed at road entry points, which only open for official vehicles. Find Unidad vehicles for their bases and Santa Blanca for cartel outposts. Look for the faction name when entering the vehicle.

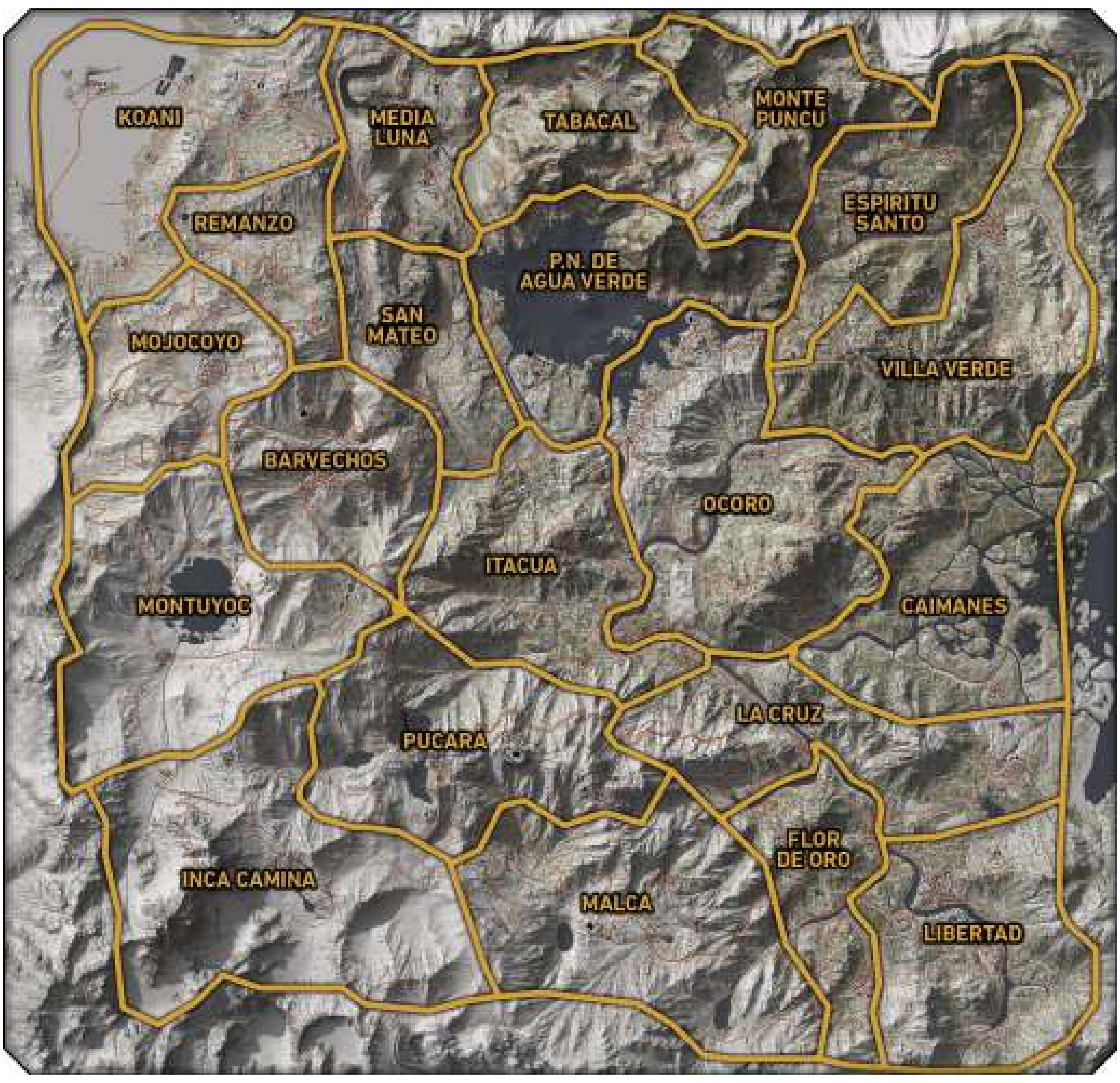


- **SAM Launcher:** Often found in hostile territories near enemy camps, these surface-to-air missiles lock on unfriendly aircraft in the area. Prepare for future flights by destroying the launchers with C4 or a couple of Frag Grenades. Beware that it will get repaired after a short time. In flight, listen for incoming missiles and prepare to avoid the projectile by tilting to the side and turning sharply. Their radars can be avoided by flying low.



Spec Ops Training

The Map



From the Arid Mountains to Lake Agua Verde, from the Caimanes swamplands to the Koani salt flats, the diverse and distinctive biomes of Bolivia present numerous challenges as the Ghosts navigate the terrain. Highways, dirt roads, and trails crisscross the environment, allowing for simpler travel, but expect to spend plenty of time off-road while exploring the world.

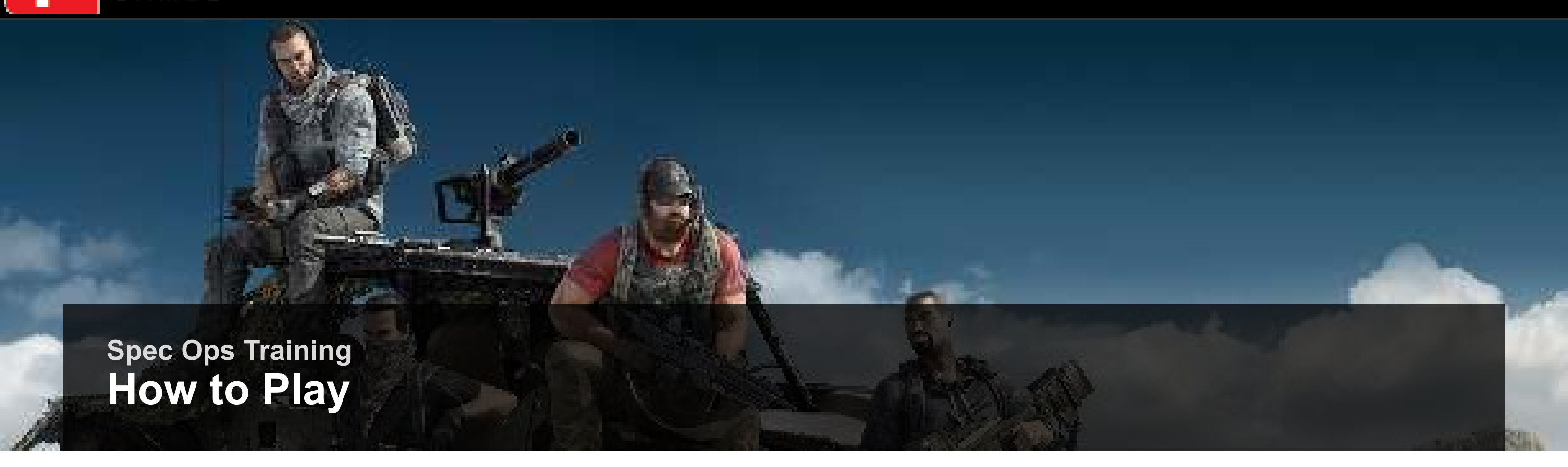
THE ECOSYSTEMS

Ecosystem	Provinces
Altiplano	• Barvechos• Mojocoyo• Montuyoc
Arid Mountains (North)	• Koani• Remanzo
Arid Mountains (South)	• Malca• Pucara
Canyons	• Media Luna• San Mateo
Forest Valley	• Flor De Oro• La Cruz• Libertad
Green Land	• Itacua• La Cruz• Ocoro
Highlands	• Inca Camina• Montuyoc• Pucara
Jungle	• Espiritu Santo• Villa Verde
Lake and Waterfall	• P.N. De Agua Verde
Salar (Salt Flats)	• Koani
Swamp	• Caimanes
The Yungas	• Monte Puncu• Tabacal

The main objective in Ghost Recon® Wildlands is to dismantle the cartel by taking down the bosses. The Santa Blanca cartel is split into four operations: Production, Security, Influence, and Smuggling. Each of the 21 provinces is linked to one of these operations with a buchon ruling over 19 of them. Defeating the buchons leads to an underboss and head of operation, who rule each division. Taking down enough heads of operation gives you access to the boss of bosses, El Sueño. The following table shows which province each buchon is found and who controls each operation.

SANTA BLANCA CARTEL

Cartel Position	OperationBuchon (Province)			
	Security	Production	Influence	Smuggling
Buchons	Yuri & Polito (Itacua) El Pozolero (San Mateo) Carl Bookhart (Montuyoc) General Baro (Flor De Oro) El Comandante (Media Luna)	El Emisario (Ocoro) Madre Coca (Tabacal) El Wey (Villa Verde) Marcus Jensen (Libertad)	Carzita (P.N. De Agua Verde) La Santera (Espiritu Santo) El Chido (Malca) DJ Perico (Pucara)	El Pulpo (Barvechos) El Cerebro (Caimanes) Antonio & Gabriela (Mojocoyo) El Gato (Remanzo) Boston Reed (Koani) La Cabra (Inca Camina)
Operation Underboss	La Plaga	La Gringa	Ramon Feliz	El Boquita
Operation Head	El Muro	El Yayo	El Cardenal	Nidia Flores
Boss of Bosses	El Sueño			



Spec Ops Training

How to Play

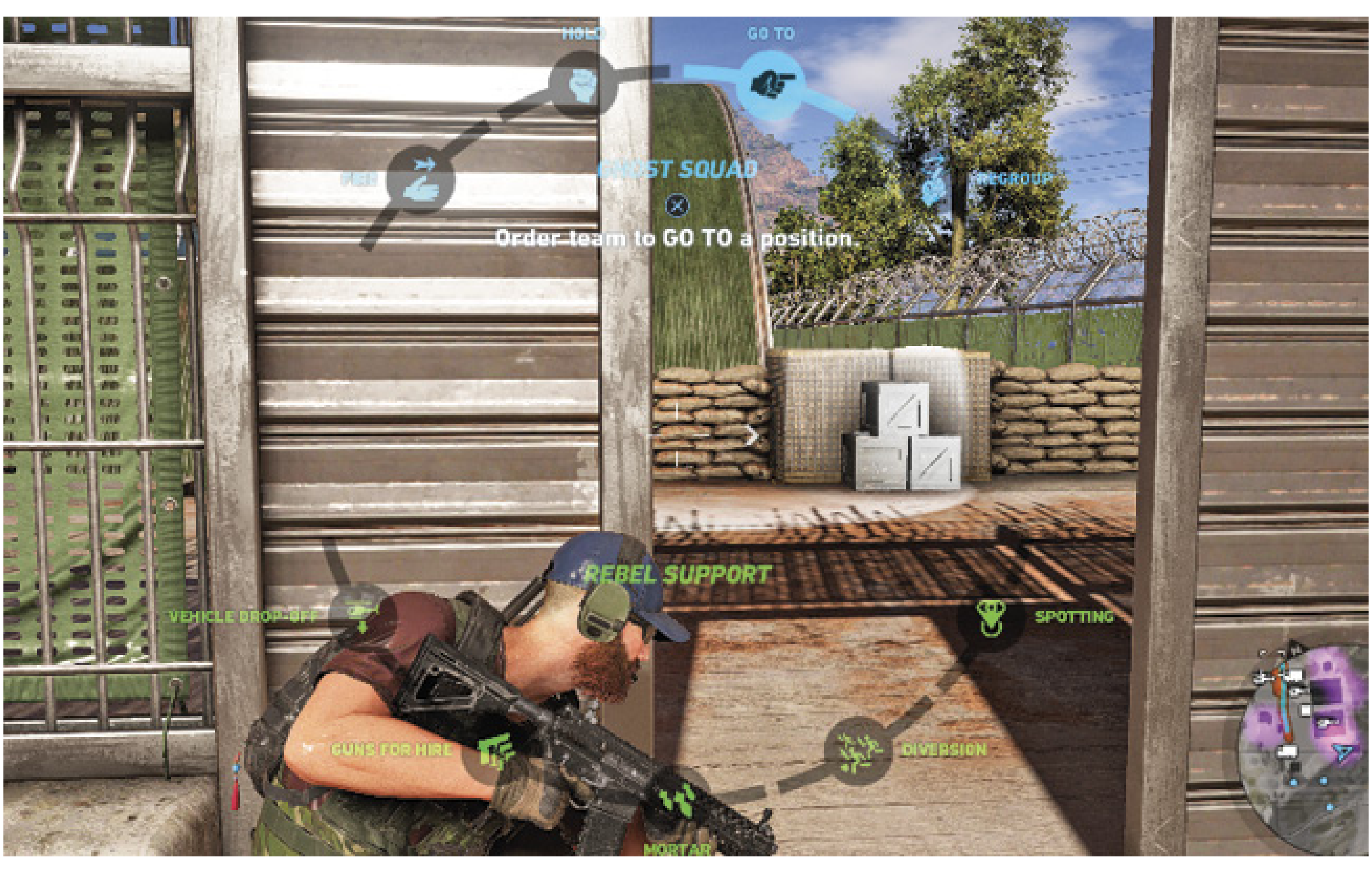
Much of your time is spent in exploration—discovering new points of interest, collecting valuable items, and gathering intel. Basically, the rest of the time involves putting everything to use as the Ghosts infiltrate enemy strongholds. All of this leads to the ultimate goal of dismantling the cartel.

There are hundreds of available missions in the game including main and optional side missions. The main missions follow the story as the Ghosts attempt to take down the cartel. Side missions are activities performed around the world that assist the rebellion and in return reward you with resources and Rebel Support Skills.

You have total freedom of choice in the way the game is played. You can approach every mission in the way you want. Is run and gun your style? Assault an enemy base with guns blazing and explosives in the air. Is stealth more your speed? Recon the stronghold and strategically sneak in, complete the objective and flee the scene.

PLAYING SOLO

When playing solo, three AI teammates are added to your team and are always nearby, waiting for Nomad's orders. Crouch or lie prone and they do the same. These orders are given by using the Order Wheel.



When assaulting an enemy, highlight a target and order the team to FIRE. Use the fire command to keep an enemy busy while sneaking to a better position.

Select HOLD to bring the team to a stop where they stand. Keep the team out of trouble while surveying an area.

Highlighting a location and selecting GO TO sends the team to that spot. Split the team up to flank an enemy, distract the opposition, or just to get them out of the way.

If the team strays too far away, use the REGROUP command to bring them back to your location. When defending a specific spot, it is often best to keep everyone nearby in case the enemy gets too close to the objective.

AI teammates are extremely competent and with these four commands, they can be controlled a fair bit. Use Sync Shots at enemy bases whenever available to even the playing field. For more information on the skills mentioned below, see the Skills chapter.

RECOMMENDED SKILLS

Squad: When playing solo, invest in Squad skills such as Squad Resilience, Trained Rebels, and Born Leader. Maxing out Sync Shot Extra Target is invaluable with the ability to take down four enemies with one shot. Last Chance is also helpful, but this requires first rank in all Squad skills.

Drone: Performing a thorough recon is very important when playing solo. Spend some points to improve the Drone's ability to recon, such as Range, Battery Increase, Mark Area, and Stealth.

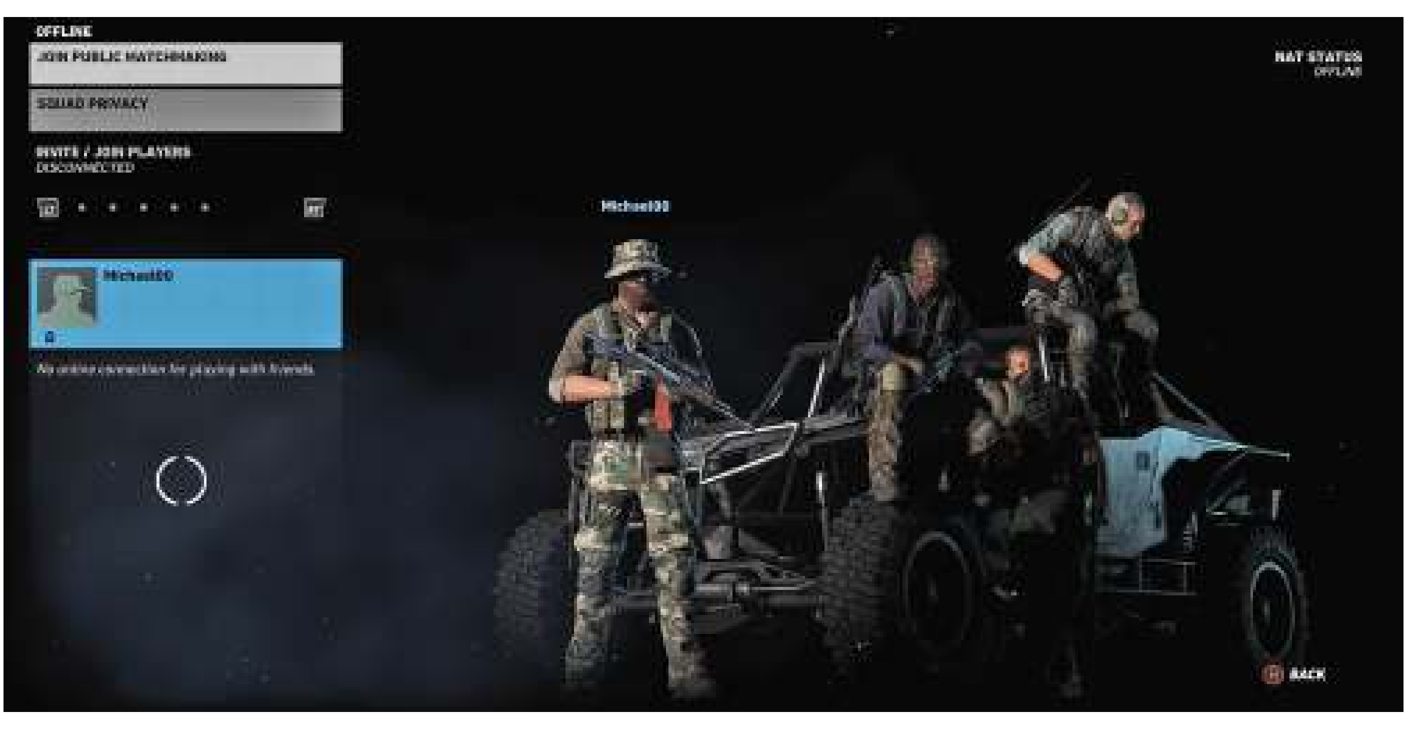
Weapon: Improve sniping skills such as Stable Aim and Adv Suppressor. Ranged Elite is also a good skill to have, but requires first rank in all Weapon skills.

Item: There are a number of useful Item skills, but Binocular Recon is a huge boost in recon ability.

Physical: Abilities which allow you to take more damage are always good choices, such as No Pain, Car Shield, and Bullet Resistance. Grab Detection when available to remain in stealth longer.

PLAYING CO-OP

At the campaign lobby, select Join Public Matchmaking to find a game online for your party. Squad Privacy allows you to select who can join your game. It is possible to play with one to three friends with the rest of the team filled in with AI teammates.



No online connection for playing with friends

The lobby can be accessed in game by pressing the Tacmap button and selecting the Lobby tab. Team orders on the Order Wheel change to messages for teammates.

RECOMMENDED 2-PLAYER SKILLS

Weapon: Improve weapons by grabbing skills such as Stable Aim, Ammo Capacity, and Time to Aim. Adv Suppressor makes suppressed weapon fire more powerful while remaining undetected.

Drone: Extend the Drone's time in the air with Battery and Range.

Physical: Stealth is still the way to go, so pick up Quiet Running and Detection.

RECOMMENDED 3-PLAYER SKILLS

With three human and one AI teammates, players can start to specialize.

Drone: Have one person improve the ability to recon with Battery Increase, Range, Mark Area, and Stealth.

Item: An explosive specialist should grab Mine, C4, and the Flashbang. Having at least one player pick up Flare Gun is huge when attempting to divert the enemies' attention.

Weapon: With an assault playstyle, skills such as Hip Fire Spread, Grenade Launcher, Ammo Capacity, and Vhc Destruction improve the team's attack.

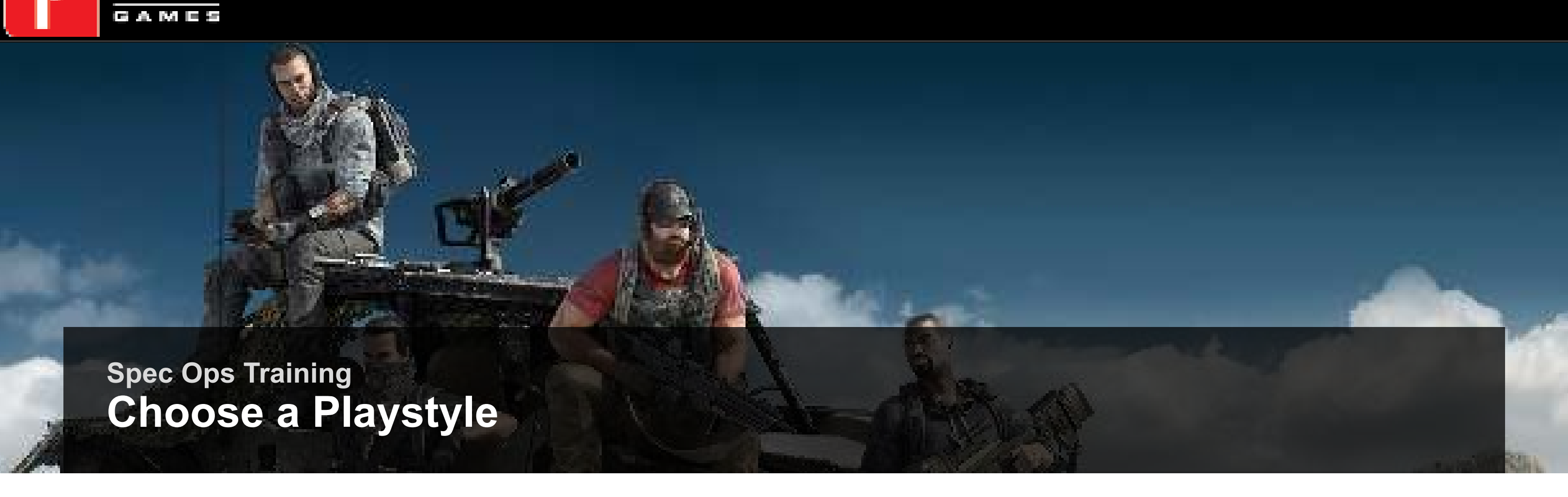
RECOMMENDED 4-PLAYER SKILLS

With a consistent team, part of the Squad skill tree can be ignored and each player can specialize, however Revive Speed, Bleed Out Time, and Trained Rebel are all still very useful skills in 4-player Co-op.

Physical: Car and Air Vehicle Shield are only effective for the driver. One player can grab each of these skills and always be the driver.

Drone: Have one player boost the Drone's recon capabilities with Battery Increase, Range, and Mark Area.

Weapon: The sniper should invest in Stable Aim, Ammo Capacity, Adv Suppressor, and Time to Aim.



Spec Ops Training

Choose a Playstyle

Even though the game lets you play the way you want, there are five main styles that players generally follow. Of course, it's sometimes necessary to switch from one style to another, depending on the situation.

ASSAULT

Assault relies on powerful weapons, grenades, armed vehicles, and fast movement. Move from cover to cover, eliminate enemies quickly and find the right balance between killing opponents and managing your health. Tools of the trade include machine guns, assault rifles with grenade launcher, hand grenades, as well as mounted turrets, armored vehicles and even an attack chopper—a playstyle for those who like to run and gun.

Find ammo clip upgrades, and invest in anything that increases damage and rate of fire. This style is risky, so think about preservation first, then about the ability to deal damage.

RECOMMENDED WEAPONS

Assault Rifle/Machine Gun: Maximize firepower to dispatch enemies efficiently, even the most resilient. Machine guns are ideal against vehicles and aircrafts, thanks to their large ammo clips. Switch to a high-power assault rifle for better handling in medium range.

Assault Rifle/Shotgun: Switch to a shotgun for interiors and close combat, and keep the versatility of a high-powered assault rifle for most situations.

RECOMMENDED SKILLS

Physical: Upgrade Stamina to be able to run and gun without fatigue, then Bullet Resistance. As secondary choices, No Pain and Car Shield might come in handy.

Weapons: Hip Fire Spread and Stable Aim are always useful. Depending on fighting habits, focus on one or the other to start with. Ammo Capacity is your next focus as soon as you reach level 5. Grenade Launcher and Vehicle Destruction also allow for great assault gameplay. At higher levels, Time to Aim is a good choice.

Item: Boost the amount of grenades carried, and why not a Flashbang for close combat breach?

Squad: If playing solo, invest in Squad Resilience to support the Assault playstyle.

RECOMMENDED REBEL SUPPORT SKILLS

Mortar strike is an obvious choice, while Guns for Hire comes in handy too.

STEALTH

Stealth relies on the Ghost's ability to move undetected. Using silenced weapons only, stealth close combat kills, and diversion tools, an entire camp can be cleared out without triggering an alarm. Deactivate or destroy alarms and generators to make life easier. Diversion tools are also available for tricky situations, in order to make enemies move where you want them. Use vehicles as Trojan horses to enter secure areas, but don't linger too long, as they will eventually detect Ghost presence. Push the envelope, as far as not being seen at all—completing objectives and vanishing in the dark like no one was ever there. Nothing beats watching C4 explode from a distance while no one saw them placed.

This is a slow paced style, which is greatly rewarding when a plan comes together. Find larger SMG ammo clips to compensate for its low power and use equipment that keeps speed and accuracy in close combat. Equip the sniper rifle with a good scope to ensure that you score one-shot kills. Also use it to disable alarm towers from afar for more security.

RECOMMENDED WEAPONS

Submachine Gun/Sniper Rifle: Equip both with silencers. Use the sniper rifle to get rid of snipers and isolated enemies before entering the mission location discreetly. The submachine gun's fast handling allows you to quickly react to detection threats. Go for the headshot, since a silenced SMG packs less punch than most weapons.

RECOMMENDED SKILLS

Weapons: Hip Fire Spread can be useful for quick reaction shots, but go for Stable Aim if feeling super cautious. As soon as level 14 is reached, grab Advanced Suppressor to remove the penalty.

Drone: Since this tool is critical when planning a stealth mission, invest in various upgrades like Battery, Night Vision, Range, and Stealth.

Item: Diversion grenades are extremely useful for this style, while C4 allows for completion of a destruction mission without starting an alarm. Place explosives and exfiltrate before pressing the button! Parachute is also useful to reach interesting entry points.

Physical: Quiet Running and Detection are obvious choices for this style.

Squad: Sync Shot is a good tool for stealth, as teammates can silently take out targets to clear a path.

RECOMMENDED REBEL SUPPORT SKILLS

Rebel Recon and Diversion are recommended for stealth.

SNIPER

Playing as a sniper relies on the ability to shoot from afar. It mixes well with the Sync Shot ability, allowing the team to take out up to four enemies at once. Gather a variety of sniper rifles with silencers to clean enemy camps. Find a good vantage point and go prone for minimal detection risk. Quick relocations are often necessary and avoid entering enemy range.

The sniper is extremely tough to maintain at all times, but it's a greatly rewarding style for approaching an objective. Finding a good scope makes all the difference so enemies can be taken out from a long distance away.

RECOMMENDED WEAPONS

Sniper Rifle/Assault Rifle: Obviously, look for the best long-range weapon obtainable. The most powerful gun is not necessary, if you are a good shot. But, if using a silencer, it cannot hurt.

RECOMMENDED SKILLS

Weapon: Stable Aim, Stable Aim, Stable Aim. This should be the first priority. Vehicle Destruction and Time to Aim are also useful.

Physical: Detection is helpful in the long run, but invest first in Stamina for faster and easier relocation.

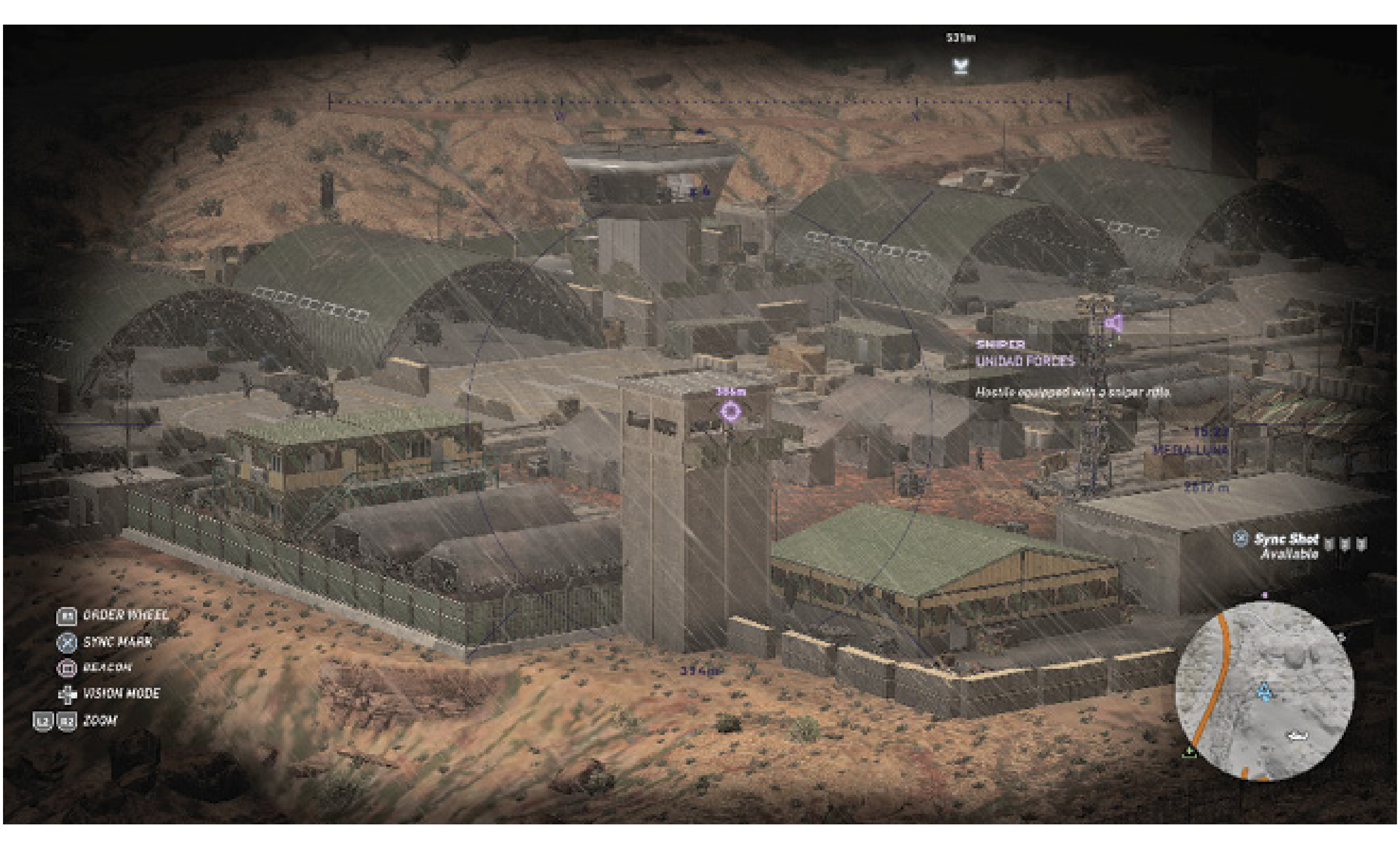
Squad: Sync Shot Extra Targets is awesome to develop if playing solo. Four snipers working in a coordinated manner is a devastating way to start a fight.

RECOMMENDED REBEL SUPPORT SKILLS

Mortar Strike and Guns for Hire are useful if going for the open fight, but for a stealthier approach, choose Rebel Recon and Diversion.

RECON

Recon relies on the Ghosts' ability to mark enemies in order to plan a battle and minimize risk. There are a variety of tools to do so, such as the binoculars and Drone, as well as rebel support. Once enemy positions have clearly been determined, you cannot be flanked, surprised, or taken off guard. This allows you to switch to another style, from assault to stealth. Customize weapons according to these alternate styles.



Recon gives the Ghosts the upper hand in the war against a whole army. If you see them while they don't see you, you can shoot first, and that makes all the difference.

RECOMMENDED WEAPONS

Sniper Rifle/Assault Rifle: A silenced sniper rifle is a good tool to clean the mission area when doing recon, to dispatch snipers and other isolated enemies. Switch to Assault Rifle for the final approach.

RECOMMENDED SKILLS

Drone: This is the primary skill during a Recon. Be sure to scan the enemy camp 100% before attacking. Battery, Night Vision, Cooldown, Speed, Range, Stealth, Mark Area, everything is useful.

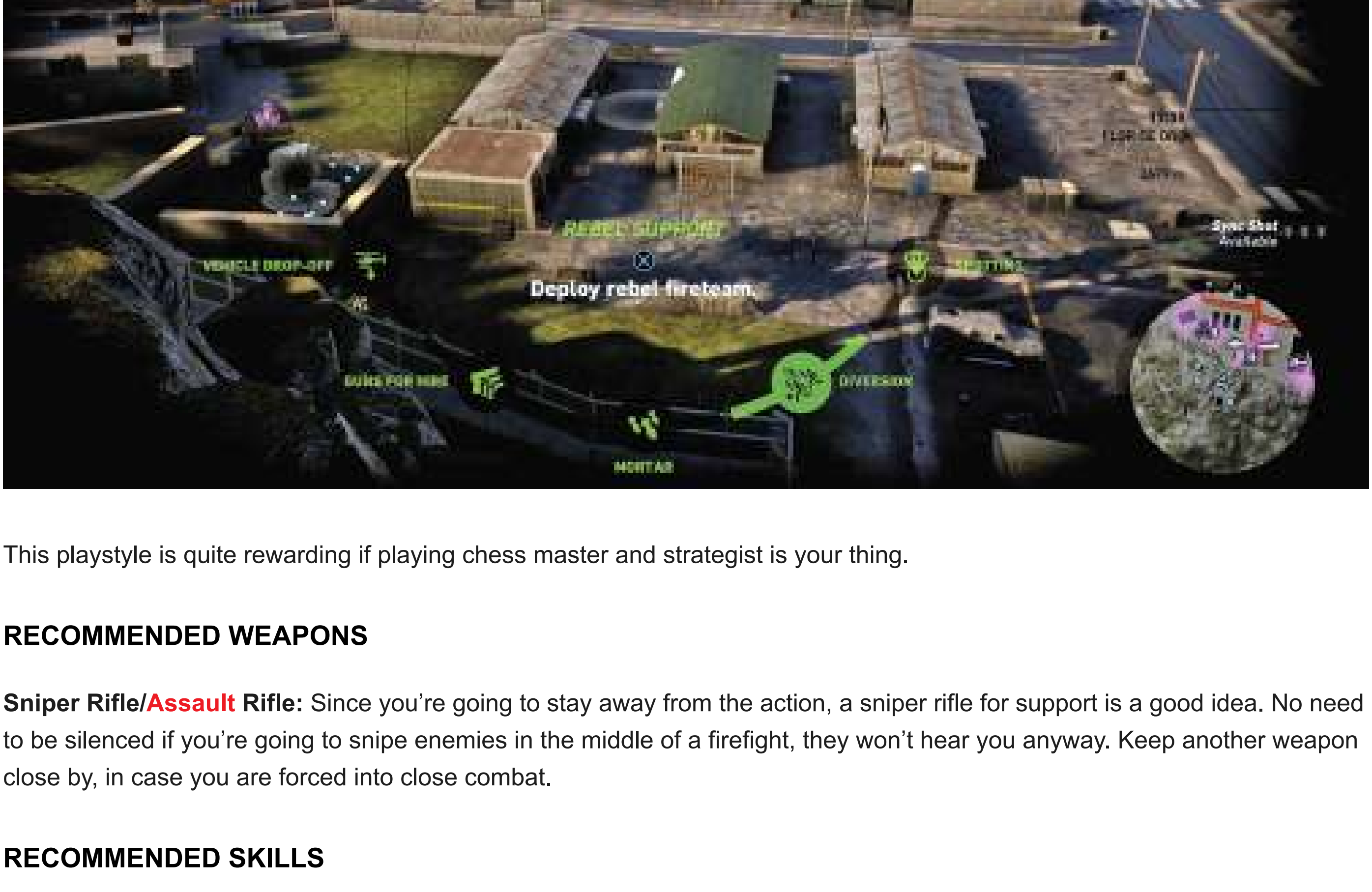
Item: Binocular Zoom and Recon are good, as well as Thermal Vision.

RECOMMENDED REBEL SUPPORT SKILLS

Rebel Recon is the skill of choice for Recon.

COMMANDER

Playing as the Commander uses the player's ability to give orders to Ghost teammates and rebels. Stay far from the action, but make the decisions that lead to victory. Give teammates move orders, plan synchronized shots, and choreograph tactical movements. Unlock rebellion skills to obtain Mortar Strike, Guns for Hire, and other additional tools. Free rebel prisoners to wreak havoc in enemy camps, and trigger inter-faction fights while you observe from a distance.



This playstyle is quite rewarding if playing chess master and strategist is your thing.

RECOMMENDED WEAPONS

Sniper Rifle/Assault Rifle: Since you're going to stay away from the action, a sniper rifle for support is a good idea. No need to be silenced if you're going to snipe enemies in the middle of a firefight, they won't hear you anyway. Keep another weapon close by, in case you are forced into close combat.

RECOMMENDED SKILLS

Squad: Invest in Squad Resilience and Trained Rebels ASAP. Acquire Born Leader when available.

Drone: This is also critical for you, to plan the attack and control the battlefield. Battery should be the first choice. For the long run, invest in Explosive, EMP, and Armor, to make the Drone a real weapon.

RECOMMENDED REBEL SUPPORT SKILLS

Guns for Hire is an excellent choice, while Mortar Strike is also useful.

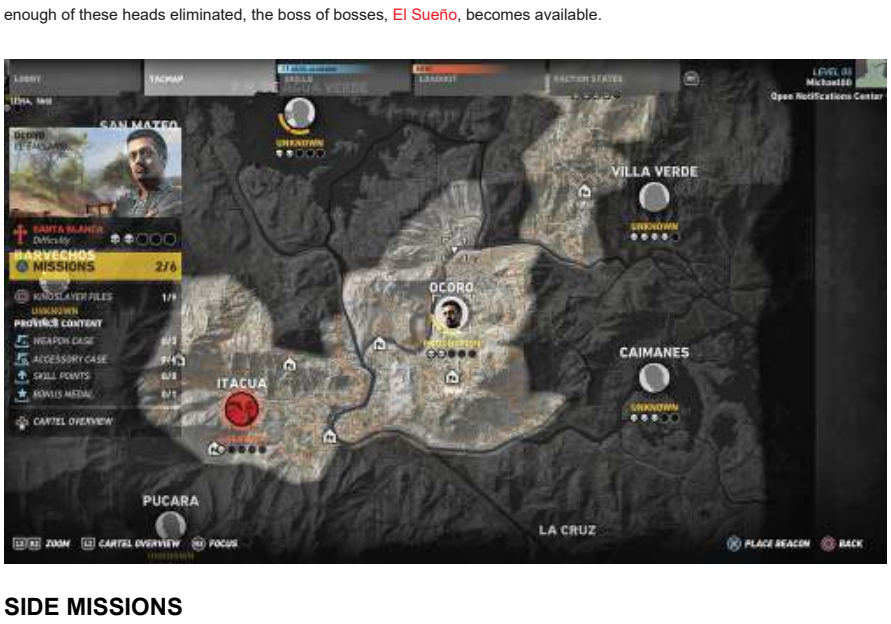
Spec Ops Training

Mission Types and Activities

There are hundreds of missions in Ghost Recon ® Wildlands, from main missions that progress the story to the side missions that give you the tools necessary to take down the cartel. While it is necessary to perform most of the main missions to complete the game, the side missions are completely optional. It is advised to take on these activities though as the rewards are incredibly helpful as the difficulty ramps up.

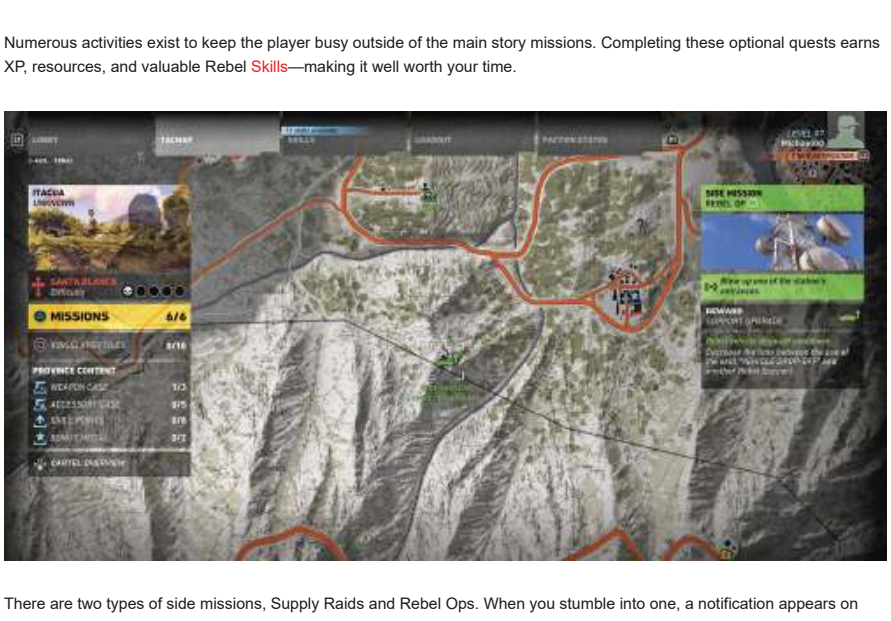
PROVINCE MISSIONS AND SPECIAL MISSIONS

Follow the main story missions to achieve the ultimate goal of dismantling the Santa Blanca cartel. Buchons rule over 19 of the 21 provinces—each working under one of four operations: Production, Security, Influence, and Smuggling. Work your way through buchons in one operation to unlock its Underboss and from there the head of operation becomes available. With enough of these heads eliminated, the boss of bosses, El Sueño, becomes available.



SIDE MISSIONS

Numerous activities exist to keep the player busy outside of the main story missions. Completing these optional quests earns XP, resources, and valuable Rebel Skills—making it well worth your time.



There are two types of side missions, Supply Raids and Rebel Ops. When you stumble into one, a notification appears on screen, at which point holding the Tacmap button causes it to become the objective with a yellow line directing you to the mission. When Intel is found, select Supply Missions or Rebel Ops to discover all locations for the current province.

SUPPLY RAIDS

Supply Raids provide large amounts of supplies.

Planes, helicopters, and trucks, loaded with the cartel's supplies, are found on runways, helipads, and roads throughout Bolivia. Stealing the resources for the rebellion can go a long way in the relationship between the rebels and Ghosts. Completing the optional missions earns resources for the player, which can be used to purchase skills.

SIDE MISSION COMPLETE
GASOLINE +2000
OPEN SKILLS MENU

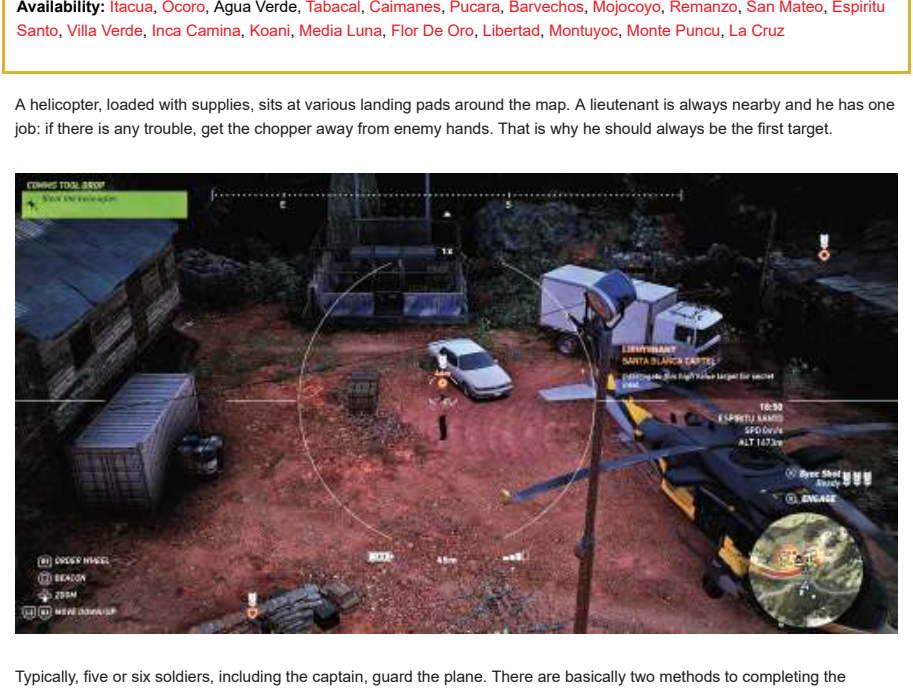
Supplies are always guarded by Santa Blanca soldiers; you must plot a strategy to swipe the goods before the enemy calls in reinforcements.

STEAL THE HELICOPTER

Mission Objective: Steal the helicopter full of supplies and fly to a rebel-held location.

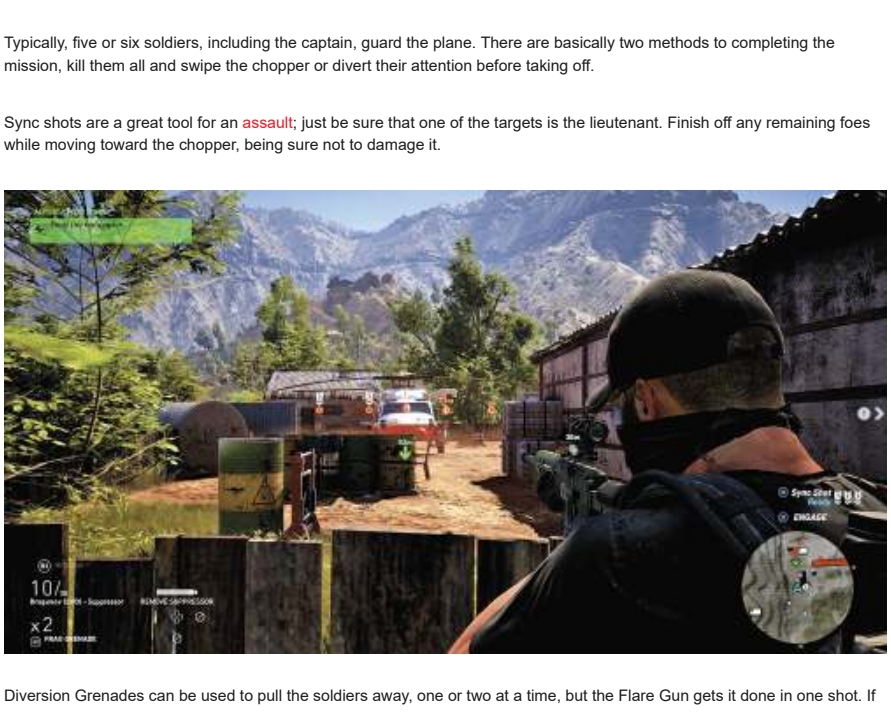
Availability: Itacua, Ocoro, Agua Verde, Tabacal, Caimanes, Pucara, Barvechos, Mojocoyo, Remanzo, San Mateo, Espiritu Santo, Villa Verde, Inca Camina, Koani, Media Luna, Flor De Oro, Libertad, Montuyoc, Monte Puncu, La Cruz

A helicopter, loaded with supplies, sits at various landing pads around the map. A lieutenant is always nearby and he has one job: if there is any trouble, get the chopper away from enemy hands. That is why he should always be the first target.



Typically, five or six soldiers, including the captain, guard the plane. There are basically two methods to completing the mission, kill them all and swipe the chopper or divert their attention before taking off.

Sync shots are a great tool for an assault; just be sure that one of the targets is the lieutenant. Finish off any remaining foes while moving toward the chopper, being sure not to damage it.



Diversion Grenades can be used to pull the soldiers away, one or two at a time, but the Flare Gun gets it done in one shot. If available, fire a flare away from the Ghost's position and watch them depart the area. Once clear, quickly, but quietly, swipe the aircraft.

Alert the captain to your presence and he bolts for the chopper. If you're quick enough, he can be pulled out of the cockpit. Otherwise, he immediately takes off and you can forget about it and retry later.

Once inside the helicopter, an objective marker appears at a rebel RV elsewhere on the map. Fly to that location and land in the open area to complete the mission.

Always be aware of enemy choppers in the area. Delay taking off with another aircraft in the vicinity or you may find yourself in a pursuit, attempting to outrun the enemy's rockets or Gatling gunfire.

STEAL THE PLANE

Mission Objective: Steal the plane full of supplies and fly to a rebel-held runway.

Availability: Itacua, Ocoro, Agua Verde, Tabacal, Caimanes, Malca, Pucara, Barvechos, Mojocoyo, San Mateo, Espiritu Santo, Villa Verde, Inca Camina, Koani, Media Luna, Flor De Oro, Libertad, Montuyoc, Monte Puncu, La Cruz

Stealing a plane is very similar to the helicopter, except a captain does not attempt to fly away when Ghosts are detected and a runway is required to get the plane off the ground.

NEW SKILL POINT ACQUIRED
LEVEL 8
OPEN SKILLS MENU

Again, several soldiers guard the supplies, so deal with them either with full on assault or pull them away in a stealthier approach. Note that some soldiers wander down the runway, making them easy targets for a sniper rifle without alerting the others. Miss them though and you may end up with a few bullet holes in the side of the aircraft during the takeoff.

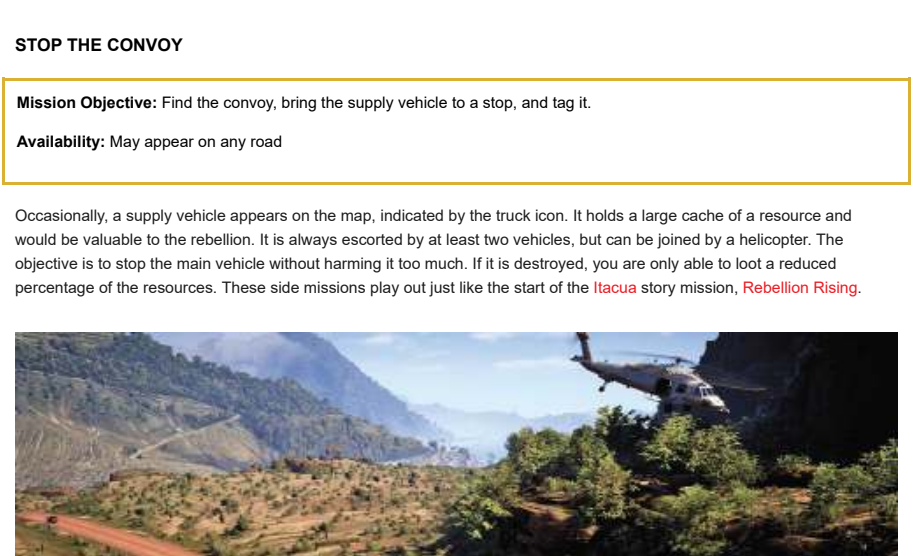
Once the plane is stolen, fly to the objective marker at a rebel-held runway. Watch out for SAM Launchers during flight, flying low to avoid detection. If they do draw a bead on the aircraft, tilt from side to side or make a sharp turn to avoid the missile. At the airstrip, try to lineup the landing, as some locations are quite narrow. You also want to avoid taking out the friendly rebels.

STOP THE CONVOY

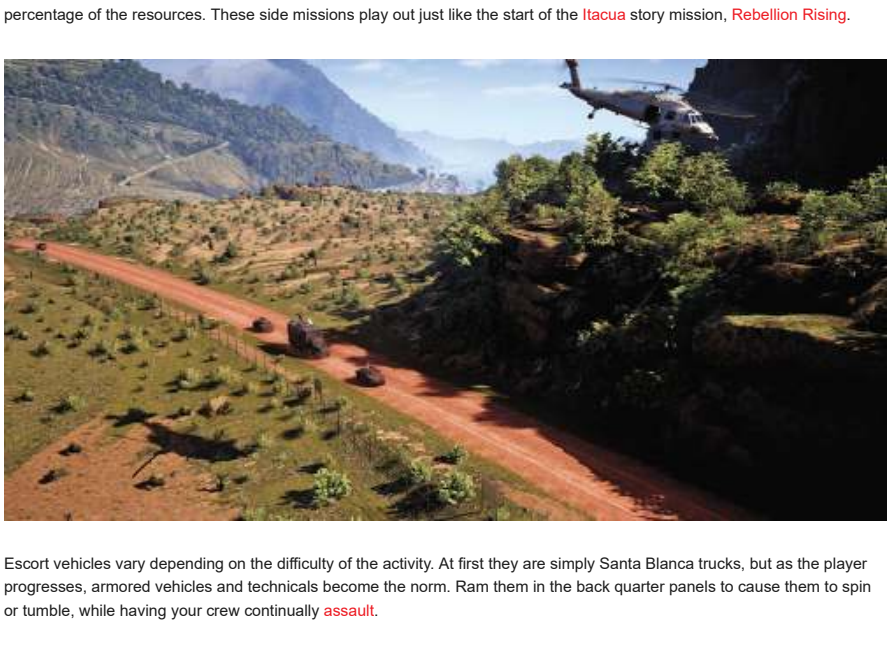
Mission Objective: Find the convoy, bring the supply vehicle to a stop, and tag it.

Availability: May appear on any road

Occasionally, a supply vehicle appears on the map, indicated by the truck icon. It holds a large cache of a resource and would be valuable to the rebellion. It is always escorted by at least two vehicles, but can be joined by a helicopter. The objective is to stop the main vehicle without harming it too much. If it is destroyed, you are only able to loot a reduced percentage of the resources. These side missions play out just like the start of the Itacua story mission, Rebellion Rising.



Escort vehicles vary depending on the difficulty of the activity. At first they are simply Santa Blanca trucks, but as the player progresses, armored vehicles and technicals become the norm. Ram them in the back quarter panels to cause them to spin or tumble, while having your crew continually assault.



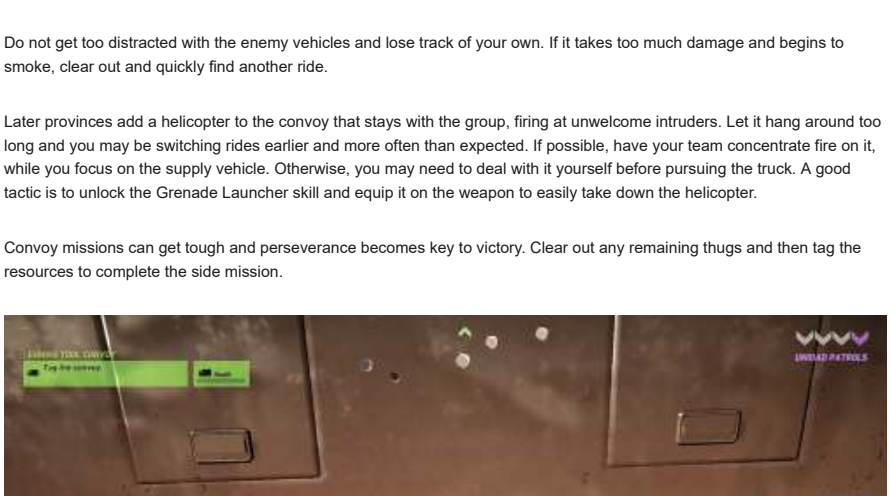
When selecting a vehicle to chase them down, big and strong are best. If available, an armored vehicle would be even better. Complete four Vehicle Drop-off side missions for the ability to call for one at any time. If you're extremely lucky, a car may not be necessary. As long as you can get to the driver's door, you can pull the driver out.

While destroying the escort vehicles is a great idea, be careful with the supply truck. A meter displays its health at the top of the HUD. Cause some damage to slow it down. This helps greatly when you're having trouble keeping up with the convoy.

Do not get too distracted with the enemy vehicles and lose track of your own. If it takes too much damage and begins to smoke, clear out and quickly find another ride.

Later provinces add a helicopter to the convoy that stays with the group, firing at unwelcome intruders. Let it hang around too long and you may be switching rides earlier and more often than expected. If possible, have your team concentrate fire on it, while you focus on the supply vehicle. Otherwise, you may need to deal with it yourself before pursuing the truck. A good tactic is to unlock the Grenade Launcher skill and equip it on the weapon to easily take down the helicopter.

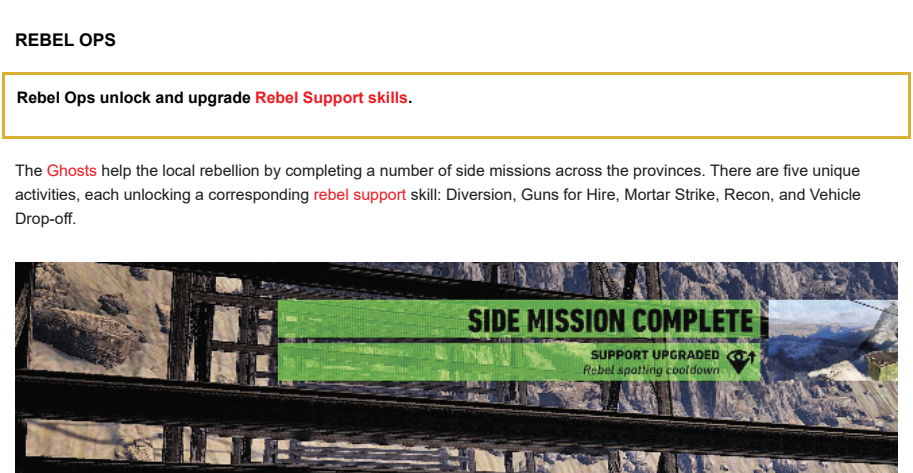
Convoy missions can get tough and perseverance becomes key to victory. Clear out any remaining thugs and then tag the resources to complete the side mission.



REBEL OPS

Rebel Ops unlock and upgrade Rebel Support skills.

The Ghosts help the local rebellion by completing a number of side missions across the provinces. There are five unique activities, each unlocking a corresponding rebel support skill: Diversion, Guns for Hire, Mortar Strike, Recon, and Vehicle Drop-off.

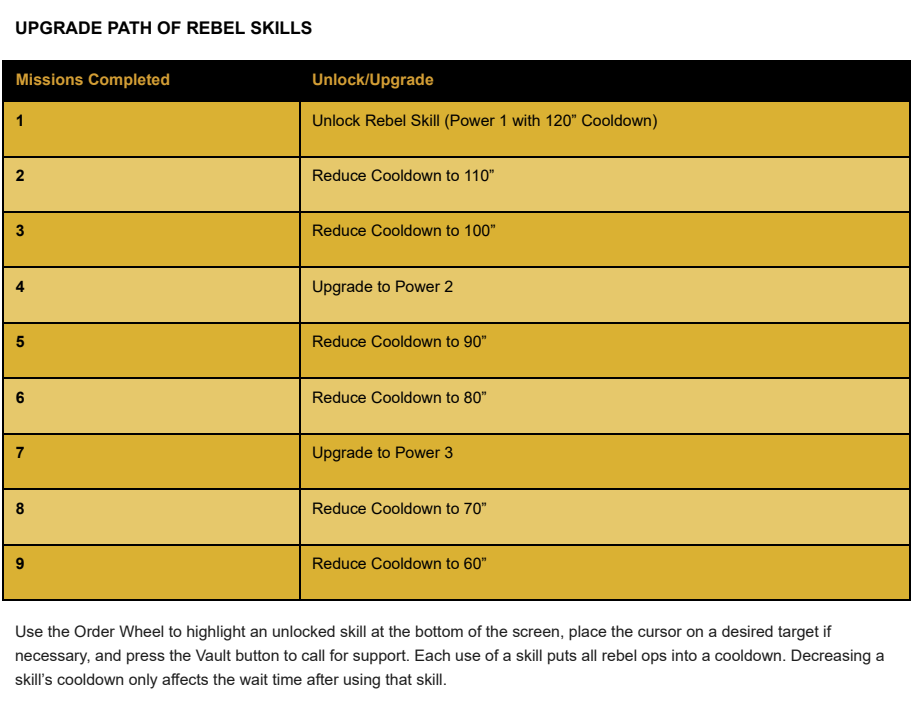


These skills offer a variety of assistance to the Ghost unit. The rebels can help directly in the fight or support the player with a vehicle or area recon. The first completion of a side mission unlocks the skill, while successive times improve the ability based on the following table.

UPGRADE PATH OF REBEL SKILLS

Missions Completed	Unlock/Upgrade
1	Unlock Rebel Skill (Power 1 with 120” Cooldown)
2	Reduce Cooldown to 110”
3	Reduce Cooldown to 100”
4	Upgrade to Power 2
5	Reduce Cooldown to 90”
6	Reduce Cooldown to 80”
7	Upgrade to Power 3
8	Reduce Cooldown to 70”
9	Reduce Cooldown to 60”

Use the Order Wheel to highlight an unlocked skill at the bottom of the screen, place the cursor on a desired target if necessary, and press the Vault button to call for support. Each use of a skill puts all rebel ops into a cooldown. Decreasing a skill's cooldown only affects the wait time after using that skill.



DIVERSION

Mission Objective: Hack Antenna - Hack two antennas within time limit.

Availability: Itacua, Agua Verde, Caimanes, Malca, Pucara, Barvechos, Mojocoyo, Remanzo, San Mateo, Espiritu Santo, Inca Camina, Montuyoc, Monte Puncu, La Cruz

Rebel Skill: Diversion allows the player to send a squad of rebels to fight at a specified position.

UNLOCKS

Missions Completed	Unlock
1	Unlock Rebel Diversion Skill (Small Element)
4	Power 2: Request Large Rebel Flanking Element
7	Power 2: Request Largest Rebel Flanking Element

REBEL OP

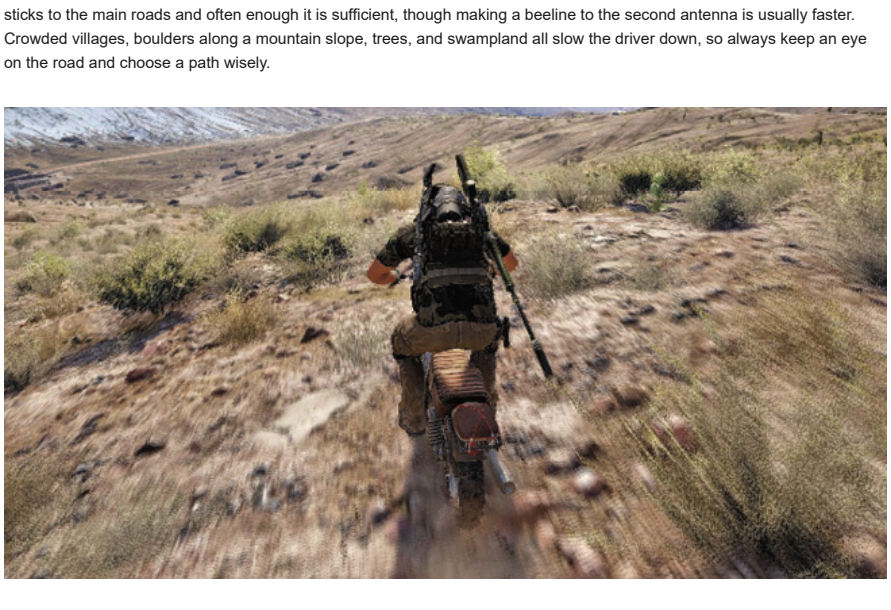
A Hack Antenna mission requires the player to deactivate two antennas in a set time limit, which starts when the first switch is thrown. Speed is of the essence, so finding the quickest way between the two points is key.

Be sure to glance at the mini-map when approaching the first antenna in case enemies loiter in the area. Once the area is clear, step up to the switch and deactivate the transmitter to start the timer. To complete the side mission successfully, you must reach the second antenna and throw its switch before the timer hits zero.

There is always an appropriate vehicle parked nearby, so immediately hop on or into the driver's seat. Note that it is not necessary to take the given ride. If you are more comfortable with another, feel free to drive it to the antenna. Just note that the quickest route often involves driving off-road.

If a helicopter is available, this is obviously the best option. Combine the aircraft with a parachute for the simplest trip between the antennas, though it does take the challenge out of the mission.

When looking at the Tacmap, the time is paused, so spend a little time figuring out a route. The game suggests a route that sticks to the main roads and often enough it is sufficient, though making a beeline to the second antenna is usually faster. Crowded villages, boulders along a mountain slope, trees, and swampland all slow the driver down, so always keep an eye on the road and choose a path wisely.



REBEL SUPPORT SKILL

The Diversion skill sends a squad to flank the enemy, distracting the player's opponent. When selecting the skill, indicate the position where the rebels should begin their attack. This allows the player to easily wipe out the distracted foe or sneak on by.

GUNS FOR HIRE

Mission Objective: Intimidate Sicaro - Capture and intimidate sicario leader.

Availability: Ocoro, Agua Verde, Tabacal, Caimanes, Malca, Pucara, Barvechos, Mojocoyo, Remanzo, Espiritu Santo, Villa Verde, Inca Camina, Koani, Libertad, Monte Puncu, La Cruz

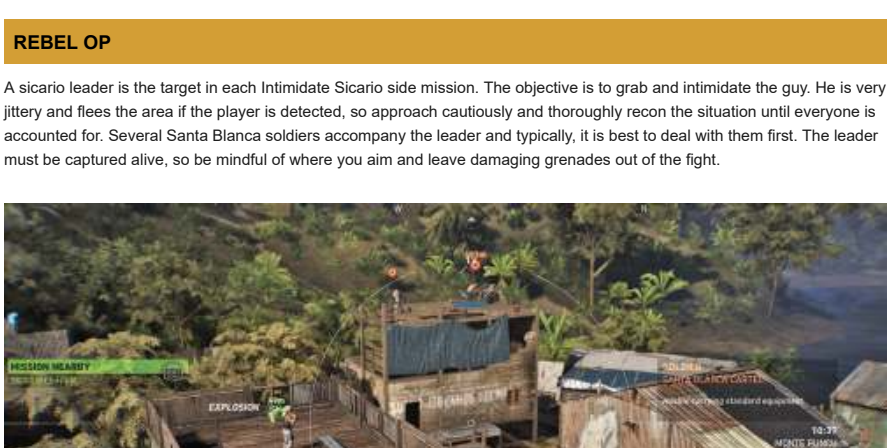
Rebel Skill: Guns for Hire allows player to call extra Rebel soldiers to temporarily join their squad.

UNLOCKS

Missions Completed	Unlock
1	Unlock Rebel Guns for Hire Skill (Small Group)
4	Power 2: Request a Large Group of Rebels
7	Power 3: Request the Largest Group of Rebels

REBEL OP

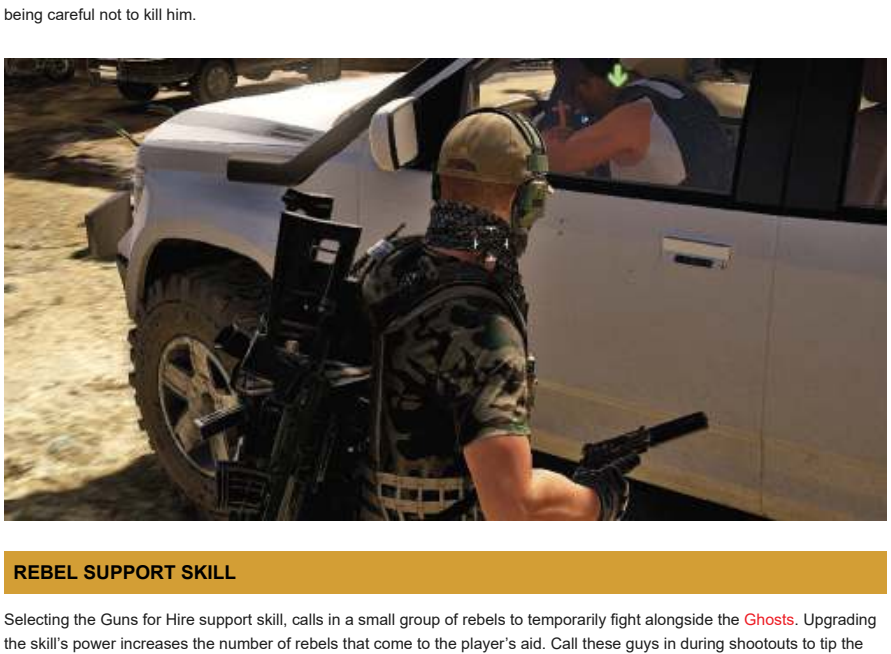
A sicario leader is the target in each Intimidate Sicario side mission. The objective is to grab and intimidate the guy. He is very jittery and flees the area if the player is detected, so approach cautiously and thoroughly recon the situation until everyone is accounted for. Several Santa Blanca soldiers accompany the leader and typically, it is best to deal with them first. The leader must be captured alive, so be mindful of where you aim and leave damaging grenades out of the fight.



Look for enemies to wander away from the group or use diversion tactics to pull them away. Grab and deposit each guy out of view from the others. Dealing with all of the soldiers in this manner is the stealthiest means to the leader.

Stealth is the ideal tactic for this side mission, but it is possible to rush the enemy, quickly take them out, and grab the leader before he flees. If the guards are out of view from the leader, they can be picked off from a distance until only the leader remains. At that point, move in and grab him. If only the leader remains and he has been alerted, have the team distract him while sneaking up from behind.

The sicario leader always has a vehicle nearby and uses it to escape once the player is detected. React quickly enough and the guy can be pulled out of the driver's seat. Otherwise, find a car of your own and chase him down. Nudge him off the road, being careful not to kill him.



REBEL SUPPORT SKILL

Selecting the Guns for Hire support skill, calls in a small group of rebels to temporarily fight alongside the Ghosts. Upgrading the skill's power increases the number of rebels that come to the player's aid. Call these guys in during shootouts to tip the odds in your favor.

MORTAR STRIKE

Mission Objective: Defend Radio - Protect a field radio broadcasting rebel message for a fixed time.

Availability: Itacua, Ocoro, Agua Verde, Tabacal, Caimanes, Malca, Pucara, Barvechos, Mojocoyo, Remanzo, San Mateo, Espiritu Santo, Villa Verde, Inca Camina, Koani, Media Luna, Libertad, Montuyoc, Monte Puncu, La Cruz

Rebel Skill: Mortar Strike allows the player to call a mortar strike on a specified area.

UNLOCKS

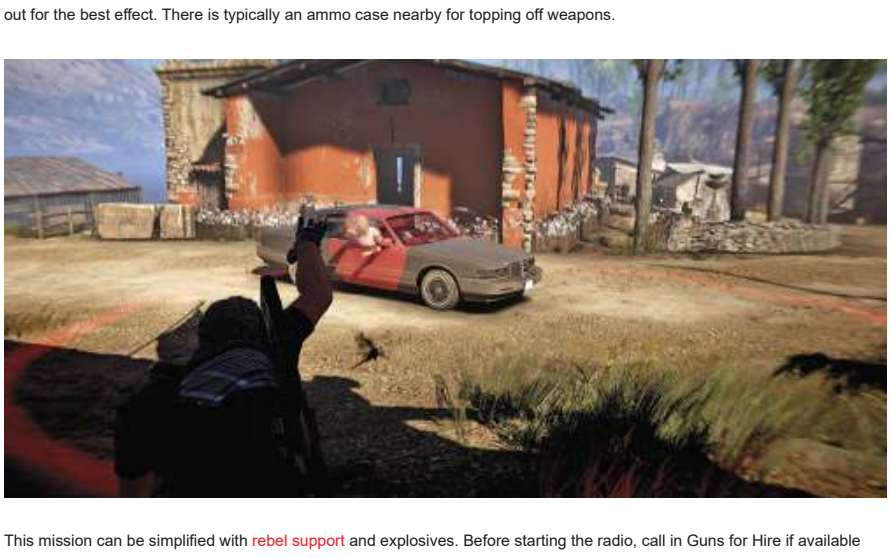
Missions Completed	Unlock
1	Unlock Mortar Skill
4	Power 2: Request Multiple Strikes
7	Power 3: Request Multiple Strikes Across Large Area

REBEL OP

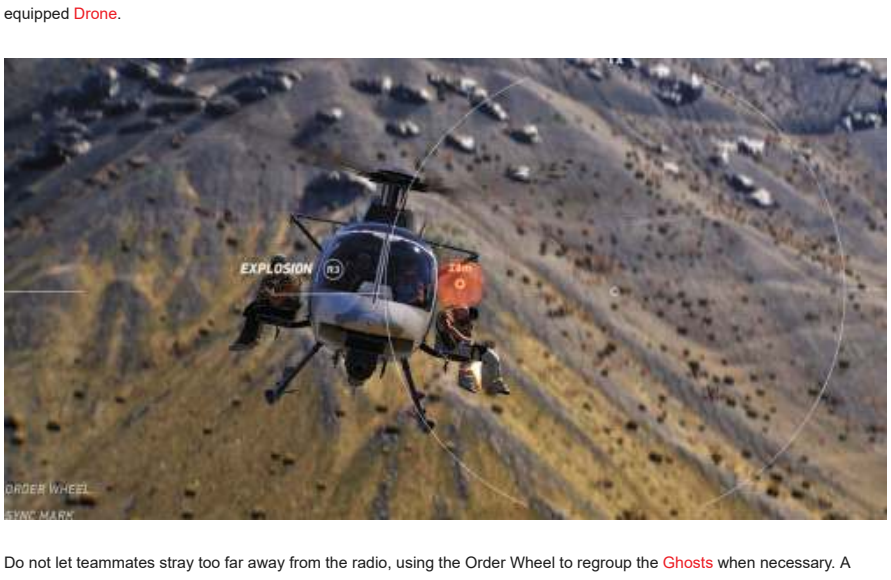
The Defend Radio side missions require the player to start a radio and defend it for a fixed time. During the broadcast, enemies flock to the player's location in an attempt to destroy the transmitter. As long as the radio remains standing when the timer hits zero, the mission is a success.

Santa Blanca soldiers approach on foot and by vehicle. Always be aware of inbound roads and glance at the mini-map frequently to spot incoming enemies. Helicopters eventually join the onslaught, so keep an ear open for the familiar sound. Occasionally, a sniper sets up on nearby rooftops, so look out for the flash of light.

Grab a high power, high rate-of-fire rifle to mow down the opposition and helicopters. Grab a shotgun, if available, for enemies that get through to the radio. Frag Grenades are extremely useful against a vehicle; hit it before the passengers get out for the best effect. There is typically an ammo case nearby for topping off weapons.



This mission can be simplified with rebel support and explosives. Before starting the radio, call in Guns for Hire if available and place Mines or C4 along nearby roads. If a helicopter is being a pest, it can be taken down with the an explosive-equipped Drone.



Do not let teammates stray too far away from the radio, using the Order Wheel to regroup the Ghosts when necessary. A health meter and timer are displayed at the top of the screen. Defend the radio until the timer reaches zero while the radio still has health to complete the mission.

REBEL SUPPORT SKILL

Call on the rebels to launch a Mortar Strike at a desired target—a skill that is best saved for assaults. After defending four radios successfully, the rebels fire multiple strikes. Reach Power 3 and the rebels can hit a larger area with multiple strikes.

RECON

Mission Objective: Parachute Drop - Interact with an unclaimed supply drop. Locations often require a helicopter to access, or at least some climbing.

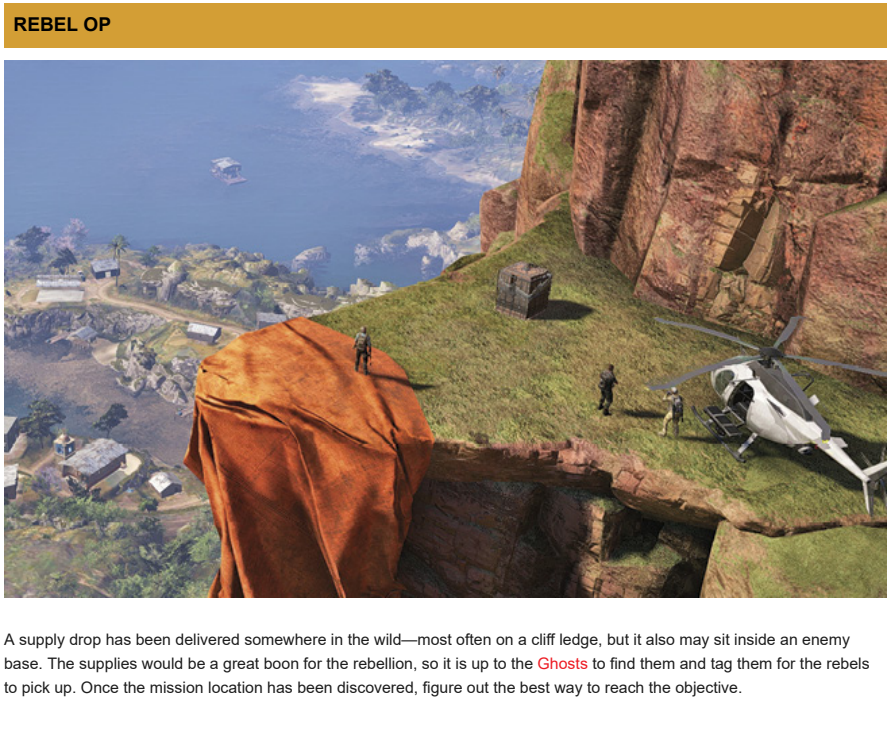
Availability: Ocoro, Agua Verde, Caimanes, Malca, Pucara, Mojocoyo, San Mateo, Espiritu Santo, Villa Verde, Inca Camina, Koani, Media Luna, Flor De Oro, Montuyoc, Monte Puncu, La Cruz

Rebel Skill: Recon automatically marks all enemies in a specified area.

UNLOCKS

Missions Completed	Unlock
1	Unlock Rebel Recon Skill (Small Area)
4	Power 2: Recon of Large Area
7	Power 3: Recon Largest Area

REBEL OP



A supply drop has been delivered somewhere in the wild—most often on a cliff ledge, but it also may sit inside an enemy base. The supplies would be a great boon for the rebellion, so it is up to the Ghosts to find them and tag them for the rebels to pick up. Once the mission location has been discovered, figure out the best way to reach the objective.

If it rests on the side of a mountain or cliff, the simplest means is to use a helicopter. Land the chopper near the goods or, if the Parachute is unlocked, exit the aircraft and guide Nomad to the supply drop. SAM Launchers pose the only risk, so remain aware of possible incoming missiles.

On the rare occasion that the supply drop has been delivered to an enemy base, recon the area and plan an infiltration of the camp. Interact with the keypad on the side of the supply drop to complete the mission.

REBEL SUPPORT SKILL

Recon calls for rebel spotters to recon a specified area. All enemies in that area are automatically marked. Increase the power by completing Parachute Drop Rebel Ops missions to increase the scouting area. This skill is extremely helpful before infiltrating an enemy stronghold.

VEHICLE DROP-OFF

Mission Objective: Breach Comm Center - Blow the doors on a secure network station and hack the network relay inside before the alarms are raised.

Availability: Itacua, Ocoro, Agua Verde, Tabacal, Caimanes, Malca, Pucara, Barvechos, Mojocoyo, Remanzo, San Mateo, Espiritu Santo, Villa Verde, Inca Camina, Koani, Libertad, Montuyoc, Monte Puncu, La Cruz

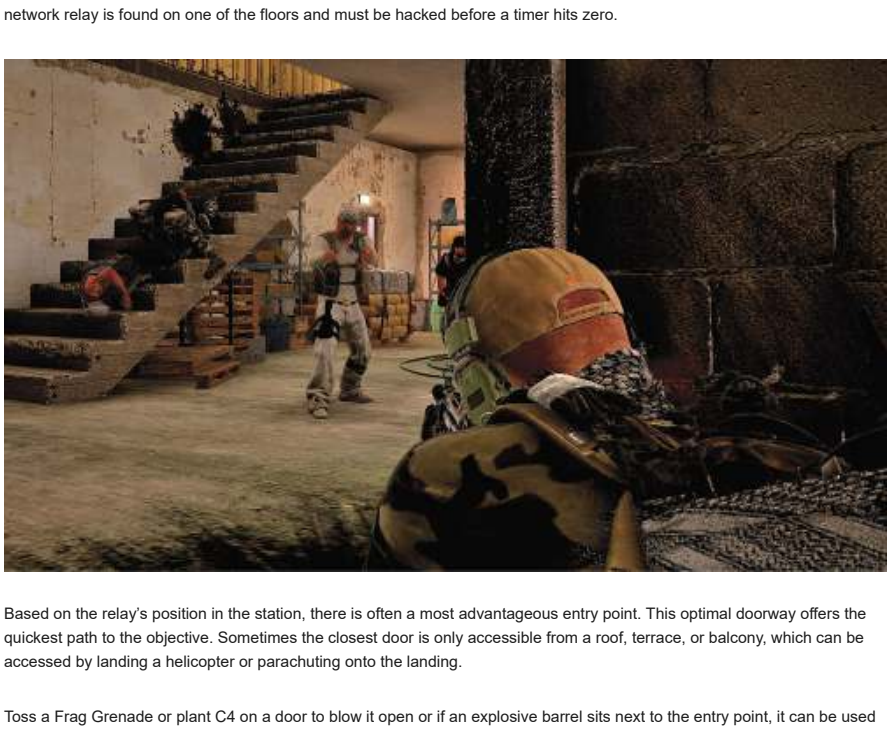
Rebel Skill: Vehicle Drop-Off allows the player to call a vehicle to be dropped at their position.

UNLOCKS

Missions Completed	Unlock
1	Unlock Rebel Vehicle Drop-Off Skill (SUV)
4	Power 2: Request Armored Vehicle
7	Power 3: Request Helicopter

REBEL OP

The mission takes place inside a network station with multiple entry points and Santa Blanca soldiers occupying the interior. A network relay is found on one of the floors and must be hacked before a timer hits zero.

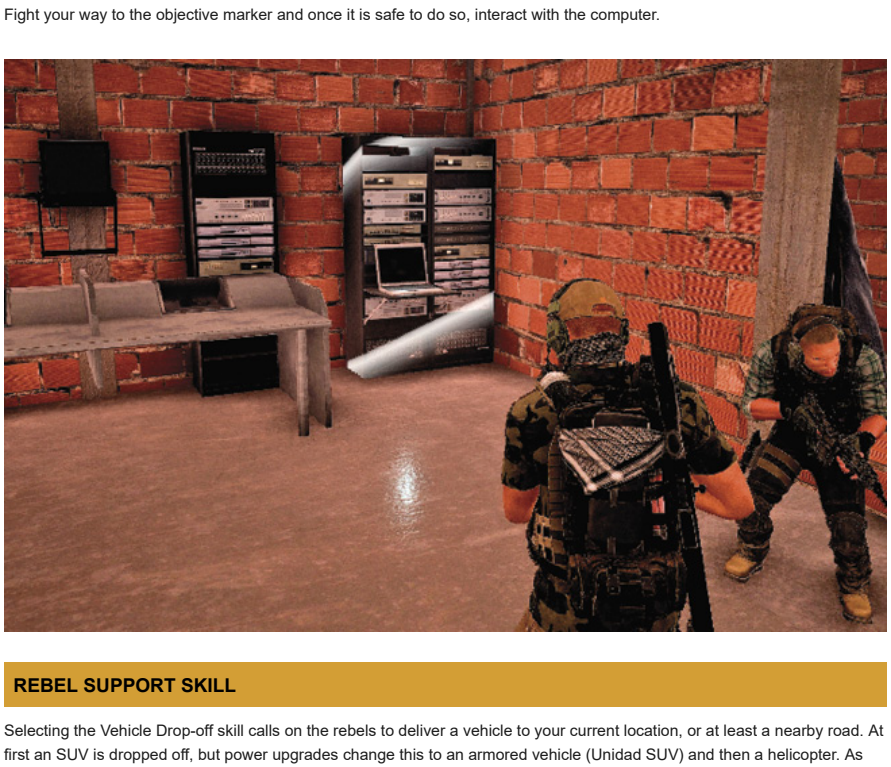


Based on the relay's position in the station, there is often a most advantageous entry point. This optimal doorway offers the quickest path to the objective. Sometimes the closest door is only accessible from a roof, terrace, or balcony, which can be accessed by landing a helicopter or parachuting onto the landing.

Toss a Frag Grenade or plant C4 on a door to blow it open or if an explosive barrel sits next to the entry point, it can be used to get the job done. Be sure to keep a safe distance, so as not to take damage from the blast. This gets the attention of those inside, so ready for a big fight.

NETWORK STATION

If available, call in Rebel Guns for Hire to assist in the mission. Send teammates inside to take the brunt of the hostile gunfire. Fight your way to the objective marker and once it is safe to do so, interact with the computer.



REBEL SUPPORT SKILL

Selecting the Vehicle Drop-off skill calls on the rebels to deliver a vehicle to your current location, or at least a nearby road. At first an SUV is dropped off, but power upgrades change this to an armored vehicle (Unidad SUV) and then a helicopter. As you will find out, a helicopter is extremely valuable as certain terrains become extremely difficult to travel by land.

Spec Ops Training

Most Recon: Tactical Advice for Story Missions

A large proportion of this guide offers optimal solutions and complete reconnaissance overviews of each Story Mission (AKA Main Mission) available to you. As there are well over 100 of these, it is important to ascertain some general, beneficial advice to use when approaching each one.

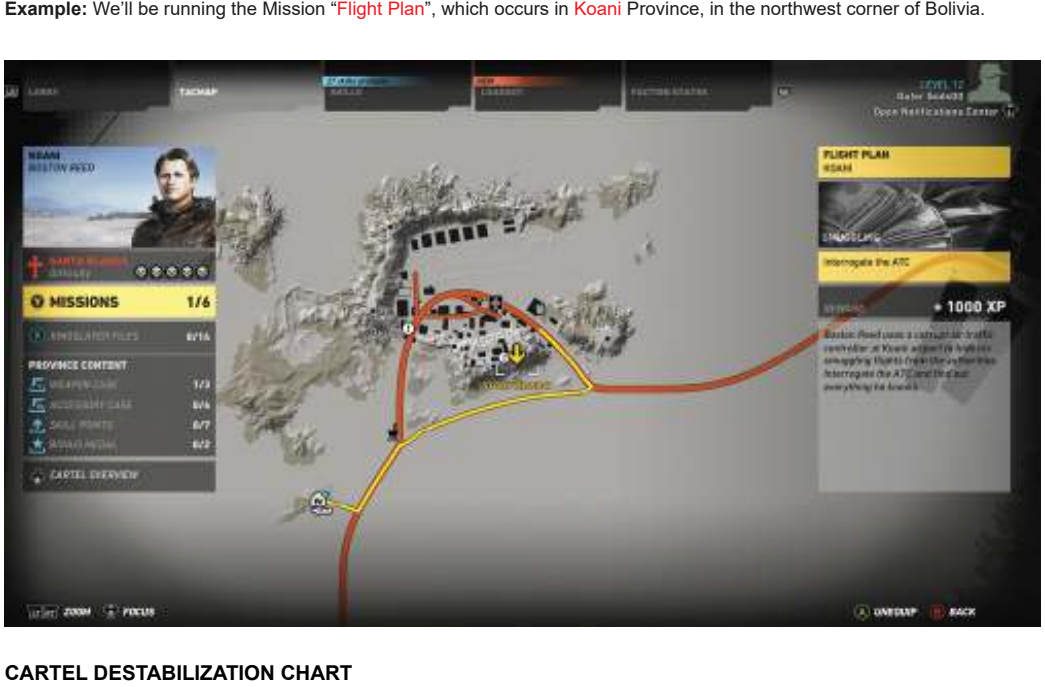
INITIAL RECON: WHAT TO DO FIRST

Before you even reach a mission-critical location, there is some important pre-planning to be aware of:

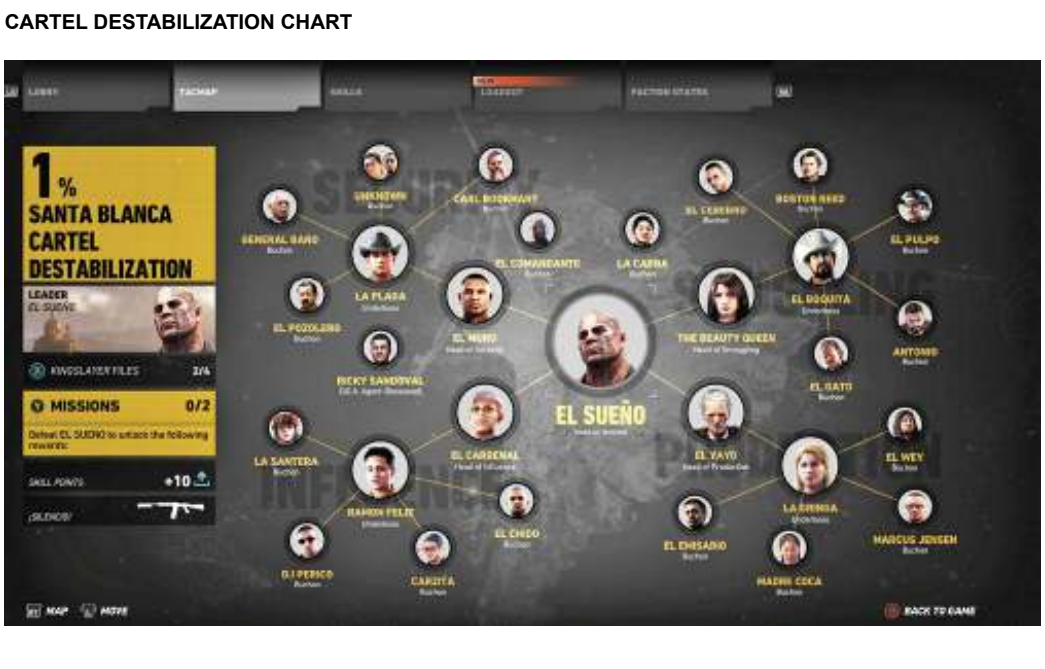
TACMAP

Main Missions usually come with a few specific objectives. Your first place to check for evidence is your Tacmap. Highlight the mission you wish to complete, and the type (Influence, Production, Security, or Smuggling), the first objective, the XP reward, and a brief are all listed. It's also worth checking the Province rating (from one to five skulls) which gives a general difficulty.

Example: We'll be running the Mission "Flight Plan", which occurs in Koani Province, in the northwest corner of Bolivia.

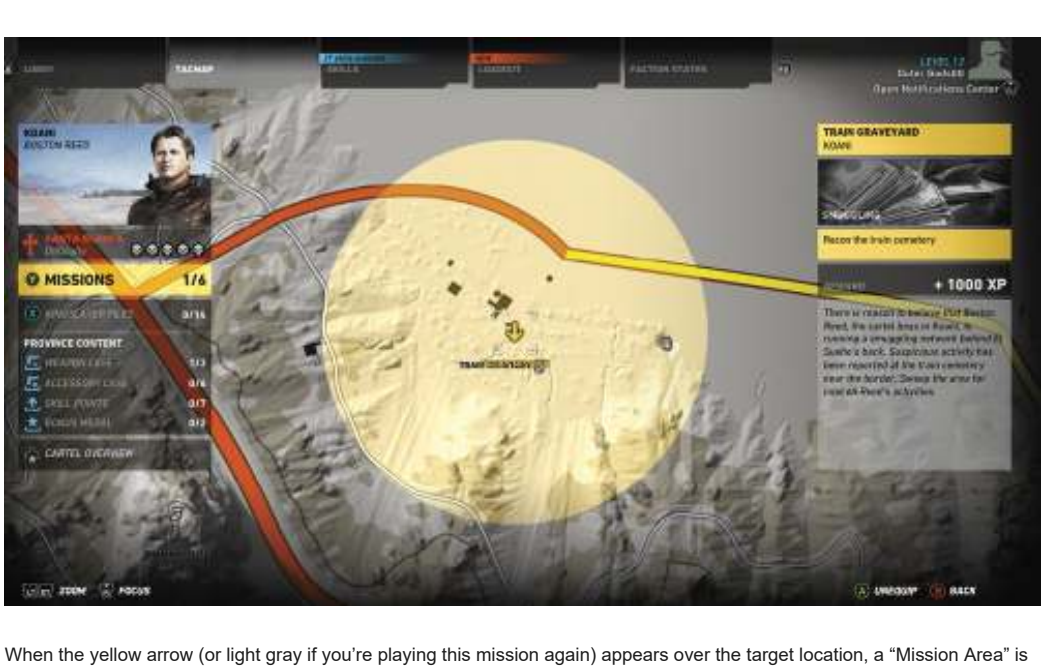


CARTEL DESTABILIZATION CHART



Zoom out of the Cartel Destabilization chart, and you can check additional rewards (such as Skill Points and weapons) given for taking out the boss, or "buchon", of each province. You can also replay the mission if you've already finished it, and gain the extra XP. Need to find a cool mission you've already played? Then this chart is the best way to locate it, and learn how many more missions it's going to take to bring El Sueño down (as the buchons of the four areas of the Santa Blanca drug trade are clustered together here in each corner). It's the best way to find and equip underbosses and operation head missions as soon as they are unlocked.

MISSION AREA (TACMAP)

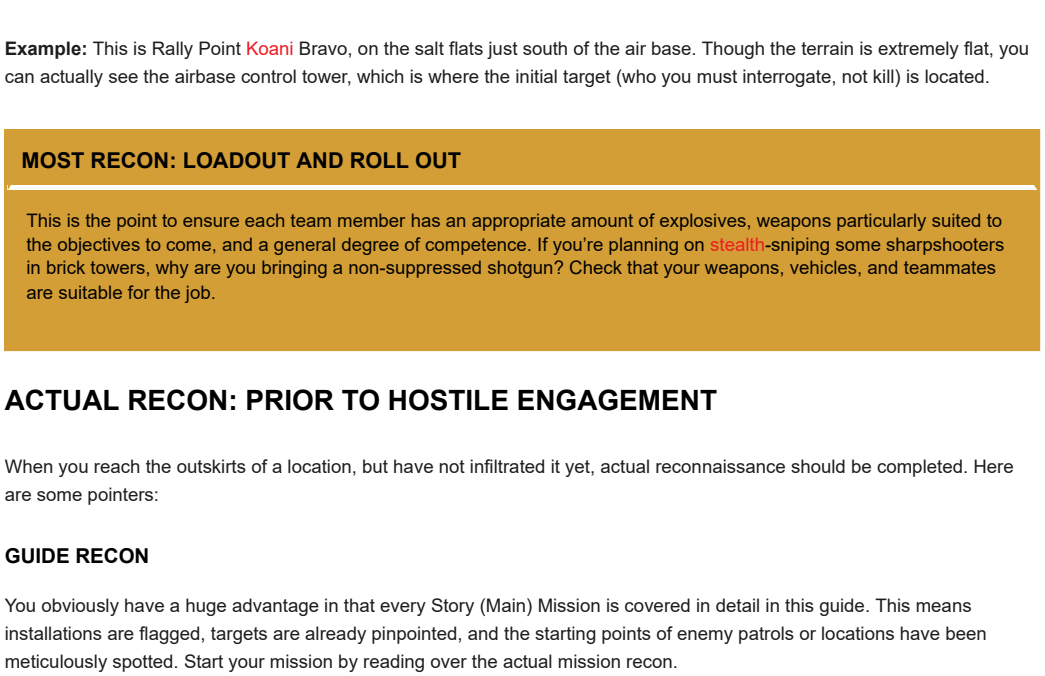


When the yellow arrow (or light gray if you're playing this mission again) appears over the target location, a "Mission Area" is sometimes revealed. This opaque yellow circle indicates the general area you can expect hostiles, and the target in. Once you step into this area, the objective arrow will adjust until you've pinpointed a precise target. Collectibles (such as Kingslayer files or Skill Points) are also seen when visually spotted.

Mission Areas are important to compare to the actual topography you're moving through, as you're sometimes called upon to infiltrate a town where enemies are located both inside and out of the Mission Area (so stealth may be required in order for foes not to attack from outside the zone). Also, some sniping opportunities may not be available if the vantage point you're using is outside the zone. Mission Areas only appear when you need to reach an area or locate the target first.

ON THE GROUND: RALLY POINT

It's worth either fast traveling, hiking, biking, driving, or piloting a helicopter to the Rally Point nearest the objective. You can resupply here, call on Rebel Support vehicles or use those parked here, and in some cases actually have a distant visual of the location you're about to enter.



Example: This is Rally Point Koani Bravo, on the salt flats just south of the air base. Though the terrain is extremely flat, you can actually see the airbase control tower, which is where the initial target (who you must interrogate, not kill) is located.

MOST RECON: LOADOUT AND ROLL OUT

This is the point to ensure each team member has an appropriate amount of explosives, weapons particularly suited to the objectives to come, and a general degree of competence. If you're planning on stealth-sniping some sharpshooters in brick towers, why are you bringing a non-suppressed shotgun? Check that your weapons, vehicles, and teammates are suitable for the job.

ACTUAL RECON: PRIOR TO HOSTILE ENGAGEMENT

When you reach the outskirts of a location, but have not infiltrated it yet, actual reconnaissance should be completed. Here are some pointers:

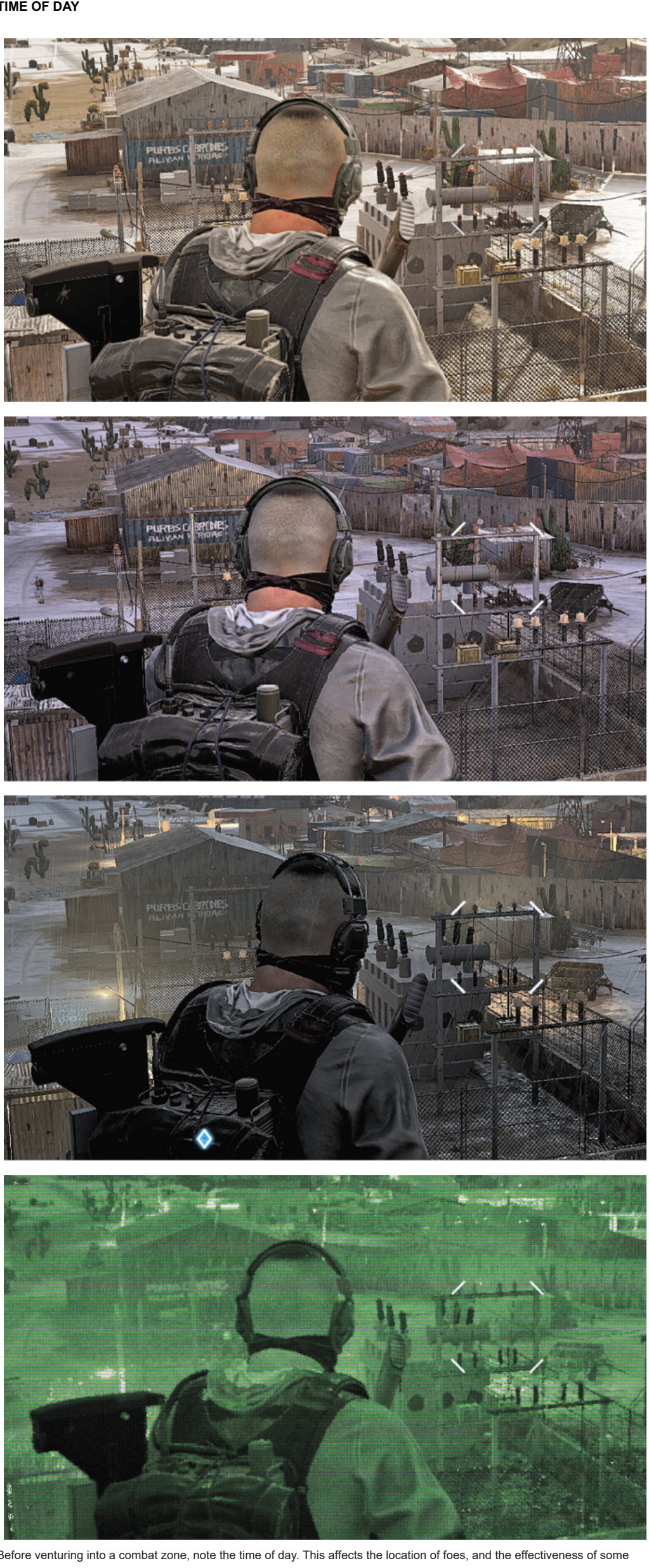
GUIDE RECON

You obviously have a huge advantage in that every Story (Main) Mission is covered in detail in this guide. This means installations are flagged, targets are already pinpointed, and the starting points of enemy patrols or locations have been meticulously spotted. Start your mission by reading over the actual mission recon.

CAUTION: HOSTILES ON THE MOVE

It's important to understand that although this guide gives locations of almost every enemy you may encounter during a Story Mission, it does not account for slight chances in patrol paths, vehicle and infantry reinforcements, and alert levels of your foes. Think of the enemy placements as a rough overview, not a precise location (though snipers are reasonably stationary).

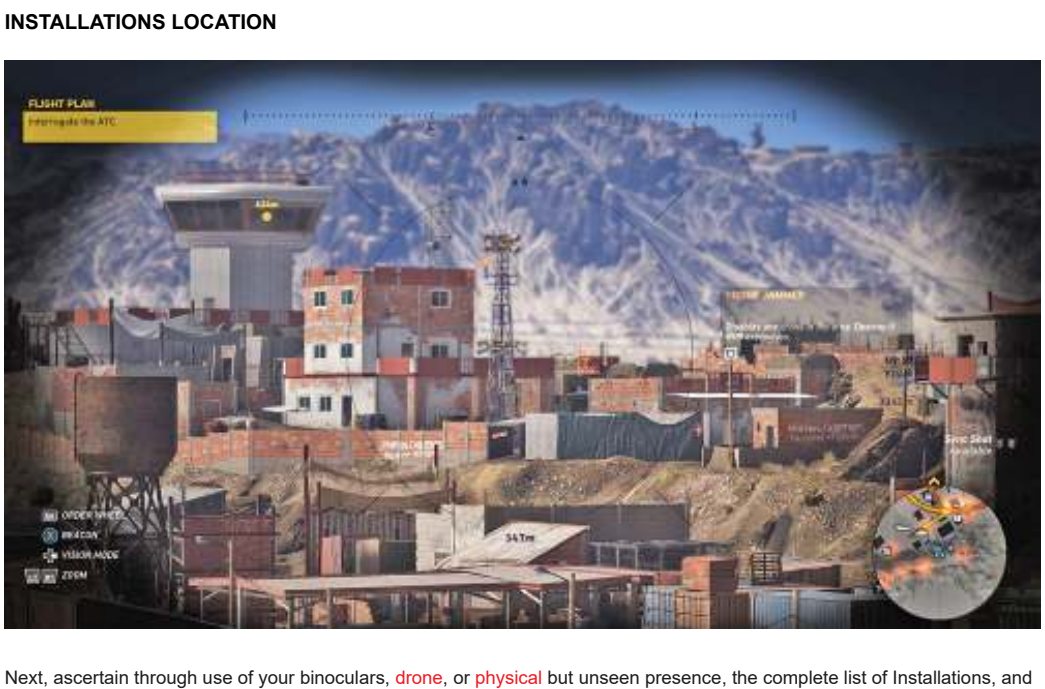
TIME OF DAY



Before venturing into a combat zone, note the time of day. This affects the location of foes, and the effectiveness of some installations. For example, at certain times of day, enemies may move to a mess hall to eat. After dark, a number of enemies may move to a barracks to sleep. In either case, they are more easily neutralized, especially if they are congregated in a particular area.

Example: Koani Air Base has a central mess hall and two barracks near a small soccer pitch. Depending on the locations of the enemies you tag, you may wish to remove all foes using flashbangs and crossfire, explosives, or other aggressive means. Or, you may wish to sneak past them (optionally leaving a mine at expected exits).

INSTALLATIONS LOCATION



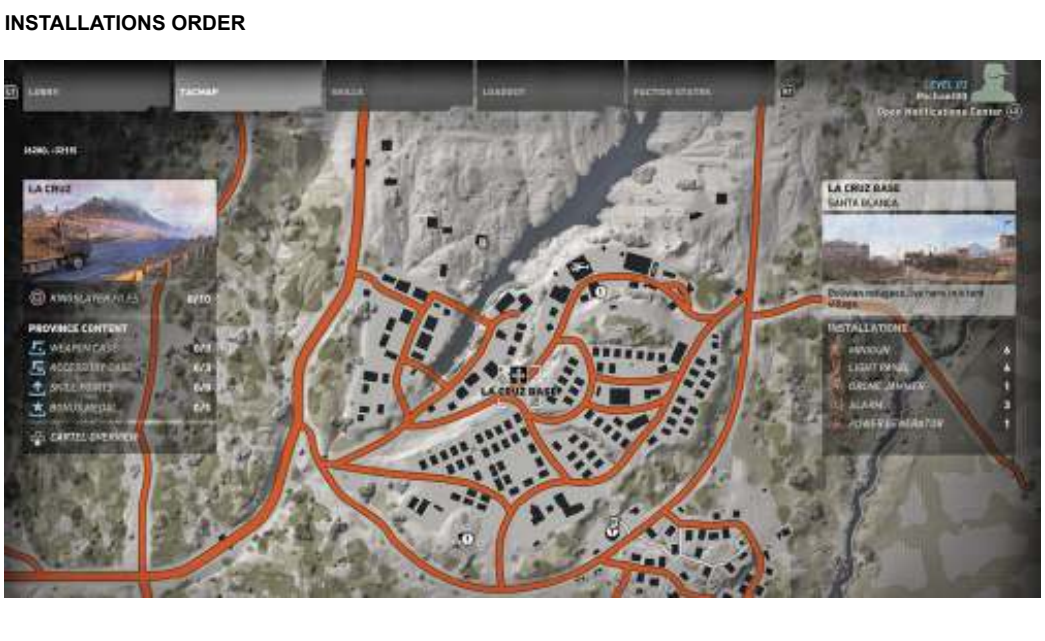
Next, ascertain through use of your binoculars, drone, or physical but unseen presence, the complete list of Installations, and their exact location pertinent to your objectives. The last point is important; if your objective states you have two minutes to rescue a friendly entity, there's little point in spending time counting the number of SAM launchers.

When you step into the perimeter of the enemies' location, or close to a larger operational area without a mission area pinpointed, check your Tacmap. The name of the location should appear, along with the installations it has. This list is important to know, as it allows you to focus on certain installations to deactivate or destroy, while leaving others alone.

Example: Koani Air Base has four miniguns, three SAM launchers, one Drone Jammer, one Alarm, and one Power Generator. As the Generator is located close to an easily-infiltrated area of the base (the west side perimeter, as shown), you may elect to deactivate it silently, rather than risk waking up the enemies by shooting the alarm pole panel (though this can be done with suppressed sniper rifles, too). Obviously, your plans will vary wildly depending on the location you're infiltrating.

Other locations may have alarms, but no generators, which gives you only one option: a manual shooting of the panel, or additional time spent dealing with reinforcements. This leads to:

INSTALLATIONS ORDER



With a good overview of all a location's installations, you must decide which ones need to be deactivated or destroyed. This is usually done prior to engaging enemies, though this can vary (as miniguns involve taking down foes manning them). Though each Installation type is detailed elsewhere in this book, it's good to have a general order to work through in terms of what Installations to go after, and when. Here's an optimal order, that works in most cases:

1. Drone Jammer: Do you want to use a drone to tag enemies and installations? Then locate the drone jammer first, and make plans to deactivate it at its handle, remove the Power Generator so this deactivates, or destroy it with weapons fire or explosives.

2. Sam Launcher: Do you want to use helicopters or airplanes in this mission? If not, these can be ignored. If so, these must be destroyed using explosives only.

3. Power Generator: Does this location have drone jammers, lights, normal lighting, and alarms? Then shut this all down at the power generator, which can be deactivated at the handle, shot with more powerful weapons, or destroyed with explosives. As removing the power generator has multiple beneficial effects, it's usually worth doing every time. Disabling the Power Generator deactivates SAM launchers and automatically opens armored gates as well.

4. Alarms: Do you want reinforcements to arrive via air once the enemy engages in combat with you? If you don't, destroy the panel on each alarm tower with gunfire or sniper fire. Or shut down the generator powering these.

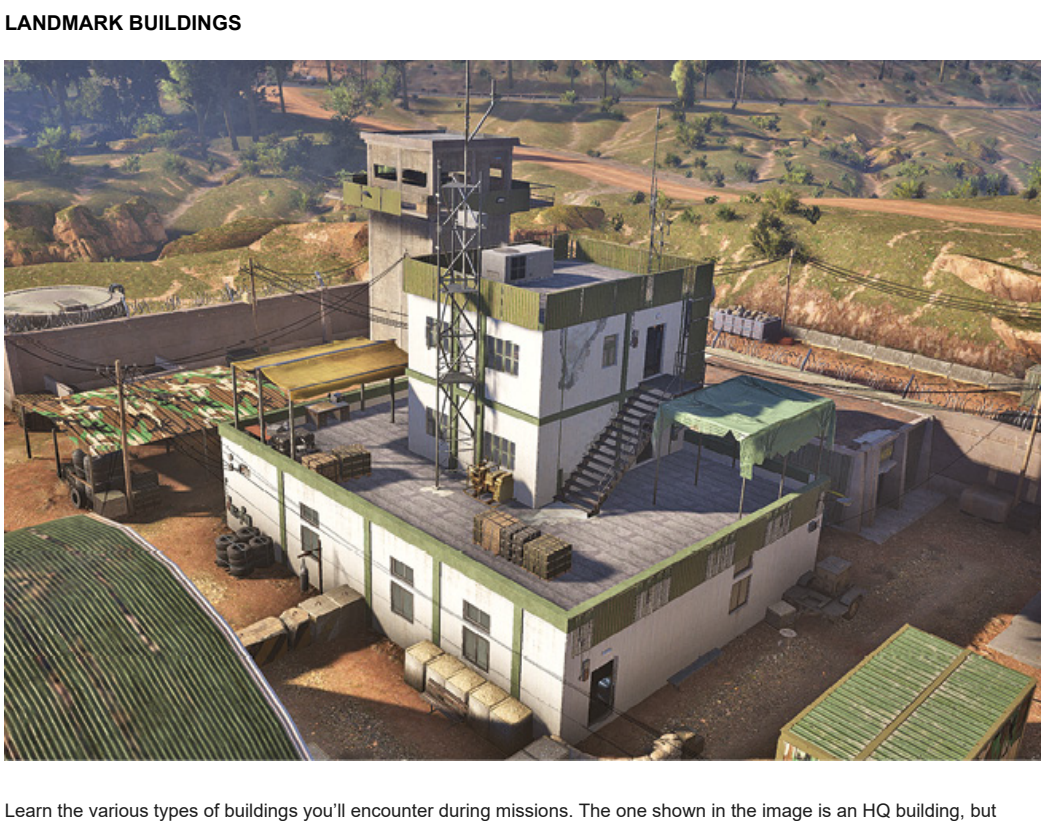
5. Mortars: These manned locations are annoying as when you're spotted, you're pelted with incoming explosives. Mark the enemy at the mortar, and remove him with haste, remembering that the shells he's using are explosive, so blasting him at close range can get you killed. Are you trying stealth? Then you may not need to focus on a mortar enemy, though a suppressed sniper shot is usually the best plan.

6. Lights: During nighttime infiltrations, these can blind you. Either shoot out the individual light bulb panels (not recommended), or deactivate the generator powering them.

7. Miniguns: Miniguns are found inside towers, firing posts, and small nests, and can be unmanned or manned. They cannot be destroyed, but the enemy manning them should be removed. Note the enemy may try to reuses this weapon, or not use it at all (as a show of strength or deterrent). See if it is tactically advantageous to remove the minigun foe if one is available. Then leave a mine in case it is reused.

Example: Koani Air Base has every type of installation except for lights and mortars. As our Ghost team is attempting a stealth infiltration, the drone jammer and alarm were neutralized silently, by deactivating the generator. Then, team members moved to the three SAM launchers on the runway, silently neutralizing any foes in the vicinity, and primed each launcher with a mine, to detonate during a subsequent objective, where it was required to steal a plane and fly it off the base. Finally, though there were four miniguns, only one was seen as troubling, as it was situated close to the airfield hangar where the escape plane was parked. So a Ghost crept up and strangled the minigun operator to ensure a safe departure.

LANDMARK BUILDINGS

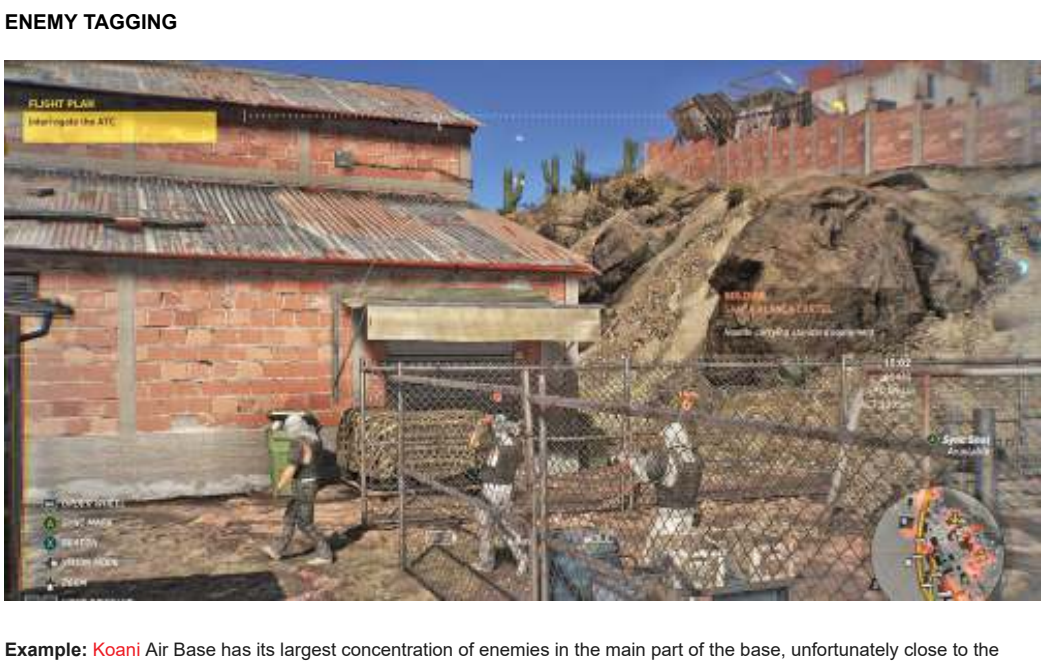


Learn the various types of buildings you'll encounter during missions. The one shown in the image is an HQ building, but examples include comms centers, armories, pillboxes, firing posts, emplacements, barracks and tent barracks, cages with rebels inside, sniper towers, Santa Muerte chapels, buchon house compounds, warehouses of various sizes and shapes, and mission-specific structures. Know what to expect at these locations (an HQ building usually has a captain or target, while an armory has ammo and loadout changing access, for example).

When you've learned the various buildings, apply names for them that your whole team will know. Then figure out if the building is critical to your objective.

Example: This UNIDAD base has an HQ building (as shown), where a high-ranking enemy must be located and neutralized. But this structure could just as easily have a server or laptop to access, before defending it from incoming enemy forces.

ENEMY TAGGING



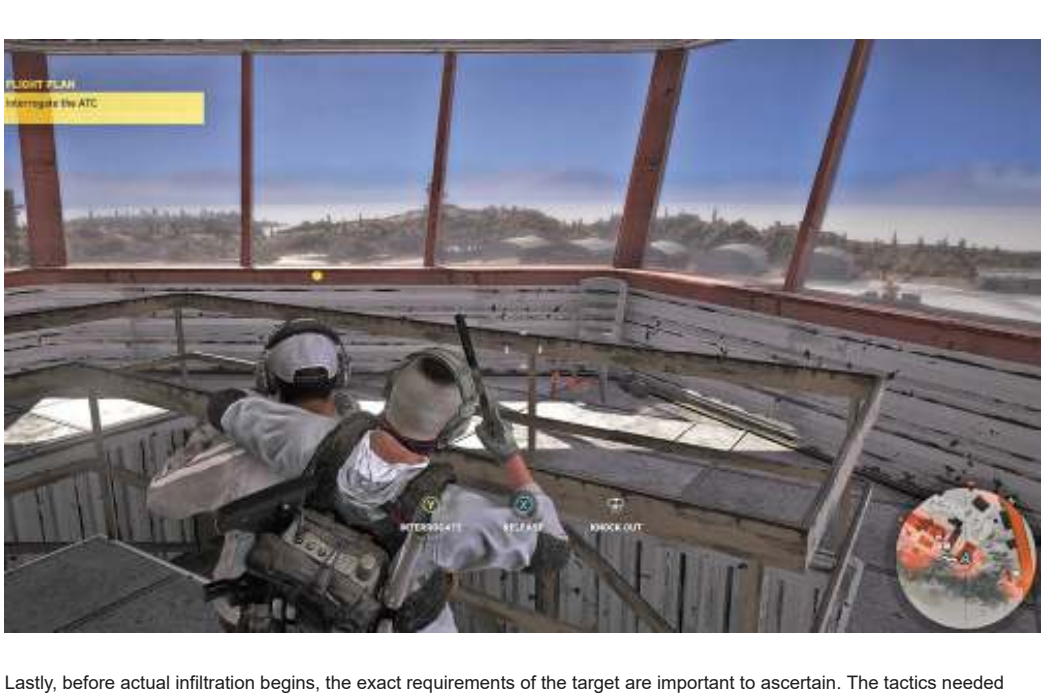
Example: Koani Air Base has its largest concentration of enemies in the main part of the base, unfortunately close to the target you need to interrogate.

INFILTRATION PATH PLANNING

Lastly, before the actual insertion is attempted (through hiking, biking, drone use, airborne fly-bys, or binoculars), spend some time checking the perimeters of the location for gaps, quick routes, underground pipes, buildings to use as cover, or routes to aggressively drive through if you're unconcerned about stealth. The obvious entrance to a base is rarely the one you should take.

Example: It was discovered that the southern perimeter of the Koani Air Base has a gap in it, just to the side of a sniper tower east of the main entrance. This allows for insertion, and stealth movement eastward, along the inside of the perimeter wall, all the way to the control tower, with minimal enemy interactions required. This was the plan used to reach the tower with the cartel still unaware of the Ghosts' presence.

TARGET REQUIREMENTS



Lastly, before actual infiltration begins, the exact requirements of the target are important to ascertain. The tactics needed vary greatly depending on what needs to be done. Here are some of the most frequent types of target requirements:

Interrogation Suspect: The victim cannot be killed. He or she can be frightened into fleeing in a vehicle, allowing you to pursue without the need of infiltration at all. If the victim will not flee, you must physically reach and interrogate them, so explosives aren't recommended. Or, you can bundle a suspect into a vehicle, drive it to a remote location, and conduct the interrogation without fear of being shot at during the talk. The suspect at the Koani Air Base had this requirement.

Target to Kill: The target must be neutralized, allowing for any type of takedown you wish, from melee strikes to sniper shots (for human targets), explosive takedowns (for vehicles) and everything in-between. You can even maneuver an explosive drone in remotely to destroy the target.

Target to Kill and/or ID: Ranged takedowns of targets become less helpful if you have to ID the target afterward, which essentially means you need to reach the neutralized enemy. If the victim flees, it actually becomes easier to chase them down, neutralize them in a remote location, and then ID them.

Evidence to Obtain or Photograph: If an important document needs locating, this involves physically moving to the target to obtain or photograph it.

Position to Hold: You may be required to hold a location for a specific amount of time (so a laptop download can finish, for example). This simply involves defending the necessary doorways and insertion points until the objective completes. However, with forethought, you can create defenses using parked vehicles, booby-trap roads enemies may head down, and reach excellent defensive locations prior to the timer countdown.

Vehicle to Steal: A vehicle must be removed from a location, and driven somewhere. This requires you to physically reach and drive it away. It can be delivered in any condition you like, except "on fire".

Convoy or Moving Vehicle: This involves targeting a single vehicle and running it off the road (with perhaps a subsequent objective regarding the interrogation or killing of a suspect inside), or targeting a single vehicle as part of a convoy. Specific convoy tactics are included in the mission as appropriate.

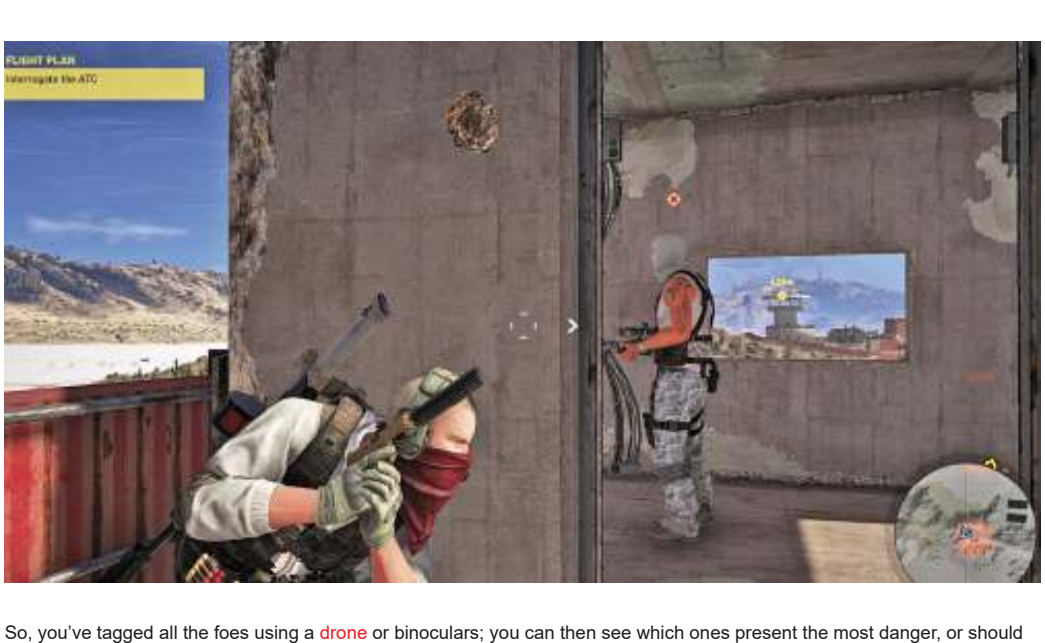
Remember you can approach a location from the air as well as the ground, though parachuting onto a target to kill them usually doesn't go quite as well as you might expect.

Destroy Missions: The target, which isn't usually a human, but rather an object (such as a shipment of cocaine, or enemy explosives) must be located and destroyed. Specific methodology regarding the type of force to use is usually detailed within your mission parameters, but if in doubt, use explosives or high-damage weapons fire.

WEAPONS FREE: HOSTILE ENGAGEMENT

When infiltration begins, and your team knows their role, you should be thinking about maintaining clean, tactical planning, until everything goes south.

ENEMY HIERARCHY



So, you've tagged all the foes using a drone or binoculars; you can then see which ones present the most danger, or should be tackled first. They are as follows:

Snipers in tower or on rooftops. Then foes manning minigun emplacements. Next, take out foes on the outskirts of bases (as appropriate; see Caution below). Then foes in cover behind pill boxes or firing posts, followed by heavy, armored foes with machine guns. Then move on to captains and then regular infantry. Check the Factions chapter of this guide for reasons why.

Example: Ghosts approached the air base from multiple directions, shooting snipers in every tower. Then the patrols along the perimeter rocks of the base were neutralized while the generator was shut down, and enemies in the immediate area were removed. As this was going on, one Ghost headed to the control tower via the insertion point gap along the south wall, and reached the target without compromising the stealth of the operation.

In addition, a Ghost was moving down from the northwest corner of the base to the line of airfield hangars, and removed the minigun operator on the low-roof building to clear the way for reaching the plane.

With the interrogation complete, the next objective (to locate a plane in one of the northwest hangars) began. The Ghost by the minigun on the low roof had only meters to reach the plane, which he ran to, started, and the other Ghosts from the SAM launcher joined him while the Ghost at the control tower hopped into a vehicle and drove onto the airfield. With stealth tactics now less important, the C4 was detonated, crippling all three SAM launchers, enabling the plane to take off with two Ghosts in it. The other two remained to steal a cartel helicopter, and provide air support as the plane left Koani airspace.

CAUTION: GOING CLEAR

Start at the perimeter of a mission area and work your way in. You don't have to clear every foe; if you want to attempt this (for the collectibles), do it after the mission concludes, so it doesn't jeopardize the objectives you may be attempting.

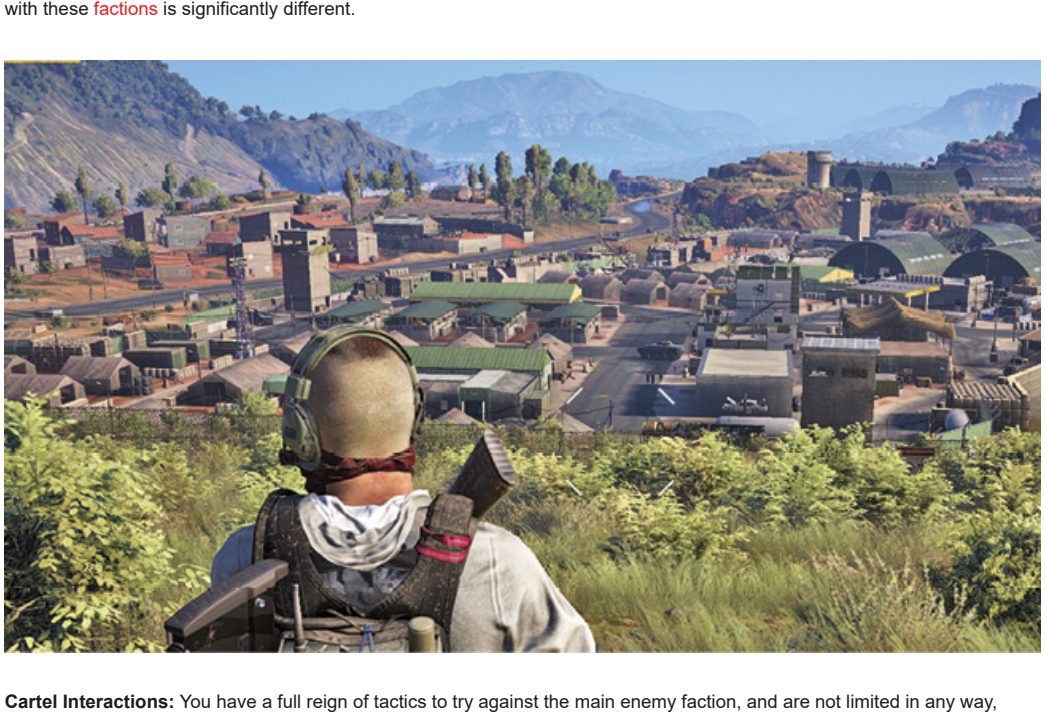
CAUTION: (DON'T) LET THE BODIES HIT THE FLOOR

Though it may be impressive to take out a foe at range, if you're attempting stealth tactics, be extremely aware of who is watching when the enemy you're neutralizing falls. Snipers in towers are usually fine to drop where they are standing, as other foes don't usually see them. But taking out enemies in the open, along a patrol path frequented by others, can lead to them being seen as they are defeated. Should this happen, you have a second to remove the foe who witnessed the kill, before they shout, open fire, and ruin your stealth plans.

Therefore, it is sometimes better to leave enemies alive, letting them move past you, before heading deeper into a combat zone while maintaining stealth as you go.

UNIDAD OR CARTEL INTERACTIONS

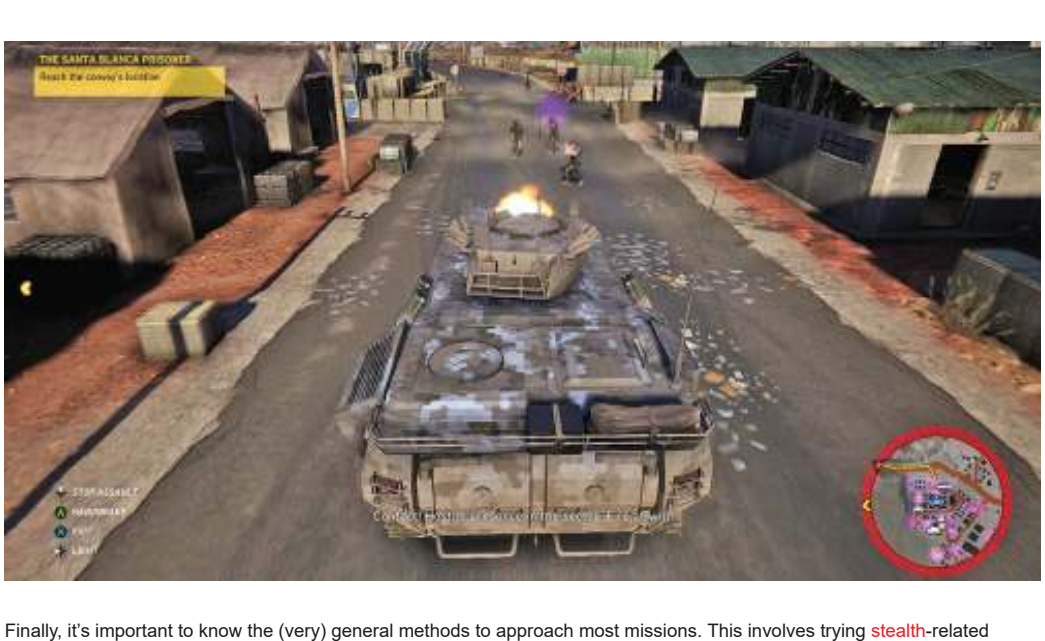
There are two major opposition forces to contend with: the Santa Blanca Cartel and Unidad Forces. The tactics for dealing with these factions is significantly different.



Cartel Interactions: You have a full reign of tactics to try against the main enemy faction, and are not limited in any way, aside from the boundaries of your objectives, and any Bolivian civilians who may be in the area.

Unidad Interactions: You occasionally have to infiltrate Unidad bases of operations, or attack this part of the Bolivian army. These foes have a Patrol Level, so will not be defeated at the location you are attacking. It is pointless to try and "clear" a Unidad stronghold, and reinforcements arrive by ground and air whether or not you've taken out alarms. While you can still clear a base using a completely stealthy takedown, this is unnecessary and extremely difficult. For missions involving Unidad, you need to get in, get out, and get away as proficiently and quickly as possible.

SILENCE TO VIOLENCE

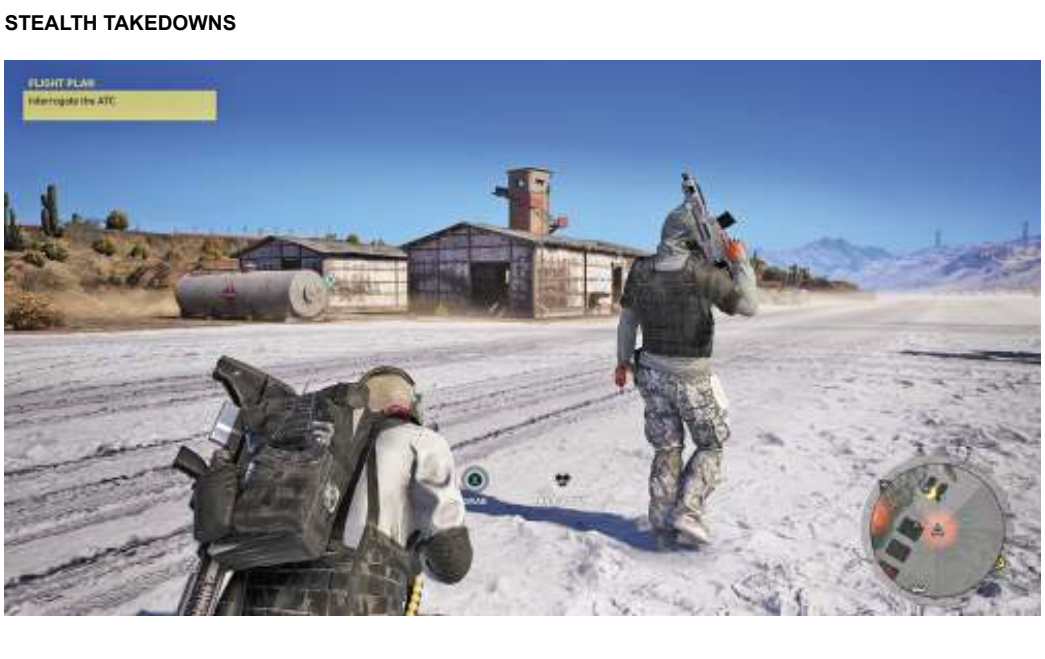


Finally, it's important to know the (very) general methods to approach most missions. This involves trying stealth-related tactics to get as far as you can into a combat zone (ideally to mission-completion), until one of your team is compromised, and then switching to more aggressive tactics as necessary. Therefore, it's tactically advantageous to be quiet when taking down foes. The following lists the actions you can take, from quietest to loudest:

IGNORING ENEMIES

There's nothing quite as quiet as simply ignoring foes. During missions you don't have to neutralize absolutely everyone, so if the enemy is likely to be seen dying, isn't close to a target, or is part of a cluster of foes, they are best left alone or watched and tackled when they are more easily able to be defeated.

STEALTH TAKEDOWNS



The quietest way to remove foes is to creep up behind them, grab and then take them down to the ground. After the grab, the type of takedown depends on the angle you've approached the enemy at. So, expect a strangle or rifle-butt to the back of a foe's head if you're approaching from behind, or a head-grab and ground-pound if you're heading in from the flanks. Do this before you are seen, and no one hears this.

SUPPRESSED SNIPER FIRE

Utilize a sniper rifle with a suppressor, and you can target enemies from extreme range. This is extremely useful for removing snipers on roofs and towers without other foes knowing, but can be applied to any enemy in or around the combat zone. As the suppressor can reduce damage, it's not worth keeping on the weapon once you're discovered, but for covering other Ghosts entering a base while remaining hidden, it offers unsurpassed protection. Note that the weapon isn't completely silent, so nearby foes may be alerted (but not violent) if they hear a foe fall.

SUPPRESSED FIRE

Many weapons with shorter ranges than sniper rifles can be fitted with a suppressor (even shotguns!), allowing you to attempt mid to close range takedowns in relative silence. There's still a small amount of noise (compared with stealth takedowns for example), and foes are more easily able to see their compadres taking a face full of bullets, but if you're picking out lone foes throughout a base, this works well, and keeps the stealth plan going.

DISTRACTION: ITEMS

When available, use the Diversion Grenade or Flare Gun to create a non-violent distraction. Though the enemy has gone from not knowing you're here to being suspicious that someone is around, this is a great idea if stealth is about to be, or has just been compromised. Use distraction items so foes investigate a different area, causing noise without the enemy turning hostile.

ou can also lob in Flashbangs to confuse the enemy, but this is slightly more violent and starts more frantic movements and enemy hostility afterward.

WEAPONS FIRE: SNIPER FIRE

Targeting enemies from extreme range without a suppressor is still more subtle than carving up enemies at closer ranges. Though the shot is heard, there's less the enemy can do about it if you're behind a rocky outcrop 200 meters away. Assuming you've halted the enemy's ability to call air reinforcements (by taking out all alarms), there's little the enemy can do except attempt to reach you, which can act as a distraction so the rest of your team can enter from a different location.

MOST RECON: BRICKWORK MAKES THE TEAM WORK

Remember that some sniper rifles have bullets that can pierce brickwork, so with missions involving the removal of a foe inside an HQ building, you're able to kill the enemy without even seeing him, though tagging him for more easy aiming is encouraged. The Penetration capacity of the sniper rifle is only at 100% if the suppressor is unequipped, which could easily mean you'll be detected after firing. Don't miss!

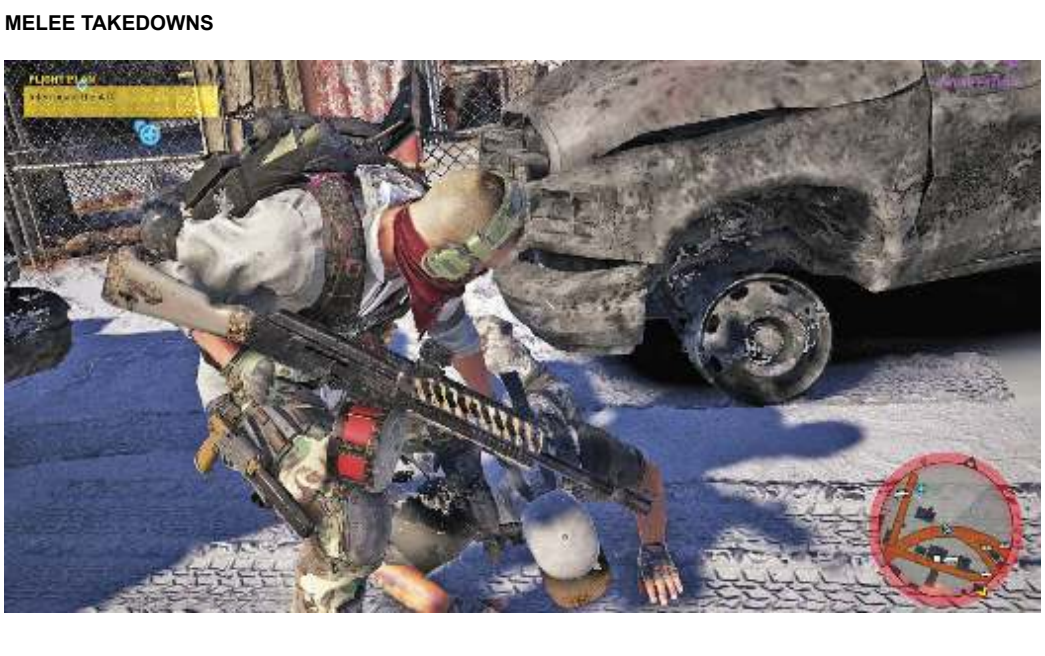
WEAPONS FIRE: DISTRACTION

Opening fire on the enemy with the express intention of not killing every single one, but to attract them to another part of the Mission Area is also a good idea if you're trying to get enemies away from one part of a location (where the target is, for example). Just be sure to remain in cover, or lay explosive traps, or let your team know when you're about to take the violence up a notch.

WEAPONS FIRE AND PROJECTILES: EXPLOSIONS

There's something rather entertaining about shooting a single sniper round into a propane tank, watching it burn, then explode and viewing the enemies as they investigate. You won't win any stealth awards, but this can get enemies out of cover, act as a distraction, or commence a more violent firefight. Expect a similar outcome if you prep an area with a trap (C4, mine, lobbed frag grenade).

MELEE TAKEDOWNS



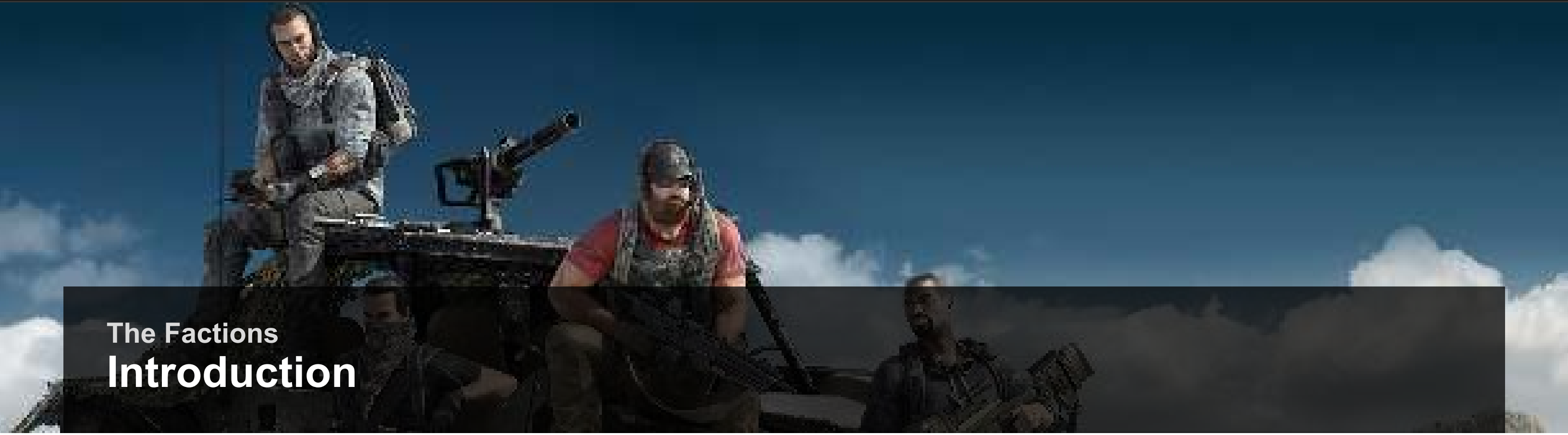
These are the same as Stealth Takedowns, but occur after the enemy has seen you and is about to open fire, shout, or already has done. Sometimes (if you're close enough, the enemy is confused, or you're reloading) it is preferable to charge an enemy with the intention of grabbing and neutralizing them, instead of relying on weapons.

WEAPONS FREE

Has it all kicked off? Then there's no need to worry about tiptoeing around the area; get into cover, attempt to advance toward the objective or enemy cluster you're here to kill, and take everyone out that you need to. Execute flanking maneuvers, shoot down from height to gain viewing advantages, and make the takedowns swift and brutal. Headshots and correct loadout weaponry are vital depending on distance and enemy type.

OVERLY AGGRESSIVE ACTION

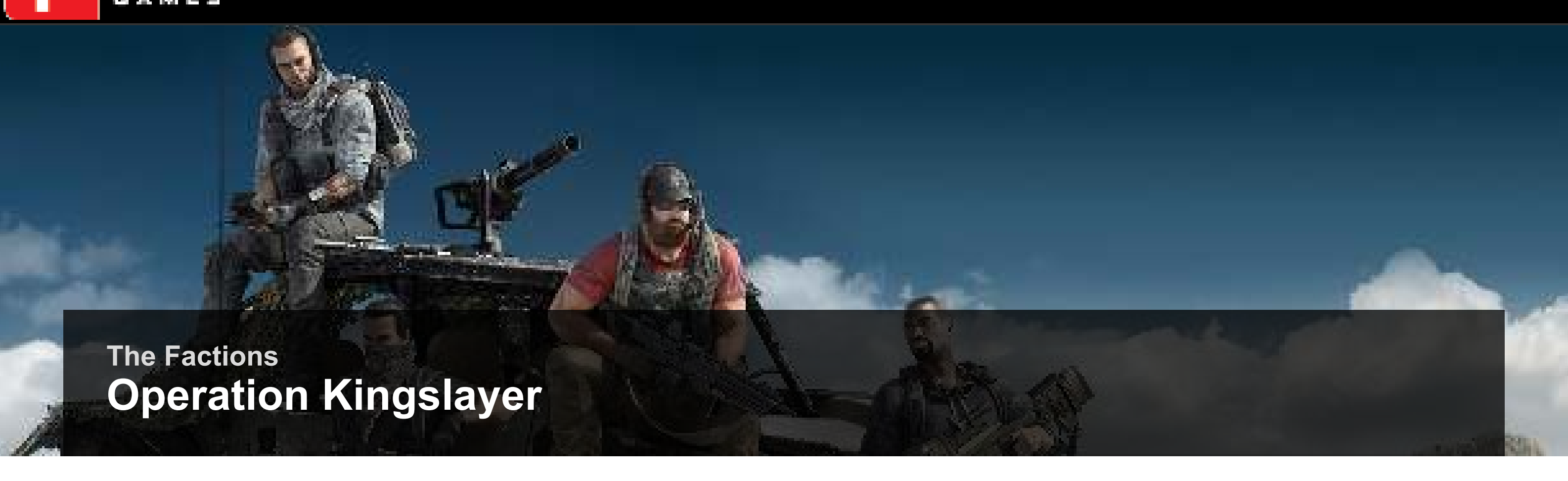
Have you tried other tactics, or aren't worried about the enemy overwhelming you? Then you probably haven't attacked a large Unidad base yet. In any case, if the situation calls for it (and heck, even if it doesn't), why not cause as much mayhem as possible? Careen through a camp in an armored SUV with a turret minigun blazing. Strafe the ground from a gunship until everyone wearing cartel colors is a bloody mess. Charge in with shotguns blazing. Sometimes a more brutal plan gets the job done. Just make sure you try it once more subtle means are exhausted, and once you've spent some skill points to toughen yourself up.



The Factions

Introduction

The Ghosts learn of three factions who attempt to coexist amongst the cocalero farms of Bolivia. The cartel controls much of the region, pumping out as much cocaine as they can, while Unidad Forces look the other way. Meanwhile, the rebellion fights the cartel in an attempt to take back the land that was once theirs. CIA Case Officer Karen Bowman has setup an alliance with the rebel group, Kataris 26, knowing that their local knowledge can be a huge boost for Operation Kingslayer.



The Factions

Operation Kingslayer

THE GHOST TEAM

A US SPEC OPS UNIT WORKING WITH CIA CASE OFFICER KAREN BOWMAN TO DESTABILIZE SANTA BLANCA.

The Ghosts are the spearhead of the US Army's unconventional warfare quick response forces. They are the first unit deployed into dangerous situations and the last ones to leave when things get rough. They are a reconnaissance and direct action team armed with the latest weapon and sensor technology. Their cutting-edge equipment enhances their unique skills as US Army Special Operators.

While originally part of the US 5th Special Forces Group, the Ghosts are now part of the Group for Specialized Tactics (GST), a Special Mission Unit, reporting directly to US Special Operations Command/Joint Special Operations Command (JSOC).

This reconnaissance and direct action team is made up of the absolute best of the best of the US military—handpicked from veteran Army Special Forces and Special Operations units from all service branches. The Ghosts' missions are not about single individuals saving the world; they're about a team working together.

INDIVIDUALLY, THEY ARE GREAT. TOGETHER, THEY ARE UNBEATABLE.

As a Special Operations force, they engage in covert/clandestine activities in conflict zones where the US needs maximum impact with zero footprint. Their actions often serve to prevent wars, not incite them.

The Ghosts do not operate in peaceful regions. They fight enemy factions, private military companies, and other complex military or paramilitary organizations, not isolated terrorists.

The Ghosts have greater freedom and autonomy than most units, but still follow mission objectives. They are held accountable for their actions.

Ghosts think before they act. Execution phases are swift and precise. Each situation is assessed properly, and each member of the unit prepares accordingly.

The Ghosts are not a purely "stealth-based" unit. They take advantage of many different means to accomplish their goals, finding ways that enable others to receive credit for their actions. Most often this involves allying with local forces and operating with and through them.

THE GHOSTS' GOLDEN RULE IS "CREDIT IS FAILURE." THE UNIT IS LEGENDARY, BUT THEIR ACTIONS ARE ANONYMOUS.

NOMAD

NAME: Anthony Perryman

NATIONALITY: American

ROLE: Support Gunner

AGE: 36

RANK: Major, Ghost Team Lead

CALL SIGN: NOMAD

SKILLS: Speaks fluent Spanish.

Expert in Communications, Psychological and Unconventional Warfare. Weapons Specialist.

HISTORY: Born in Boston, Massachusetts, Nomad was an army brat who spent his childhood moving from base to base. He joined the army at the age of 18 and became a member of Delta Force by 24. He spent three tours with the counter-terrorist Task Force 88 before being selected to become a Ghost and became Ghost Team Lead two years ago.

PERSONALITY: Nomad always remains completely calm, even under the greatest pressure. He is the epitome of the strong and silent soldier type: able to repress his emotions and to remain completely objective under every circumstance. Past teammates often joked about checking his pulse during parachute jumps to make sure he was alive.

He gets antsy when on Rest and Recuperation and has trouble getting back to mundane day-to-day life as he yearns to get back on mission, which affects his personal relationships outside of the military. He's been married and divorced twice, with a teenage son from his first wife, and struggles to maintain a relationship with his son, who is going through a rebellious phase.

SPECIFIC: During the initial briefing, he saw surveillance footage of Sueño executing the family of a Bolivian police officer. This image has haunted him ever since, making him vow to do everything he can to stop Sueño.

DUALITY: Nomad has been burned by the CIA before and does not trust Karen Bowman, afraid the agent will put the safety of his men at risk.

HOLT

NAME: Dom Morretta

NATIONALITY: American

ROLE: Engineer

AGE: 33

RANK: Sergeant First Class

CALL SIGN: HOLT

SKILLS: Speaks fluent Spanish. Expert in Intelligence Technology and Data Decryption. Drones Specialist.

HISTORY: Born in Monroe, Louisiana, Holt grew up in a family with a long history of service and he has wanted to continue that legacy and to become career military since the age of four. He joined the army at the age of 18, becoming a sapper in the Rangers before 21. Holt always been obsessed with technology, developing an exceptional skillset for engineering. He was selected to become a Ghost at the age of 27.

PERSONALITY: Both a professional top tier operator in combat and a joker at heart, Holt uses his humor to keep the situation in control during tense moments. He's happy to be the butt of the joke, especially regarding his private intimate life.

When not on mission, he tends to get rowdy. Known for drunkenly pushing the joke too far and getting into bar fights, Holt does anything to get his adrenaline fix, often at the expense of his female entourage. He's the only single member of the unit. He is Weaver's best friend and often drags him into disturbing situations, ones that never fail to create memorable stories.

SPECIFIC: Holt has seen the effect of drugs firsthand. He came from a community that was overrun with oxycodone and other illicit substances. Many of his friends and family either died or went to prison due to drugs. For him, this operation is all about stopping that from happening to more neighborhoods.

DUALITY: Does not trust anyone but his team.

MIDAS

NAME: Rubio Delgado

NATIONALITY: American

ROLE: Assault

AGE: 31

RANK: Sergeant First Class

CALL SIGN: MIDAS

SKILLS : Speaks three languages. Expert in Cultural and Ethnic Studies. Mechanic and Vehicles Specialist.

HISTORY: Born in San Diego, California, Midas grew up in a religious family. His father was originally from Honduras; his mother was born in Ciudad Juarez, Mexico. He almost became a priest, but left the seminary to join the army following 9/11, becoming a Ranger specializing in Military Intelligence.

Midas has a deep knowledge of Latin America which helped him during operations in Columbia, Peru, and El Salvador. He was selected by the Ghosts at age 29.

PERSONALITY: Midas is loud, boisterous, and aggressive. Constantly in a state of unrest, he is hyperactive and tends to care too much, making him the most emotional member of the team.

He is deeply religious and regularly attends church and gives spiritual counseling to fellow soldiers. He feels driven by a higher power. Midas is happily married with four kids and has been Holt's best friend for ten years.

SPECIFIC: Midas understands the toll of drug trafficking on Latin America and sees this mission as a chance to protect the people of Bolivia.

DUALITY: He has faith that the Rebels will support the Ghosts during important times.

WEAVER

NAME: Coray Ward

NATIONALITY: American

ROLE: Sniper

AGE: 34

RANK: Master Sergeant

CALL SIGN: WEAVER

SKILLS: Speaks two languages. Doctorate in Psychotherapy. Expert in Marksmanship. Weapons Specialist.

HISTORY: Born in Trenton, New Jersey, Weaver graduated Magna Cum Laude from Princeton before joining the Navy. He was accepted into DEVGRU where he served multiple tours as a combat sniper. He received numerous medals and accolades for various missions, including one for a confirmed 2,210 meter sniper kill.

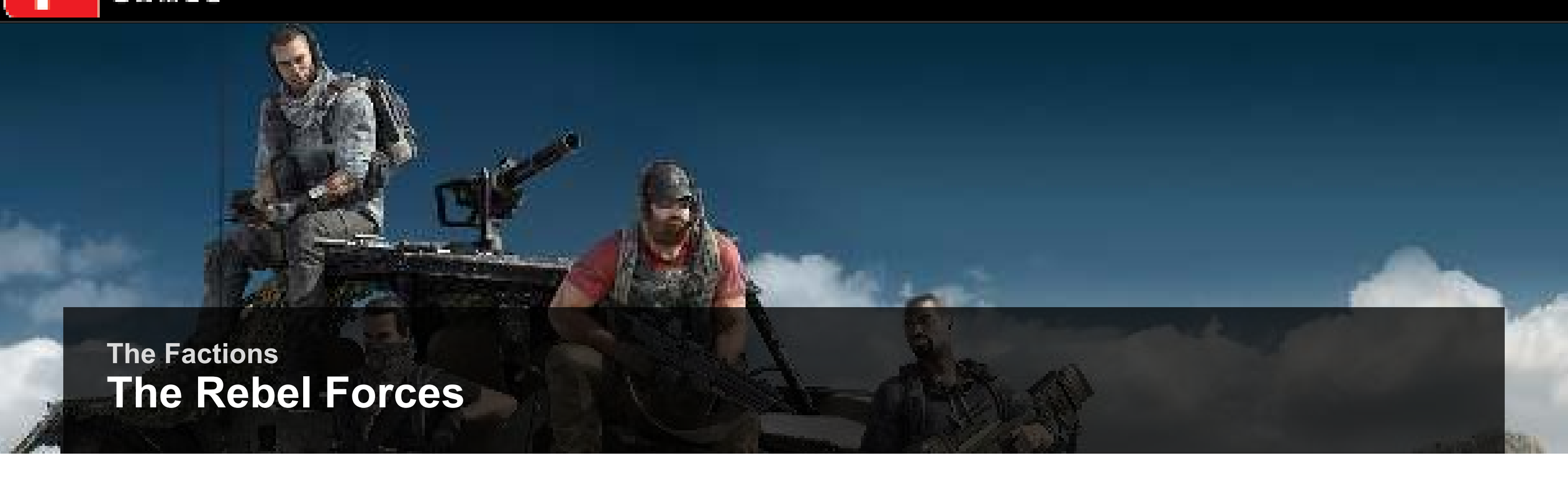
Weaver became a Ghost at 30. Was the first person selected by Nomad for his team.

PERSONALITY: Weaver is highly educated, and acts and talks like a professor. He has a sophisticated attitude that he tries to downplay so as not to stand out.

He is conservative in his beliefs and a libertarian at heart, but avoids talking politics with his teammates. He is currently undergoing a difficult divorce. When not deployed, he counsels veterans suffering from PTSD. He is Nomad's closest friend.

SPECIFIC: Weaver considers the cartel to be a terrorist group. He knows that stopping them is a matter of national security, as a rapprochement between drug cartels and terrorist organizations is not unrealistic.

DUALITY: He does not trust the rebels and believes they're only working with the CIA temporarily. Weaver assumes it's just a matter of time before the Ghosts have to come back to take them down.



The Factions

The Rebel Forces

ALLY FACTION

BOLIVIAN REBELS LED BY PAC KATARI, WORKING WITH THE CIA TO FREE THEIR LAND FROM SANTA BLANCA.

The Rebels once farmed this land before being overtaken by the Santa Blanca drug cartel. They lack the power to take on the El Sueño's cartel and corrupt Unidad forces by themselves, but with some help, they can rise up and retake what was once theirs.

PAC KATARI

NAME: Ramiro Apaza Nieves

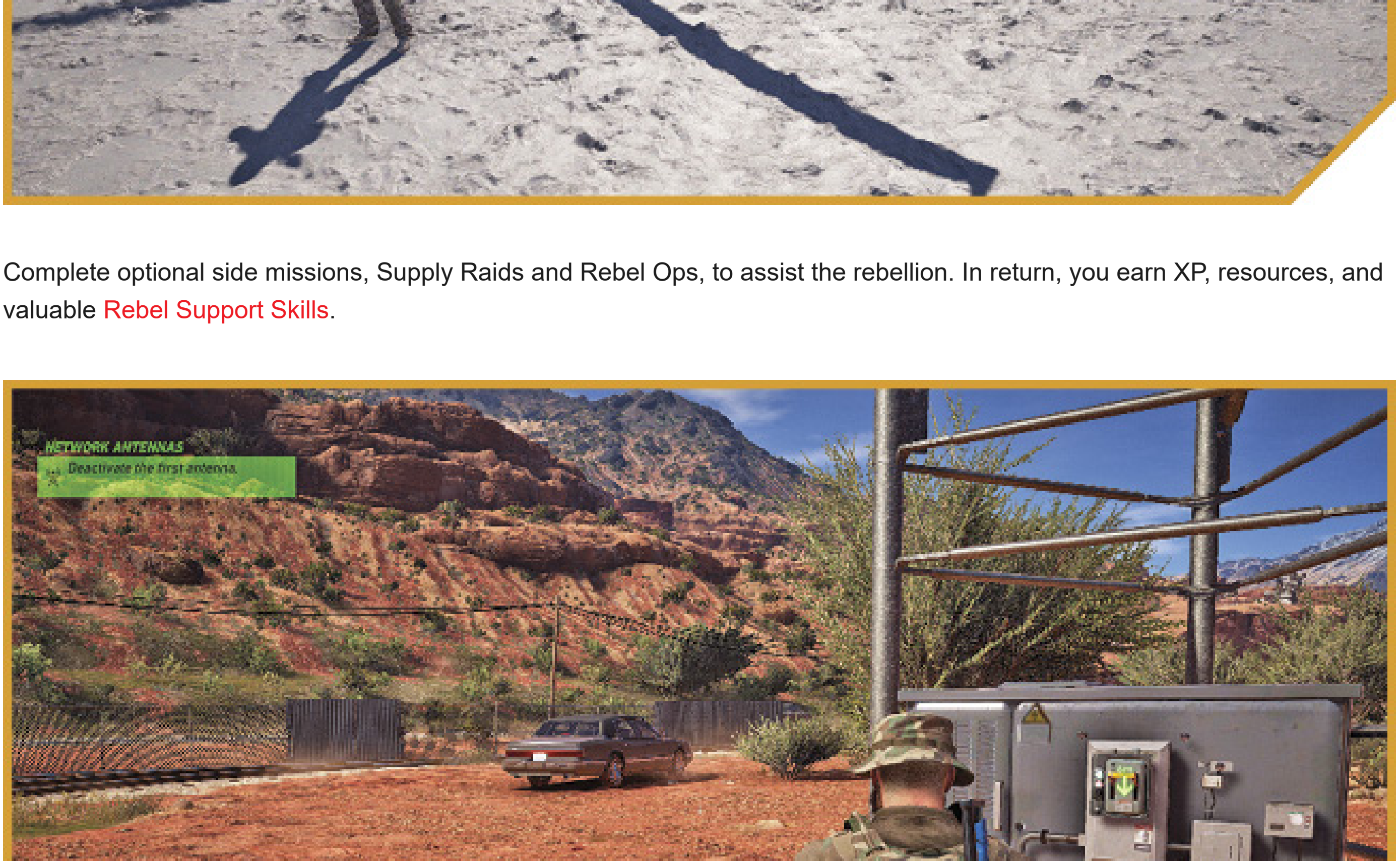
Nickname: Pac Katari

NATIONALITY: Bolivian

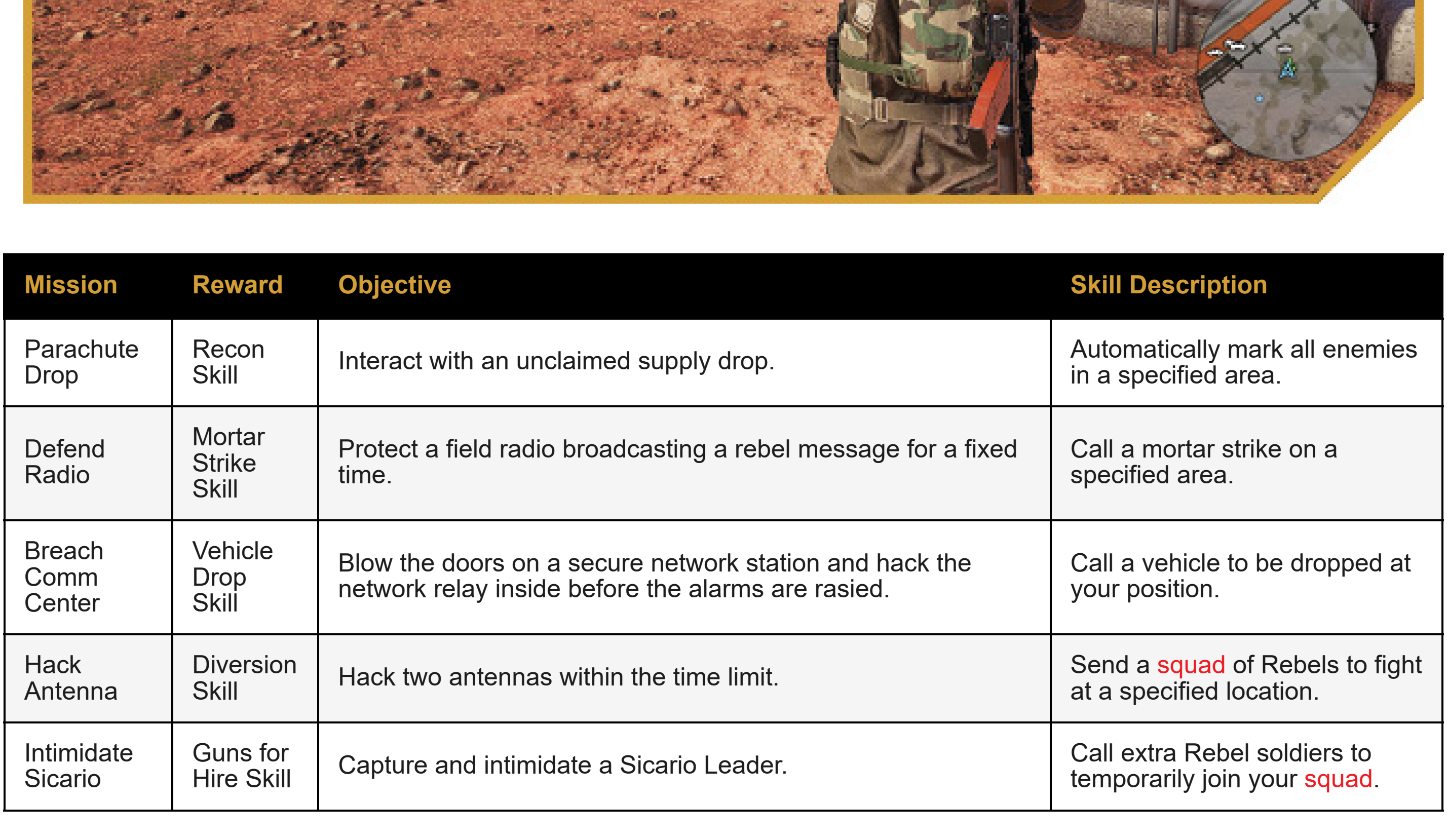
ROLE: Leader of Kataris 26

Leader of the rebel forces, Ramiro Apaza Nieves, aka "Pac Katari," is an eloquent speaker who aims to inspire the populace to rebel against the cartels. Dignified but shrewd, he demonstrates a respect for the land and the working class, and Bolivians love him for it. He is passionate about his vision for Bolivia's future.

REBEL SUPPORT



Complete optional side missions, Supply Raids and Rebel Ops, to assist the rebellion. In return, you earn XP, resources, and valuable Rebel Support Skills.



Mission	Reward	Objective	Skill Description
Parachute Drop	Recon Skill	Interact with an unclaimed supply drop.	Automatically mark all enemies in a specified area.
Defend Radio	Mortar Strike Skill	Protect a field radio broadcasting a rebel message for a fixed time.	Call a mortar strike on a specified area.
Breach Comm Center	Vehicle Drop Skill	Blow the doors on a secure network station and hack the network relay inside before the alarms are rasied.	Call a vehicle to be dropped at your position.
Hack Antenna	Diversion Skill	Hack two antennas within the time limit.	Send a squad of Rebels to fight at a specified location.
Intimidate Sicario	Guns for Hire Skill	Capture and intimidate a Sicario Leader.	Call extra Rebel soldiers to temporarily join your squad.

Completing Rebel Ops also increases the Rebel Presence Level. An increased level indicates that more rebels are in Bolivia with an increased chance for them to pick a fight with your opponent.

Many Rebels are held captive in cells inside enemy strongholds. Approach the enclosure and interact with the lock to free them. With Santa Blanca or Unidad nearby, they assist in the fight.

TROOPS

SOLDIER

Type: Normal & Freed Prisoners

Damage: 1.00

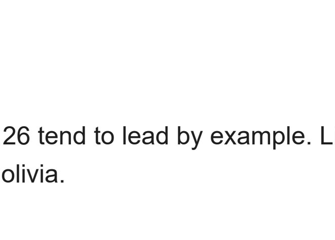
Armor: 2.00

Grenade: Yes

Weapon: AK-47 Assault Rifle

The Katari 26 are a rebel uprising that attempts to fight the dominating Cartel. Found throughout Bolivia underequipped and outnumbered, they require your assistance. Their numbers grow and if prisoners are set free, the take up arms and help in your fight. They tend to run from cover to cover to get at their enemies.

LIEUTENANT



Type: Guns for Hire

Damage: 2.00

Armor: 1.00

Grenade: Yes

Weapon: SR3M Compact Machine Gun

Contrary to the Santa Blanca leaders, the Katari 26 tend to lead by example. Lieutenants may be seen on the front line, leading their comrades toward the liberation of Bolivia.

SOLDIER

Type: Guns for Hire

Damage: 1.00

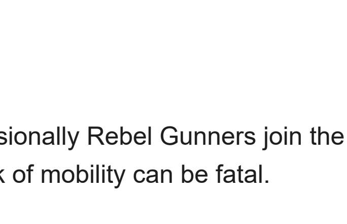
Armor: 1.00

Grenade: Yes

Weapon: AK-47 Assault Rifle

Assist the Katari 26 with Rebel Ops missions and they can be called on to assist in your fights. As underequipped and undertrained soldiers, they may not seem like much help at first, but they become a great asset with creating diversions or clearing out the cartel from your path.

REBEL GUNNER



Type: Guns for Hire & Raids

Damage: 2.00

Armor: 4.00

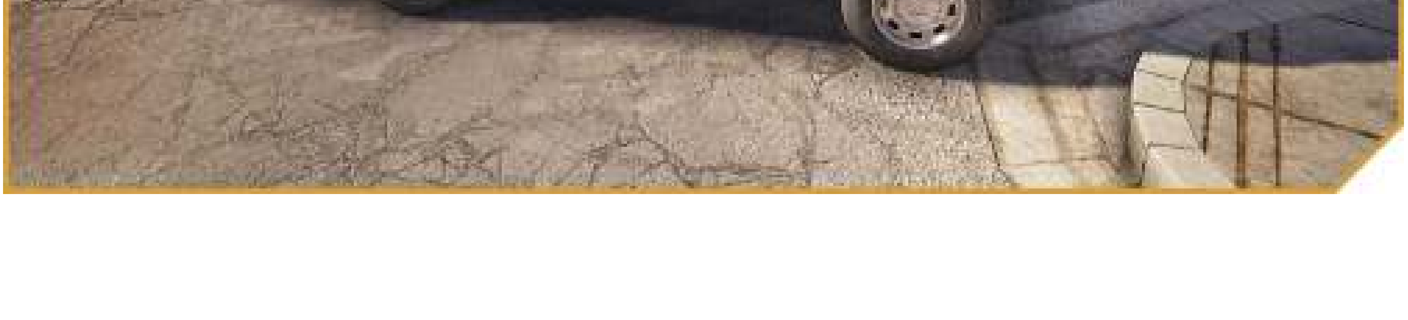
Grenade: No

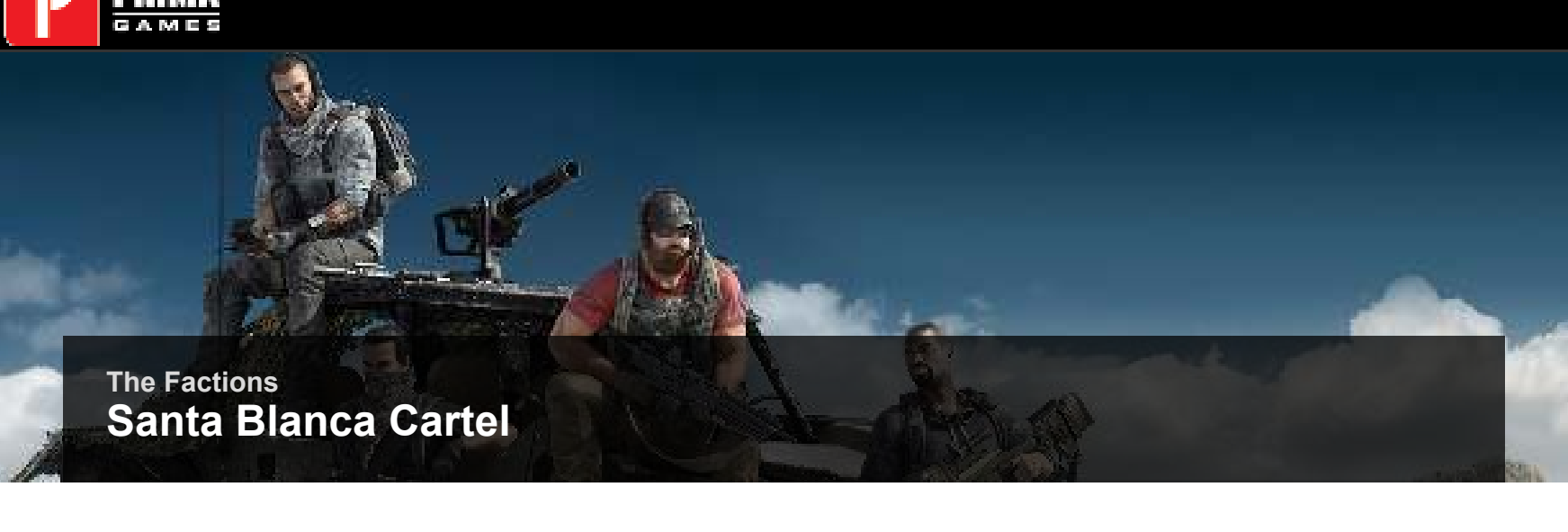
Weapon: 6P41 Light Machine Gun

When requesting help from the Katari 26, occasionally Rebel Gunners join the fight. With heavier armor, they are more resistant than regular soldiers, though their lack of mobility can be fatal.

REBEL VEHICLES

The Rebels have several types of vehicles in their modest fleet. SUVs, a minibus, and various trucks are all sufficient to carry supplies and resources.





Santa Blanca Cartel

ENEMY FACTIONS

A CARTEL RULING PART OF BOLIVIA AS A NARCO-STATE, PRODUCING HUGE AMOUNTS OF COCAINE.

Founded in 2008, the Santa Blanca Drug Cartel held their own as drug traffickers in Mexico. With Cocaine production becoming extremely profitable in Bolivia, Santa Blanca saw a great opportunity to expand, so they brutally introduced themselves to the current Bolivian dealers. Using bribery and intimidation, they came to an agreement with the government and La Unidad: stop the fighting and they can produce as much cocaine as they desire.

EL SUEÑO

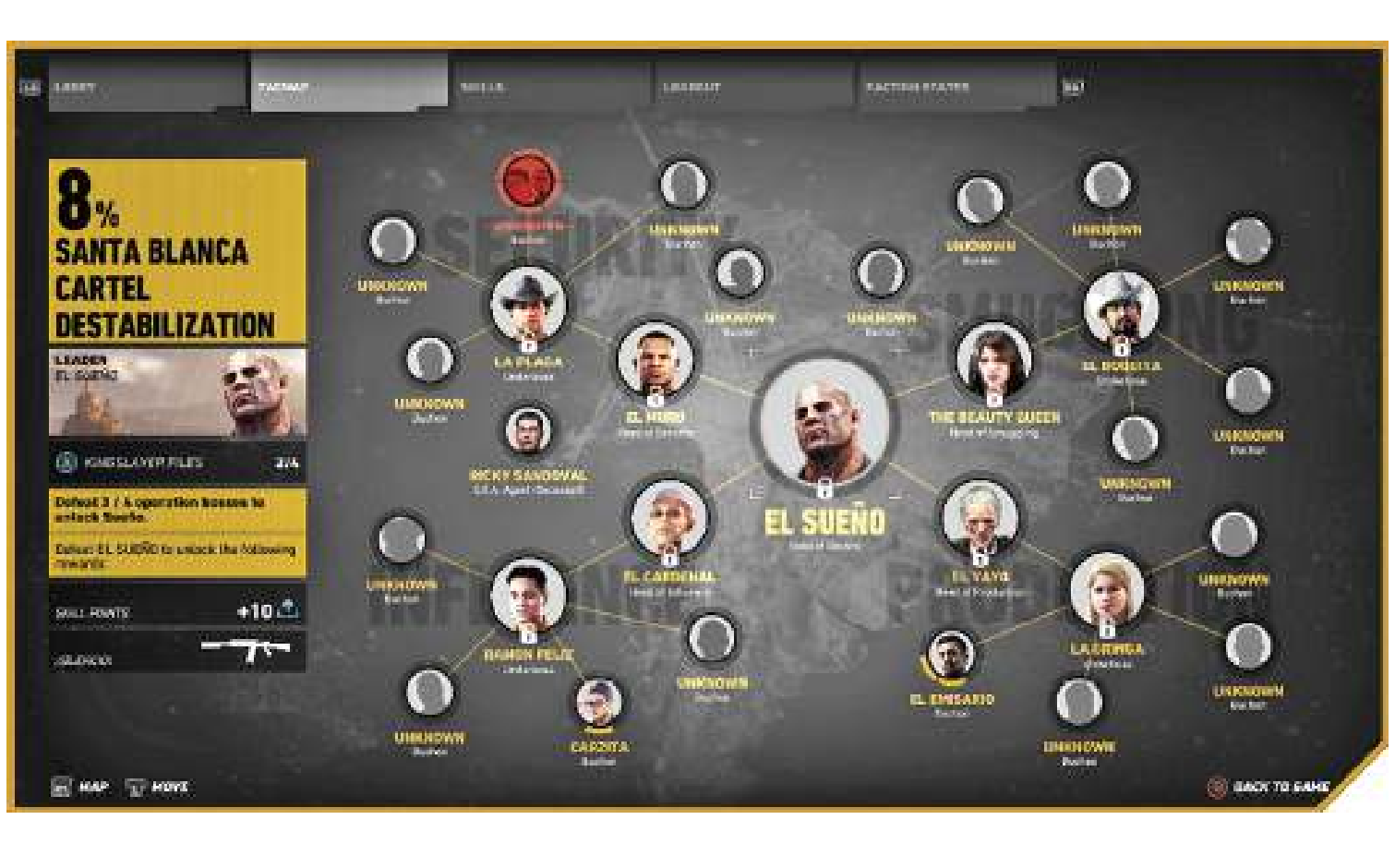
Nickname: El Sueño

NATIONALITY: Mexican

ROLE: Head of the Santa Blanca Cartel

El Sueño is the founder and leader of the Santa Blanca Cartel. He is a brutal but brilliant leader, insightful, reflective, and deeply religious. He instills fierce loyalty in his followers, but he is vicious with those who challenge him. When El Sueño was younger, he was a cartel sicario, a "hitman," who never missed a target.

CARTEL HIERARCHY



Buchons rule 19 of the 21 provinces, which are linked to one of four operations: Production, Security, Influence, and Smuggling. An underboss and head of operations oversee each of these divisions. At the very top, the "jefe de jefes", El Sueño, rules over them all.

Refer to the Provinces Chapter for details on how to access and defeat each boss.

SANTA BLANCA CARTEL HIERARCHICAL STRUCTURE

Cartel Position	Operation Buchon (Province)			
	Security	Production	Influence	Smuggling
Buchons	Yuri & Polito (Itacua)El Pozolero (San Mateo)Carl Bookhart (Montuyoc)General Baro (Flor De Oro)El Comandante (Media Luna)	El Emisario (Ocoro)Madre Coca (Tabacal)El Wey (Villa Verde)Marcus Jensen (Libertad)	Carzita (P.N. De Agua Verde)La Santera (Espiritu Santo)El Chido (Malca)DJ Perico (Pucara)	El Pulpo (Barvechos)El Cerebro (Caimanes)Antonio & Gabriela (Mojocoyo)El Gato (Remanzo)Boston Reed (Koani)La Cabra (Inca Camina)
Operation Underboss	La Plaga	La Gringa	Ramon Feliz	El Boquita
Operation Head	El Muro	El Yayo	El Cardenal	Nidia Flores
Boss of Bosses	El Sueño			

The main objective of Ghost Recon® Wildlands is to dismantle the cartel by eliminating the bosses, one at a time. Recon provinces to gather intel on local buchons. Eliminate the buchons in one operation to gain access to the ops bosses. Work your way through enough ops bosses to reach El Sueño.

TROOPS

Cartel troops are found at any location taken over by Santa Blanca, as well as the living district of villages and towns. At times, they may even be found taking the fight straight to Unidad bases. Heed the warnings of enemy presence whenever travelling through new areas and prepare appropriately for the impending threat.

An enemy's weapon may be picked up upon his death, but note that this does not unlock that gun in your loadout nor can it be modified. Once it is swapped out, it is lost.

If you're spotted while attacking a Santa Blanca position, there is a good chance that reinforcements will be called. Watch for alarm towers or you risk being swarmed by cartel vehicles and choppers.

Interrogate the Santa Blanca lieutenant

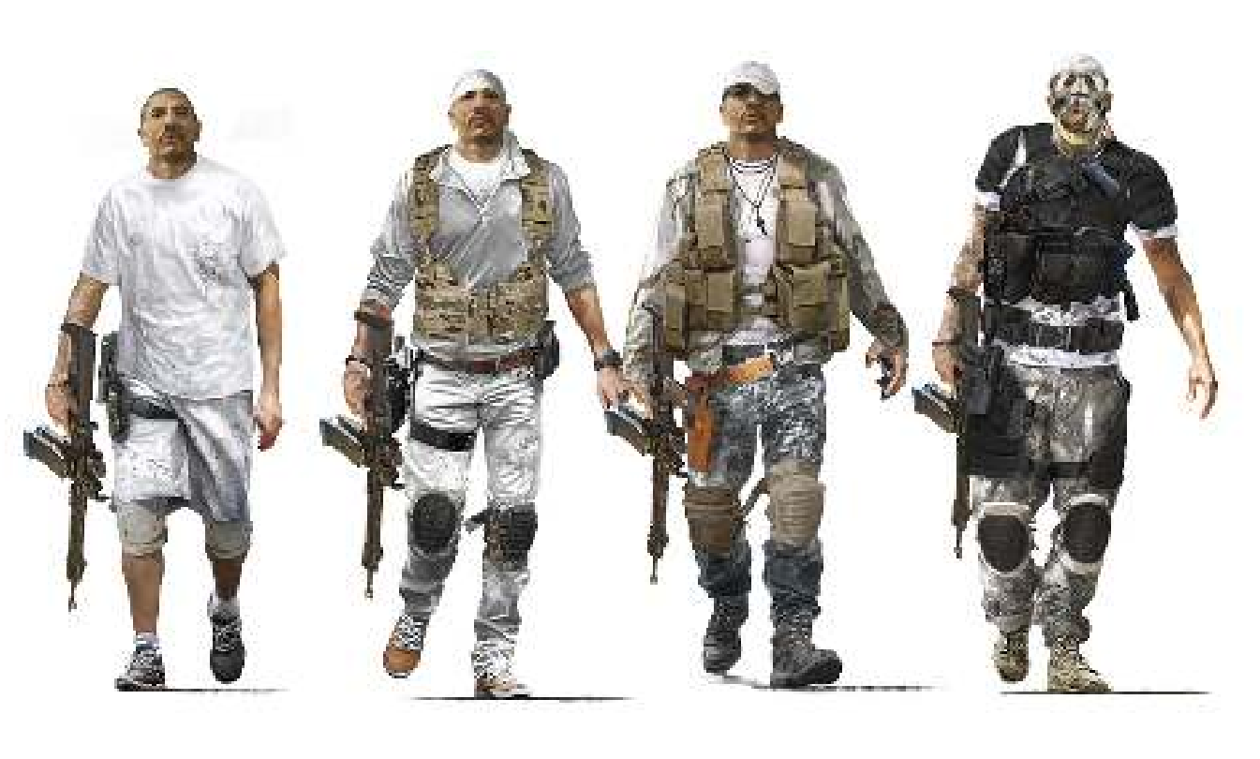
Troops fall into six archetypes:

SOLDIER (RIFLEMAN)

Level	Damage	Armor	Grenade	Weapons
1	1.00	0.00	Yes	Skorpion, PP19
2	1.00	1.00	Yes	PP19, AK-12
3	2.00	2.00	Yes	M4A1, 805 Bren A2
4	2.00	2.00	Yes	805 Bren A2, G36C, MPX

Range: Medium

Mobility: Medium



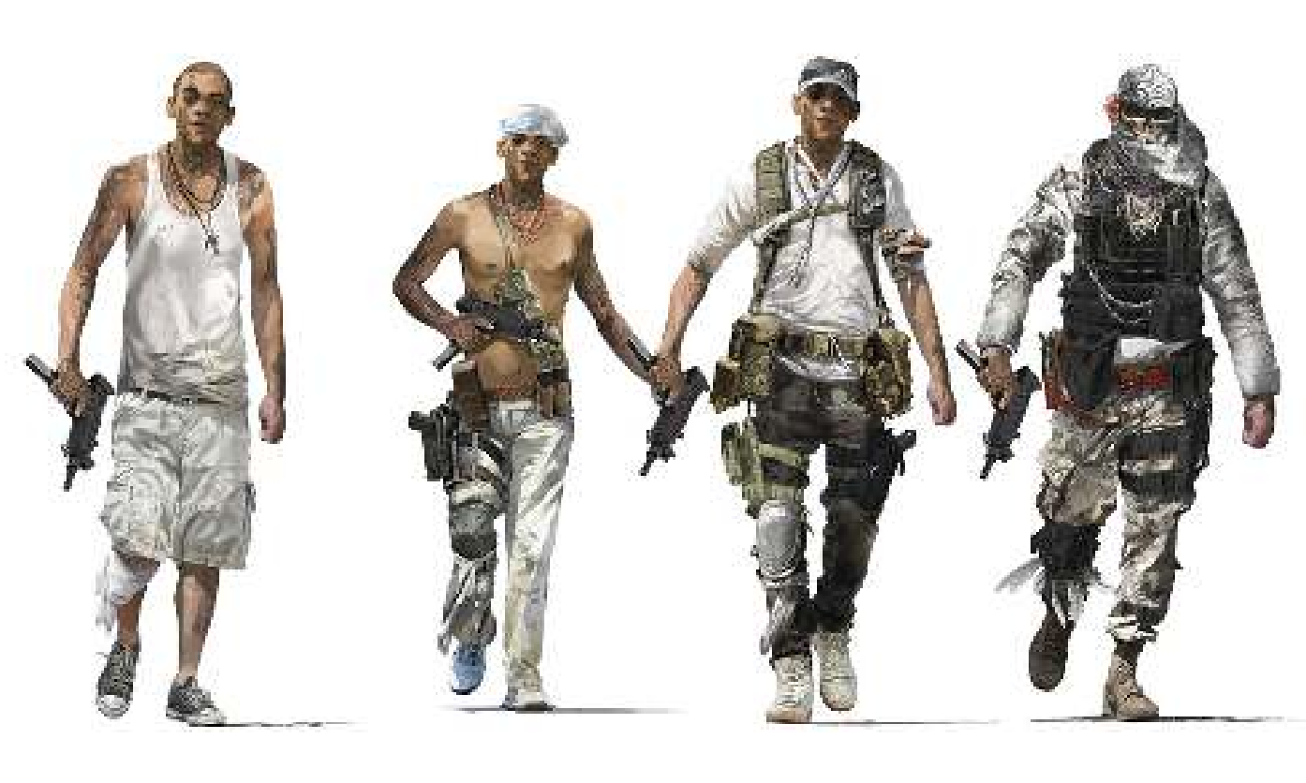
Riflemen are the most common of Santa Blanca soldiers. They use cover whenever possible, moving between them to get the right shot. If a lieutenant is present, they follow and move with him. If you flee them or attack from afar, they may enter a vehicle and chase you down. While mostly present in Santa Blanca camps, keep an eye out for them in the wild as they patrol the roads of Bolivia.

SOLDIER (GUNMAN)

Level	Damage	Armor	Grenade	Weapons
1	1.00	0.00	Yes	SMG-11
2	1.00	1.00	Yes	SMG-11
3	2.00	2.00	Yes	SMG-11
4	2.00	2.00	Yes	Skorpion

Range: Low

Mobility: High



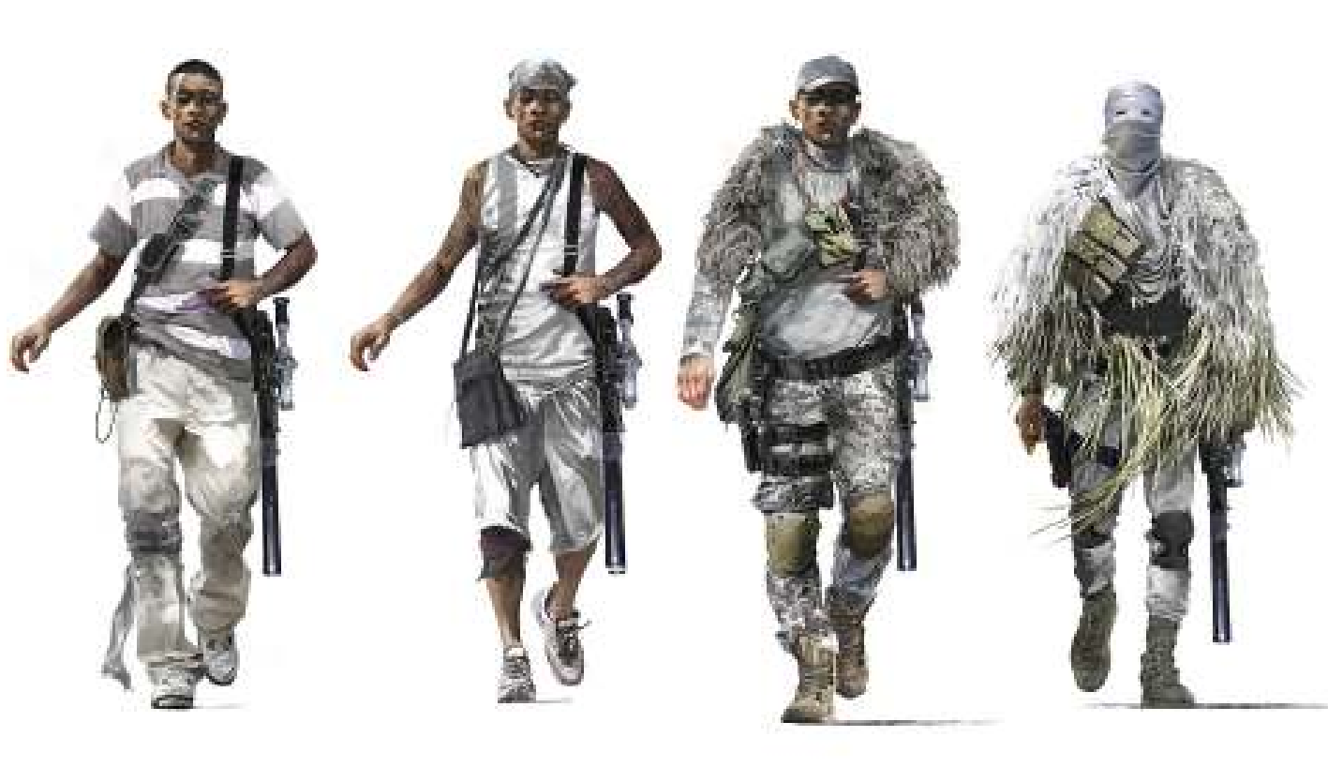
Gunmen are the most aggressive members of the cartel. Quicker than riflemen, they use cover to reach a close range with their target—chasing the player down until one or the other is dead.

SNIPER

Level	Damage	Armor	Grenade	Weapons
1	4.00	0.00	Yes	M40A5
2	4.00	0.00	Yes	M40A5
3	5.00	1.00	Yes	M40A5
4	5.00	1.00	Yes	M40A5

Range: High

Mobility: Low



The Sniper is the long-range spotter/fighter. He seeks vantage points, such as watchtowers or terraces, and fights from there. He targets the player from afar and raises the alarm if spotted. Tends to take his time when shooting but inflicts massive damage.

Look for the white glare from the Sniper's scope when unable to locate the threat. The light gets more prominent until he fires. Take advantage of this moment to quickly move out of his sights or take him down if already aiming his way.

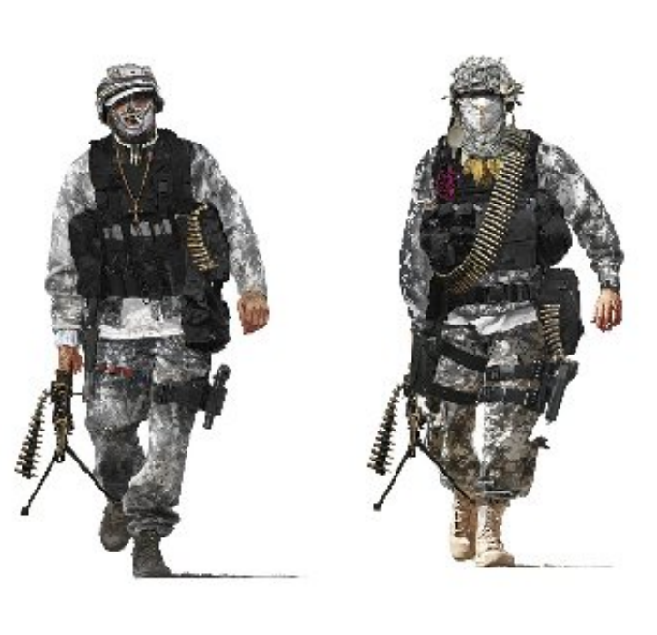
Due to their vantage point and long range, Snipers should be a high priority at any enemy stronghold. Use Sync Shots to eliminate multiple Snipers with one shot.

HEAVY GUNNER

Level	Damage	Armor	Grenade	Weapons
1	1.00	3.00	No	6P41
2	2.00	3.00	No	6P41
3	2.00	4.00	No	6P41
4	3.00	4.00	No	6P41

Range: Medium

Mobility: Low



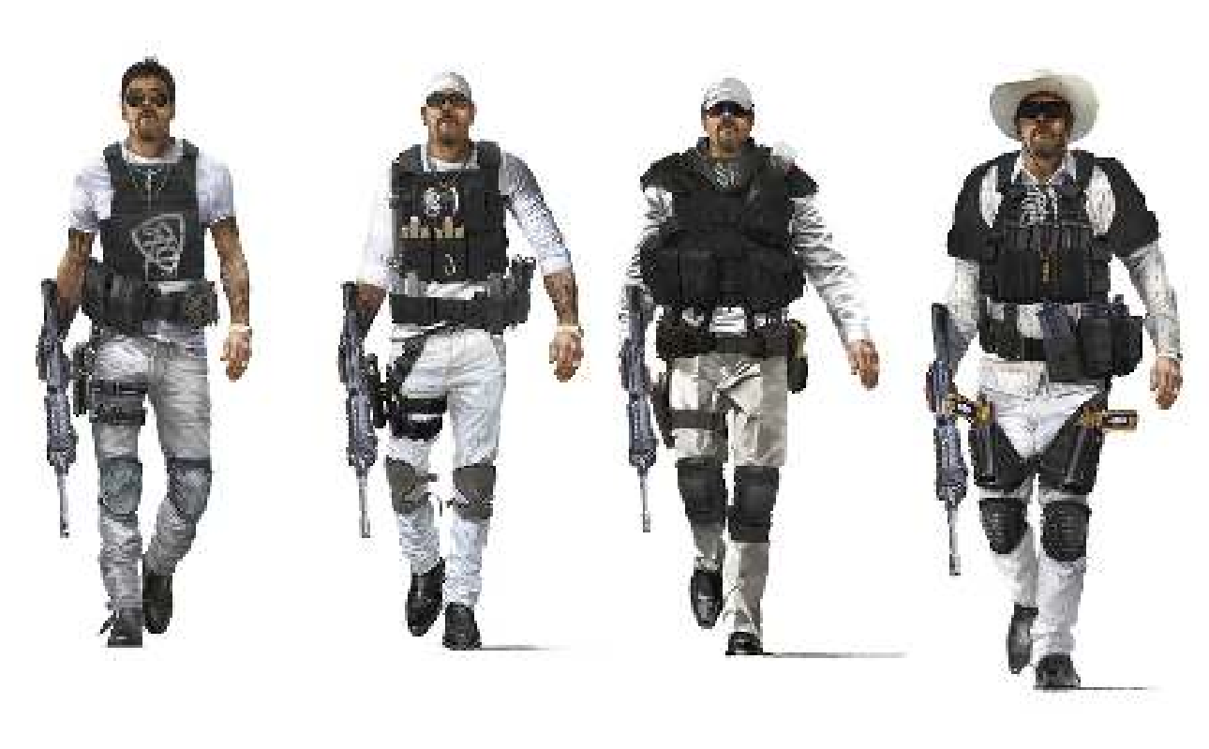
Heavy Gunners are well armored and fight with a big LMG. Their armored helmets can sometimes make them more resistant to headshots. They slowly progress toward the player, shooting long bursts that inflict a lot of damage. They discharge suppressive fire, forcing you to take cover while their comrades reposition and swarm your position. Make these guys a priority among the foot soldiers and flank their position during assaults. Anyone caught directly in front of their LMG fire, should immediately seek shelter. Their slow speed does offer a glimmer of hope; just don't freeze like a deer in headlights.

VETERAN

Level	Damage	Armor	Grenade	Weapons
1	1.00	0.00	YES	Skorpion, PP19
2	2.00	1.00	YES	PP19, AK-12
3	2.00	2.00	YES	M4A1, 805 Bren A2
4	3.00	2.00	YES	805 Bren A2, G36C, MPX

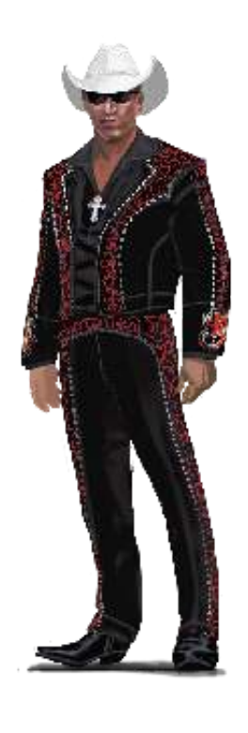
Range: Medium

Mobility: Medium



Members of the cartel often need some authority. Veterans act as morale boosters, giving orders to their soldiers—such as chase the player down or defend the camp. Target these guys to destabilize the enemy. The Veteran should be a high priority once Snipers have been taken care of.

MANAGER



Weapon: Handgun

Strong leadership is required to keep the Santa Blanca Cartel going as well as enough people to manage each operation. Managers are found at some camps. Their behavior varies according to their own personality. They may hide, surrender, or even flee. In the latter case, you had better chase them down as they often provide useful intel on the surroundings.

At Supply Raids, Managers are unarmed with one duty; if there is any trouble, get the helicopter away from enemy hands. Therefore, this guy should be the first target.

Managers tend to flee to a waiting vehicle and if confronted, they cower and surrender. Be careful not to kill them in this state or it could lead to a game over. Note that named Managers often appear during the main missions, but behave in much the same way.

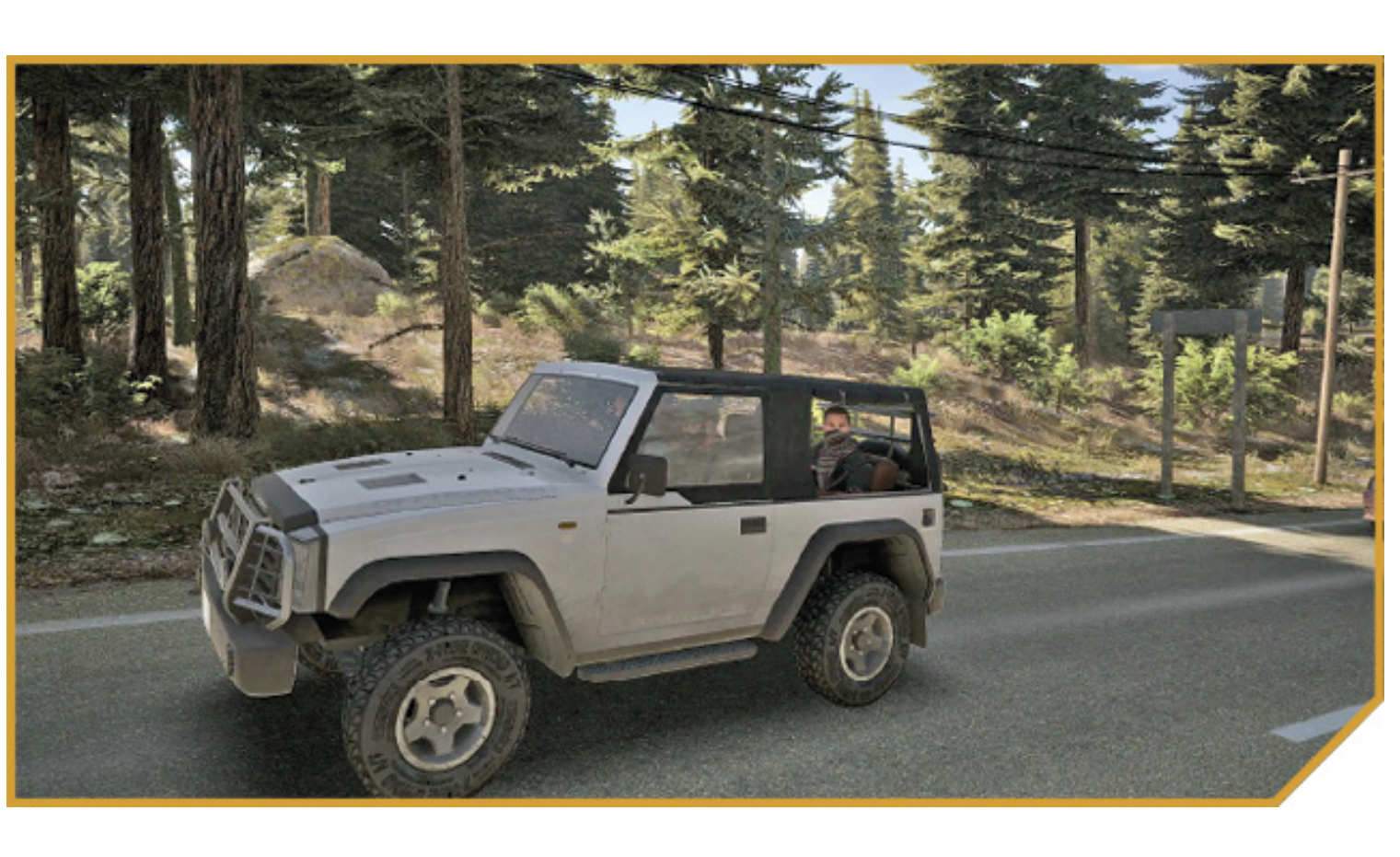
SANTA BLANCA VEHICLES

The Santa Blanca Cartel's fleet of vehicles is huge with a wide variety. Use their "official" automobiles to safely get into Santa Blanca strongholds. Automatic doors open when arriving in this manner.

The following are some examples of their vehicles.

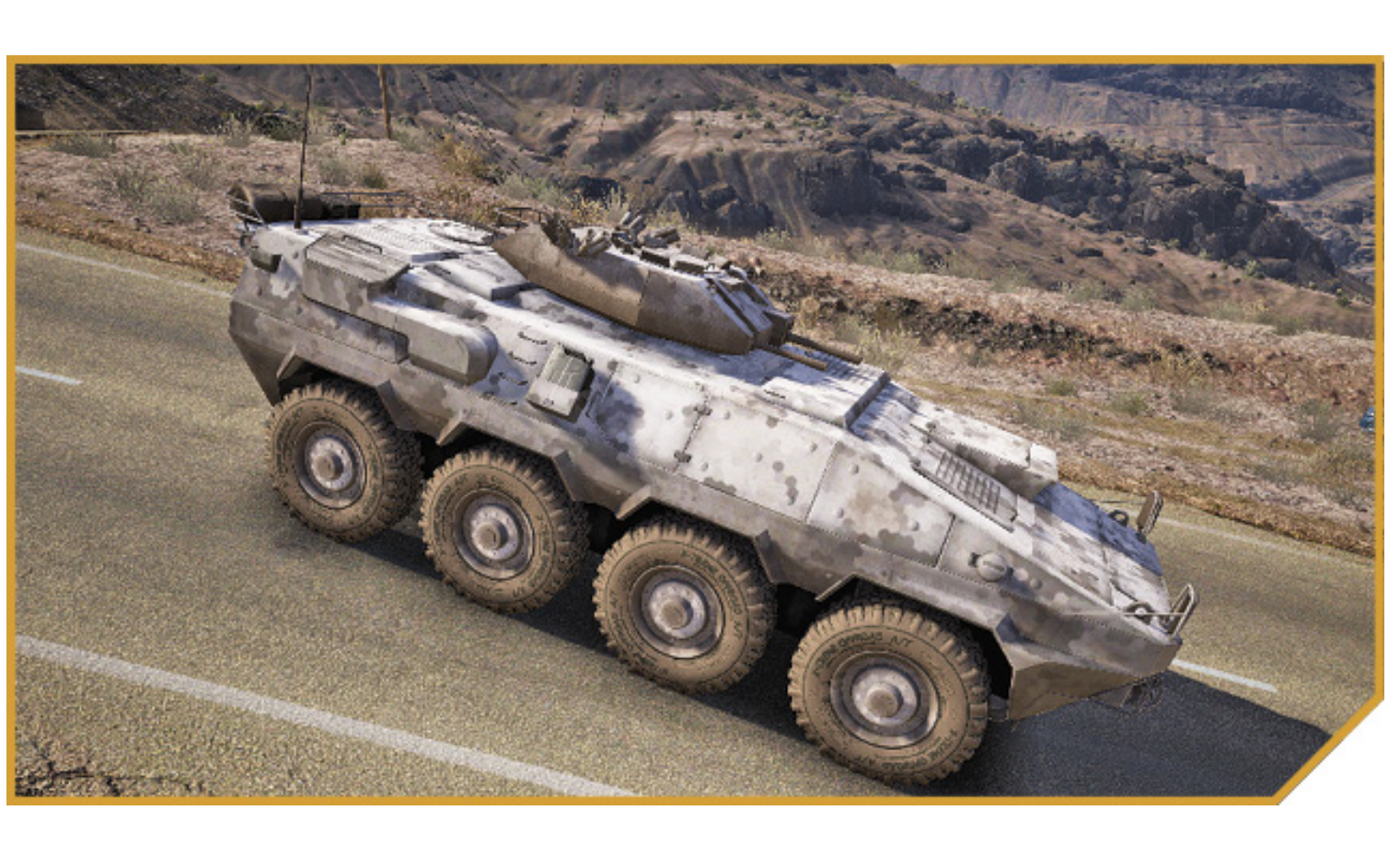
4X4

The 4x4 is a small utility vehicle with decent handling and off-road capability.



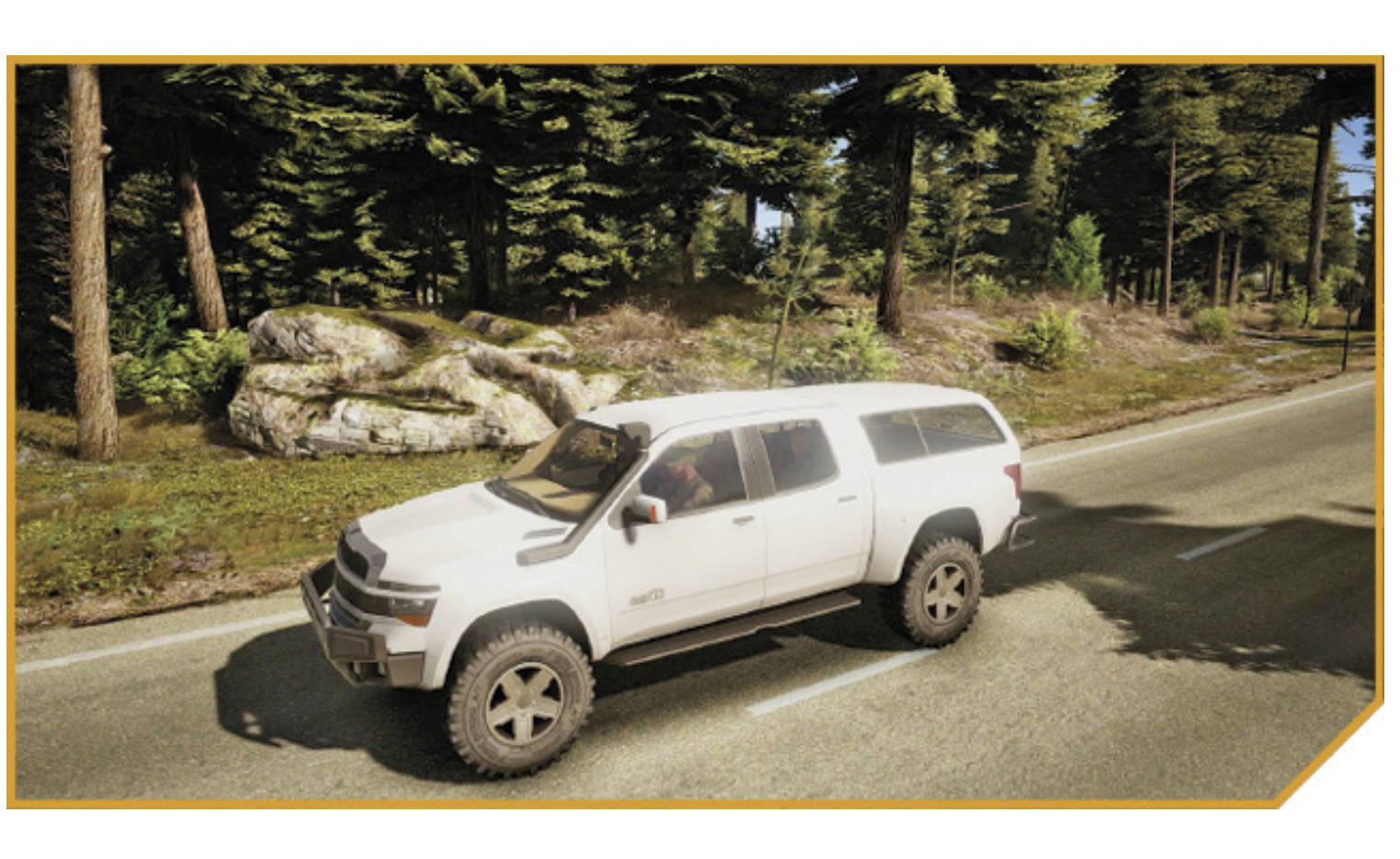
APCS

The ultimate in armored vehicles, the APC has seating for the whole team and is equipped with a cannon at the gunner seat. Its handling and speed are surprisingly decent, but it will not win many races.



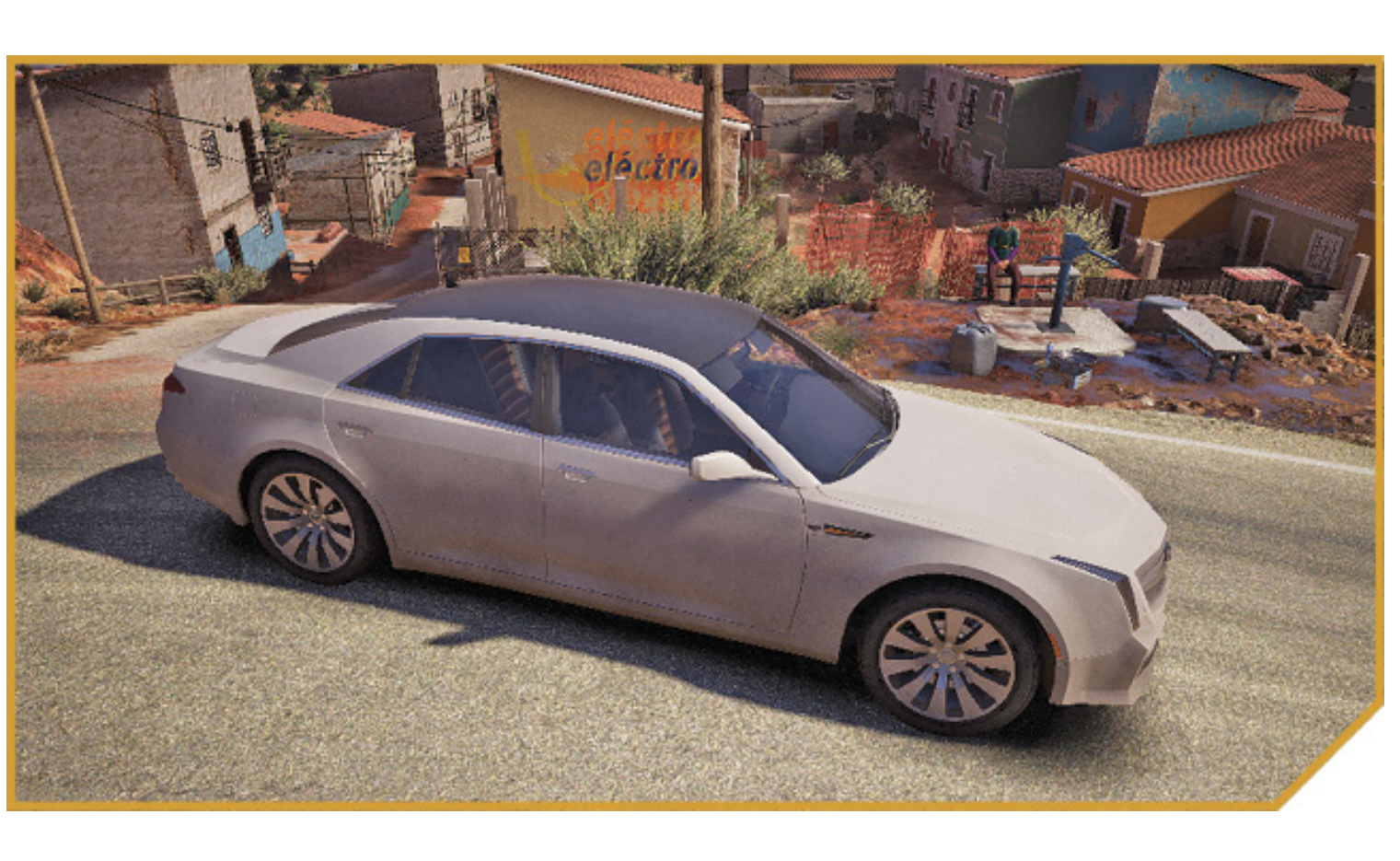
PICKUP TRUCK

A crew cab pickup truck provides a decent option for the cartel with one model equipped with armor. Adequate for off-road travel though its size makes it tougher to handle than a few other options.



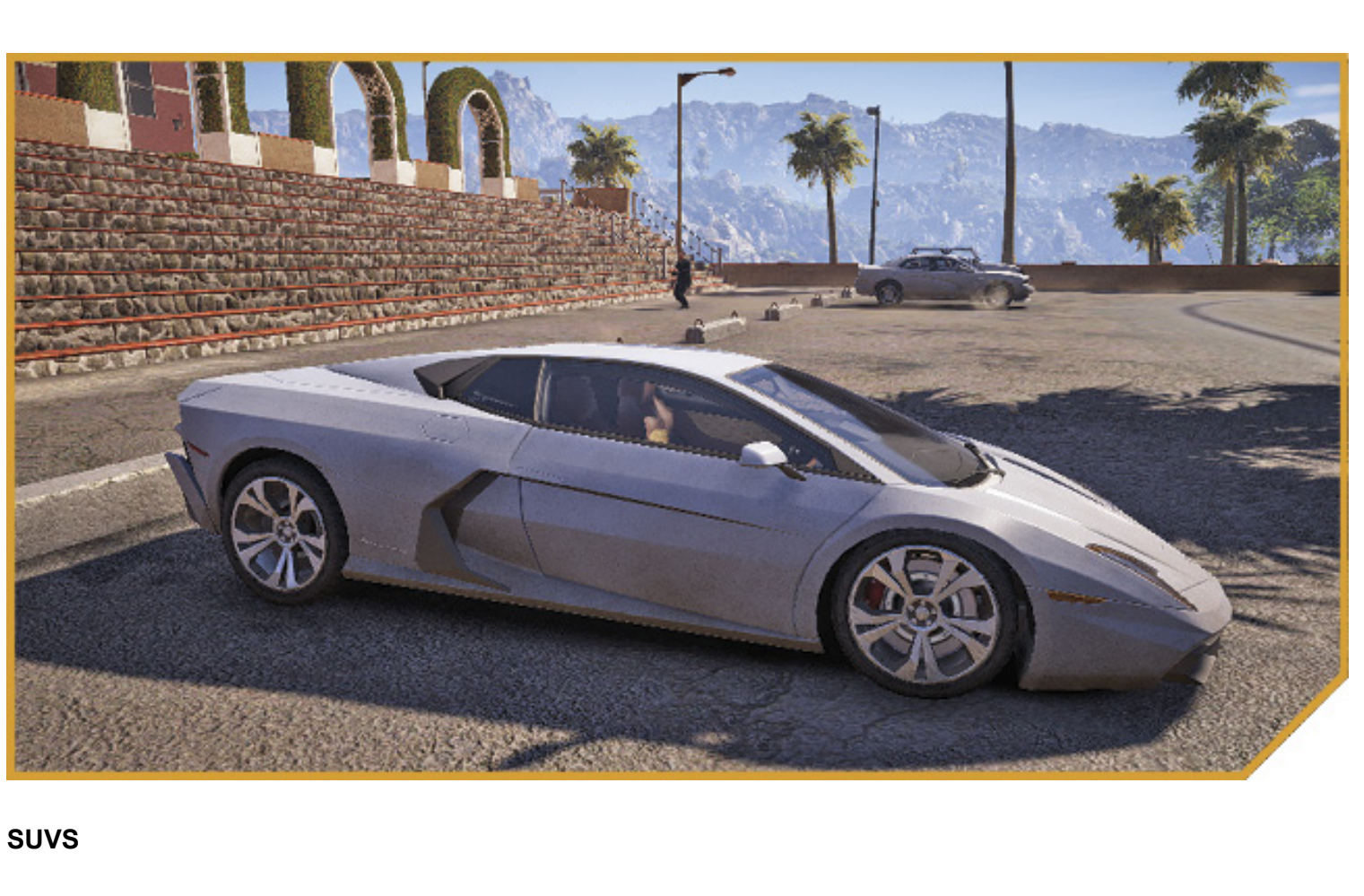
FOUR-DOOR SEDANS

A variety of four-door sedans are available with enough seating for the entire team. For the most part, they can withstand some pounding, but the older models suffer from subpar handling. None of them are ideal for off-road driving.



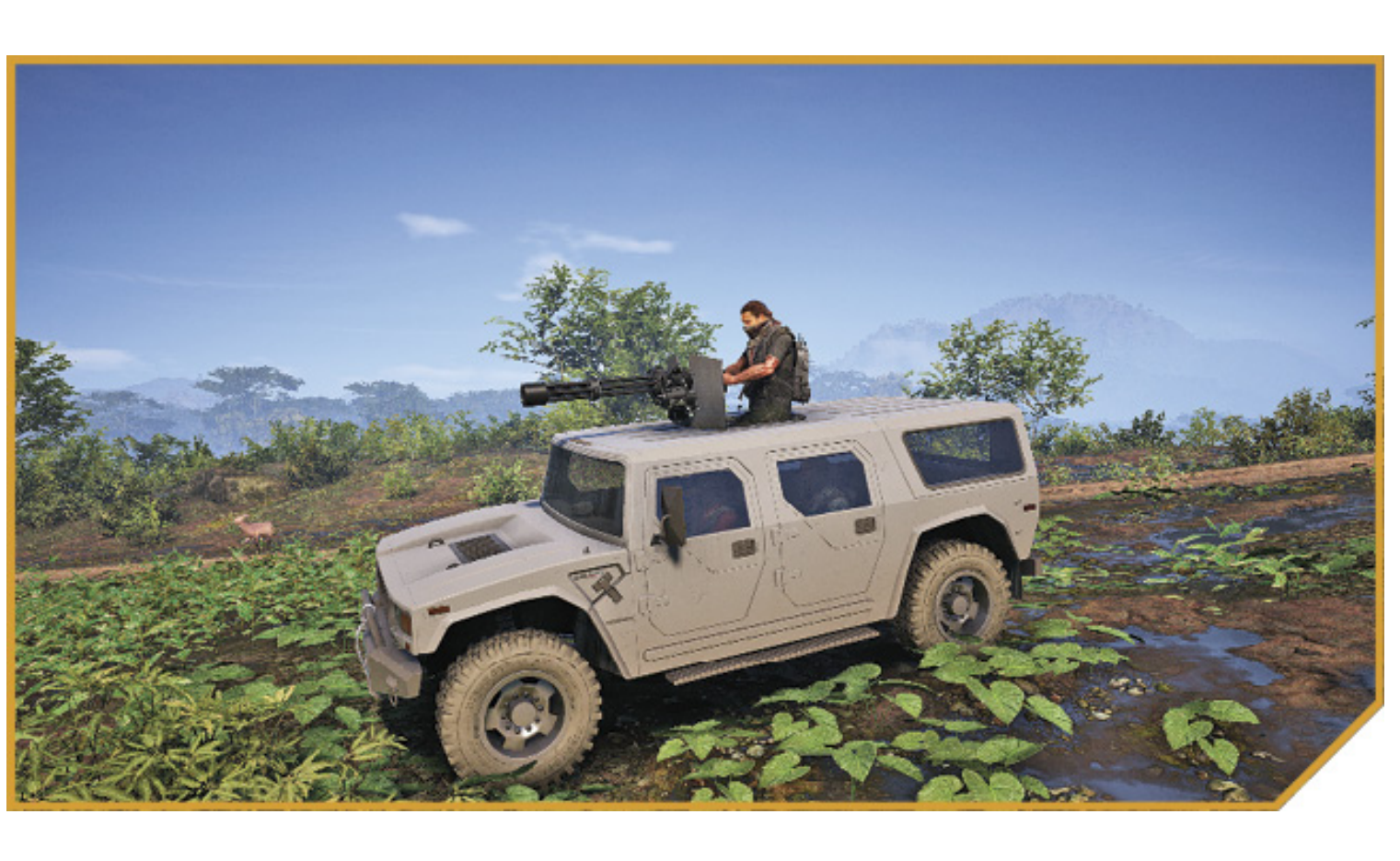
SPORTS CAR

The sporty two-door is spotted around the more affluent areas of Bolivia and is driven by El Polito. Fun ride, especially around the switchbacks in mountainous territories, but don't expect to fit the entire posse inside.



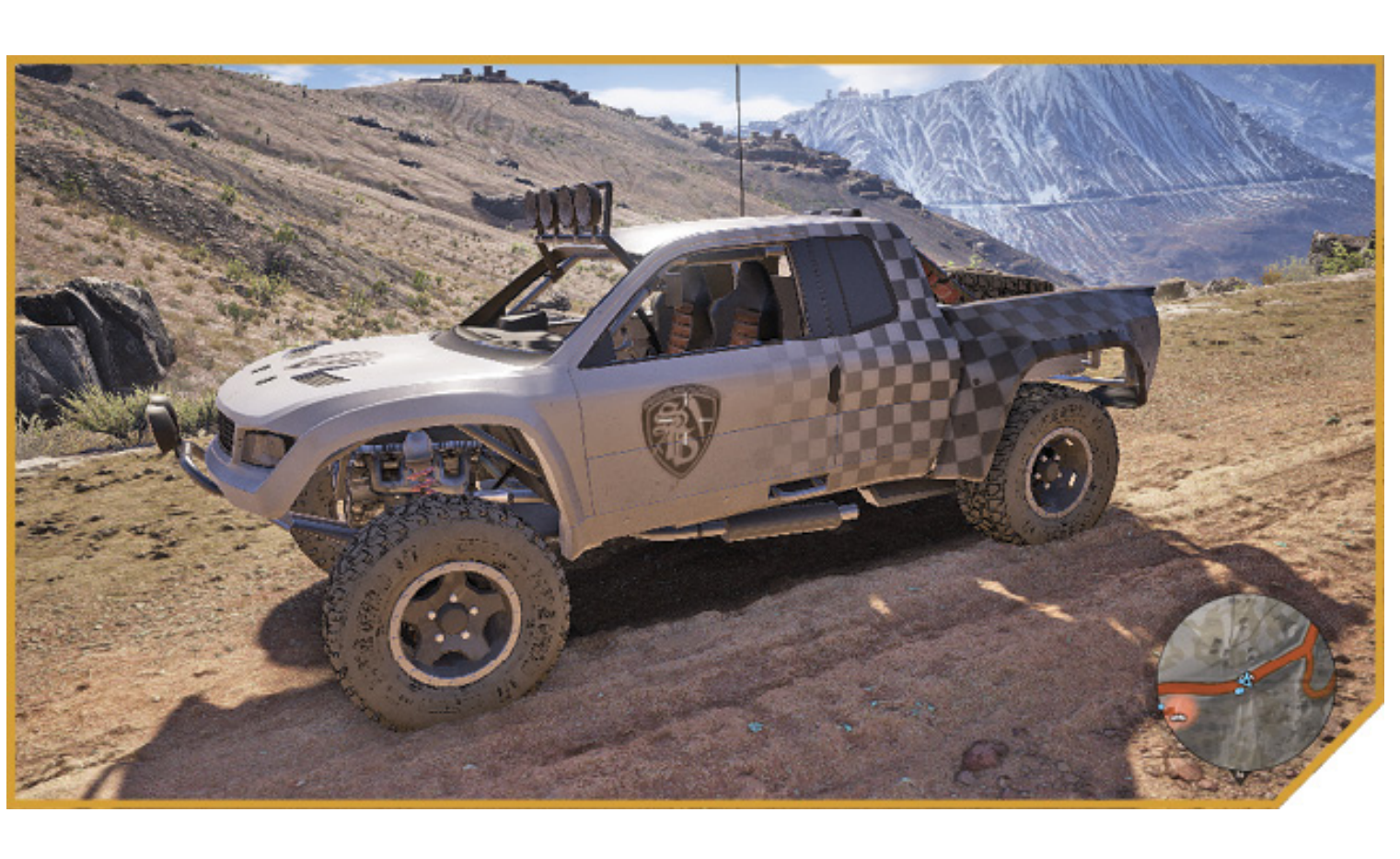
SUVS

The standard SUV provides plenty of seating, but does not possess the best handling. An Armored SUV with its mounted minigun is a great option for chasing the enemy, especially when attempting to stop a convoy.



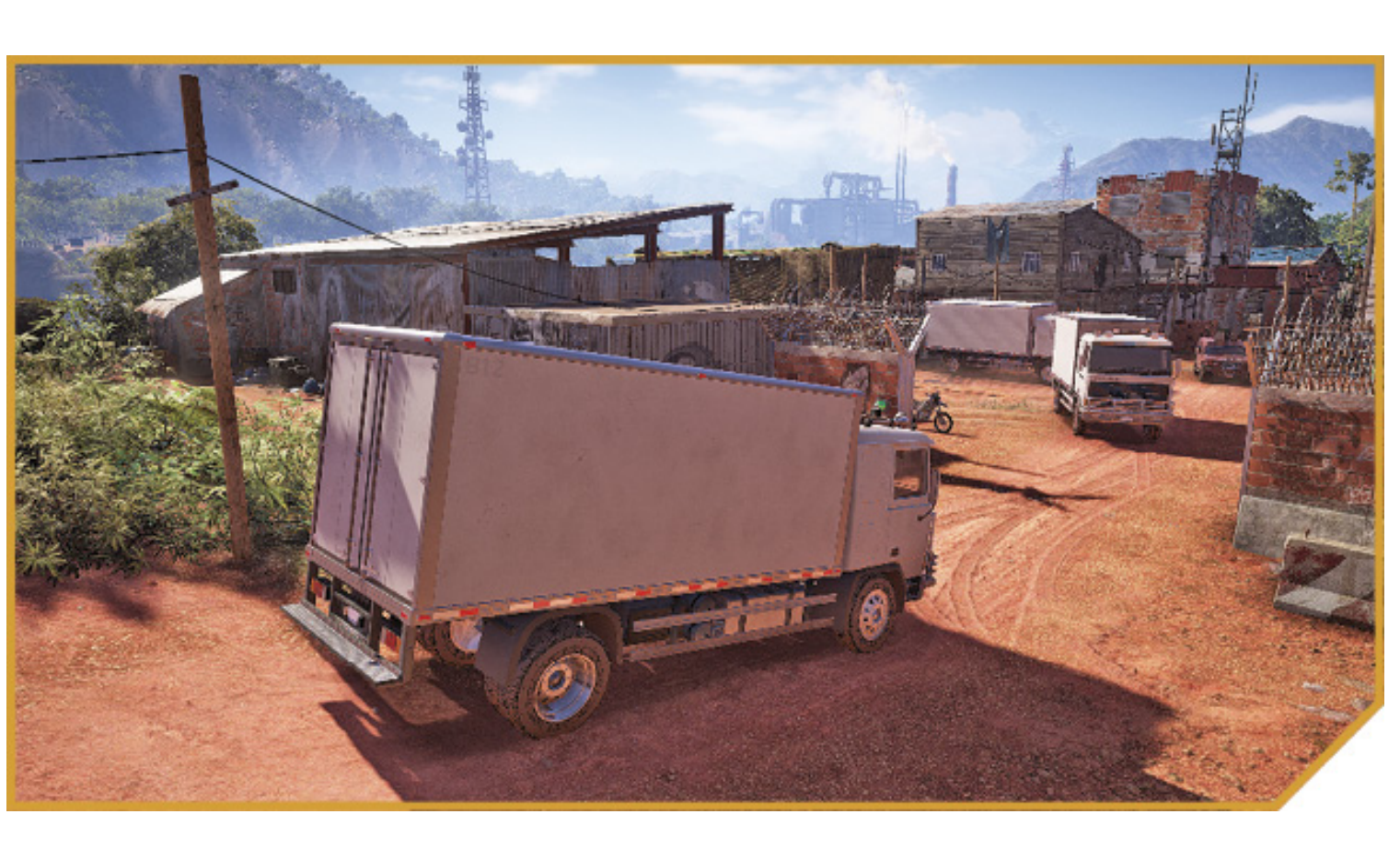
TROPHY TRUCKS

Two Trophy Trucks, a pickup and sporty utility vehicle, are plastered with the cartel's insignia. The handling and off-road capabilities are far superior to other trucks, though they do only seat two.



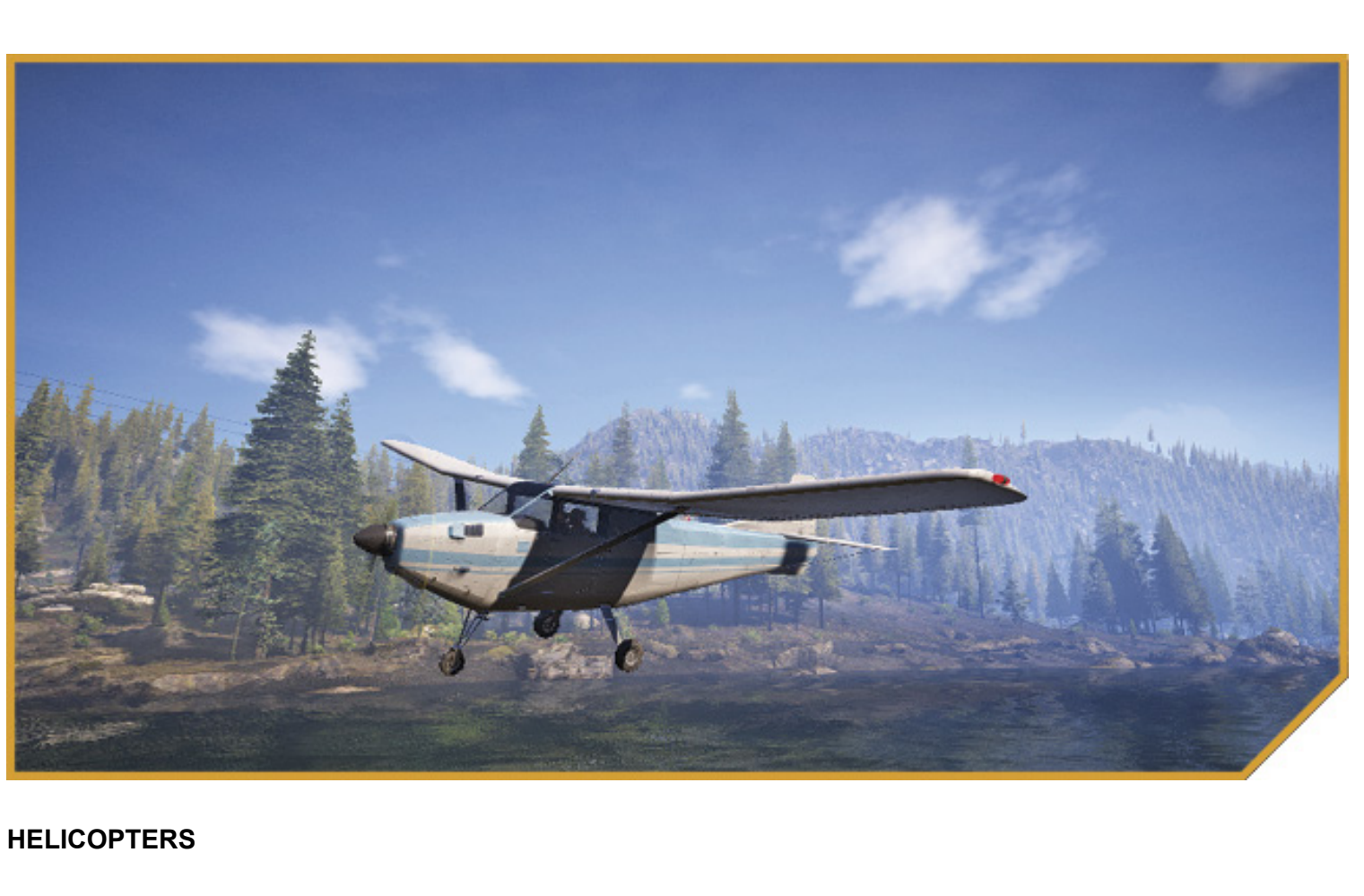
TRUCKS

The cartel has a few Convoy Trucks available for whatever transporting needs they require. They are handy for sneaking two Ghosts into a base, but their slow speed and poor handling are not very ideal for much else. Expect to see a number of these during Supply Raids that require the player to stop a convoy.



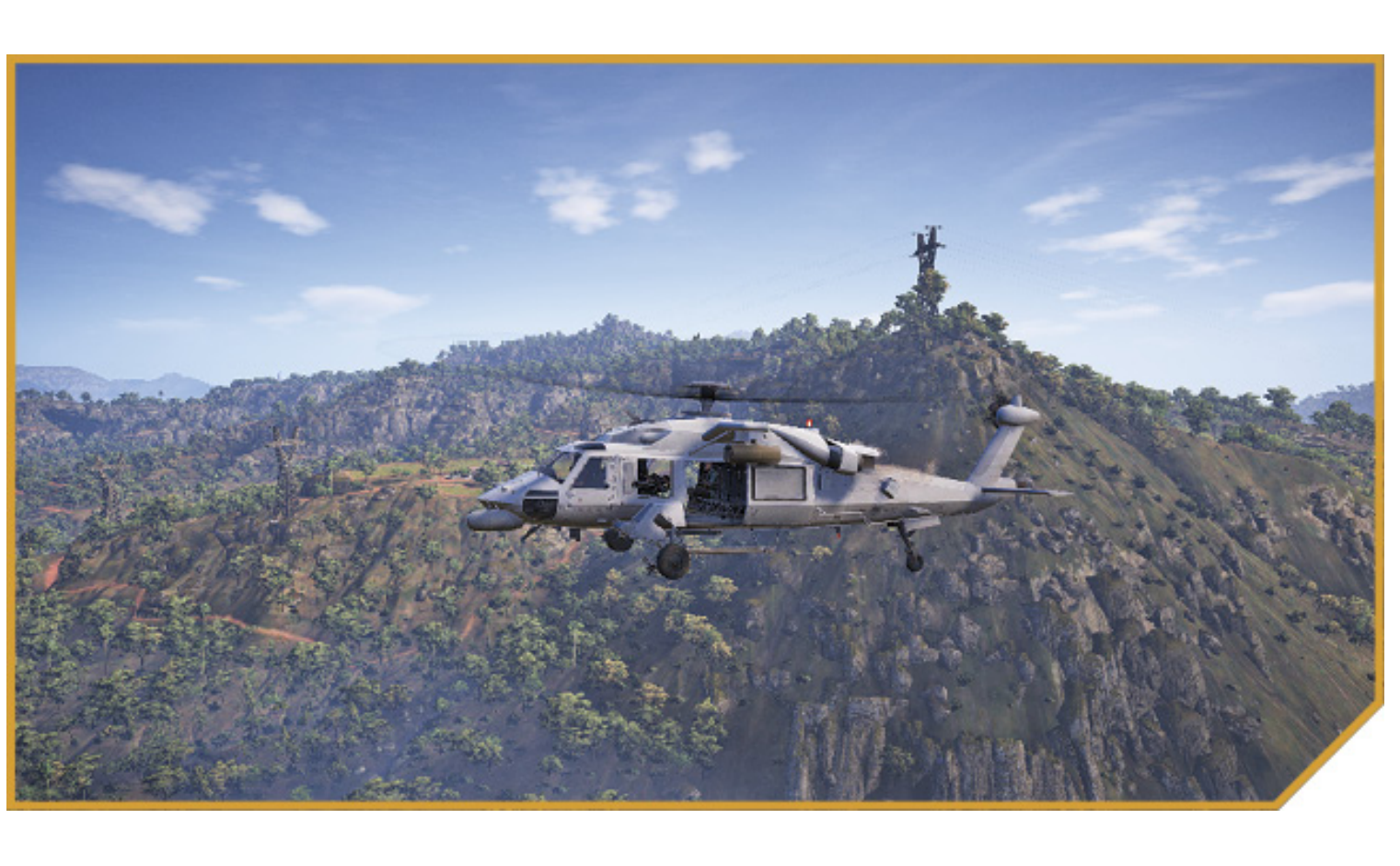
PLANES

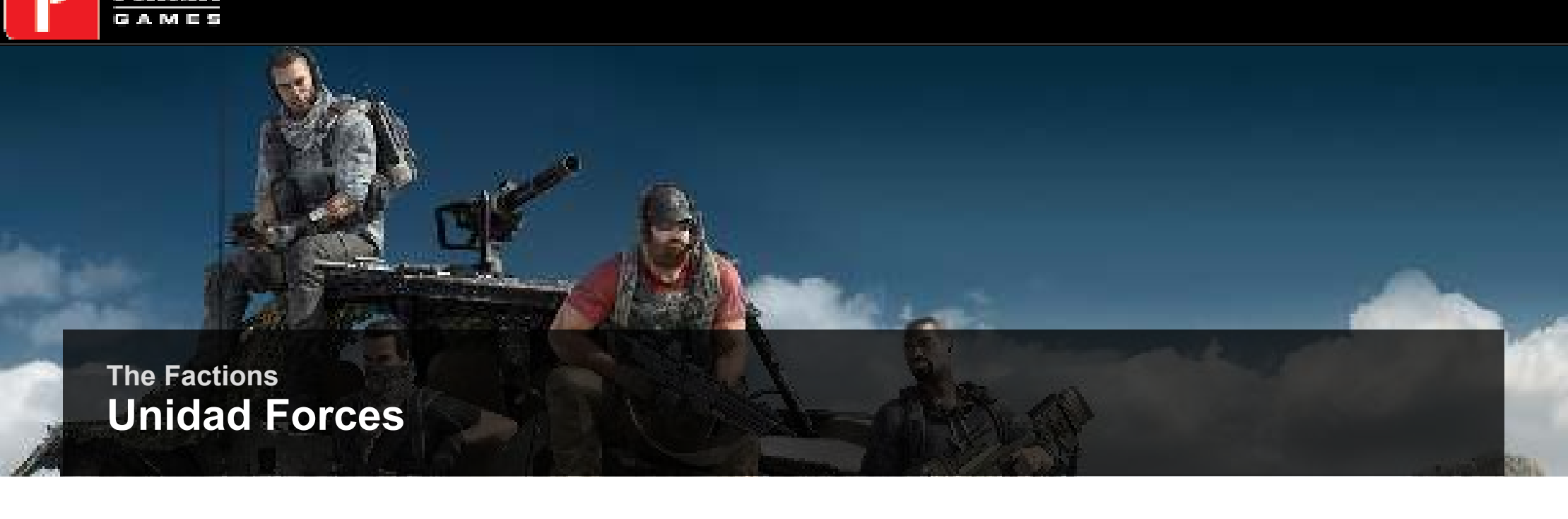
A small propeller plane allows for flights across Bolivia. Find them on the cartel's makeshift runways and at airports.



HELICOPTERS

Helicopters are great for reaching tough locations, such as rooftops, mountain ledges, and peaks and the cartel possesses a couple of great options. Multiple models of the recon helicopter handle very well with a smaller form factor and can be equipped with Gatling guns or rockets. The support helicopter is bigger and more cumbersome, but holds dual miniguns for two gunners. It too can be equipped with a Gatling gun or rockets.





The Factions

Unidad Forces

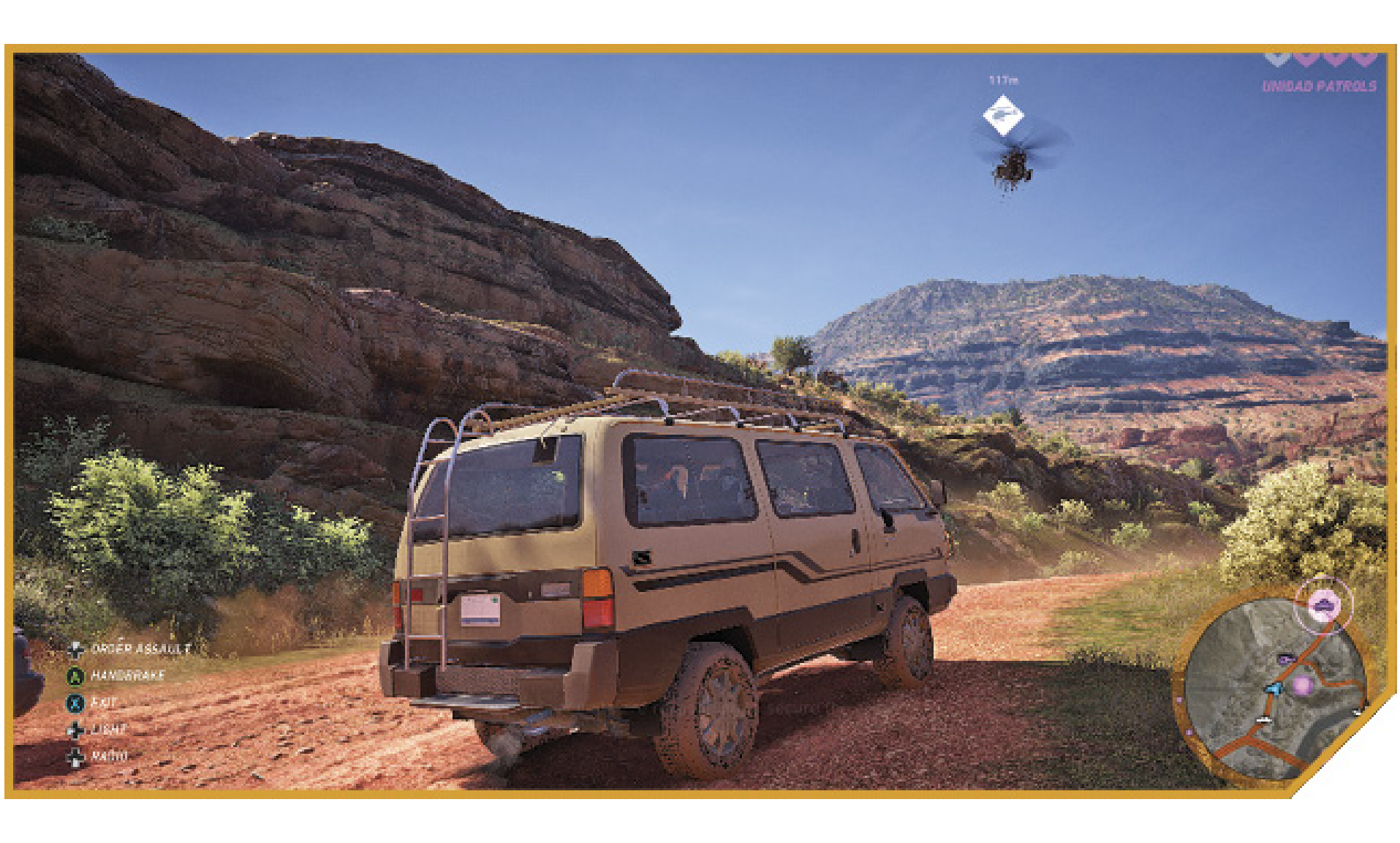
ENEMY FACTIONS

PART OF THE BOLIVIAN ARMY, UNIDAD MAINTAINS ORDER, TOLERATING THE CARTEL AS LONG AS THEY DON'T FIGHT.

The new president of Bolivia created a special operations division, La Unidad (Unidad de Lucha Contra el Narcotraficó), to combat an ongoing drug epidemic. This brought on bloody clashes between Unidad and the Santa Blanca Cartel. General Baro, the General of Unidad, came to an agreement with the cartel—if the fighting comes to a stop, they can continue their drug operations unimpeded.

UNIDAD PATROL LEVEL

Once a Unidad troop detects and engages the player, the Unidad Patrol Level, signified by four inverted chevrons in the upper-right corner of the HUD, is raised to level 1. This continues to rise as the fight heats up. The higher the level, the deadlier its forces are. Keep a low profile until the level is reset.



TROOPS

Find Unidad Forces at Unidad bases, outposts, and checkpoints. Unidad patrols, including helicopters, may show up anywhere, so heed audible warnings and glance at the radar often. The troops tend to be better equipped than their cartel counterparts.

Unidad call in reinforcements as soon as they perceive that they are being overwhelmed. Extra troops, AMVs, choppers equipped with rockets… you name it!

Unidad troops share a similar archetype structure as the cartel, except there are no regular Managers to harass. Note that named lieutenants must still be interrogated during the story.

GENERAL BARO

The general of La Unidad handles the logistics of allowing the Santa Blanca Cartel to produce/smuggle cocaine as long as the extreme violence comes to an end and the drugs are sent outside of Bolivia. With long ties to the land, the general is a longtime friend of El Yayo and the Bolivian Cartels.

SOLDIER (RIFLEMAN)

Damage: 3.00

Armor: 3.00

Grenades: Yes

Range: Medium

Mobility: Medium

Weapon: R5 RGP Assault Rifle

Unidad Riflemen are far better equipped than their cartel counterparts. This means better armor and better weapons, which means nothing good for you…

SNIPER

Damage: 6.00

Armor: 1.00

Grenades: Yes

Range: High

Mobility: Low

Weapon: MSR Sniper Rifle

Equipped with the best weapon and camouflage technically available, the Unidad Snipers are a huge threat. They tend to be found in towers, acting as spotters and long-range threats for Unidad bases, but be careful as they also patrol the world—blending well into the surrounding vegetation.

The Sniper's scope shines in the light, cluing the player in on an imminent shot. The light gets stronger until the weapon is fired, so take advantage of this opportunity to get out of the way.

Snipers should always be the first priority whenever entering enemy territory. Dispose of them with Sync Shots to avoid bodies being spotted by other snipers.

HEAVY GUNNER

Damage: 4.00

Armor: 5.00

Grenades: No

Range: Medium

Mobility: Low

Weapon: Mk249 Light Machine Gun

Equipped with a Light Machine Gun and strong armor plating, Heavy Gunners lumber toward the player, sporadically firing long bursts from their powerful light machine gun. They are extremely lethal, causing huge damage, so it is a good idea to avoid their aim. Make these guys a priority among the ground troops. When assaulting a base, distract the guy and take him out from the flank. If available, blind him with a Flashbang to avoid his wrath.

VETERAN

Damage: 4.00

Armor: 3.00

Grenades : Yes

Range: Medium

Mobility: Medium

Weapon: Vector .45 ACP Submachine Gun

Every army needs their ranked officers and these Unidad captains are no joke—boosting the morale of their men and giving the proper orders to find and kill you. They often flank their opponent. Killing the Veteran gives a higher chance for his men to surrender. Prioritize the Veteran above regular soldiers to improve your odds of success.

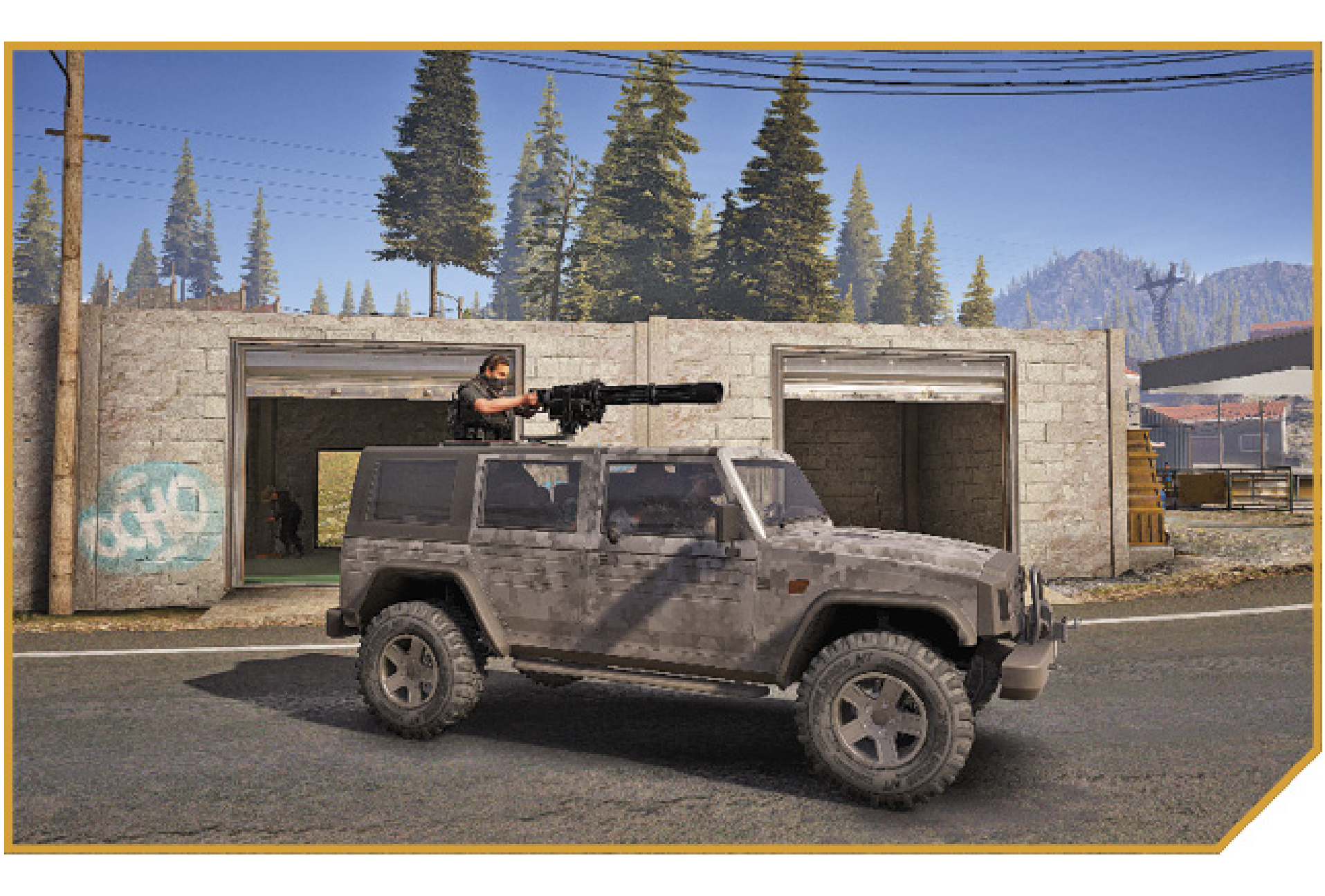
UNIDAD VEHICLES

As part of the Bolivian military, La Unidad's vehicle fleet holds some extremely powerful automobiles, boats, and aircraft. There are some great options for entering their base, whether attempting a stealth run or assault.

The following vehicles can be used, at least temporarily, to fool Unidad soldiers.

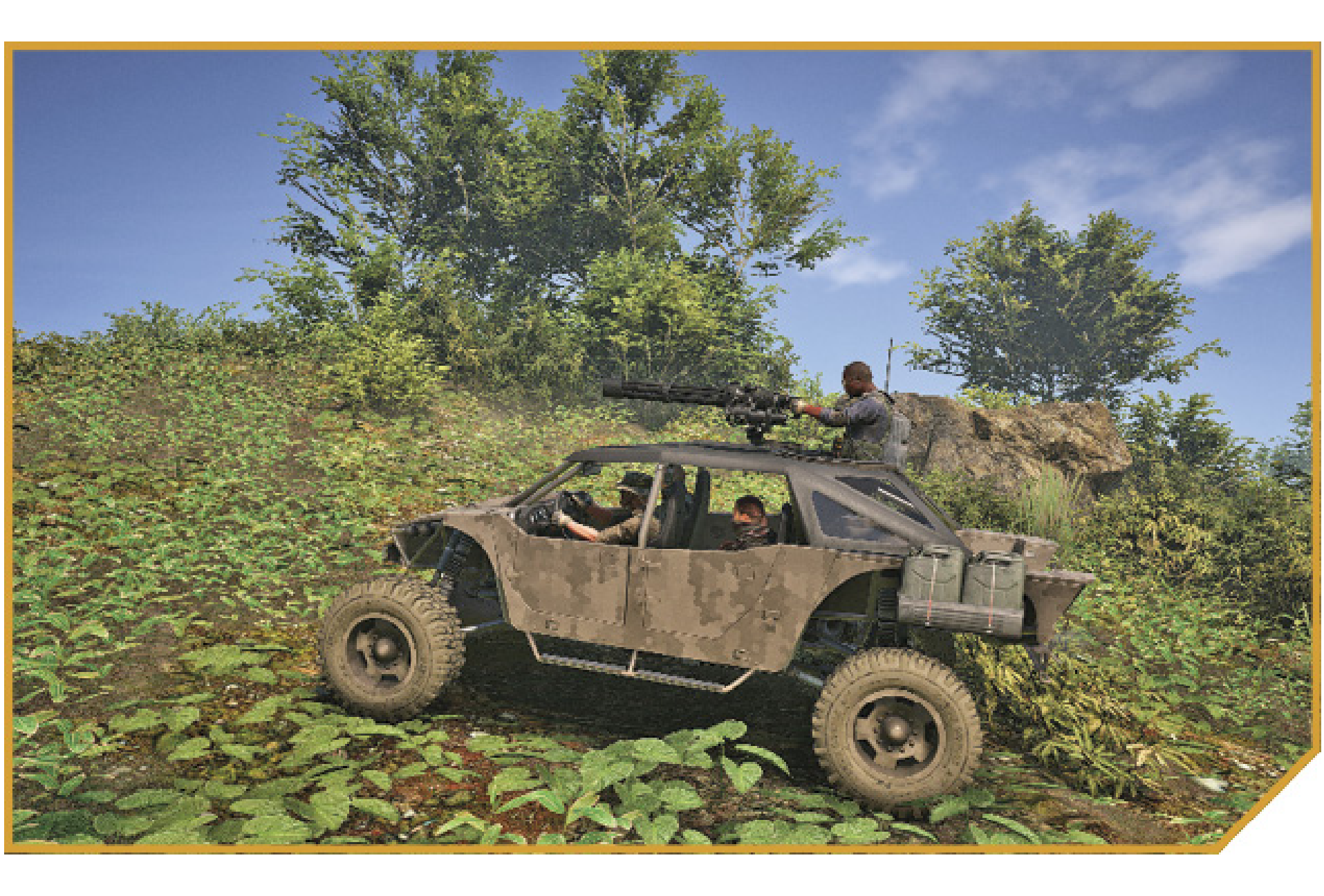
4X4S

Unidad drives two versions of their 4x4: a small, open vehicle that is great for off-road driving and a bigger, armored version equipped with a minigun. The latter is a much better option when sneaking into their base.



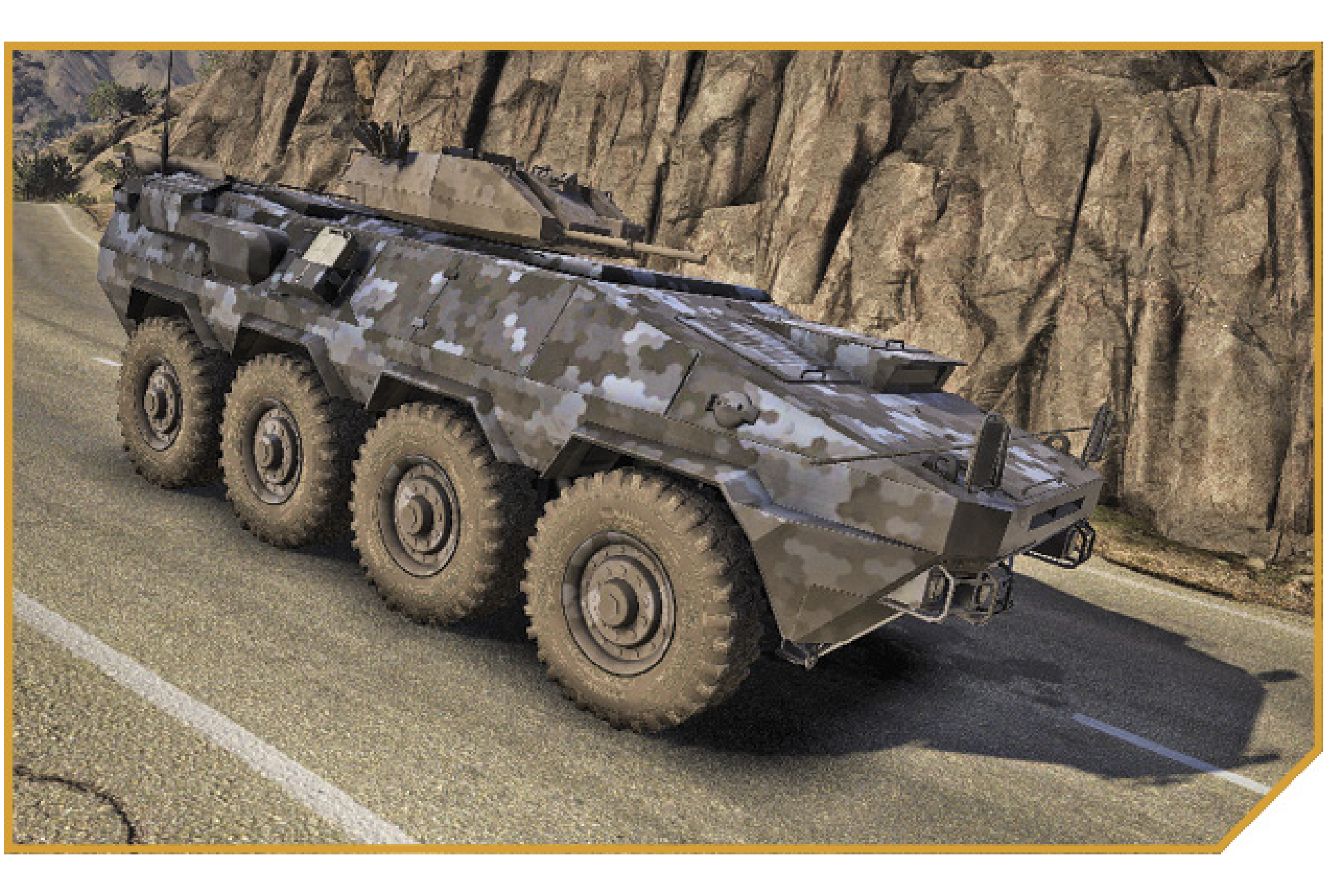
AMVS

The AMV is a great choice for off-roading and it is equipped with a gunner position. It is a fun drive worthy of most occasions.



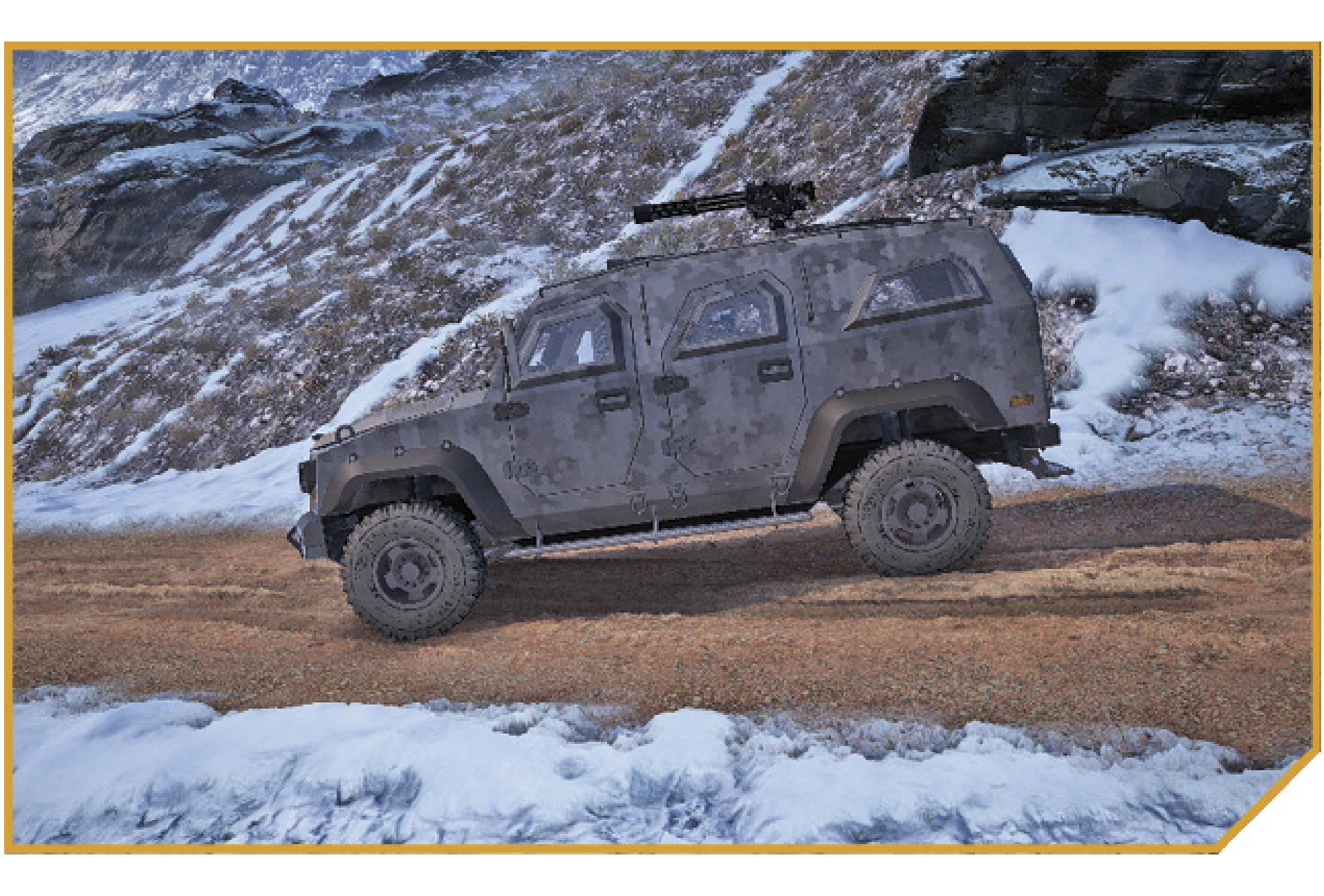
APCS

Unidad uses an armored personnel carrier similar to the cartel's APC. Hop into the gunner seat and press the Fire button to shoot its cannons when assaulting the enemy.



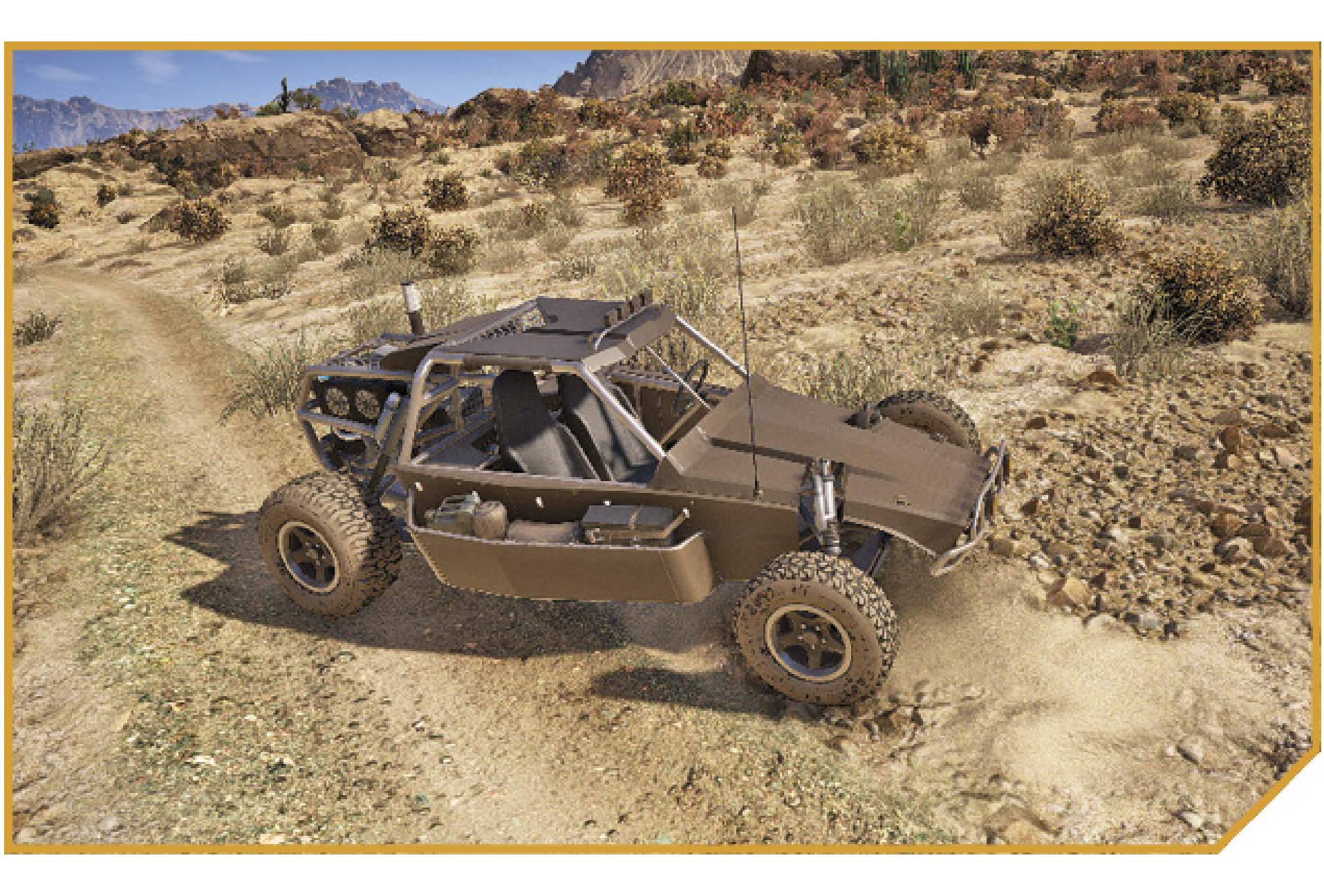
ARMORED SUV

The Unidad's SUV option is a beastly, Armored SUV. It is strong enough to handle an assault and comes equipped with a minigun at the gunner position.



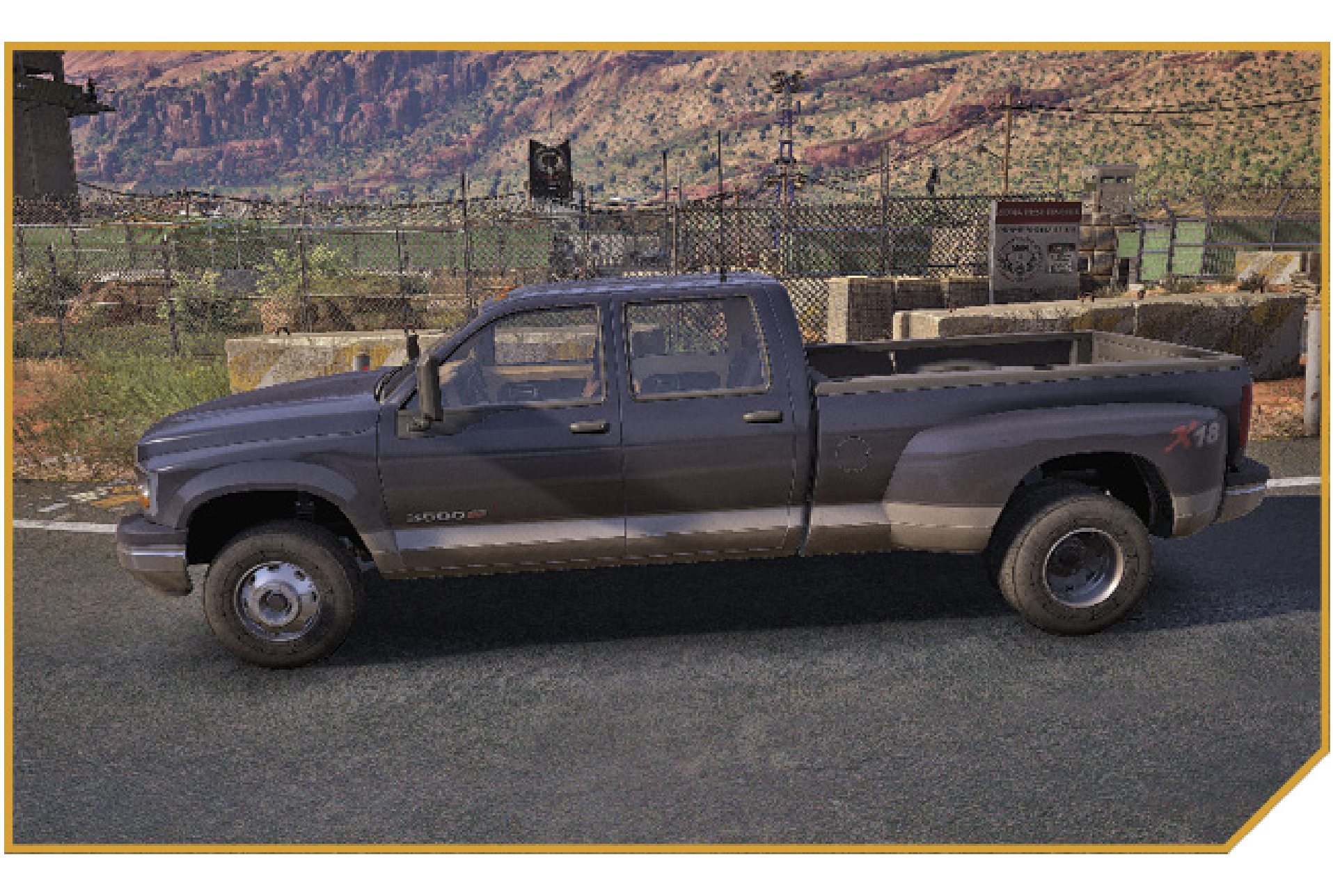
BUGGY

The Buggy is Unidad's default patrol vehicle. It only holds two, but it is a blast to drive—both on the road and off.



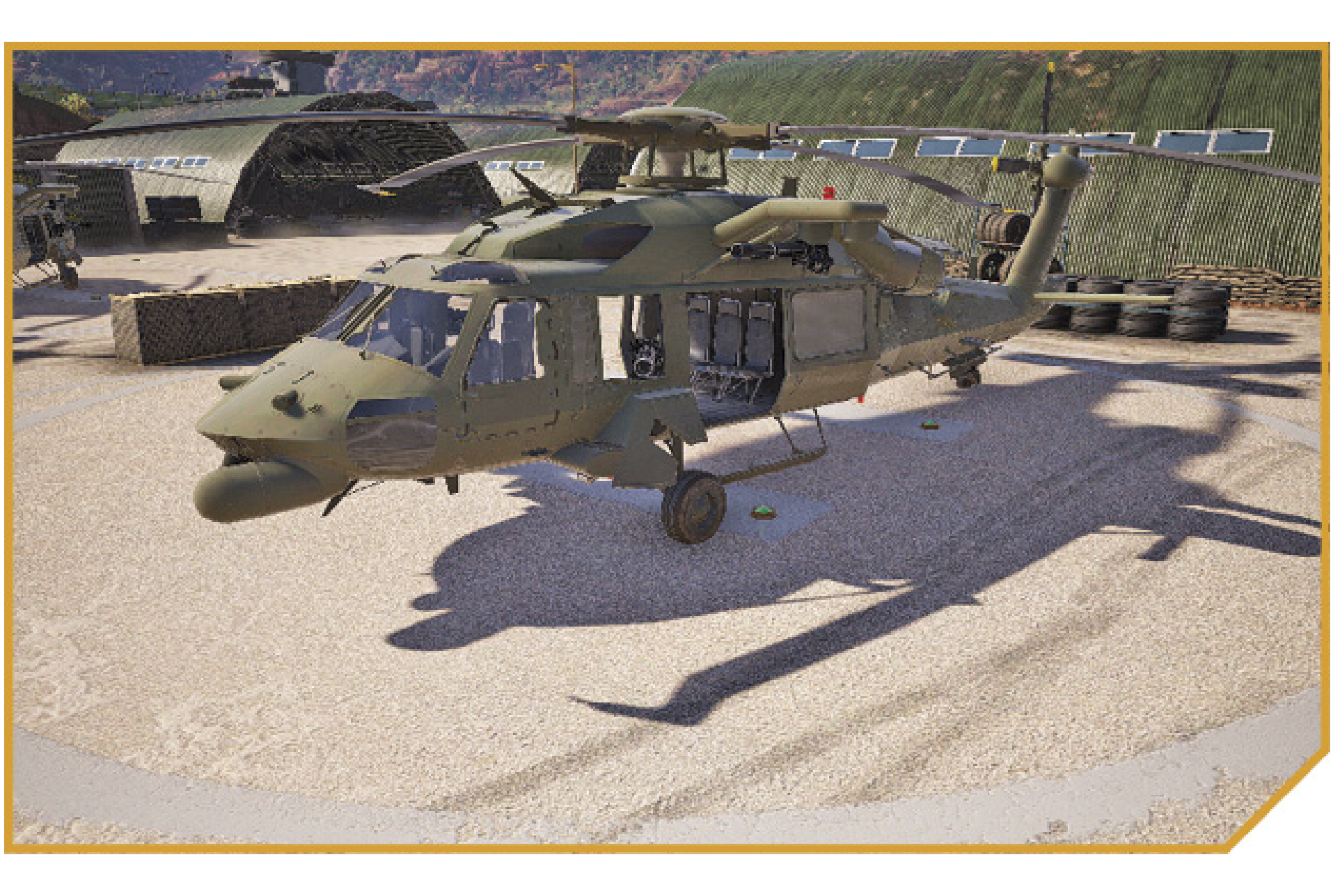
TRUCKS

In the truck department, Unidad possesses a crew cab pickup, flatbed, transport, and more. The former is a decent choice for transporting the team around, but there are better options.



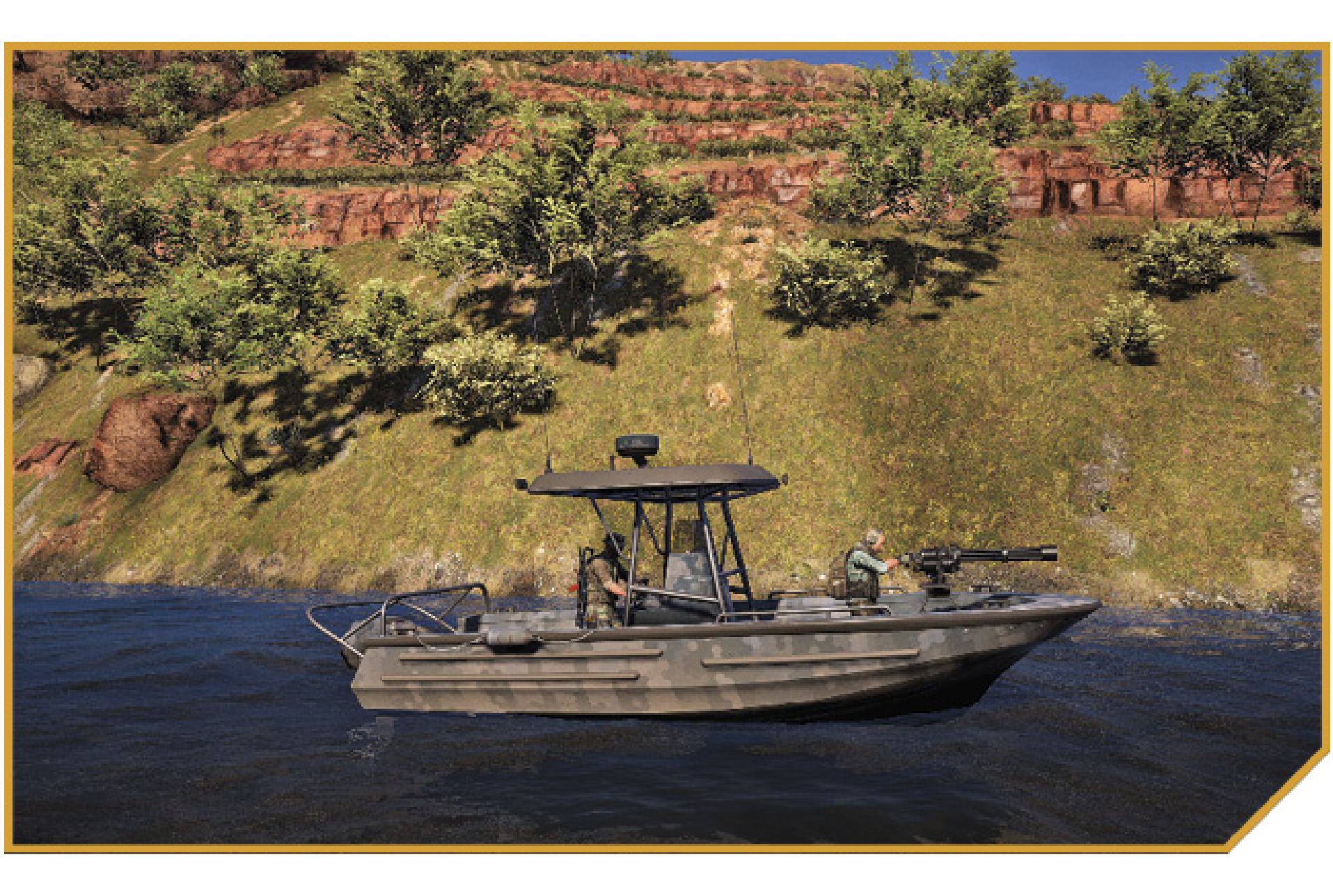
HELICOPTERS

Similar to the cartel, Unidad has the same selection of recon and support helicopters, which can be equipped with a Gatling gun or rockets. While the recon helicopter is small in size, allowing for more agile maneuvers, the support helicopter possesses dual miniguns for the passengers. The bigger aircraft can even withstand a shot from a SAM Launcher, so take advantage of it whenever possible.



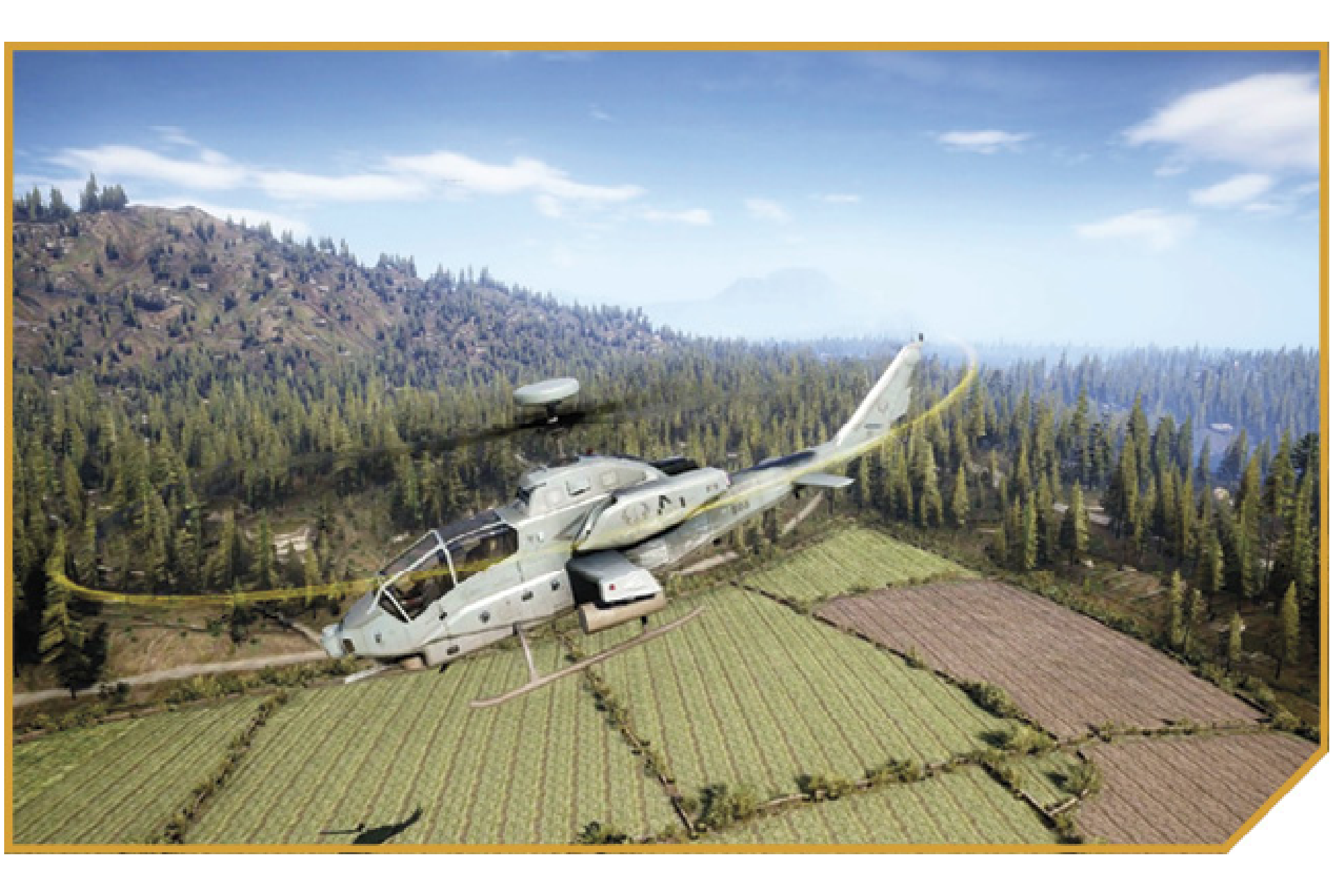
BOATS

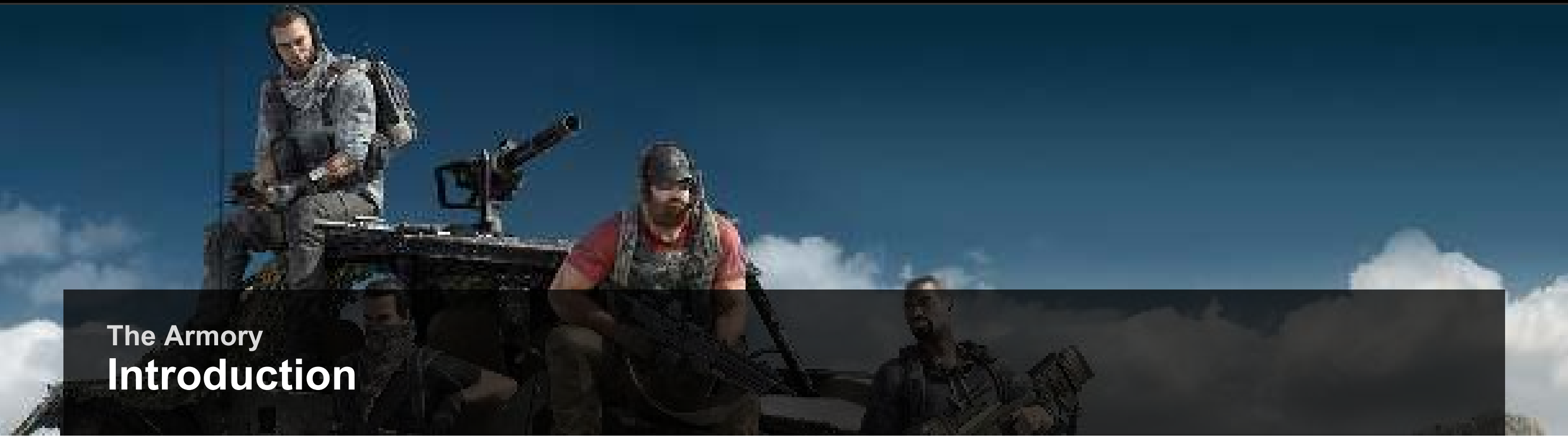
The Unidad's boat has a gunner position at its bow, allowing the player to spray bullets while crossing the waterways.



GUNSHIP

The Gunship only offers seating for two, but it is an extremely powerful option for the duo. One player hops in the front seat and mans the powerful minigun, while the second sits behind the gunner and drives the aircraft. Depending on the model, the pilot has control of dual Gatling guns, missile launchers, or no weapon at all.



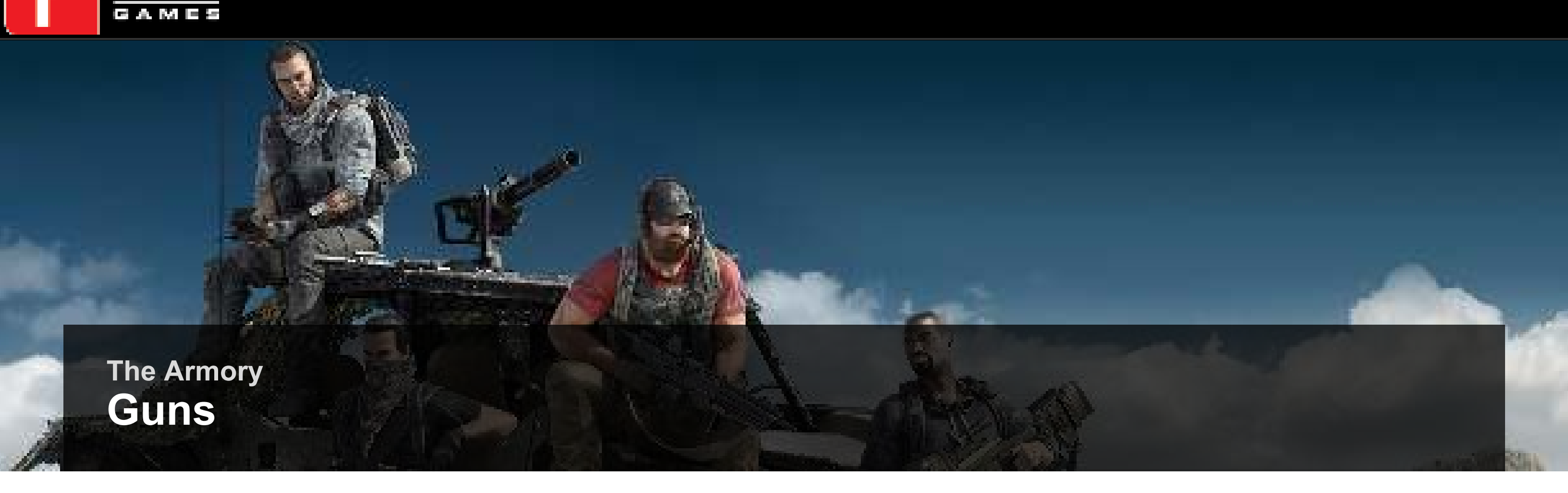


The Armory

Introduction

Ghost Recon® Wildlands allows you to approach the game from a number of different playstyles. While the flexibility is through the roof, just picking up any weapon you see and trying to take down a UNIDAD base is a promise of a swift, furious death. That's why this section exists: to give you an edge against your enemies and show you where the best of the best weapons for each situation can be found.

You'll find a list of every weapon in the game, their locations, how to unlock them, and tips on how best to use them. El Sueño isn't pulling any punches and neither are we.



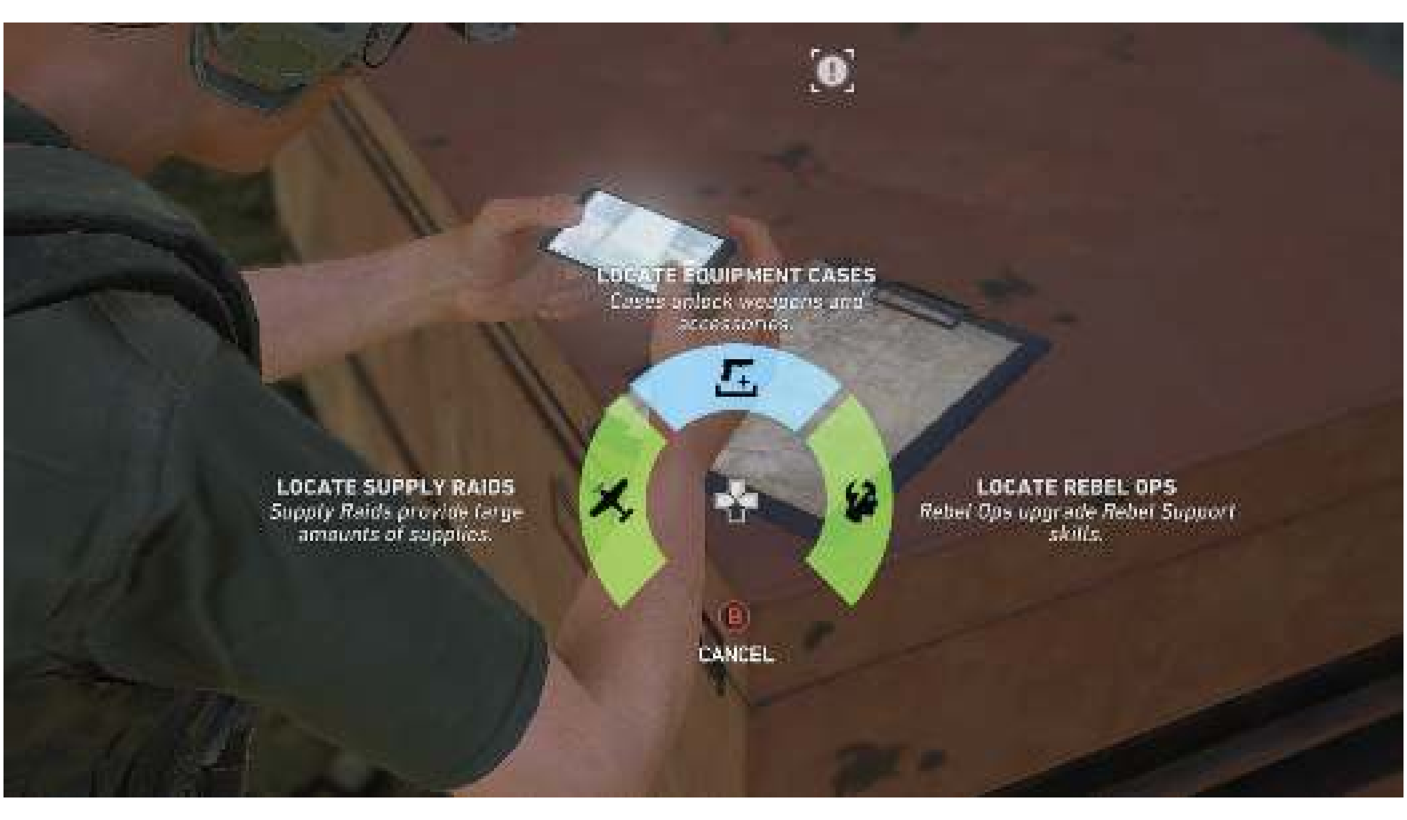
The Armory

Guns

FINDING WEAPONS IN BOLIVIA

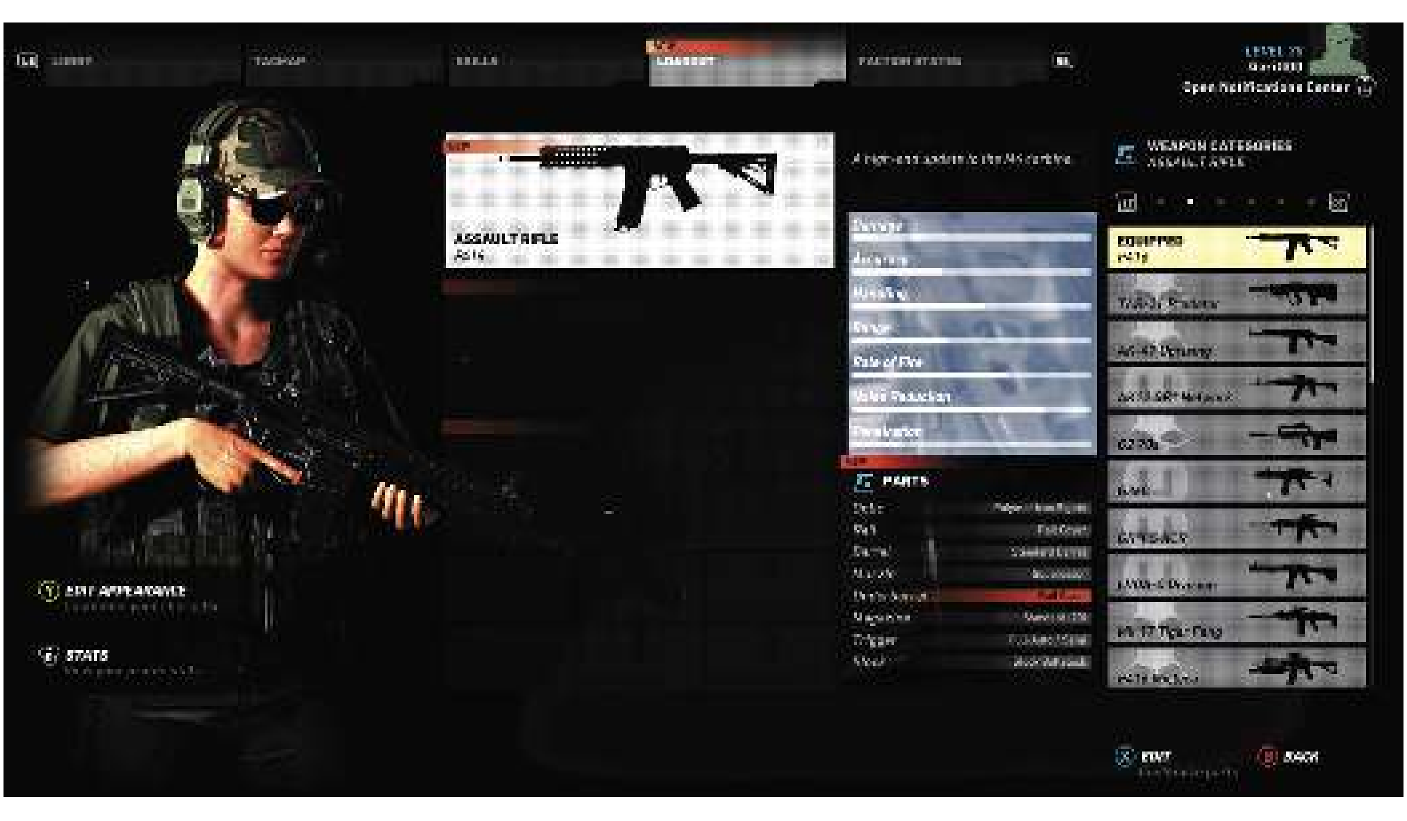
There are over 100 weapons waiting to be found and unlocked in Bolivia, and while that might seem overwhelming to think about, there are simple ways to make finding them an easier proposition.

When you find Intel in a province, you can use it to uncover the locations of Skill Points, resources, Side Missions and—you guessed it—weapons and parts. You won't always get to choose to reveal weapons and parts with the first Intel you pick up, but if at first you don't succeed… Jump from Intel to Intel in a given province and you'll eventually uncover the option to have all weapons and parts in the province marked on your Tacmap. This will make finding new gear as easy as opening your map and marking it. You'll still have to sneak past OpFor to actually lay hands on the goods, but knowing the location is half the battle.

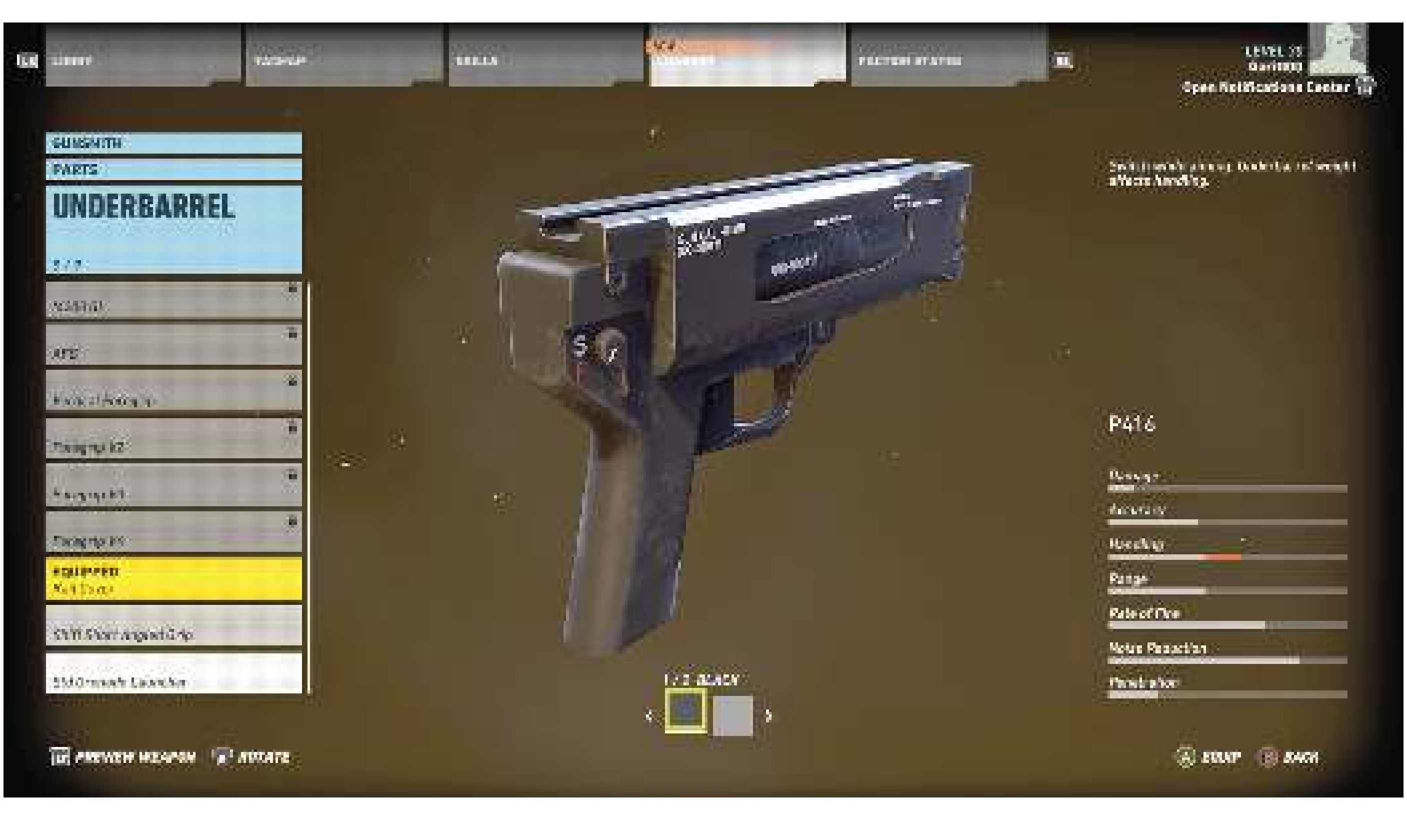

LOCATE EQUIPMENT CASES
Cases unlock weapons and accessories.
LOCATE SUPPLY RAIDS
Supply Raids provide large amounts of supplies.
LOCATE REBEL OPS
Rebel Ops upgrade Rebel Support skills.
CANCEL

STATS

Every gun in the game is broken down into seven individual stat groups which help explain a gun's weaknesses and strengths. Pay close attention to these, as they help you understand how the gun will behave before you've even equipped and fired it.



You will also want to take special care while equipping and unequipping parts onto your guns. Most parts will have an immediate effect on specific stats when you add or remove them. This will allow you to increase particularly low stats to negate weaknesses in a weapon, or improve on an already solid stat to make a strength an even greater boon to your operation.



DAMAGE

As the name implies, Damage is the amount of hurt per bullet your lead-slinger deals. This stat reflects mostly the caliber of the weapon and the power of the round used (For example, 9mm is a larger caliber than 5.56 NATO but the 5.56 NATO round travels at higher speeds due to the amount of gunpowder in the cartridge which buffs the amount of energy delivered on impact.) The higher the bar, the more death you'll deal. The lower the damage…well, let's just say, there are always headshots.

ACCURACY

Accuracy isn't about the general accuracy of a weapon when fired, it's about how much the gun sways left, right, and up, along with the spread of the weapon. Because a weapon has many moving parts, the bullets are not always shot on the same axis as the barrel itself (and even the barrel moves and bends when firing in full auto) which generates spread. A high Accuracy stat means the gun's going to stay right around where you're pointing as you hold the trigger down, while a low Accuracy stat means the gun will swagger like a drunken pirate walking the plank.

If your chosen weapon's Accuracy is low, try firing single shots or in small bursts to help keep it under control.

HANDLING

Handling is greatly affected by the weight of the weapon, which in turn affects its mobility. When using a heavier weapon, it will take longer to stabilize the weapon after you point it in a different direction, or aim down the sight. This also slightly affects your movement and reload speed. Basically, you can shoot things faster with a lighter weapon than with a heavy weapon. However, the advantage of a heavier weapon is that it absorbs recoil better so is easier to control under fully automatic fire. Even with a high Handling stat, you'll still need to make minor adjustments to your aiming while firing to stay on target, but with practice this is almost a non-issue. Just like weapons with low Accuracy, if the weapon that has stolen your heart has bad Handling, try firing in bursts or single shots to avoid difficulties.

RANGE

Range is the distance a bullet will travel before gravity stuffs it to the ground. A higher Range stat means your bullet will travel farther before it makes a dramatic curve toward the solid earth below, while a lower stat means you'll need to be up close and personal if you want your bullets to actually hit their intended targets. Besides distance, Range also expresses how well a weapon maintains its damage potential over distance. Weapons with a low Range lose a lot of damage quickly at long ranges while weapons with high Range values see the damage per bullet value drop significantly less. Aside from adding additional parts, there's not much that can be done to mitigate a bad Range stat, save for trying to compensate by raising your gun above your target before pulling the trigger. This is a high-level skill that takes a lot of practice with a given weapon to become adept, but it is possible, especially with sniper rifles. Besides distance, Range also expresses how well a weapon maintains its damage potential over distance. Weapons with a low Range lose a lot of damage quickly at long ranges while weapons with high Range values see the damage per bullet value drop significantly less.

Always make a point to test your weapons out before taking them off into battle. Find a nice, long stretch of land and take a few practice shots at a target of your choice to get a feel for when the bullet is about to drop. If it falls shortly after being fired, you can bet that that weapon is intended for close-range combat, while the inverse means that your weapon is meant for far fights. Experiment and you'll get the hang of it.

RATE OF FIRE

Rate of Fire is just that: the *rate* at which your gun fires bullets. A high Rate of Fire is not always a good thing, just like a low Rate of Fire isn't always bad; it really boils down to factors such as magazine size, Accuracy, Damage, and Handling. If your Rate of Fire is high, but your magazine can only hold 20 bullets, you'll burn through them before you can try to compensate for muzzle climb or sway. On the flip side, if your Damage is low, then a low Rate of Fire isn't a great thing, especially if you're under enemy attack and you're backed into a corner—you'll need firepower to break out of those situations and a low Damage stat mixed with a low Rate of Fire doesn't really provide that. What it boils down to is the specific weapon itself and the weapon type it belongs to. A sniper rifle or a shotgun with a low Rate of Fire is par for the course, while an SMG, which generally has low Damage stats, that has a low Rate of Fire is a promise of choppy waters when things get tough.

You'll need to know what your weapons are supposed to be used for in order to know if their Rate of Fire is going to be an issue, so make a point to read our descriptions for each weapon type if you want to get a clear idea.

NOISE REDUCTION

This stat provides answers to a simple but important question: Can this weapon be used for stealth? If the Noise Reduction is less than a quarter full and/or has no attachable suppressor, then the answer is no.

Noise Reduction determines the likelihood of being detected by enemies when you fire your weapon. If it's high, you'll be able to take out enemies and they'll be none the wiser. If it's low, then you should take note that your gun doubles as a bullhorn which sounds at every pull of the trigger. The Noise Reduction stat is really only effective when it's 75% or higher. If it's lower than that it'll become very difficult to gauge whether or not an enemy will hear you when you fire, making it a toss up on when you'll be detected or not. That's why you should generally only worry about Noise Reduction if your weapon can have a suppressor equipped.

PENETRATION

Penetration is your weapon's ability to shoot through walls and objects. If it's high, your bullets will pass through objects like they are spectral. This can be particularly effective if you've marked enemies and they move indoors. With a high Penetration weapon, you could shoot at the wall where the enemy's mark is and still take him out. If there's something you need destroyed, but it's behind an object or a wall, high Penetration can help you with that.

Low Penetration, on the other hand, just means that your bullets will stop as soon as they hit an object or a wall. It won't have an effect on your gun in a negative way, it will just limit any additional options that a high Penetration would allow.

STABILITY

Guns are powerful devices that create tiny explosions inside of narrow chambers to propel projectiles toward a desired location. It's no wonder then that guns often have the tendency to push and pull in different directions while firing. Accuracy and Handling have direct influences on where the gun is likely to go when you pull the trigger and how violently it will move while getting there. If your Accuracy and Handling are low the gun will spray up, down, left and right at random. There are ways to manage this movement, but a lot of it comes down to having decent Accuracy and Handling stats—though, it should be noted that a high Rate of Fire can play a big part in instability as well.

More than anything, however, you'll want to have a solid Accuracy stat. The Accuracy stat determines how much your gun sways left and right while you hold the trigger. It's very difficult to control or predict, which makes a weapon with low Accuracy very challenging to use. Handling, on the other hand, determines how much your gun will climb while you hold the trigger. This is much easier to predict and control than a bad Accuracy stat. You'll always know where the gun is going to go with high Accuracy, but low Handling, it's going to go *up*! Simply pulling down your weapon while you hold the trigger will help to negate this climb. This will take a bit of practice and you'll have to use more or less force while firing depending on the weapon, but once you have a grip on a weapon's muzzle climb, you'll have little issue dropping enemies with weapons that have even the lowest Handling stat.

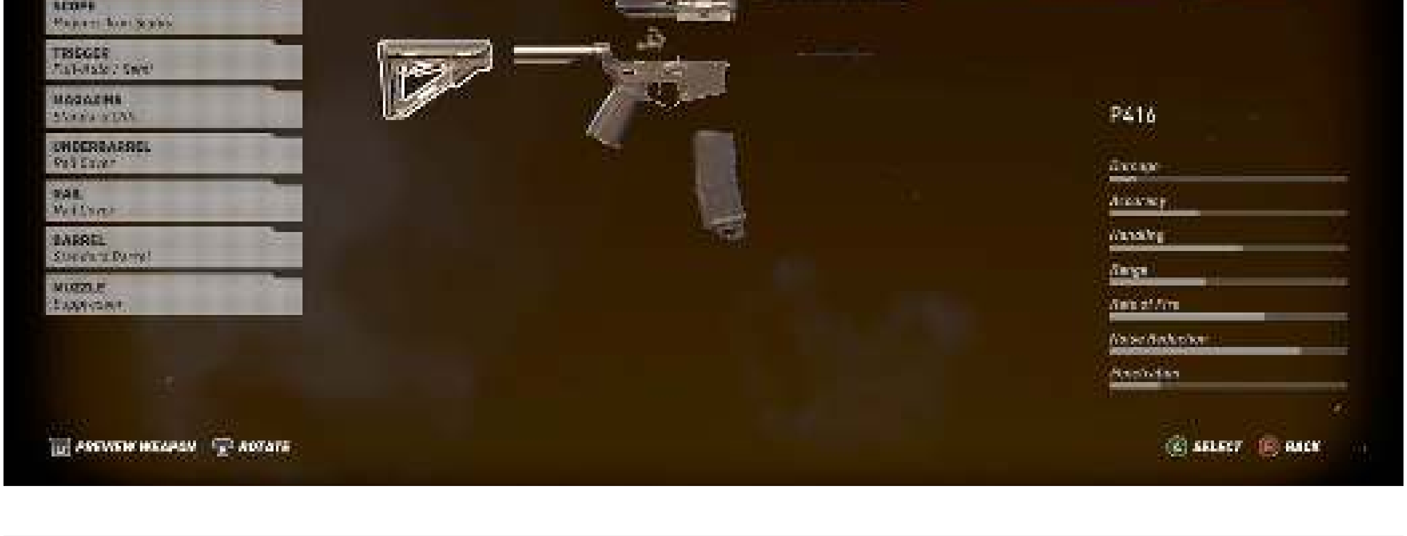
Make sure to always test your weapons and get a feel for them before taking them into combat. It's important to know how your guns work and where they'll pull when you pull that trigger.

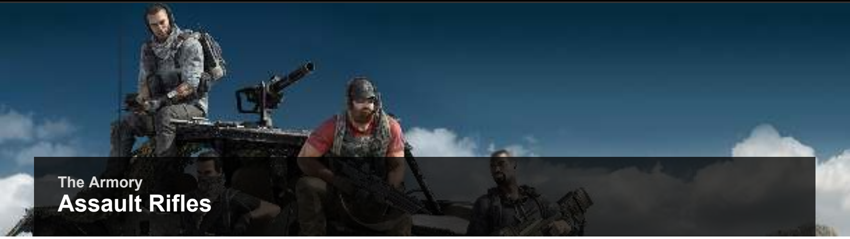
EXOTIC WEAPONS

Exotic weapons are typically modified versions of pre-existing weapons. They'll often have boosted stats compared to their vanilla versions and usually come with a custom paint job that can't be found anywhere else. These weapons are generally trickier to get your hands on than standard weapons, but more often than not they are worth the effort.

PARTS

While exploring, you'll not only find new weapons, you'll find parts for those new weapons. Weapon parts allow you to customize your weapon and adjust its stats. If a weapon has a particularly low Accuracy stat, you can equip a new scope or maybe replace the barrel to raise it, for example. While you have the ability to customize your weapons to fit your playstyle, you'd be better off trying to remove a gun's particular weakness by attaching parts that boost its lowest stats. There are enough guns around that you'll have little issue finding a weapon that fits your style, but if parts are properly attached you can turn weaknesses into strengths and good stats into great stats.





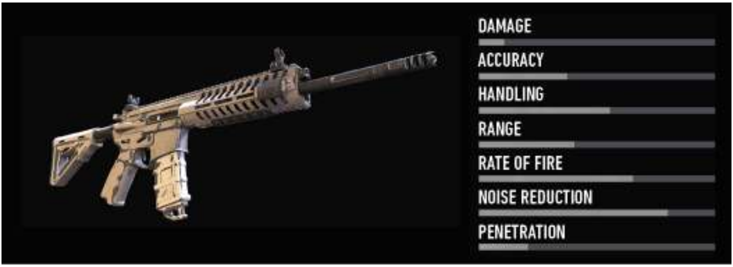
The Armory

Assault Rifles

The bread and butter of all operatives, the assault rifle is chief among other weapons. While it can be a bit of a struggle to use one at close range, you'll have little issue taking out targets at mid and long range with a good assault rifle in hands. While they don't boast the highest of Damage stats, their versatility makes them invaluable amongst other weapons.

To get the most out an assault rifle, you'll want to stay at mid-range from enemy combatants as much as possible. Slap a good scope on on the top and pull the trigger selectively. Accuracy and stability are what an assault rifle generally brings to the table, so you'll want to take an elegant approach to combat situations by keeping your distance, staying behind cover, and carefully lining up your shots, instead of holding down the trigger and firing wildly.

P416



HOW TO UNLOCK: UNLOCKED FROM THE START OF THE GAME

Part of your starting kit, the P416 is reliable and sturdy, but doesn't do much in the way of Damage. In the right hands it can help you stealthily dispatch an entire enemy base. In the wrong hands… Well, let's just say drawing a lot of attention while using this weapon is not advisable.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in Caimanes	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Remanzo	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑↓	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

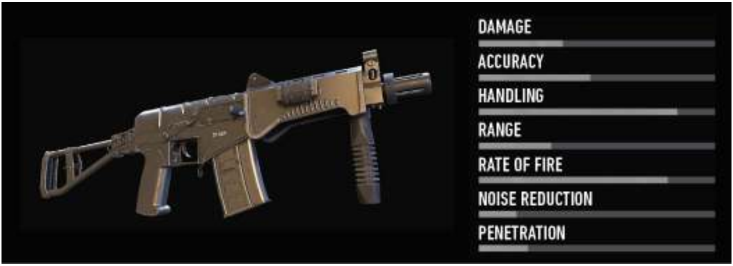
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑	↓	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

SR3M



HOW TO UNLOCK: FOUND IN P.N. DE AGUA VERDE

This assault rifle packs a punch. A good bit of damage and a high rate of fire make this gun a go to for anyone looking to take an enemy stronghold by storm. The downsides are limited Range and low Noise Reduction, even with a suppressor. Expect to draw a lot of attention when you've got this thing in hand.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Found in Espiritu Santo	-	↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-

Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Agua Verde	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration

Foregrip	Unlocked with Weapon	-	-	-	-	-	-	-
GP25 GL	Unlocks when the Grenade Launcher skill is acquired	-	↑	↓↓↓	-	-	-	-
Rail Cover	Unlocks with Weapon	-	↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

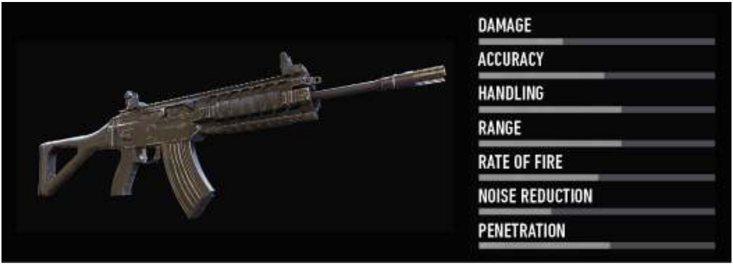
Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration

Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

556XI



HOW TO UNLOCK: FOUND IN CAIMANES

A solid assault rifle for frontal attacks, the 556xi has decent stats across the board and quality bullet Penetration. In terms of stealth there are much better options, but for a head-on fight the 556xi has you covered. Just make sure to add parts to increase the Handling; the climb on this weapon is pretty severe.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Stock	Found in Caimanes	-	↓	↑↑	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in La Cruz	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration

ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

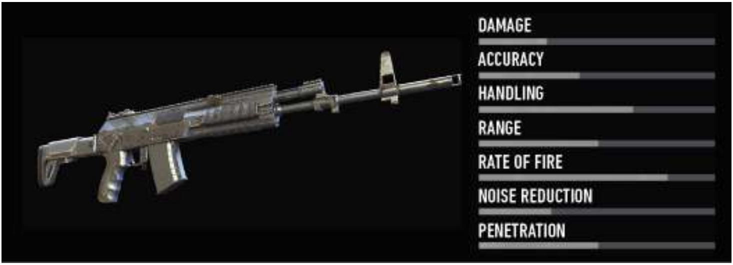
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓	↑	-	-	-
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

AK-12



HOW TO UNLOCK: FOUND IN TABACAL

The AK-12 is a fairly middle of the road assault rifle if you're going for a full-frontal assault, but if you're looking for a new stealth option to replace the starting P416, then this is your gun. It surpasses the P416 in nearly every way with some notable Damage and bullet Penetration stats. A solid choice for sneaking.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Found in Espiritu Santo	-	↓	↑↑	-	-	-	-
Extended Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-

Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unocked with Weapon	-	↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in La Cruz	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
GP25 GL	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

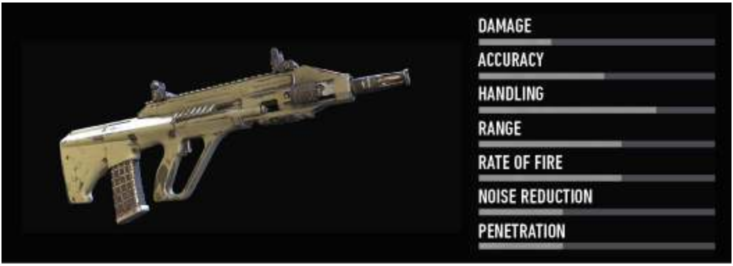
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Itacua	↓	↓	↑↑	↓	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

AUG A3



HOW TO UNLOCK: FOUND IN BARVECHOS

A good all-around assault rifle. You'll find balanced stats across the board with a notable Noise Reduction stat. This rifle will take care of you in a variety of situations, but take care to stagger your shots, instead of holding down the trigger. Despite it's hefty Handling stat, this gun has a tendency to climb swiftly. If you aim at an enemy and hold the trigger, don't expect to be shooting at that enemy for long.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓	↑↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unocked with Weapon	-	↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

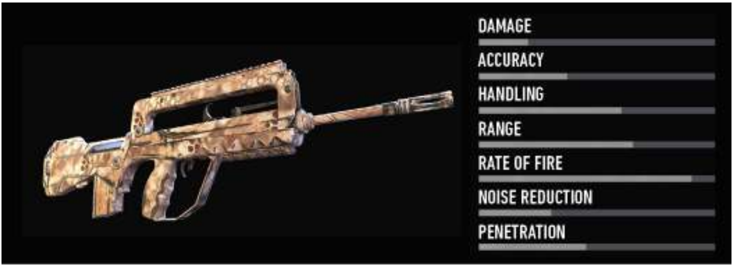
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

G2



HOW TO UNLOCK: FOUND IN INCA CAMINA

The G2 is a fairly middle of the road assault rifle; it's slightly behind most of its contemporaries in just about every stat, save for two: control and Rate of Fire. It's Handling stat isn't the highest, but in terms of muzzle climb, this gun is considerably stable, especially when you consider how high its Rate of Fire is. If recoil and muzzle climb are a big issue for you, then give the G2 a try. You can put out a lot of bullets in a short amount of time and do so while keeping you gun under control.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-

Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Mojocoyo	-	-	↓	-	-	-	-
Large (50)	Found in Libertad	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-

Foregrip V4	Found Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

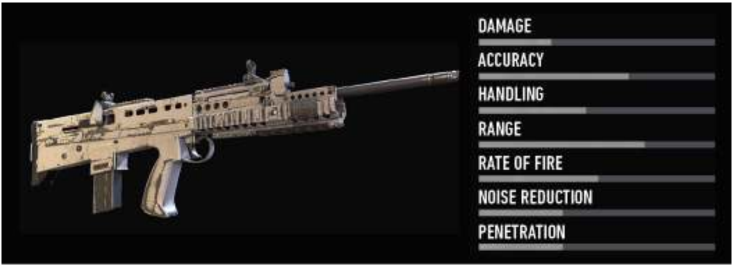
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Agua Verde	↓	↓	↑↑	↓	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

L85A2



HOW TO UNLOCK: FOUND IN ESPIRITU SANTO

A very solid gun with stats that can stand with most other assault rifles. The L85A2 is particularly good when it comes to Accuracy and Range, making it a good distance rifle. You'll want to either switch the fire mode to single-shot, or take care to feather the trigger. The muzzle climb and general Handling on this weapon is its weakness. If you hold down that trigger expect to be taken on a roller coaster of a firing angle.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-

Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Mojocoyo	-	-	↓	-	-	-	-
Large (50)	Found in Libertad	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-

Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

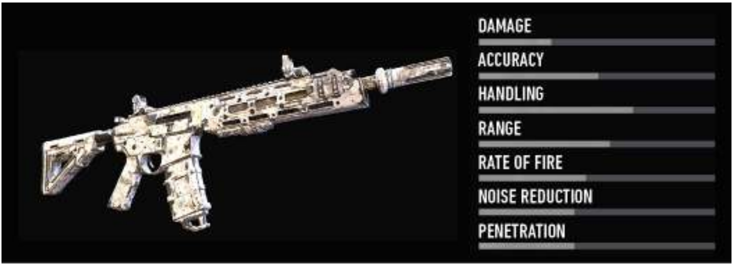
Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

Suppressor	Unlocked with Weapon	↓↓	-	↓↓	-	-	↑↑↑	-

R5 RGP



HOW TO UNLOCK: FOUND IN MONTE PUNCU

The “Wild Child” of the assault rifle world, the R5 RGP packs a fair amount of punch, but at the cost of being nearly uncontrollable while holding the trigger. It has quality Noise Reduction, Damage, and Penetration, so consider a stealth approach when using this rifle. At close-range you’ll have little issue taking out enemy combatants, but doing more than just tapping the trigger will send this weapon soaring.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-

Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in Caimanes	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

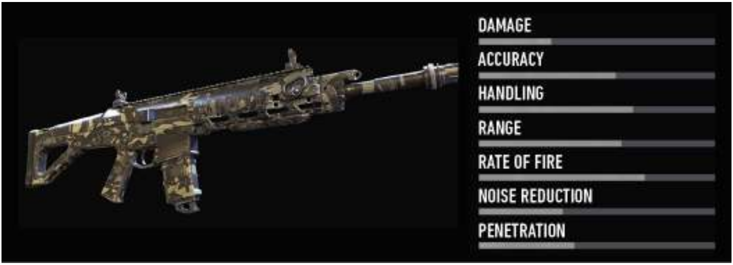
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

ACR



HOW TO UNLOCK: FOUND IN MEDIA LUNA

A good all-around weapon. It has quality stats across the board and is very controllable, even when holding the trigger. It will take a bit of getting use to the minor muzzle climb, but with some practice you'll be able stay on target and keep this gun firmly under control. You can't go wrong using the ACR if you're more of a jack-of-all-trades.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Found in Media Luna; grabbing the Folded Buttstock unlocks this stock as well.	-	↓	↑	-	-	-	-
Folded Buttstock	Found in Media Luna; grabbing this stock unlocks the Extended Buttstock as well	-	↓	↑	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	

RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in Caimanes	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

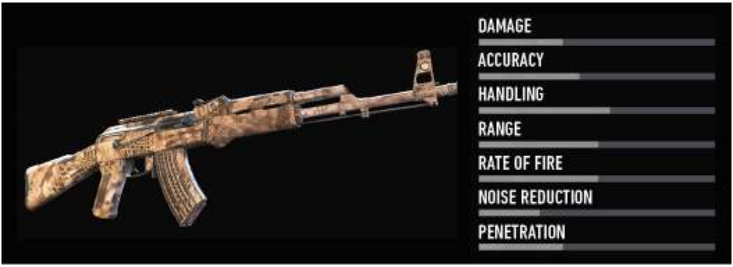
Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑	↓	-	-	-
Long Barrel	Found in Itacua	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration

Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

AK-47



HOW TO UNLOCK: FOUND IN LIBERTAD

When it comes to doling out damage with an assault rifle, you'd be hard-pressed to find better than the AK-47. While it's Accuracy and Handling are particularly low, it's muzzle climb is very predictable; with some practice you can make the AK-47's weakness a little more tenable. It should be noted that this is not a particularly good stealth weapon, at least in comparison to other assault rifles. If you like to go loud, then this is your assault rifle of choice.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Found in Flor de Oro; grabbing the Folded Buttstock unlocks this stock too.	-	↓	↑	-	-	-	-
Folded Buttstock	Found in Flor de Oro; grabbing this stock unlocks the Extended Buttstock too.	-	↓	↑	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in La Cruz	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
GP25 GL	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

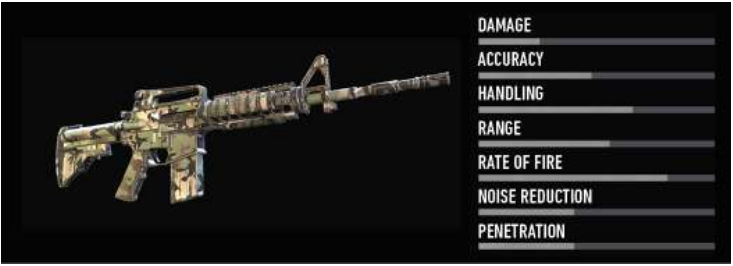
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑	↓	-	-	-
Long Barrel	Found in Itacua	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

M4A1



HOW TO UNLOCK: FOUND IN FLOR DE ORO

As a counter to the AK-47, the M4A1 makes for a mean stealth assault rifle with upper-level Handling and high Noise Reduction. It’s Damage stat is middle of the road for an assault rifle, but when you’re sneaking around an F.O.B., headshots are your bread and butter. Strap a Suppressor on this gun and you’ve got a reliable option for quiet approaches.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unocked with Weapon	-	↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Mojocoyo	-	-	↓	-	-	-	-
Large (50)	Found in Libertad	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

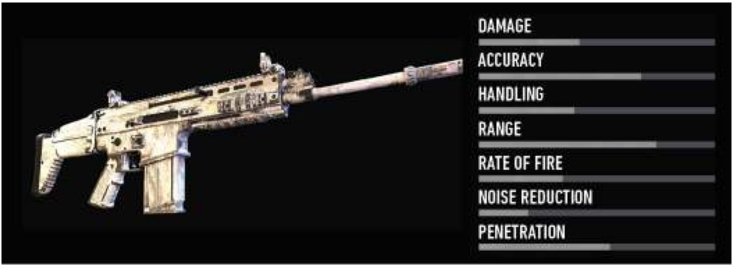
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

MK 17



HOW TO UNLOCK: FOUND IN FLOR DE ORO

The Mk 17 is an absolute powerhouse. While it's not the best in terms of Noise Reduction, it's Damage, Accuracy, and Range are some of the finest in the assault rifle game. Add to that bullet Penetration that rivals most other weapons, including sniper rifles, and you've got yourself a lean, mean killing machine. The drawback is the limited handling. Single-shot usage is fine, but anything more than that and the gun is nearly uncontrollable. Keep it light, keep it accurate, and this gun will serve you well.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-
Folded Buttstock	Found in San Mateo, La Casa Abandonada	-	↓↓	↑	-	-	-	-
Compensated Buttstock	Found in Libertad	-	↑	↓	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-

EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Flor de Oro	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

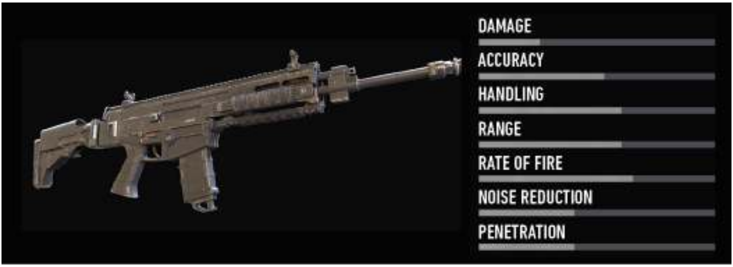
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑	↓	-	-	↓
Long Barrel	Found in Itacua	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

805 BREN A2



HOW TO UNLOCK: FOUND IN VILLA VERDE

The 805 Bren A2 is one of the most balanced assault rifles in your arsenal, with Accuracy, Handling, Range, and Rate of Fire right around the middle of the bar. With a suppressor on the muzzle, this rifle has a very high Noise Reduction stat, making it a quality sneaking weapon. Now the thing you have to worry about is a pretty intense muzzle climb. Most other assault rifles give you enough time to stabilize, but the Rate of Fire on the 805 Bren A2 is fast enough that the 20-round magazine is empty before you can even think about it. With a larger magazine this won't be as much of an issue, but you'd be better off firing in limited bursts over going whole hog on the trigger.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Stock	Found in Villa Verde	-	↓	↑↑	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑	↓↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-

Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unlocked with Weapon	-	↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in La Cruz	-	-	↓	-	-	-	-
Large (50)	Found in Caimanes	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
M203 GL	Found in Remanzo; must have GL skill to use.	-	-	↓↓	-	-	-	-
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-

Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

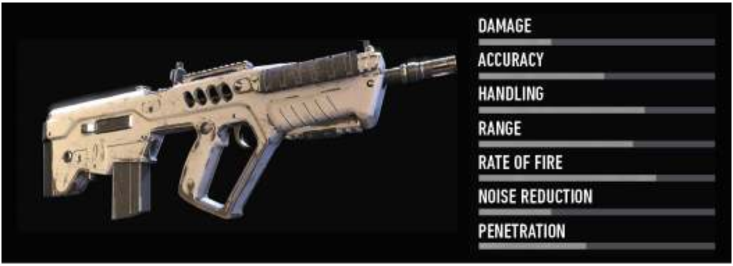
Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓	↑	-	-	↑
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration

Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

TAR-21



HOW TO UNLOCK: FOUND IN MONTUYOC

A solid assault rifle that doesn't excel or fall short in any category. It has a high Rate of Fire and Handling, but you should expect a good deal of muzzle climb and an unpredictable recoil pattern. There are other assault rifles better suited to specific tasks, but the TAR-21 is an excellent all-around weapon.

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
Micro T-1 & G33	Found in Koani	-	↑	↓	↑	-	-	-
TA31H	Found in Espiritu Santo	-	↑↑↑	↓↓	↑	-	-	-

EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
EXPS & G33	Found in Monte Puncu	-	↑↓	↑	-	-	-	
RUS Red Dot & G33	Found in Media Luna	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Mojocoyo	-	-	↓	-	-	-	-
Large (50)	Found in Libertad	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-
Std Grenade Launcher	Unlocked when the Grenade Launcher skill is acquired.	-	-	↓↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Pucara	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in San Mateo	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Flor de Oro	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

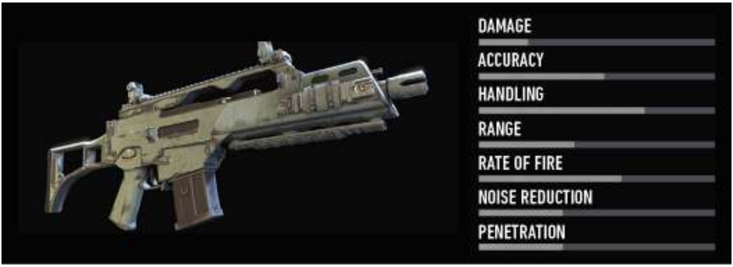
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Itacua	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Itacua	-	↑↑	-	-	-	↓	-
Compensator V2	Found in Monte Puncu	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓	-	↓	-	-	↑↑↑	-

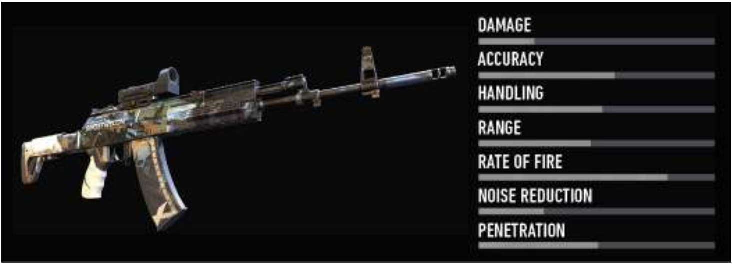
G36C



HOW TO UNLOCK: UNLOCKED THROUGH UBISOFT CLUB

A quality stealth gun with stable Handling and Rate of Fire. The Damage is a bit on the low side, especially once you drop a suppressor onto it. You'll also have to take into account the limited Range of the gun. A sniper rifle this gun is not, but if you're looking for a solid sneaking assault rifle and you're limited on options, this gun will treat you right.

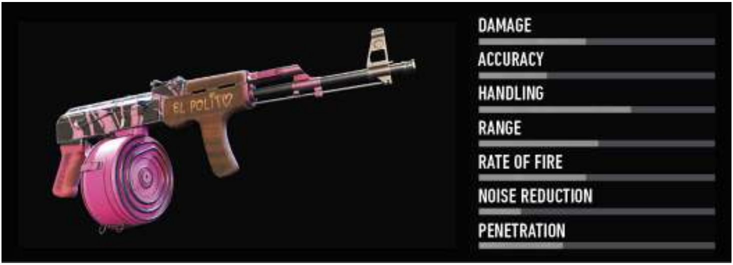
AK12 GR NETWORK - EXOTIC



HOW TO UNLOCK: UNLOCKED THROUGH UBISOFT CLUB

A solid gun for frontal assaults. There isn't much to write home about here, save for the custom paint job. The AK12 GR Network has preset parts with no room for customization; in other words, what you see is what you get. It can't be used as a stealth weapon, but it has good Penetration and limited muzzle climb.

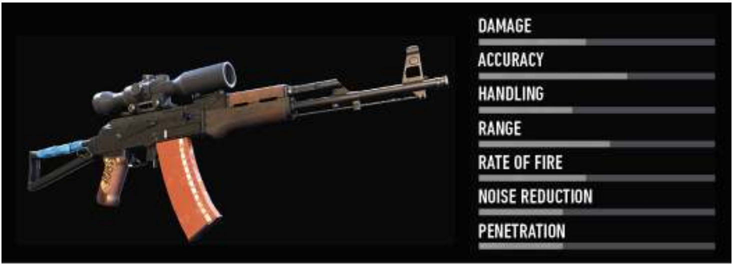
HERS AK-47 - EXOTIC



HOW TO UNLOCK: DEFEAT YURI AND POLITO TO UNLOCK HERS AK-47

Why this weapon isn't listed as a light machine gun is one of the world's greatest mysteries. Are you looking for Range? Are you looking for Accuracy? What about an excellent stealth choice for all of your sneaking missions? Sorry, but this weapon is none of those things. Now if you're looking for a gun with high Damage, stable Handling, and an 80-bullet magazine, the Hers AK-47 has you covered. You can get behind cover and begin laying down fire like a bullet store having a going out of business sale. A very solid frontal assault weapon.

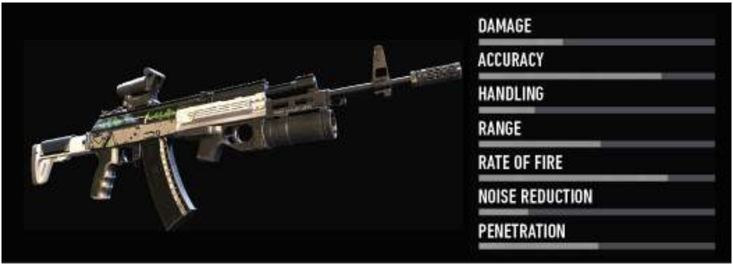
HIS AK-47 - EXOTIC



HOW TO UNLOCK: DEFEAT YURI AND POLITO TO UNLOCK HIS AK-47

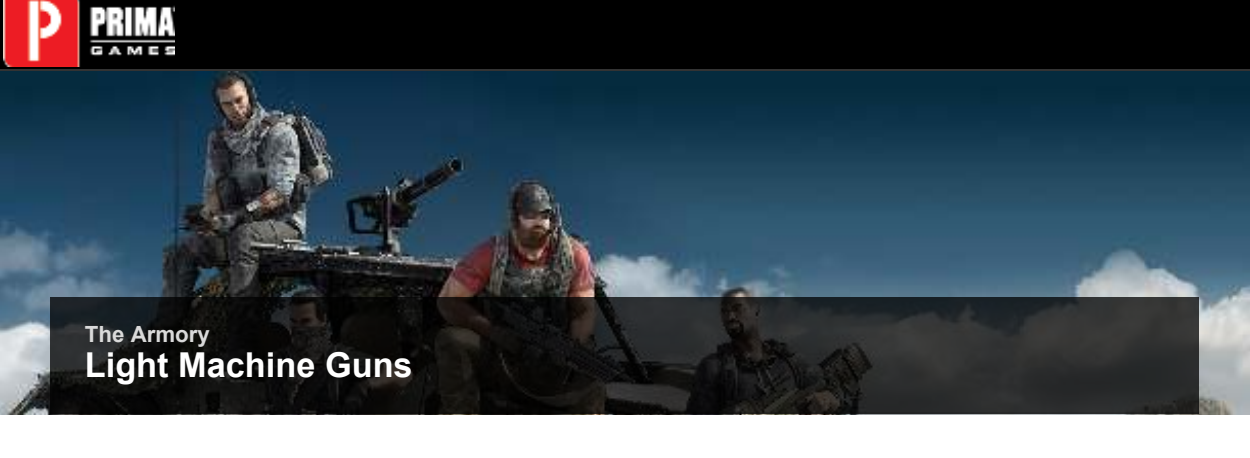
Unlike its counterpart, the Hers AK-47, this assault rifle doesn't have a lot going for it aside from high Damage. It has a quality scope on it which would leave you thinking that this could work as a distance, but its low Handling makes it difficult to use for anything other than single shots. You can't attach a suppressor to it, so once you've fired that first shot you can expect enemies to come marching your way. Between the Hers and His AKs your best bet is the Hers.

RITMO - EXOTIC



HOW TO UNLOCK: DEFEAT DJ PERICO TO UNLOCK THIS WEAPON

A very solid choice for direct attacks on enemy combatants. Good Damage, Accuracy, Penetration and an underbarrel grenade launcher make this a good gun to bring with you into battle. The Handling is low, but the muzzle climb is both limited and very manageable. Range is a bit of an issue, but if you're the kind of person who wants to be in the thick of it that's not going to be much of an issue. Take note that this gun cannot be modified and does not have an option to attach a suppressor.

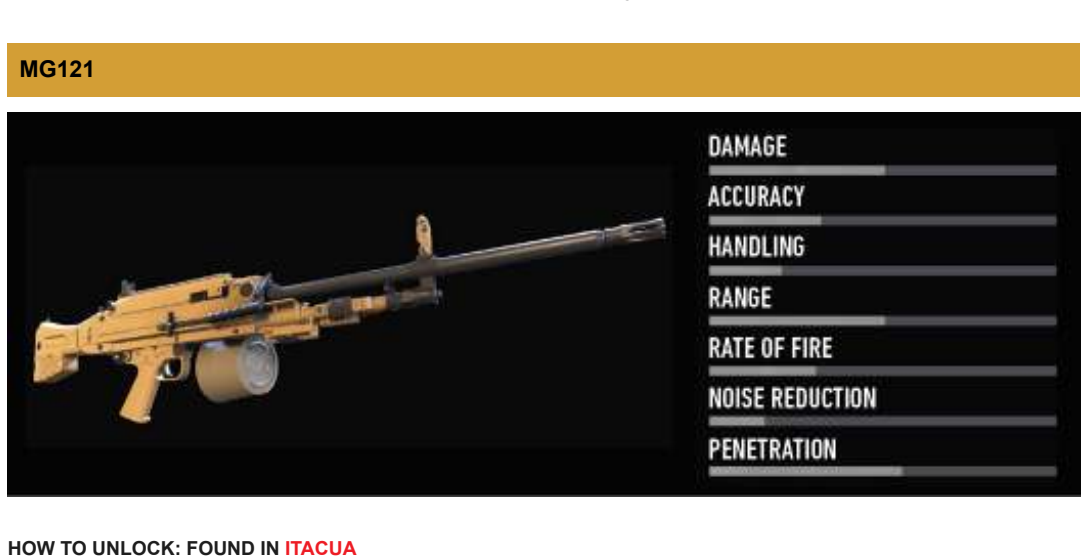


The Armory

Light Machine Guns

Light machine guns are not accurate, nor are they stable, but when you've got a 150-round ammo drum attached to the bottom of your weapon, you don't need to concern yourself with accuracy. These behemoths often have a good Damage stat and can hold massive amounts of ammunition. Don't expect to do a lot of stealthing about with one of these in hand, but when you find yourself backed into a corner and surrounded by enemies, this gun is your best friend. The best way to use this weapon is as a suppression device. Lay down a storm of bullets to keep enemies under control while your teammates come in on their flanks and take them out. LMGs are also spectacular for taking on vehicles.

MG121



HOW TO UNLOCK: FOUND IN ITACUA

The LMG you are most likely to find first, the MG121 does exactly what you'd expect an LMG to do: shoot a lot of bullets without stopping. Since it is basically a starter weapon you shouldn't expect anything superior about it, but that doesn't mean it won't cover all of machine gun needs. High Damage, magazine size, and Penetration are the name of a light machine gun's game and the MG121 has all of these in spades.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Found in Espiritu Santo	-	↓	↑	-	-	-	-
Extended Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑↑	-	-	-	
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (90)	Unlocked with Weapon	-	-	-	-	-	-	

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Malca	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Mojocoyo	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

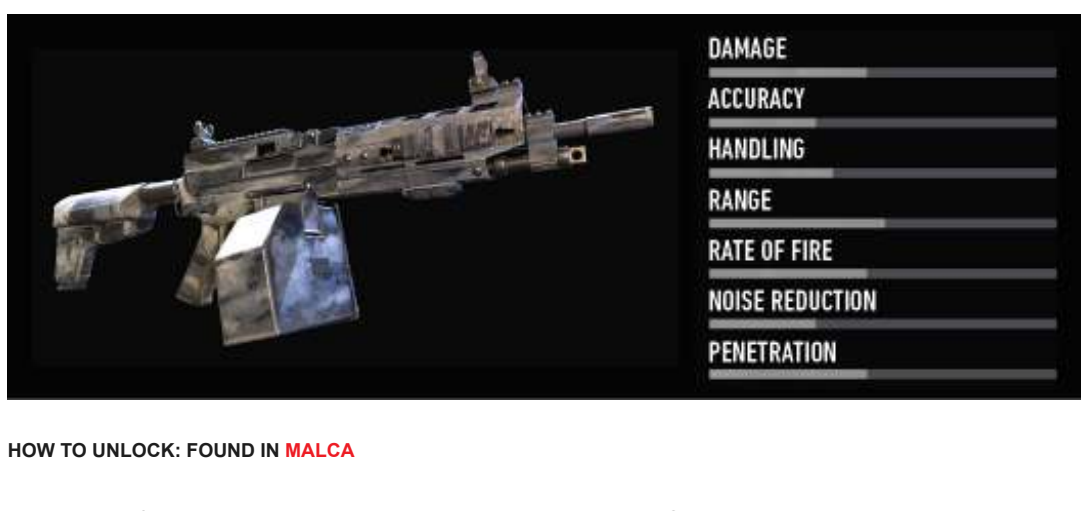
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Pucara	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Monte Puncu	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Montuyoc	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

MK249



HOW TO UNLOCK: FOUND IN MALCA

You lose a bit of Damage and Penetration on this weapon compared to the MG121, but what you get in return is more stability. While LMGs are generally very hard to handle, this one gives you a bit of levity by allowing the chance to wrangle the muzzle climb and wild swaying that are so common with this weapon type. That being said, don't expect to be able to completely control this weapon. If you're trying to take out enemies, shooting in bursts will help keep things under control. Otherwise hold the trigger if you're looking to keep enemies suppressed; this gun has a magazine size that perfect for it.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (150)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Malca	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Mojocoyo	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

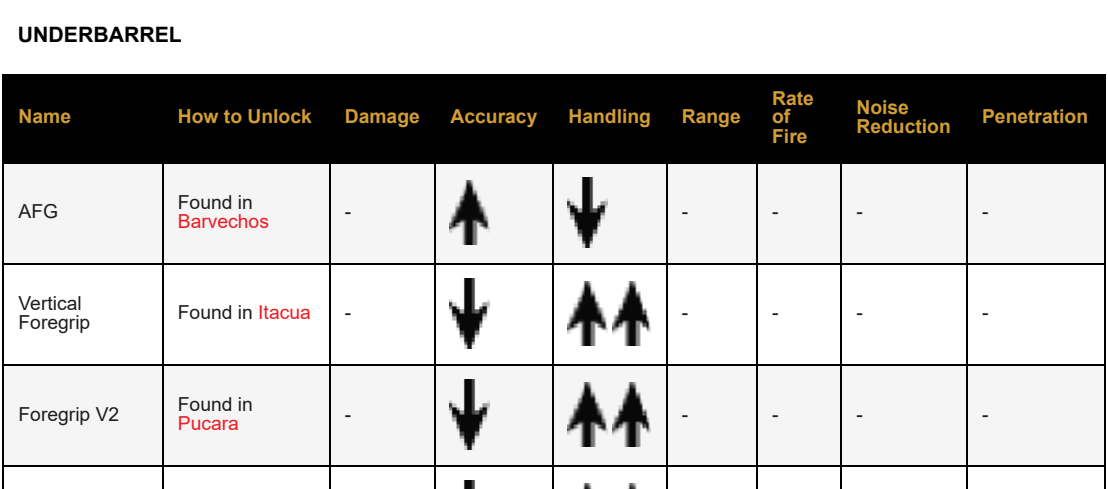
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Barvechos	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Monte Puncu	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Montuyoc	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

STONER LMG A1



HOW TO UNLOCK: FOUND IN PUCARA

Like the Mk249, this LMG trades a little bit of Damage and Penetration for better Accuracy, a higher Rate of Fire and most importantly, the ability to slap a suppressor on its muzzle. Now using an LMG for stealth purposes isn't recommended, but if your heart yearns for a quiet, but never-ending stream of bullets, then look no further. Take caution, however. This weapon is an angry bull, swaying violently left and right while you hold down the trigger.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	???	-	↓	↑	-	-	-	-
Extended Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Villa Verde	↑↑	↓	↑	-	-	-	
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (100)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Malca	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Mojocoyo	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

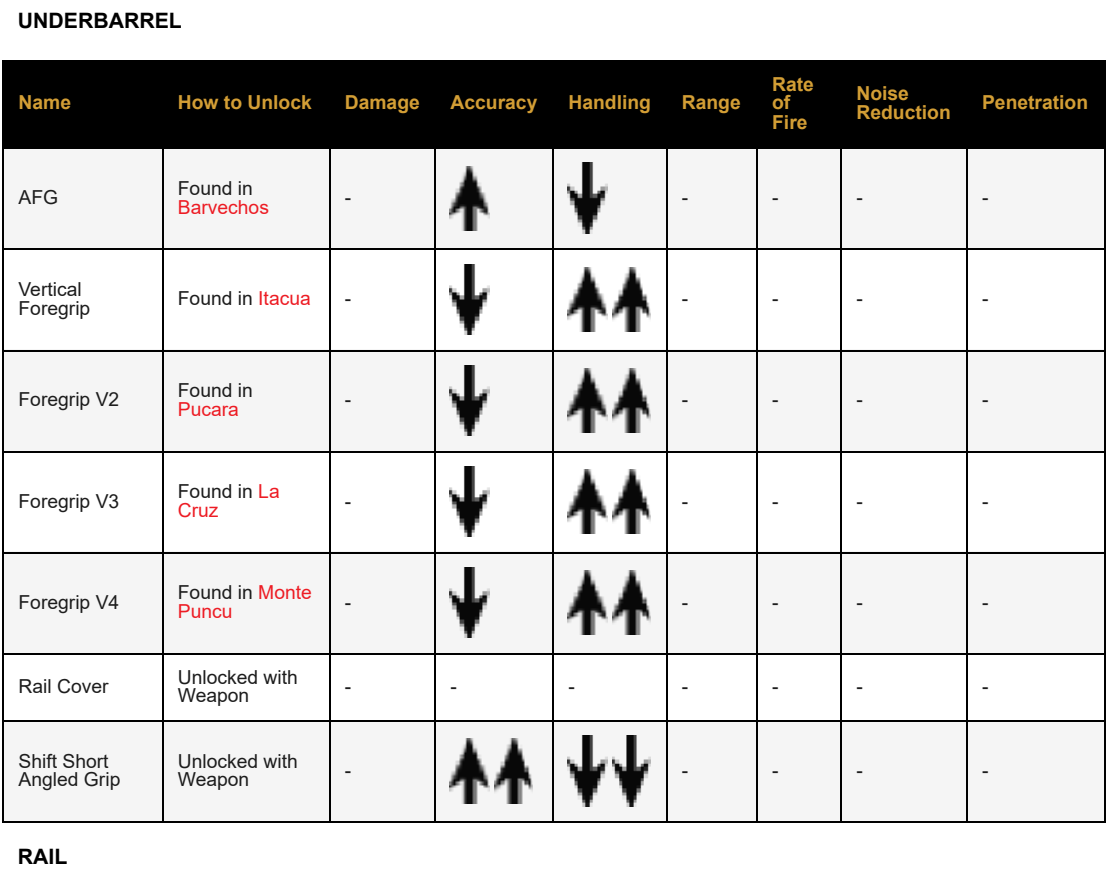
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Barvechos	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Monte Puncu	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Montuyoc	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Found in Flor de Oro	↓↓↓	-	↓	-	-	↑↑↑	-

MK-48



HOW TO UNLOCK: FOUND IN ESPIRITU SANTO

An LMG with higher-than-average Damage potential, but like a raging Goliath, is wholly uncontrollable. You'll need parts to help raise the Accuracy and Handling to get this monster under control, but once it's been tamed a little bit, you'll have a death-dealing machine gun capable of taking on the fiercest of opponents.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (200)	Found in Inca Camina	-	-	↓	-	-	-	-
Standard (100)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Malca	-	↑↑	↓	-	-	-	-
Laser 3Dot	Found in Mojocoyo	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

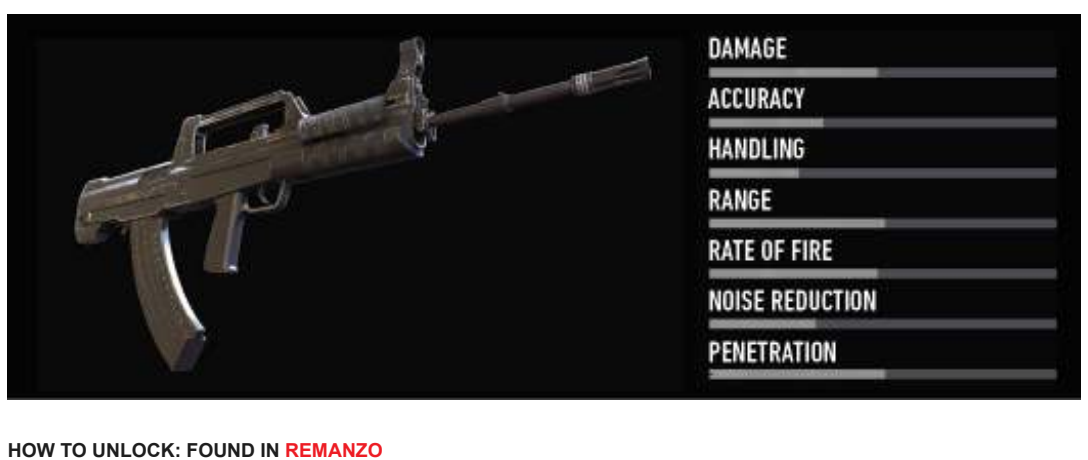
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Barvechos	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator V2	Found in Montuyoc	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

TYPE 95



HOW TO UNLOCK: FOUND IN REMANZO

One of the more stable LMGs on the market with quality Damage to boot. Make no mistake, this is still an LMG, so firing for long periods is going to force your gun to swing and climb wildly. But in bursts, this gun will actually take good care of you. If it had the option for a suppressor it'd be absolutely killer, but as a damage dealer, this gun has you covered.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (75)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Malca	-	↑↑	↓	-	-	-	-
Laser 3Dot	Found in Mojocoyo	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

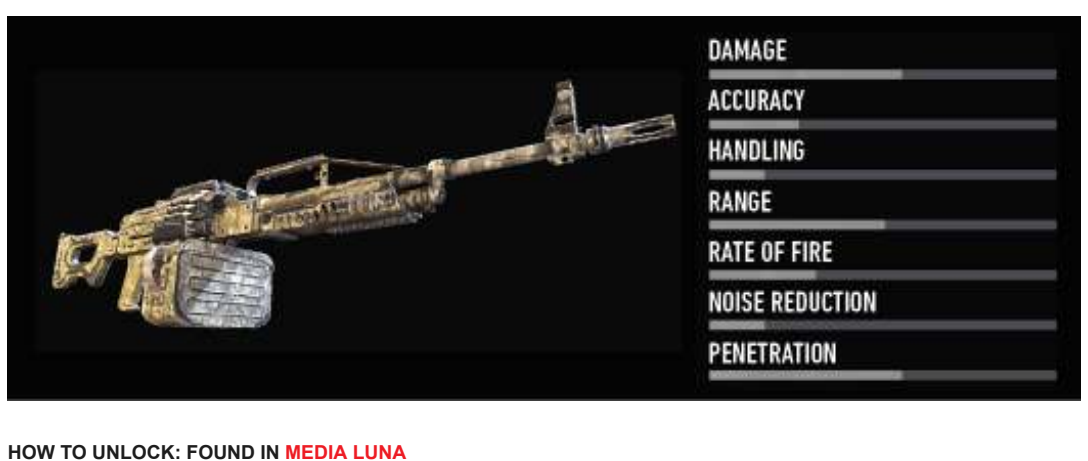
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Pucara	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator V2	Found in Montuyoc	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

6P41



HOW TO UNLOCK: FOUND IN MEDIA LUNA

A bulldozer of a weapon, this LMG boasts near the highest Damage in the whole light machine gun game; add a 175-bullet magazine and you're ready to rip through just about anything. Like all good LMGs, this one is positively out of control when fired more than a single shot at a time, but go prone and you've got a bit more say in where this gun sways.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (175)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Malca	-	↑↑	↓	-	-	-	-
Laser 3Dot	Found in Mojocoyo	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

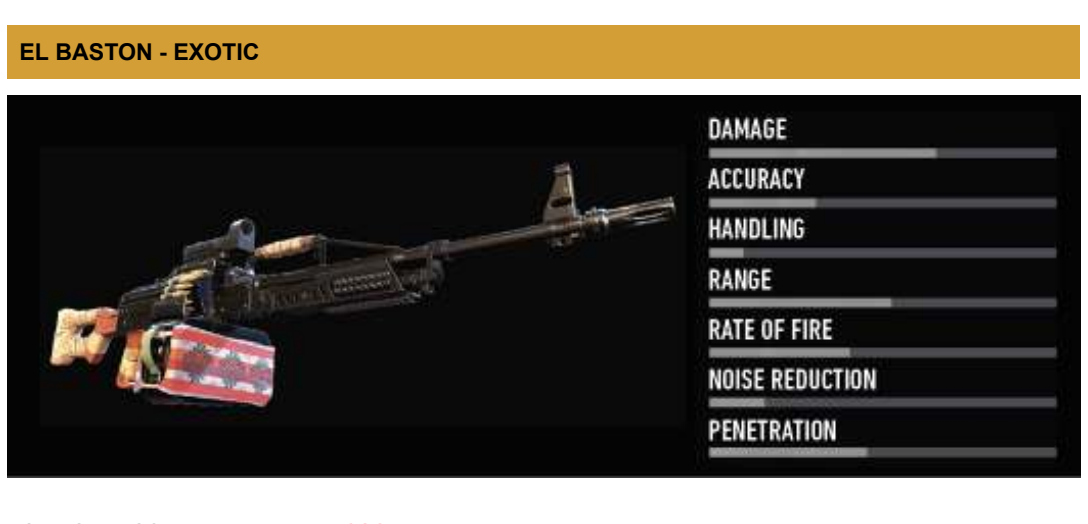
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Barvechos	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Monte Puncu	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Montuyoc	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

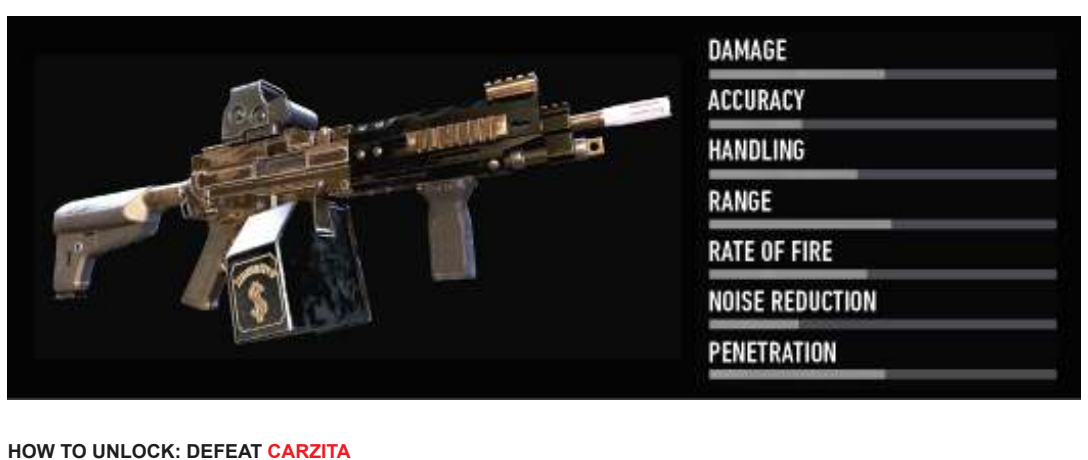
EL BASTON - EXOTIC



HOW TO UNLOCK: DEFEAT MADRE COCA

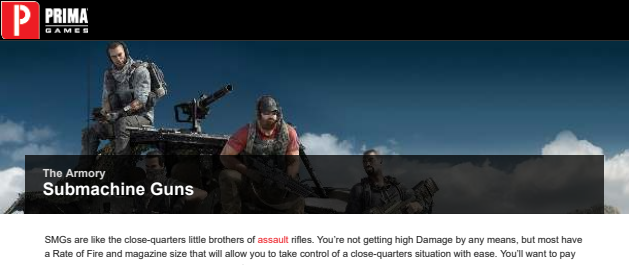
A powerful, but unruly LMG, El Baston boasts impressive Damage, but at the cost of stability. Point this at anything and it'll be dust before it knows you were coming, assuming you can hit it of course. The muzzle climb is limited, but the swaying is ruthless. Even going prone won't tame this wild stallion, so expect to wrestle with it whenever you go into battle. As a suppressive weapon, this gun will do you right. Just be ready to hit a whole lotta nothin' in between downing enemies and you'll be fine.

LLAMATIVO - EXOTIC



HOW TO UNLOCK: DEFEAT CARZITA

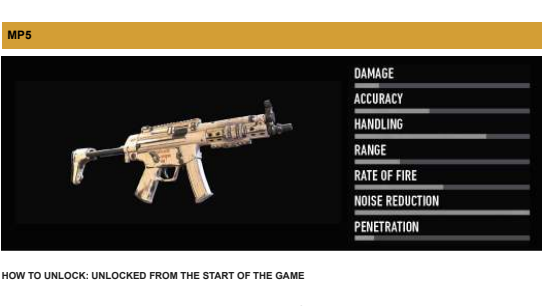
One of the most stable LMGs in your arsenal. You're going to lose a decent chunk of Damage compared to a beast like El Baston, but keeping the gun steady is actually feasible with the Llamativo. Now, like all LMGs, being prone is a must to keep the gun stable, but once you're on the ground you'll find that muzzle climb and sway are just slightly above negligible. You'll have very little issue zeroing in on a target and turning them into a remnant of the past. A very good, well-rounded weapon.


The Armory

Submachine Guns

SMGs are like the close-quarters little brothers of assault rifles. You're not getting high Damage by any means, but most have a Rate of Fire and magazine size that will allow you to take control of a close-quarters situation with ease. You'll want to pay close attention to the Accuracy stat on each of these weapons, as they are prone to being lower than most other weapons in your arsenal. To get the most out of your SMGs, add parts to increase the Accuracy of each weapon and try to only use them when you have enemies near you. Watch out for the muzzle sway and keep a tight angle on any attackers and you'll have no issue with these weapons in-hand.

MP5



HOW TO UNLOCK: UNLOCKED FROM THE START OF THE GAME

The second weapon in your starting kit, the MP5 has a decent Rate of Fire and solid Handling. It doesn't have much in the way of range and damage, but it will serve you well as a secondary weapon, for those times when you've unloaded your primary weapon's clip and are in a tight spot.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Unlocked with Weapon	-	↓↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

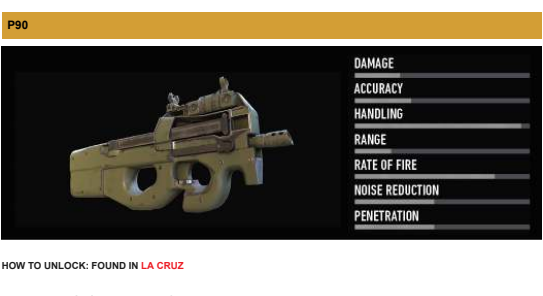
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Barvechos	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

P90



HOW TO UNLOCK: FOUND IN LA CRUZ

This is a top-tier SMG that will suit all of your needs, whether you want to stealth your way through a base or attack it directly. It's Handling, Penetration, and magazine size are all excellent, and when you slap a suppressor on the muzzle it's nearly dead silent. The Accuracy is a bit low, but it's still manageable. A marvelous all-around SMG with excellent flexibility.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (50)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Laser 3Dot	Found in Tabacal	-	↓↓↓	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

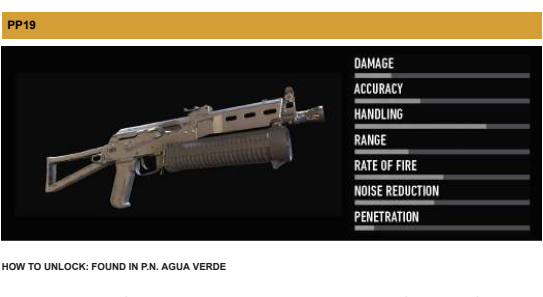
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Barvechos	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

PP19



HOW TO UNLOCK: FOUND IN P.N. AGUA VERDE

A quantity over quality sort of weapon that has middling stats, but a massive magazine. You'll fire 64 bullets before you need a reload, which goes a long way in high-pressure situations. Stats-wise, the PP19 is either equal to, or eclipsed by the MP5 in almost every way. But for those of us that love a guns-blazing approach to base clearing, this gun doesn't disappoint. You'll find better SMGs down the road, but this is a good weapon for the earlier parts of your operation.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-
Folded Buttstock	Unlocked with Weapon	-	↓	↑↑	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (64)	Unlocked with Weapon	-	-	-	-	-	-	-

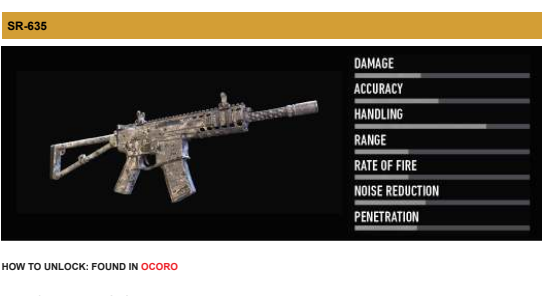
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Barvechos	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

SR-635



HOW TO UNLOCK: FOUND IN OCORO

A powerful, but unstable SMG. You'll want to put parts on it to help raise that Accuracy as much as possible. Muzzle climb isn't an issue with the high Handling this gun touts, but sway is a pretty big problem. If you can nail that down, you'll have a great SMG on your hands.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Unlocked with Weapon	-	↓↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in PK-AS	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Villa Verde	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

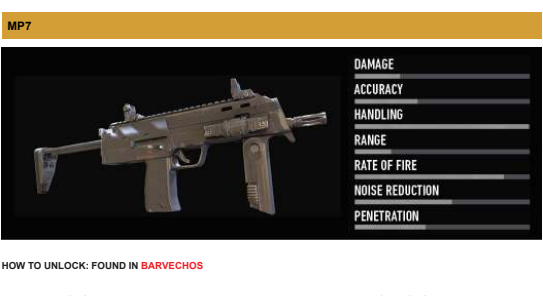
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Barvechos	↓	↓	↑↑	↓	-		↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Barvechos	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

MP7



HOW TO UNLOCK: FOUND IN BARVECHOS

This pint-sized SMG has excellent Handling, but terrible Accuracy. The Damage is solid for an SMG, but the low Accuracy gives this gun a pretty mean sway. You'll want to utilize parts to help eliminate that sway as much as possible. The Rate of Fire is rather high, so you won't get a chance to stabilize the gun before you have to reload. Once you've got the sway under control this is a reliable SMG.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Unlocked with Weapon	-	↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Mojocoyo	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Foregrip	Unlocked with Weapon	-	-	-	-	-	-	-
Rail Cover	Unlocked with Weapon	-	↑	↓↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

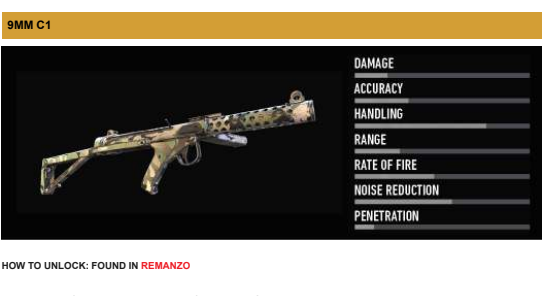
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Barvechos	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

9MM C1



HOW TO UNLOCK: FOUND IN REMANZO

A good weapon for laying down suppressive fire, the 9mm C1 has a robust 35-round magazine and good handling. You'll run into problems with Accuracy, so make a point to put parts on the gun to boost it as much as possible without completely running its Handling into the ground. Another thing to keep in mind: this gun is pretty light on the Damage and Penetration stats, so don't expect to take on a battalion with it. But as a close-range weapon or as a means to suppress enemies while your friends get their flanks, this is reliable gun that will suit your needs.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

Scope

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

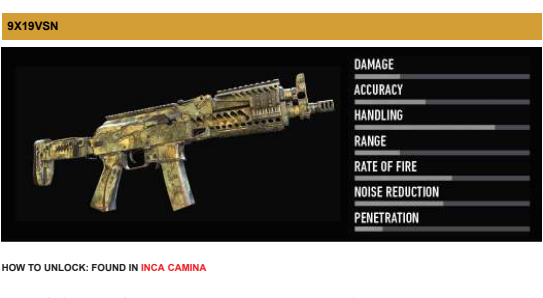
MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (34)	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

9X19VSN



HOW TO UNLOCK: FOUND IN INCA CAMINA

Like most SMGs, the 9x19VSN has issues with gun sway and Range. The Rate of Fire is high enough that you won't have time to stabilize the gun before you need to reload, so putting parts on to boost Accuracy is advisable. The Damage is solid, but Penetration is a bit lacking, so keep that in mind before trying to shoot an enemy behind cover. If you can stabilize the gun's Accuracy, you'll have a quality weapon on your hands for frontal assault or stealth purposes.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Found in Montoyoc	-	↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

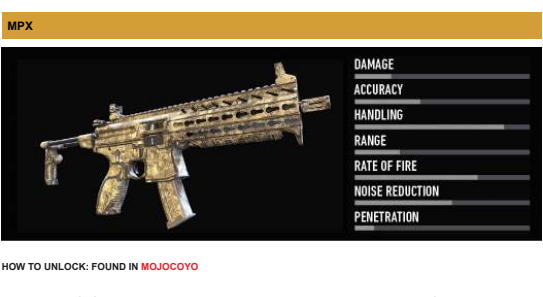
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

MPX



HOW TO UNLOCK: FOUND IN MOJOCOYO

A pretty middling SMG with stats barely better than the starting MP5. You'll get an increase in Rate of Fire and Handling compared to the MP5, but little else. Generally we try to find the good in each weapon, but really you're just as well off using the MP5 as the MPX. If you have it on hand and want to try something new, then by all means. But if you're looking for something to give you a tactical edge, we suggest looking elsewhere.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Unlocked with Weapon	-	↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Media	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

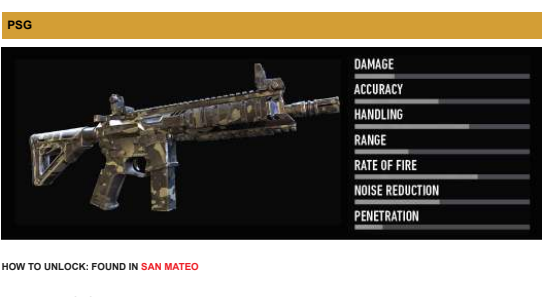
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

PSG



HOW TO UNLOCK: FOUND IN SAN MATEO

A very standard SMG that boasts higher-than-average Accuracy and Range. Even with the Accuracy boost, this gun will pull left and right like all SMGs tend to, but at a much more manageable rate. As an improvement over the standard MP5, this gun is a nice addition to your arsenal. If you don't pick it up early in the operation you'll miss out on using it when it will benefit you, so make a point to get it as early as possible.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

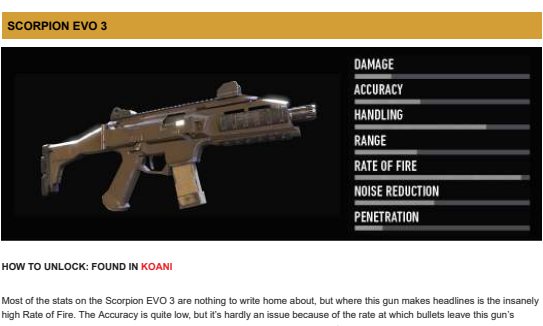
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

SCORPION EVO 3



HOW TO UNLOCK: FOUND IN KOANI

Most of the stats on the Scorpion EVO 3 are nothing to write home about, but where this gun makes headlines is the insanely high Rate of Fire. The Accuracy is quite low, but it's hardly an issue because of the rate at which bullets leave this gun's muzzle. Point at an enemy and pull that trigger and it won't matter what kind of Damage stat this gun has; enough bullets will fly out at in rapid succession that enemy troops will be dead and gone before they knew they were a target. A good gun for aggressive play.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Unlocked with Weapon	-	↓	↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	-	-	-	-	-	-	

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unlocked with Weapon	-	↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

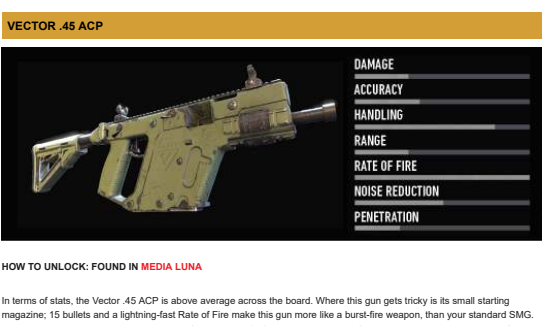
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Pucara	↑	↑	↓↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

VECTOR .45 ACP



HOW TO UNLOCK: FOUND IN MEDIA LUNA

In terms of stats, the Vector .45 ACP is above average across the board. Where this gun gets tricky is its small starting magazine; 15 bullets and a lightning-fast Rate of Fire make this gun more like a burst-fire weapon, than your standard SMG. You'll want to make a point to grab the .45ACP Magazine (25) as soon as you can if you're going to use this weapon. Once you've got the new magazine in hand, you'll find a quality SMG with the Rate of Fire of the Scorpion EVO 3.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Folded Buttstock	Unlocked with Weapon	-	↓↓	↑↑↑	-	-	-	-
Extended Buttstock Unlocked with Weapon	-	↓	↑	-	-	-	-	
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
CompM4	Found in Ocoro	-	↑↑	↓↓	↑	-	-	-
PK-AS	Found in Tabacal	-	↑↑↑	↓↓	↑↑↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↑	↓	↑	-	-	-
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	-	-	-	-	-	-
Full-Auto / Semi	Unlocked with Weapon	-	↑	-	-	-	-	-
Semi-Auto / Burst-3	Unlocked with Weapon	-	↑↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (25)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (15)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Vertical Foregrip	Found in Itacua	-	↓	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Ocoro	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Tabacal	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

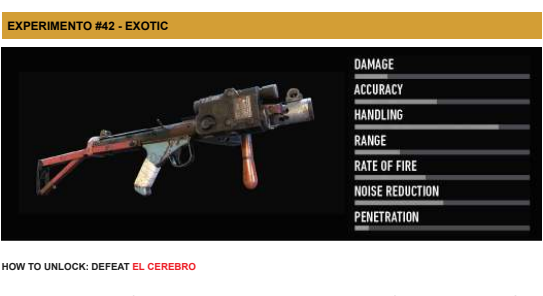
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Barvechos	↓	↓	↑↑	↓	-		↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Barvechos	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

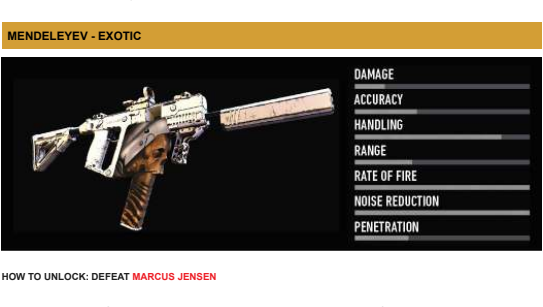
EXPERIMENTO #42 - EXOTIC



HOW TO UNLOCK: DEFEAT EL CEREBRO

This Frankenstein's Monster of a gun doesn't carry impressive stats, but it does have a beefy magazine. Like the 9mm C1, the Experimento #42 is particularly excellent at laying down suppressive fire, at least where SMGs are concerned. The Damage this gun packs is solid, but the Accuracy is a bit low. You can expect to take out enemies well enough, but you'll need to take into account sway.

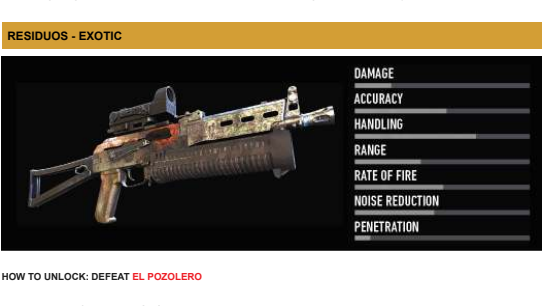
MENDELEYEV - EXOTIC



HOW TO UNLOCK: DEFEAT MARCUS JENSEN

A gun that's tailor made for stealth. With high Noise Reduction and Handling, this gun is fairly easy to shoot and remain undetected. We say "fairly" because the Accuracy is about the same as most other SMGs, meaning you can expect a lot of swaying. This isn't really much of a problem for the Mendeleyev, because it's high Rate of Fire keeps you from firing long enough to feel the impact of that low Accuracy. That being said, you'll want to make sure you get up close and personal before firing this gun. In other words, take cover, wait for an unsuspecting soldier to wander by, then dust 'em.

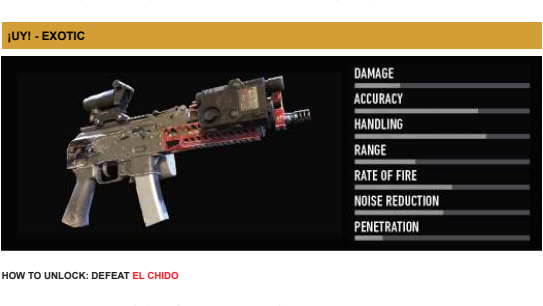
RESIDUOS - EXOTIC



HOW TO UNLOCK: DEFEAT EL POZOLERO

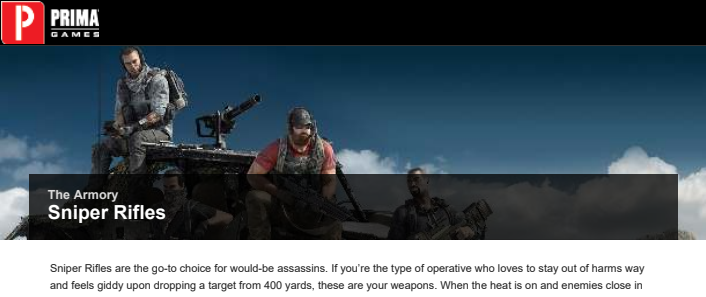
The granddaddy of suppressive SMGs. This weapon wields a whopping 64-bullet magazine, decent Handling and Accuracy, and just the right Rate of Fire to keep you firing steady and nonstop. Unlike other suppressive SMGs, you can use the Residuos to suppress or to take on the enemy directly and still yield results. No more waiting for friends to flank, no sir! This gun will give you the independence to take on enemies yourself, or to keep fire on an enemy long enough for your friends to swoop in and deftly disable him. If you love the smell of hot lead in the morning, this is your new best friend.

¡UY! - EXOTIC



HOW TO UNLOCK: DEFEAT EL CHIDO

A quality damage-dealing gun for "shoot first, think later" types of operatives. The Damage is decent, the Accuracy and Handling are high, and the Rate of Fire is just right. Carrying this gun into battle will never leave you wanting, and while there are SMGs with better specific stats than this one, the ¡UY! has quality stats across the board and is as reliable as they come. Consider using single shots before holding down the trigger, however. Most other SMGs will go nuts regardless of whether or not you fire a single shot or hold down the trigger, but the ¡UY! is much more stable.



The Armory

Sniper Rifles

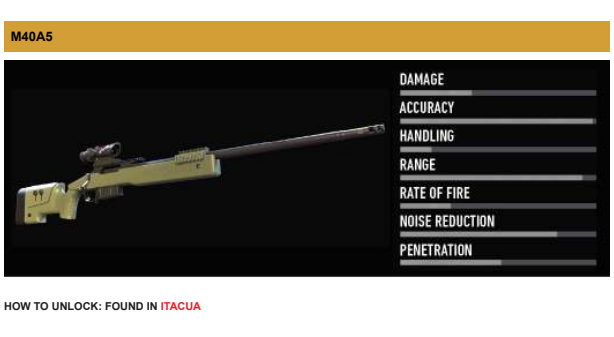
Sniper Rifles are the go-to choice for would-be assassins. If you're the type of operative who loves to stay out of harms way and feels giddy upon dropping a target from 400 yards, these are your weapons. When the heat is on and enemies close in you're going to want to have a back-up weapon, but if you are able to keep your distance and stay hidden, sniper rifles will serve you well.

There are two types of sniper rifles: semi-automatic and bolt-action. Semi-automatic rifles fire almost as fast as you can pull the trigger, while bolt-action rifles require a reload after every shot. It seems like an easy choice, but really, bolt-action rifles tend to have higher Damage stats, while semi-auto rifles are generally more versatile. If you want enough power to not only down enemies in one shot, but also deal significant damage to vehicles, then a bolt-action is your weapon of choice. If you want to be able to take down a group of enemies quickly and at a distance, then semi-auto should be your focus.

Regardless of the type of sniper rifle you pick, you'll need to know what to expect from sniper rifles as a whole. The Range stat is a huge factor here. Range doesn't affect other weapons nearly as much as it does with sniper rifles, because this stat determines just how far your bullet can travel before it drops. The higher the stat, the farther the bullet can go before arching downwards.

Another consideration is scope sway. If you're planning on using sniper rifles a lot, then you're going to want to invest in the Stable Aim skill. This will help get your sights on a target without them swaying back and forth. You can still get by without the skill, but having Stable Aim will make it easier and faster to line up shots, so you can down an enemy and move onto the next one without delay.

M40A5



HOW TO UNLOCK: FOUND IN ITACUA

Your bread and butter sniper rifle. The M40A5 is sturdy, deals solid Damage and can be silenced for taking out enemies at a distance undetected. It's not the flashiest of sniper rifles, but it's certainly among the most reliable.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	-	↓↓	↑	↑	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

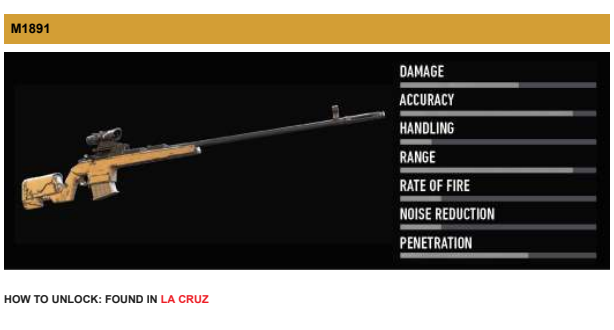
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator V2	Found in Remanzo	-	↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓↓

M1891



HOW TO UNLOCK: FOUND IN LA CRUZ

The M1891 is almost the edgy younger brother of the M40A5. It can deal more Damage and has higher bullet Penetration, but it's lack of life experience leaves it with lower stats across the board. Still, the drop in stat power is negligible, meaning this sniper rifle is just as viable and reliable as the M40A5 if you'd prefer a little bit more kick in your gun.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	-	↓↓↑	↑	-	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Flor de Oro	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

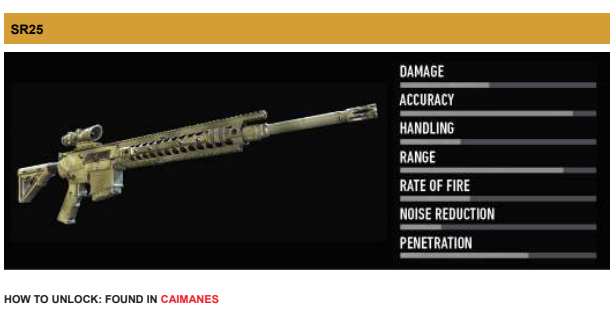
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator V2	Found in Remanzo	-	↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-

SR25



HOW TO UNLOCK: FOUND IN CAIMANES

Compared to the M40A5, this sniper rifle has lower Damage, Accuracy, Range, and Noise Reduction. It makes up for it with better bullet Penetration, Handling, and a mean Rate of Fire—a bolt action this is not. While you'll still be firing slower than all other weapon types, the SR25 has a firing speed that puts it above other sniper rifles. Fire once, twice, three times and keep 'em coming with little delay.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensated Buttstock	Found in Caimanes	-	↑	↓	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↑	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	-	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Mojocoyo	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Flor de Oro	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Espiritu Santo	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

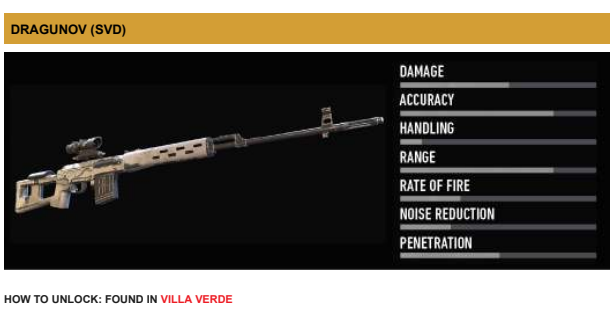
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator V2	Found in Remanzo	-	↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓↓

DRAGUNOV (SVD)



HOW TO UNLOCK: FOUND IN VILLA VERDE

Like the SR25, the Dragunov is a semi-automatic sniper rifle. The SR25 is a much more balanced weapon than the Dragunov, but the Dragunov gets a pretty mean boost in Damage. In the same way the M1891 mirrors the M40A5, the Dragunov packs a punch, but at the cost of stats across the board. If you want a rifle like the SR25, but want something a bit meaner, then this sniper rifle is for you.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensated Buttstock	Found in Ocoro	-	↑	↓	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Flor de Oro	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Mojocoyo	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Flor de Oro	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Espiritu Santo	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

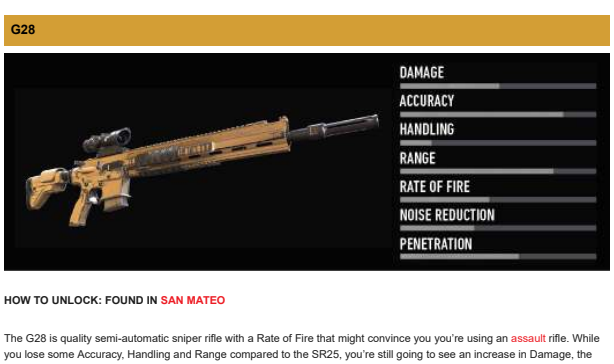
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Malca	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Remanzo	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓

G28



HOW TO UNLOCK: FOUND IN SAN MATEO

The G28 is quality semi-automatic sniper rifle with a Rate of Fire that might convince you you're using an assault rifle. While you lose some Accuracy, Handling and Range compared to the SR25, you're still going to see an increase in Damage, the aforementioned Rate of Fire boost, and a huge jump in Noise Reduction, making it a solid choice for a stealth sniper. If things get hairy, you don't have to quickly switch to a secondary weapon. The fire rate will let crack shots take down encroaching enemies with ease. A very good choice for those who love fighting at a distance, but can't stand the downtime between shots.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↑	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Unlocked with Weapon	-	↑↑	↓	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Mojocoyo	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Flor de Oro	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Espiritu Santo	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

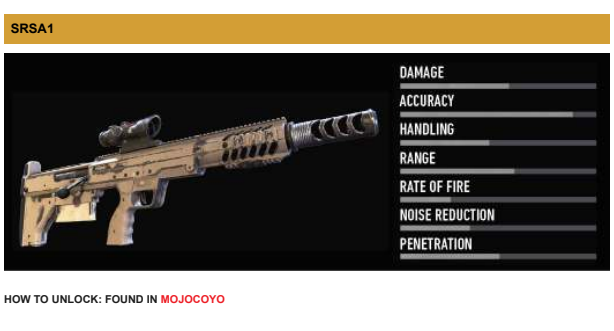
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Malca	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Remanzo	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓

SRSA1



HOW TO UNLOCK: FOUND IN MOJOCOYO

This reliable bolt-action rifle matches or surpasses just about every stat the M40A5 has except for a huge drop in Handling and a tiny loss in Noise Reduction. You'll find boosts in Accuracy and Penetration and a jaw-dropping jump in Range. Losing Handling isn't a big deal seeing as you'll be firing only a single shot at a time. Really, if you love the M40A5, but really need something a bit better, this weapon won't disappoint.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (10)	Found in Remanzo	-	-	↓	-	-	-	-
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑↑	↑	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↑	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	-	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

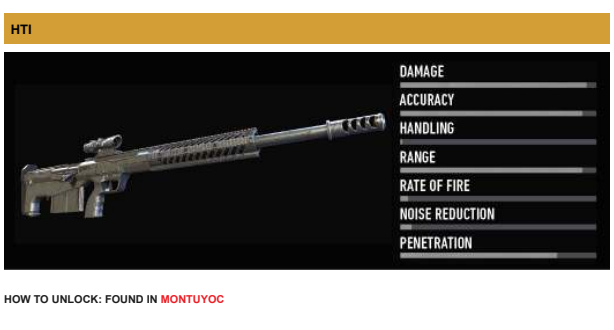
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓

HTI



HOW TO UNLOCK: FOUND IN MONTUYOC

Legend has it that the HTI was actually a ship's cannon that was re-purposed into a sniper rifle. That, of course, is completely untrue, but when you use this weapon you'll be forgiven for coming to the same conclusion. With nearly maxed out Damage and Penetration, and actually maxed out Accuracy and Range, this is a tactician's best friend. For those of us who make every single bullet count, the HTI is a friend, a lover, a dream come true. This weapon can even take out SAM launchers! Take note: there is significant downtime between shots, so if you want to get the most out of this gun don't miss. Not even once.

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

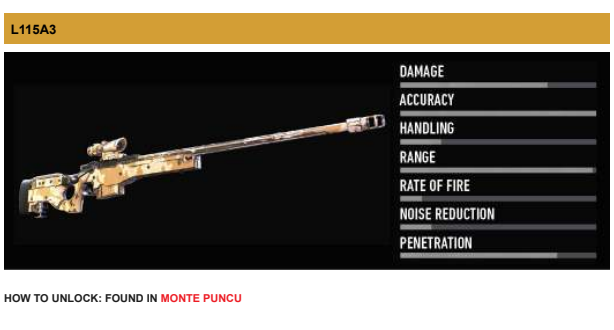
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	-	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	-	-	-	↑↑↑	↓↓

L115A3



HOW TO UNLOCK: FOUND IN MONTE PUNCU

If the HTI's slow Rate of Fire is a bit too daunting for you, have no fear, the L115A3 has you covered. While it does take a decent hit to its Damage stat, the increase in the Rate of Fire, while small, is very noticeable when compared to the HTI. You'll still be getting a weapon with high Damage and Penetration, and maxed out Accuracy and Range, but you're also getting a slight boost in Handling, Rate of Fire, and Noise Reduction. Really, this is a more well-rounded rifle compared to the HTI, so if you're willing to lose the Damage output, you'll still find a weapon that can punch holes in enemy soldiers like a cannon through a ship's hull.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (10)	Found in Remanzo	-	-	↓	-	-	-	-
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

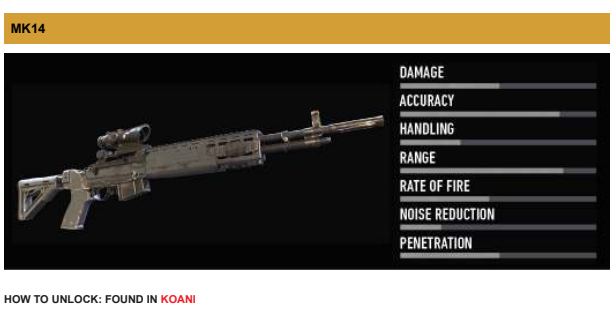
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓↓

MK14



HOW TO UNLOCK: FOUND IN KOANI

Another semi-automatic sniper rifle, but one that is much more stable than most others in its class. Despite what it's Handling suggests, the MK14 has very little muzzle climb. It's there, but barely noticeable, especially if you're timing your shots and not just pulling the trigger like it's a TV remote with bum batteries. Where this weapon struggles is its low Damage. It has one of the worst Damage stats out of all of the sniper rifles on the market. Still, if you want something that can take out enemies long distance, but can't stomach the slow reloading and firing of your standard bolt-action, you could do far worse than the MK14.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Found in Koani	-	-	-	-	-	-	-
Folded Buttstock	Found in Koani	-	↓↓	↑	-	-	-	-
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-
Stock Iron Sights	Unlocked with Weapon	-	↓↓↓	↑↑	↓	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Burst-3	Unlocked with Weapon	-	↓↓	-	-	-	-	-
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-
Semi-Auto / Burst-3	Unlocked with Weapon	-	↑	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Media Luna	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	-	↑↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Mojocoyo	-	↑↑	↓↓	-	-	-	-
Laser 3Dot	Found in Flor de Oro	-	↑↑↑	↓	-	-	-	-
Range Finder	Found in Espiritu Santo	-	↑	↓↓	↑↑	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

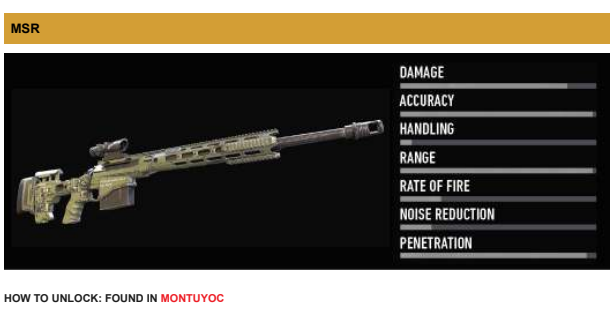
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Malca	-	↑↑	-	-	-	↓↓	-
Compensator V2	Found in Remanzo	-	↑↑↑	↑	-	-	↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓

MSR



HOW TO UNLOCK: FOUND IN MONTUYOC

An excellent alternative to the HTI. While you'll lose a chunk of the Damage the HTI puts out, you'll get better Handling, Rate of Fire, and Penetration. You'll also get a boost in Noise Reduction, but it's negligible and putting a suppressor on your muzzle will only do so much for you. Regardless, you'll get an excellent bolt-action sniper rifle out of the MSR. Just strap a Long Barrel to the end of the gun and you'll be putting out nearly as much power as the HTI.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	-
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (10)	Found in Remanzo	-	-	↓	-	-	-	-
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

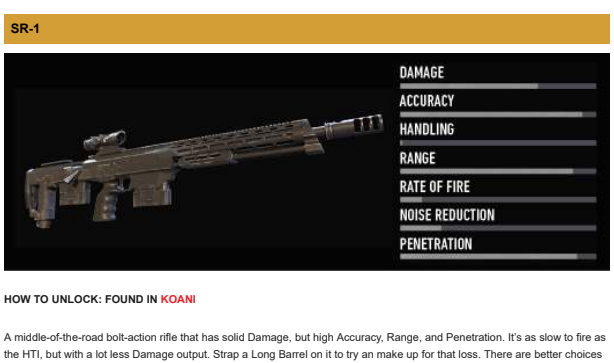
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Short Barrel	Found in Agua Verde	↓	↓	↑↑	↓	-	-	↓
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓↓

SR-1



HOW TO UNLOCK: FOUND IN KOANI

A middle-of-the-road bolt-action rifle that has solid Damage, but high Accuracy, Range, and Penetration. It's as slow to fire as the HTI, but with a lot less Damage output. Strap a Long Barrel on it to try an make up for that loss. There are better choices for bolt-action rifles out there, but if this is what you have in your arsenal, with some modifications it will serve you well.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
TARS101	Found in Pucara	-	↓↓	↑	↑	-	-	-
T5Xi Tactical	Found in Koani	-	↑↑	↓	↑↑↑↑	-	-	-
POSP	Found in Ocoro	-	↓↓	↑	↓	-	-	-
PKS-07	Found in San Mateo	-	↑	↓	↑↑	-	-	-
G28	Found in Inca Camina	↓↓	-	↑	-	-	-	
Digital Scope	Found in Monte Puncu	-	↓↓	↑	↓	-	-	-
TA31H	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Semi-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (10)	Found in Remanzo	-	-	↓	-	-	-	-
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

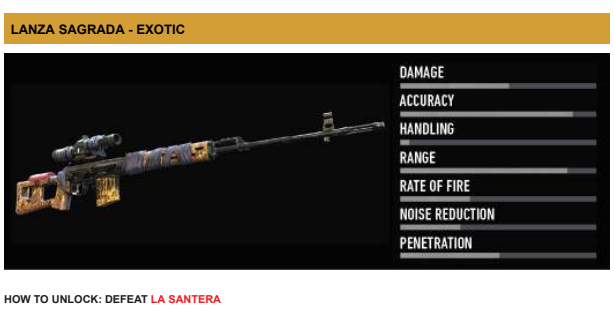
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in San Mateo	↑	↑	↓↓	↑	-	-	↑
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓↓↓	-	↓	-	-	↑↑↑	↓↓

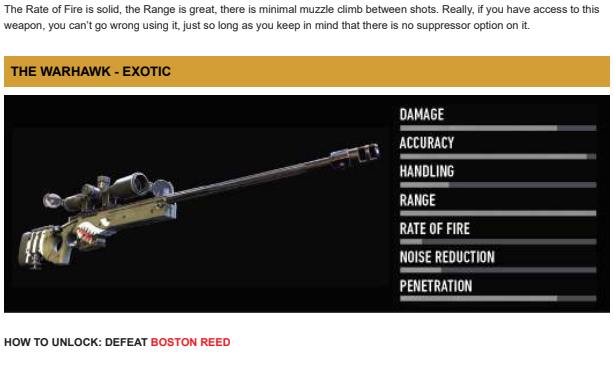
LANZA SAGRADA - EXOTIC



HOW TO UNLOCK: DEFEAT LA SANTERA

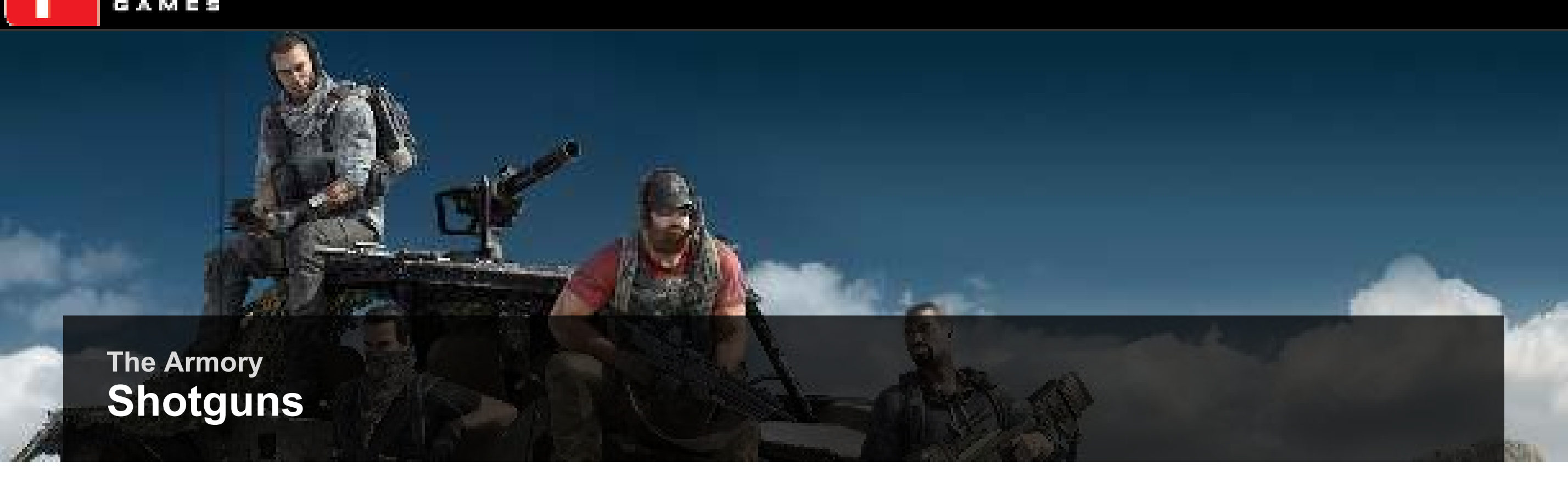
While you're not going to have a ton of power behind this gun, you are getting a weapon that is very reliable and accurate. The Rate of Fire is solid, the Range is great, there is minimal muzzle climb between shots. Really, if you have access to this weapon, you can't go wrong using it, just so long as you keep in mind that there is no suppressor option on it.

THE WARHAWK - EXOTIC



HOW TO UNLOCK: DEFEAT BOSTON REED

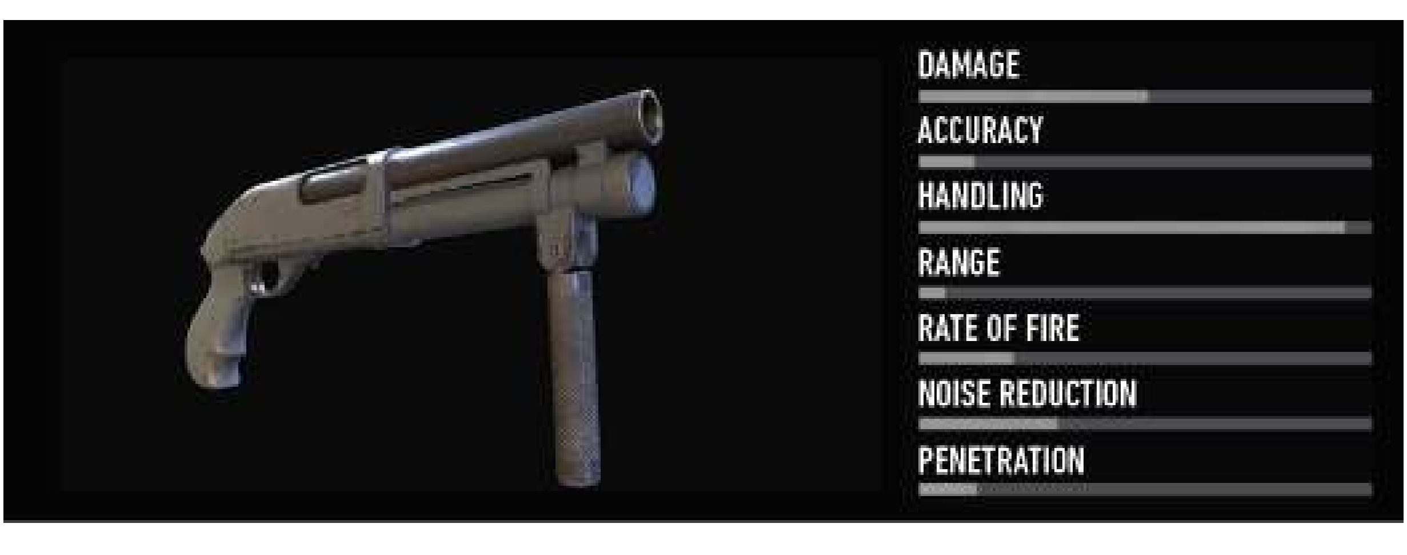
An alternative to the HTI with a custom paint job. The Warhawk is a bolt-action rifle that packs a punch. While you won't be putting out as much damage as the HTI, you'll get a slightly faster Rate of Fire and a scope that switches between 4.5x zoom and 5.5x zoom. If the HTI is just a bit too slow for you, The Warhawk has you covered.



The Armory
Shotguns

Shotguns are the kings of close-quarters combat. If you find yourself boxed in on all sides, a shotgun will be a port in a storm. Boasting high Damage and a bullet spread that makes aiming almost needless, shotguns are a point and shoot weapon for when enemies start invading your personal space. There are few who could withstand a shotgun blast to the chest at point-blank range, even with armor, which is what makes shotguns so good at what they do. You aren't going to get a big magazine or a high Rate of Fire. You're not going to be hitting anyone that's more than 15 feet away, but once an enemy is in a shotgun's kill zone, there will be no saving them.

SUPER SHORTY



HOW TO UNLOCK: FOUND IN ITACUA

Your standard bread 'n' butter shotgun, the Super Shorty is on the lower end of the spectrum in terms of power, but has almost a full handling bar. Like any shotgun, you'll need to be up close and personal to take anyone out, but once you're in close, pull the trigger and your target will be dust. You'll have to watch out; the Super Shorty only has two rounds to fire before you need to reload, so make sure to plan your shots accordingly.

STOCK

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

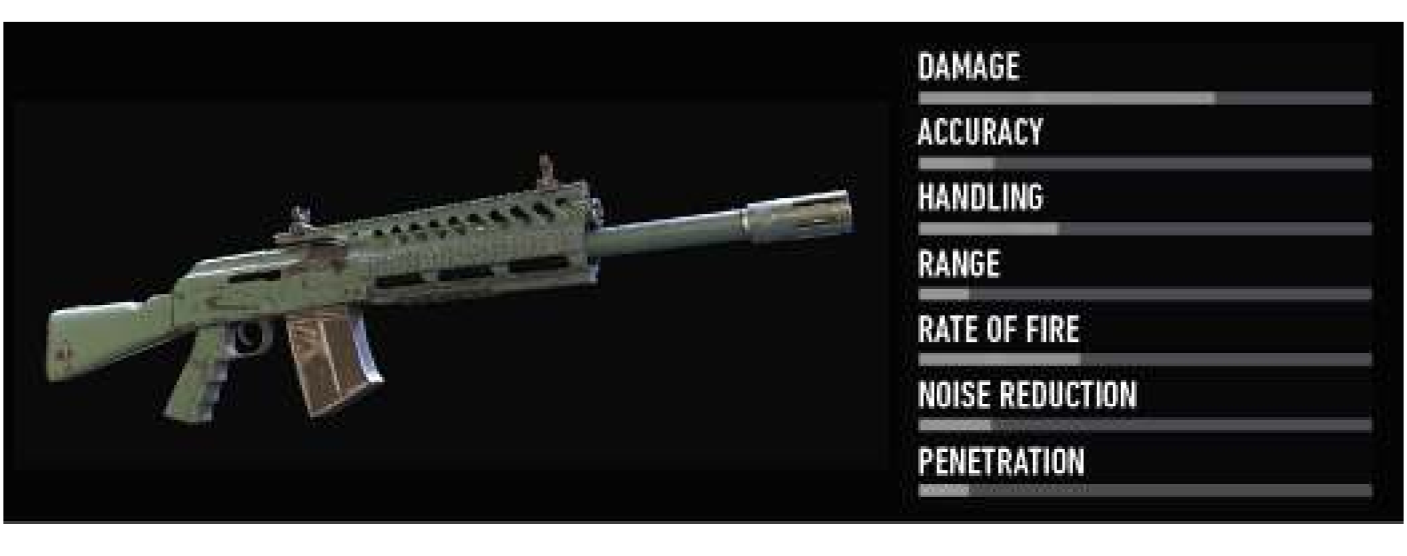
UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Foregrip	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Libertad Observation Post	↑	-	↓	↑	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

SASG-12



HOW TO UNLOCK: FOUND IN P.N. DE AGUA VERDE

The Damage on the SASG-12 could be better, but being able to hold the trigger to unload buckshot death on an enemy more than makes up for it. You're not getting a lot in the way of stats, but with a shotgun your job is to be close enough to inspect your target's pores, so the only real stat that matters is Damage. A five-round chamber and rapid-fire shooting makes this hole puncher a quality shotgun.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

SCOPES

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Panoramic Sight	Found in Itacua	-	↑↑	↓	↑	-	-	-
EXPS3	Found in Caimanes	-	↑↑	↓	↑	-	-	-
Micro T-1	Found in Malca	-	↑↑	↓	↑	-	-	-
Russian Red Dot	Found in Villa Verde	↑↑	↓	↑	-	-	-	
Polymer BUIS	Unlocked with Weapon	-	-	-	-	-	-	-
Polymer Iron Sights	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto / Semi	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (10)	Found in Koani	-	-	↓	-	-	-	-
Large (30)	Found in Libertad	-	-	↓	-	-	-	-
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

UNDERBARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
AFG	Found in Barvechos	-	↑	↓	-	-	-	-
Vertical Foregrip	Found in Itacua	-	↓	↑	-	-	-	-
Foregrip V2	Found in Pucara	-	↓	↑↑	-	-	-	-
Foregrip V3	Found in La Cruz	-	↓	↑↑	-	-	-	-
Foregrip V4	Found in Monte Puncu	-	↓	↑↑	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-
Shift Short Angled Grip	Unlocked with Weapon	-	↑↑	↓	-	-	-	-

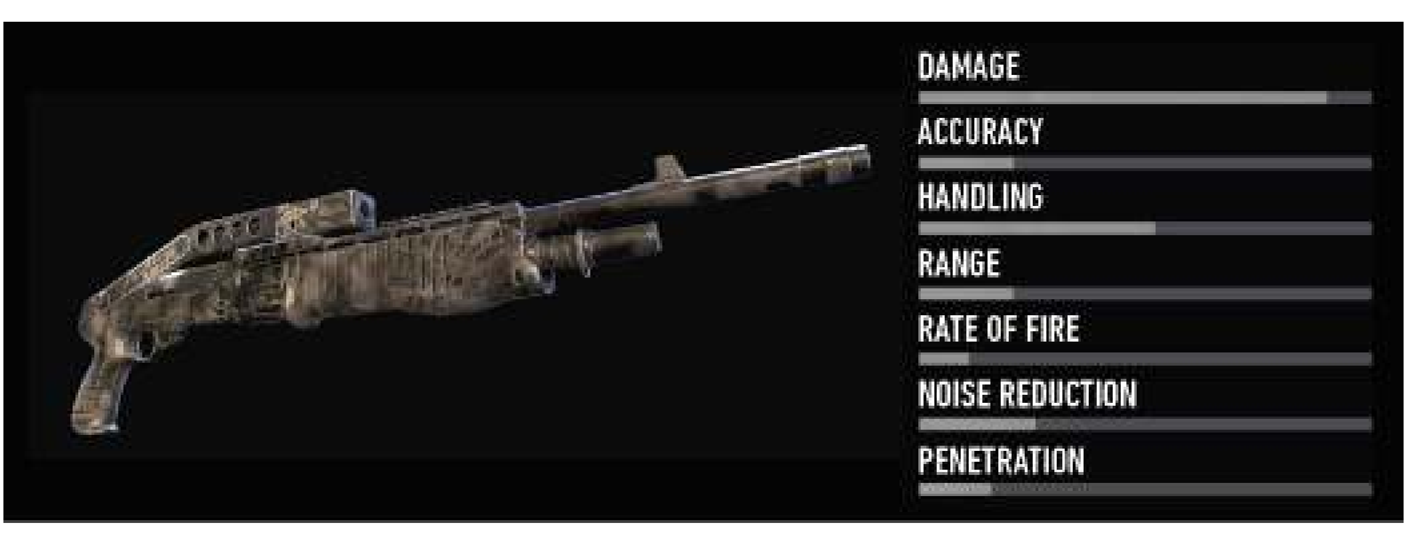
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Found in Villa Verde	↑	↑	↓↓	↑			
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Malca	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Found in Mojocoyo	↓↓↓	-	↓	-	-	↑↑↑	-

SPAS-12



HOW TO UNLOCK: FOUND IN LA CRUZ

Quite possibly the most well-known shotgun in the world, the SPAS-12 is the gun to get if you like to get nice and close for your kills. With nearly-maxed-out damage and a fast Rate of Fire, there are few things in this world that would be able to survive your attacks with this gun. You're not going to get much done if you fire this weapon at a distance, but you know that already; you're here to turn enemies into pin cushions and this gun does not disappoint.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Unlocked with Weapon	-	↑	↓	-	-	-	-
Folded Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (8)	Found in Remanzo	-	-	↓	-	-	-	-
Standard (5)	Unlocked with Weapon	-	-	-	-	-	-	-

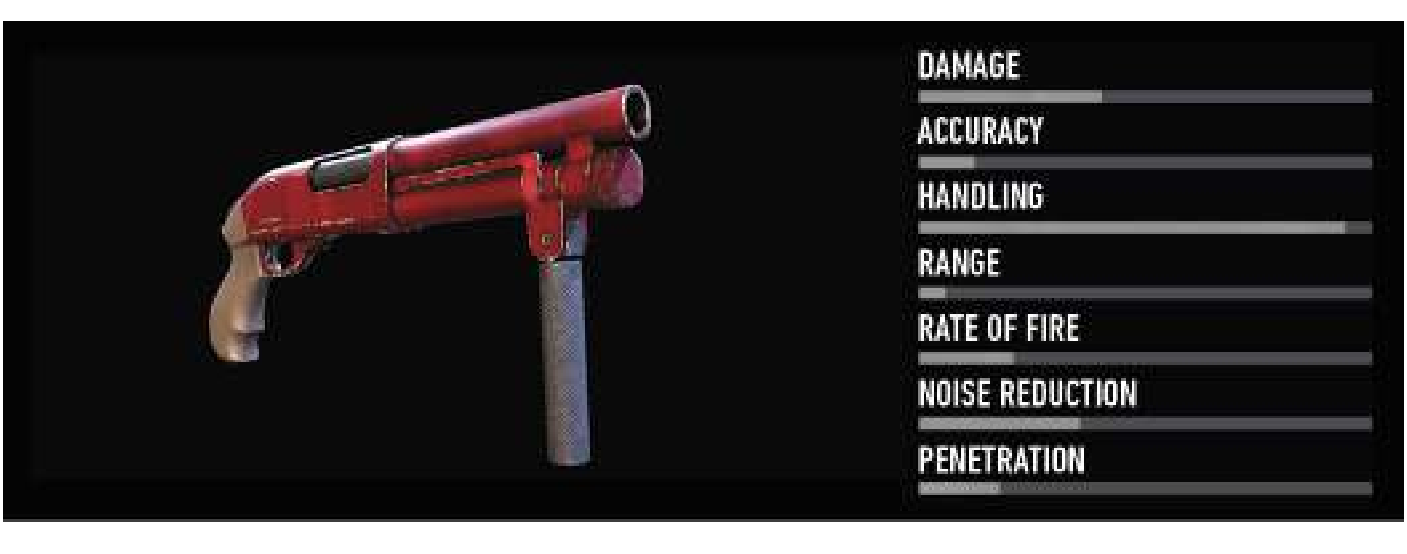
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Long Barrel	Unlocked with Weapon	↑	-	↓	↑	-	-	-
Short Barrel	Unlocked with Weapon	↓	-	↑	↓	-	-	-
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Compensator	Found in Malca	-	↑↑	-	-	-	↓↓	-
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Found in Mojocoyo	↓↓↓	-	↓	-	-	↑↑↑	-

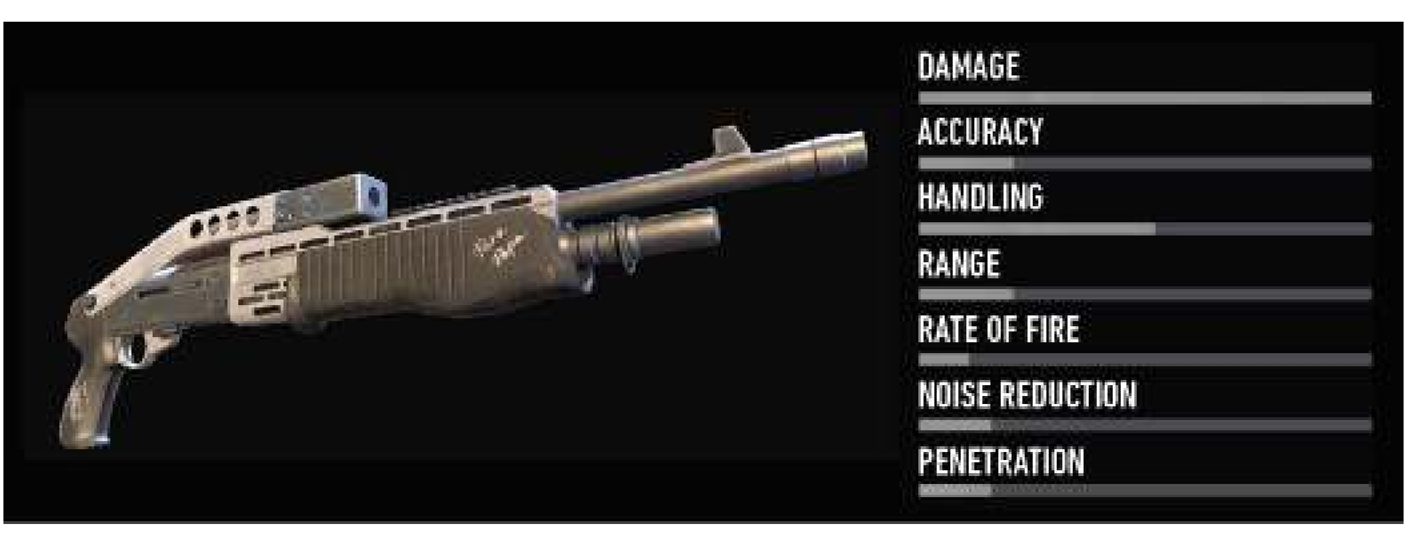
EL CUENTISTA - EXOTIC



HOW TO UNLOCK: DEFEAT EL WEY

El Cuentista is basically the Super Shorty with a custom paint job. El Cuentista does take a hit to Damage compared to the Shorty, but the stats are nearly identical otherwise. A very straight-forward shotgun that you might use more for swag than for function.

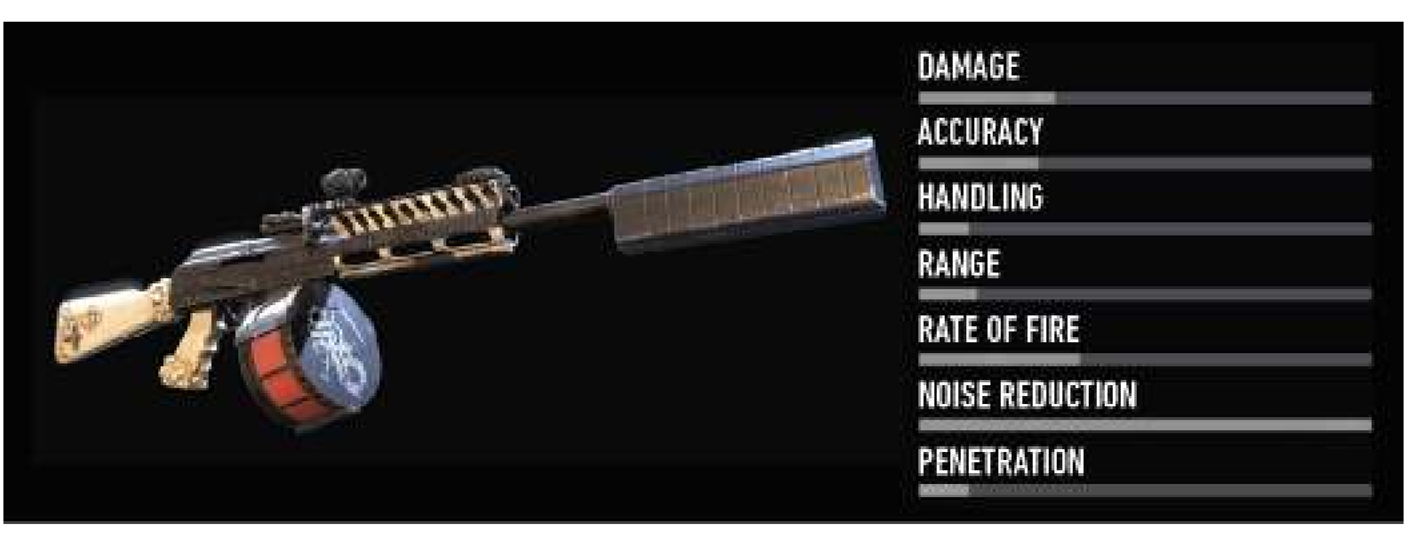
EL OBSEQUIO - EXOTIC



HOW TO UNLOCK: DEFEAT EL PULPO

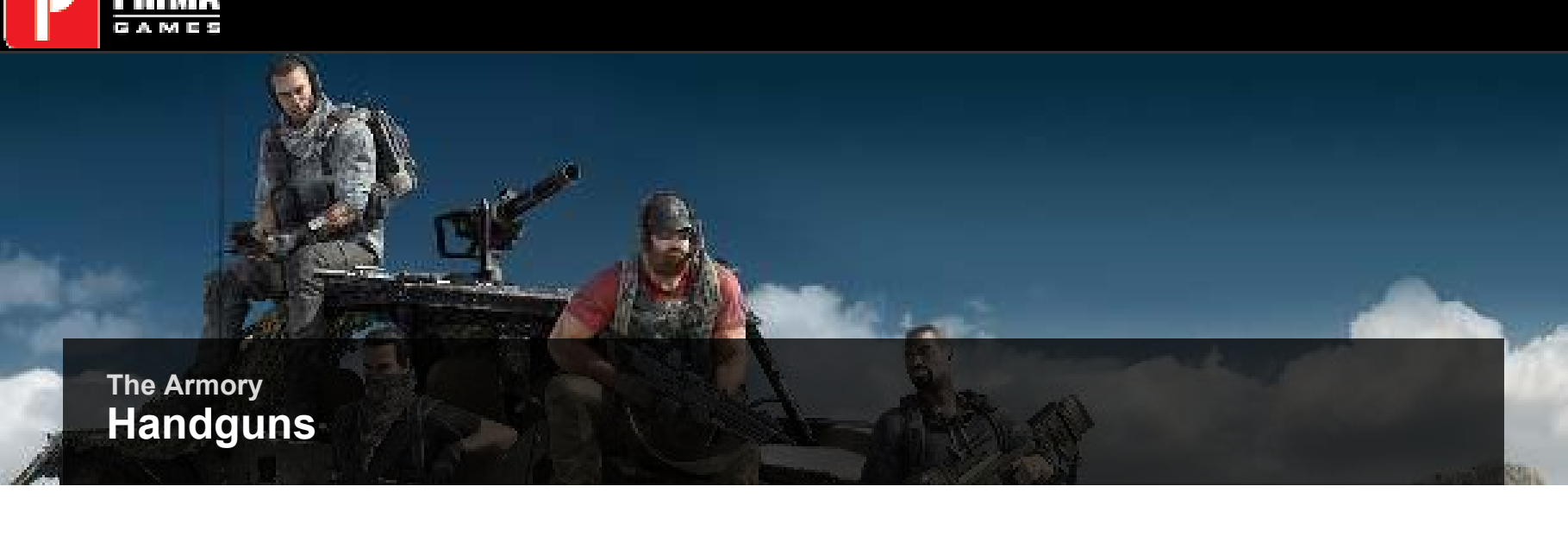
El Obsequio looks like a modified SPAS-12, but this weapon has higher Accuracy, Handling, Range, Penetration and is one of only four weapons to have max Damage. If you already like the SPAS-12, then there is no reason for you not to use this weapon if you can get your hands on it. A fast-firing, monster-slaying shotgun that can fell even the sturdiest of opponents; not bad, if we say so ourselves.

¡SILENCIO! - EXOTIC



HOW TO UNLOCK: DEFEAT EL SUEÑO

A modified SASG-12 with a focus on stealth over power. Even with a suppressor attached, the SASG-12 is going to put out more Damage than this weapon, but where ¡SILENCIO! makes its mark is in its maxed out Noise Reduction stat and its massive twenty-round magazine. You're not going to be picking off enemies at a distance with this weapon, but if you get up close to one they'll never live to tell the tale.



The Armory

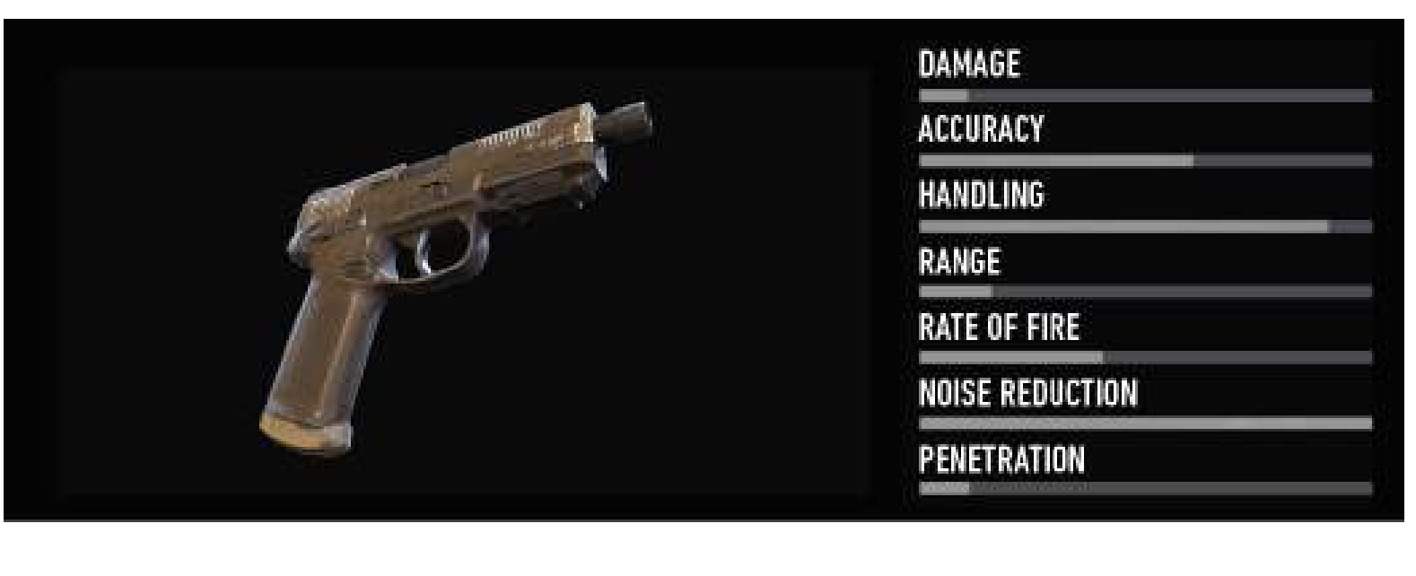
Handguns

Handguns are never going to be your go-to method of choice for infiltration (unless you're the kind of person who loves a challenge), but when a situation sours and you find yourself backed into a corner and running low on ammo in your primary weapons, a handgun is your best friend.

Handguns rarely have large magazines and almost never deal a whole lot of damage. But when it comes to stability and Accuracy, they shine bright. They are also often excellent choices for stealth approaches and allow you to carry a suppressed weapon while leaving the option for your two primary weapons to stay loud and powerful. While customization options can be quite limited with a handgun, you can bet that no matter which one you pick you'll always have a good idea on how it works before you've even pulled the trigger.

Sturdy, stable, reliable: handguns are a loyal friend in the most unstable of combat situations.

P45T



HOW TO UNLOCK: UNLOCKED FROM THE START OF THE GAME

The first pistol you lay your hands on is also one of the most reliable. While the P45T isn't a powerhouse by any means, it's stable and, with the proper pacing, accurate as needs be. With a 15-round magazine, you won't have to worry about reloading if you have to pull this little guy out.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Koani	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

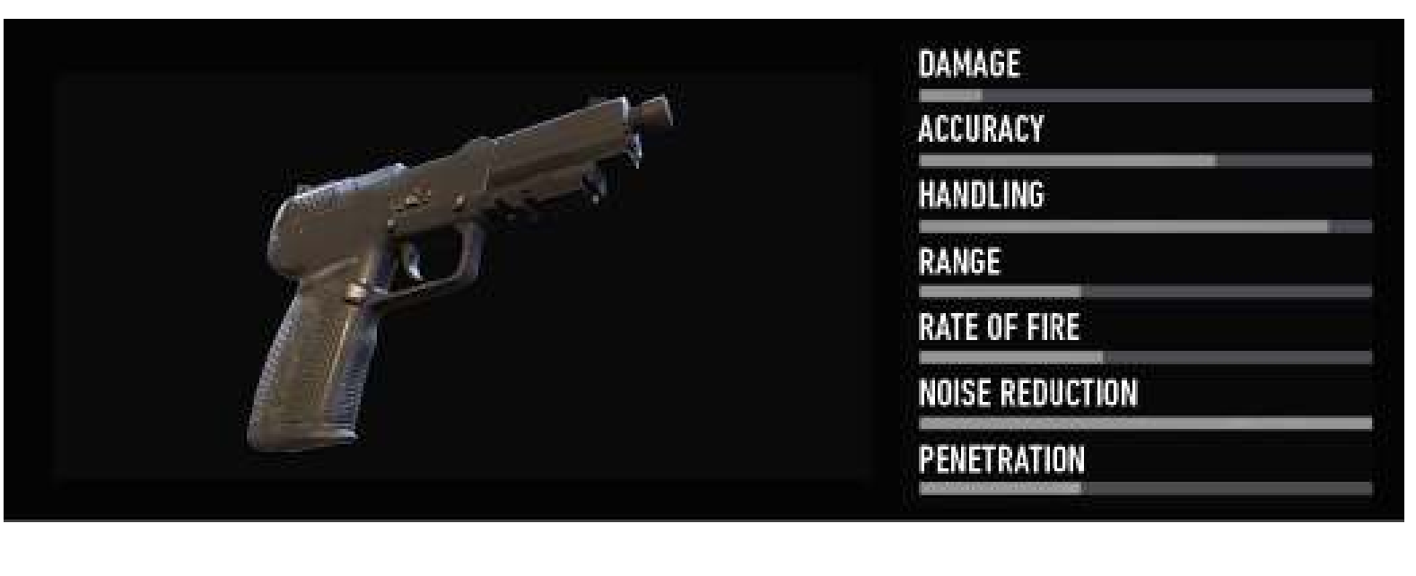
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

5.7 USG



HOW TO UNLOCK: FOUND IN OCORO

An improvement over the P45T in nearly every way, the 5.7 USG boasts improved Damage, Accuracy, Range, and Penetration. It comes with a 15-round magazine and makes for a good stealth weapon. Like the P45T, slow, careful trigger pulls will keep your shots accurate and stable. If you go trigger happy, you can expect a wide bullet spread that promises to hit all but your target. A very reliable handgun when used carefully.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (30)	Found in Ocoro	-	-	↓	-	-	-	-
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

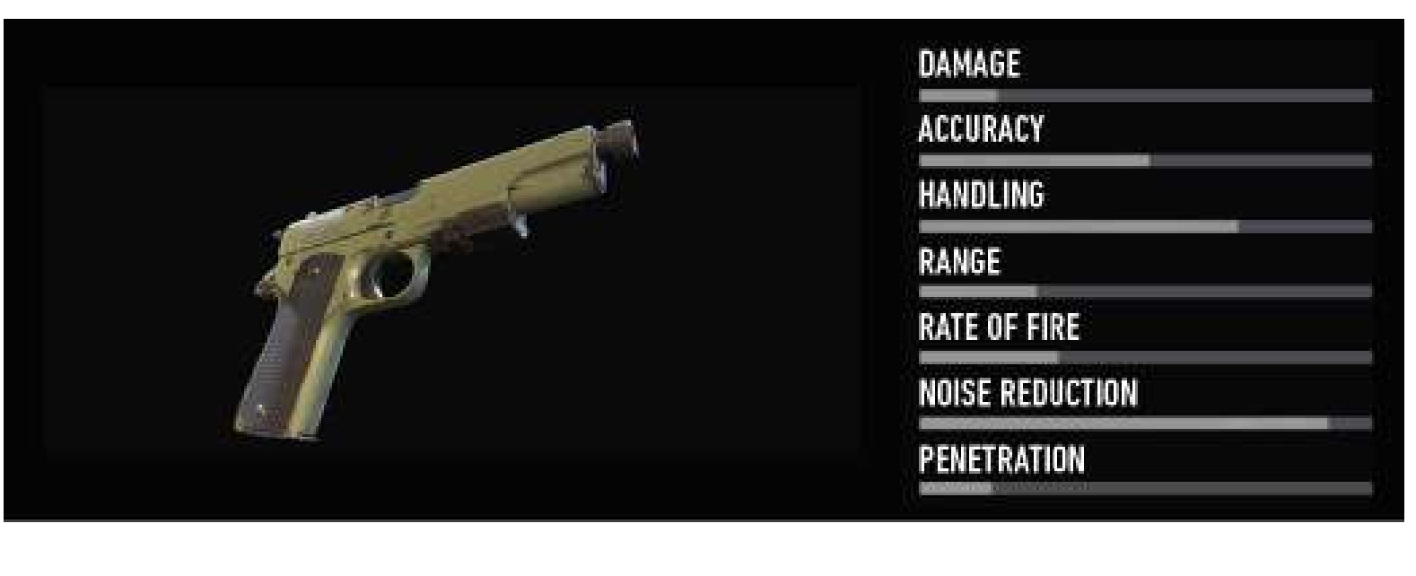
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

M1911



HOW TO UNLOCK: FOUND IN LA CRUZ

The M1911 doesn't offer much that the P45T doesn't, but it does promise a good bit more Damage, Range, and a sprinkling of extra Penetration. It's lacking in bullet capacity from a clip that only carries a total of eight bullets, but the additional Damage makes up for it. Ultimately it comes down to preference. Do you like dealing more Damage per shot? Then the M1911 is your guy. If you want something more reliable at the cost of Damage and Range, use the P45T.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (15)	Found in Koani	-	-	↓	-	-	-	-
Standard (8)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

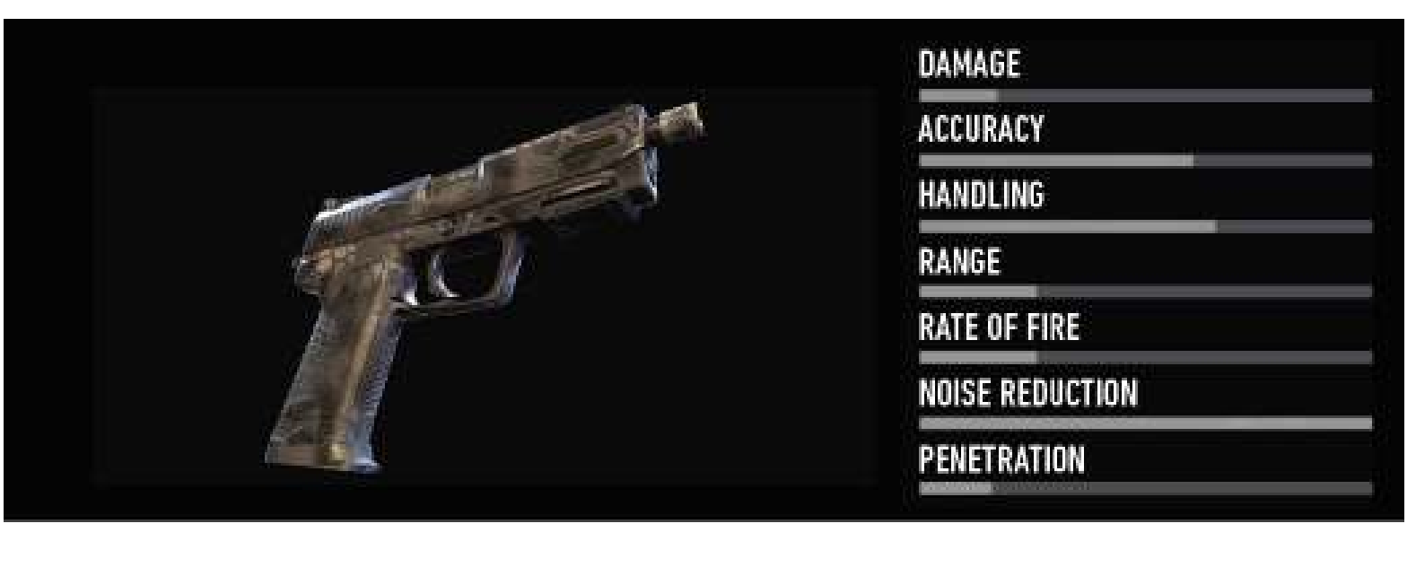
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

P12



HOW TO UNLOCK: FOUND IN TABACAL

The P12 functions as a sort of inverted vision of the M1911. Both weapons have the same amount of Damage, but where the M1911 has advantage in Handling and Rate of Fire, the P12 boasts decent boosts in Accuracy and Noise Reduction. Slapping a suppressor on this weapon will max out its Noise Reduction stat easily, making it an excellent choice for stealth. With a 12-round magazine and good stealth possibilities, the P12 is a handy weapon to have around if you're fixing to sneak your way through enemy territory.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (20)	Found in Koani	-	-	↓	-	-	-	-
Standard (12)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

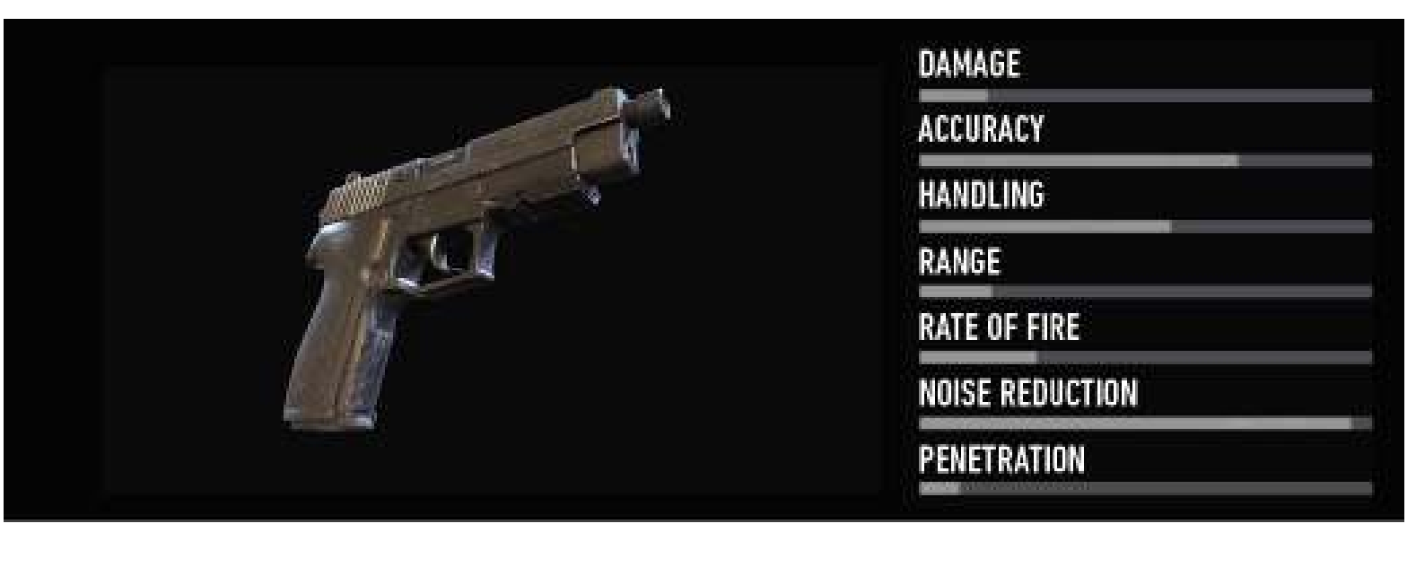
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

P227



HOW TO UNLOCK: FOUND IN MALCA

Compared to the P45T, the P227 loses when comparing Handling and Rate of Fire, but shows good jumps to in Damage and Accuracy. Even while carefully and meticulously shooting, the P227 has a habit of fanning out its shots, making it a bit tricky to use in tense situations. But if the idea of increased Damage sounds appealing, then give this handgun a try.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (15)	Found in Koani	-	-	↓	-	-	-	-
Standard (10)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

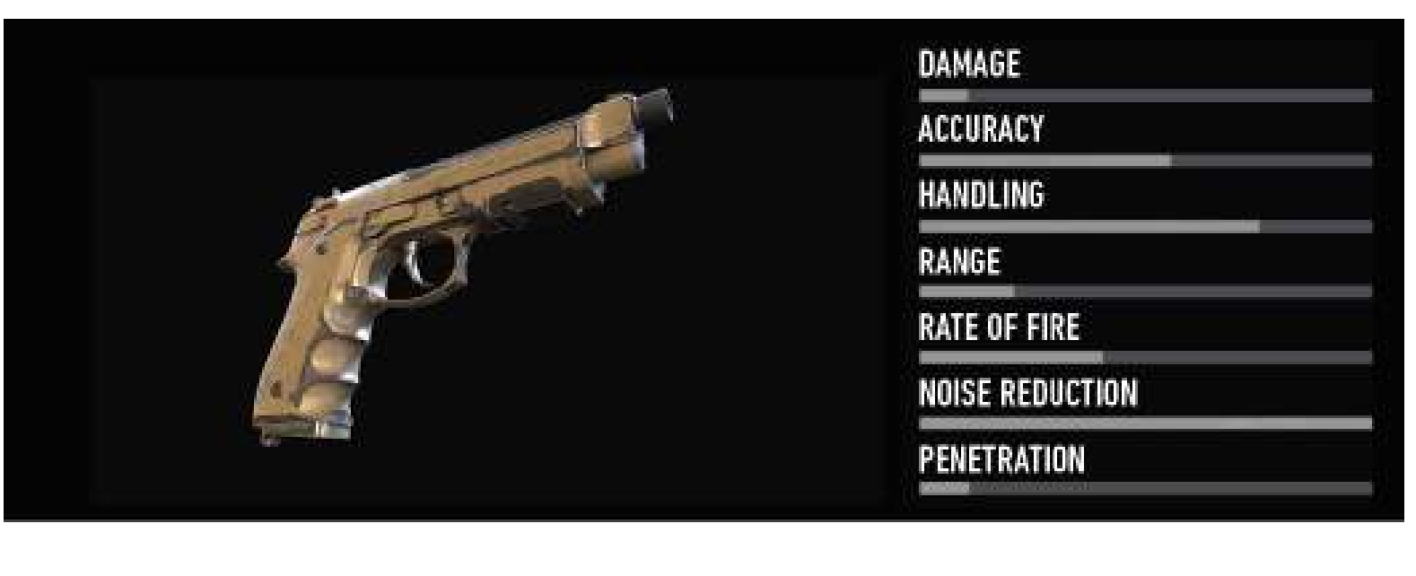
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

M9



HOW TO UNLOCK: FOUND IN VILLA VERDE

The M9 is almost a variation on the P45T in terms of stats and magazine size. The key differences are found in drops to Accuracy and Handling, but increases to Range and Noise Reduction. The Noise Reduction isn't going to do much for you, since once you put on a suppressor its maxed out just like the P45T. That leaves you with just the boost in Range, which, with a handgun, isn't often all that useful, especially if your bullets tend to flare out like they do with this weapon. If given the choice between the P45T and the M9, choose the P45T. But if you're wanting something different, but familiar, then you could do much worse than the M9.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended (25)	Found in Villa Verde	-	-	↓	-	-	-	-
Standard (15)	Unlocked with Weapon	-	-	-	-	-	-	-

RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

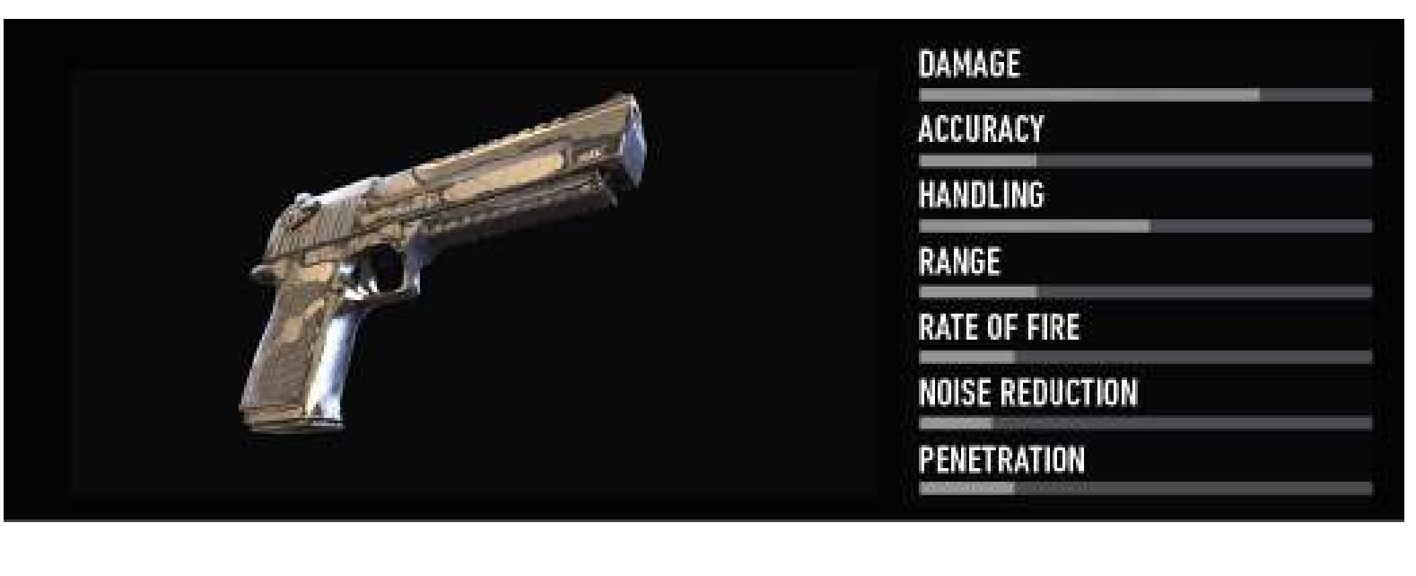
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

MUZZLE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Stock Muzzle	Unlocked with Weapon	-	-	-	-	-	-	-
Suppressor	Unlocked with Weapon	↓	-	↓	-	-	↑↑↑	-

D-50



HOW TO UNLOCK: FOUND IN LIBERTAD

A monster of a handgun that comes out of the box with close to max Damage. You're going to take a giant hit to most other stats when selecting this gun over the others, but if you tend to go in guns blazing at enemy bases, this beastly gut buster is an excellent pick.

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (7)	Unlocked with Weapon	-	-	-	-	-	-	-

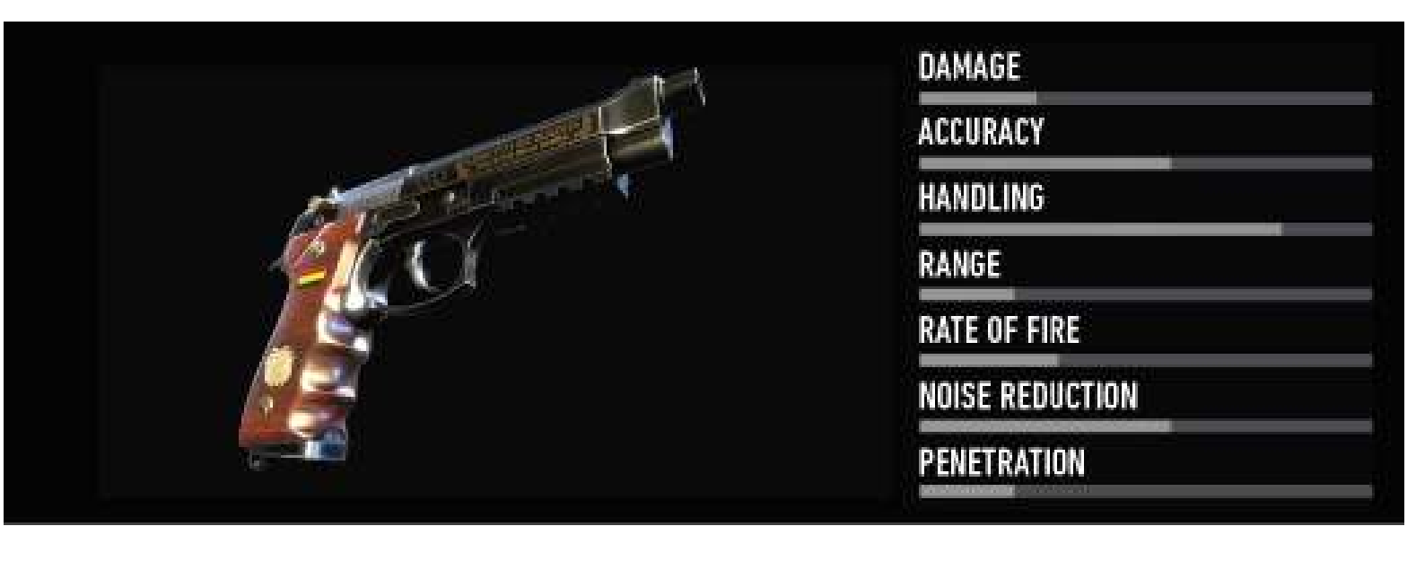
RAIL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
ATPIAL Laser Sight	Found in Barvechos	-	↑	-	-	-	-	-
Laser 3Dot	Found in Montuyoc	-	↑↑↑	↓	-	-	-	-
Rail Cover	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

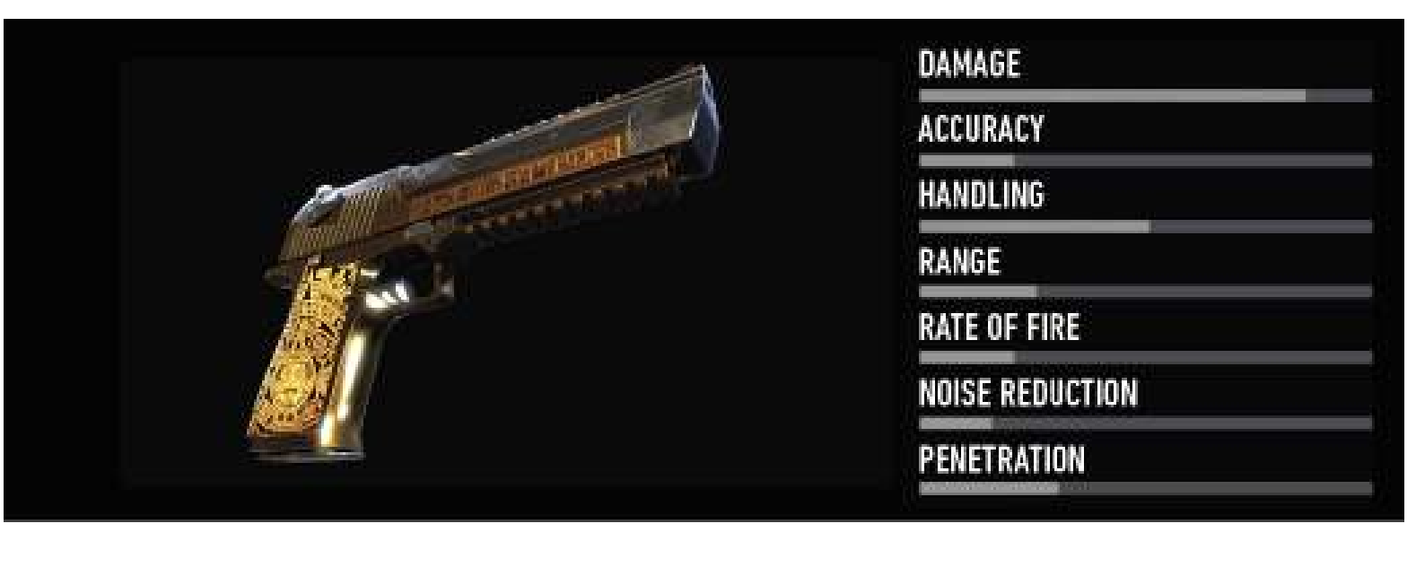
EL GENERAL - EXOTIC



HOW TO UNLOCK: DEFEAT EL GENERAL

A modified M9 with boosted Damage and Penetration. El General isn't going to win any "Gun of the Year" awards, but it's a quality choice if you're looking for a solid handgun with a 15-round magazine, decent Accuracy and high Handling.

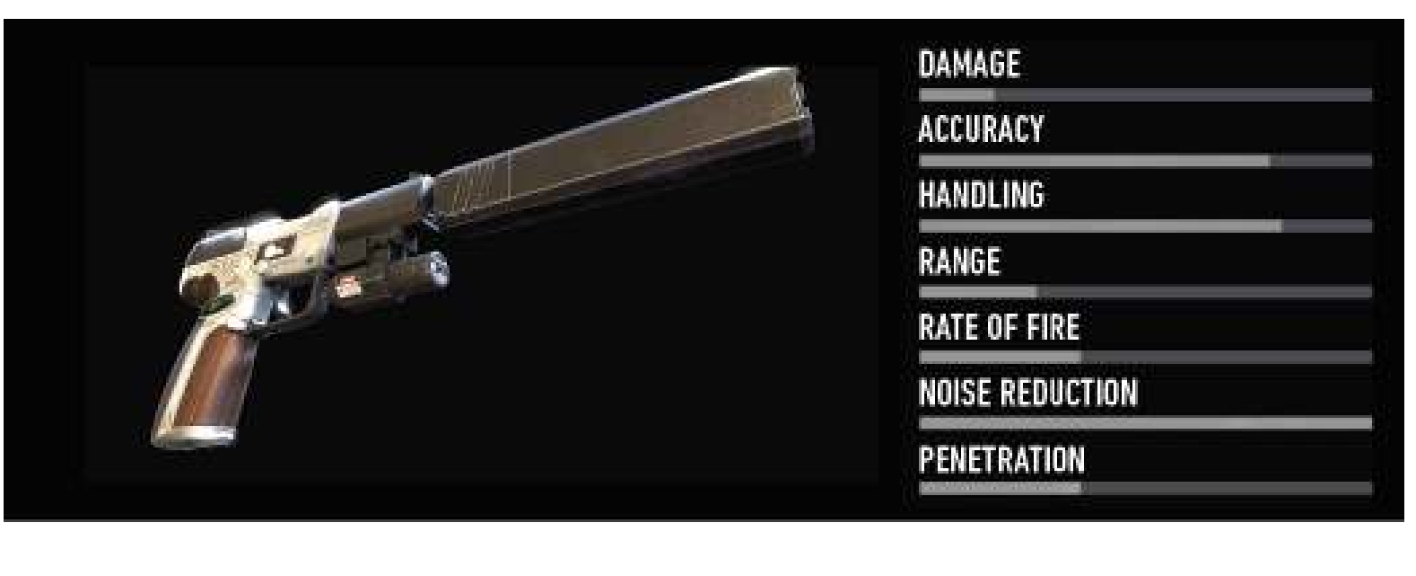
LA NOVENA - EXOTIC



HOW TO UNLOCK: DEFEAT RICARDO GODINEZ DEL TORO

A golden alternative to the D-50, the La Novena is a natural choice for assault operatives. You're not getting much in the way of stats, but its massive Damage stat promises to put enemies down and keep them down. There are no stealth options for this gun, so only use it if you like to make an entrance.

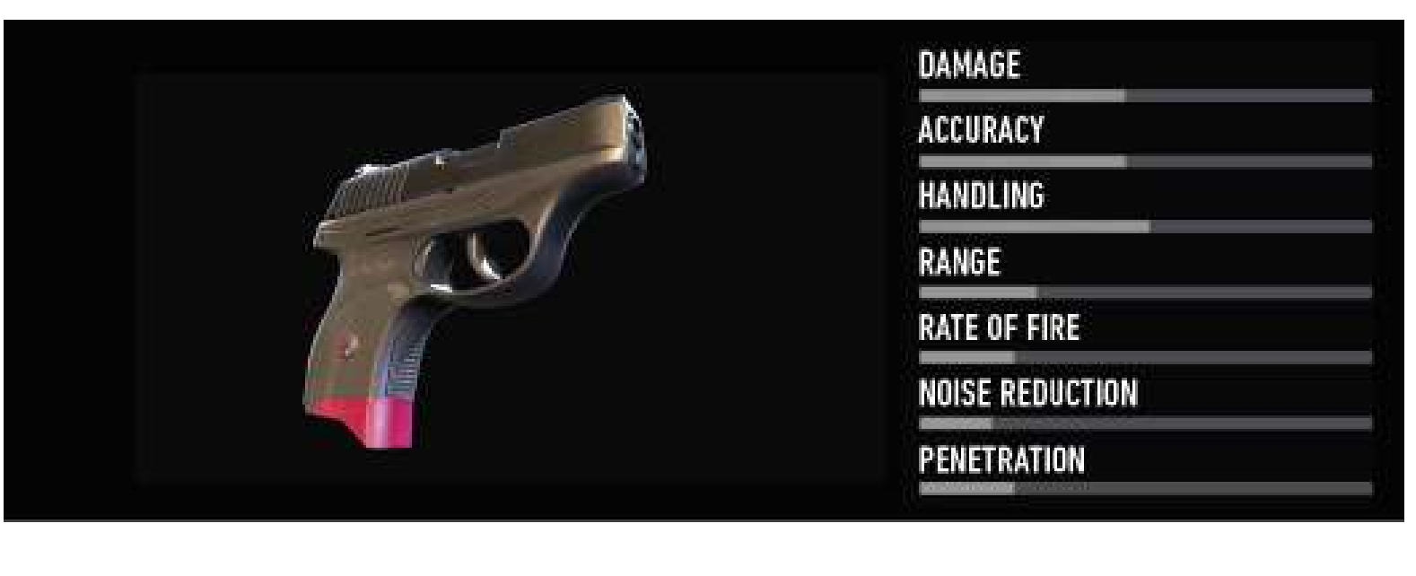
LADY KILLER - EXOTIC



HOW TO UNLOCK: DEFEAT ANTONIO

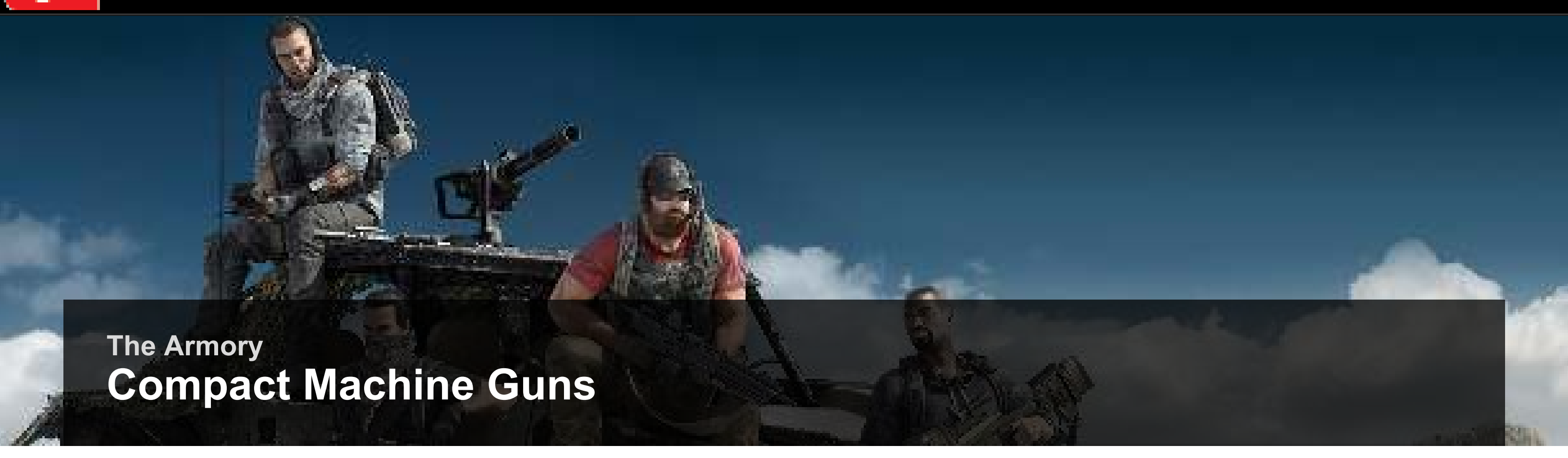
Now this is a handgun! Decent Damage, high Accuracy and Handling, full Noise Reduction with a suppressor, and a 20-round magazine; there are few situations the Lady Killer can't suit. If you're looking for one of the most reliable handguns in the game, look no further. While there are better options in terms of Damage output, there are few competitors that can challenge the Lady Killer's overall performance.

THE BFF - EXOTIC



HOW TO UNLOCK: DEFEAT EL EMISARIO

A tiny little friend in times of violence, the BFF has decent stats, with particularly high Damage, but a small, 7-round magazine. It has a slow Rate of Fire and isn't particularly accurate, even when fired at a pace. It's a tough handgun to use, so only use it if you're up to the challenge.

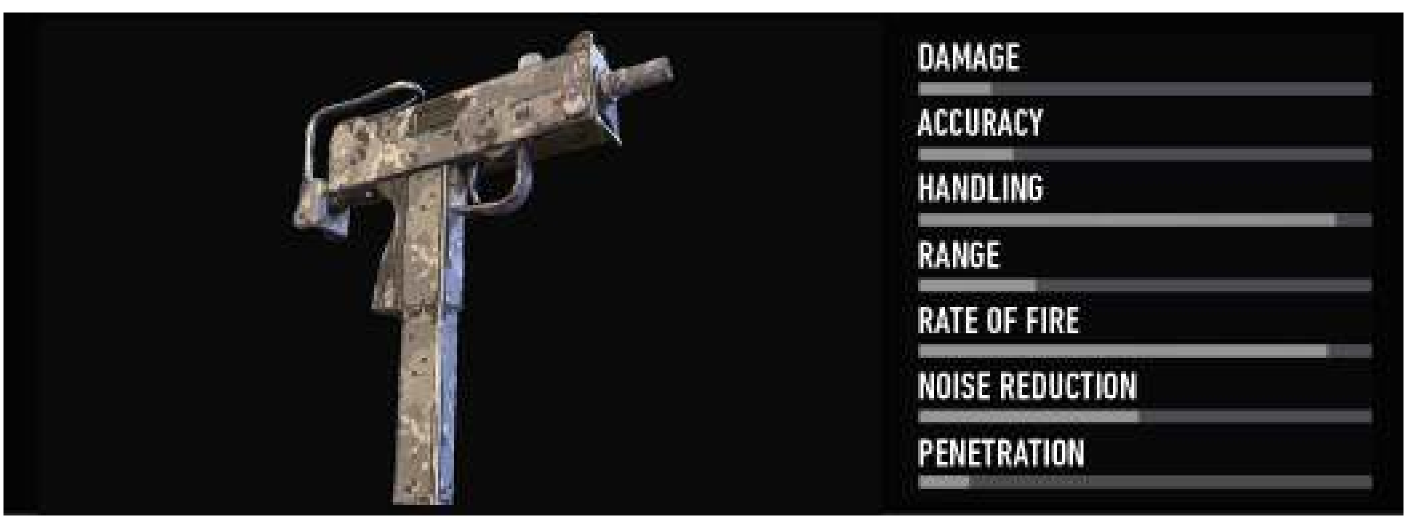


The Armory

Compact Machine Guns

Compact machine guns are the panic buttons of the weapon world. You're not lining up shots with these things; you're not taking enemies out at a distance, dealing massive damage, suppressing, or sneaking with a CMG. Instead, what you're getting are weapons with high Rates of Fire that can discharge an entire magazine in the blink of an eye. If you want to remove an enemy from this mortal coil before either of you even know what happened, whip out a CMG, point and shoot. What was once a man will be little more than red dust and lead.

SMG-11



HOW TO UNLOCK: FOUND IN PUCARA

The SMG-11 is not a gun you're going to use often. Not because it's a bad weapon by any means, but because it's Rate of Fire burns through bullets so fast there is no time to plan, line up shots, or even think. It functions more as a "Break in Case of Emergency" option for times when your primary weapon runs dry, but an enemy is on top of you. Whip this out, close your eyes and pull the trigger. When the dust settles you'll be alive and your enemy will have a lot of trouble passing through metal detectors.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Unlocked with Weapon	-	↑	↓↓	-	-	-	-
Folded Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

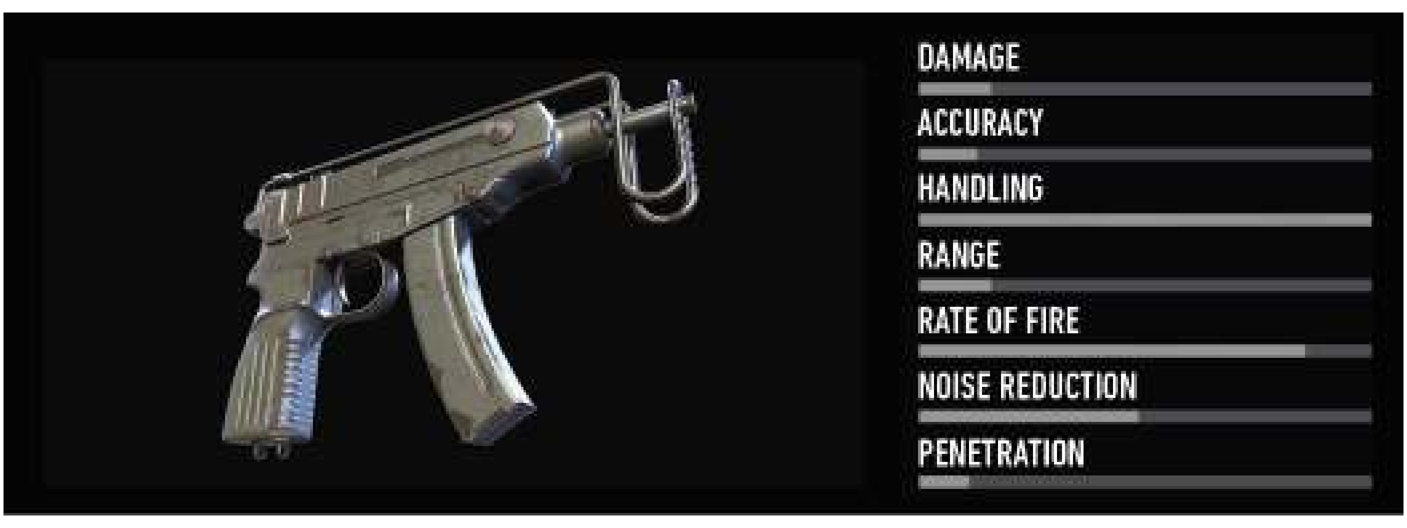
MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (20)	Unlocked with Weapon	-	-	-	-	-	-	-

BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-

SKORPION



HOW TO UNLOCK: FOUND IN REMANZO

The Skorpion is a much more stable version of the SMG-11. It has similar stats across the board, but a bigger magazine and better Handling, making it much easier to aim with. It will still be put to better use as an emergency weapon, but you'll be able to line up your shots with greater ease.

STOCKS

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Extended Buttstock	Unlocked with Weapon	-	↑	↓↓	-	-	-	-
Folded Buttstock	Unlocked with Weapon	-	-	-	-	-	-	-

TRIGGER

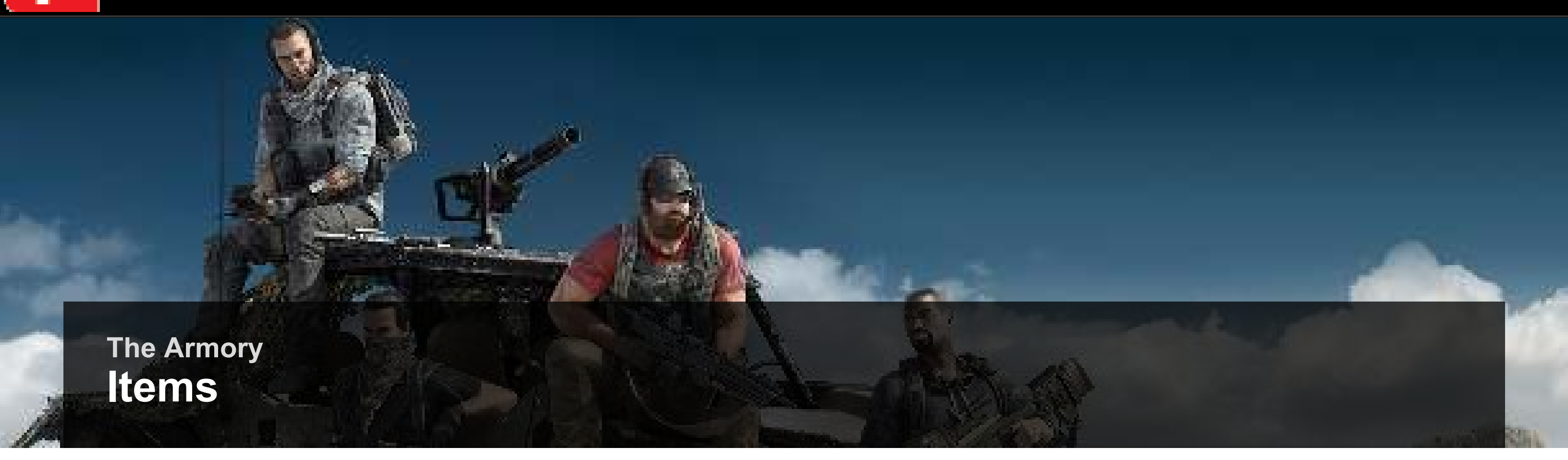
Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Full-Auto Only	Unlocked with Weapon	-	-	-	-	-	-	-

MAGAZINE

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard (30)	Unlocked with Weapon	-	-	-	-	-	-	-

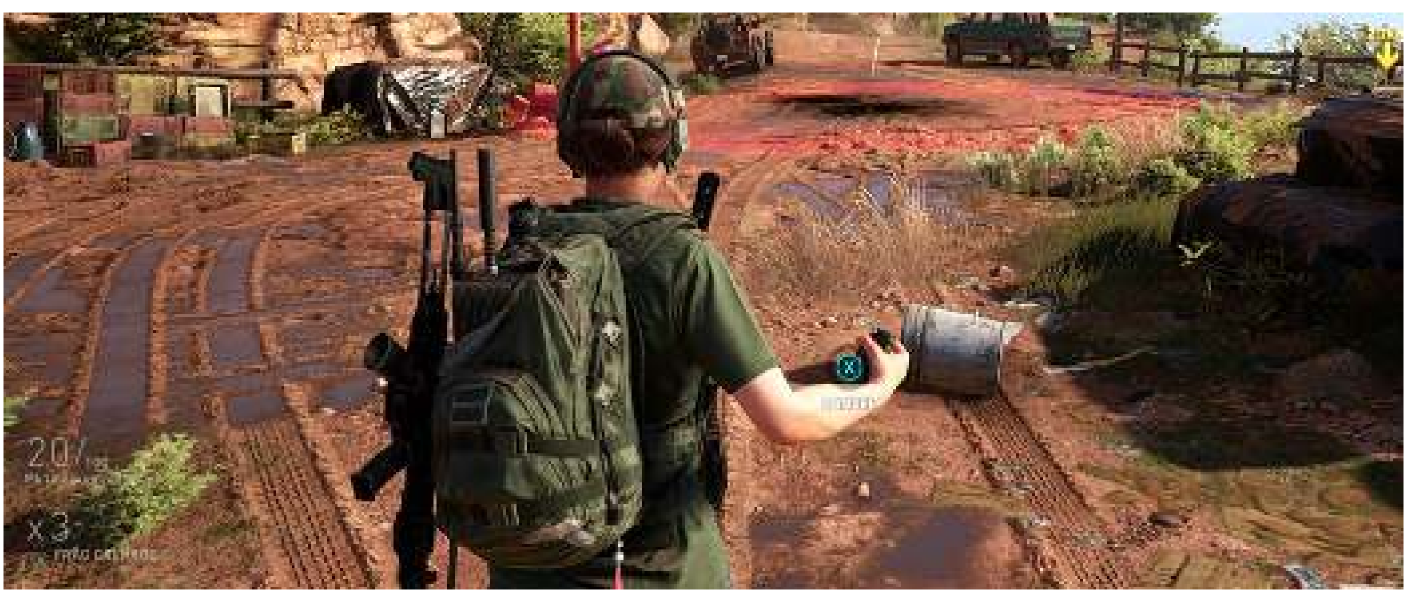
BARREL

Name	How to Unlock	Damage	Accuracy	Handling	Range	Rate of Fire	Noise Reduction	Penetration
Standard Barrel	Unlocked with Weapon	-	-	-	-	-	-	-



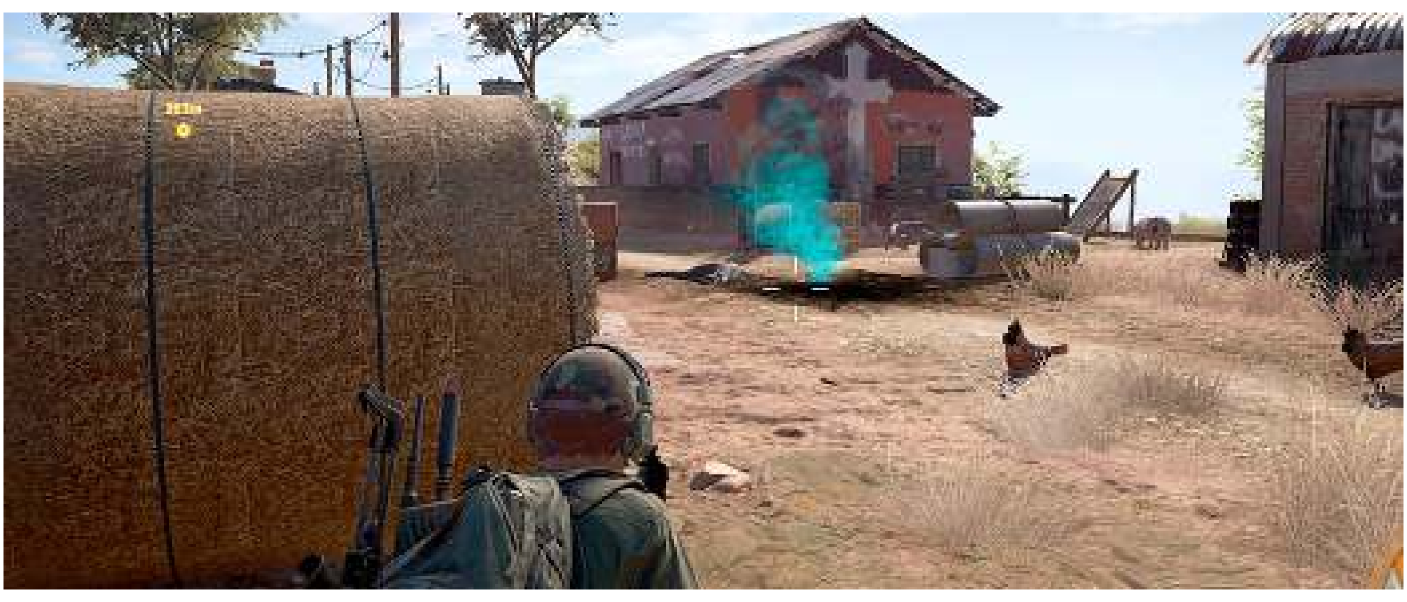
Items

FRAG GRENADES



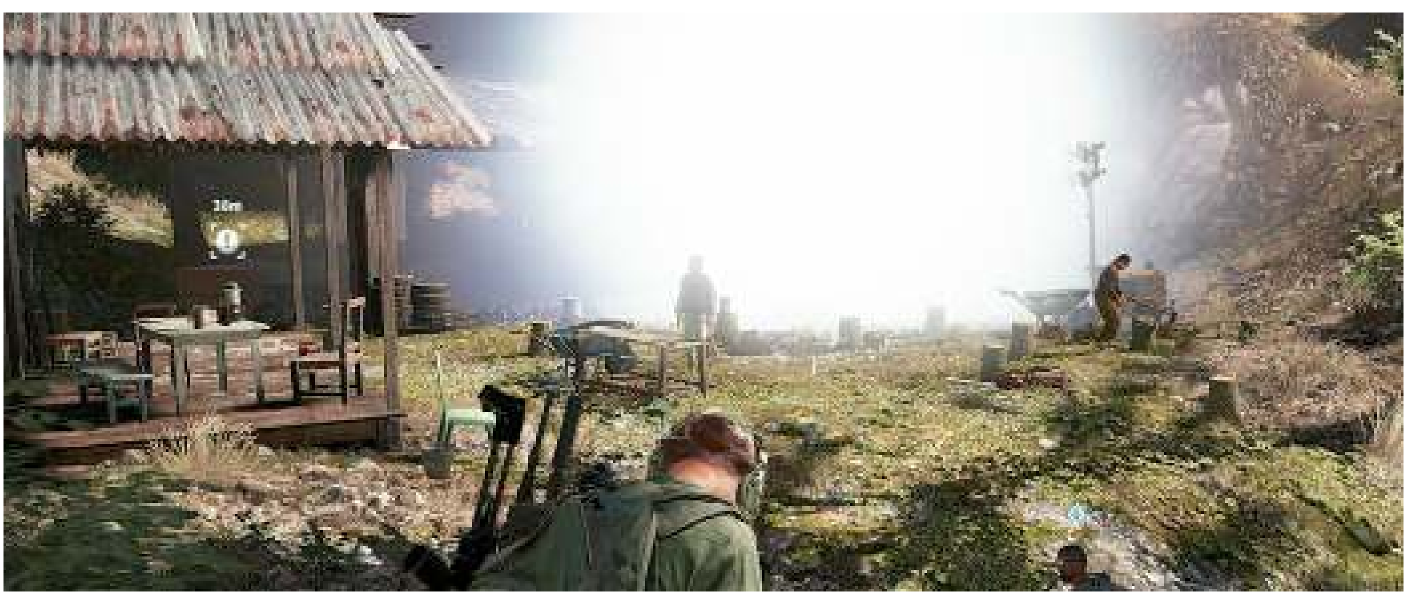
Your starting item, Frag Grenades aren't the most powerful explosives in your arsenal, but if you want to scatter enemy forces or deal out damage to an enemy vehicle, frags are good to have around.

DIVERSION GRENADES



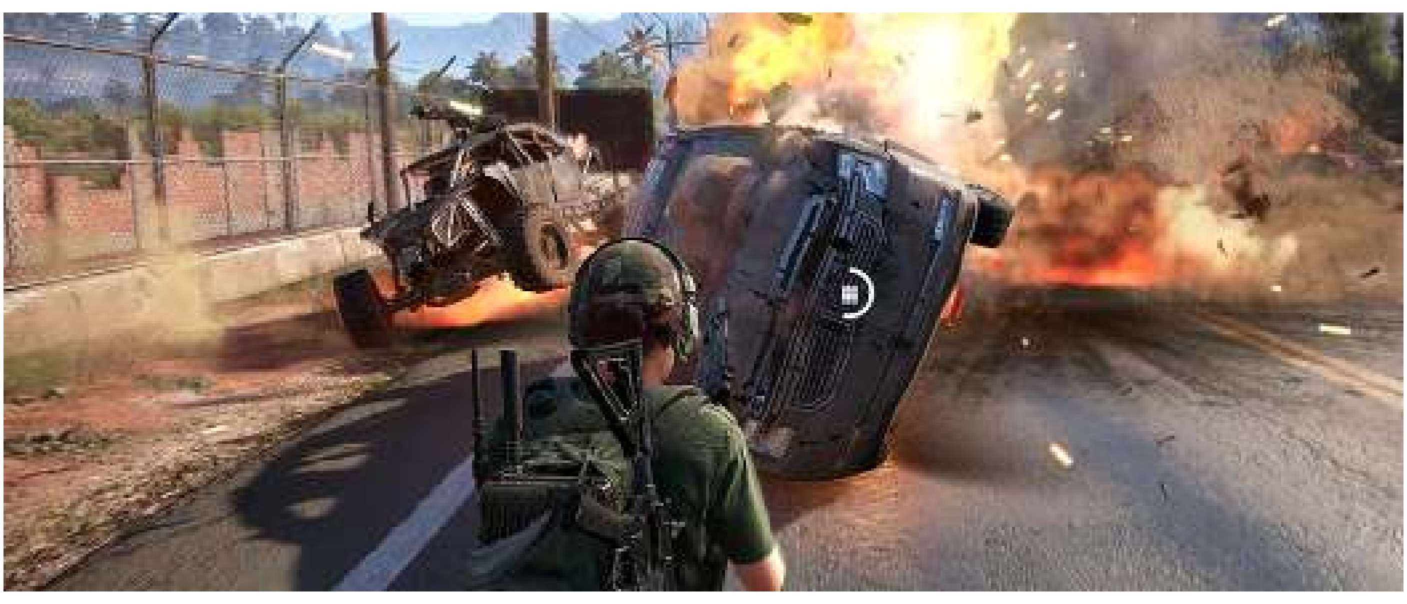
Diversion Grenades are excellent items if you like sneaking around more than direct confrontations. Throw out one of these grenades and watch it draw nearby enemies, making them easily avoidable or "removeable."

FLASHBANGS



If you're entering a close-quarters area that's loaded with enemy personnel, Flashbangs will serve you well. Throw one in and anyone nearby will be stunned and blinded, making them effortless to dispatch.

MINES

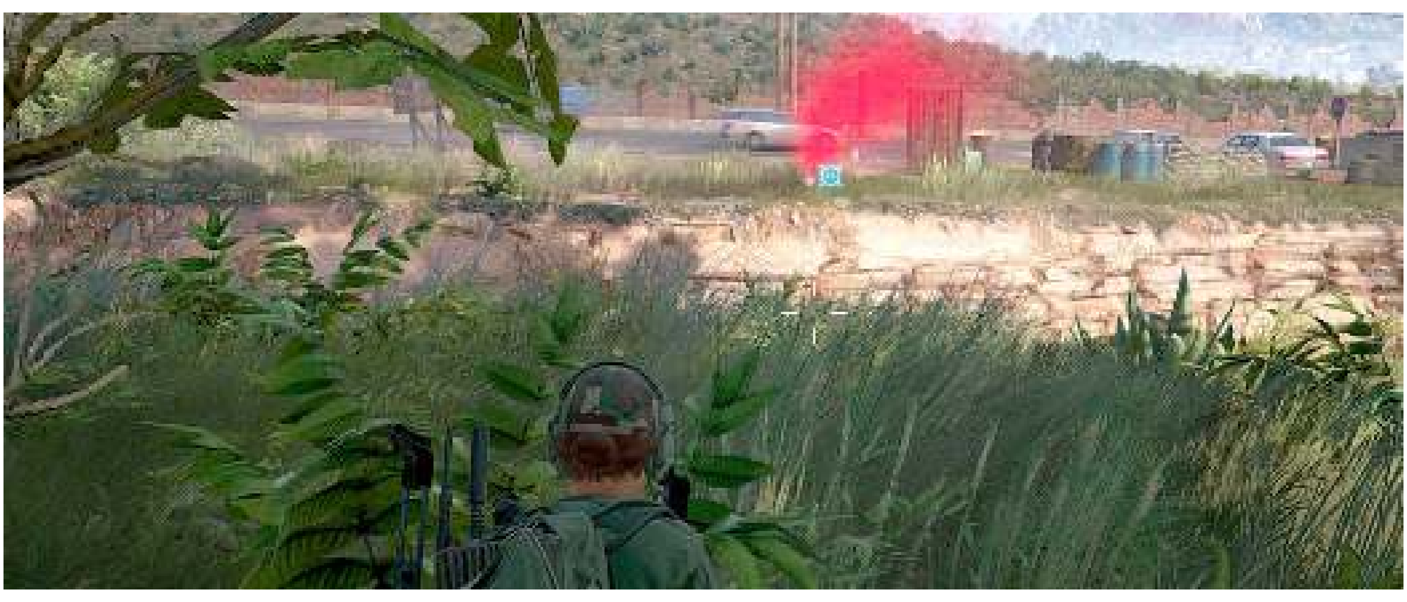


Mines are excellent at destroying enemy vehicles. Just place a Mine in the path of an enemy ground vehicle, then find a good vantage point and watch the magic happen.

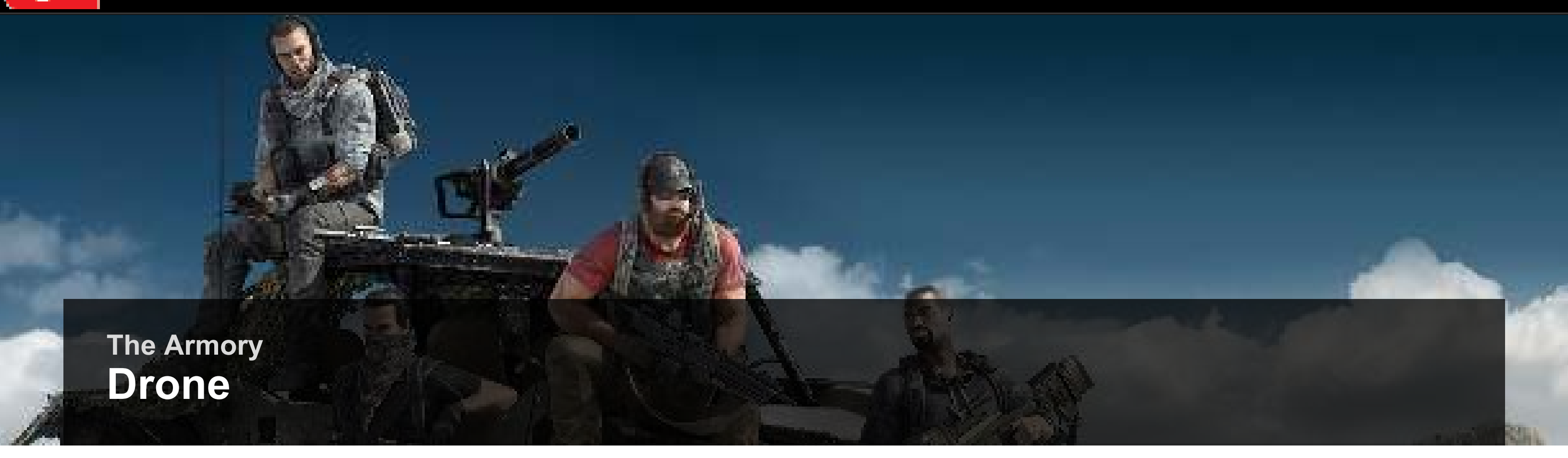
C4

C4 is saboteur's best friend. A placeable, remote-detonated explosive that packs a punch. You can plant C4 on objectives, or in the path of vehicles and personnel, then clear the area and punch the button to light up the night.

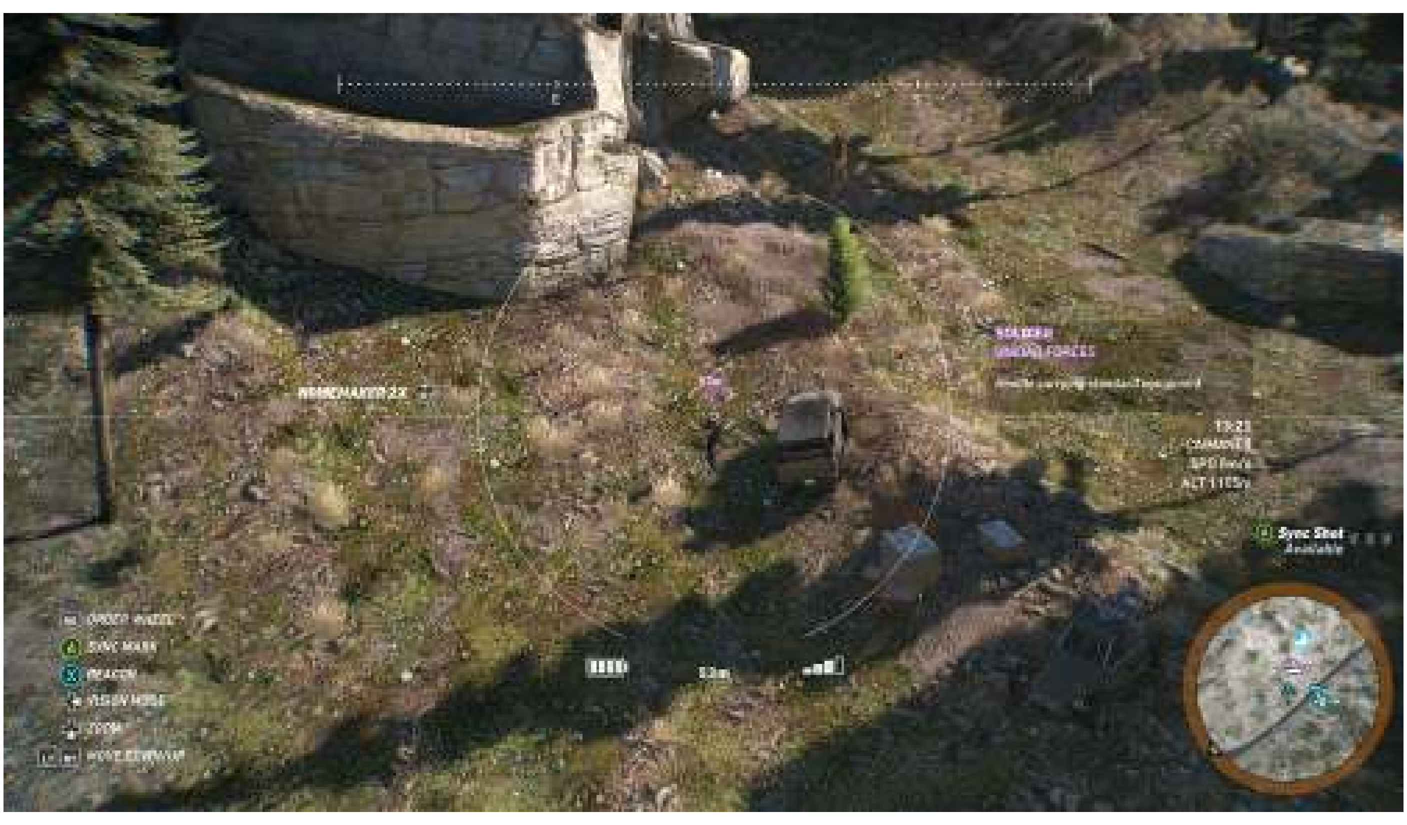
FLARE GUN



The Flare Gun works similarly to the Diversion Grenade, but it's on a larger scale. Shoot a flare into the air and enemy forces will come running. This is a good way to draw enemies out of a base, or to divert enemy forces to a location that's more strategically advantageous to you and your squad.

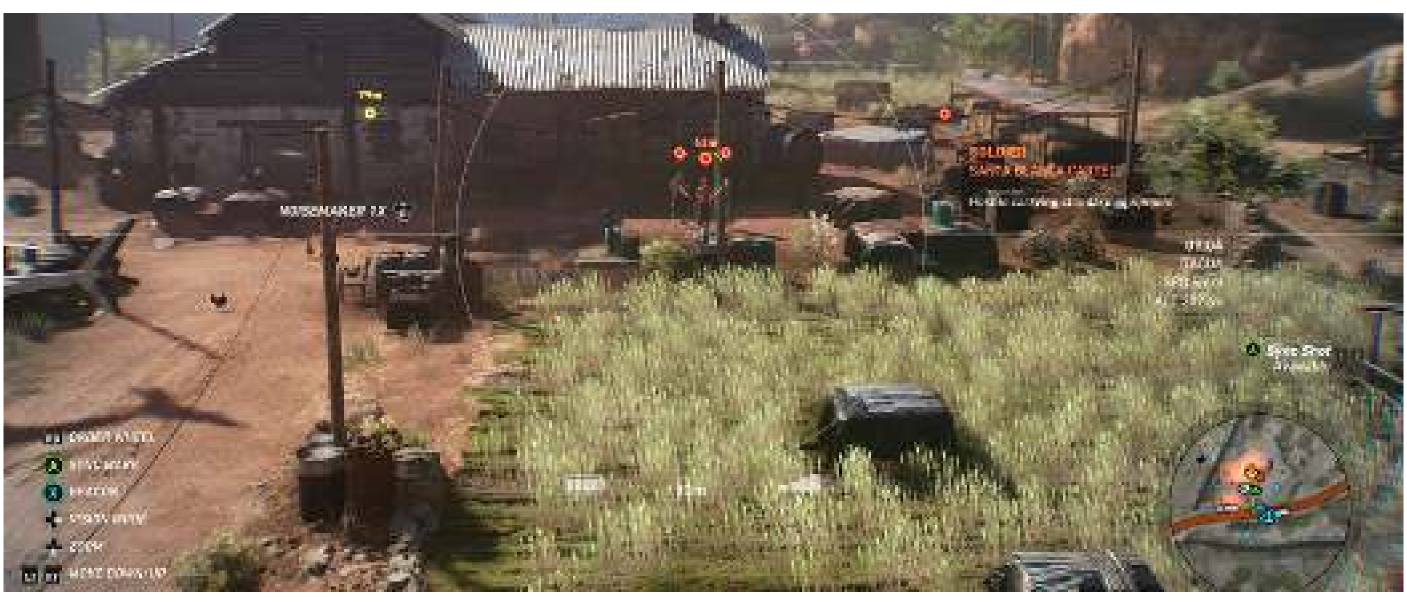


Drone


NOISEMAKER 2X
SOLDIER
UNIDAD FORCES
Sync Shot
Available
ZOOM

Your drone is your most useful tool in the hunt for El Sueño. With it you can search through enemy encampments to spot their locations, use it as a distraction, or even detonate it to blow up nearby enemies and objectives. Before entering an enemy camp, you should always pull your drone out and use it to scout your surroundings.

MARKING


NOISEMAKER 1X
SOLDIER
SANTA BLANCA CARTEL
Sync Shot
Available

Like your binoculars, the drone can be used to mark enemy locations. To do this, simply look at an enemy and an orange symbol appears above their heads. This symbol can be seen through walls and at great distances, meaning you'll always have an idea of where they are.

EXPLOSIVE

ACCESSORY CASE
Accessory Cases unlock weapon upgrades.

If you like making a lot of noise, you can upgrade the Explosive skill under the DRONE tree and cause some mayhem. Just fly your drone up to a group of enemies, a SAM site, or a generator and detonate the drone, damaging anything unlucky enough to be nearby.

MEDIC

If one of your teammates is injured and down, instead of rushing over and reviving him or her, potentially putting yourself in harm's way, you can use the Medic Payload option to have your drone do the reviving for you.

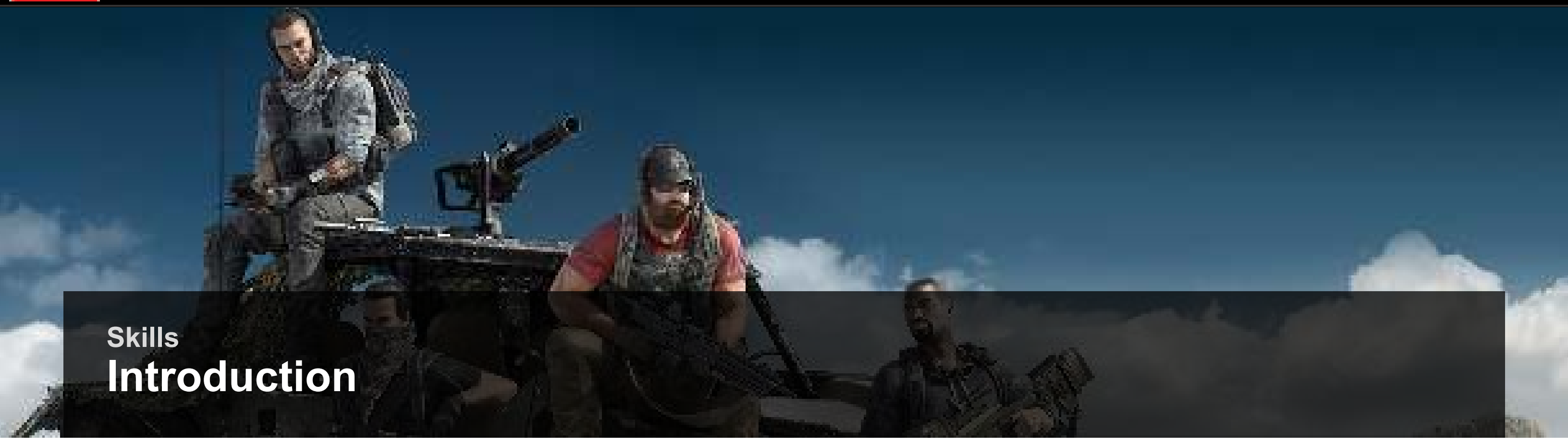
NOISEMAKER

NOISEMAKER
SANTA BLANCA
Sync Shot
Available

If you upgrade the Noisemaker skill under the DRONE tree, you'll be able to use your drone to gather nearby enemies or simply distract them while you slip in undetected.

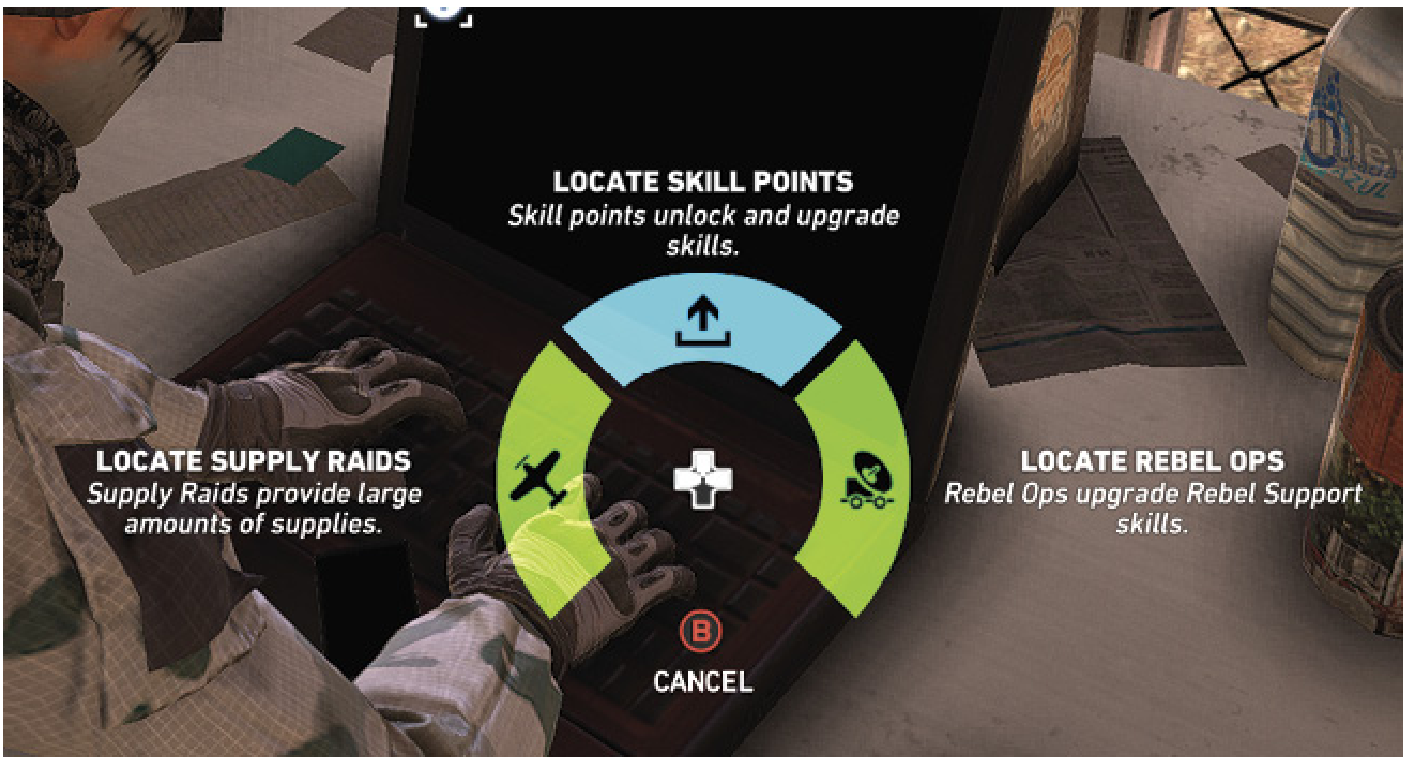
EMP

The EMP functions like the Explosive Package, but it's instead geared specifically toward disabling electronics. An EMP will cause all nearby enemies to be more cautious, but it won't trigger a full alert and hunt for you.



Skills

Introduction

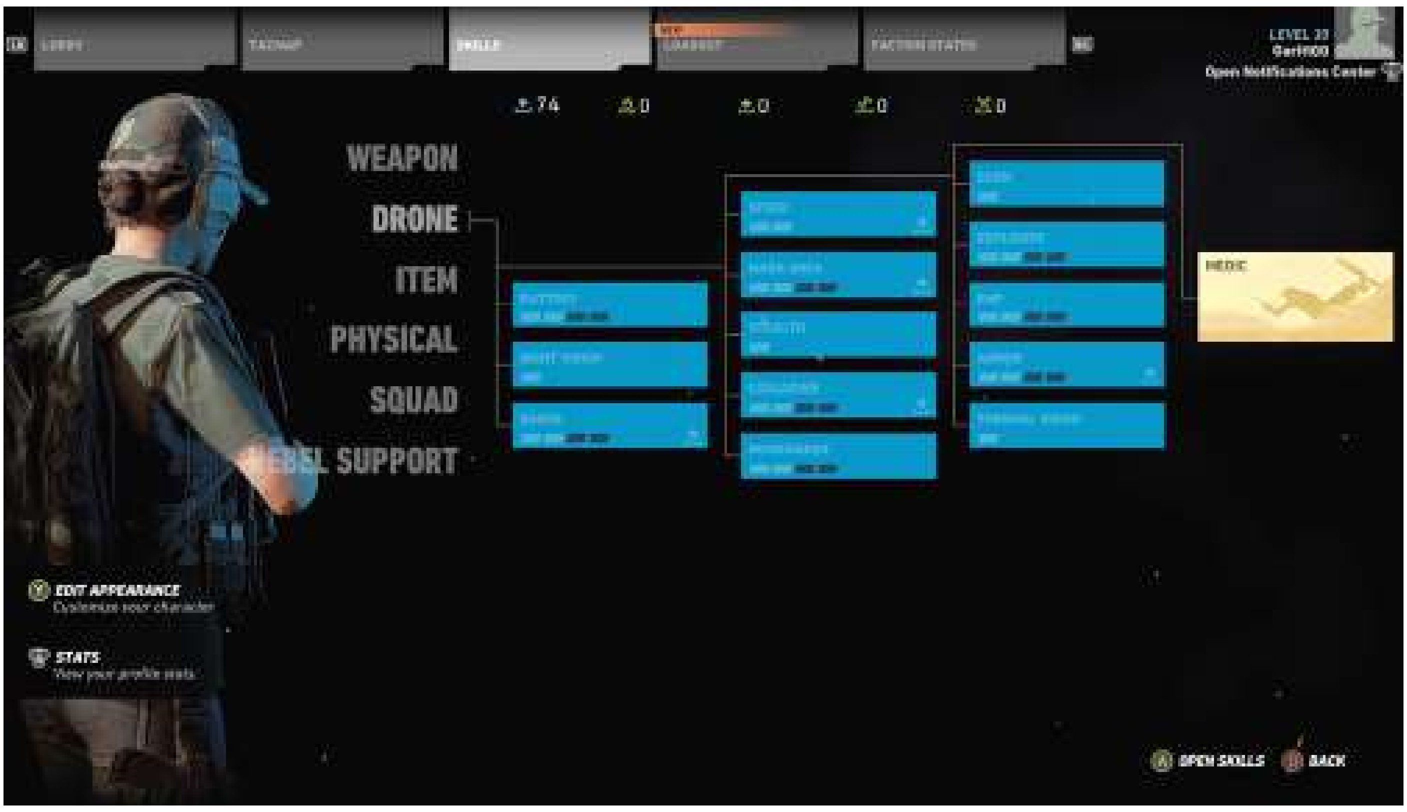


LOCATE SKILL POINTS
Skill points unlock and upgrade skills.

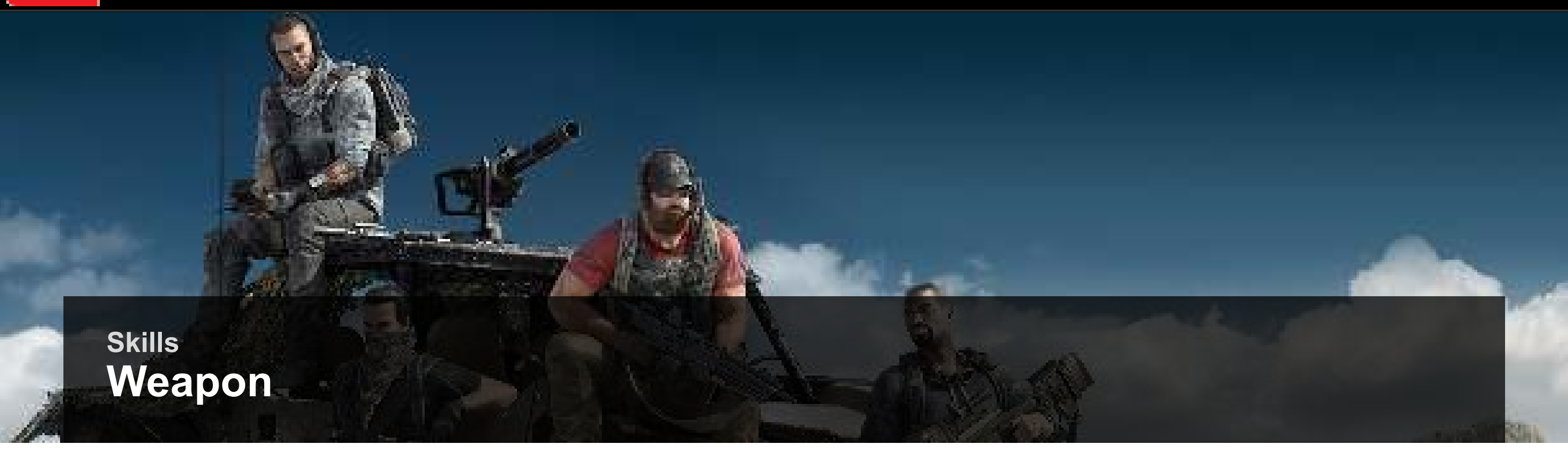
LOCATE SUPPLY RAIDS
Supply Raids provide large amounts of supplies.

LOCATE REBEL OPS
Rebel Ops upgrade Rebel Support skills.

There are several ways to complete missions and infiltrate enemy strongholds in Santa Blanca. The key to selecting the playstyle that best suits you is found in the Skills you select. To purchase new Skills (and upgrade ones you already have) you need a combination of levels, Skill Points, and Resources. Levels happen as you gain Experience points from completing missions and taking out enemy combatants. Resources are found all over the map and are often encountered during missions. Skill Points are a little bit trickier.



Skill Points are awarded for leveling-up, but that's just the tip of the iceberg. You'll need significantly more Skill Points than what you receive from leveling-up alone if you want get as many skills as possible. That's where Intel comes in. Nearly every enemy stronghold or location has Intel stashed somewhere in it. Whether it be an Intel Cache or a Lieutenant in need of interrogating, you'll find Intel often and it is always worth going out of your way to investigate it. Finding Intel allows you to reveal the locations of weapons, parts, resources, and Skill Points that are stashed around the district you are currently in. Taking the time to find Intel and unlock additional Skill Points is definitely worth the effort, so before any major mission, make sure to properly prepare by tracking them down. The enemy will fight more fiercely as you climb the ladder to the Boss of Bosses himself, El Sueño, so meet him head-on by getting you and your squad ready for anything.



Skills

Weapon

Skills that focus on improving weapon usage.

STABLE AIM

Reduces gun sway while aiming with a sniper scope.

Level	Skill Point Cost	Resource Cost	Movement Reduction	BONUS MEDAL
1	1	75 Food	15%	Movement reduction +15% Found in San Mateo
2	2	625 Comm Tools	30%	
3	3	2100 Food	45%	
4	4	5000 Gas	65%	

HIP FIRE SPREAD

Increases accuracy when not aiming down your sights.

Level	Skill Point Cost	Resource Cost	Bullet Spray Reduction	BONUS MEDAL
1	1	50 Gas	10%	Bullet Spray Reduction +10% Found in Montuyoc
2	2	625 Comm Tools	20%	
3	3	1750 Food	30%	
4	4	5500 Meds	40%	

LEVEL 5

GRENADE LAUNCHER

Unlocks an underbarrel grenade launcher attachment. Only works with certain weapons and is equipped from your Loadout screen.

Level	Skill Point Cost	Resource Cost	Ammo Increase
1	2	450 Comm Tools	Weapon Unlocked
2	3	1875 Meds	+1 Ammo
3	4	4725 Gas	+2 Ammo
4	5	7000 Food	+3 Ammo

AMMO CAPACITY

Increases your maximum ammo capacity for all weapons.

Level	Skill Point Cost	Resource Cost	Ammo Capacity Increase	BONUS MEDAL
1	2	300 Food	25%	Increases max ammo +25% Found in Barvechos
2	3	1250 Meds	50%	
3	4	3500 Gas	75%	
4	5	6000 Comm Tools	100%	

VHC DESTRUCTION

Increases the damage you do when attacking enemy vehicles.

Level	Skill Point Cost	Resource Cost	Damage Increase	BONUS MEDAL
1	2	550 Gas	20%	Damage increase +20% Found in Villa Verde
2	3	1500 Gas	40%	
3	4	4725 Comm Tools	60%	
4	5	7400 Food	80%	

LEVEL 14

ADV SUPPRESSOR

Removes the damage reduction from suppressors.

Level	Skill Point Cost	Resource Cost	Effect
1	3	6000 Food	Unlocked

TIME TO AIM

Reduces the time it takes to aim down the sights when using weapons equipped with large scopes.

Level	Skill Point Cost	Resource Cost	Aiming Speed Increase	BONUS MEDAL
1	3	1500 Comm Tools	10%	Aiming Speed Increase +10% Found in Tabacal
2	4	4375 Food	20%	
3	5	8750 Meds	30%	
4	6	11000 Gas	40%	

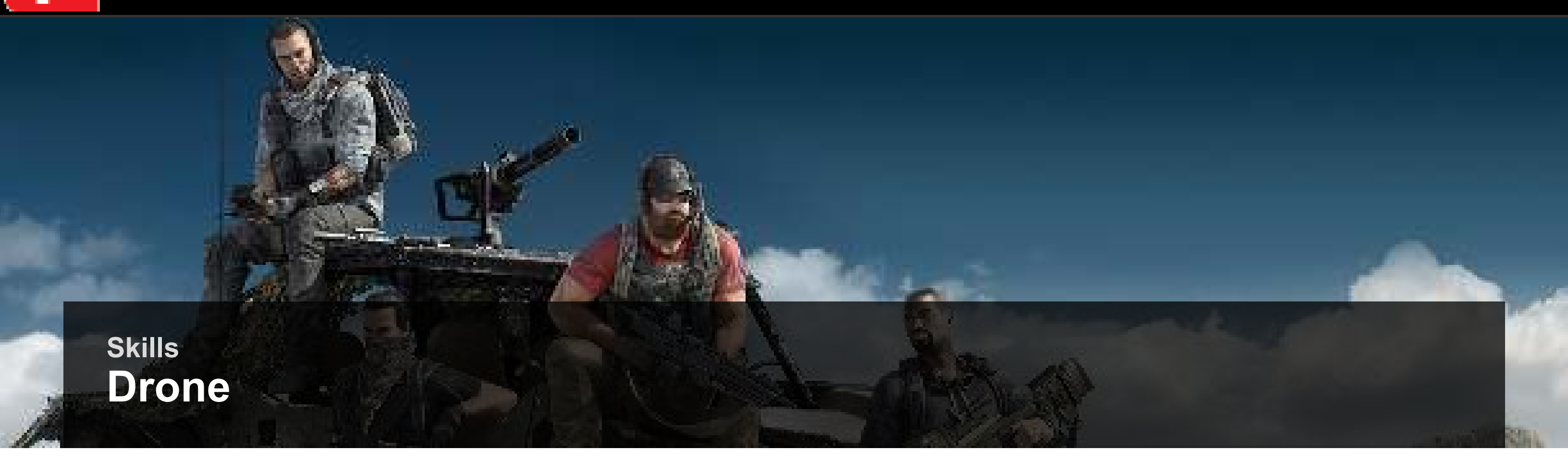
AMMO RETENTION

Respawning refills all of your ammunition.

Level	Skill Point Cost	Resource Cost	Effect
1	3	5000 Meds	Unlocked

EPIC SKILL: RANGED ELITE

Increases weapon accuracy at long range by 30%. Must have first rank in all Weapon Skills to unlock.



Skills

Drone

BATTERY INCREASE

Increases the length of time you can have your Drone out.

Level	Skill Point Cost	Resource Cost	Additional Time
1	1	75 Gas	50%
2	2	750 Comm Tools	125%
3	3	2100 Meds	200%
4	4	5000 Meds	Infinite

NIGHT VISION

Allows you to use night vision while piloting the Drone.

Level	Skill Point Cost	Resource Cost	Effect
1	1	75 Comm Tools	Unlocked

RANGE

Increases the horizontal distance your Drone can travel away from you before losing signal.

Level	Skill Point Cost	Resource Cost	Range Increase	BONUS MEDAL
1	2	50 Meds	25%	Range Increase +25% Found in Mojocoyo
2	2	875 Food	50%	
3	3	2625 Food	85%	
4	5	5500 Gas	130%	

LEVEL 7

SPEED

Increases the speed and maneuverability of your Drone.

Level	Skill Point Cost	Resource Cost	Speed Increase	BONUS MEDAL
1	2	300 Comm Tools	40%	Speed increase + 20% Found in Monte Puncu
2	3	1250 Food	60%	

MARK AREA

Increases your Drone's ability to spot targets.

Level	Skill Point Cost	Resource Cost	Marking Area Increase	BONUS MEDAL
1	2	450 Gas	40%	Marking area increase +100% Found in Media Luna
2	3	1625 Meds	80%	
3	4	4375 Food	120%	
4	5	8000 Comm Tools	180%	

STEALTH

Reduces the noise generated by the Drone, making it harder for enemies to detect.

Level	Skill Point Cost	Resource Cost	Noise Reduction
1	2	500 Comm Tools	50%

COOLDOWN

Reduces the time before the Drone can be deployed after using a payload option.

Level	Skill Point Cost	Resource Cost	Cooldown Reduction	BONUS MEDAL
1	2	550 Meds	Reduces to 35 Seconds	Cooldown reduction -8 Seconds Found in Villa Verde
2	3	1750 Food	Reduces to 30 Seconds	
3	4	4725 Meds	Reduces to 25 Seconds	
4	5	7000 Gas	Reduces to 20 Seconds	

NOISEMAKER

Gives the Drone a usable payload that emits noise to attract nearby enemies. Must be equipped in the Loadout.

Level	Skill Point Cost	Resource Cost	Effective Range
1	2	400 Gas	Unlocked
2	3	1375 Meds	30 Meters
3	4	3850 Food	40 Meters
4	5	8000 Comm Tools	50 Meters

LEVEL 15

ZOOM

Increases the maximum zoom distance on your Drone.

Level	Skill Point Cost	Resource Cost	Zoom Level
1	3	5500 Comm Tools	3x Zoom

EXPLOSIVE

Gives the Drone a payload option of a large, remote-detonated explosive. Must be equipped in the Loadout screen.

Level	Skill Point Cost	Resource Cost	Explosion Range
1	3	1500 Gas	Unlocked
2	4	3375 Meds	Increased to 8 Meters
3	5	7000 Food	Increased to 11 Meters
4	6	9400 Gas	Increased to 13 Meters

EMP

Gives the Drone a payload option that detonates an EMP, disabling all nearby electronics and vehicles. Must be equipped in the Loadout.

Level	Skill Point Cost	Resource Cost	Effective Range
1	3	1500 Food	Unlocked
2	4	3375 Comm Tools	Increased to 25 Meters
3	5	6650 Gas	Increased to 40 Meters
4	6	10000 Meds	Increased to 50 Meters

ARMOR

Increases the amount of damage the Drone can take before it is destroyed.

Level	Skill Point Cost	Resource Cost	Resistance Increase	BONUS MEDAL
1	3	1200 Meds	200%	Resistance increase +100% Found in Libertad
2	4	3125 Gas	400%	
3	5	5425 Comm Tools	600%	
4	6	10000 Food	800%	

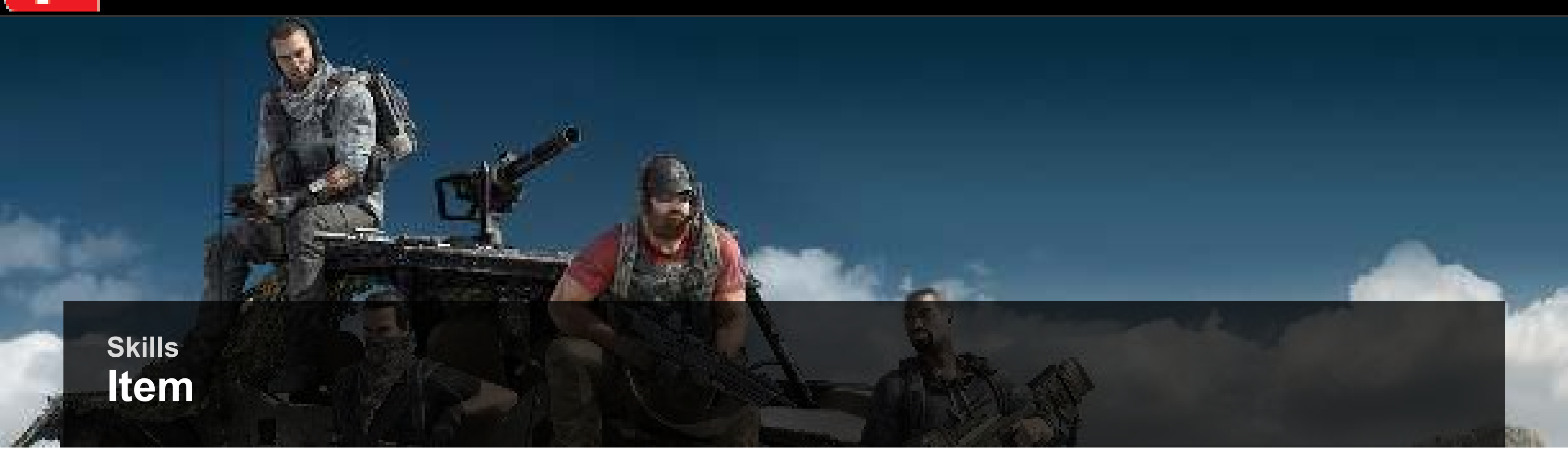
THERMAL VISION

Gives you the ability to use Thermal Vision while piloting the Drone.

Level	Skill Point Cost	Resource Cost	Effect
1	3	4500 Comm Tools	Unlocked

EPIC SKILL: MEDIC

Gives the Drone a payload that can revive a teammate. Must be equipped in the Loadout screen. Must have first rank in all Drone Skills to unlock. Increases the effective range to 40m.



Skills

Item

PARACHUTE

Unlocks a parachute which enables you to jump from aircraft and land safely.

Level	Skill Point Cost	Resource Cost	Effect
1	1	550 Comm Tools	Unlocked

BINOCULAR ZOOM

Increases the maximum zoom distance of your binoculars.

Level	Skill Point Cost	Resource Cost	Zoom Increase	BONUS MEDAL
1	1	500 Comm Tools	25%	Increases max zoom +25% Found in Flor de Oro

MINE

Mines are ground-placed explosive charges designed to destroy or damage enemy vehicles and personnel. Put one on the ground in an enemy's walking or driving path and watch the magic happen. Must be equipped in the Loadout screen.

Level	Skill Point Cost	Resource Cost	Number of Mines	BONUS MEDAL
1	1	75 Meds	Unlocked	Adds 1 extra Mine Found in Ocoro
2	2	1000 Food	3 Mines	
3	3	2625 Comm Tools	4 Mines	
4	4	5000 Meds	5 Mines	

DIVERSION LURE

The Diversion Lure is a stealth option used to attract enemies to a position. Just throw at a location and nearby enemies will come running. Must be equipped in the Loadout Screen.

Level	Skill Point Cost	Resource Cost	Number of Grenades	BONUS MEDAL
1	1	50 Meds	Unlocked	Adds 1 extra Grenade Found in Libertad
2	2	500 Gas	5 Grenades	
3	3	2625 Food	7 Grenades	
4	4	6000 Comm Tools	10 Grenades	

LEVEL 4

FRAG GRENADE

Increases your total number of Frag Grenades. Must be equipped in the Loadout screen.

Level	Skill Point Cost	Resource Cost	Number of Grenades	BONUS MEDAL
1	2	600 Gas	Max 3 Grenades	Adds 2 extra Grenades Found in Monte Puncu
2	3	1750 Comm Tools	Max 4 Grenades	
3	4	4375 Food	Max 5 Grenades	
4	5	6500 Meds	Max 6 Grenades	

C4

Unlocks C4, a remote-detonated explosive that can be used to play up objectives and enemies alike. Must be equipped in the Loadout screen.

Level	Skill Point Cost	Resource Cost	Number of Packs	BONUS MEDAL
1	2	650 Meds	Unlocked	Adds 1 extra C4 pack Found in Koani
2	3	1500 Gas	Max 3 Packs	
3	4	3500 Comm Tools	Max 4 Packs	
4	5	6000 Food	Max 5 Packs	

BINOCULAR RECON

Makes marking enemies while using Binoculars easier.

Level	Skill Point Cost	Resource Cost	Efficiency Increase	BONUS MEDAL
1	2	400 Meds	10%	Efficiency increase +15% Found in Caimanes
2	3	1250 Gas	20%	
3	4	3850 Comm Tools	30%	
4	5	7000 Food	40%	

THERMAL VISION

Enables Thermal Vision, which allows you to see heat signatures – useful for tracking targets in low-light conditions.

Level	Skill Point Cost	Resource Cost	Effect
1	2	1750 Comm Tools	Unlocked

LEVEL 10

FLASH BANG

Unlocks Flashbangs, which are non-lethal explosives used to temporarily disorient enemies. Must be equipped in the Loadout screen.

Level	Skill Point Cost	Resource Cost	Number of Grenades	BONUS MEDAL
1	3	1500 Comm Tools	Unlocked	Adds 2 extra Flashbangs Found in Mojocoyo
2	4	3125 Food	Max 4 Grenades	
3	5	7000 Meds	Max 6 Grenades	
4	6	10,000 Gas	Max 8 Grenades	

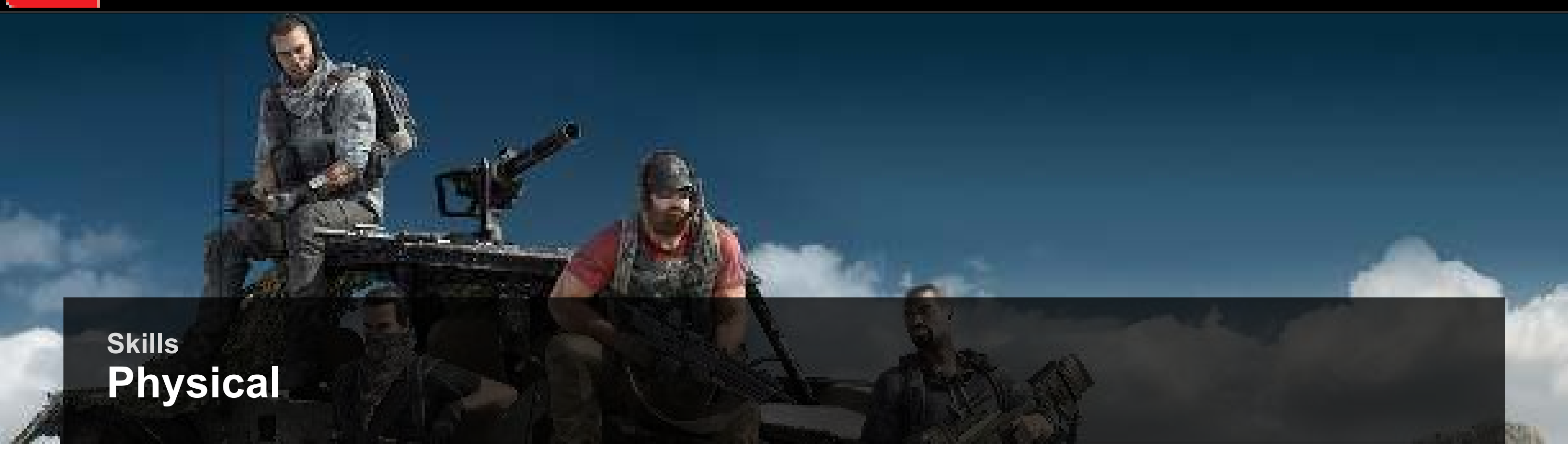
FLARE GUN

Unlocks the Flare Gun, which is used to attract or divert enemy forces to a specific location. Must be equipped in the Loadout screen.

Level	Skill Point Cost	Resource Cost	Number of Flares	BONUS MEDAL
1	3	1500 Gas	Unlocked	Adds 2 extra Flares Found in Media Luna
2	4	3750 Meds	Max 4 Flares	
3	5	7875 Food	Max 5 Flares	
4	6	12000 Food	Max 6 Flares	

EPIC SKILL: EXPLOSION RADIUS

Increases explosion radius. Must have first rank in all Item Skills to unlock.



Skills

Physical

STAMINA

Increases the length of time you can run without having to rest.

Level	Skill Point Cost	Resource Cost	Stamina Increase
1	1	50 Comm Tools	20%
2	2	625 Food	40%
3	3	2100 Comm Tools	60%
4	4	5000 Gas	Infinite

NO PAIN

Increases the duration of damage resistance after being revived.

Level	Skill Point Cost	Resource Cost	Duration Increase	BONUS MEDAL
1	1	50 Food	30%	Duration increase +50% Found in P.N. De Agua Verde
2	2	750 Meds	60%	
3	3	2275 Gas	90%	
4	4	5000 Comm Tools	120%	

LEVEL 6

CAR SHIELD

Decreases the amount of damage you take from enemy fire while driving.

Level	Skill Point Cost	Resource Cost	Damage Reduction	BONUS MEDAL
1	2	300 Meds	10%	Damage reduction +10% Found in Koani
2	3	1250 Gas	20%	
3	4	3500 Comm Tools	30%	
4	5	6500 Food	40%	

QUIET RUNNING

Makes it harder to be detected while running.

Level	Skill Point Cost	Resource Cost	Noise Reduction	BONUS MEDAL
1	2	450 Meds	5%	Noise reduction +10% Found in Espiritu Santo
2	3	1875 Gas	10%	
3	4	4375 Comm Tools	15%	
4	5	7400 Food	20%	

BULLET RESISTANCE

Reduces the amount of damage you take from bullets.

Level	Skill Point Cost	Resource Cost	Damage Resistance	BONUS MEDAL
1	2	650 Gas	5%	Damage reduction +5% Found in Itacua
2	3	1875 Comm Tools	10%	
3	4	4900 Food	15%	
4	5	8000 Meds	20%	

LEVEL 17

DETECTION

Makes it harder for enemies to detect you when you are crouched or in a prone position.

Level	Skill Point Cost	Resource Cost	Detection Reduction	BONUS MEDAL
1	3	1500 Meds	5%	Detection reduction +5% Found in La Cruz
2	4	3375 Comm Tools	10%	
3	5	6650 Gas	15%	
4	6	10000 Meds	25%	

EXPLOSION RESISTANCE

Reduces the amount of damage you take from explosions.

Level	Skill Point Cost	Resource Cost	Damage Reduction	BONUS MEDAL
1	3	1500 Gas	10%	Damage reduction +15% Found in Malca
2	4	3500 Comm Tools	20%	
3	5	7000 Food	30%	
4	6	10000 Meds	40%	

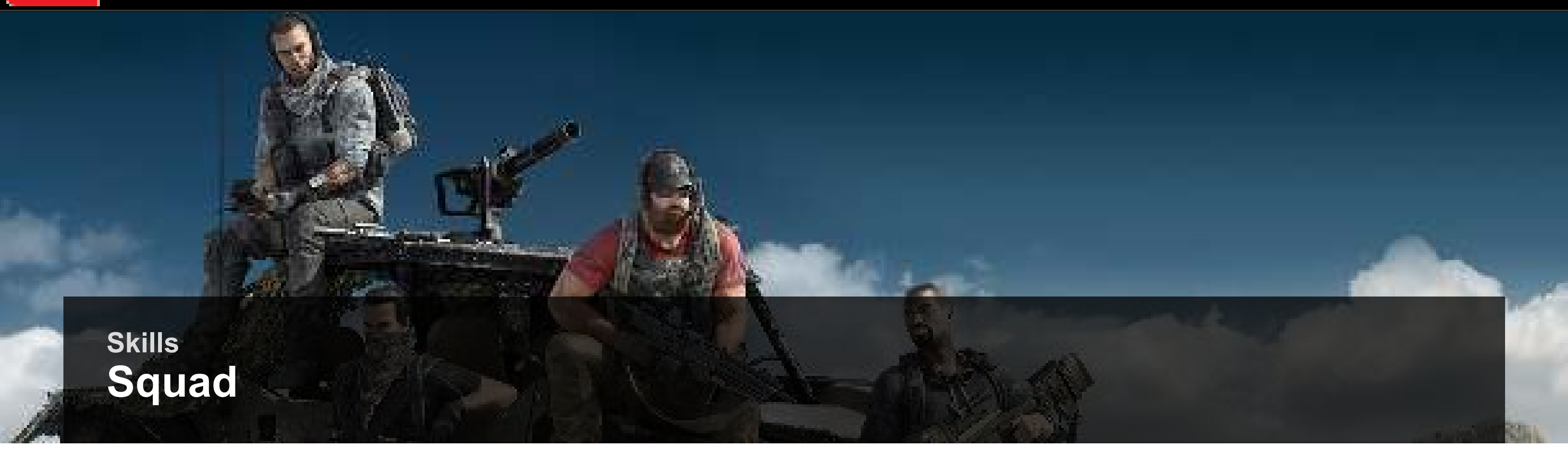
AIRCRAFT SHIELD

Air vehicles you pilot take less weapon damage.

Level	Skill Point Cost	Resource Cost	Damage Reduction	BONUS MEDAL
1	3	1250 Meds	5%	Damage reduction +10 Found in Barvechos
2	4	3125 Food	10%	
3	5	7000 Gas	15%	
4	6	10000 Comm Tools	20%	

EPIC SKILL: FASTER REGEN

Decreases amount of time before health regeneration activates. Must have first rank in all Physical Skills to unlock. Reduces time for live recovery by 20%.



Skills

Squad

REVIVE SPEED

Increases the speed of teammate revival.

Level	Skill Point Cost	Resource Cost	Speed Increase	BONUS MEDAL
1	1	50 Meds	6%	Speed increase +30% Found in Pucara
2	2	500 Comm Tools	12%	
3	3	1750 Food	18%	
4	4	4000 Gas	24%	

SYNC SHOT EXTRA TARGET

Increases the number of sync shot targets.

Level	Skill Point Cost	Resource Cost	Total Targets
1	1	50 Gas	+1 Sync Shot target
2	2	1500 Comm Tools	+2 Sync Shot targets

LEVEL 5

SQUAD RESILIENCE

AI teammates are more resistant to bullet damage.

Level	Skill Point Cost	Resource Cost	Resistance Increase	BONUS MEDAL
1	1	500 Food	5%	Resistance increase +5% Found in Remanzo
2	2	1625 Meds	10%	
3	3	4375 Gas	15%	
4	4	8400 Comm Tools	20%	

TRAINED REBELS

Freed rebels become more effective fighters.

Level	Skill Point Cost	Resource Cost	Damage Increase	BONUS MEDAL
1	2	450 Food	5%	Damage increase +5% Found in P.N. De Aqua Verde
2	3	1500 Meds	10%	
3	4	3500 Gas	15%	
4	5	8500 Comm Tools	20%	

LEVEL 16

BLEED OUT TIME

Increases the time you have before dying while waiting to be revived.

Level	Skill Point Cost	Resource Cost	Time Increase	BONUS MEDAL
1	3	1450 Meds	10%	Time increase +20% Found in Inca Camina
2	4	3625 Comm Tools	20%	
3	5	7875 Food	30%	
4	6	11000 Gas	40%	

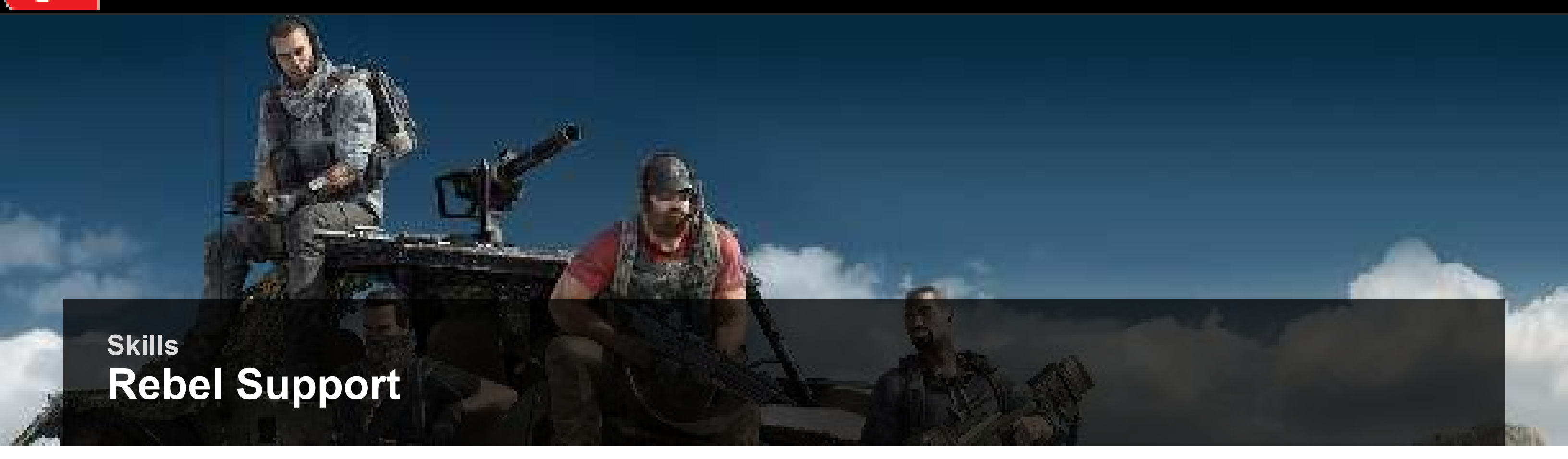
BORN LEADER

AI teammates become more efficient killers.

Level	Skill Point Cost	Resource Cost	Efficiency Increase	BONUS MEDAL
1	3	1500 Food	8%	Efficiency increase +8% Found in Itacua
2	4	4750 Meds	16%	
3	5	7875 Gas	24%	
4	6	11000 Comm Tools	32%	

EPIC SKILL: LAST CHANCE

Increases the number of times your teammates can revive you before you die by 1. Must have first rank in all Squad Skills to unlock.



Skills

Rebel Support

These skills are not unlocked by the same means as all the others. You don't need resources, Skill Points, or levels to unlock and use them. Instead, you need to complete specific Rebel Ops Side Missions to unlock each specific skill and to upgrade it.

All Rebel Support skills can be upgraded up to nine times each, and each one follows the same upgrade pattern. You'll need to complete Side Missions related to the skill you're looking to upgrade in order to max out that skill.

VEHICLE DROP-OFF

Call for rebel mechanics to deliver a vehicle to your position.

UPGRADE PATH:

Rank 1: Unlock skill; can call in Pickup Truck

Rank 2: Reduce Cooldown

Rank 3: Reduce Cooldown

Rank 4: Armored Vehicle

Rank 5: Reduce Cooldown

Rank 6: Reduce Cooldown

Rank 7: Helicopter

Rank 8: Reduce Cooldown

Rank 9: Reduce Cooldown

GUNS FOR HIRE

Call for rebel fighters to temporarily join you and add more firepower to your squad.

UPGRADE PATH:

Rank 1: Unlock skill; request help from a small group of rebels

Rank 2: Reduce Cooldown

Rank 3: Reduce Cooldown

Rank 4: Request help from a large group of rebels

Rank 5: Reduce Cooldown

Rank 6: Reduce Cooldown

Rank 7: Request help from a very large group of rebels

Rank 8: Reduce Cooldown

Rank 9: Reduce Cooldown

MORTAR STRIKE

Designate an area to have the rebels deliver a destructive mortar strike.

UPGRADE PATH:

Rank 1: Unlock skill; can request a mortar strike

Rank 2: Reduce Cooldown

Rank 3: Reduce Cooldown

Rank 4: Request multiple mortar strikes

Rank 5: Reduce Cooldown

Rank 6: Reduce Cooldown

Rank 7: Request multiple mortar strikes across a large area

Rank 8: Reduce Cooldown

Rank 9: Reduce Cooldown

DIVERSION

Indicate a position to send a tactical rebel squad who will create a diversion for you.

UPGRADE PATH:

Rank 1: Unlock skill; can request a small rebel flanking element

Rank 2: Reduce Cooldown

Rank 3: Reduce Cooldown

Rank 4: Request a large rebel flanking element

Rank 5: Reduce Cooldown

Rank 6: Reduce Cooldown

Rank 7: Request a very large rebel flanking element

Rank 8: Reduce Cooldown

Rank 9: Reduce Cooldown

RECON

Designate an area to have rebel spotters go through and mark all enemies in that area.

UPGRADE PATH:

Rank 1: Unlock skill; can request recon of a small area

Rank 2: Reduce Cooldown

Rank 3: Reduce Cooldown

Rank 4: Request a recon of a large area

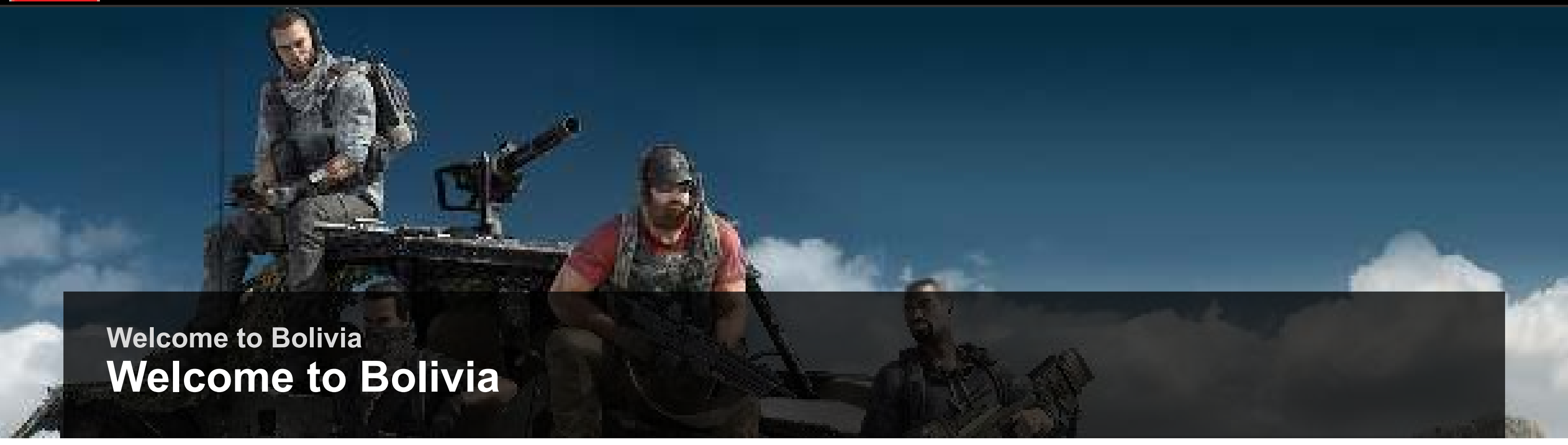
Rank 5: Reduce Cooldown

Rank 6: Reduce Cooldown

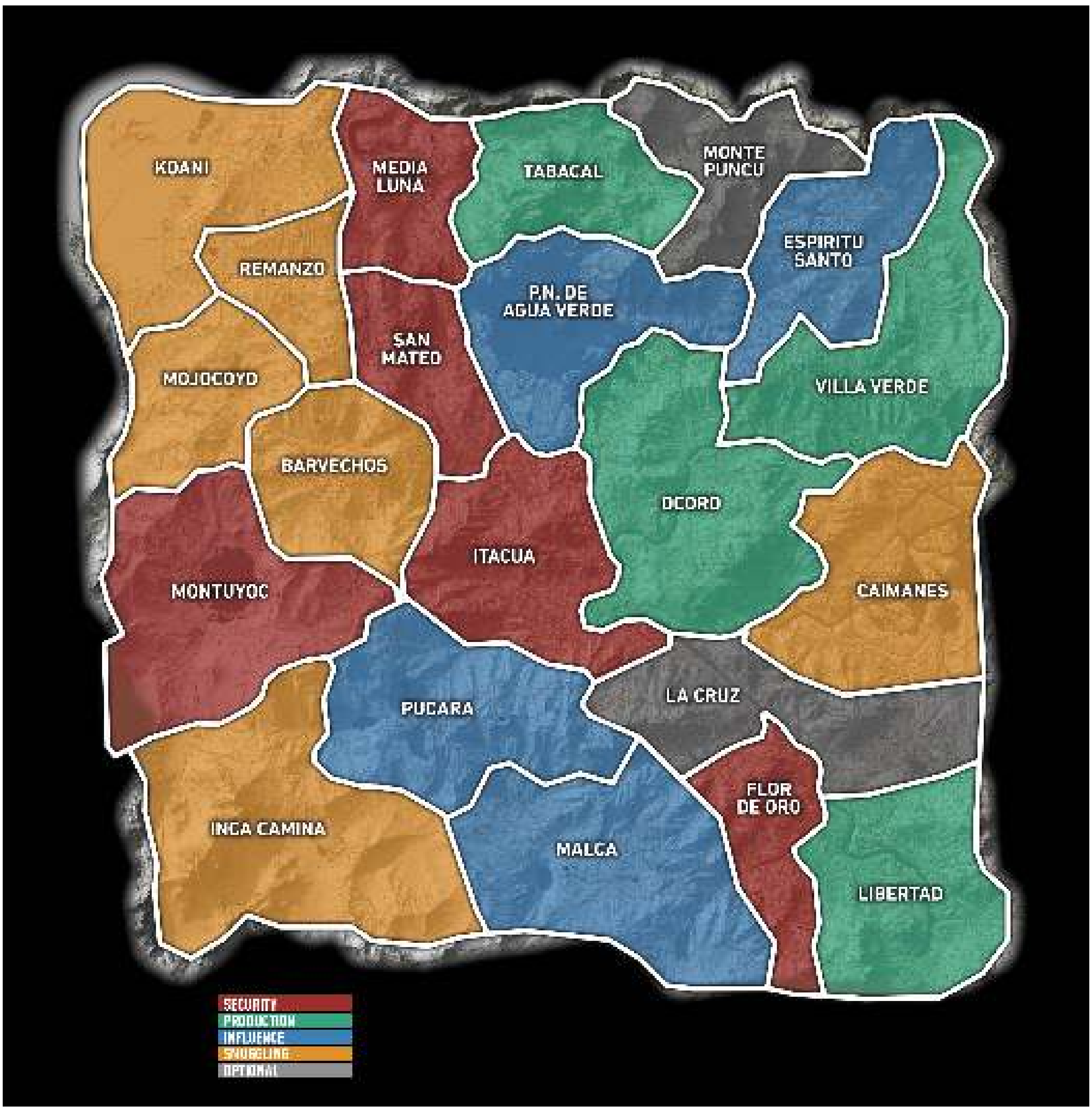
Rank 7: Request the recon of a very large area

Rank 8: Reduce Cooldown

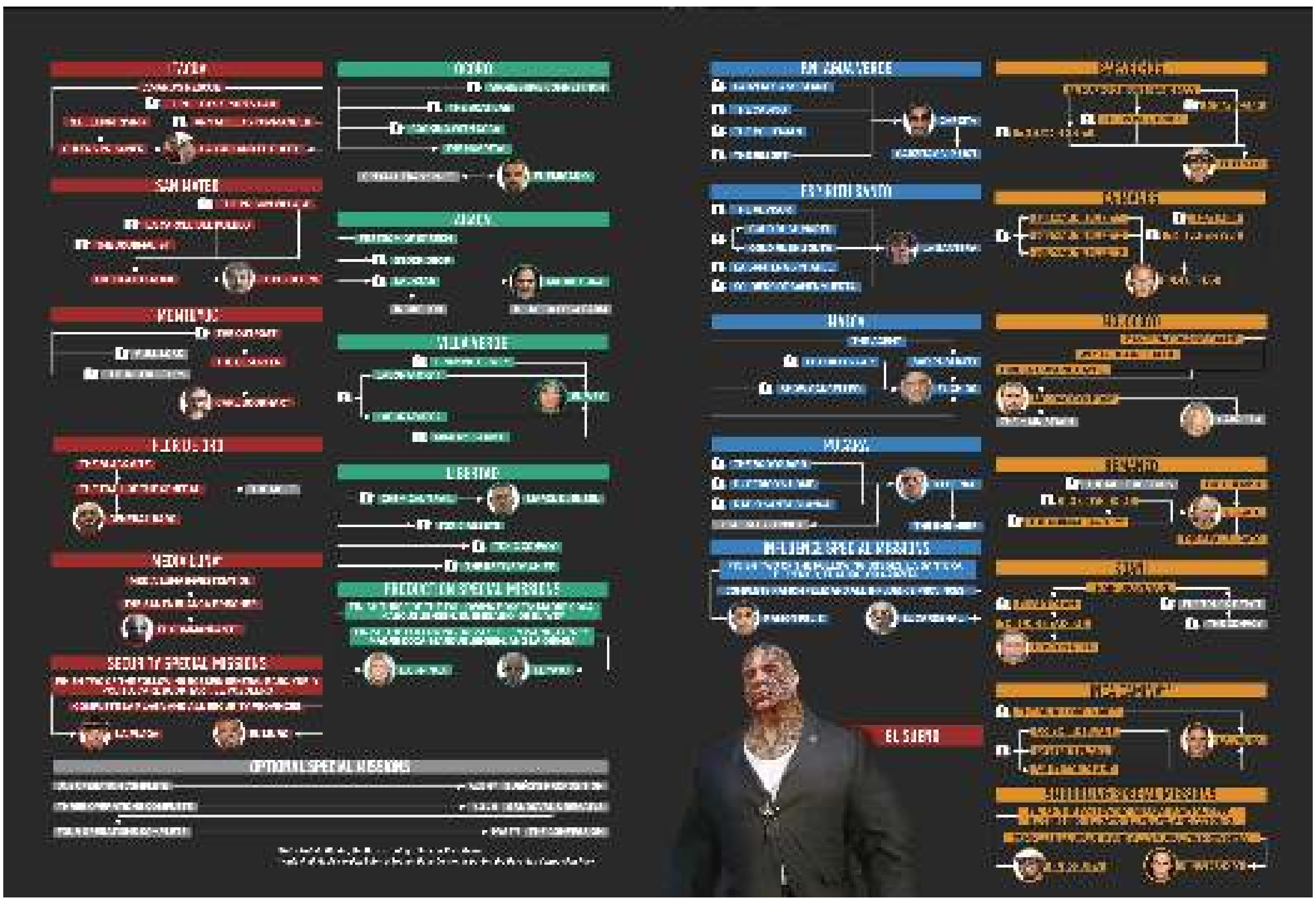
Rank 9: Reduce Cooldown

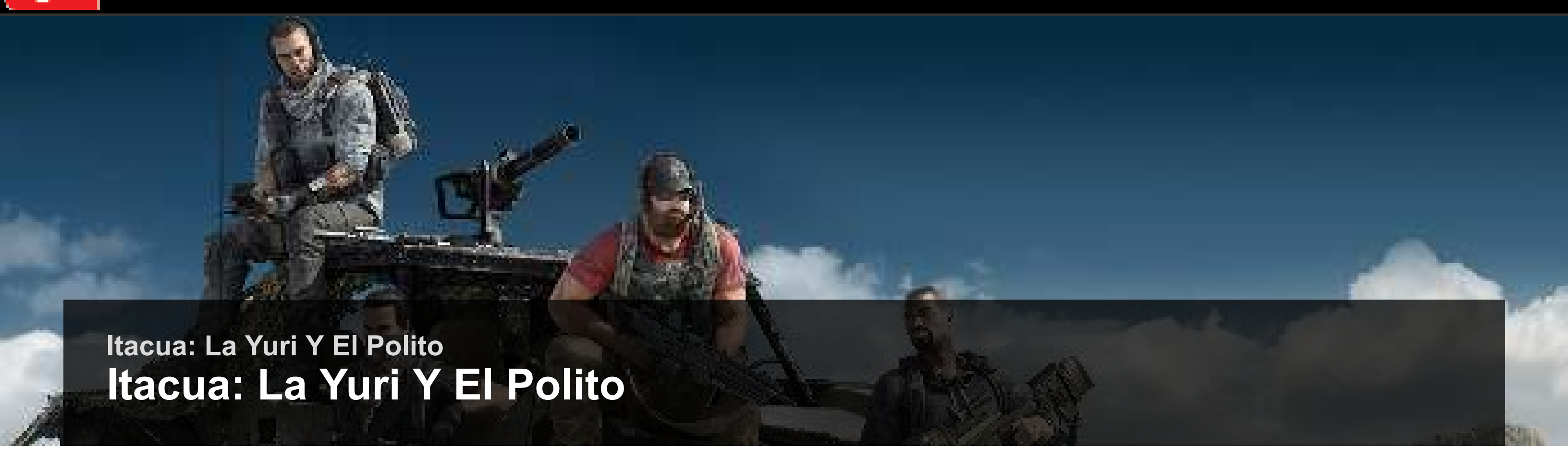


Welcome to Bolivia


KOANI
MEDIA LUNA
TABACAL
MONTE PUNCU
ESPIRITU SANTO
REMANZO
P.N. DE AGUA VERDE
SAN MATEO
MOJOCOYO
VILLA VERDE
BARVECHOS
OCORO
ITACUA
MONTUYOC
CAIMANES
LA CRUZ
PUCARA
FLOR DE ORO
INCA CAMINA
MALCA
LIBERTAD
SECURITY
PRODUCTION
INFLUENCE
SMUGGLING
OPTIONAL

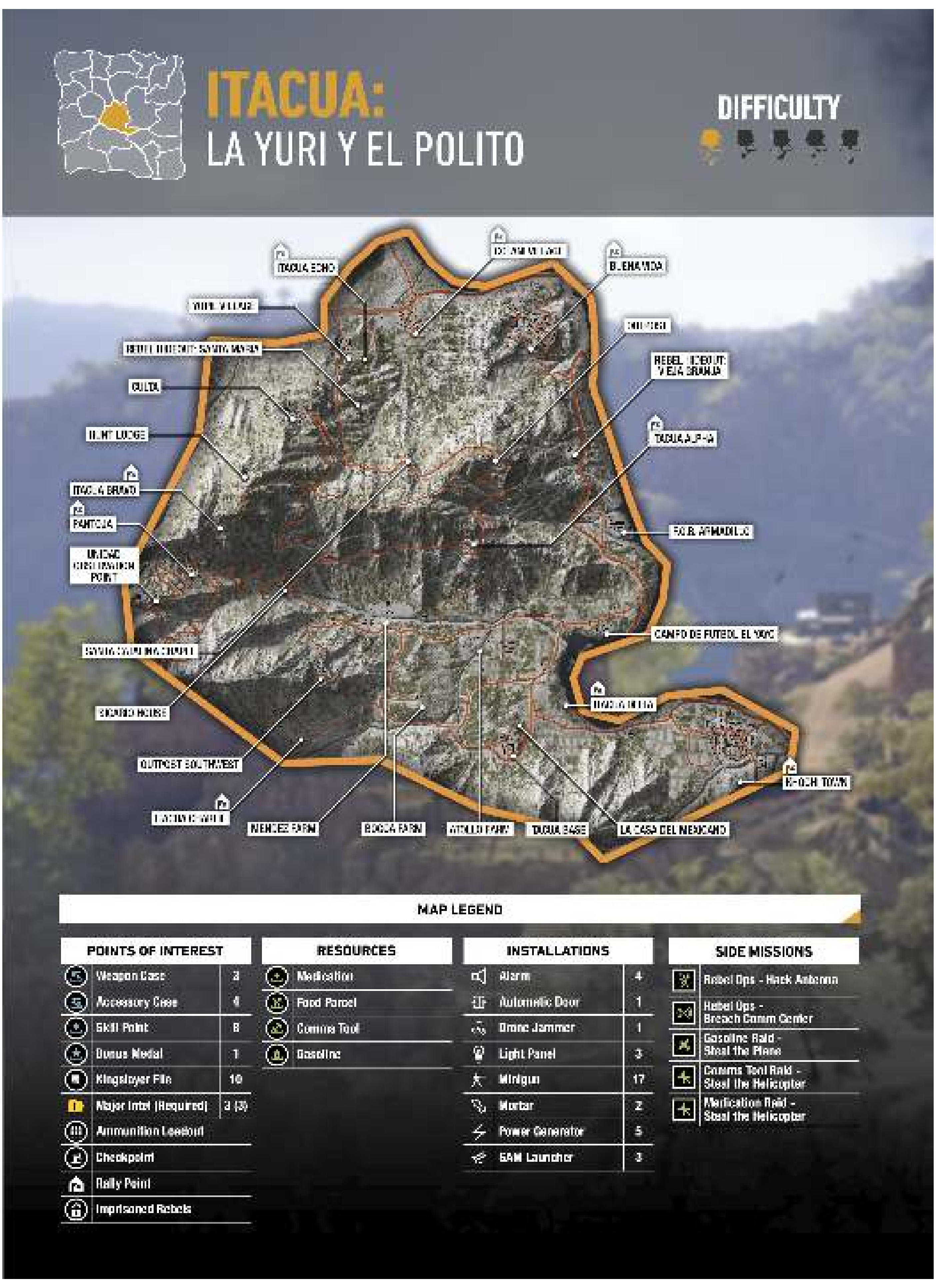
The beautiful landscape of Bolivia is divided into 21 provinces, each having a role to play as the Ghosts take on the Santa Blanca Cartel. Each one specializes in an aspect of cartel business: Security, Production, Influence, and Smuggling, and is headed up by high ranking members of the cartel. Our guide takes you province by province as you make your way through the cartel's hierarchy, crippling their operations and sowing discord until you reach the boss himself, El Sueño.


SAN MATEO
MEDIA LUNA
SECURITY SPECIAL MISSIONS
VILLA VERDE
LIBERTAD
PRODUCTION SPECIAL MISSIONS
OPTIONAL SPECIAL MISSIONS
ESPIRITU SANTO
INFLUENCE SPECIAL MISSIONS
EL SUEÑO
SMUGGLING SPECIAL MISSIONS



Itacua: La Yuri Y El Polito

Itacua: La Yuri Y El Polito


ITACUA:
LA YURI Y EL POLITO
DIFFICULTY
ITACUA ECHO
BUENA VIDA
REBEL HIDEOUT: SANTA MARIA
CULTA
HUNT LODGE
OUTPOST
REBEL HIDEOUT: VIEJA GRANJA
ITACUA ALPHA
ITACUA BRAVO
PANTOJA
UNIDAD OBSERVATION POINT
FOB ARMADILLO
SANTA CATALINA CHAPEL
CAMPO DE FUTBOL EL YAYO
SICARIO HOUSE
ITACUA DELTA
OUTPOST SOUTHWEST
KHOCHI TOWN
MENDEZ FARM
ITACUA BASE
LA CASA DEL MEXICANO
MAP LEGEND
POINTS OF INTEREST
Weapon Case 3
Accessory Case 4
Skill Point 8
Bonus Medal 1
Kingslayer File 10
Major Intel (Required) 3 (3)
Ammunition Lookout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 4
Automatic Door 1
Drone Jammer 1
Light Panel 3
Minigun 17
Mortar 2
Power Generator 5
SAM Launcher 3
SIDE MISSIONS
Rebel Ops - Hack Antenna
Rebel Ops - Breach Comm Center
Gasoline Raid - Steal the Plane
Comms Tool Raid - Steal the Helicopter
Medication Raid - Steal the Helicopter

Formerly a peaceful agricultural province where rebellion began, now a guerilla zone.

Content	Number in Province
Main Missions	6
Side Missions	5

- **Operation: Security**
- **Chief: La Yuri y El Polito**
- **Ecosystem: Green Lands**

Itacua is a fertile province with a temperate climate and a moderate relief. The Rio Uruqui borders it to the east. Fertile lands have allowed the development of a thriving agriculture based on cereals and cattle breeding. The capital, the small town of Khochi, is dedicated to the cultivation of cereals, which is also the case of the town of Buena Vida. The village of Pantoja is dedicated to breeding.

The province of Itacua was spared the invasion of the Santa Blanca. This haven of peace was the rallying of Bolivian cocaleros and other people persecuted by the cartel. Ignored by the Santa Blanca, which was busy fighting the Unidad, these fugitives got organized. They obtained more effective weapons than hunting shotguns. They dug for ammunition caches, equipment, and supplies. They also built shelters. They trapped ambush zones along the main roads and they trained tirelessly. When the agreement was signed between the Bolivian government and the cartel, they refused to surrender. It was impossible for them that the struggle kept on in this way. The Mexican had to leave Bolivia, dead or alive.

The Rebellion launched raids against the Santa Blanca's facilities and sent detachments into the neighboring province of La Cruz. Taken by surprise, the cartel suffered some losses. Then Sueño asked La Plaga to handle it. At the head of his sicarios he entered Itacua where the fight keeps going on. Several months later, the rebellion still resists and Itacua has become a guerrilla zone. The capital, Buena Vida, was partly destroyed by the fighting. The Culta village has been burnt by the sicarios, and Yopil's population has been kidnaped.

In the center of the province, La Plaga has built a fortified base from which columns of vehicles leave to harass rebels or rescue cartel outposts attacked by the rebels. The captured rebels were handed over to La Yuri and El Polito, who are responsible for torturing the captives to extract information on the leaders of the Rebellion.

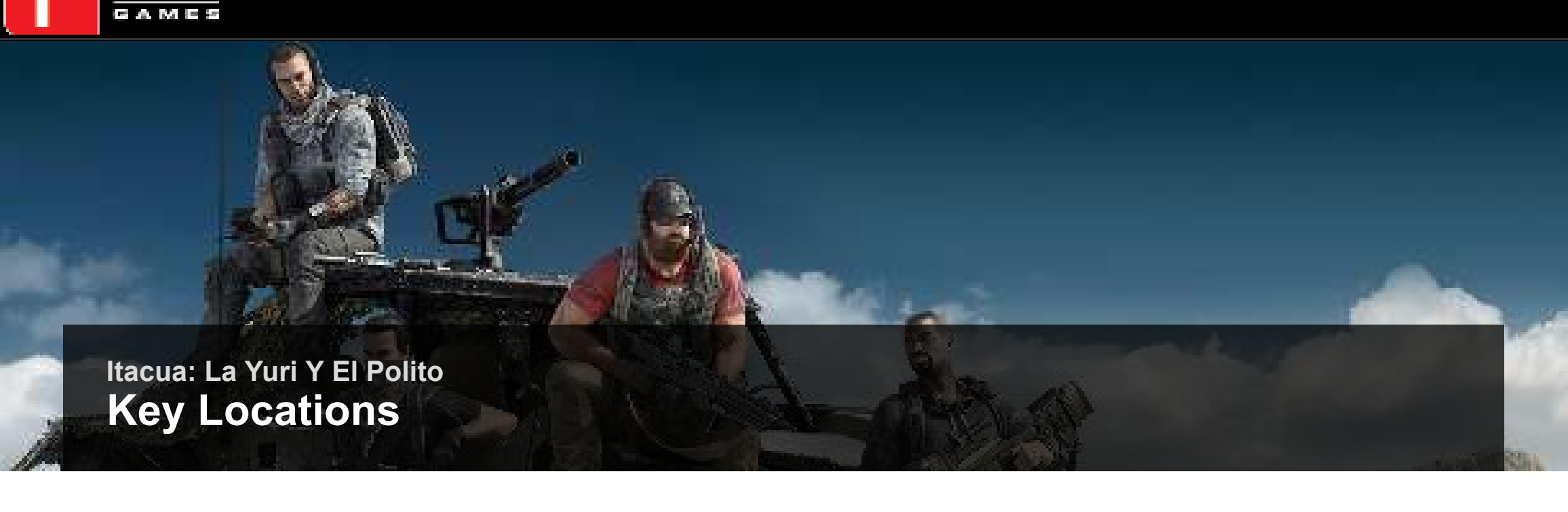
GLORIA FERNANDEZ, ZAPATERO GONZALEZ, AKA LA YURI Y EL POLITO

Born: 30/04/1981 and 04/08/1983, In Mexico City

Cartel Position: Chiefs of Torture and Extortion

Specialists in torture, La Yuri and El Polito extract information and enjoy giving bloody and cruel examples to show their enemies and the population what the consequences of going against the cartel are. They are very much in love.

They met in a hospital, where he was a resident and she was a nurse. They got into the cartel after saving the life of an important cartel member. This Buchon was so grateful to them that he started giving them gifts and inviting them to parties. After a while they started to provide personal services for the Buchon's family, and they progressively found the joy of having lots of money and the thrill of having people's lives in their hands.



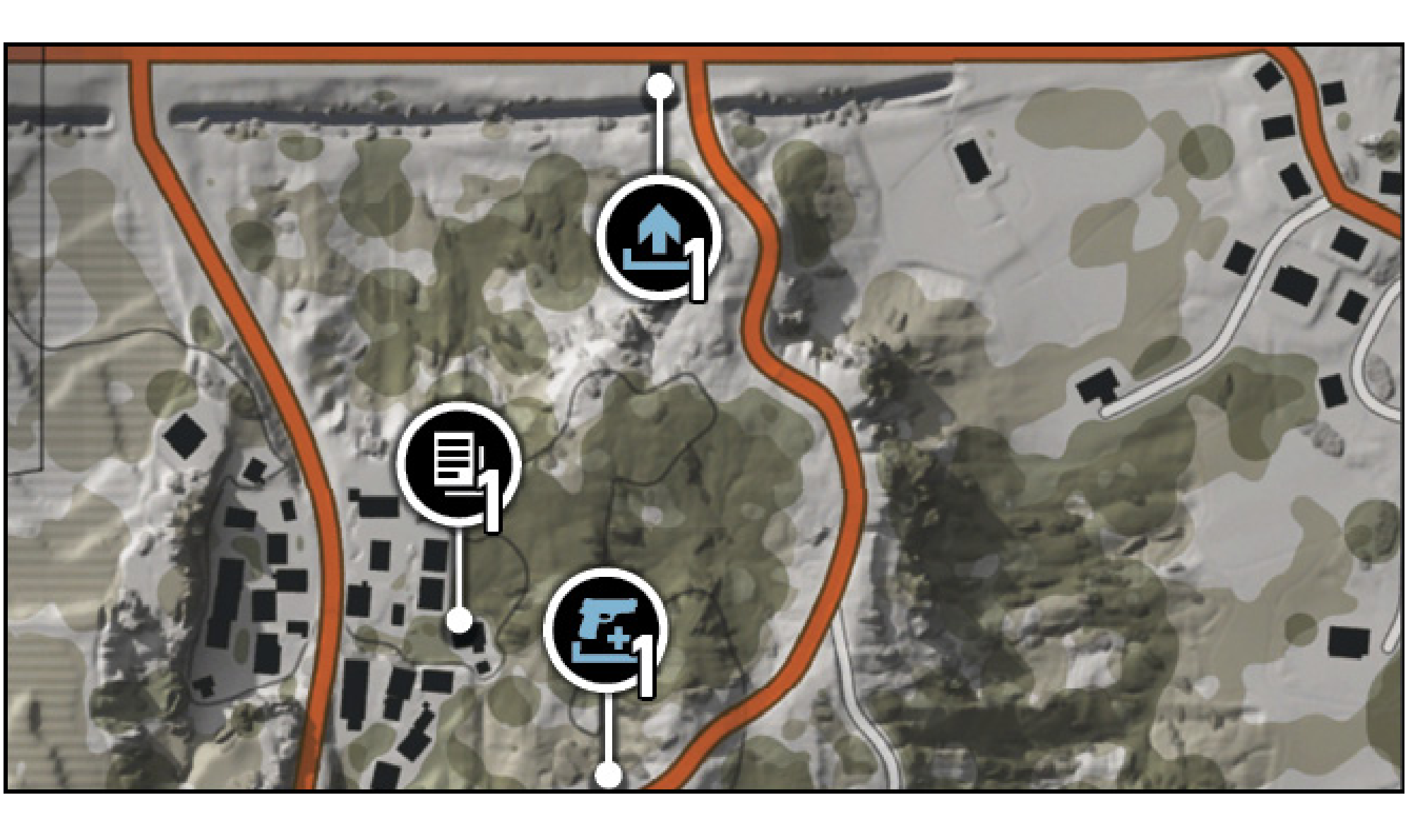
Itacua: La Yuri Y El Polito

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

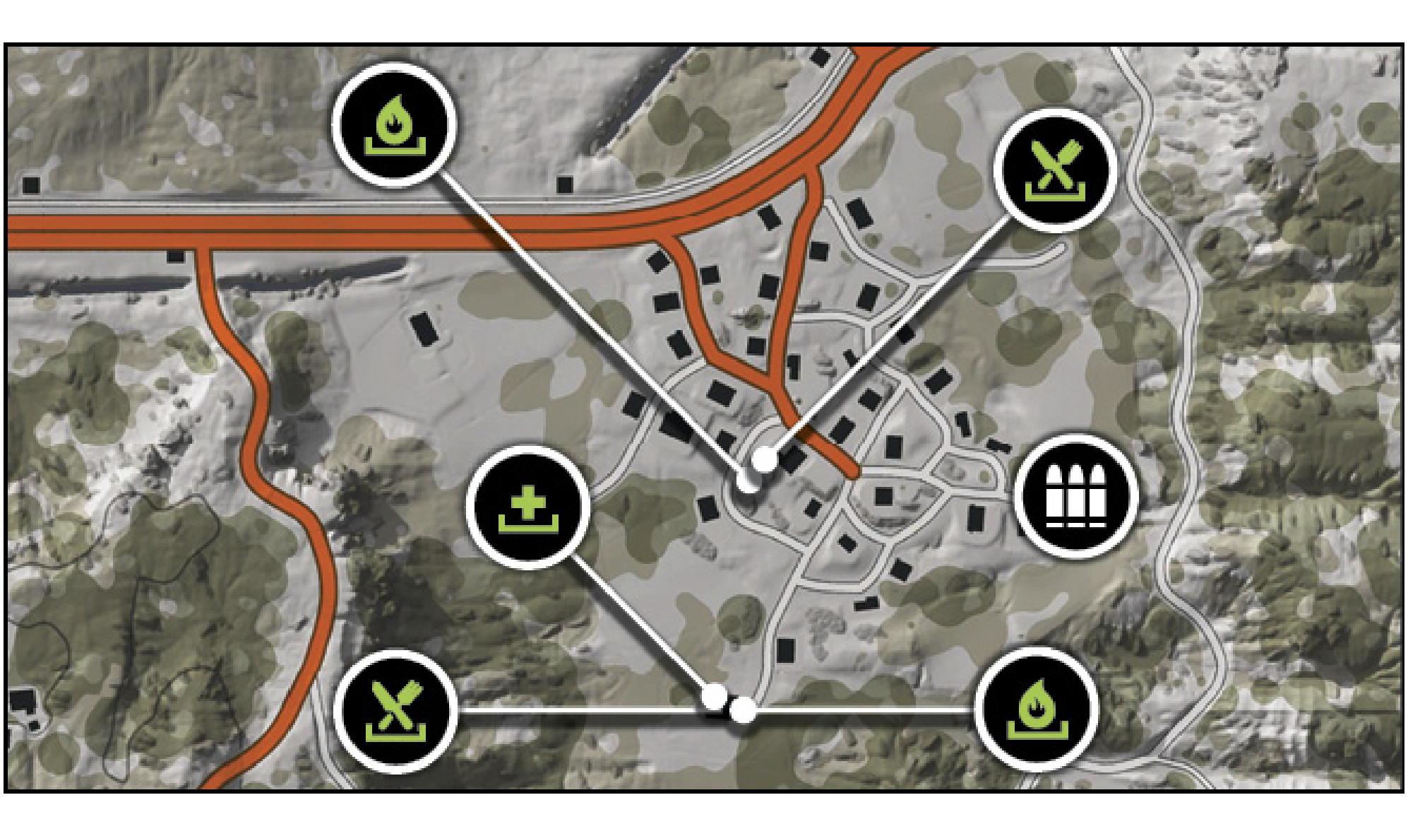
YOPIL VILLAGE

The cartel kidnapped every villager here.



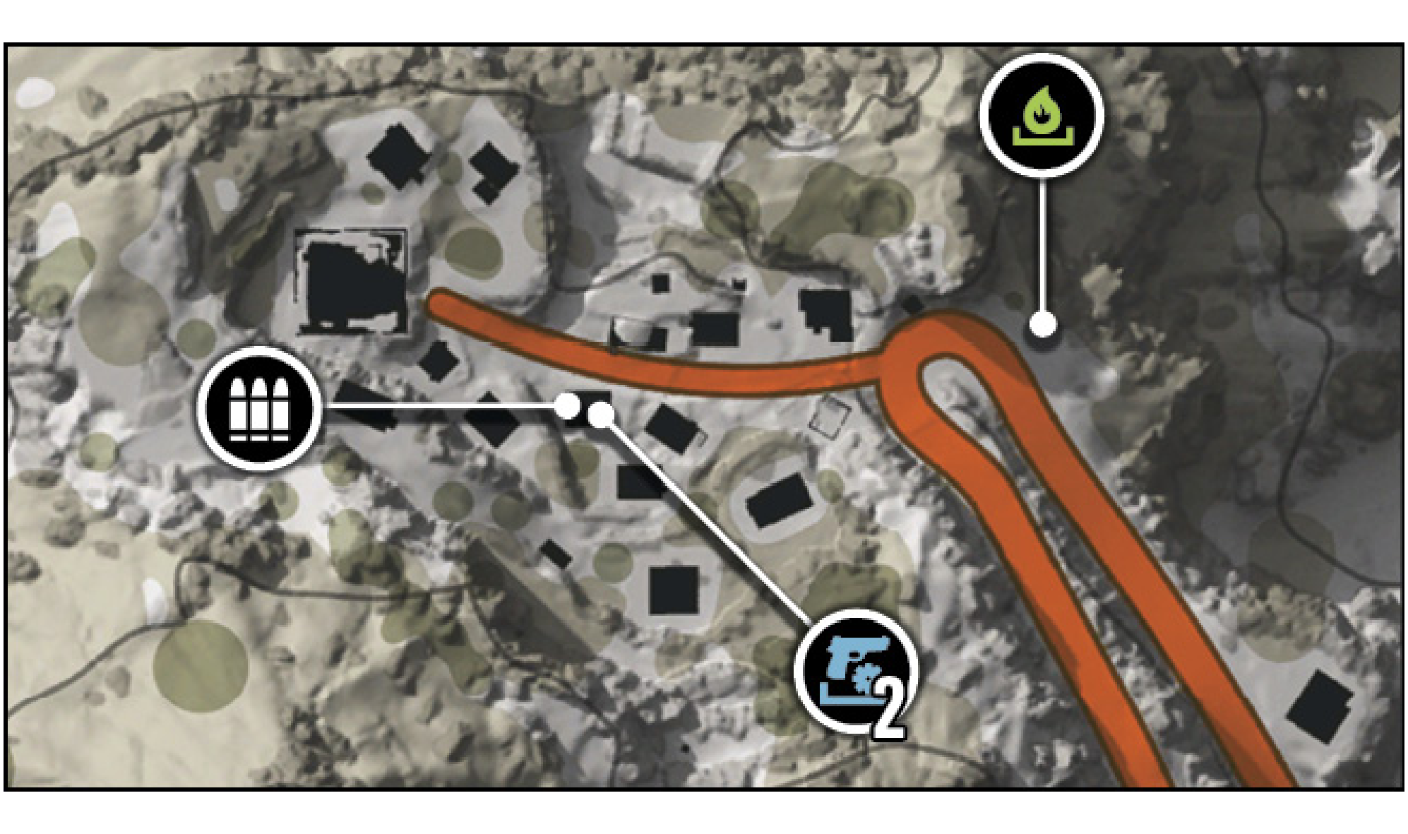
COTANI VILLAGE

Small rice-planters' village.



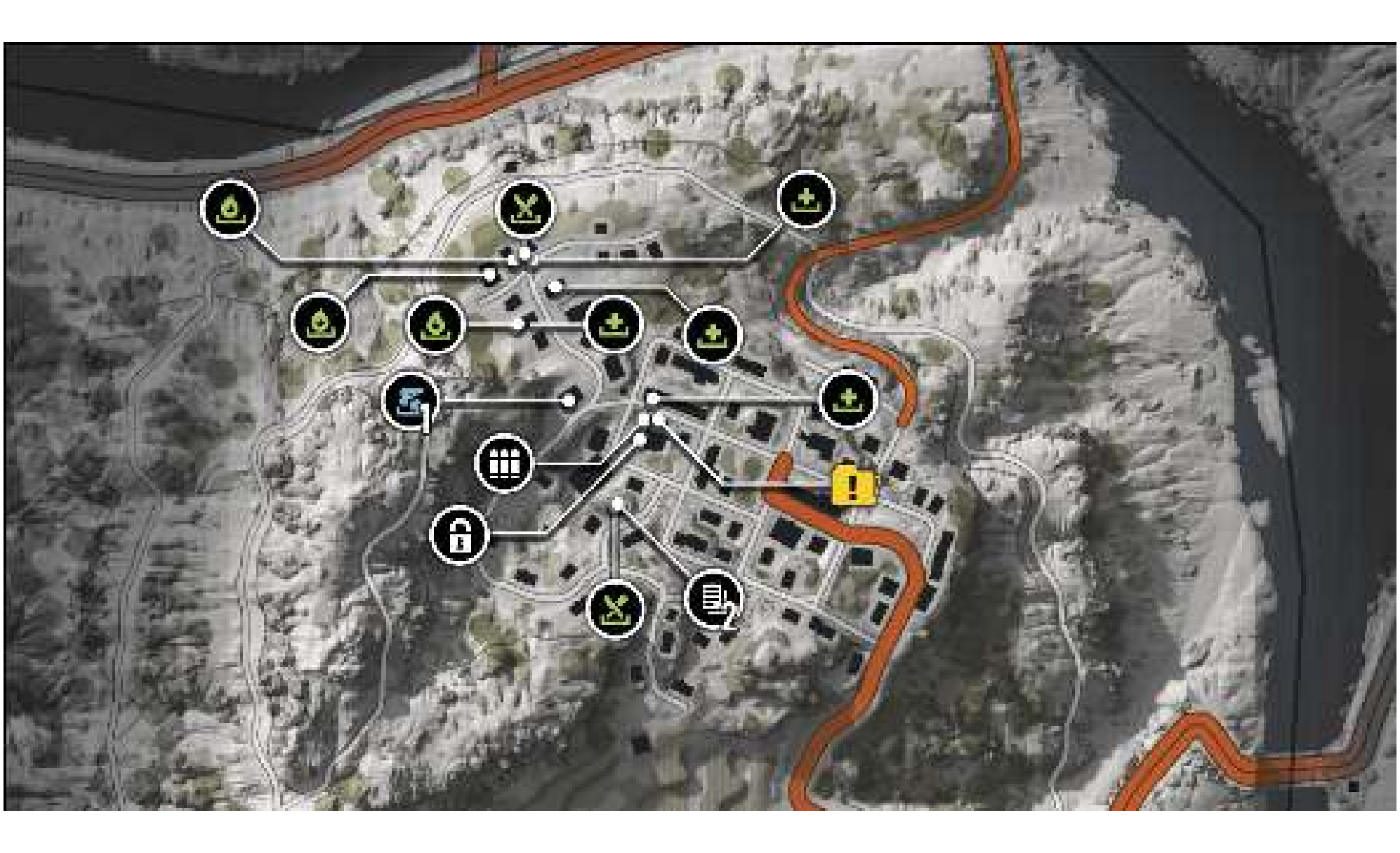
CULTA

A rebel village burned to the ground by the Santa Blanca.



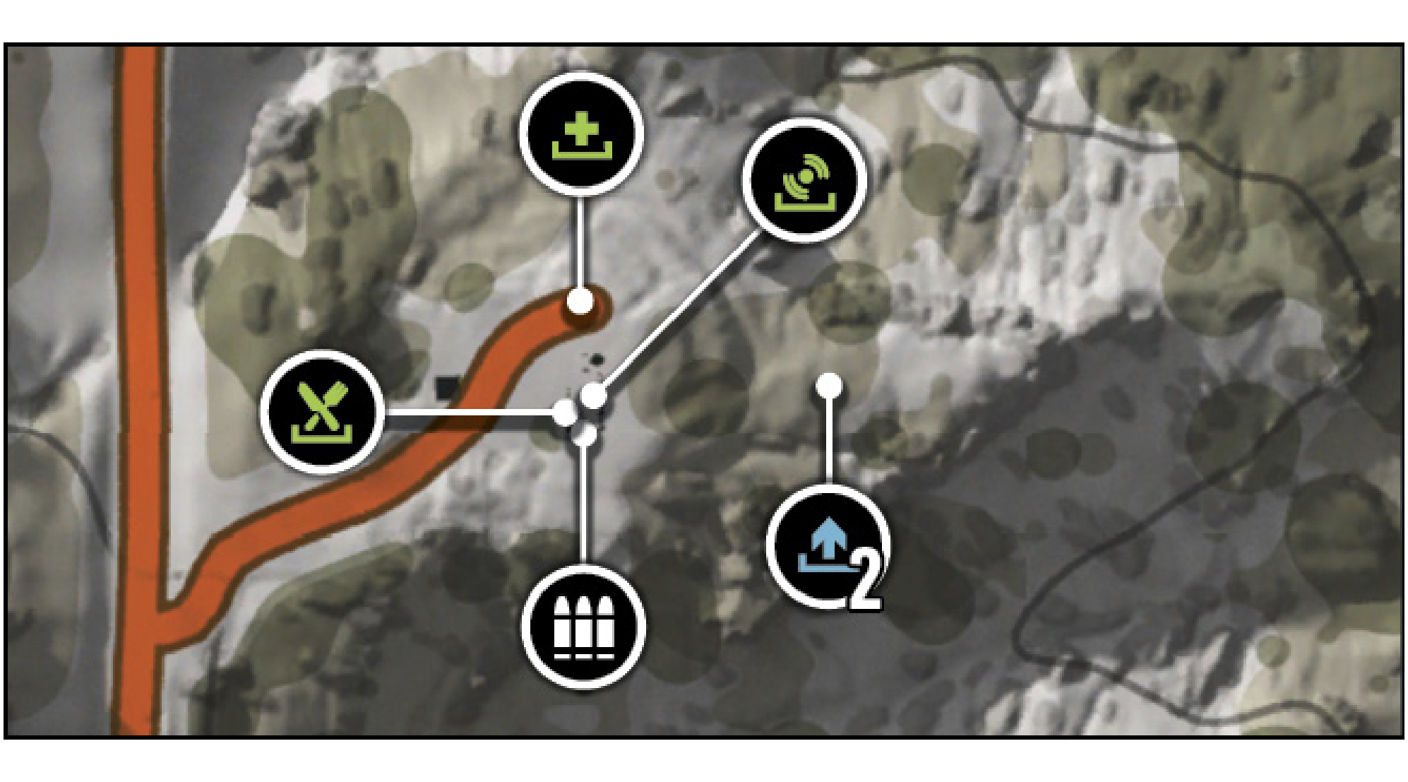
BUENA VIDA

The Santa Blanca conquered this rebel town in a long battle.



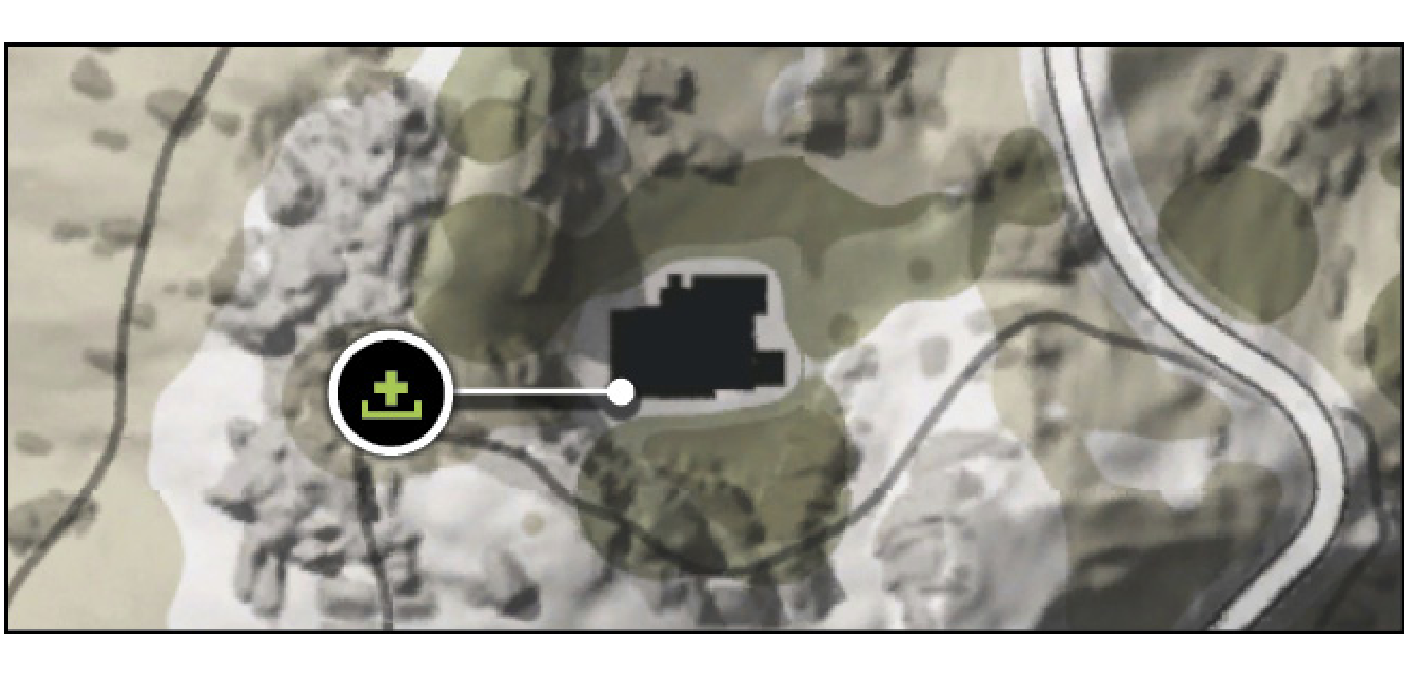
SANTA MARIA REBEL HIDEOUT

A rebel hideout now controlled by the hostiles.



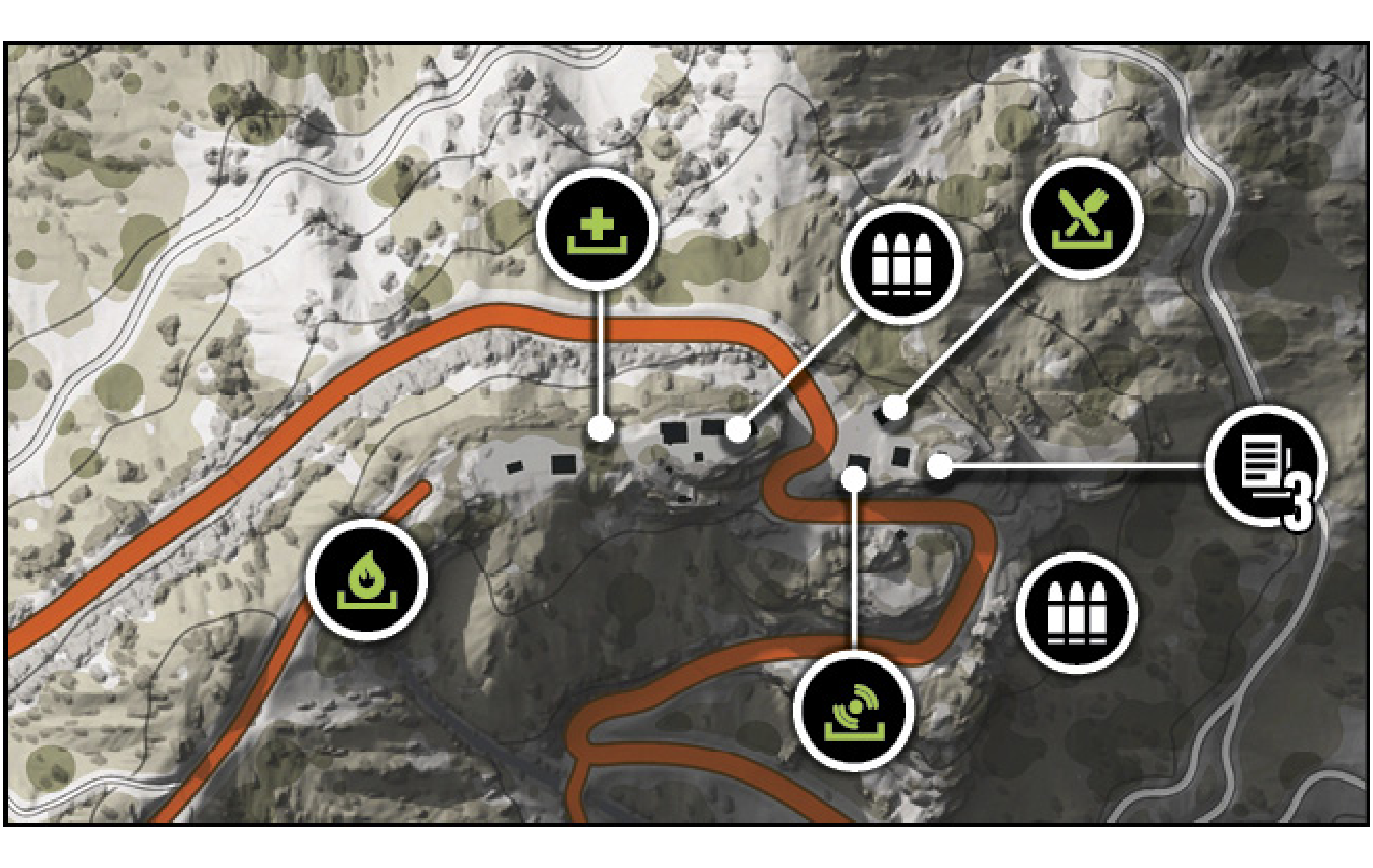
HUNT LODGE

Used by foreign hunters.



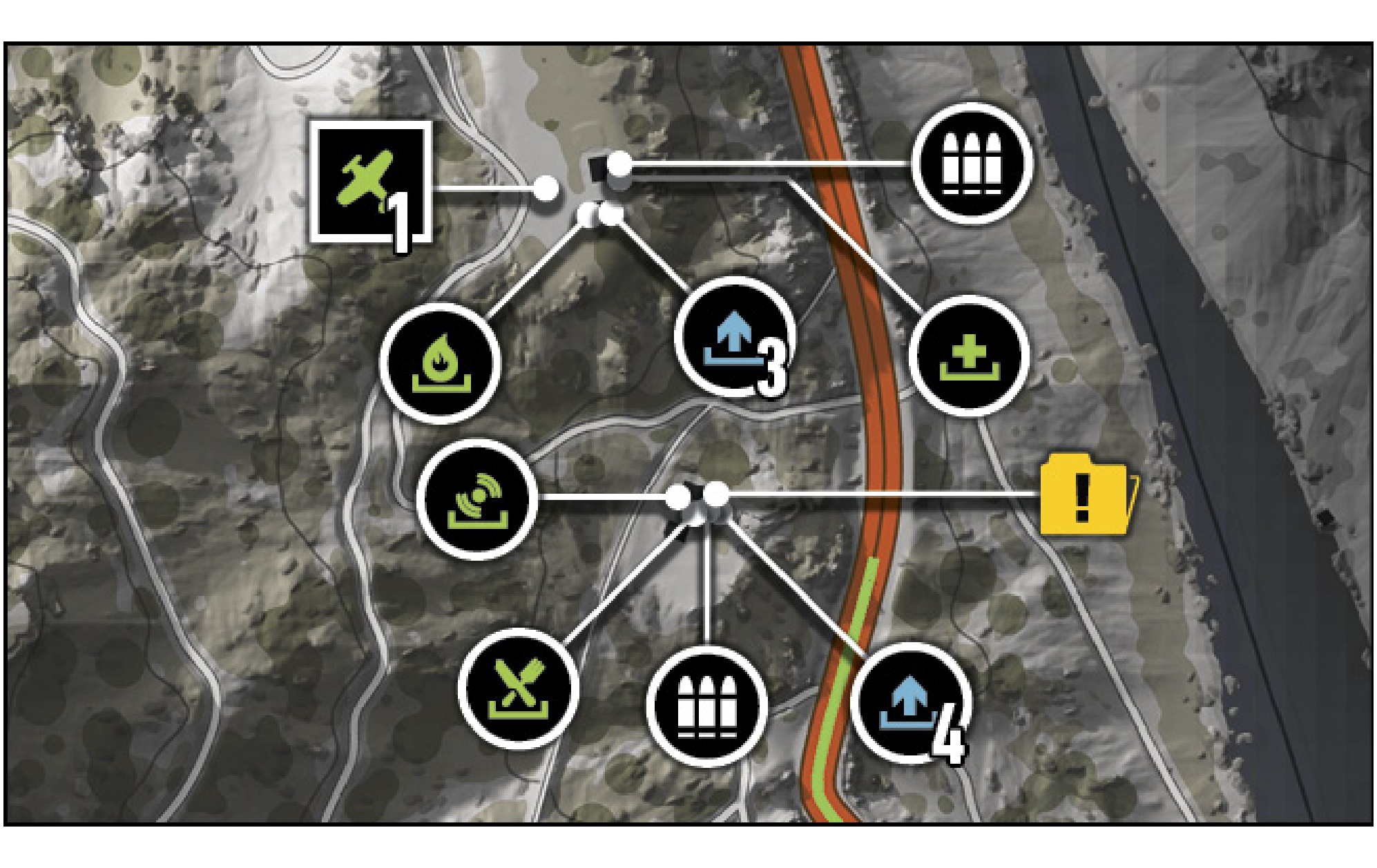
OUTPOST

Controls road traffic in central Itacua.



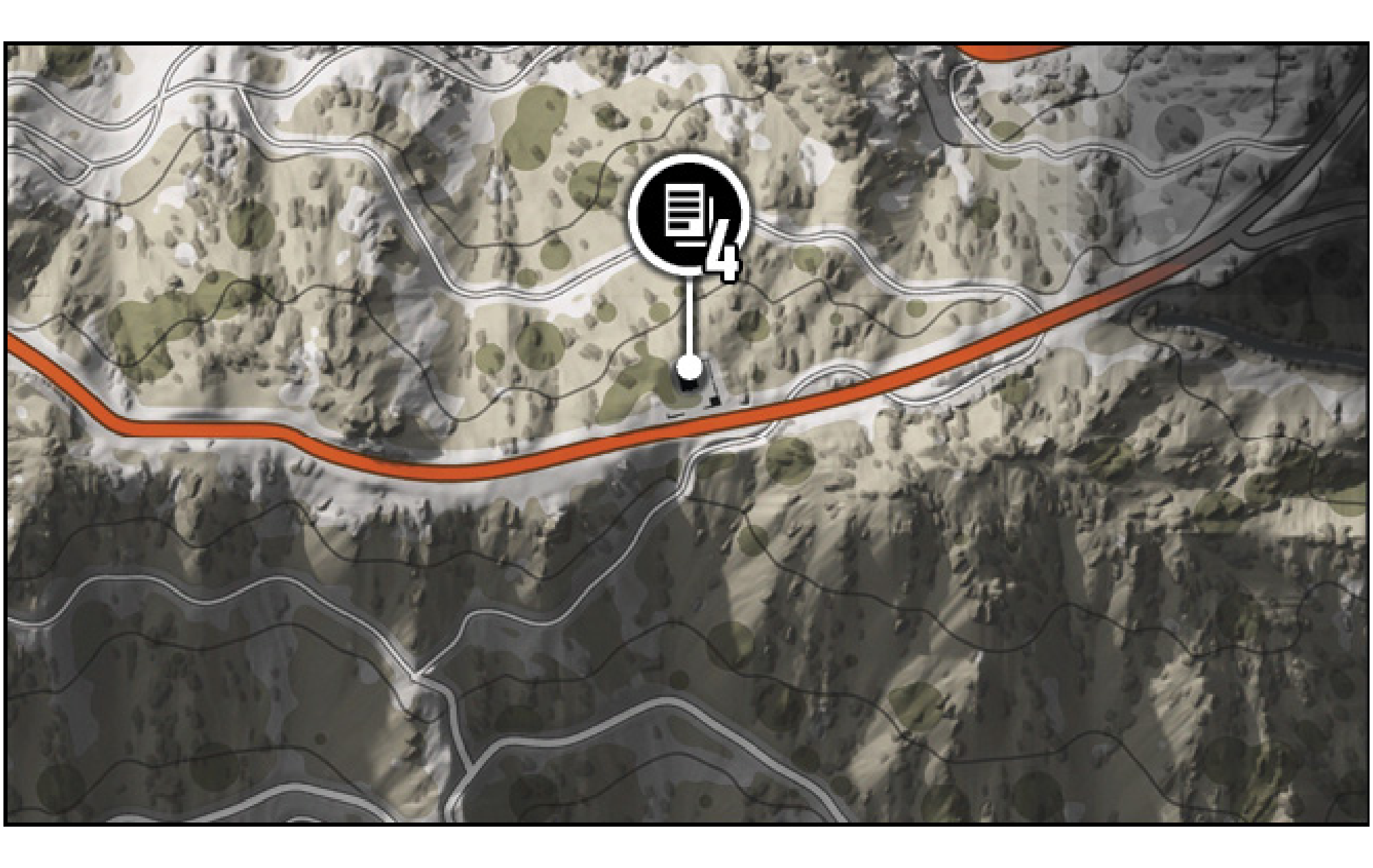
VIEJA GRANJA

A rebel hideout now controlled by the hostiles.



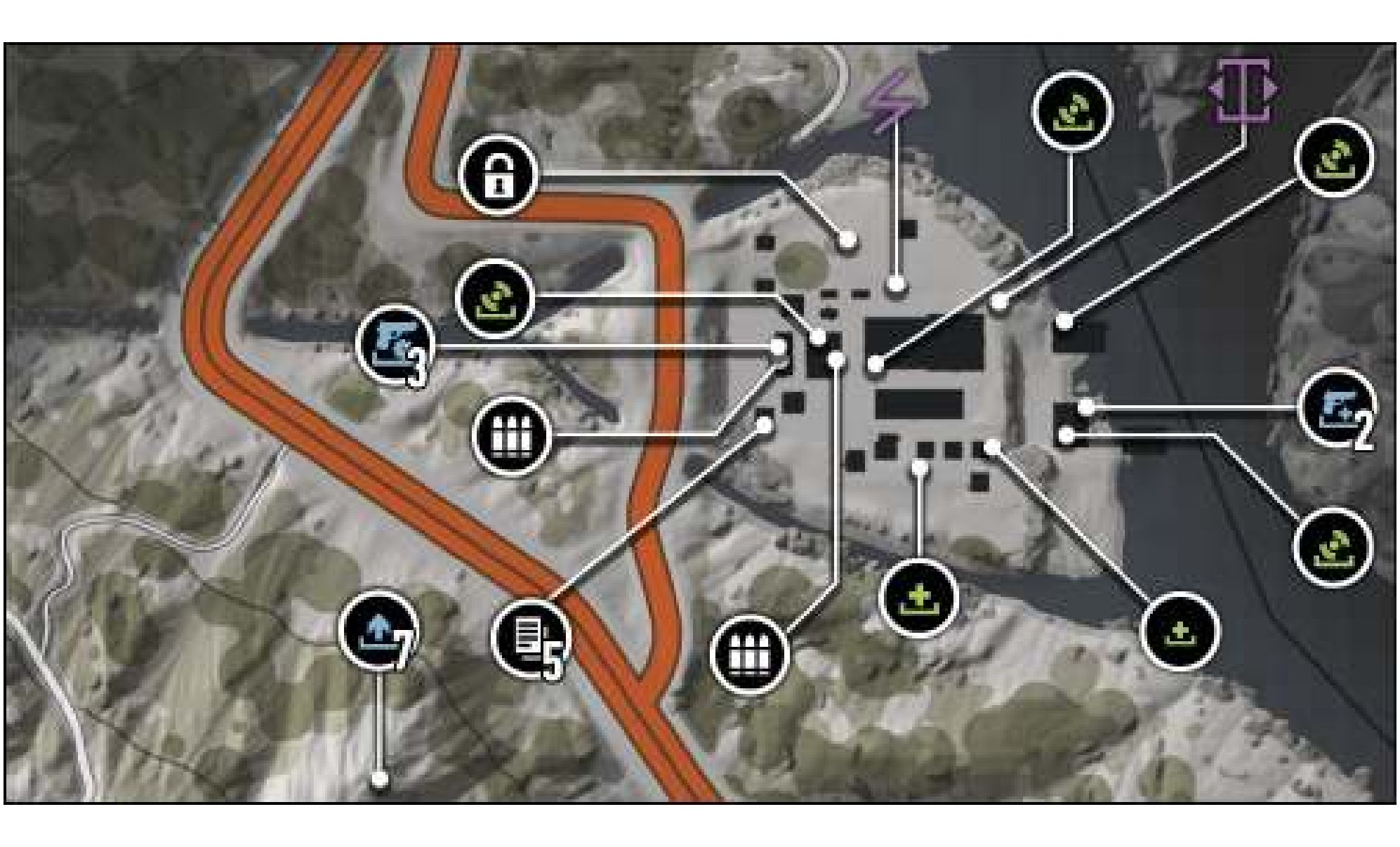
SANTA CATALINA CHAPEL

Protects the drivers.



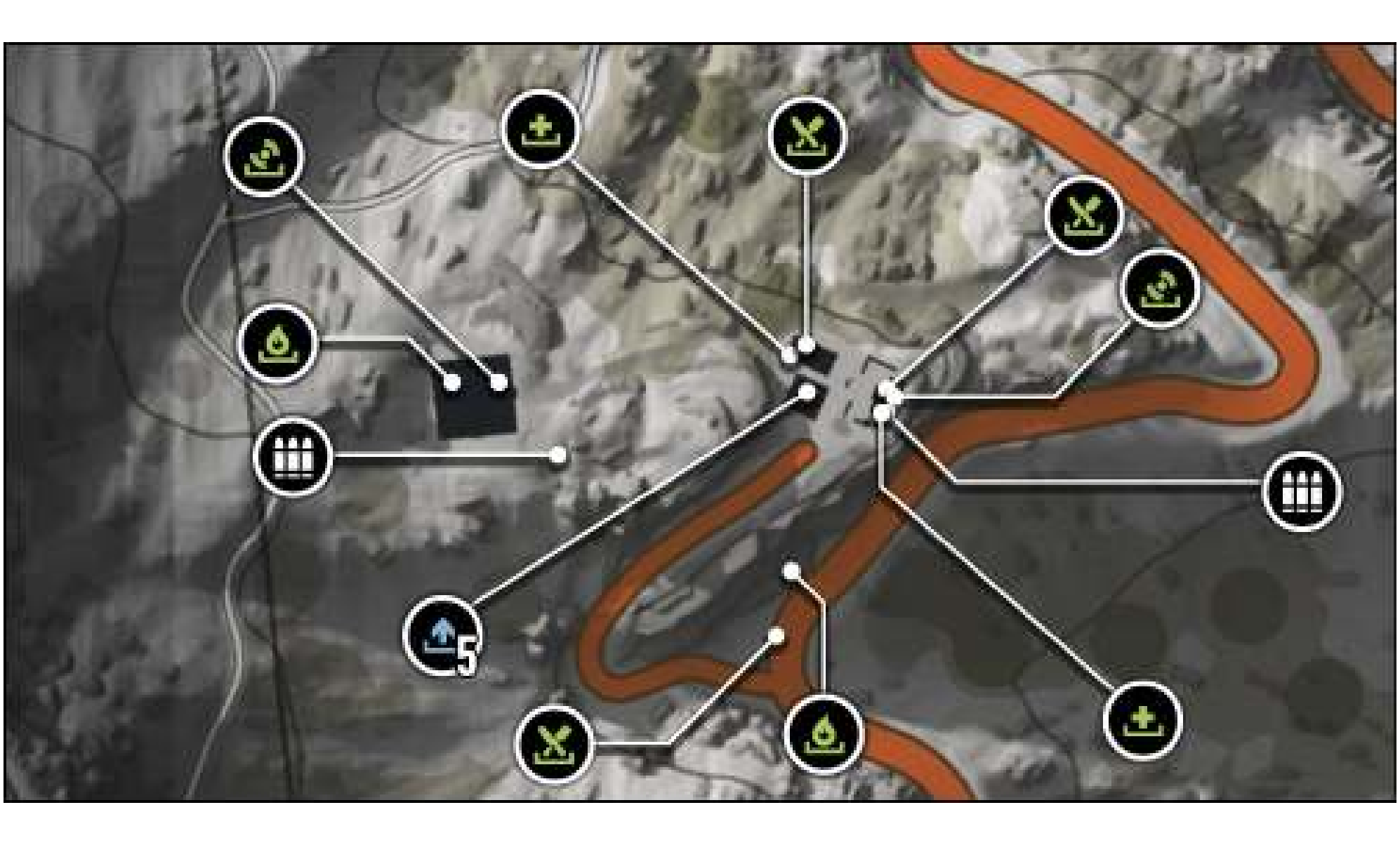
F.O.B. ARMADILLO

This riverine base controls the eastern border.



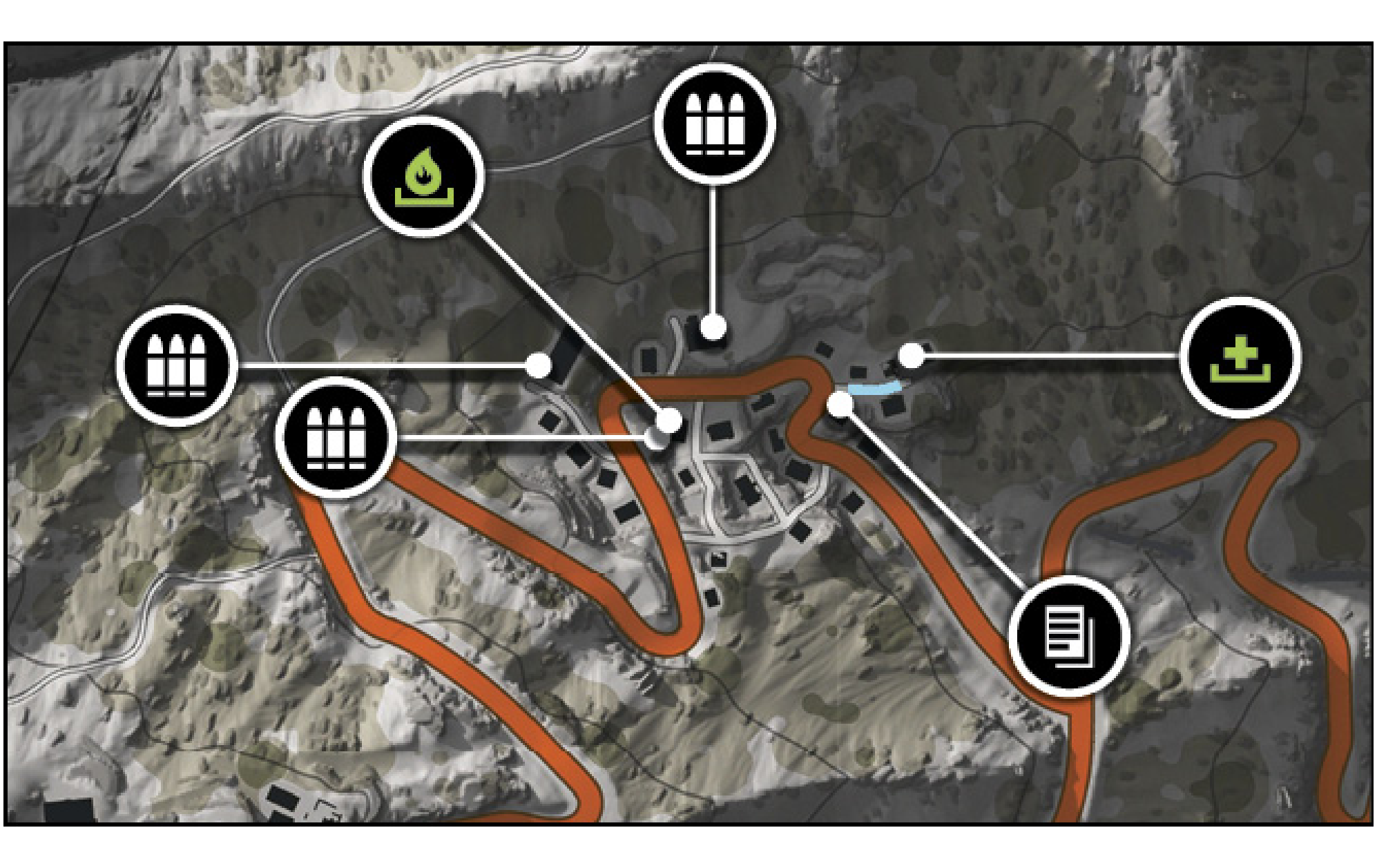
UNIDAD OBSERVATION POST

Watches the rebels' movements.



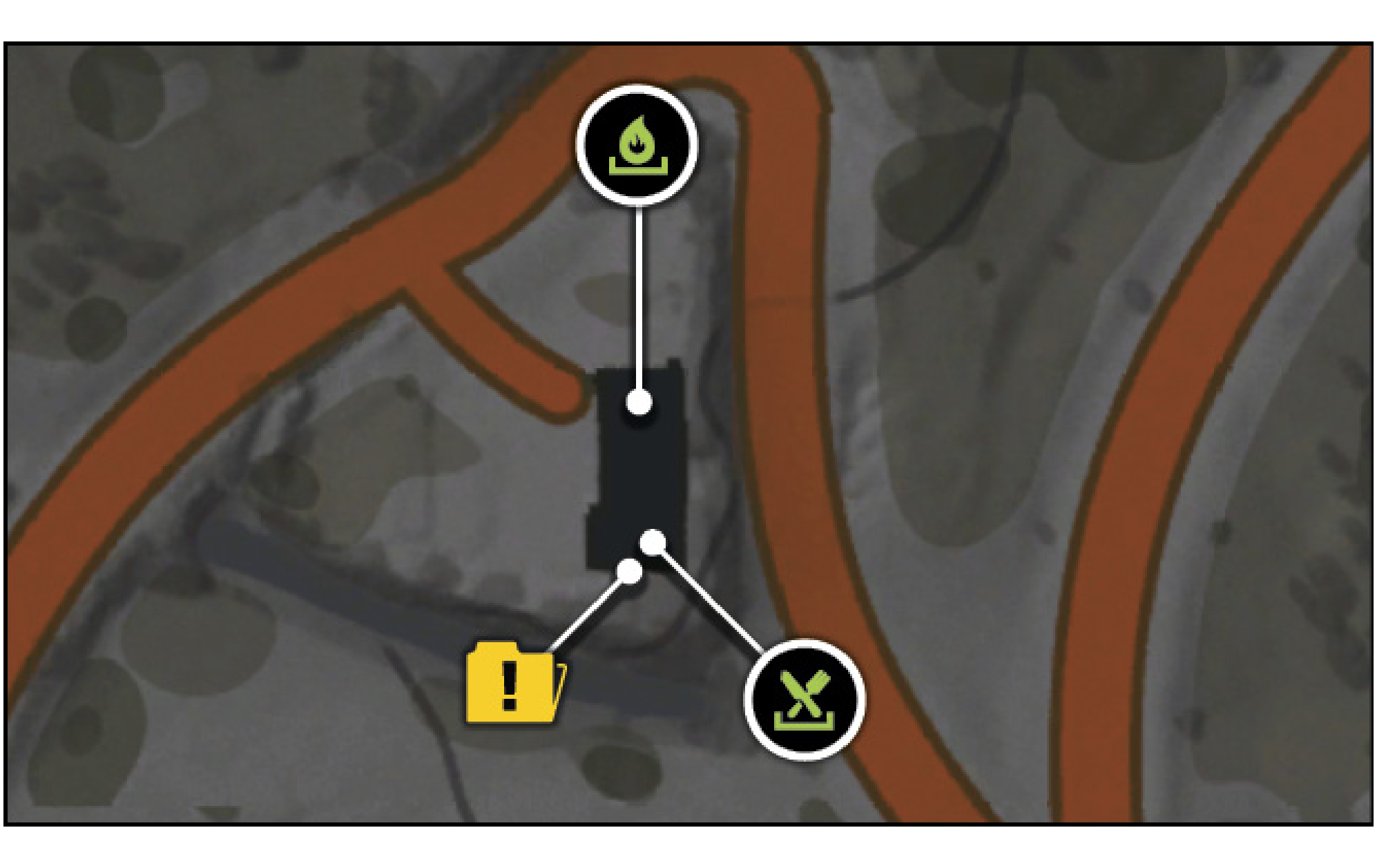
PANTOJA

A remote village dedicated to beef breeding.



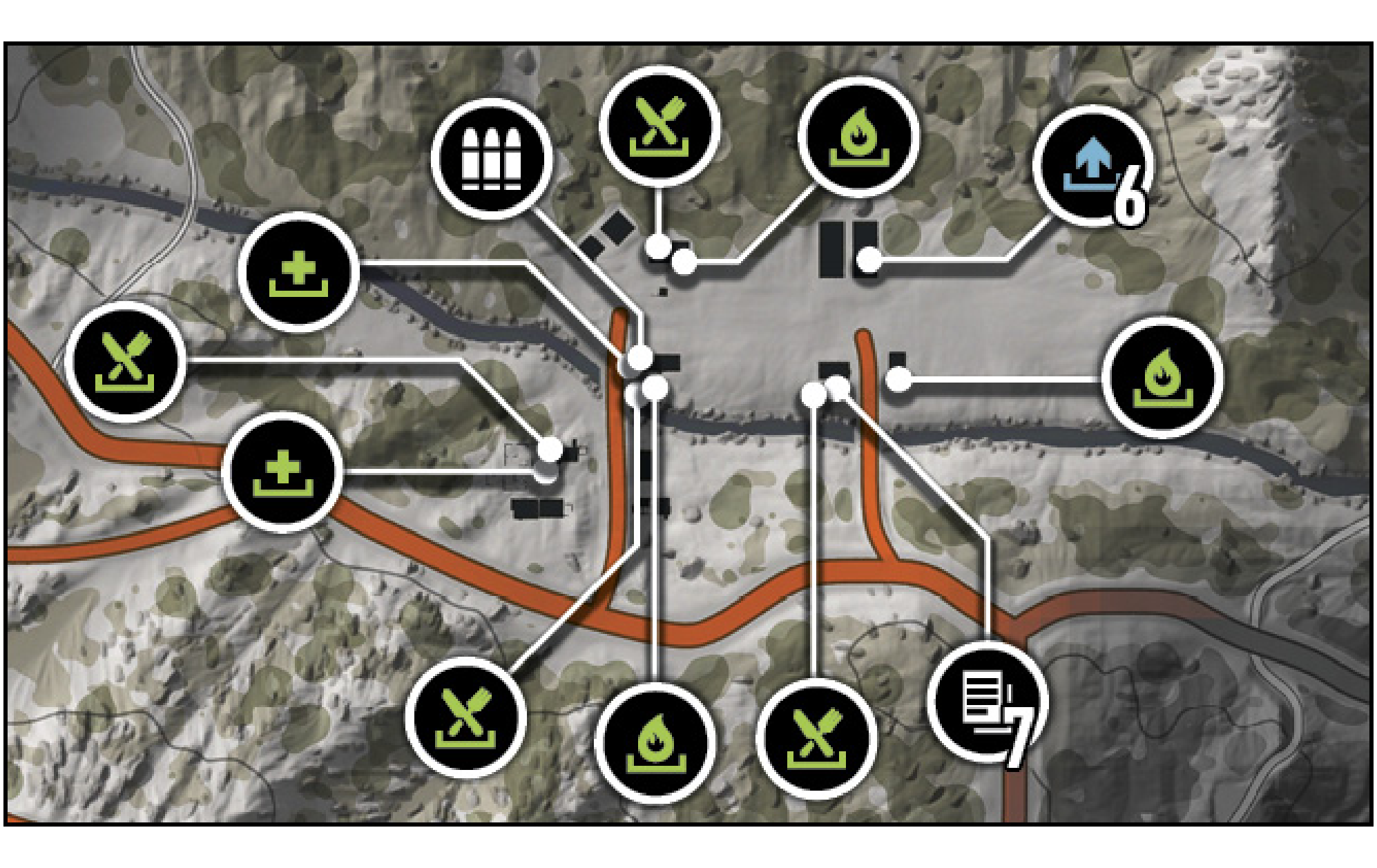
SICARIO HOUSE

Hunt the rebel agents.



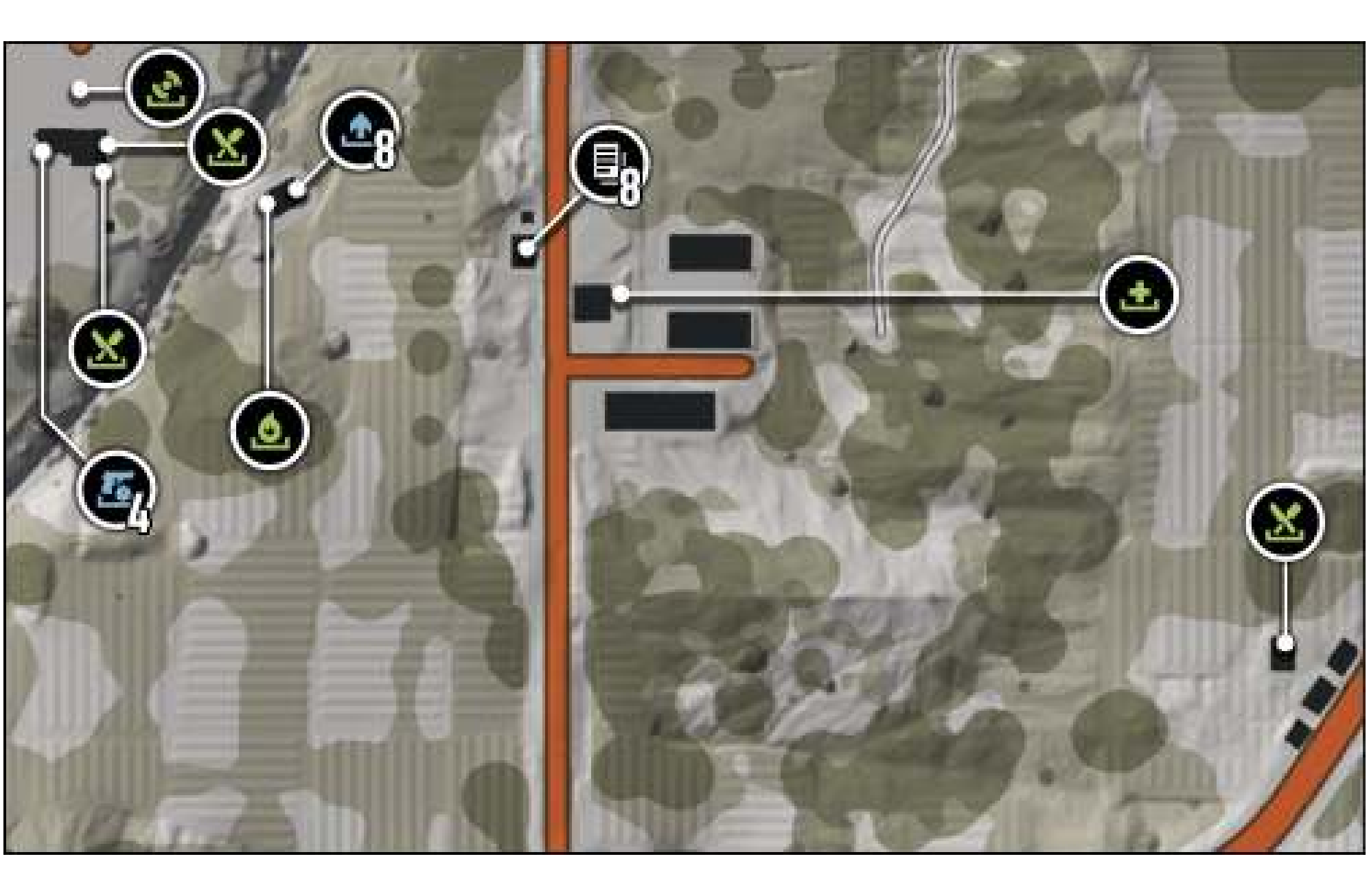
MENDEZ FARM

A farm burned by the cartel.



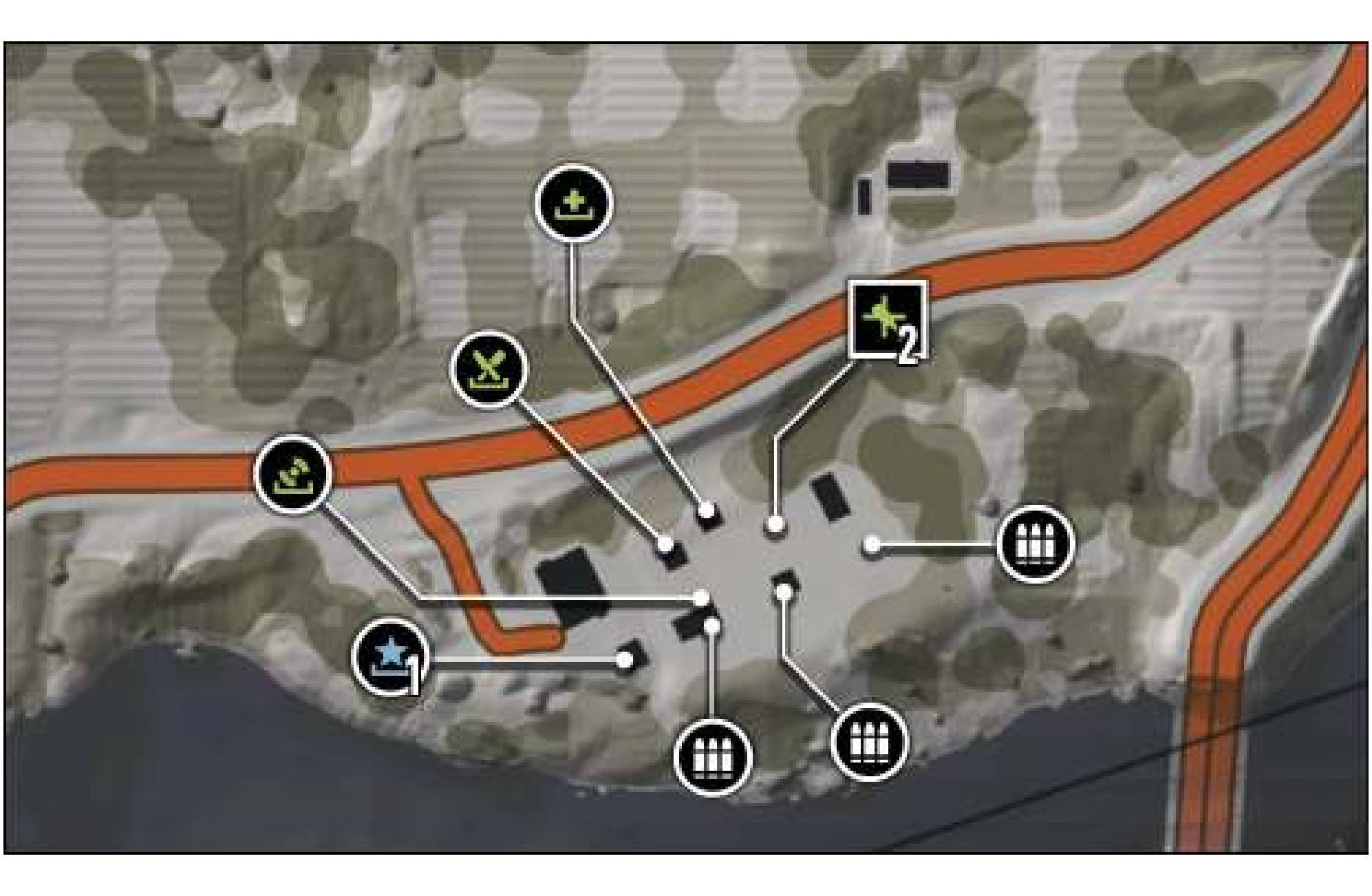
ATOLLO FARM AND COLQUE RANCH

A farm occupied by the cartel and a cattle breeding ranch.



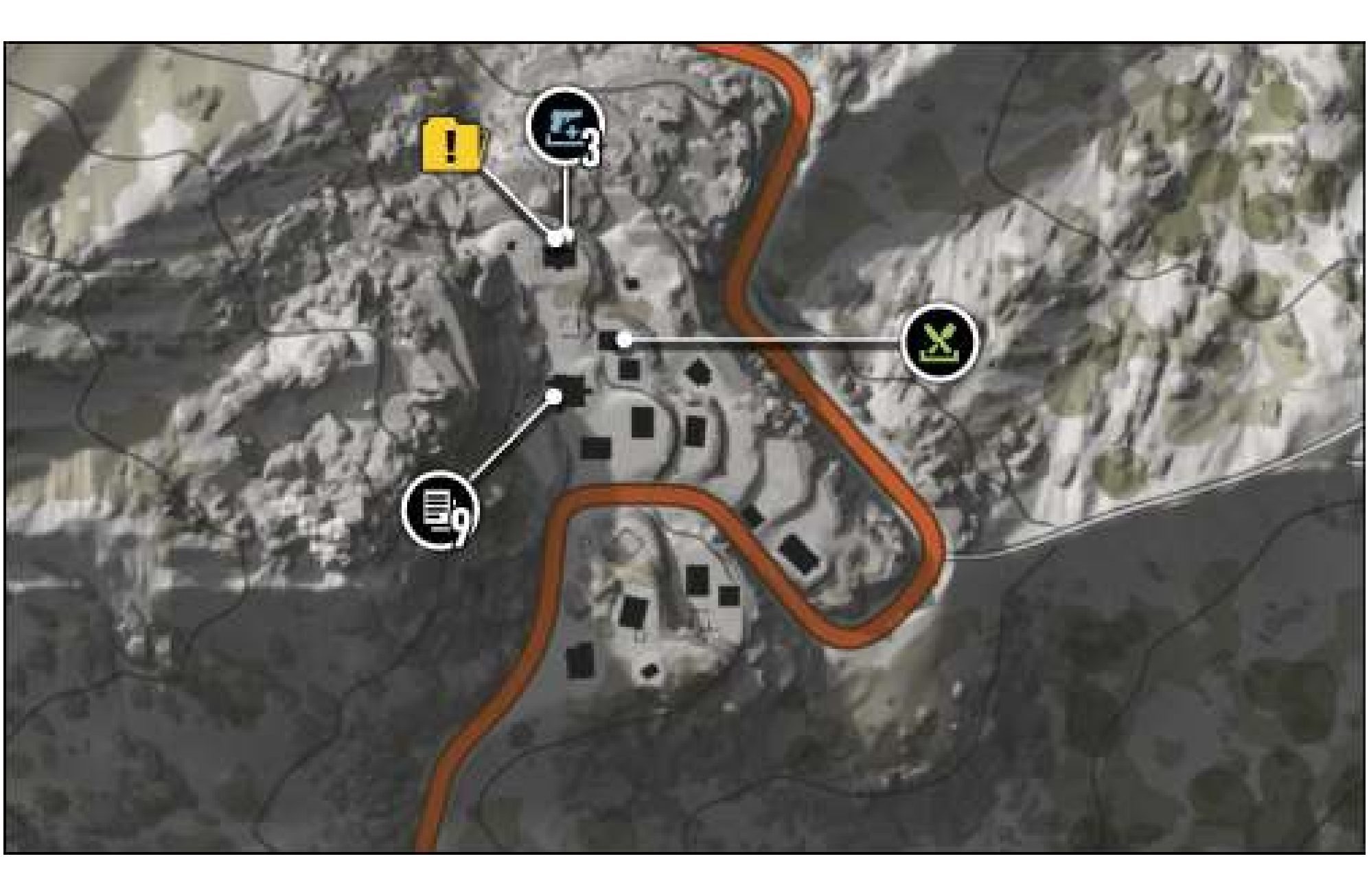
CAMP DE FUTBOL EL YAYO

A soccer field given by the Cocaleros Union.



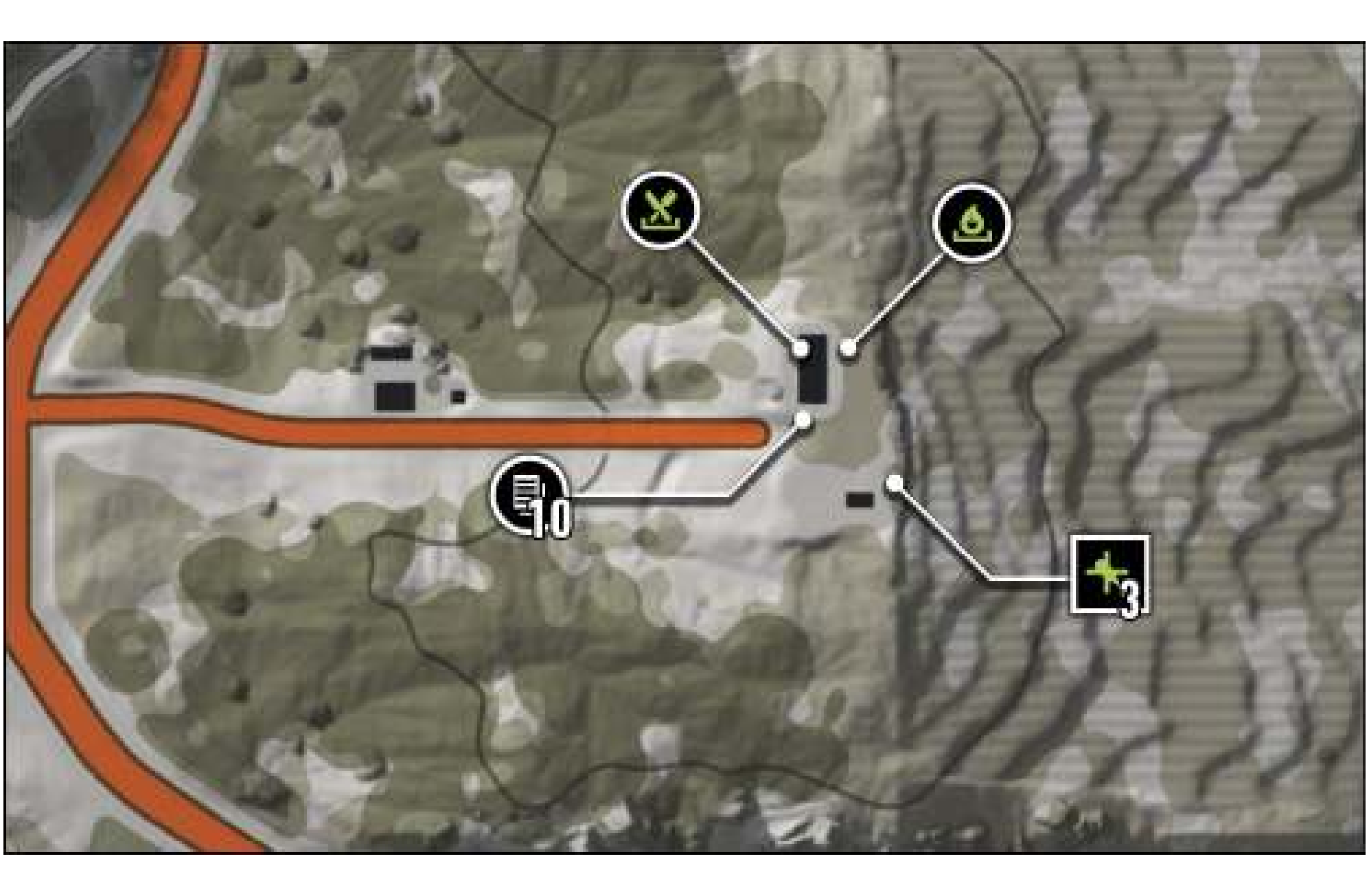
OUTPOST - SOUTHWEST

Controls the area in southwest Itacua.



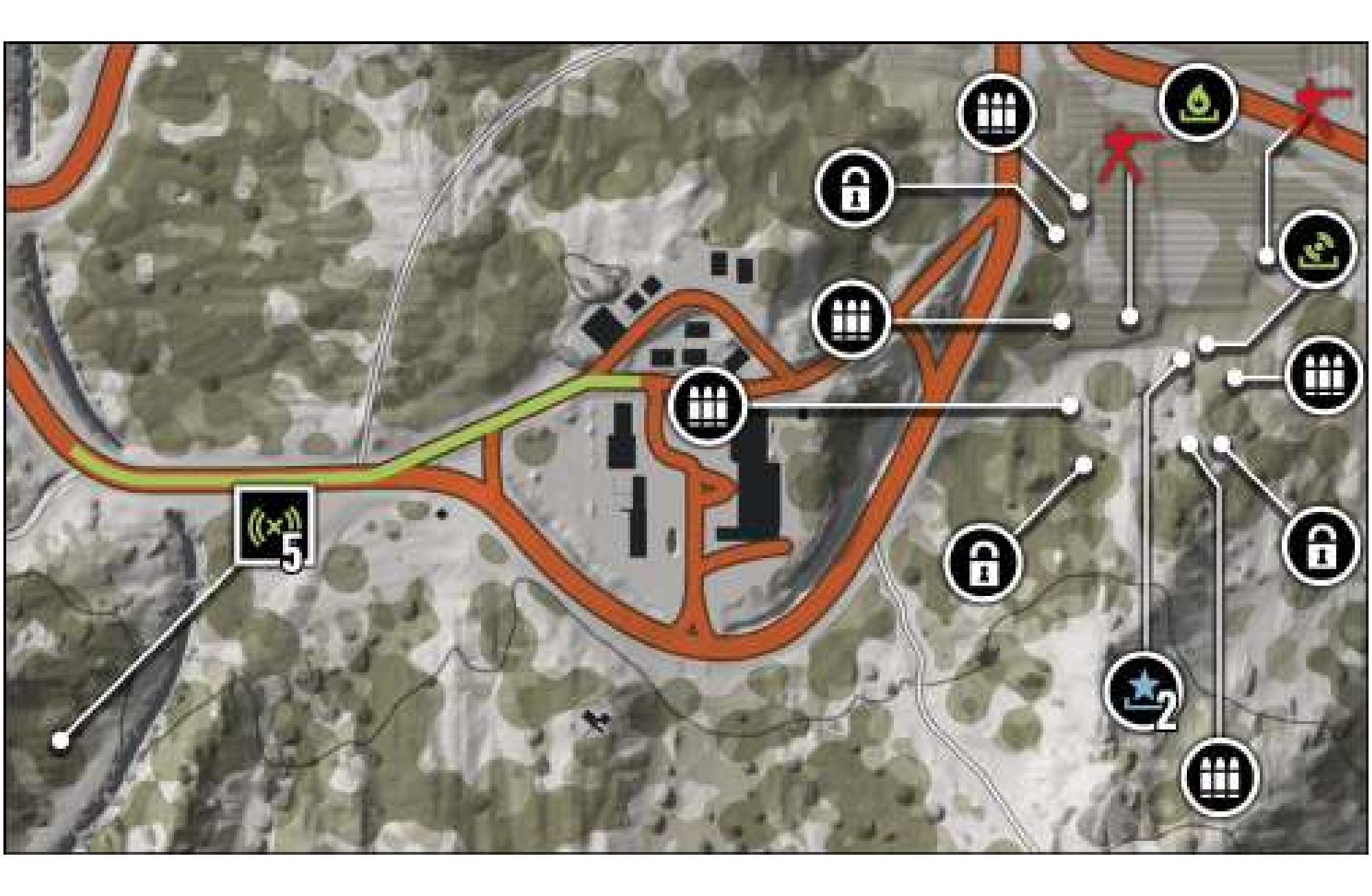
BOCCA FARM

A cooperative farm.



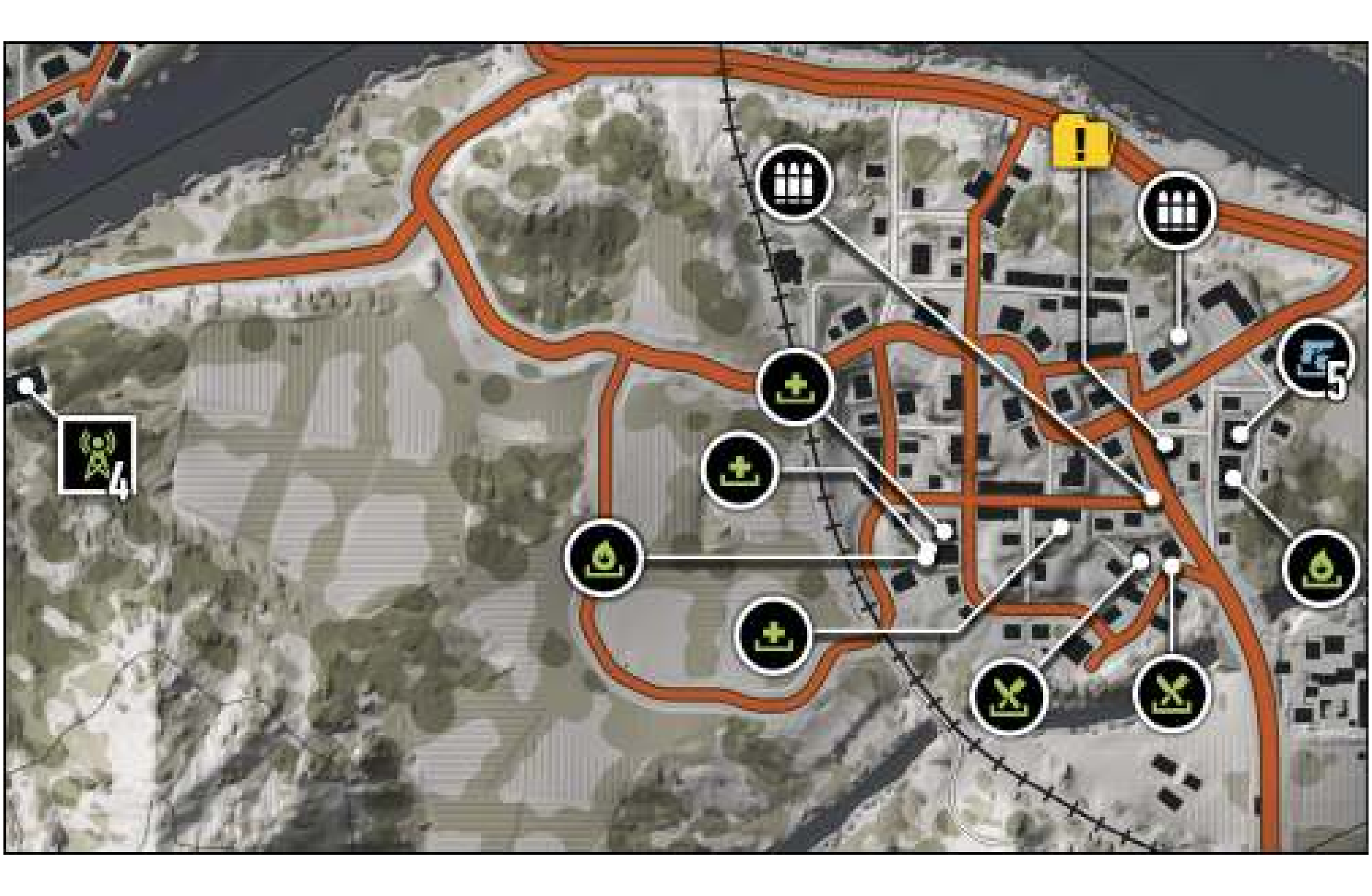
ITACUA BASE

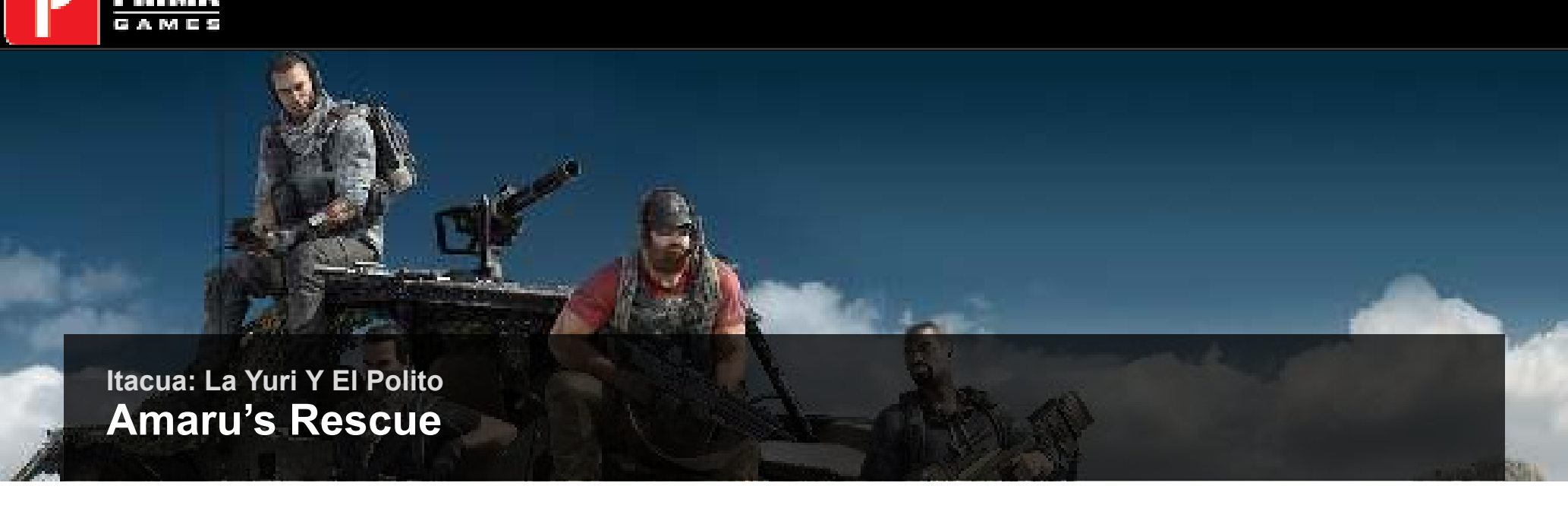
The cartel's provincial operation center.



KHOCHI VILLAGE

The provincial capital and main market for corn.





Itacua: La Yuri Y El Polito

Amaru’s Rescue

OBJECTIVES

- **Locate the Santa Blanca lieutenant**
- **Interrogate the Santa Blanca lieutenant**
- **Free Amaru**
- **Extract Amaru to Itacua Echo**

LOCATIONS

- **Outpost**
- **Atollo Farm**
- **Itacua Echo**

REWARDS

- **+ 350 XP**

BRIEF

Pac Katari’s uncle, Amaru, is considered to be the heart of the rebel movement. The Kataris 26 was founded on his revolutionary ideals, so it was a big win for the cartel when they managed to capture him. Get to Amaru and extract him at all costs.

MISSION ACCESS

This Mission is available immediately. Simply consult the onscreen Tacmap for the location.

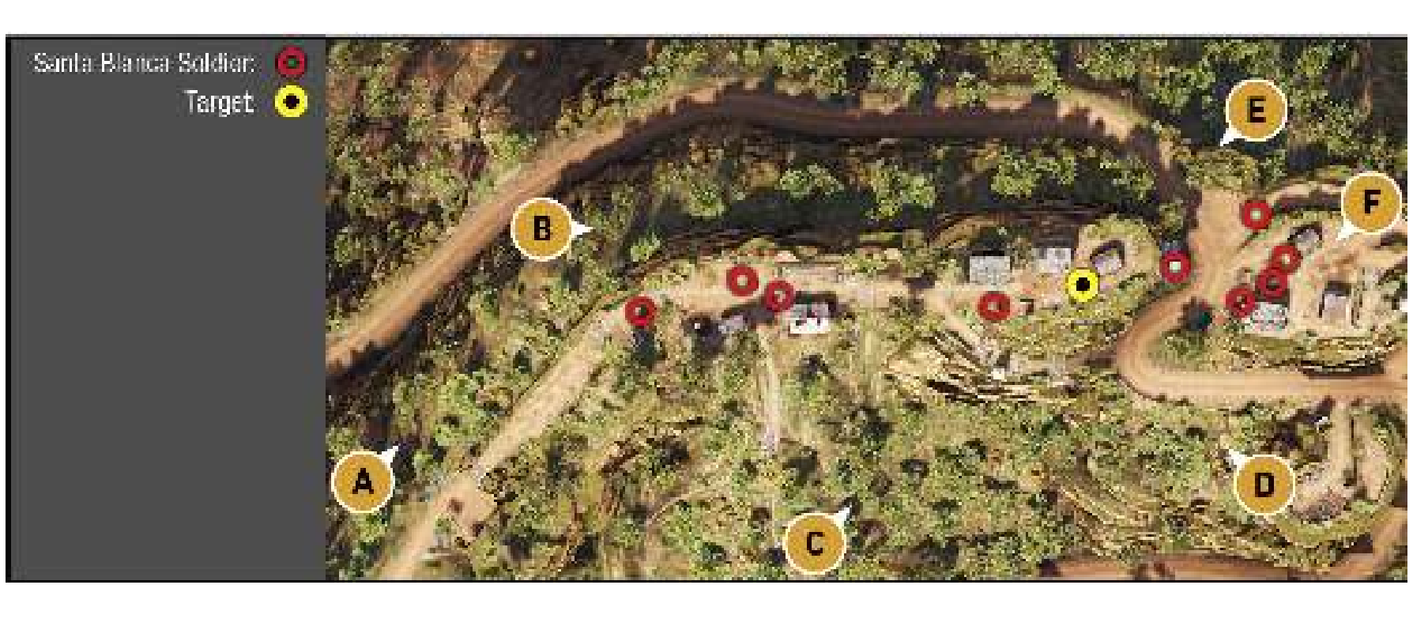
OUTPOST: THE BAD LIEUTENANT

A cartel lieutenant with knowledge of Amaru’s whereabouts is located due east of Pantoja, where you first begin. Optimally, you should all take an off-road vehicle, and approach a cliff-top Outpost from the west, heading east.

MOST RECON: DRONES AND STEALTH

The recon data shown below pre-supposes you understand the basics of infiltrating an area, using your Drone to tag enemies, and scouting areas so all your team can view where each threat lies.

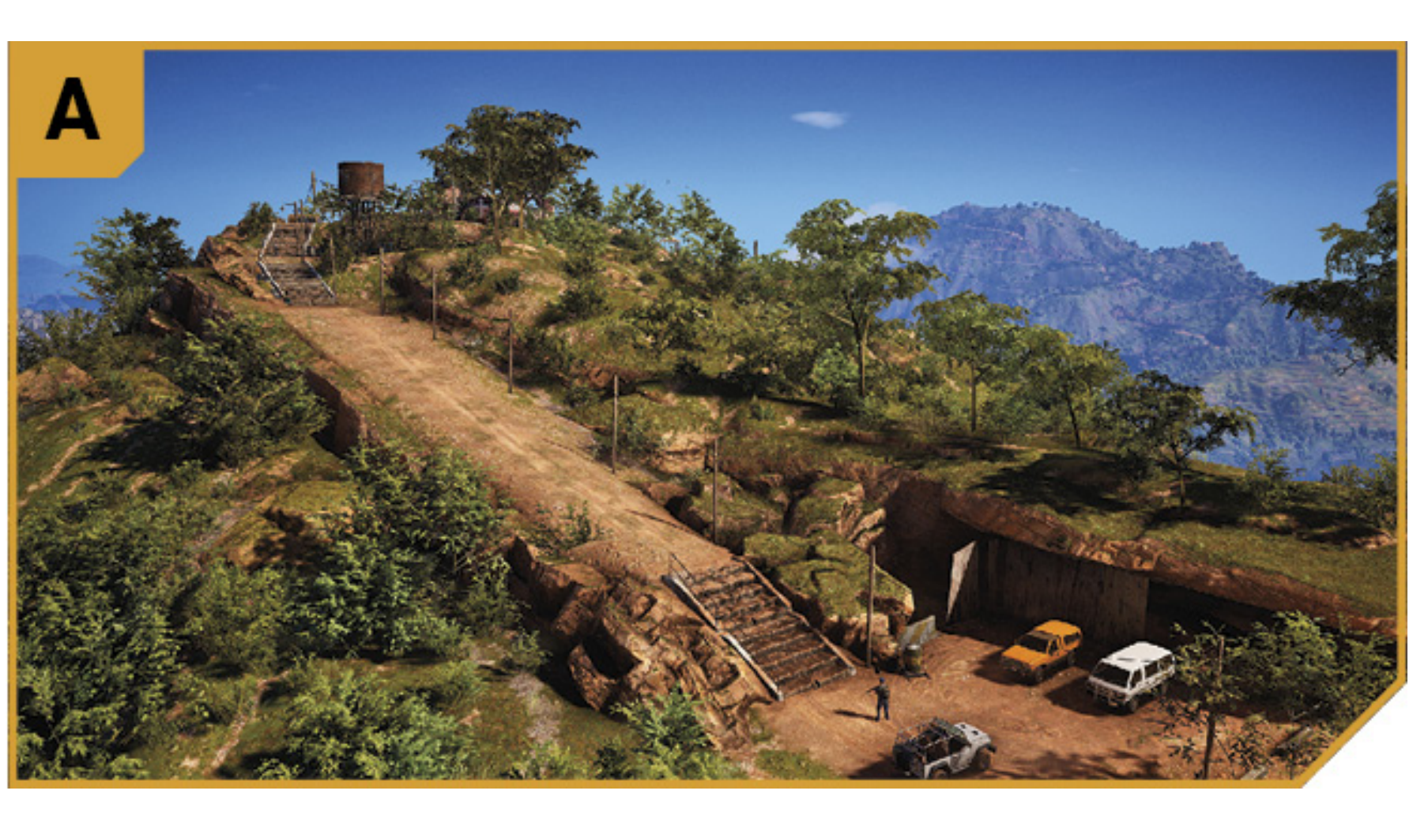
OUTPOST: RECON



TACMAP

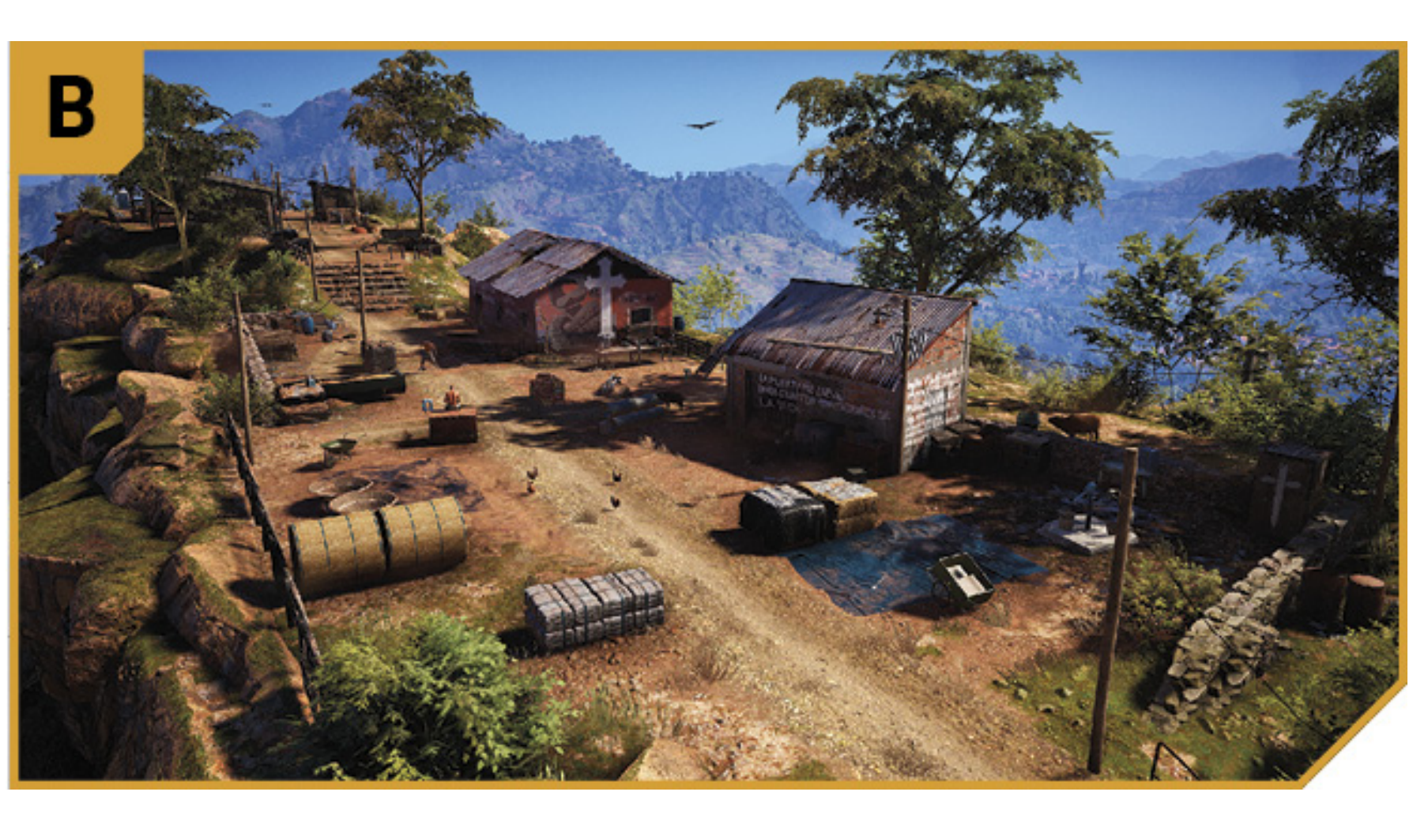
This small cluster of ramshackle farm huts with a central sniper tower, and church steeple to the west, offers formidable problems if approached from a disadvantageous direction.

WESTERN INFILTRATION POINT



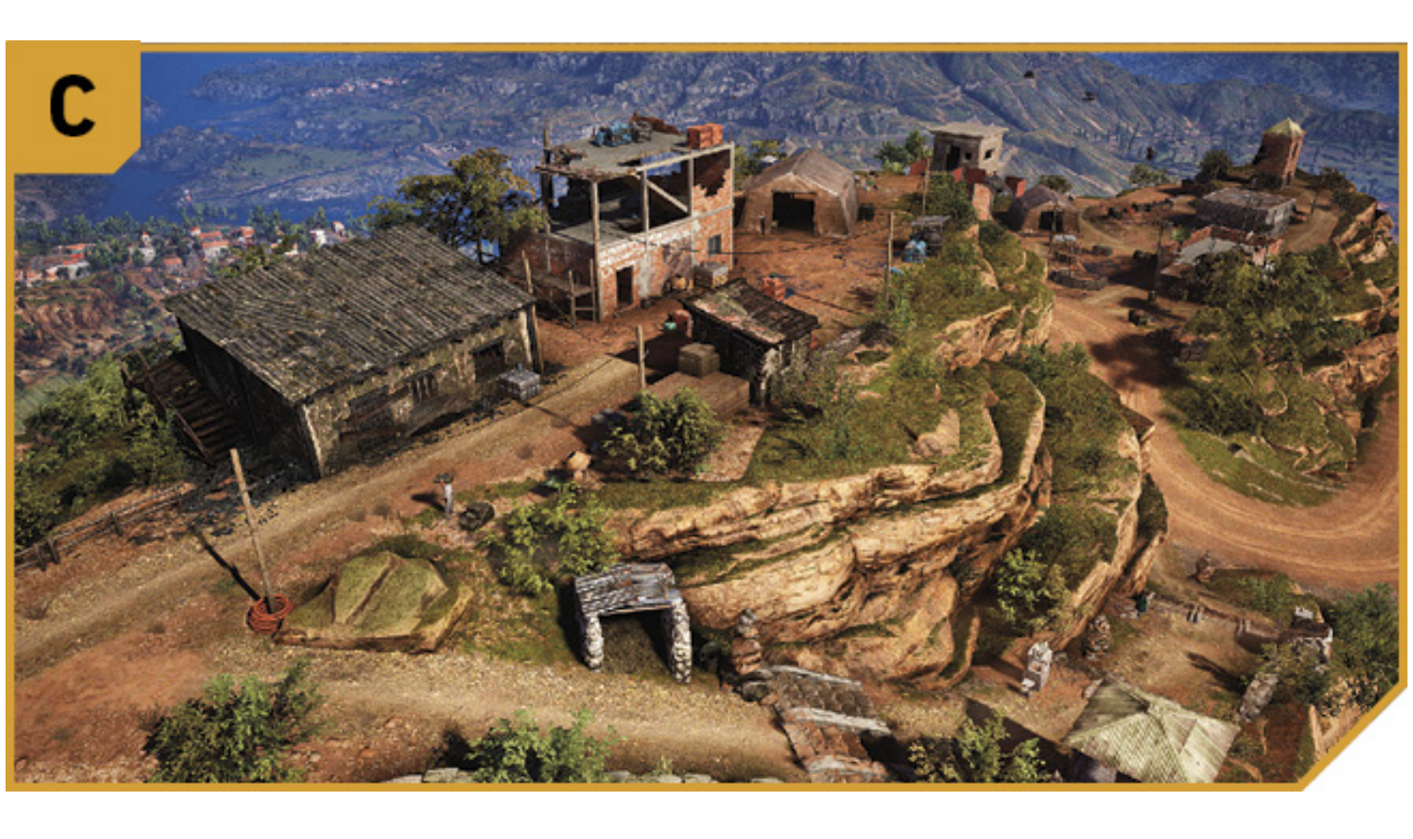
Parked trucks, and a long path eastward up to the clifftop farm is the optimal place to begin your recon. Tag the foes at points B and C as you stealthily move past and remove each of them, working from west to east until the target reveals himself at the tent near the sniper tower.

CLIFFTOP FARM



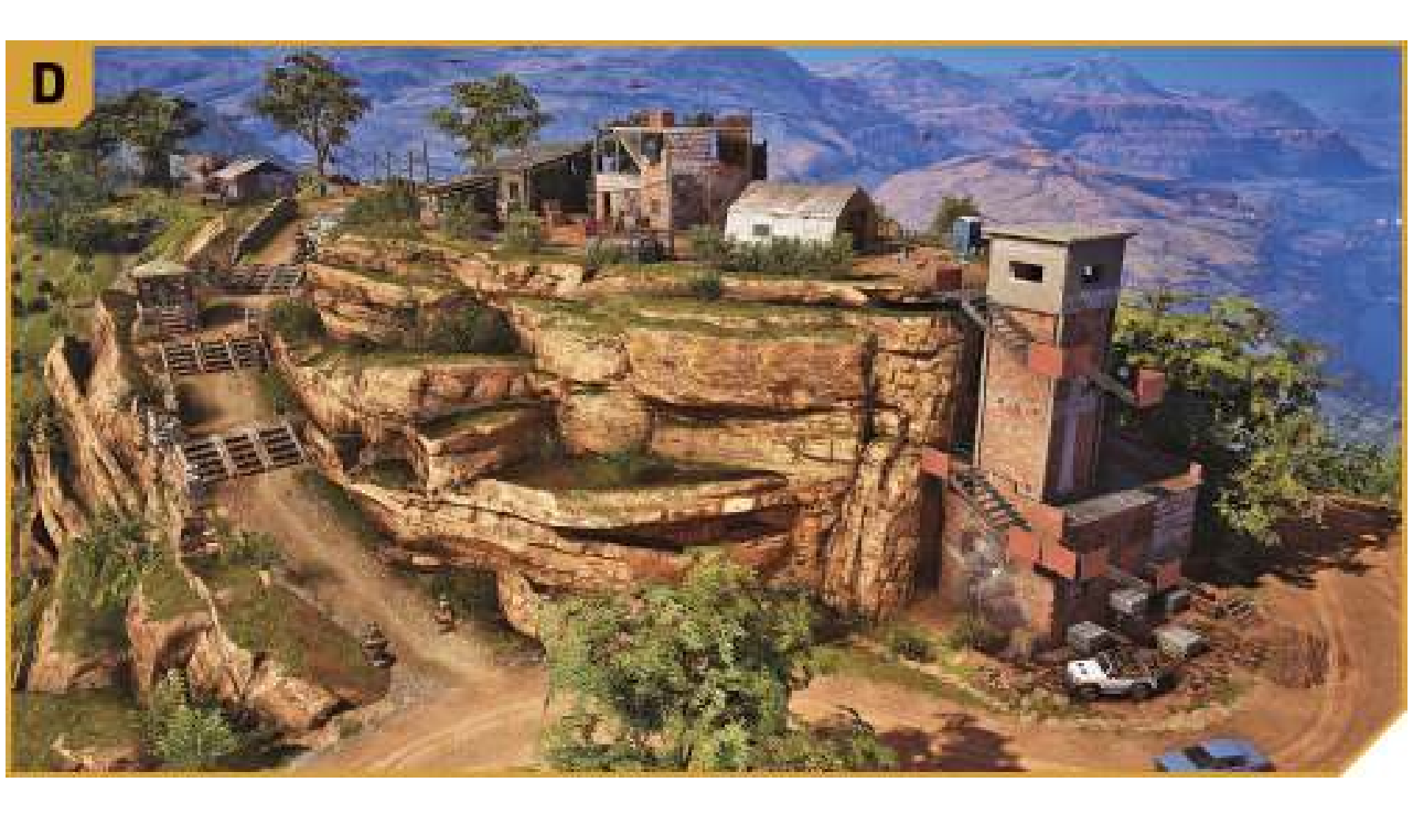
Expect around three foes on the main path, with excellent cover and long-range opportunities at either ramshackle building. The first two enemies here are a great opportunity to try out the sync shot feature, which will serve you well in the future. Views to the east allow easy tagging of additional enemies.

SIDE SLOPE AND CENTRAL OUTPOST



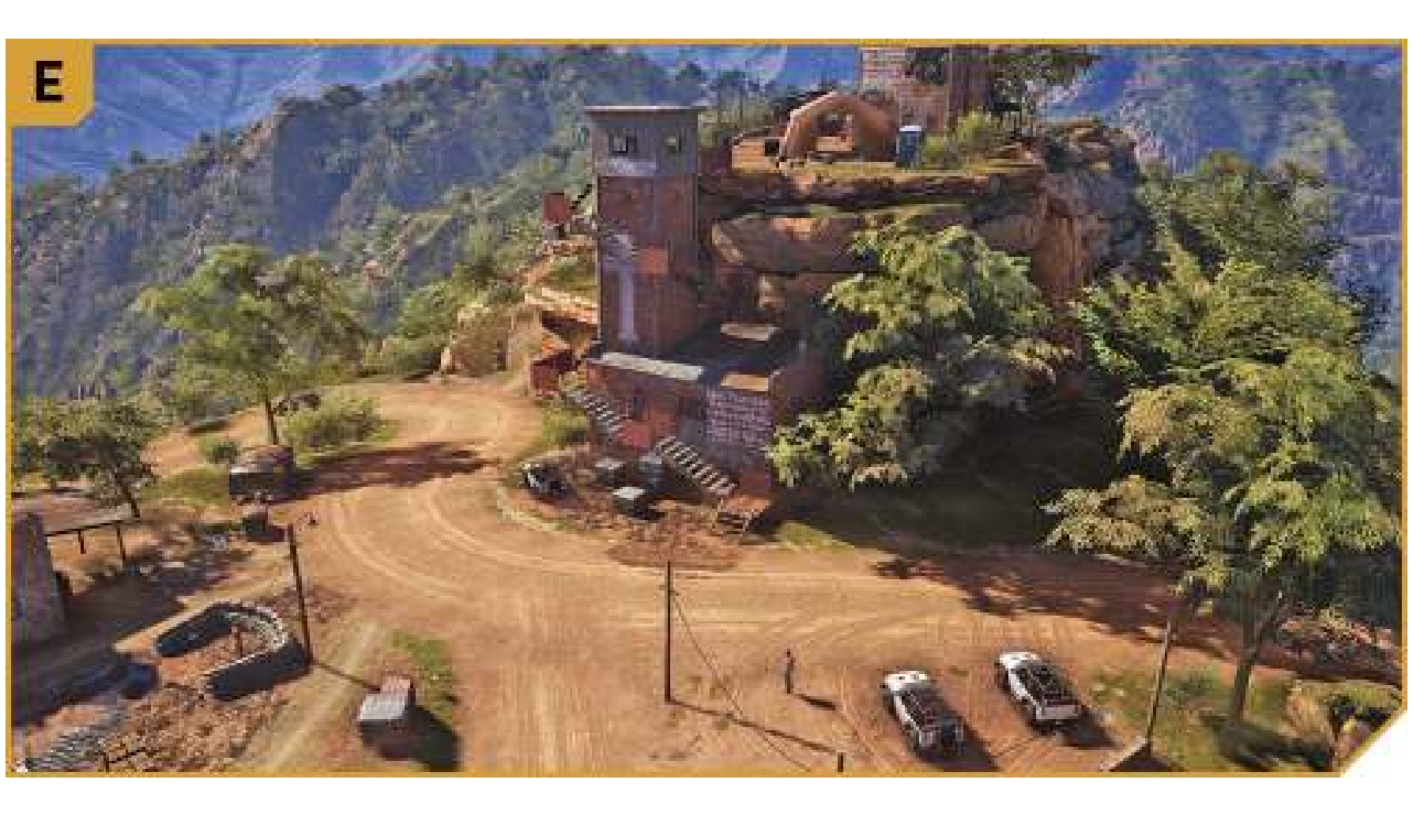
This upper selection of run-down buildings are difficult to assault from the main road below (east), so approach from the west. Ample cover, sniping, and defensive locations are available near the buildings, especially from the roof of the ruined brick structure.

SIDE SLOPE AND SNIPER TOWER



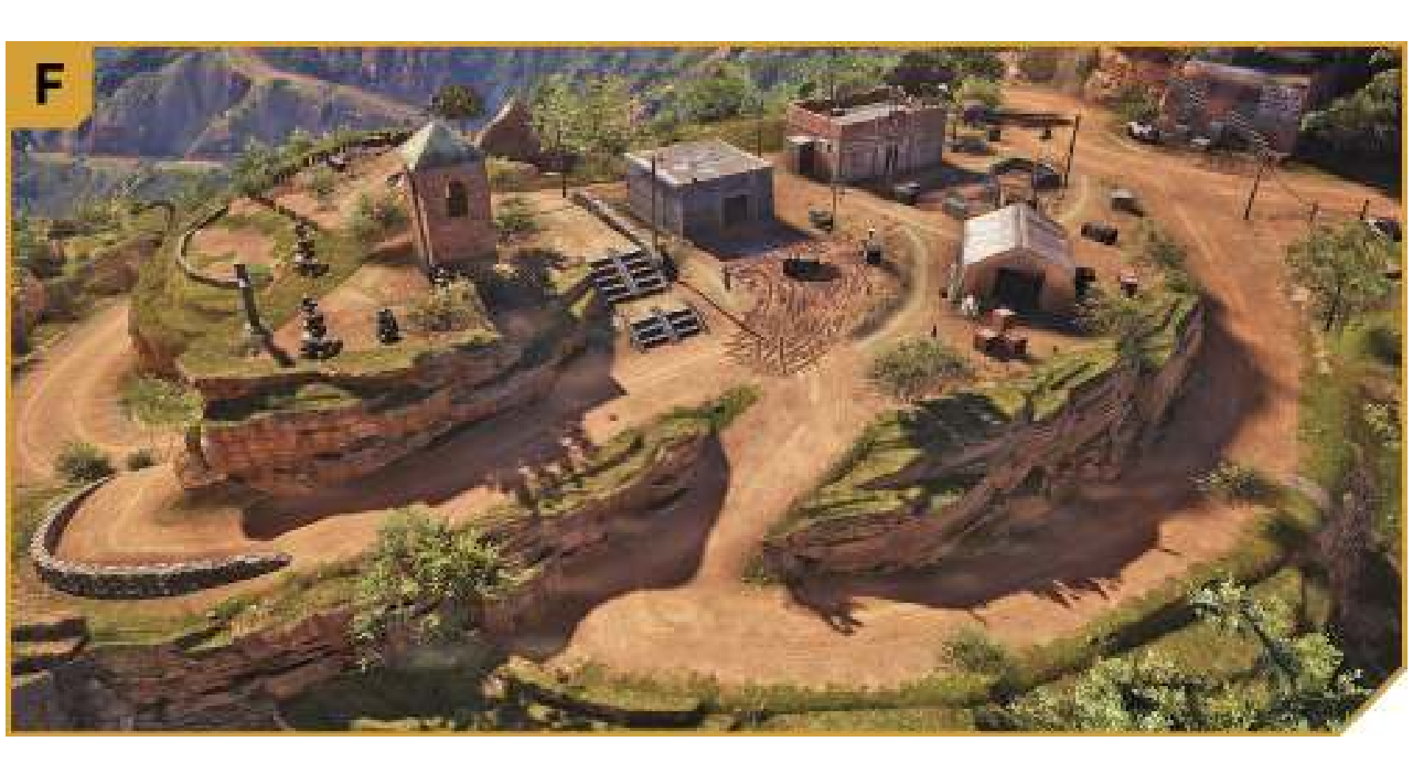
The side slope is advantageous when descending from west to east, allowing crossfire opportunities against the foes on the lower cliff buildings. Nestle on the rock outcrops for defensive firing westward. If you’re ascending the stepped slope, watch for foes left and right as you reach the top.

SNIPER TOWER AND MAIN ROAD



The sniper tower can be assaulted from the road below, but enemies in the lower cliff buildings put up a fight. Also watch for a foe atop the sniper tower. Instead, approach from the west heading east, tagging the sniper tower foe and finishing enemies from this vantage point.

CHAPEL STEEPLE AND LOWER CLIFF BUILDINGS



This cluster of buildings on the far east of the Outpost provides cover, and opportunities to approach from the dirt road on the very eastern edge. The enemies are clustered at the sand bag defenses by the road.

TARGET: CARTEL LIEUTENANT

The lieutenant’s initial position is by the tent on the upper outcrop, near the sniper tower. If the lieutenant sees you, he’ll run away and try to find a safe place to hide and will alert surrounding enemies, so stealth is your friend here. Simply approach with stealth, grab him from behind, and interrogate him to learn the whereabouts of Amaru.

OUTPOST: OTHER TACTICAL ADVICE

SOLO: By far the best plan is to approach from the west in a vehicle, then stealthily work your way east, dropping foes with suppressed fire until all but the four enemies on the lower cliff buildings are alive. Finish them off from the sniper tower after the lieutenant interrogation.

Split your squad up by ordering them down the stepped slope to engage the foes at the lower cliff buildings while you provide covering fire from the sniper tower.

CO-OP: There are excellent opportunities for cross-fire and confusing these foes, if you split up your squad and approach from each compass direction. Place a north sniper on the low rocks to provide covering fire. Have another team member head up from the low stream to the east, to the pig pen, and start tagging foes south of the farm. A third Ghost should offer support from the goat pen to the east, and the fourth Ghost should expect most supporting fire as they head from west to east, engaging the majority of the enemies. Neutralizing the cartel thugs can be done in seconds, with no enemy shots fired. Executing a similar plan (working west to east) is optimal. You could also try outflanking and distracting by creating a disturbance on the main road farther down the hill, or creeping in from the far east cliff trail, approaching from three directions at once and dividing the foes to drop in unison.

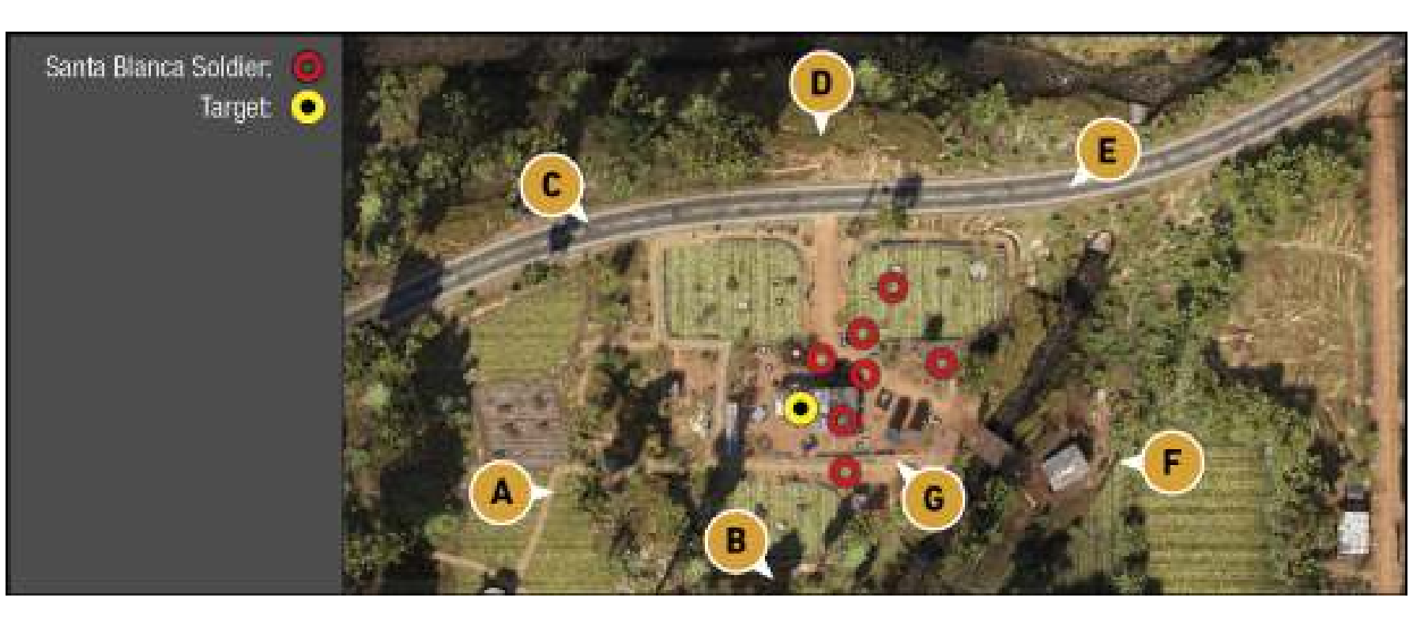
MOST RECON: ADDITIONAL INTEL

Remember to consult the Key Locations for this, and all other locations across Bolivia, to discover Province Content (weapon cases, accessory cases, skill points, and bonus medals), Kingslayer Files, and Content (Food Parcels, Gasoline, and Comms Tools) for each area you maneuver through. Don’t leave the Province of Itacua (or any of the areas you visit in each mission) without gathering all Intel, and conducting a thorough search for all collectibles.

ATOLLO FARM: EXTRACTING AMARU

Almost due south of the Outpost, but down the bottom of the mountain, is a small farmstead where Amaru is being held. To get there, it’s wise to take an off-road vehicle and follow the dirt trail, though you can drive off the cliff, down the ravine, and maneuver almost directly to the farm’s outskirts. Stop well before you see the farm, and start the recon.

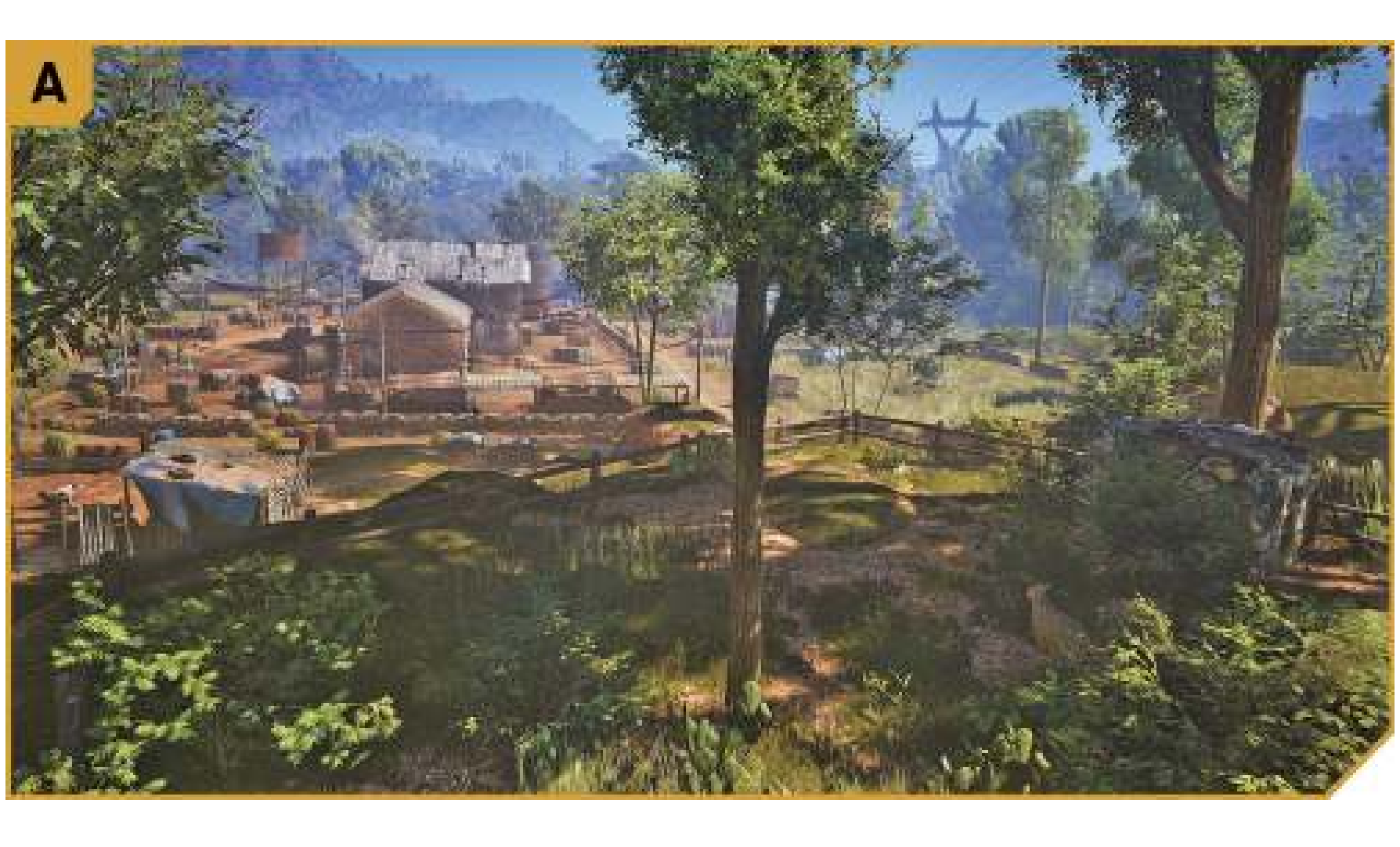
ATOLLO FARM: RECON



TACMAP

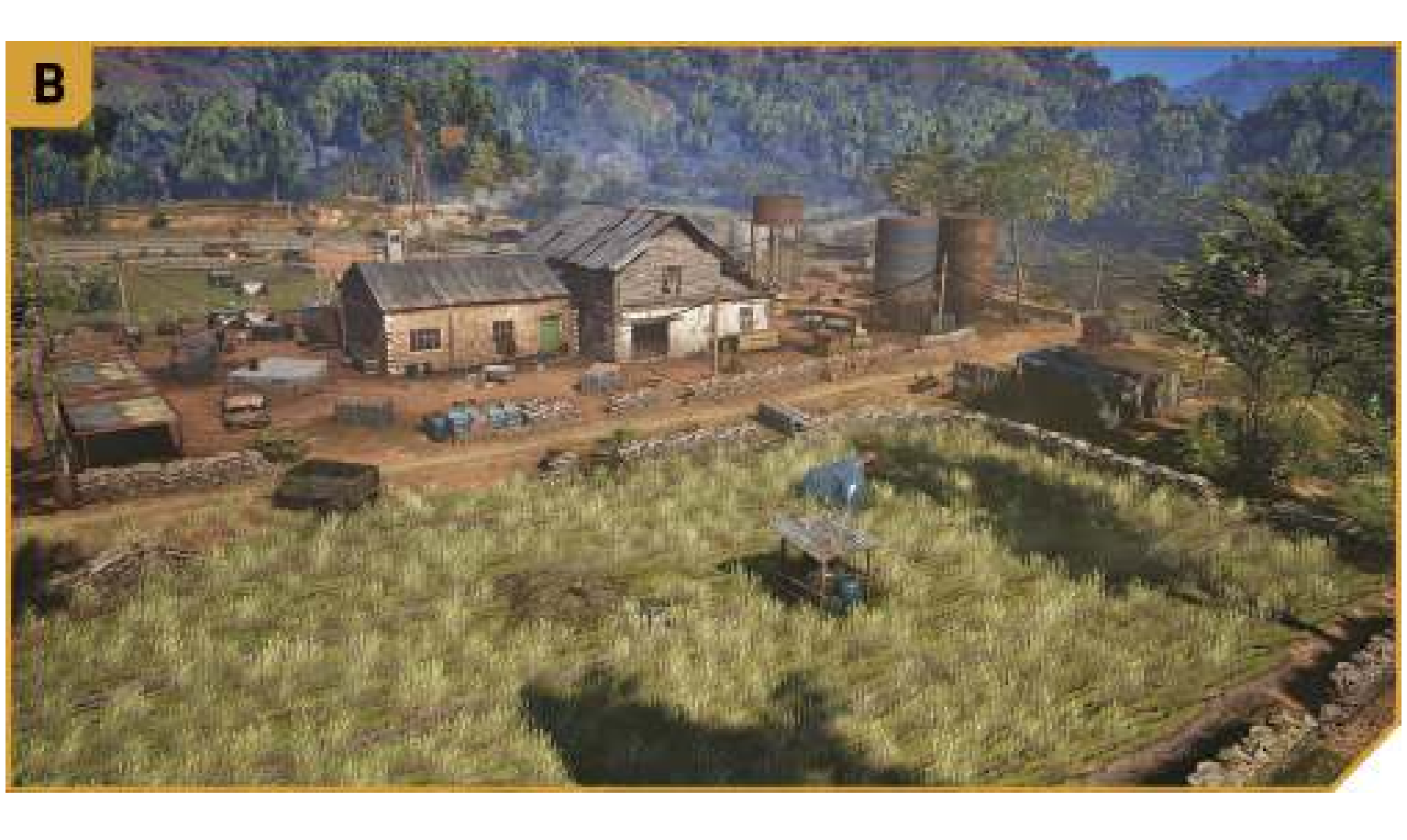
A cartel-occupied farm has most of its threats contained around a central farm house, and the front (north) fields between the chopper. Don’t overlook foes on the south side of the farmhouse either. The outer buildings are devoid of enemies, making them great infiltration points.

GOAT PENS AND HIGH GROUND



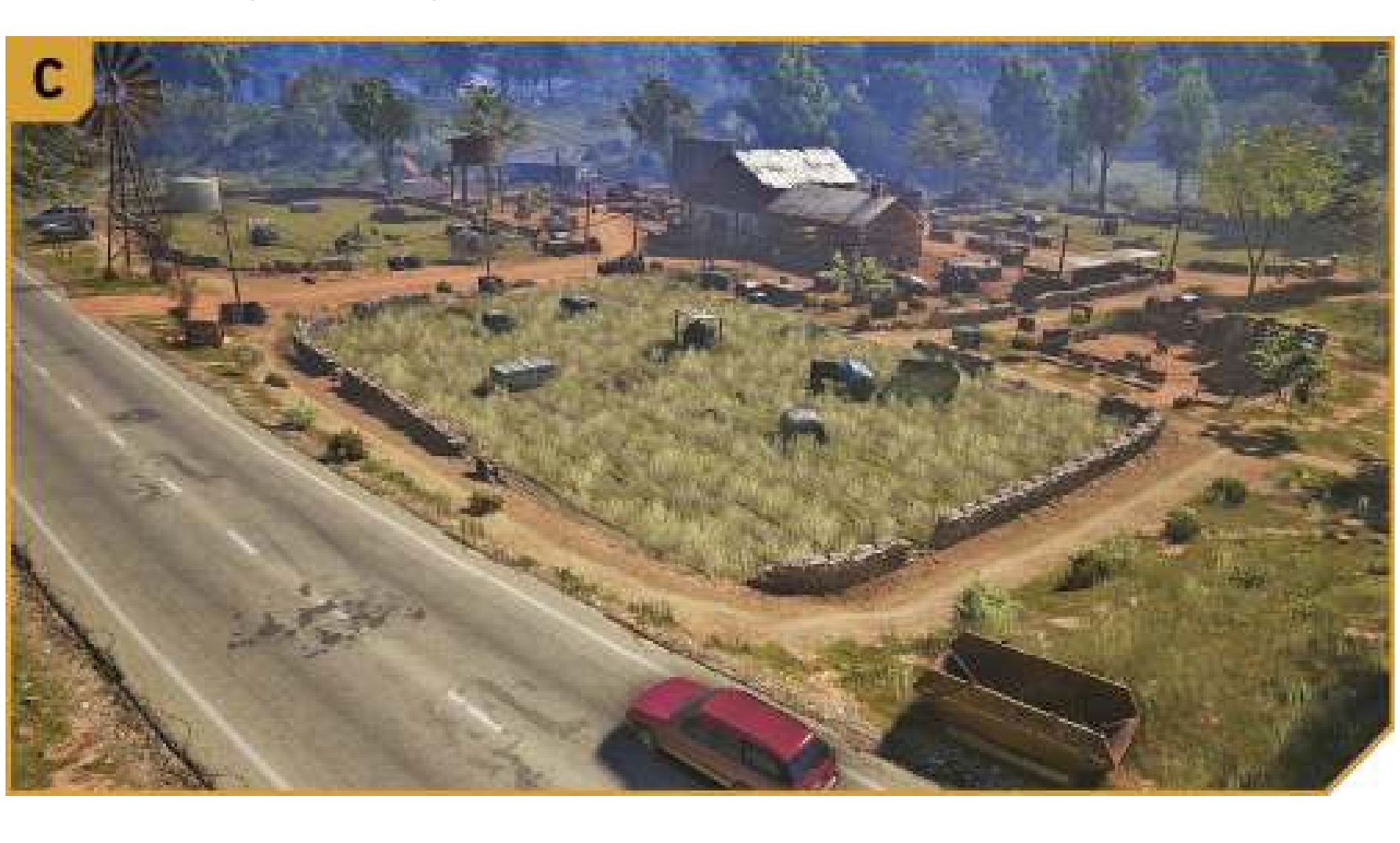
An excellent place to infiltrate from, as well as providing sniping or back-up fire if matters turn messy. There are good cover opportunities (the lean-to shed near the stone wall, for example) as you push toward the target.

UPPER FLAT ROCKS AND FIELD



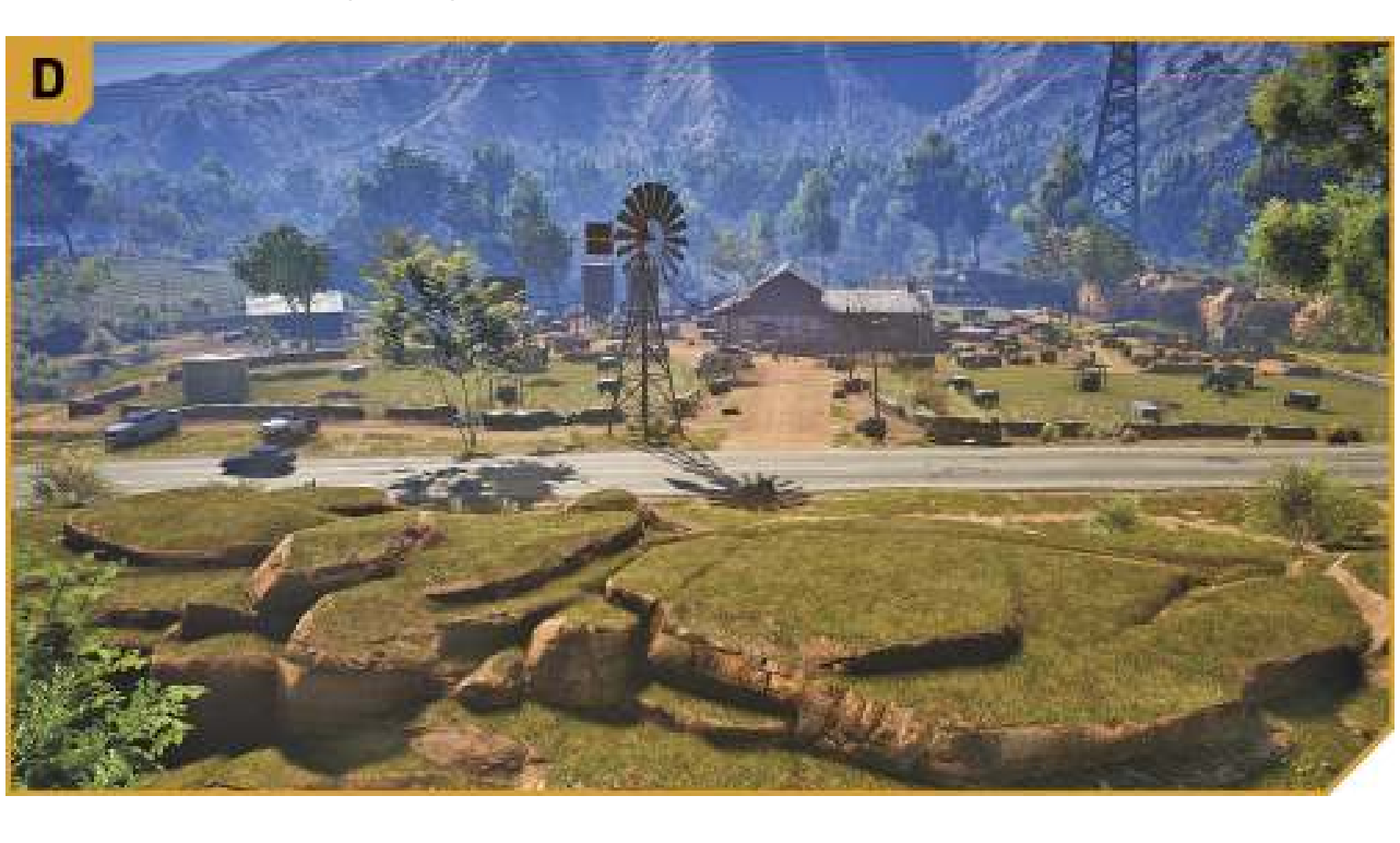
Close to the electrical tower, and providing access to the south side of the farm (where there are fewer foes), this field is less well-defended than the roadside north pasture and you can crawl without being spotted, all the way to the inner stone wall.

ROADSIDE FIELD (NORTHWEST)



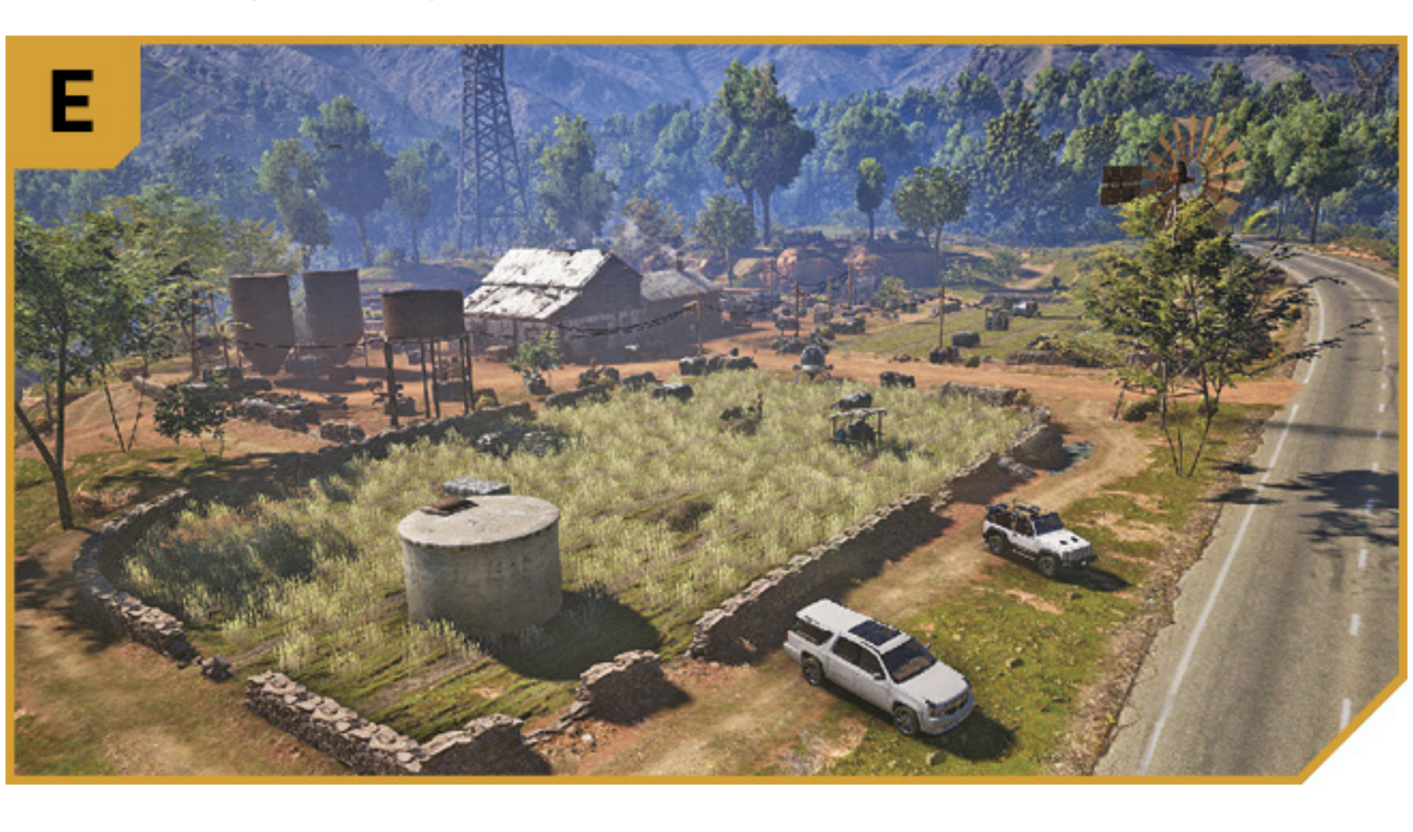
Aside from the rusting refuse container and remains of a low wall, you’re out in the open here, easily spotted, and reinforcements may appear along the main road on the farm’s northern perimeter. Offer tactical support fire from range in this vicinity, but infiltrate from elsewhere.

LOW ROCKS AND RIVER (NORTH)



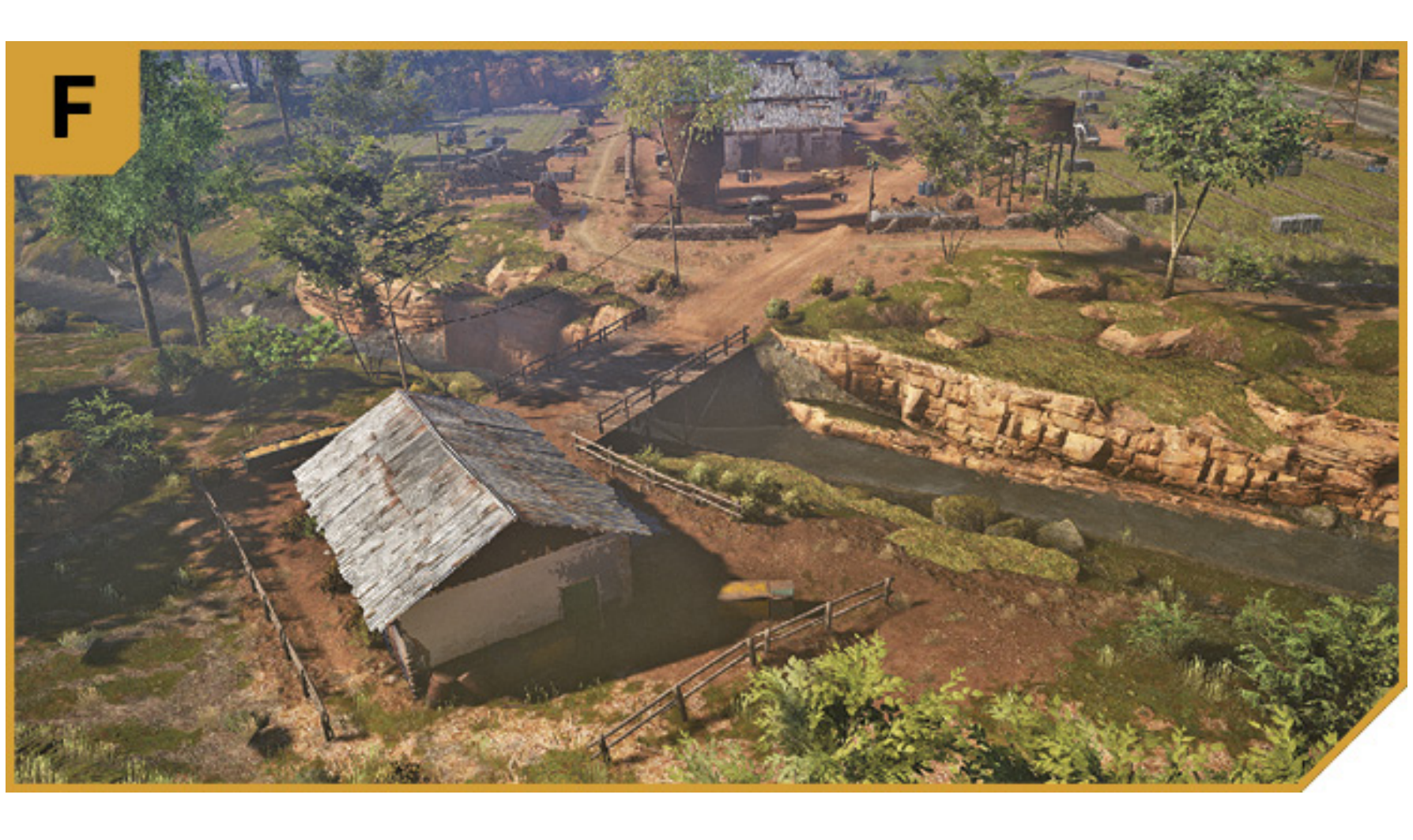
This is a great place for binocular or drone recon, and lying flat on the low rocks allows you to pinpoint foes with minimal cover obscuring your view. Afterward, sniping multiple targets from here is not only possible, but encouraged.

ROADSIDE FIELD (NORTHEAST)



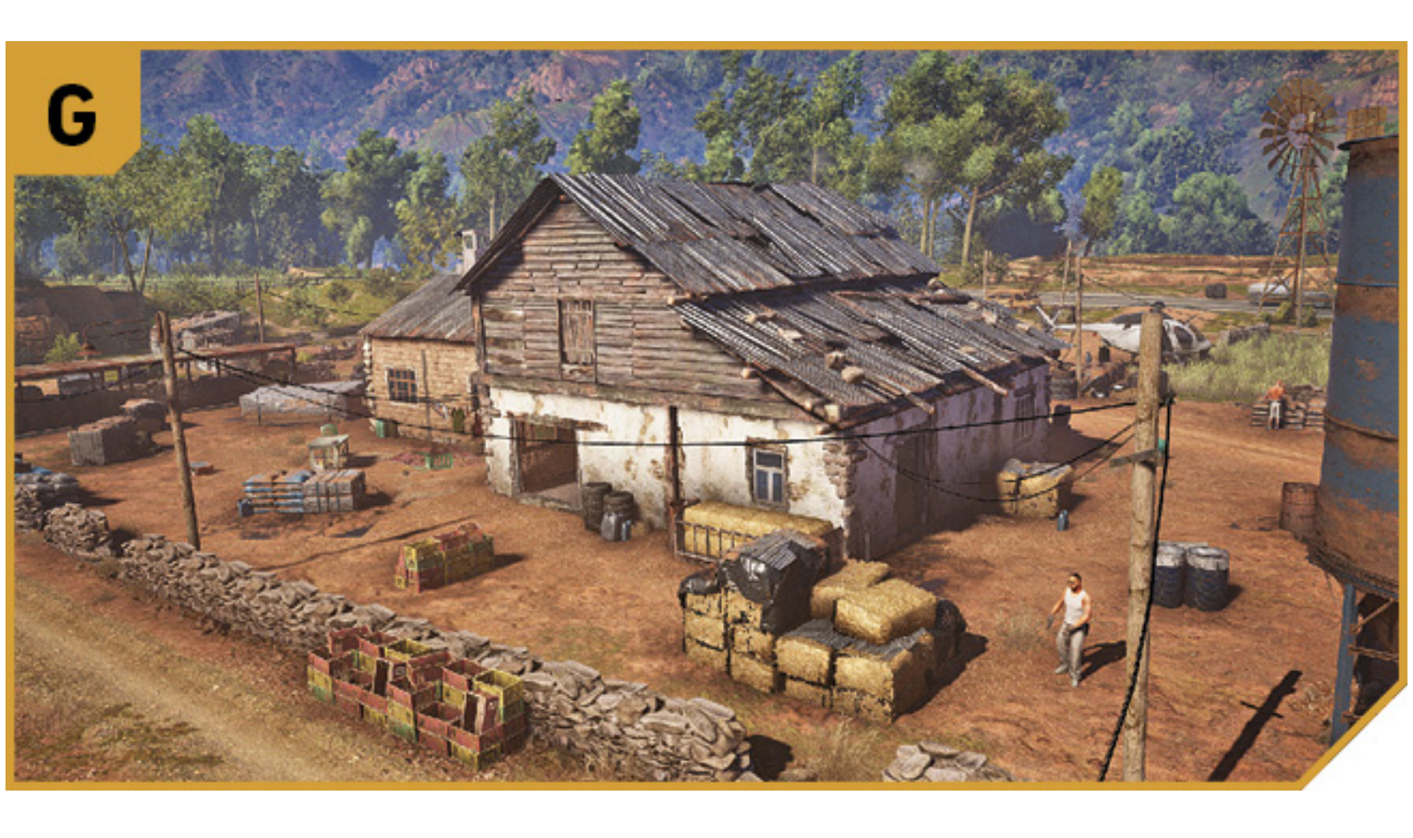
Expect a foe in the field here, which is slightly easier to find cover in (the water silo offers some degree of protection). Getaway vehicles are parked in this area, which are helpful after Amaru is extracted. Note the stream in this area which runs to the southwest, and around to the south of the main farm building.

EASTERN BARN



The stream running southwest, under the bridge near this barn, is a reasonable infiltration route, though you’re “under” the enemy and can easily be spotted as you scramble up to reach the middle farm building. A good fallback position, or place to snipe from.

PIG PEN TO MAIN FARM HOUSE



The southwestern area outside the main farmhouse features a pig pen; which is great for hiding in after running up from the stream. Expect only two or three foes in the southern vicinity outside the farmhouse, allowing for quick downing before the target is reached.

TARGET: AMARU

Amaru is locked up inside the central farmhouse, by the north entrance opening. This means grenades and general mayhem aren’t recommended close to the target. Bash the lock off the cell door, talk to Amaru, then lead him outside.

ATOLLO FARM: OTHER TACTICAL ADVICE

SOLO: The main cluster of foes is lollygagging around the northern exterior, outside the central farmstead. So approach from the west or east, and tackle the foes on the south side of the farm first (using stealth). Then tag the foes in the northern fields, until only the trio of enemies near the chopper remains. Then run in and clean them up. This is more proficient than losing the element of surprise early.

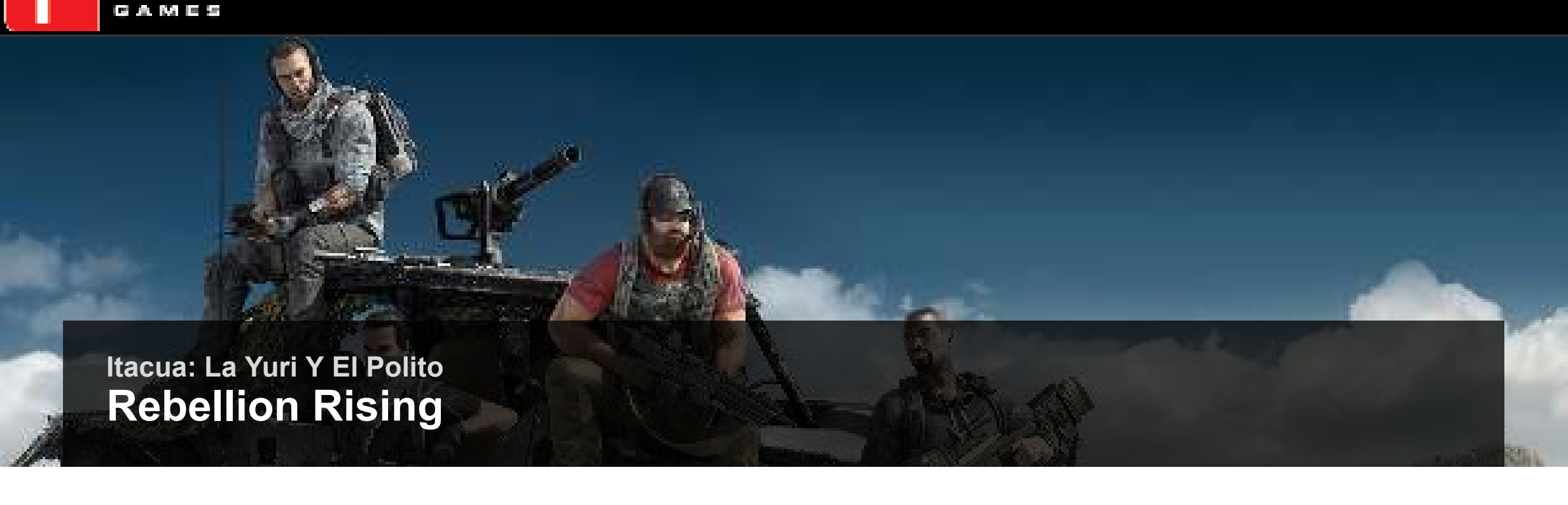
CO-OP: There are excellent opportunities for cross-fire and confusing these foes, if you split up your squad and approach from each compass direction. Place a north sniper on the low rocks to provide covering fire. Have another team member head up from the low stream to the east, to the pig pen, and start tagging foes south of the farm. A third Ghost should offer support from the goat pen to the east, and the fourth Ghost should expect most supporting fire as they head from west to east, engaging the majority of the enemies. Neutralizing the cartel thugs can be done in seconds, with no enemy shots fired.

ITACUA ECHO: THE HUNT STARTS NOW

With Amaru out of his cage, lead him to your preferred means of transport: the off-road vehicle you arrived in, one of the vehicles parked by the road to the northeast, or the chopper. Then simply follow the trail to the extraction point, where CIA Operative Bowman and Rebel Pac Katari reveal the cartel underbosses responsible.

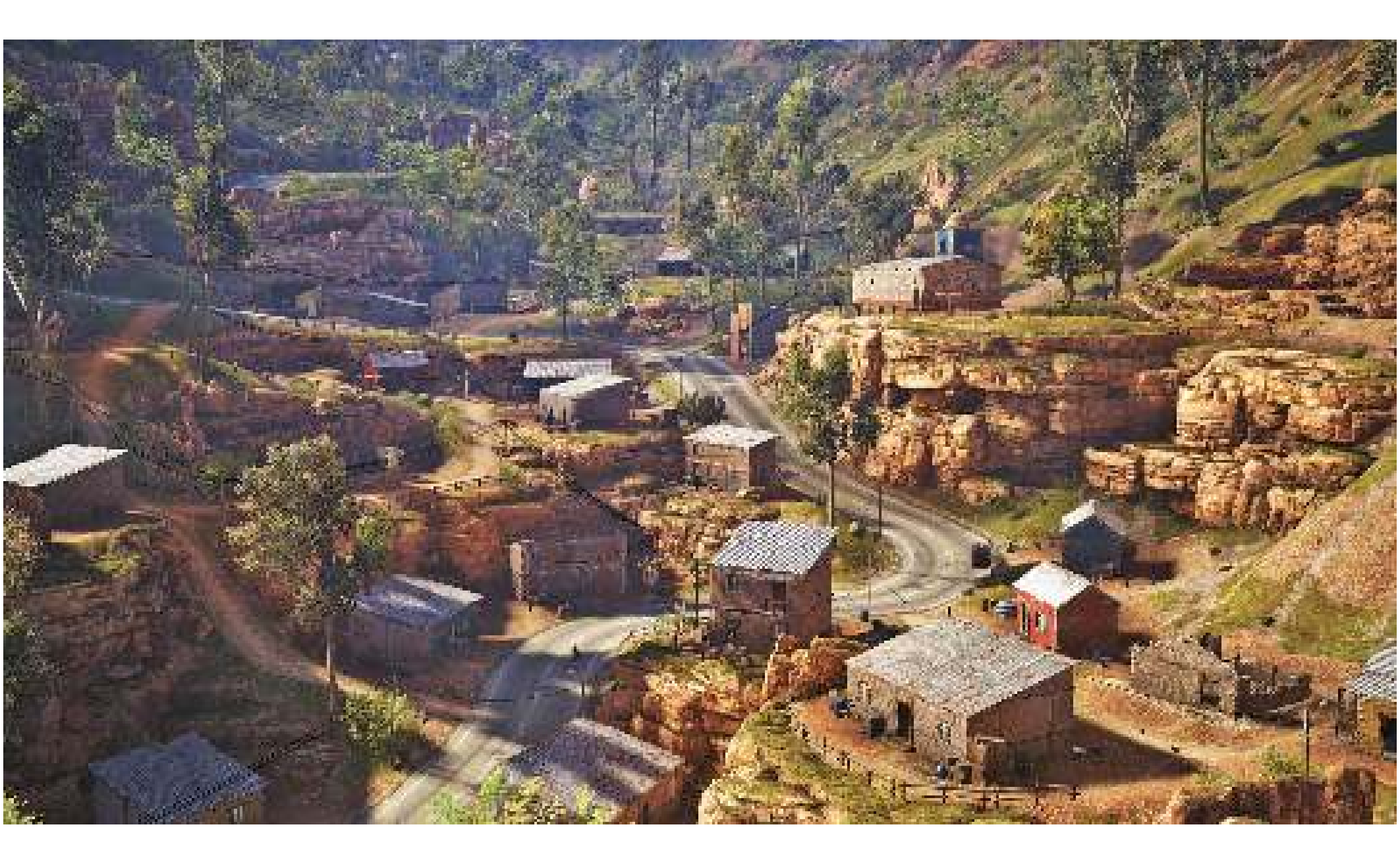
MOST RECON: MAJOR INTEL

The Itacua Province investigation continues. The Tacmap now shows five areas where Major Intel must be uncovered, to begin further Missions. These can be approached in any order. Don’t forget to gather collectibles (as well as optionally changing Loadouts and grabbing ammo at the Weapons Case) in the vicinity of Itacua Echo, as your Investigation widens across the Province.



Itacua: La Yuri Y El Polito

Rebellion Rising



OBJECTIVES

- Stop and tag the Santa Blanca convoy
- Stop the convoy
- Tag the convoy
- Find intel about a rebel op
- Start and defend the rebel radio
- Start the radio
- Defend the radio

LOCATIONS

- Santa Blanca Convoy
- Pantoja

REWARDS

- + 350 XP
- Rebel Support: Mortar Strike

BRIEF

The rebel movement in Itacua is in bad shape, and Pac Katari needs our help. The more we support him now, the more support we can expect from him in the future.

MISSION ACCESS

This Mission commences once you receive a radio message from Pac Katari, around two minutes after completing Main Mission: Amaru's Rescue.

WE GONNA ROLL THIS TRUCKIN' CONVOY

Once your first mission (Amaru's Rescue) has been completed, you soon receive a radio signal from Pac Katari, who's hoping you'll be more proactive in helping his rebel forces. To start with, there's a Santa Blanca convoy somewhere in the southern part of Itacua Province that needs "liberating"; it must be stopped and looted.

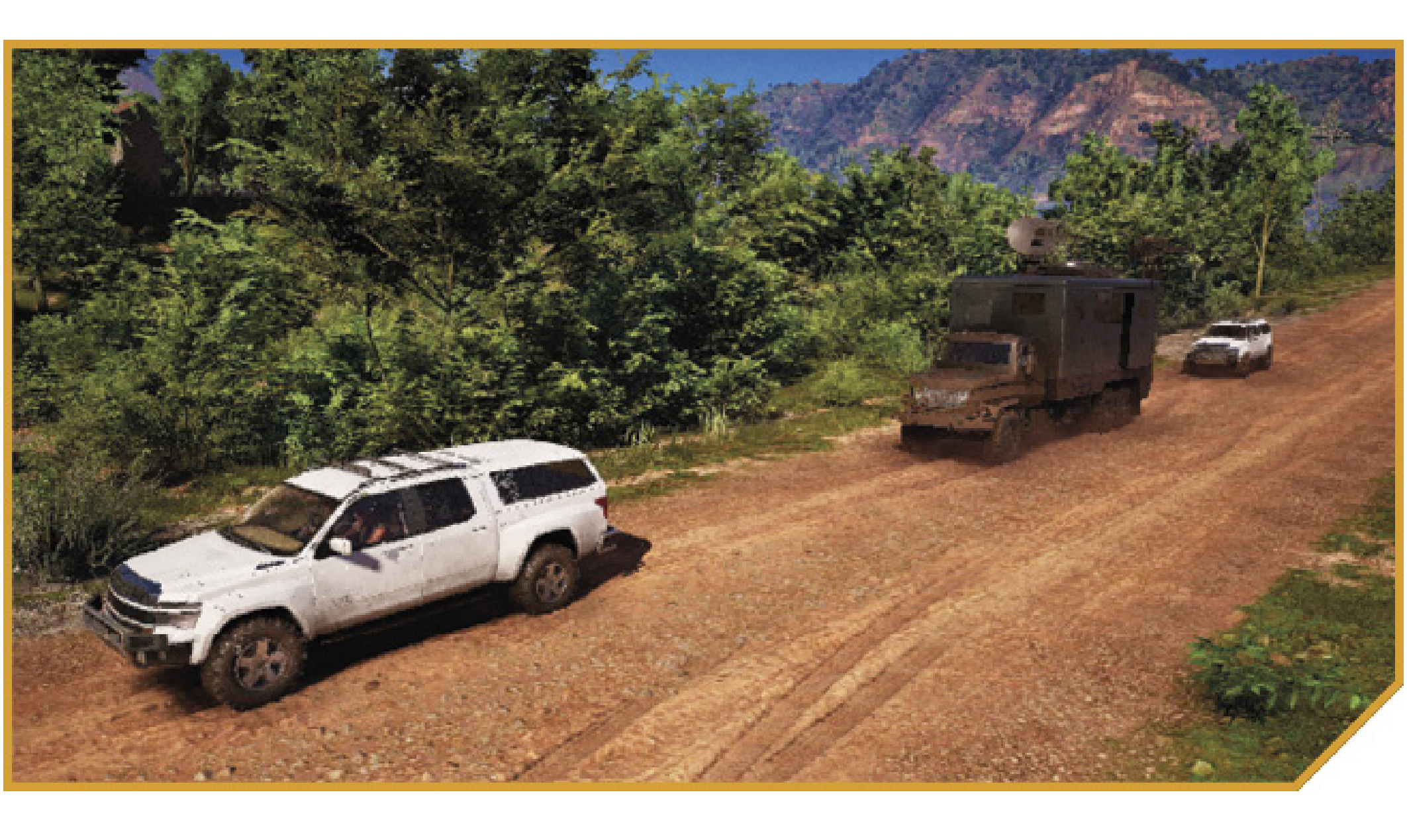
SANTA BLANCA CONVOY: RECON

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

The roads of this province are used by the civilian population, and killing any of them during this convoy assault results in an XP penalty, or complete failure of this mission. Be adept, not trigger-happy.

TACMAP

Unlike the majority of your main missions which take place in a stationary location, convoy attacks occur somewhere along the route the enemy convoy is driving down, which in this case is the road network in the southern part of this province.



The convoy consists of a lead SUV, the convoy truck itself, and a second SUV bringing up the rear. Each vehicle has two enemies inside. Simply bring the convoy truck to a halt (it doesn't have to be damaged), and then "tag" the main truck so the supplies can be picked up by the rebels later. The supplies are stored in a compartment on either side of the main truck.

SANTA BLANCA CONVOY: OTHER TACTICAL ADVICE

SOLO: There's no "wrong" way to assault this convoy, though finding a remote stretch of road via helicopter recon is an excellent pre-planning idea, and commencing the assault when you're far away from any other enemies (such as those at the Itacua Base) is encouraged. Get ahead of the lead SUV, and tag the driver with a long-range headshot, then his passenger, and continue this enemy takedown for the two other vehicles, while you order the rest of your team to attack from the sides of the road (assuming you positioned them close to where you got the convoy to stop).

Buzzing the convoy in a helicopter is also entertaining, but can lead to civilian casualties. Ramming the main truck off the road is also an option. Having a sturdy SUV-type vehicle that can take damage and shoving the convoy truck into a rock wall or down a gully at the sides of the road so it stops are all good ideas.

Explosives also work well; it takes two grenades to incapacitate the main truck, but this also causes it to explode, which can kill you. The supplies can still be looted, however.

You can also find a narrow stretch of road, drive a couple of vehicles across the path of the convoy so it has to stop, and drop the convoy enemies as they slow down. Having more vehicles in this blockade means the enemy is less likely to ram through, and some can be used as cover.

CO-OP: With the ability to split your team into individuals who can each take a separate role, the convoy stands little chance. Have two of your team concentrate on taking out the main black convoy truck, while the others each pick one enemy SUV.

With each team member picking a specific vehicle to neutralize, feel free to use one of the Solo plans presented previously, such as getting ahead of the convoy and ambushing it (except each of you can tag a different foe in seconds).

Can you drop onto the truck roof from a helicopter, then fire through the driver roof to subdue the enemy? Certainly!

INTEL: REBEL OP

Once the convoy has been captured, Pac Katari radios in to thank you. You're now encouraged to scour the province for intel pertinent to any rebel operations, in order to continue this mission.

MOST RECON: ADDITIONAL INTEL

Remember to consult the Key Locatins and Province Content for advice on gathering all Intel, and conducting a thorough search for all collectibles. Intel can be found at many compounds, villages (usually inside a Comms center), or enemy strongholds. It can take the form of papers, a corkboard wall, or information you "acquire" from interrogating a fleeing enemy lieutenant. You have the choice to "Locate Supply Raids", "Locate Skill Points", or "Locate Rebel Ops". To continue this mission, choose the third option.

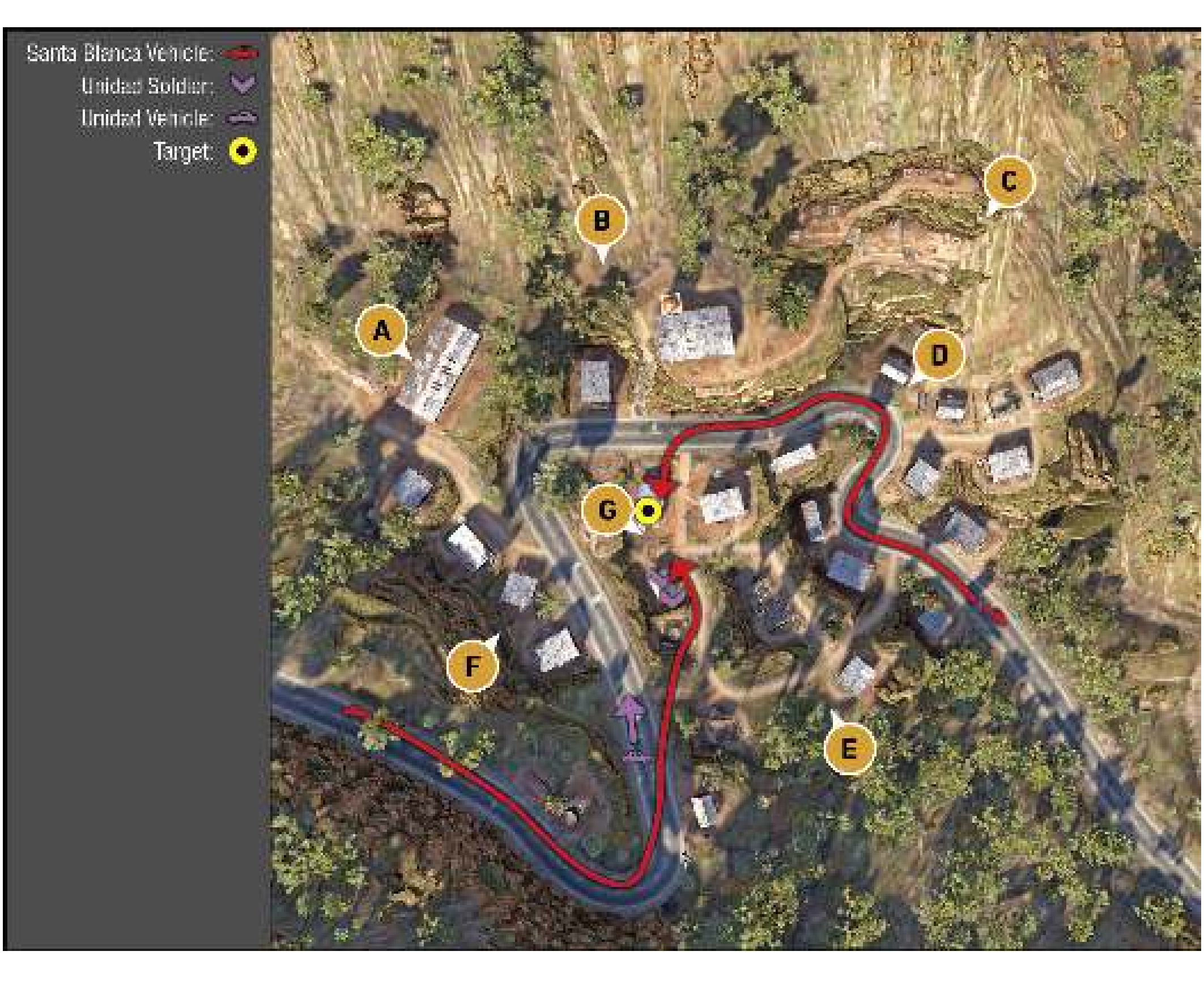
MOST RECON: SIDE MISSIONS

Side Missions (color-coded green) that require you to assist the Rebels are obtained by checking Intel scattered across the province. For this particular Main Mission, which has elements of a Side Mission to it, it is explained in the following text as an introduction to the kind of help you can give to Pac Katari's forces.

AN UNSCHEDULED BROADCAST

Pac Katari has recorded a broadcast to the people of Bolivia, in an attempt to rouse support for his rebels. He needs the broadcast to go off without a hitch. Unfortunately, you expect cartel forces to shut down the radio mast as soon as the broadcast starts—but not if your team is here to guard the transmission.

PANTOJA: RECON

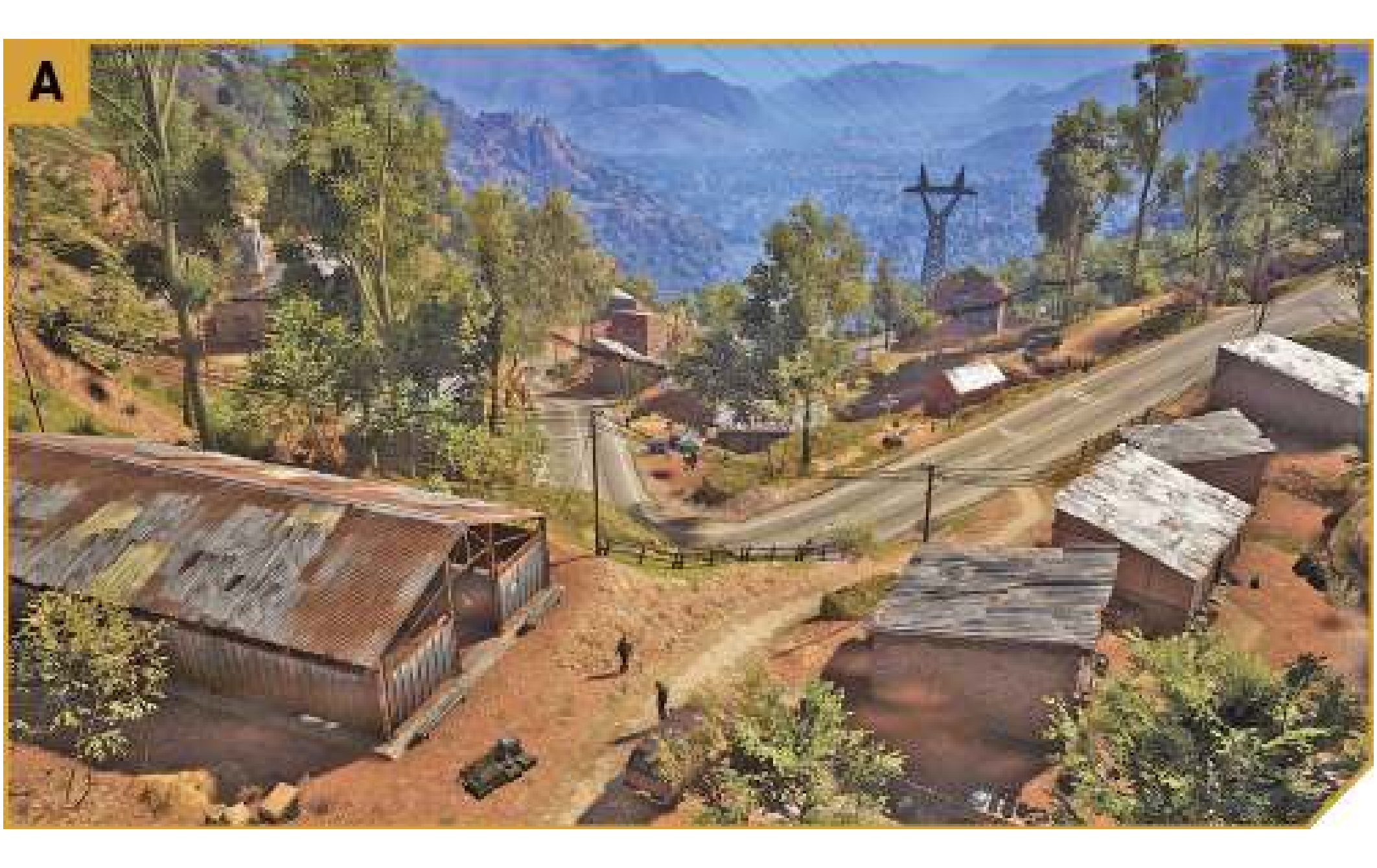


TACMAP

The hillside village of Pantoja offers numerous long-range sniping opportunities if you're backing up Ghosts closer to the radio transmitter (G). It's worth clearing a couple of Unidad forces close to G, and an SUV with two more forces that park nearby afterward; do this proficiently so further Unidad forces don't appear. Also be aware of two possible additional foes on the road by D; they're easily neutralized if attacked from above or from the road to the west.

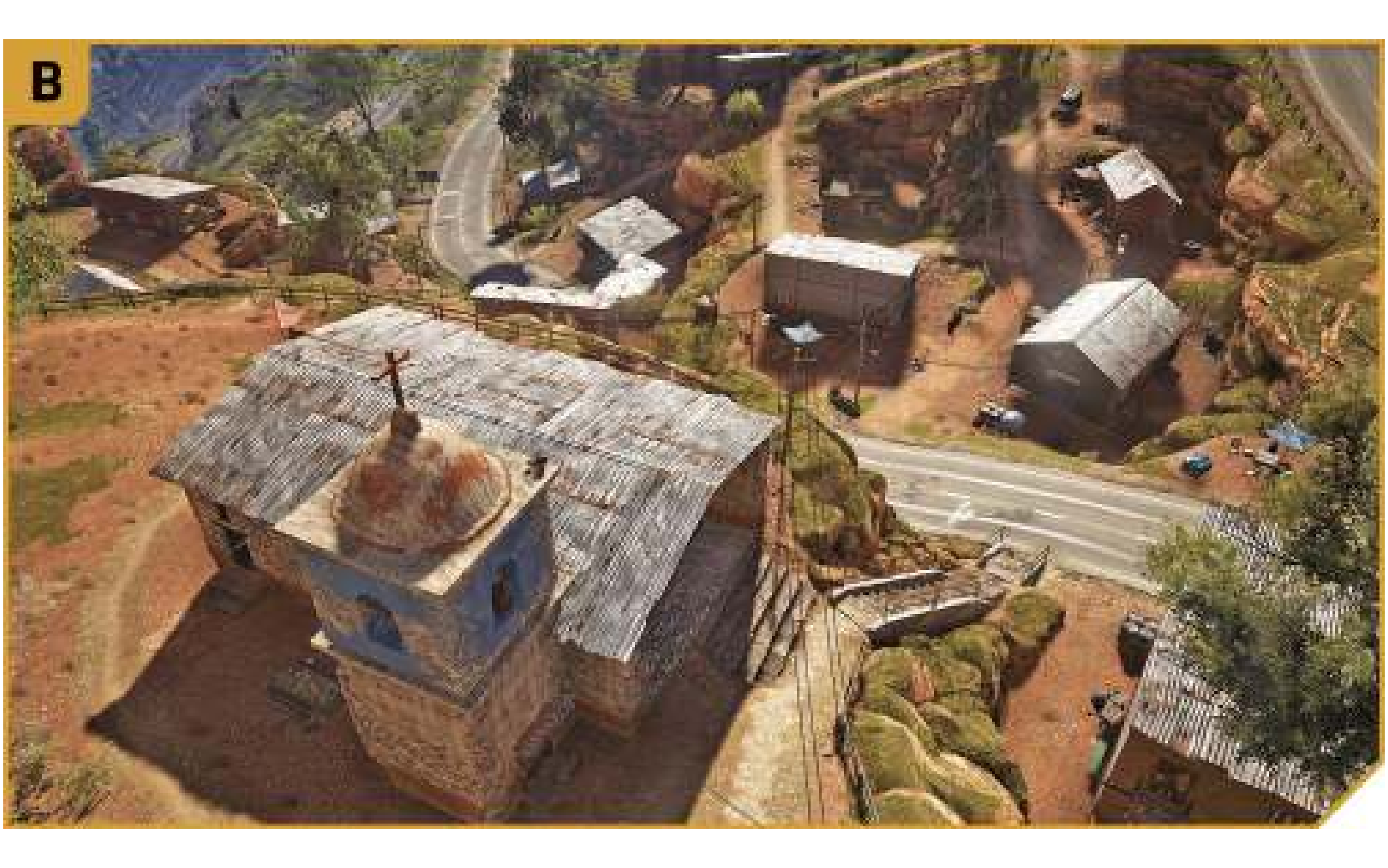
Then you have the luxury of getting into an advantageous position for the minute or so before Pac Katari's broadcast commences. During this time, two cartel vehicles appear; one from the west heading downhill, and one from the east heading up. Each has two foes inside. Remove them as threats.

COW BARN



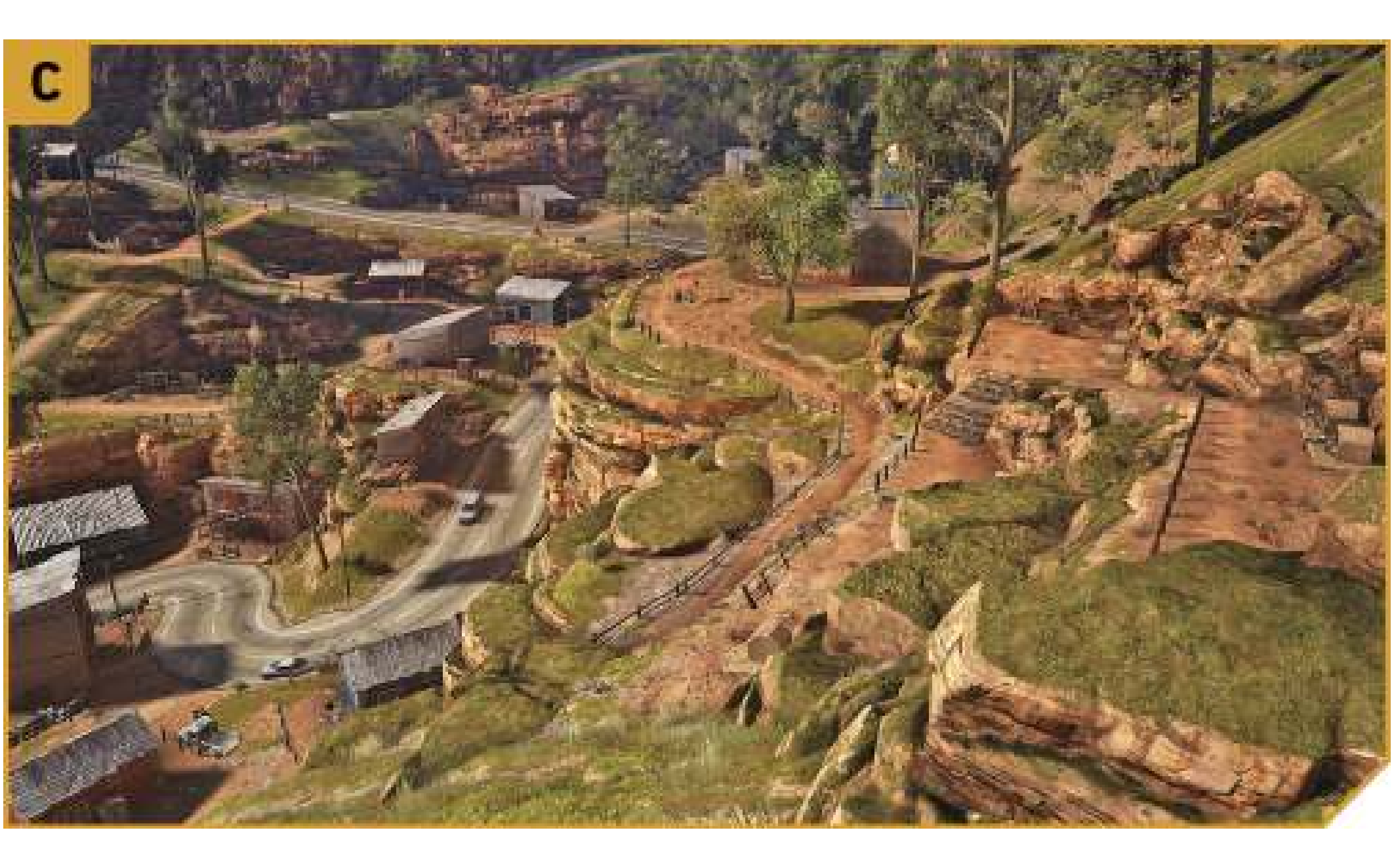
Close to an ammo pick-up and offering views of the valley below, you have views of the western vehicle on approach (which you can neutralize with sniper fire or favored takedown tactics) from the front of the barn. You can easily hike east to B and C from here, too.

CHURCH



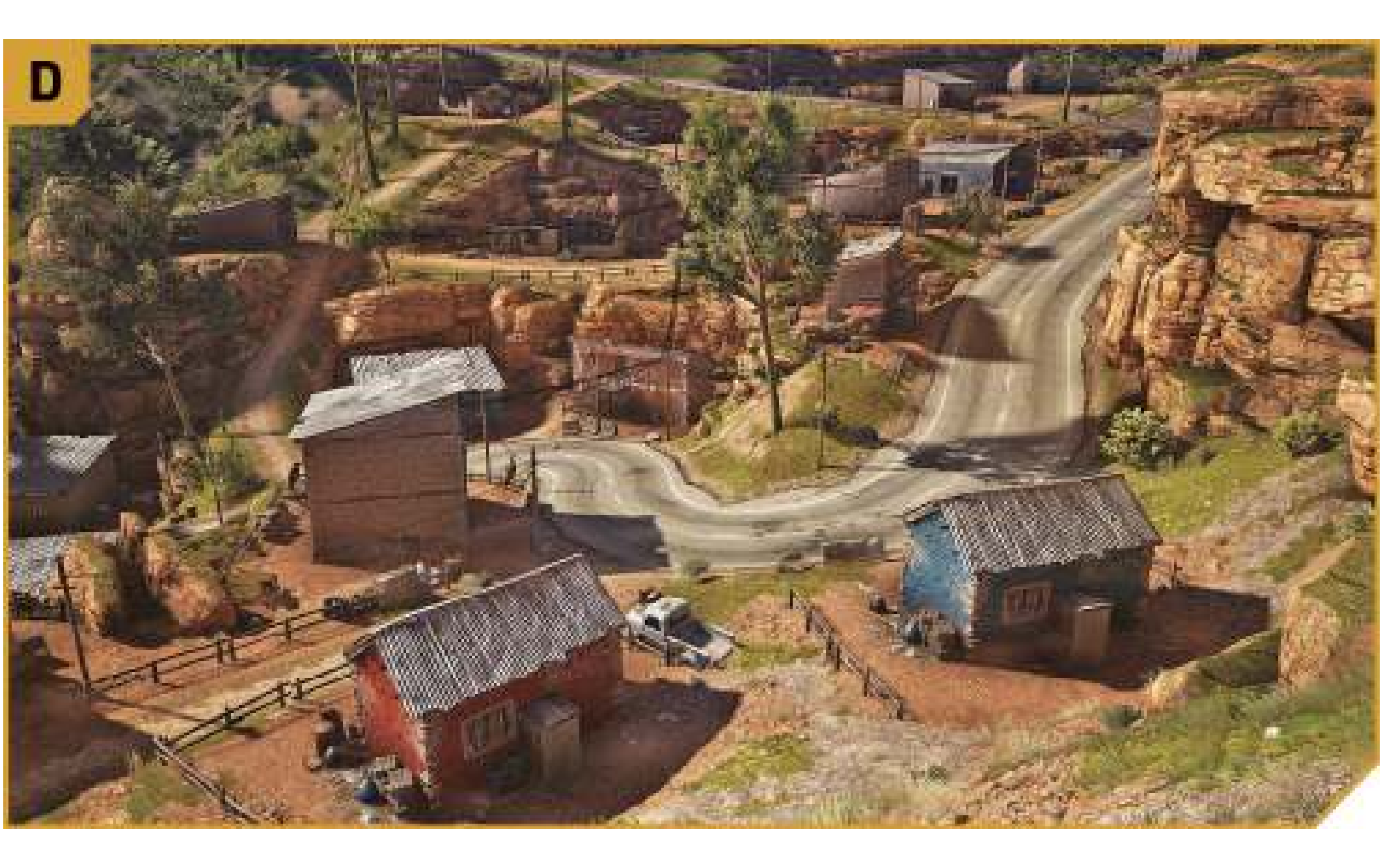
There's ammo, interior access to the church if enemy reinforcements arrive that you can't handle, and a fantastic view of the transmitter, allowing you to tag foes trying to disconnect it with ease. Just watch for foes climbing the stone steps, or approaching from the cemetery to the east.

CEMETERY



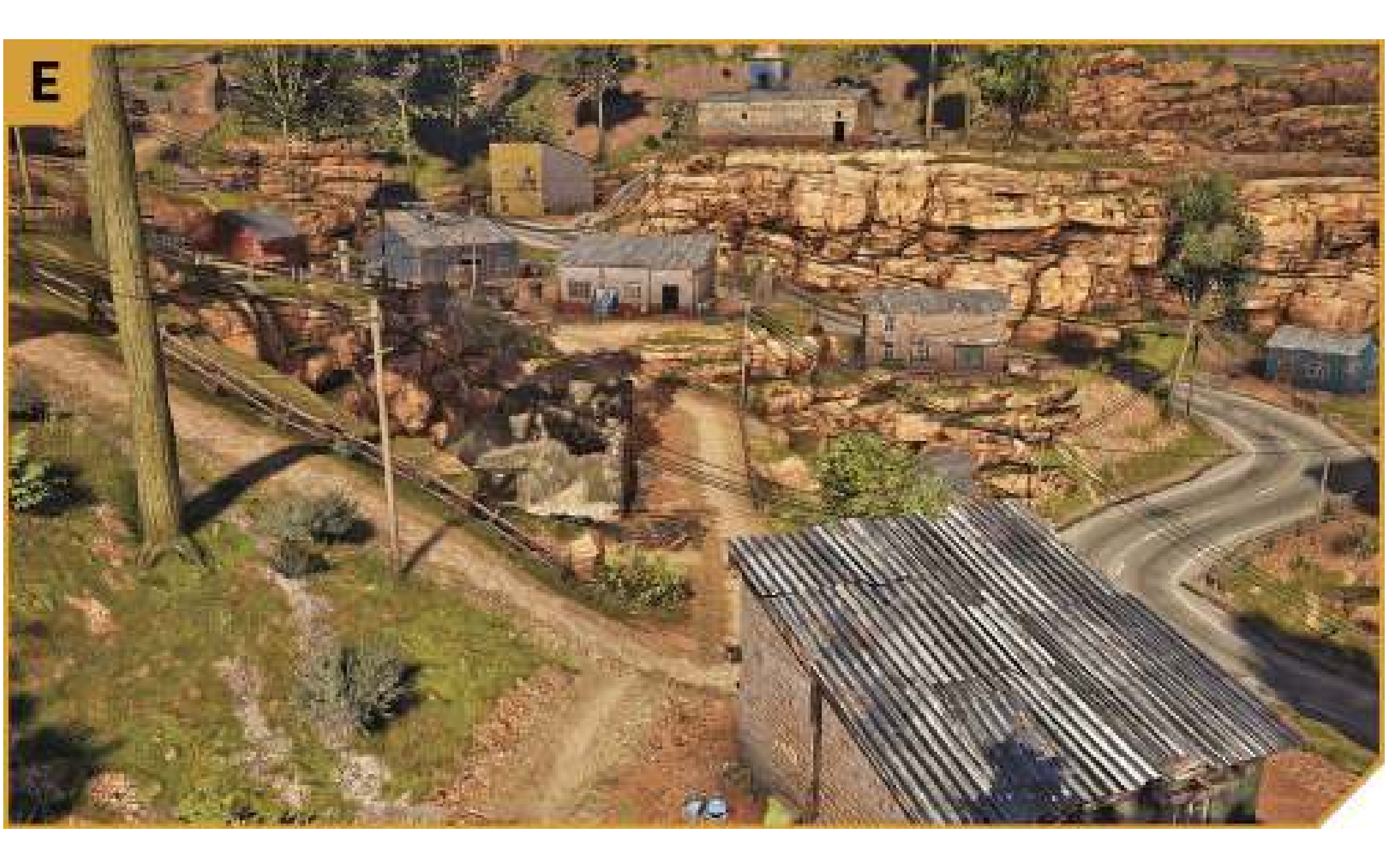
Position a sniper here who can take down any foes milling about at D, and can track the east vehicle all the way up the winding road, and take it down with ease. The eastern end of the cemetery allows direct views of the transmitter too, if you need to back up Ghosts closer to the objective.

LOWER VILLAGE



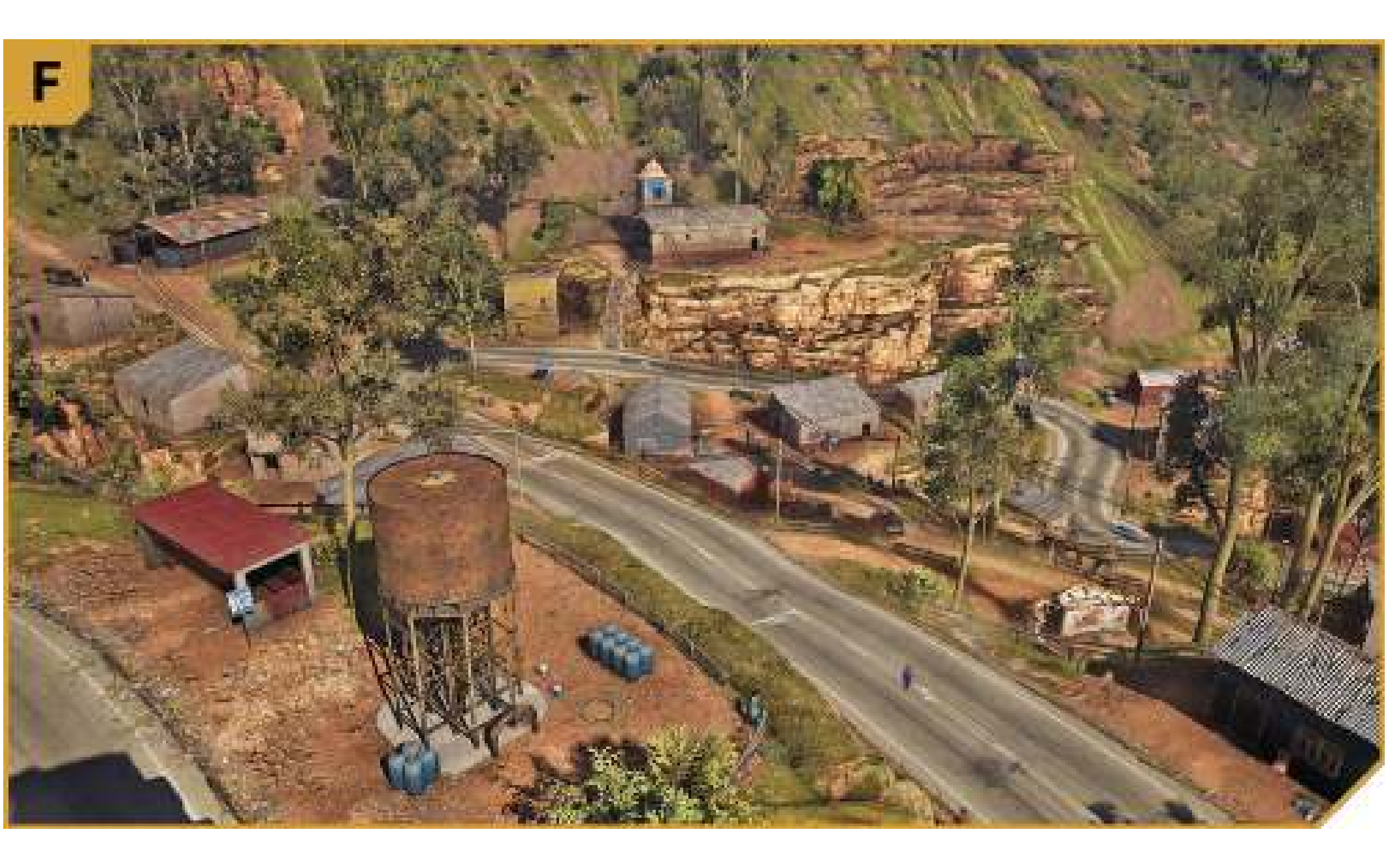
The roadside area at the lower village may have additional cartel thugs to neutralize, so mop them up before you start the transmission. Park a vehicle near the blue house, across the road, if you want the reinforcements to stop, allowing you an easier takedown opportunity. You can quickly yomp west to intercept foes at G if the transmitter takedown looks likely, too.

SOUTH SHACK



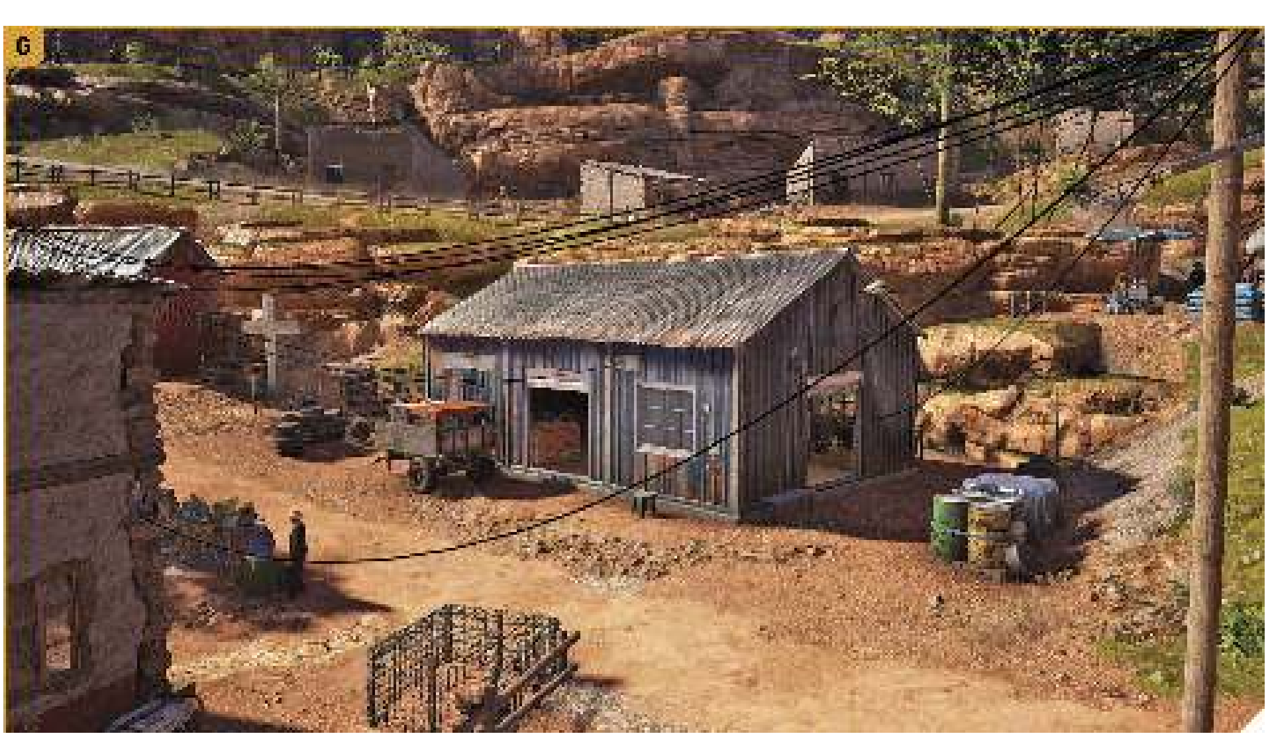
Stationing a Ghost here allows you to intercept either incoming vehicle; there are views of the road near D for tackling the enemies heading uphill, and you can run in behind the foes in the vehicle heading downhill and rake the vehicle as they park up near G, if no one else has done their job properly.

BUS STOP AND WATER TOWER



This section of road allows early detection and removal of the vehicle heading downhill, either by blocking the road with a car and removing the threat, or raking the car as it nears you. Or, you can hang tight and watch the transmitter from the grassy rock outcrop at the switchback in the road, which offers excellent views of any targets milling about below.

● TARGET: RADIO TRANSMITTER



Simply reach this location and switch on the transmitter, before guarding it until the broadcast concludes. Use the adjacent metal warehouse as cover, and have a Ghost here for close-range takedowns. Remember, both enemy vehicles park on either side (north and south) of the transmitter.

PANTOJA: OTHER TACTICAL ADVICE

SOLO: With doing the transmitter switching, it's important to first remove Unidad threats, so move in your team south of G to help take down the two Unidad soldiers, and the SUV with two additional foes that arrives.

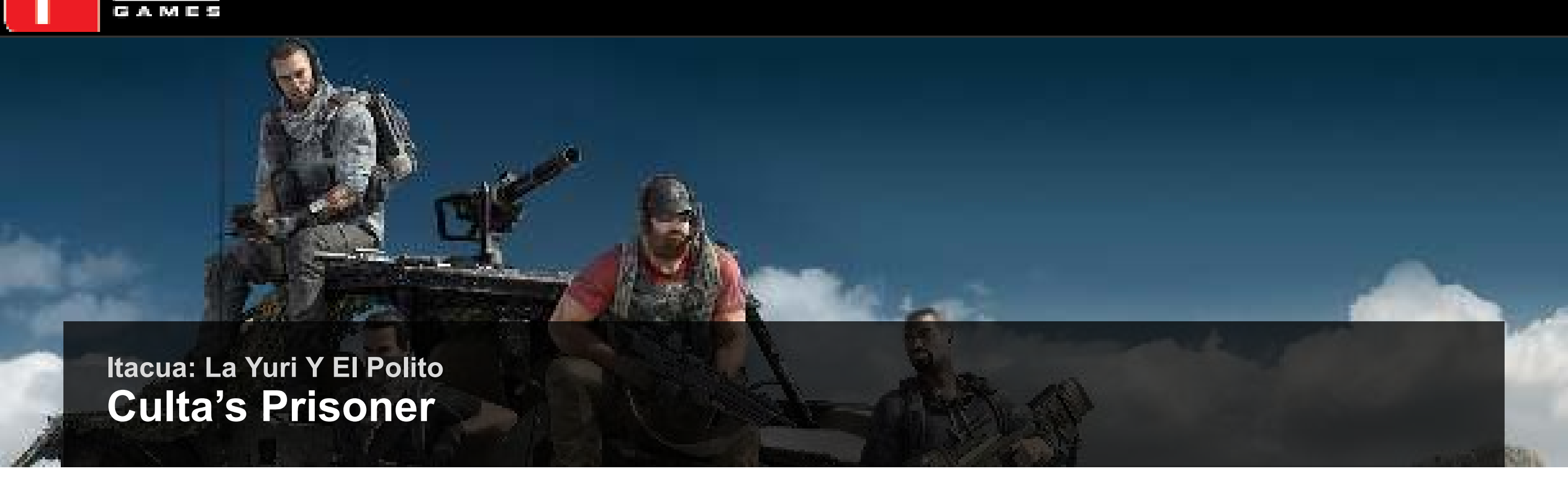
Before activating the transmitter, feel free to prep the area (away from any civilians) with mines along the route the vehicles will take, along with vehicles (even a helicopter) so the roads are effectively closed. Judge where it's best to stop either enemy car, and position your team so they can quickly remove one of the cars, while you concentrate on the other.

A good place to move from is north from G to B, making sure no foes are attacking from C. Then sit tight, and drop foes from the church cliff-top, optionally lobbing down grenades to explode just as the vehicle stops.

CO-OP: As there are numerous advantageous locations where you can hide, have two teammates assigned to stopping each vehicle. Crossfire opportunities from D and E (for example) neutralize the east enemy car in seconds. Similarly, stationing a Ghost at B and F prevents the downhill car from arriving. Mines on the road, expertly-lobbed grenades as a car stops at a barricade you've made, and even helicopter strafing are all available to you, though the latter can reduce the civilian population.

MOST RECON: PAC KATARI'S REBEL SUPPORT

Once the broadcast has finished, so has this mission, but not before Pac Katari radios in to congratulate you. He also promises Rebel support; unlocking "Mortar Strike" on your Comms Wheel.



Itacua: La Yuri Y El Polito

Culta's Prisoner

OBJECTIVES

- Reach Culta Village
- Talk to the rebel prisoner

LOCATIONS

- Culta

REWARDS

- +350 XP

BRIEF

A rebel with knowledge about La Yuri and El Polito has been imprisoned by the cartel in the village of Culta. Get to Culta, rescue the prisoner, and find out what he knows.

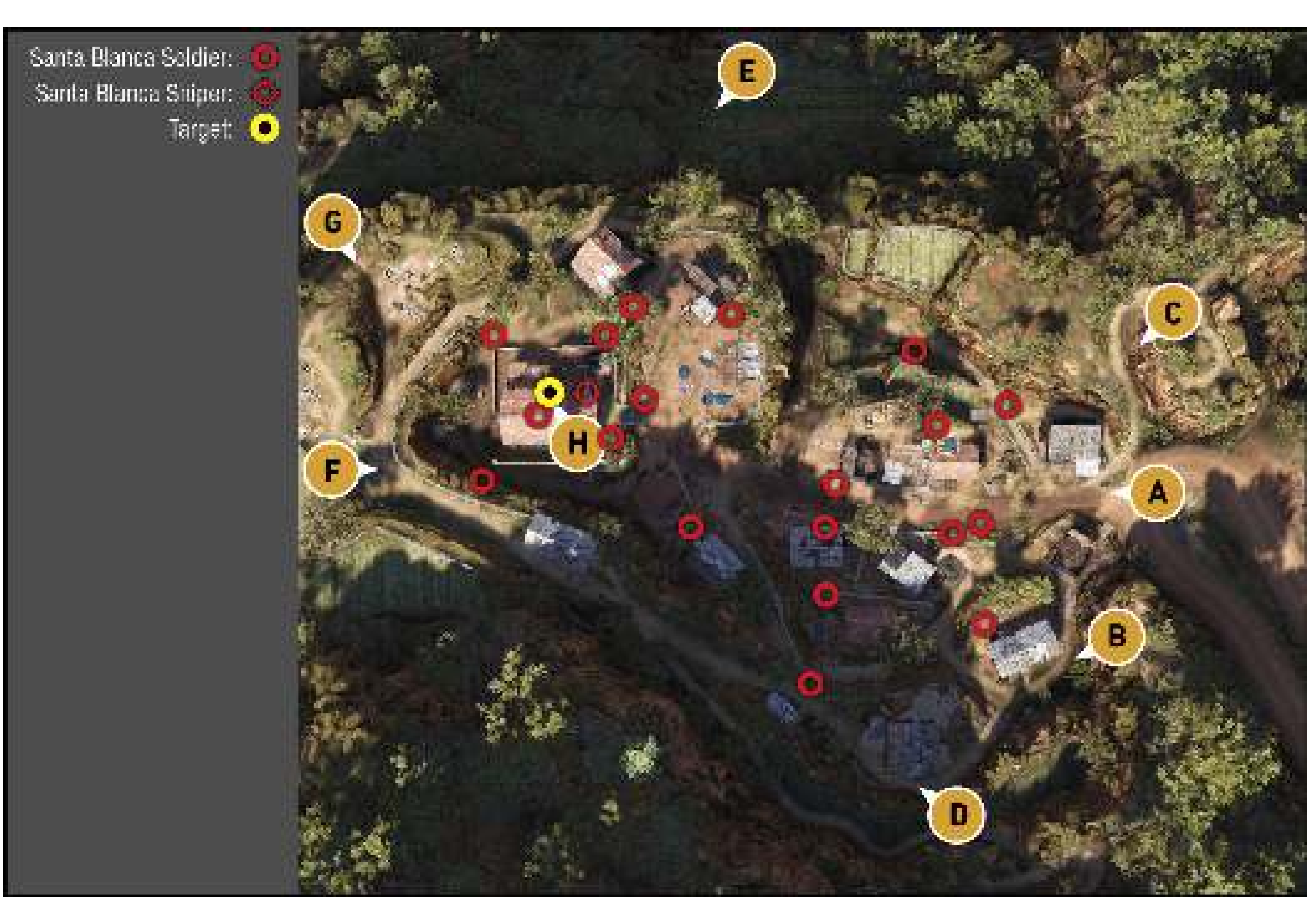
MISSION ACCESS

This Mission commences once you complete Mission: Rebellion Rising, and receive a radio message from Pac Katari.

THE CULTA PERSONALITY

A radio message from Pac Katari requires you to locate and talk to a prisoner held at the burned-out remains of the hilltop village of Culta, in northwest Itacua. The rebel should be extracted after he reveals the location of the two underbosses of this region. Take either a chopper or vehicles to the outskirts of the village.

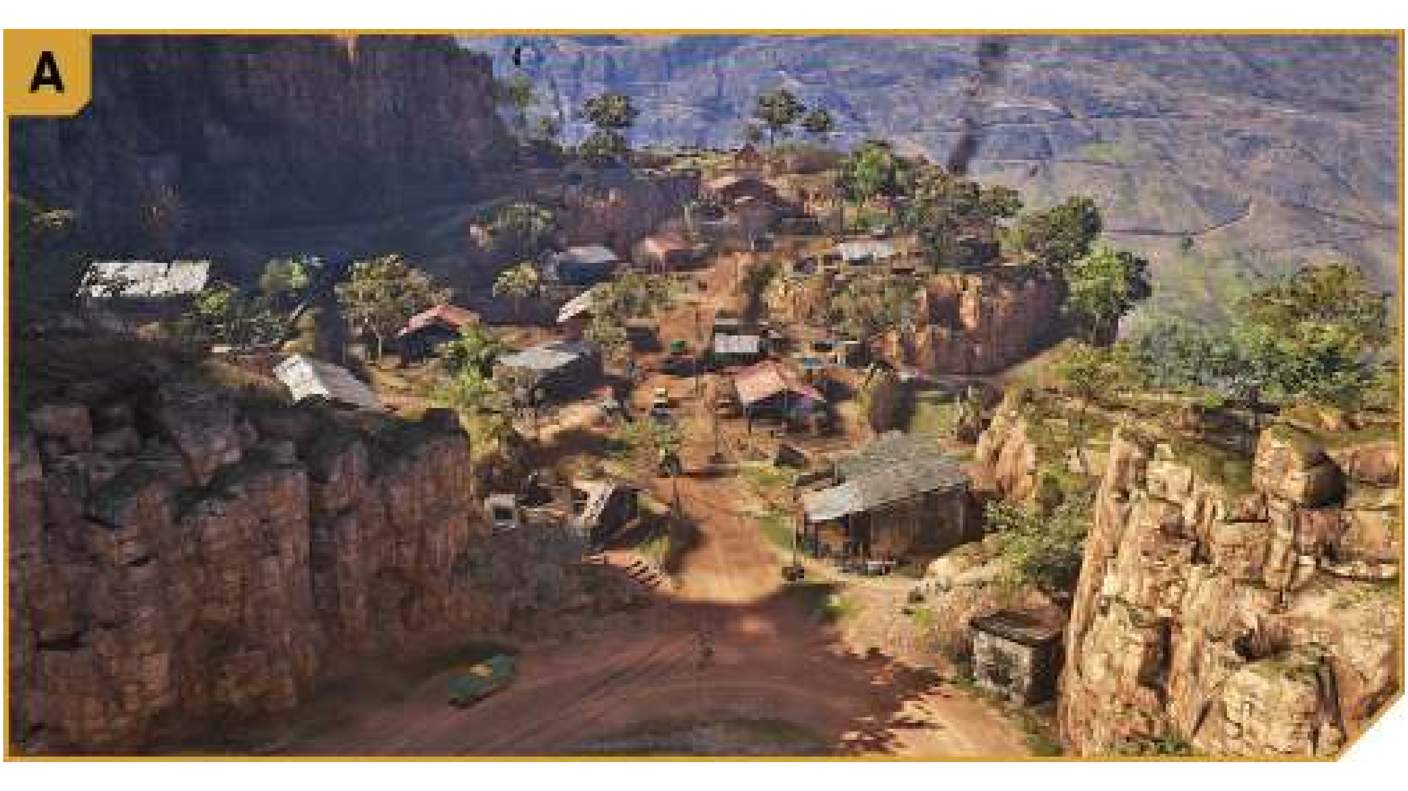
CULTA: RECON



TACMAP

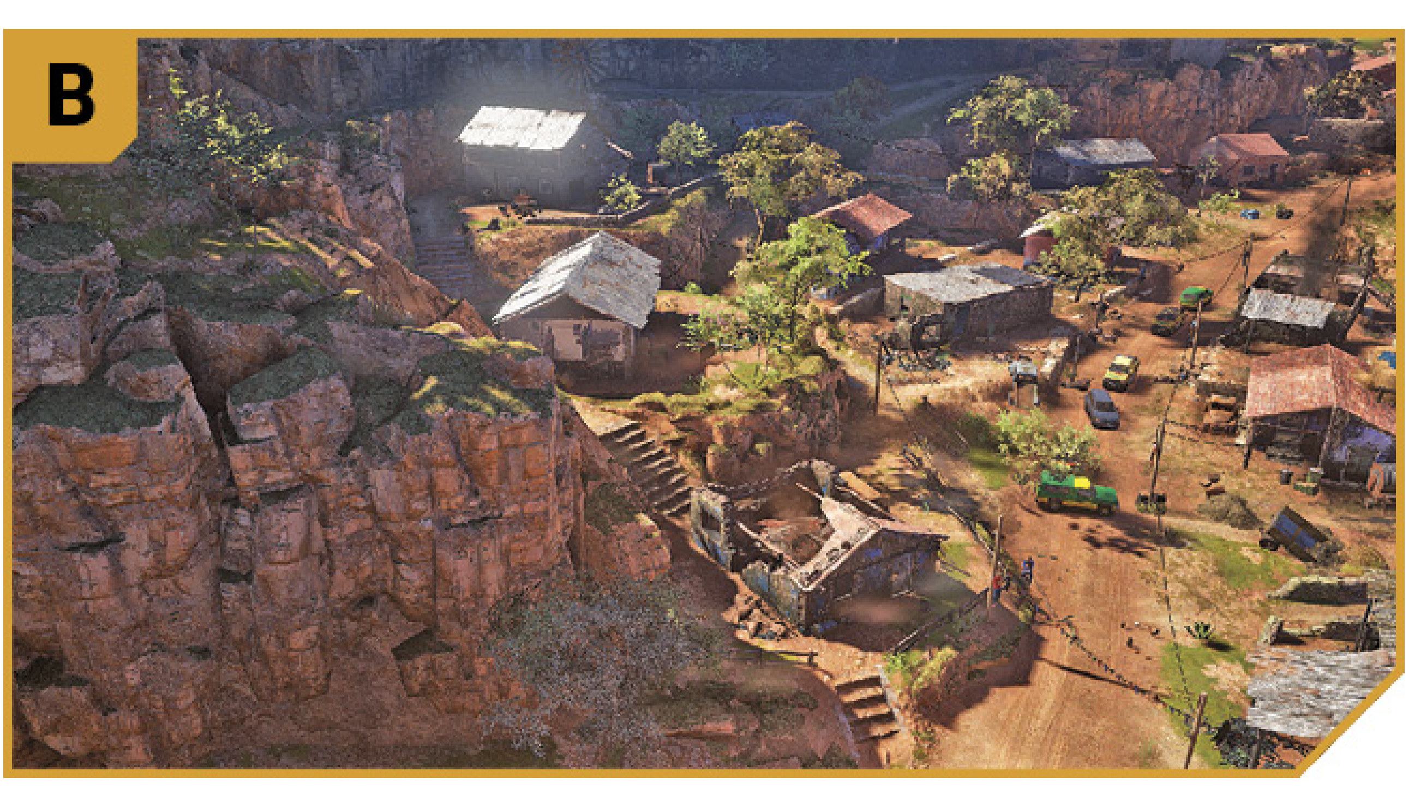
Culta is perched precariously on a rocky outcrop which is mostly impenetrable from the south, west, and north. Access is available via helicopter (though this simply causes the hostiles to be fully aware of your presence), or at the switchback curve in the mountain on the eastern edge of the village. The settlement itself has been partly razed by cartel forces, and a sizable presence (around 20, including a sniper on the church roof to the west) are dug in. Fortunately, you need not worry about civilian casualties.

MAIN THOROUGHFARE (EAST TO WEST)



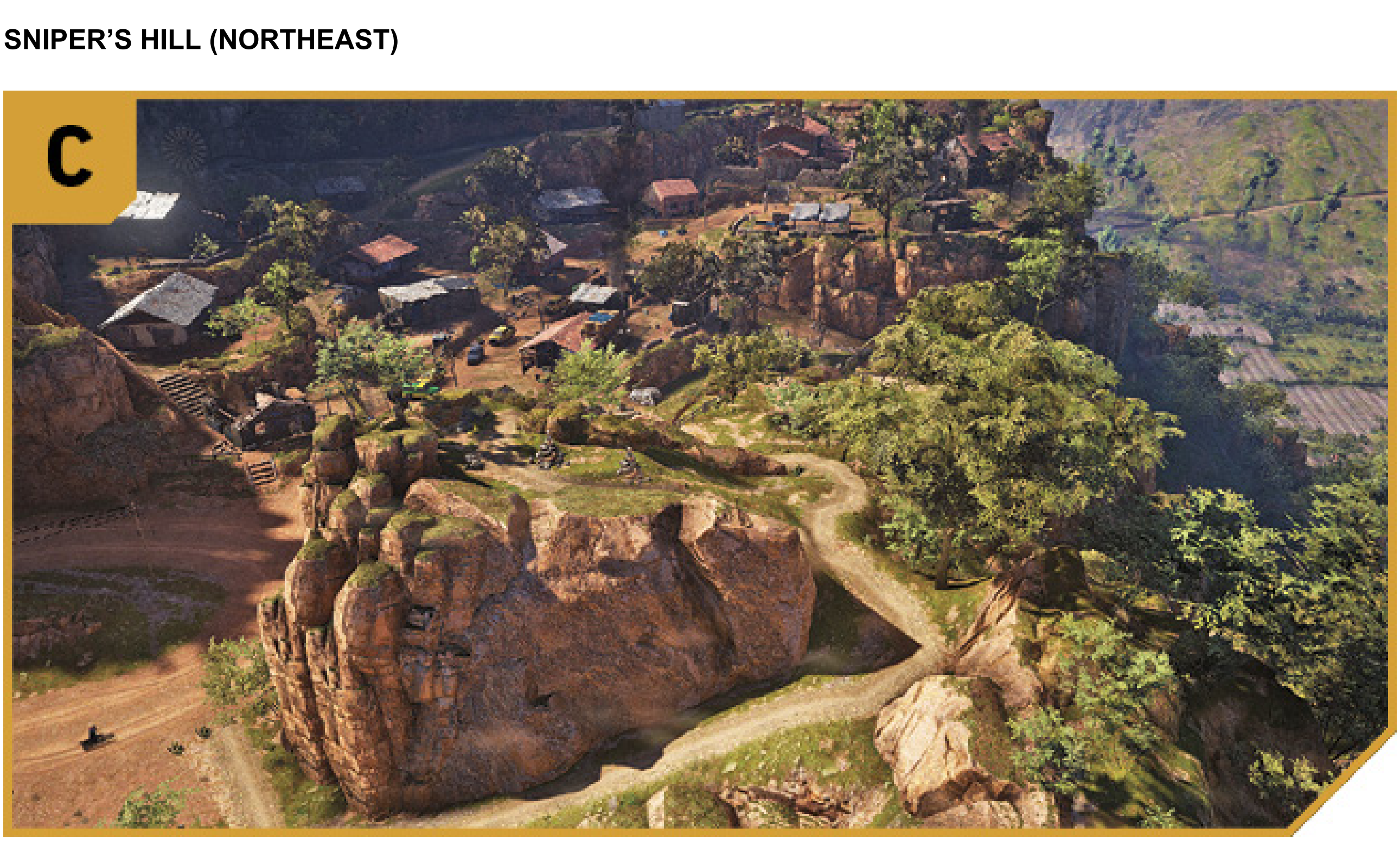
The main street through Culta leads directly from the mountain road to the church at the west end of the village. The only problem being there's a sizable cartel presence, and wandering up this street gets you killed. It's far better to choose one of the paths around the outskirts of the village, even though these are slim pickings.

SOUTH PATH (EAST TO WEST)



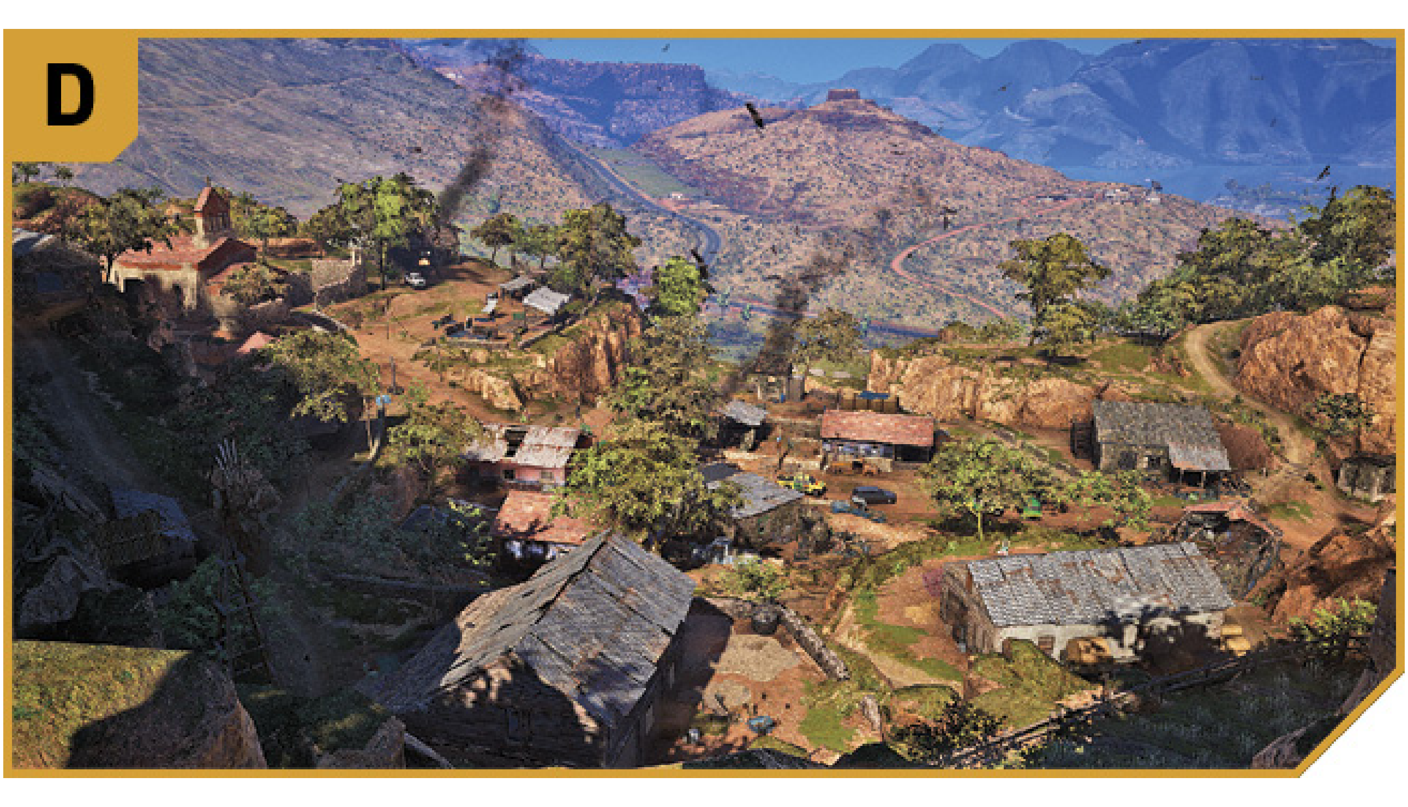
This is an excellent choice in Solo mode, or for one Ghost to take, providing you have the wherewithal to drop the enemies standing around the various cottages as you skirt the southern side of the village, at the base of the mountain. Stealth kills are mandatory, and you can (and should) head from B to F without anyone raising the alarm. Use the upper paths rather than dropping into the main street, or you may be overwhelmed.

SNIPER'S HILL (NORTHEAST)



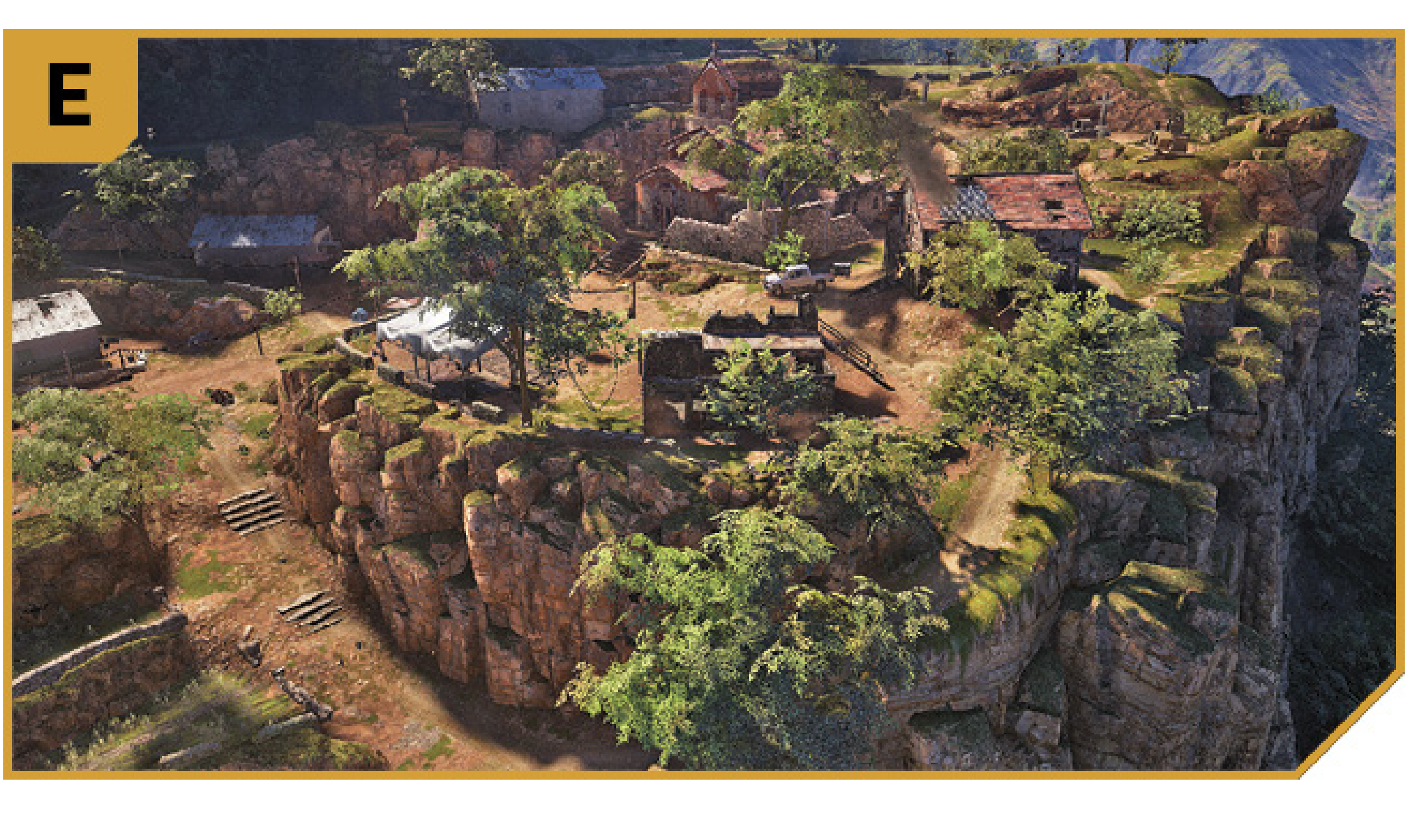
Have one of your team hoof it up the trail on the east side of the north hill overlooking the village. The vista is more than worth it, as you have good protection and a view of the main clusters of forces, and are able to provide excellent fire support, drone recon, and other information. You can also head down the hill and continue west to E, skirting the north side of the village, to wrap around and surround the enemy (ideally while a teammate does this to the south).

SNIPER'S HILL (SOUTH)



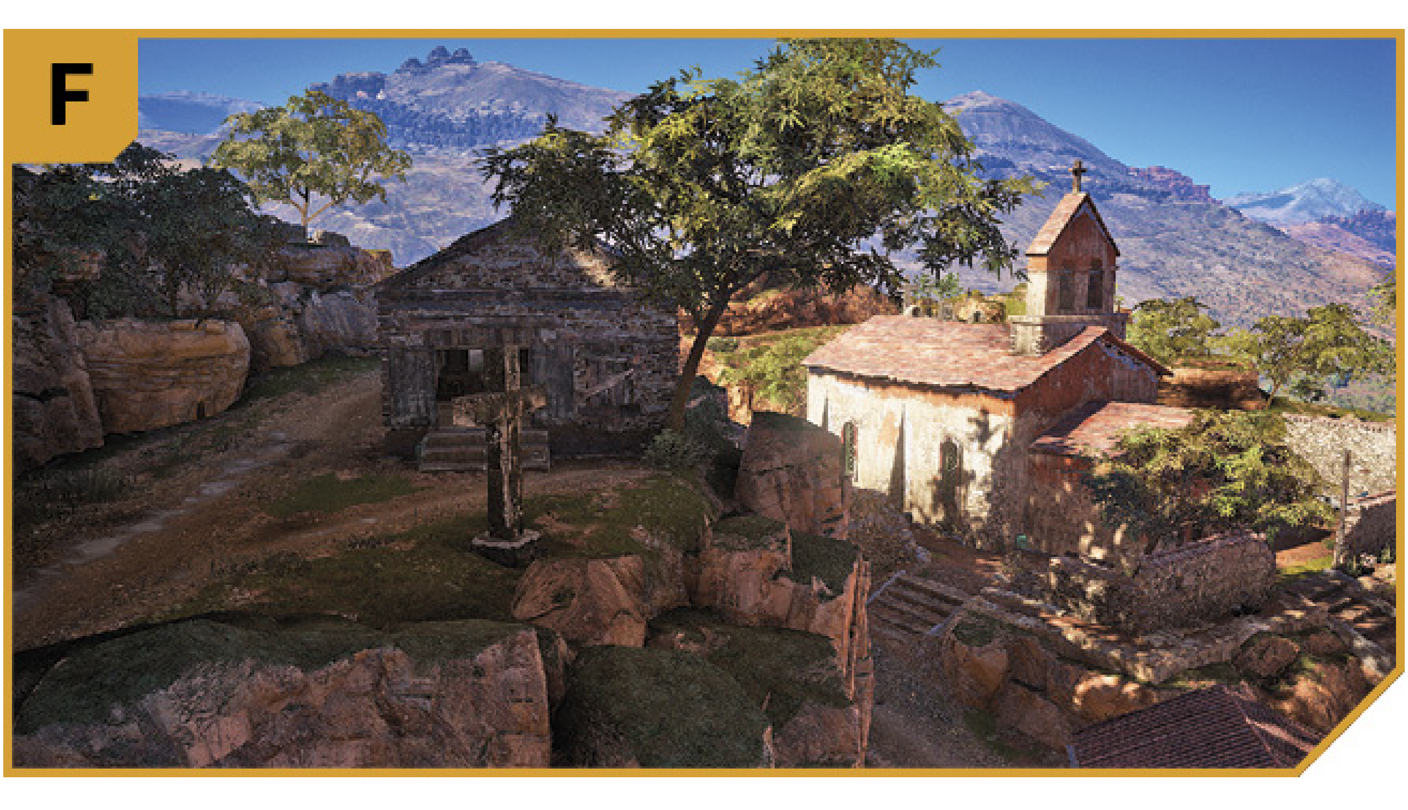
Approach from B, locating the stepped mountain trail leading south, that winds to this vantage point. If you have a team that is patient enough to wait for you to get to this position, you have excellent views of the entire settlement, and can tag the sniper on the church roof, as well as foes in the central part of town.

NORTHWEST DEFENSES



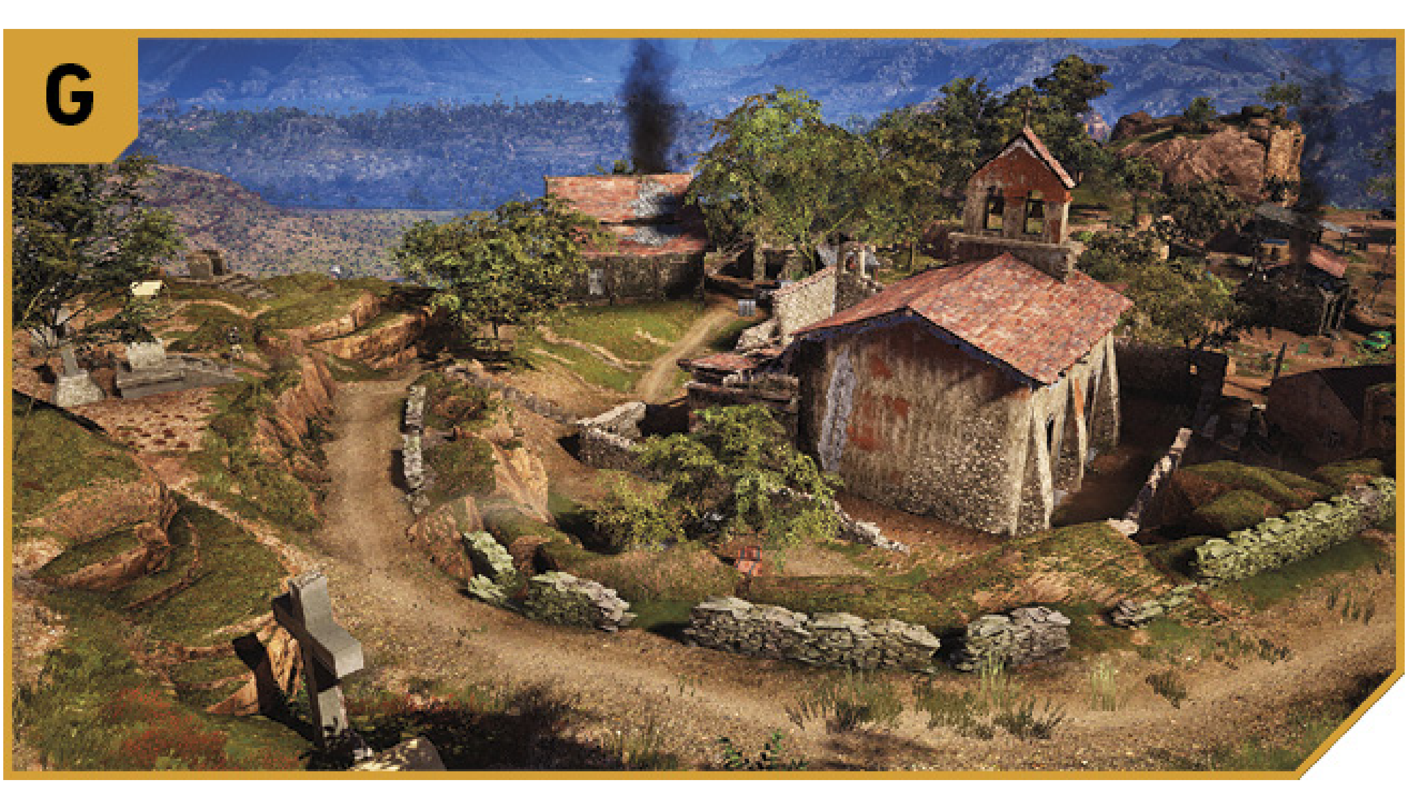
Navigation along the north edge of the village allows you to reach this narrow hill path up to a burning building close to the church, and a cluster of around three nearby foes. The "open air" building near the smoking barn offers defensive positions, and views across to the church, where you can back up your colleagues sweeping the area behind the church. Or, use this as a defensive spot before venturing into the church itself.

SOUTHWEST CEMETERY GROUNDS



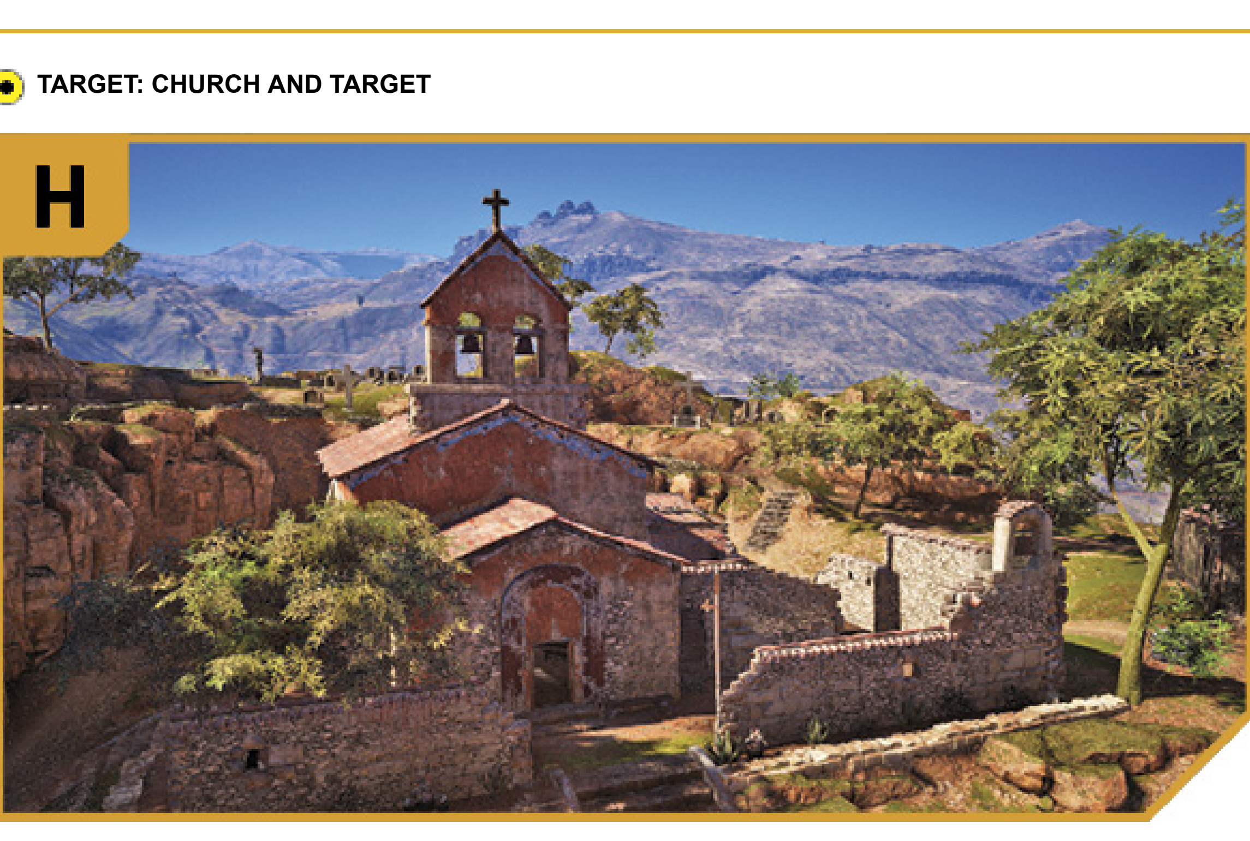
There's a path running from B to here, and using the south outskirts of the village, and the vantage points along the way, enables stealth kills of almost everyone except those in the church grounds. Continue your clockwise route into the cemetery at this point. This is also notable as the field with the scarecrow in it can be used to land a chopper, if you're raining death down from above to cause extra chaos.

NORTHWEST CEMETERY GROUNDS



Moving either from E or F to here allows you to remain in cover and drop the cluster of foes near the pickup, parked close to the church. This part of the cemetery also allows excellent views and takedown opportunities of enemies around the church (especially the sniper), as well as a path into the church that avoids running up along the main, open thoroughfare to the east.

● TARGET: CHURCH AND TARGET



There's only one entrance into the church (ground level, east wall), and expect two foes to either side of it, as well as the sniper on the roof, and others milling around the grounds. Note the collapsed section of roof on the north side, which can be run up, allowing access onto the roof itself, where you can take the place of the cartel sniper, removing thugs instead of your teammates.

The target is inside the church, in a room with a lock to smash in the northwest corner.

CULTA: OTHER TACTICAL ADVICE

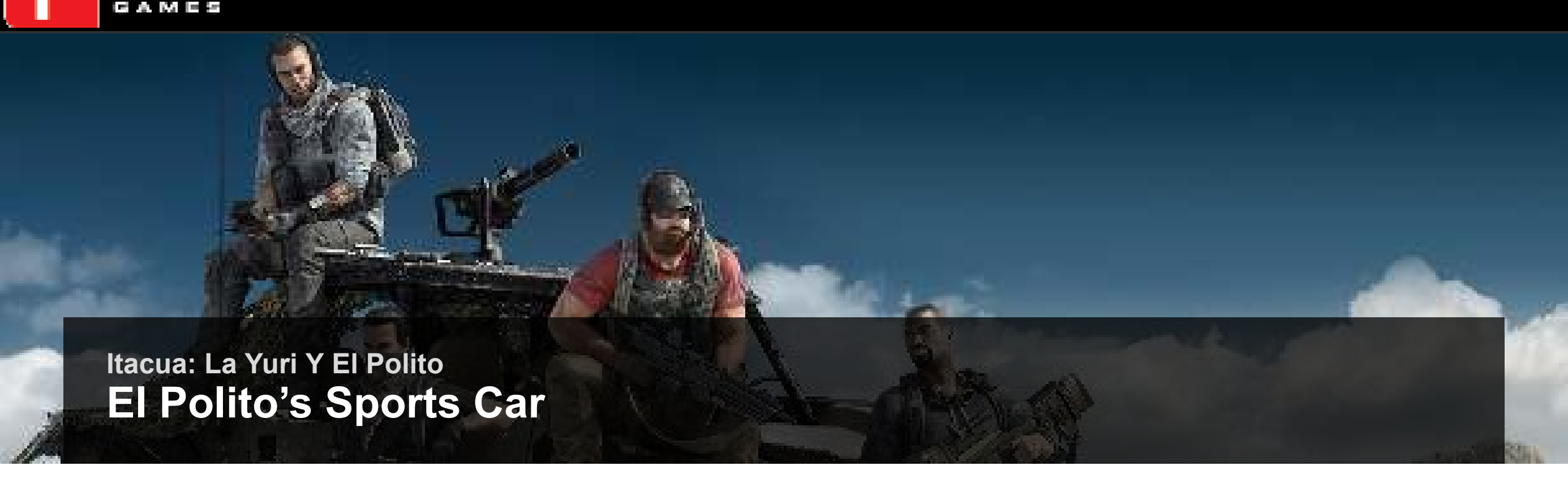
SOLO: It's usually best to take either the north or south outskirts path around the perimeter of the village, heading west, and position your brethren on the opposite side before encouraging them to slowly advance through the village after you take care of the sniper, and around half the foes (or more if you're feeling like a one-man army). Heading around the rear of the church enables you to methodically cull cartel forces, and ending up on the church roof to tag stragglers is a great way to prove your mettle.

Sync Shots and the use of the Rebel's Mortar Strike are both excellent methods of softening the targets in this village; you should have practiced the former, and the latter should be done using the drone. Tag the location where you want the mortar to land (where a group of foes are congregating, at the front of the church, or to take out the sniper) and let the rebels drop in a nasty surprise. Do this once you've lost the element of surprise.

CO-OP: Although dropping a chopper in here for a spot of mayhem is always entertaining, it can be saved until only a few foes are left. In the mean-time, have one Ghost take the route from B to F, and around and into the church, stealth-tagging foes along the way. A second Ghost can hole up at D, covering the town. A third Ghost should set up camp atop the hill at C, while the fourth uses the north outskirts route to the church. Two snipers and two assault Ghosts make short work of the cartel thugs.

LODGING A FORMAL COMPLAINT

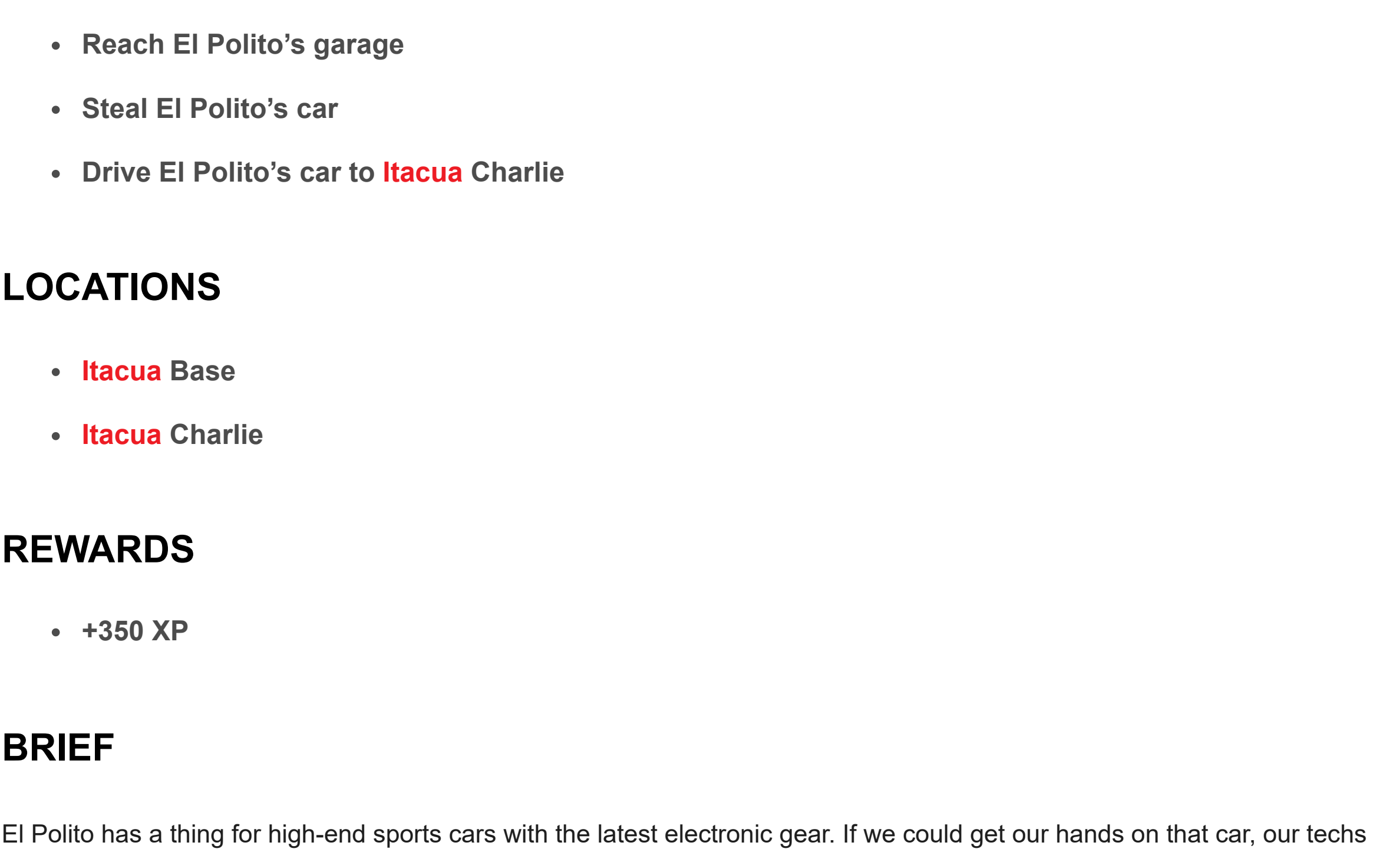
After you enter the church and free the prisoner, he gives a vague but helpful description of where he was tortured, and the mission concludes.



Itacua: La Yuri Y El Polito

El Polito's Sports Car

OBJECTIVES



- Reach El Polito's garage
- Steal El Polito's car
- Drive El Polito's car to Itacua Charlie

LOCATIONS

- Itacua Base
- Itacua Charlie

REWARDS

- +350 XP

BRIEF

El Polito has a thing for high-end sports cars with the latest electronic gear. If we could get our hands on that car, our techs could pull a lot of intel from its onboard systems. The car is located at Santa Blanca's Itacua base. Get in, get the car, and get out.

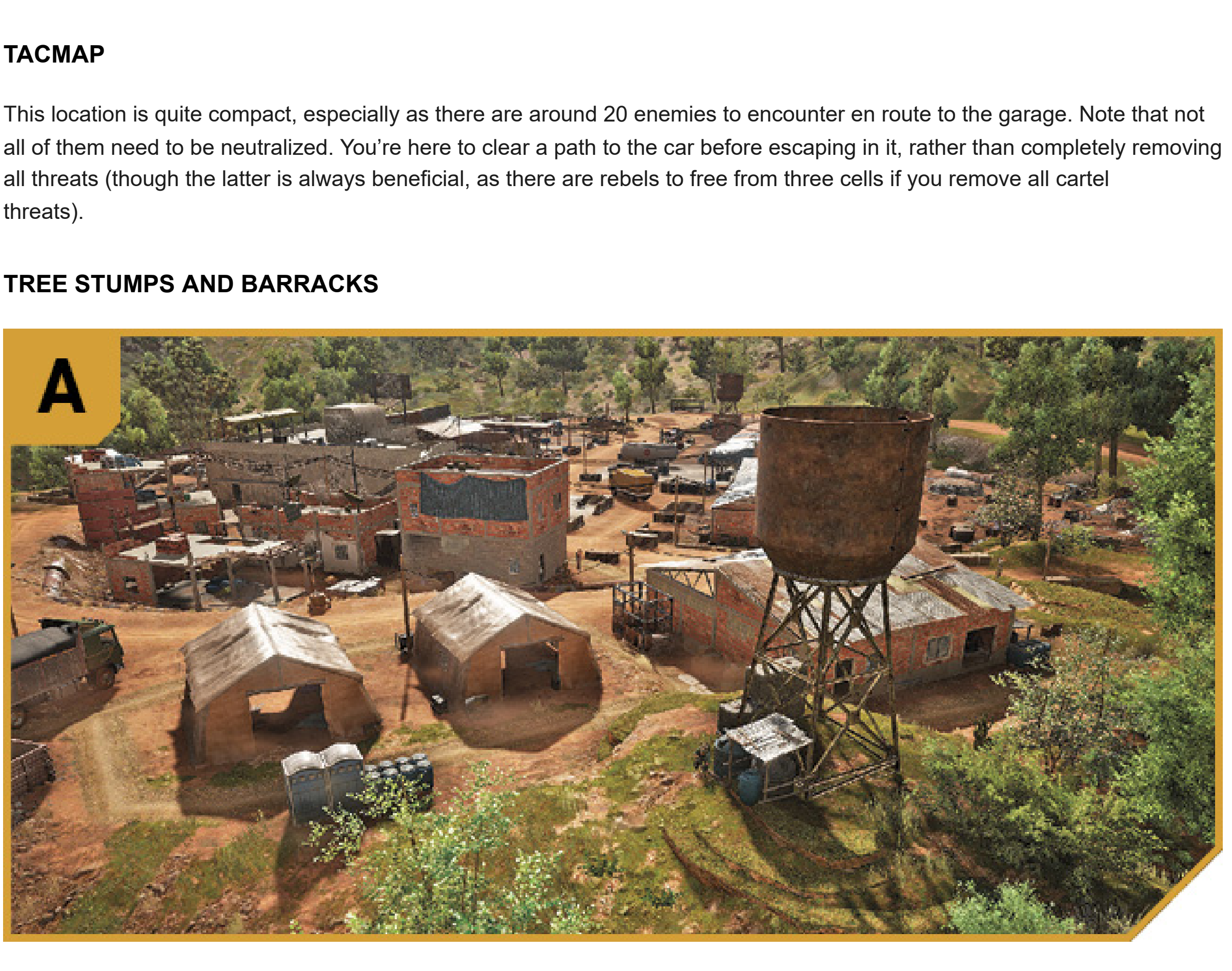
MISSION ACCESS

Acquire Major Intel in Itacua Province to access this Mission.

THE GETAWAY

Head to the southeast part of the Province, and inspect a large mechanic's yard, with additional structures to the north and some impressive fortifications. Approaching from the main south entrance is unwise, as the mounted weapon above the garage can make short work of your squad. Instead, fan out and approach with a different plan.

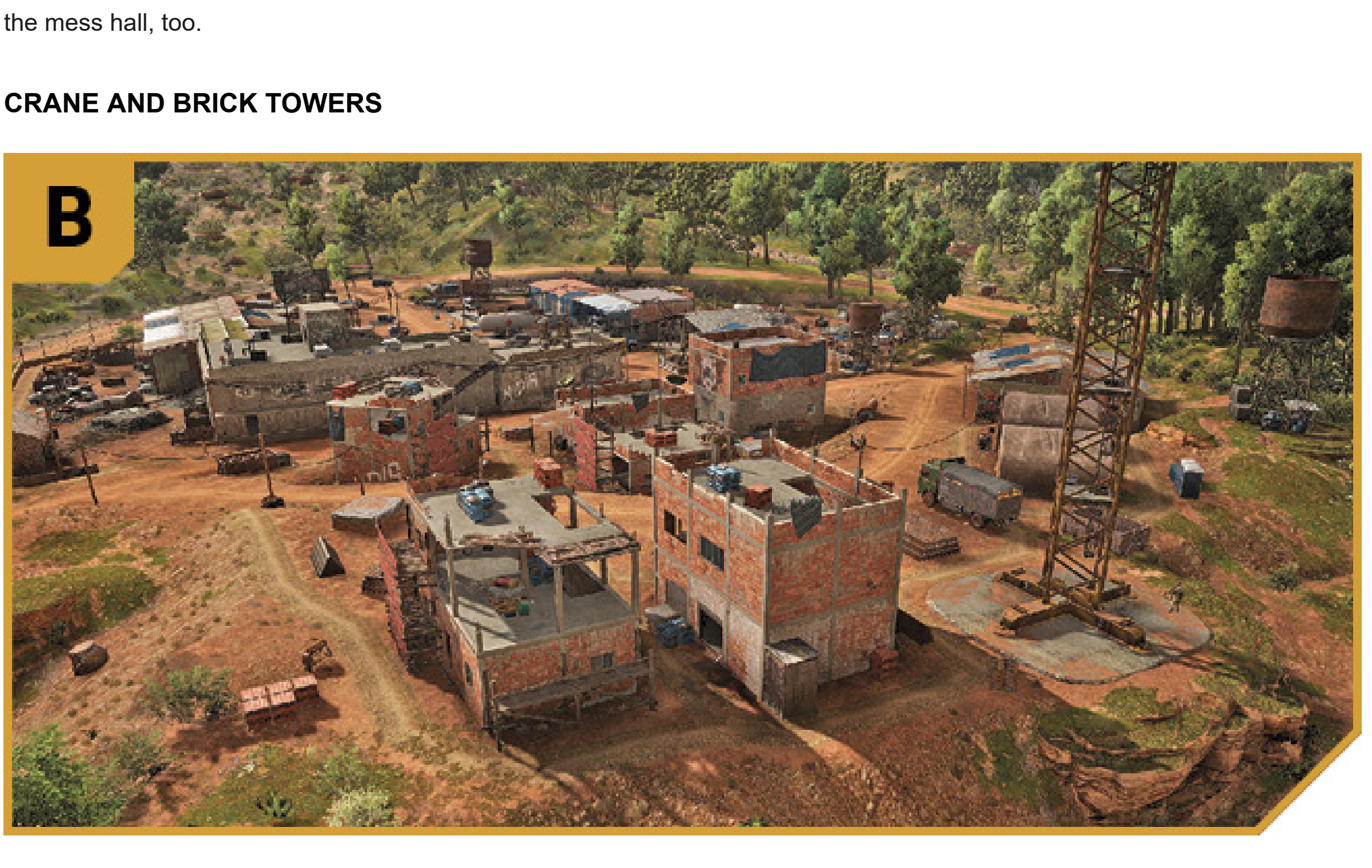
ITACUA BASE: RECON



TACMAP

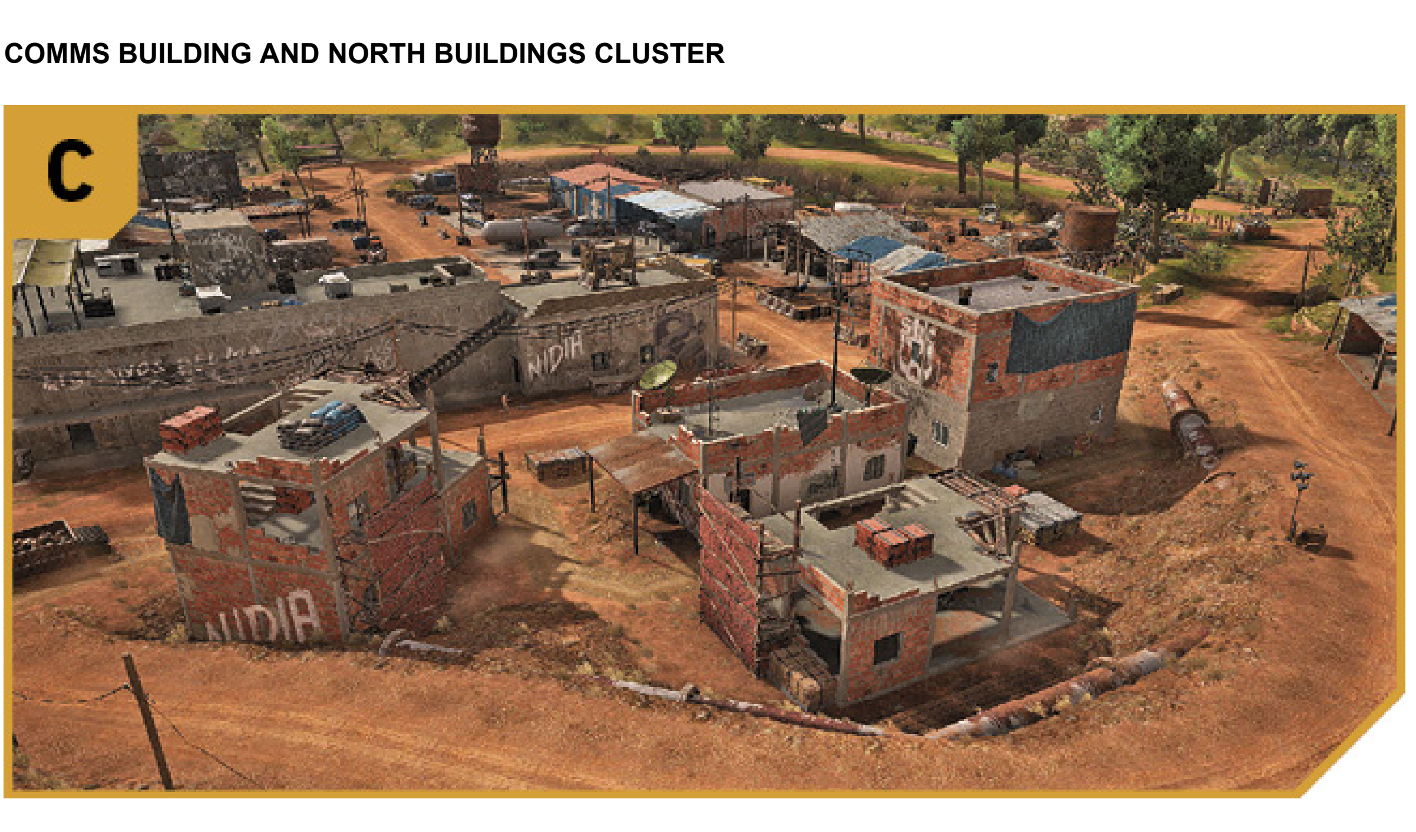
This location is quite compact, especially as there are around 20 enemies to encounter en route to the garage. Note that not all of them need to be neutralized. You're here to clear a path to the car before escaping in it, rather than completely removing all threats (though the latter is always beneficial, as there are rebels to free from three cells if you remove all cartel threats).

TREE STUMPS AND BARRACKS



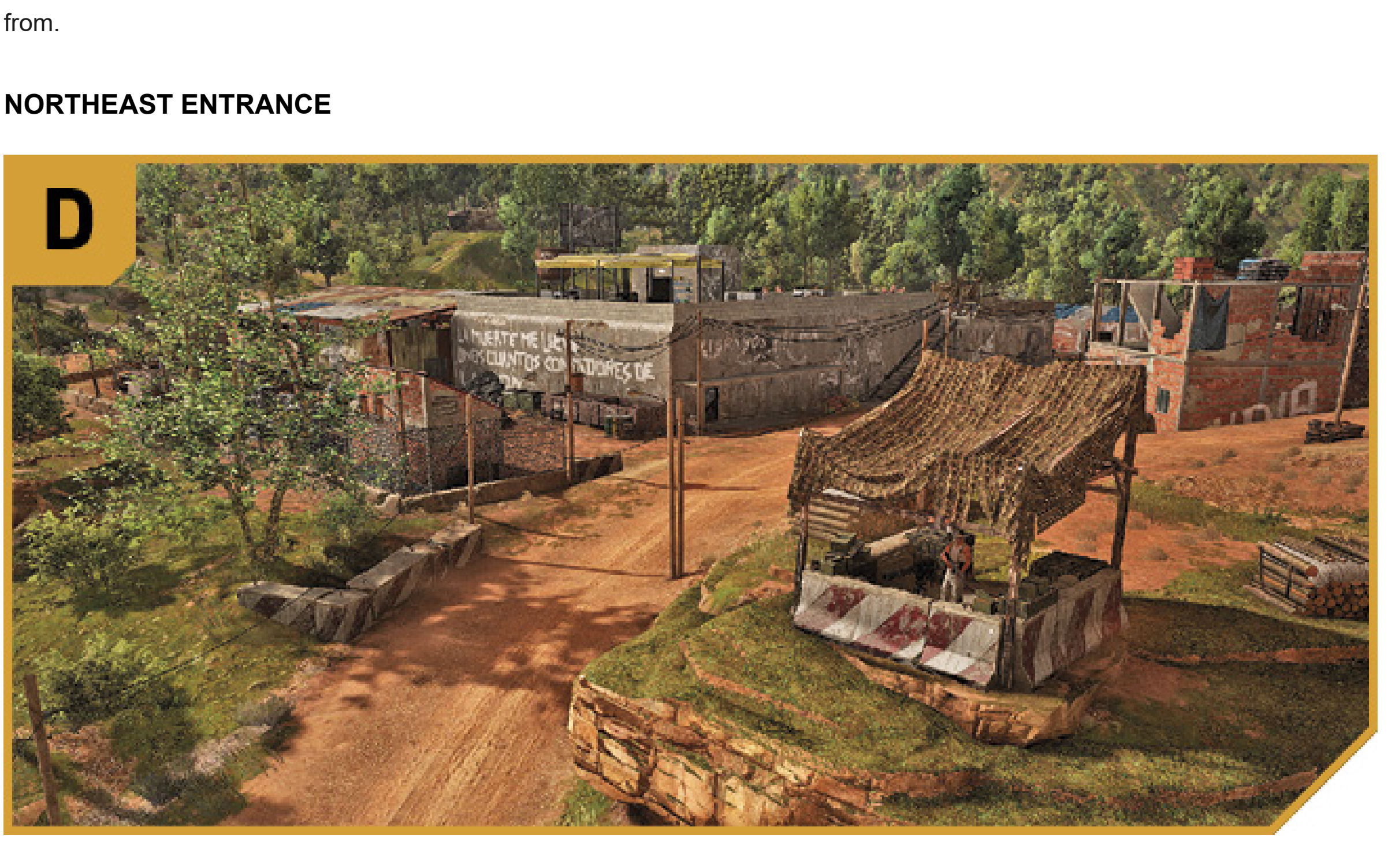
Approaching from this direction is advantageous, as you have the height advantage, most of the enemy is congregating south of you, and night-time infiltrations have around four enemies sleeping in the two tents, making them easy kills. From here you can fan out, removing threats in and around the warehouse mess hall (southwest), or moving to B. There are rebels to free at the mess hall, too.

CRANE AND BRICK TOWERS



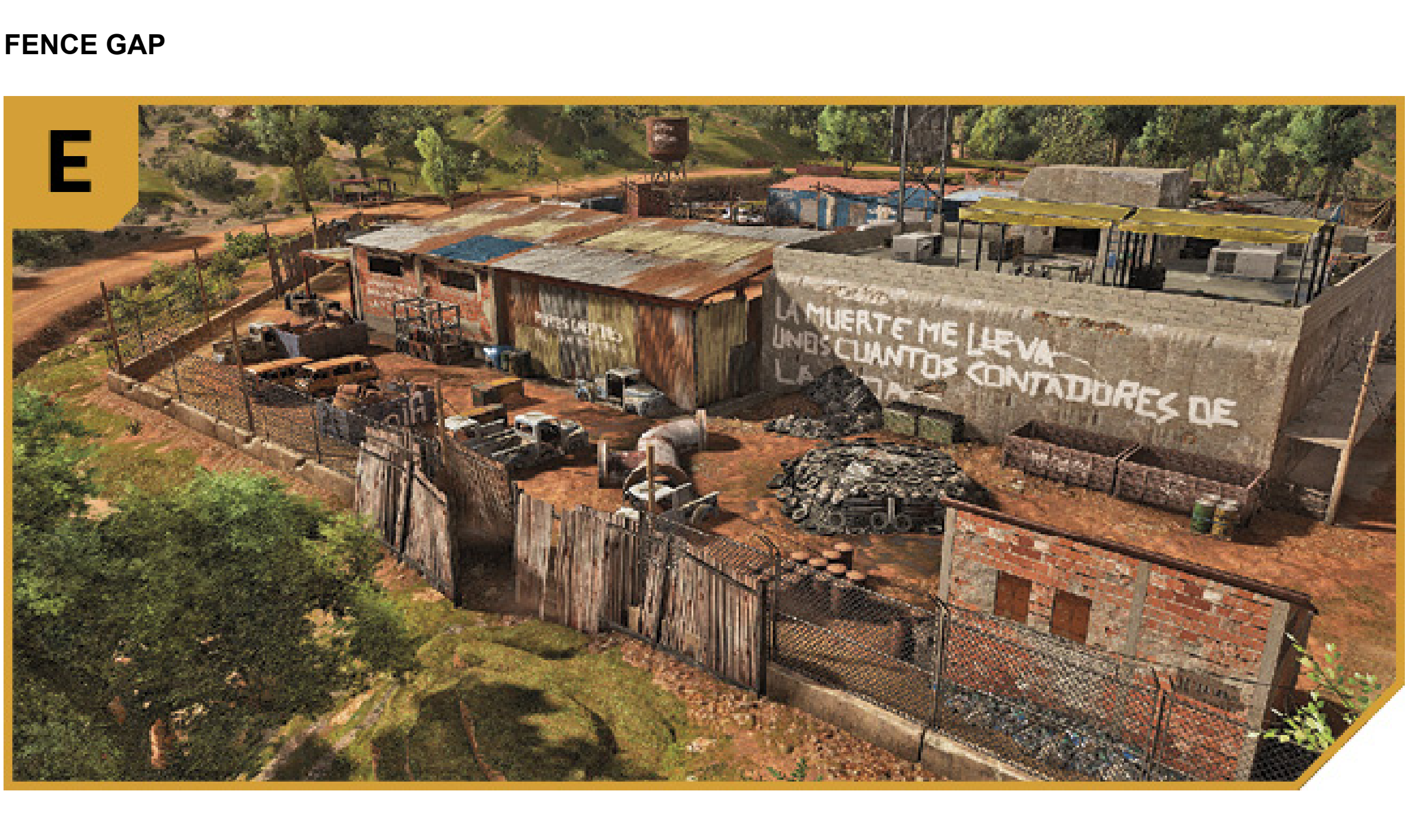
The two unfinished brick towers near the crane are incredibly helpful for providing covering fire over much of this area, and a competent sharpshooter can remove threats both at C and D, as well as the rooftop foes at the mounted weapon on the garage roof at J.

COMMS BUILDING AND NORTH BUILDINGS CLUSTER



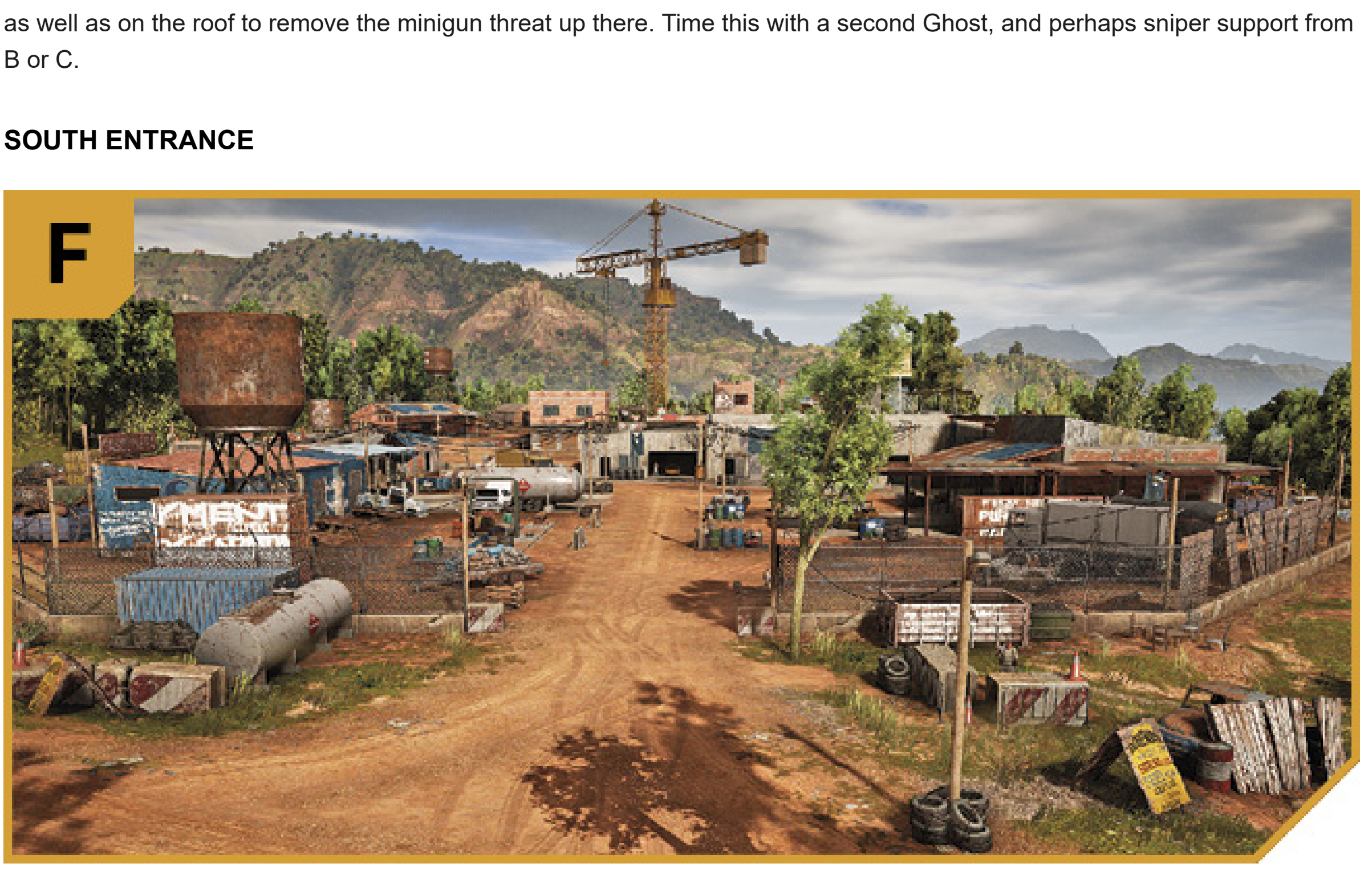
The four buildings in the northern interior of this base are problematic to hold if you haven't properly removed foes that are flanking the area at A and D first. Expect at least three enemies within this quartet of buildings. Suppressed fire takedowns are useful as you advance south, and the two outer (east and west) and taller buildings have rooftops to ascend and snipe from.

NORTHEAST ENTRANCE



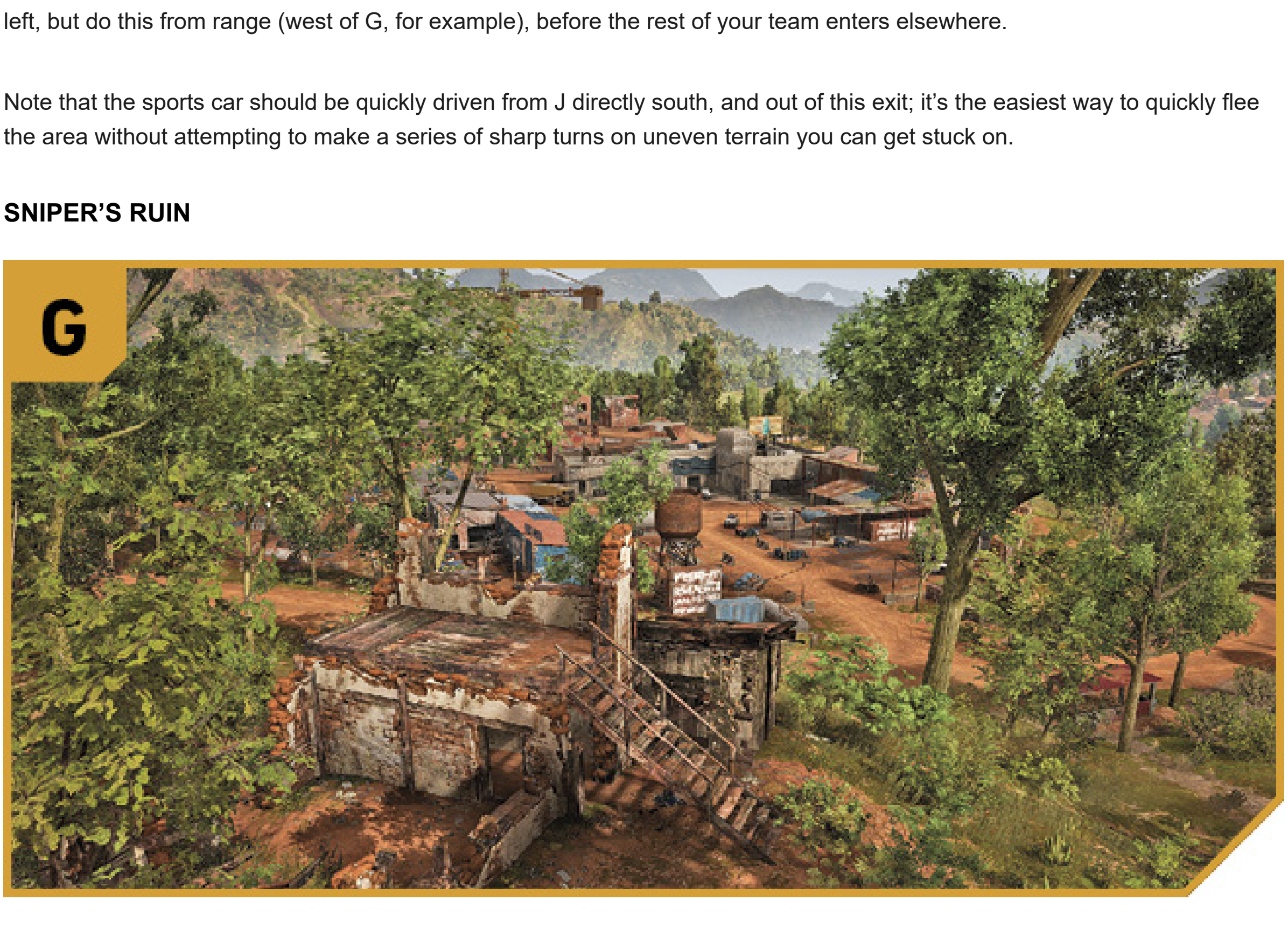
Though careening in from the road to the northeast is possible, it's not encouraged as there's a minigun nest and a second foe at this side entrance. It's better to remove these threats either from behind (after securing A, B, and C for example), or by approaching from E.

FENCE GAP



The perimeter at this point is actually a wall, rather than offering no defenses at all like the northern part of this base. So head up from the road with the exposed pipe, and optionally enter here; you can quickly remove threats at D, before advancing west to the northeast corner of the main L-shaped garage structure, and beginning threat takedowns close to the objective, as well as on the roof to remove the minigun threat up there. Time this with a second Ghost, and perhaps sniper support from B or C.

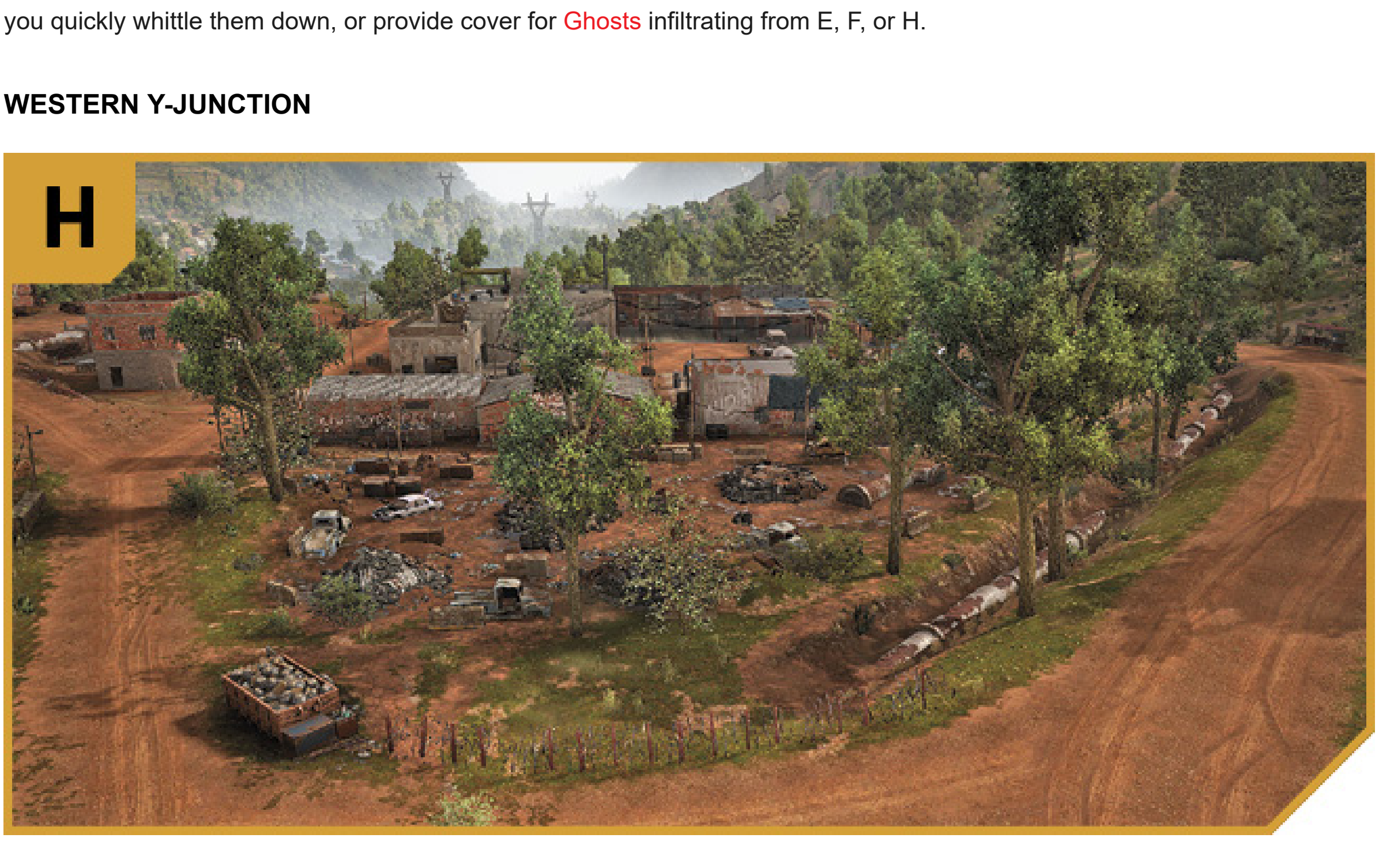
SOUTH ENTRANCE



A textbook area for not infiltrating into; there are explosives the enemy can detonate, the minigun nest directly north of you is a huge problem, and at least five enemies can quickly ascertain your location and return fire, some holed up on the roof of J. Use this area as a distraction point, blowing up the red explosive barrel to the right of the entrance, or the propane tank to the left, but do this from range (west of G, for example), before the rest of your team enters elsewhere.

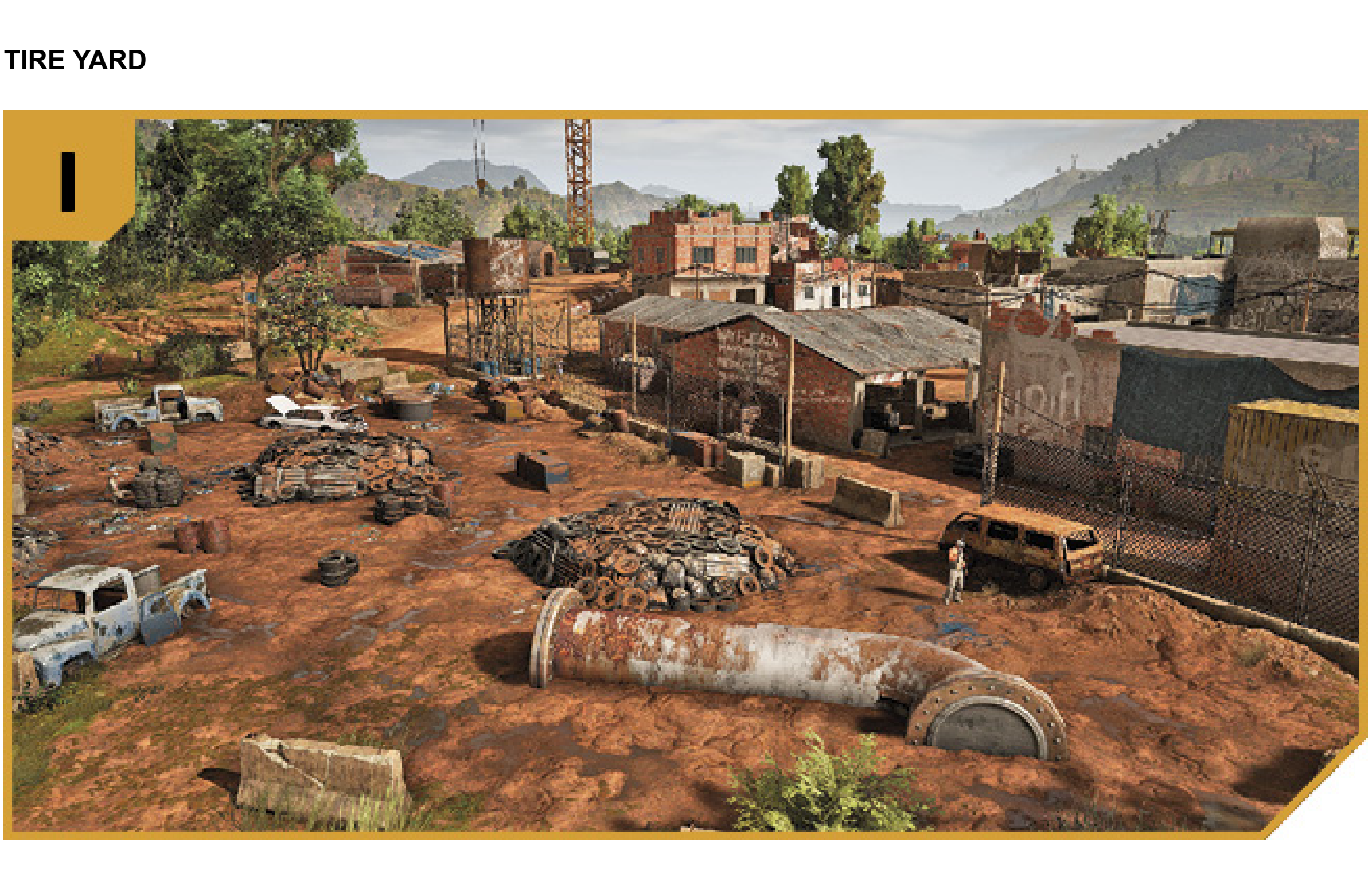
Note that the sports car should be quickly driven from J directly south, and out of this exit; it's the easiest way to quickly flee the area without attempting to make a series of sharp turns on uneven terrain you can get stuck on.

SNIPER'S RUIN



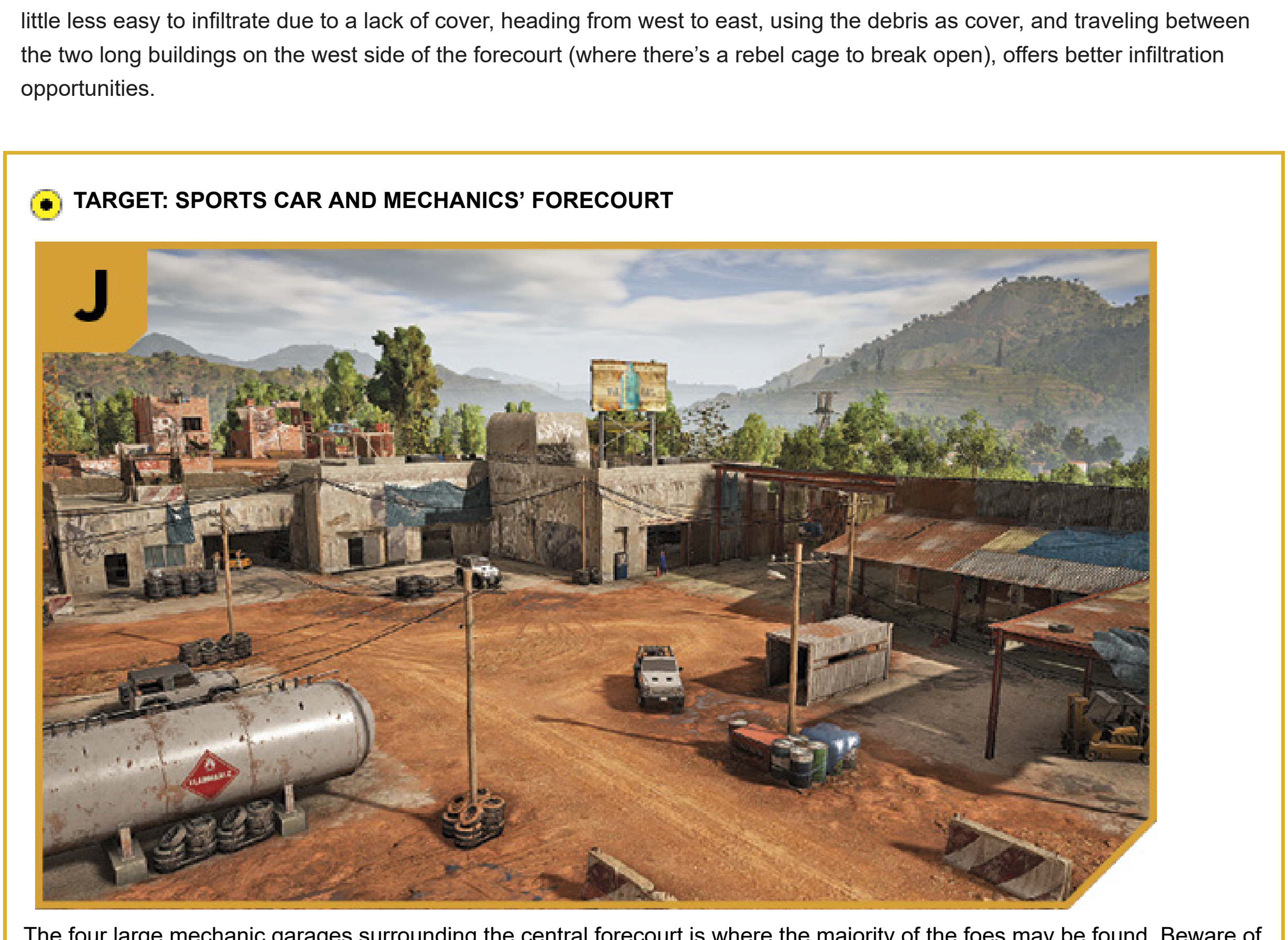
If your team likes sniping, and wishes to remove tactical threats with impunity, have one of your squad take up refuge at the small ruined structure atop the low hill southwest of the base entrance. The views are excellent; you can tag foes at I, J, and the main forecourt. If you've additional teammates taking up positions at B and/or C, you can rain fire down on the foes as you quickly whittle them down, or provide cover for Ghosts infiltrating from E, F, or H.

WESTERN Y-JUNCTION



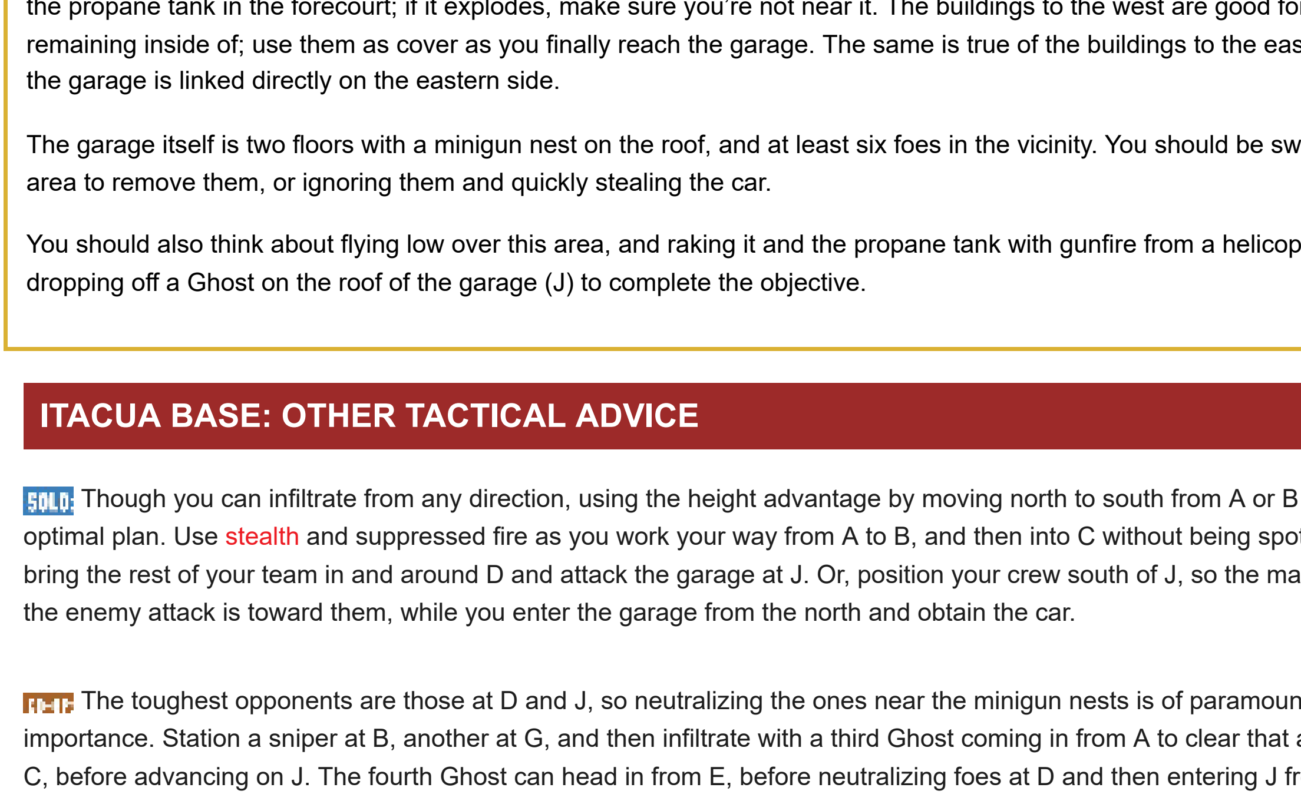
If you're in a Co-op Mission, it's possible to infiltrate from here, but the wider expanse and foes who have better cover than you make this direction undesirable. It is, however, a good place from which to drive a well-armed vehicle in to start causing havoc, if you aren't interested in a stealthy approach.

TIRE YARD



Two or three cartel gunmen are patrolling this mud-filled yard of rusting debris and tire piles. Though the road to the north is a little less easy to infiltrate due to a lack of cover, heading from west to east, using the debris as cover, and traveling between the two long buildings on the west side of the forecourt (where there's a rebel cage to break open), offers better infiltration opportunities.

TARGET: SPORTS CAR AND MECHANICS' FORECOURT



The four large mechanic garages surrounding the central forecourt is where the majority of the foes may be found. Beware of the propane tank in the forecourt; if it explodes, make sure you're not near it. The buildings to the west are good for remaining inside of; use them as cover as you finally reach the garage. The same is true of the buildings to the east, though the garage is linked directly on the eastern side.

The garage itself is two floors with a minigun nest on the roof, and at least six foes in the vicinity. You should be sweeping the area to remove them, or ignoring them and quickly stealing the car.

You should also think about flying low over this area, and raking it and the propane tank with gunfire from a helicopter, before dropping off a Ghost on the roof of the garage (J) to complete the objective.

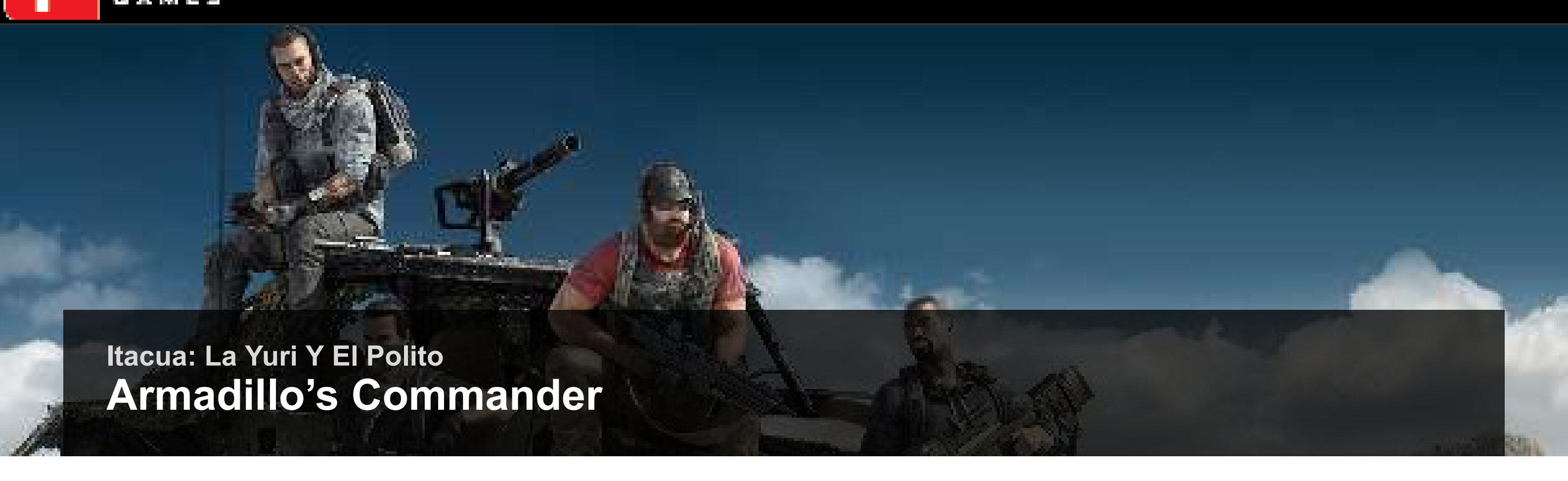
ITACUA BASE: OTHER TACTICAL ADVICE

SOLO: Though you can infiltrate from any direction, using the height advantage by moving north to south from A or B is an optimal plan. Use stealth and suppressed fire as you work your way from A to B, and then into C without being spotted. Then bring the rest of your team in and around D and attack the garage at J. Or, position your crew south of J, so the main focus of the enemy attack is toward them, while you enter the garage from the north and obtain the car.

CO-OP: The toughest opponents are those at D and J, so neutralizing the ones near the minigun nests is of paramount importance. Station a sniper at B, another at G, and then infiltrate with a third Ghost coming in from A to clear that area, then C, before advancing on J. The fourth Ghost can head in from E, before neutralizing foes at D and then entering J from the northeast doorway. Splitting up and keeping the enemy unsure of the direction of enemy fire means you can make short work of them. Or, you can have one of your team dash in heading south from B or E (optionally while others set up explosives at the propane tanks for distraction purposes), into the garage and take off in the car while the others retreat.

ITACUA CHARLIE: HACKING THE GPS

After obtaining the vehicle, simply follow the road after tagging Itacua Charlie on your Tacmap, and try not to total the vehicle on your way to this extraction point. Park, and Bowman takes it from here.



Itacua: La Yuri Y El Polito

Armadillo's Commander

OBJECTIVES

- Reach F.O.B. Armadillo
- Locate the Unidad captain with the drone
- Interrogate the Unidad captain

LOCATIONS

- Forward Operating Base Armadillo

REWARDS

- +350 XP

BRIEF

The Unidad captain of F.O.B. Armadillo frequently sends prisoners to La Yuri and El Polito for interrogation. Get to F.O.B. Armadillo, track down the base captain, and find out what he knows.

MISSION ACCESS

Acquire Major Intel in Itacua Province to access this Mission.

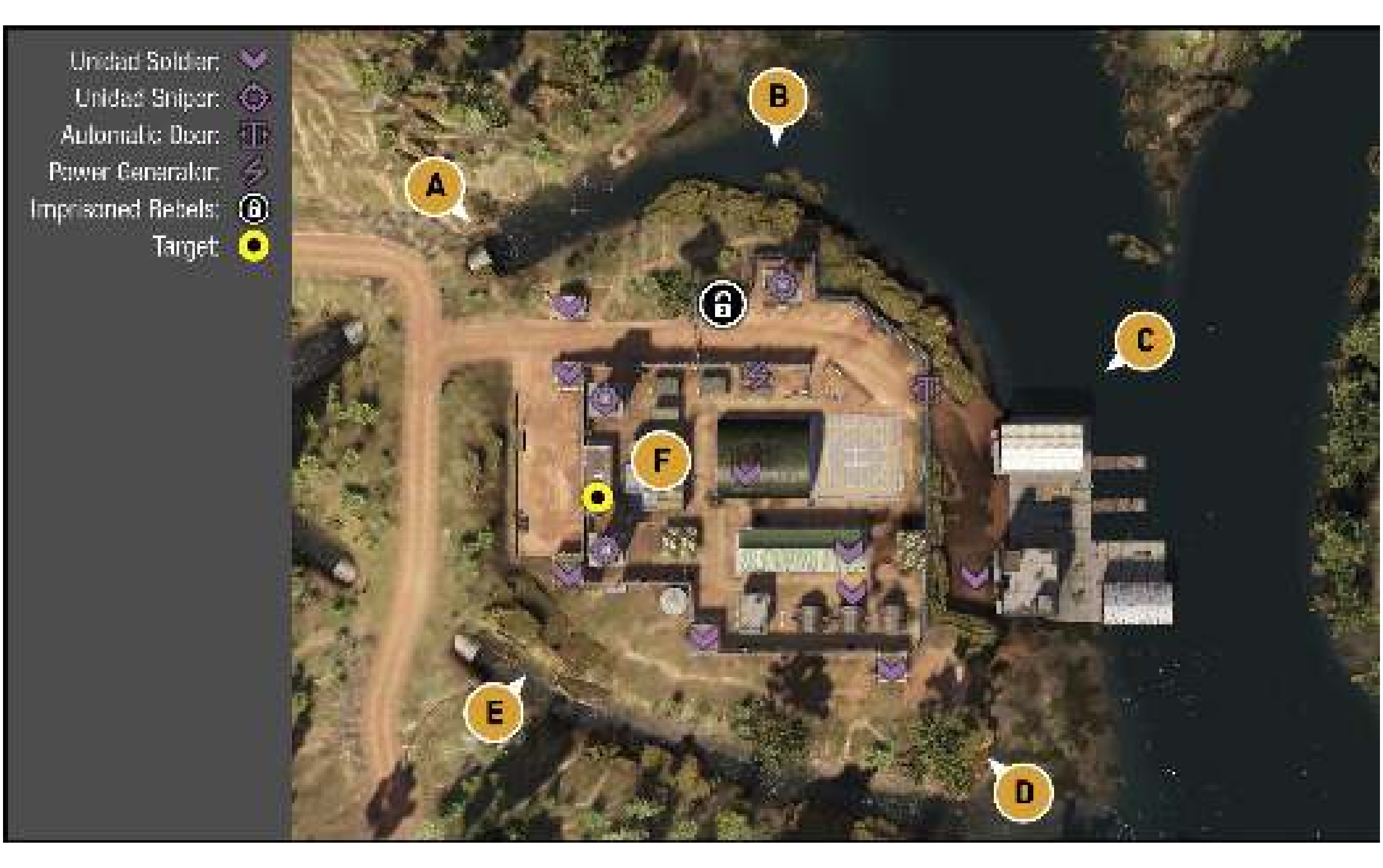
FORWARD OPERATION BASICS

F.O.B. Armadillo is along the river on the eastern edge of the Province, just off the main north-south road. It's wise to stop a little farther away than normal, just outside the circular Mission Area (yellow) on your Tacmap, before engaging in your Recon.

F.O.B. ARMADILLO: RECON

CAUTION: UNIDAD FORCES PRESENT

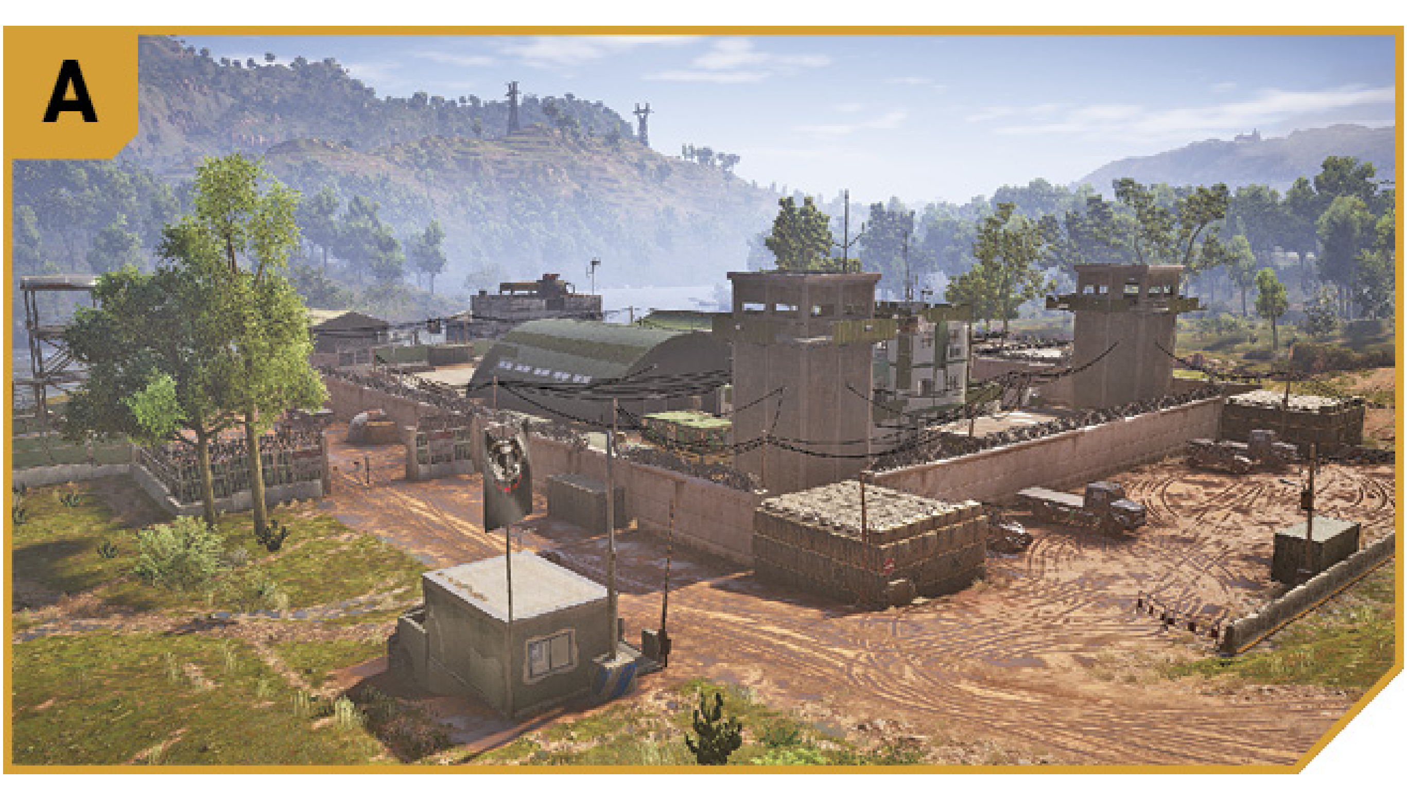
This location is very well defended, and is a Unidad stronghold, meaning aggressive tactics are simply met by more and more Unidad reinforcements (vehicles from the road to the west, then attack helicopters as the Patrol Level increases) until you're overwhelmed. A stealthy course of action is recommended: Neutralize all 11 Unidad soldiers without them raising the alarm, or maneuver away from them so they don't see you.



TACMAP

This is a well-defended base with very few infiltration locations (all are flagged on the map), and well-disciplined Unidad soldiers guarding, including three snipers on different towers. Inside is a large hangar, and open warehouse canteen with a number of innocents to avoid embroiling in your battle. The captain requires interrogation, not a bullet.

CHECKPOINT AND MAIN GATE (NORTHEAST SNIPER TOWER)

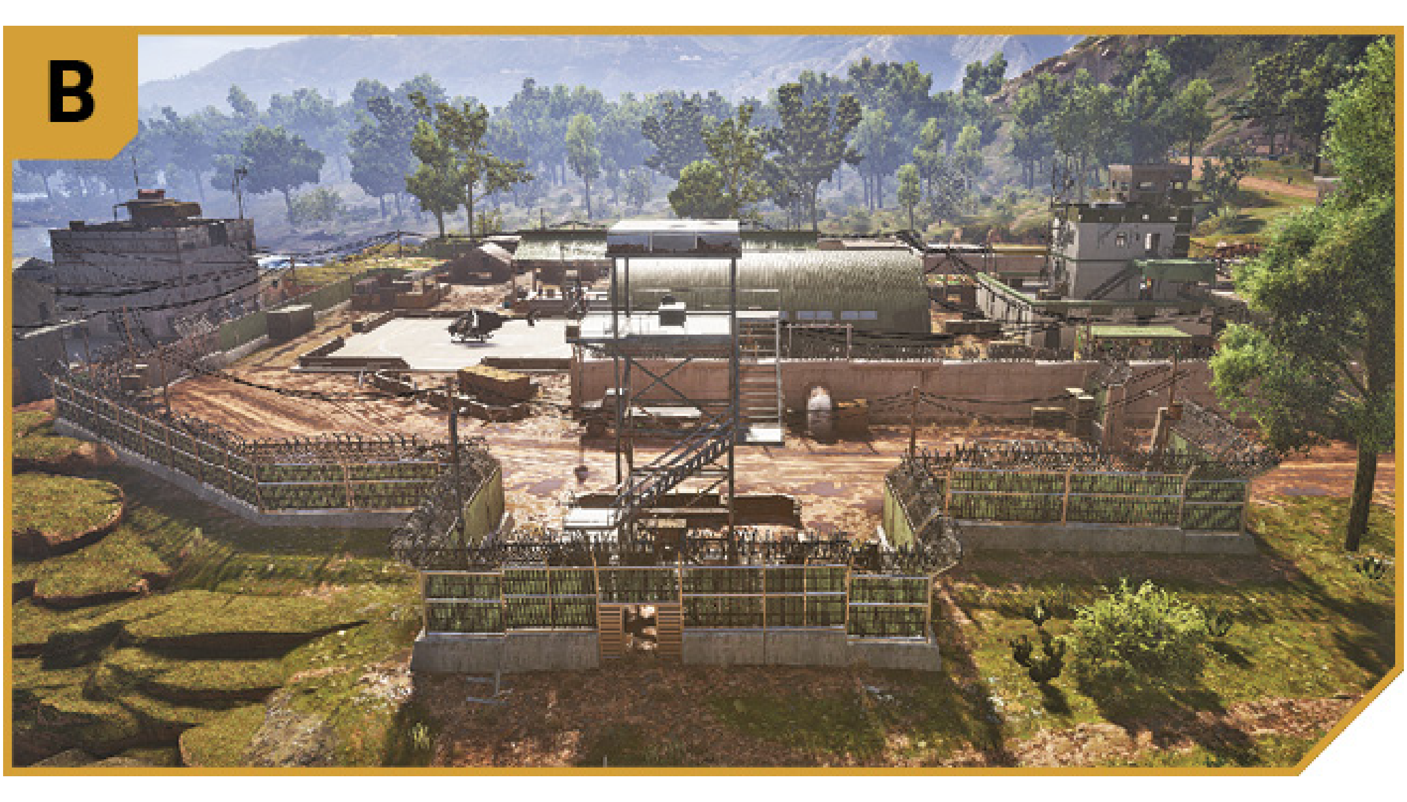


This is the main base entrance, and a guard can quickly ascertain your position from the checkpoint hut. Drop him from range, and watch for foes spotting you from inside the stacked barricade defenses with the tiny windows, by the "PARE" (Stop) sign. These are difficult to penetrate with stealth from the outside, so avoid this area.

The main gates can't be climbed over (unless you're standing on a vehicle), but can be destroyed by ramming or with explosives. However, announcing your presence isn't wise.

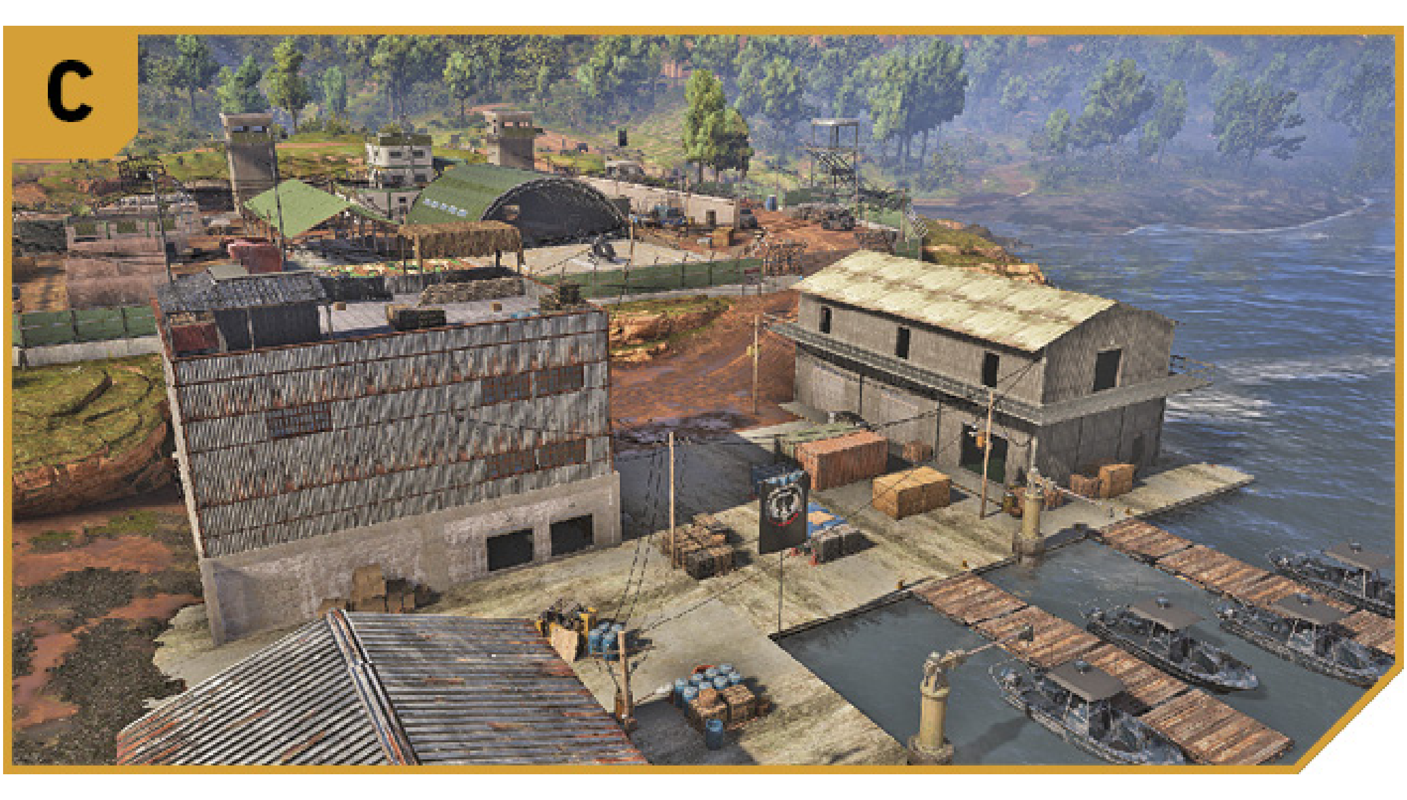
Have your sharpshooter take out the sniper on the tower from extreme range, or avoid being spotted and once you're inside the base, enter the base of the tower and climb to the top, and drop the sniper with suppressed fire.

NORTH PERIMETER (SNIPER TOWER)



Remove the sniper atop this tower either from range (hiding in the low ground to the north, for example), or you can enter via the opening in the perimeter at the base of the tower. There's rebels to release from prison to the west of the tower, and you can quickly enter the base from this direction. As the area to the southeast has little cover, conduct a stealth sweep to the west once you're inside the base.

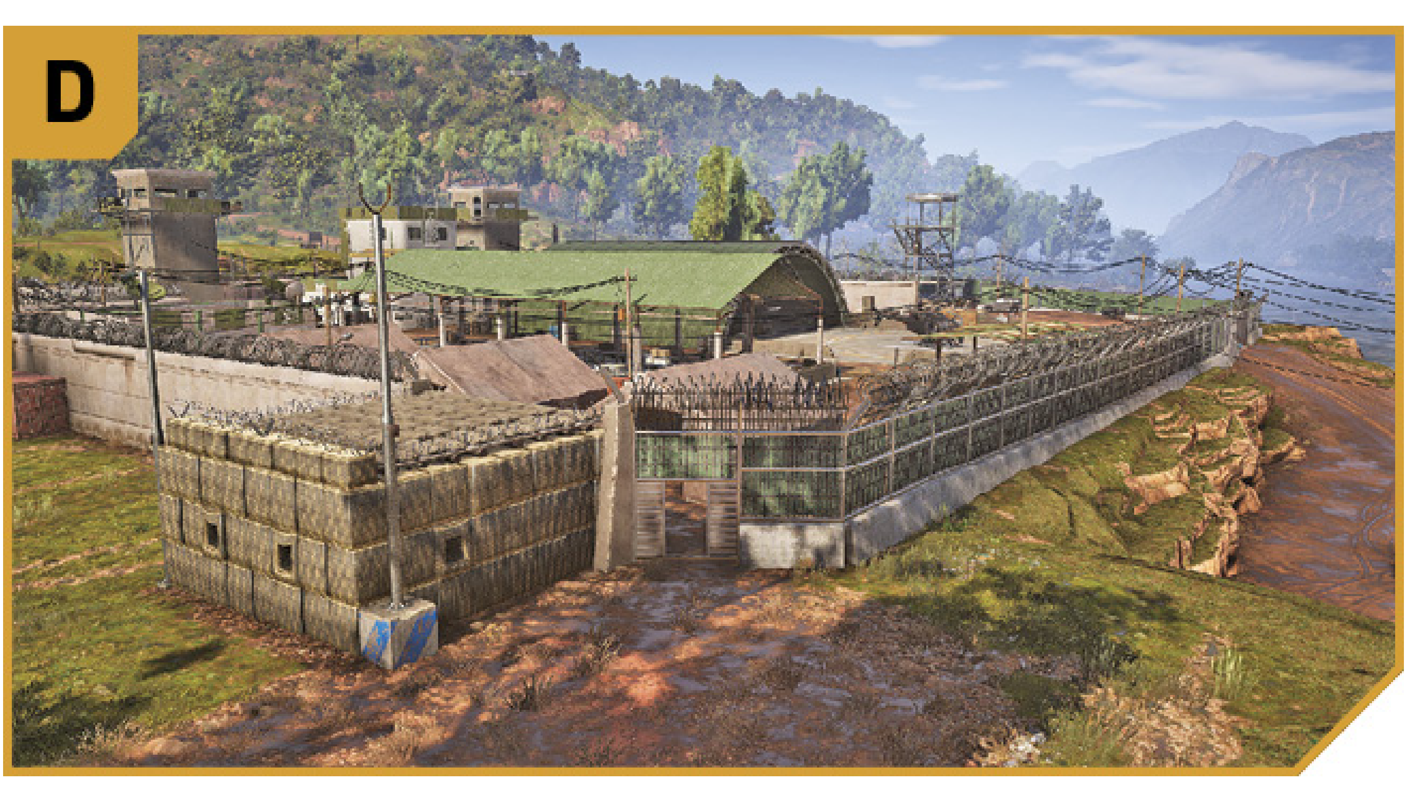
EAST DOCKS AND WAREHOUSES



Though this requires some hiking, infiltrating from the river is another option. Beware of a foe around the southern warehouse outside the base perimeter; one of three buildings on the docks. As this area is on lower ground, and the gate into the base requires vehicular ramming, use this when maneuvering around the walled perimeter. Or snipe from the top of the four-story warehouse where the enemy begins his patrol.

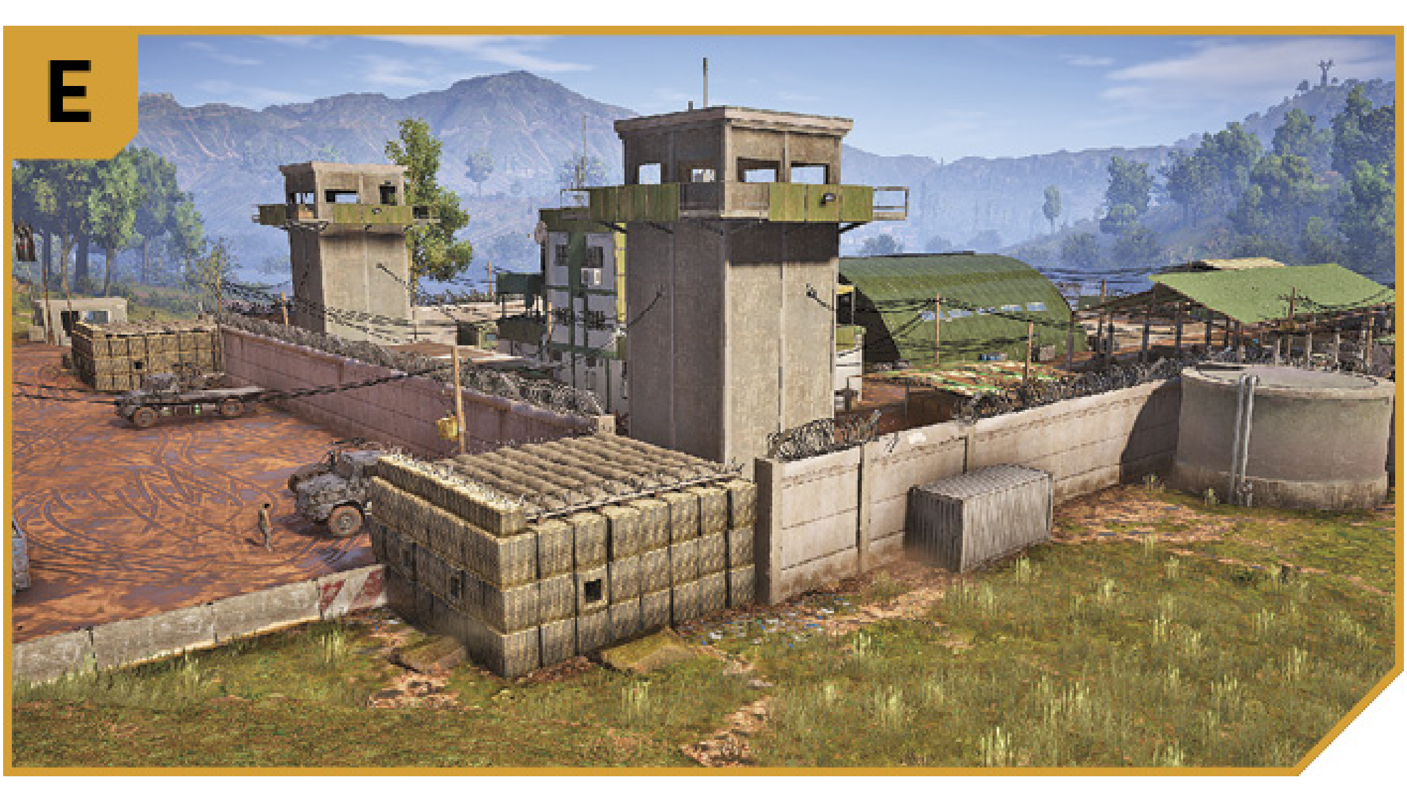
Note the boats moored at these docks; they make excellent escape craft, especially at a pre-determined extraction point (such as the water's edge near B or D).

SOUTH WALL AND SOUTHEAST PERIMETER ENTRANCE



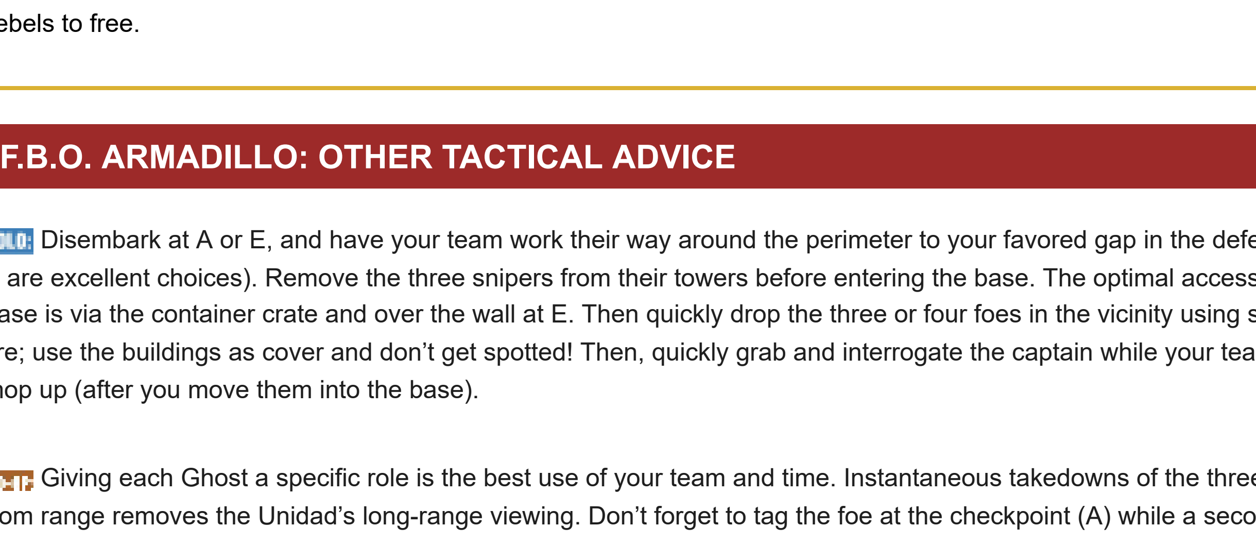
Between E and D is the south wall, which is impenetrable, with barricade defenses, each with an enemy that can easily spot you. The tiny windows can have grenades thrown through, or a well-aimed shot can take down these defenders, but not without likely compromising stealth. Instead, crouch below and hug the walls below these defenses. Point D is an excellent infiltration location, as long as you're aware of the Unidad foes within the base and can circumvent them.

SOUTHWEST PERIMETER GAP AND SNIPER TOWER



You're spotted from a distance if the sniper on this tower isn't removed. One Ghost can achieve this from range, but you can also climb the container crate and the gap in the barbed wire perimeter wall to drop into the base; then climb the sniper tower and remove the foe at closer range. This tower can then be used to help defend your teammates.

● BASE INTERIOR AND TARGET LOCATION



Methodical base exploration is encouraged, as you sweep for Unidad foes and remove them with stealth to avoid operation failure. Use the buildings and dart in and out of cover, and avoid the large open areas (hangar, warehouse cafeteria, and helipad) until only a few enemies are left. While one Ghost apprehends the target, the others can sweep for collectibles and rebels to free.

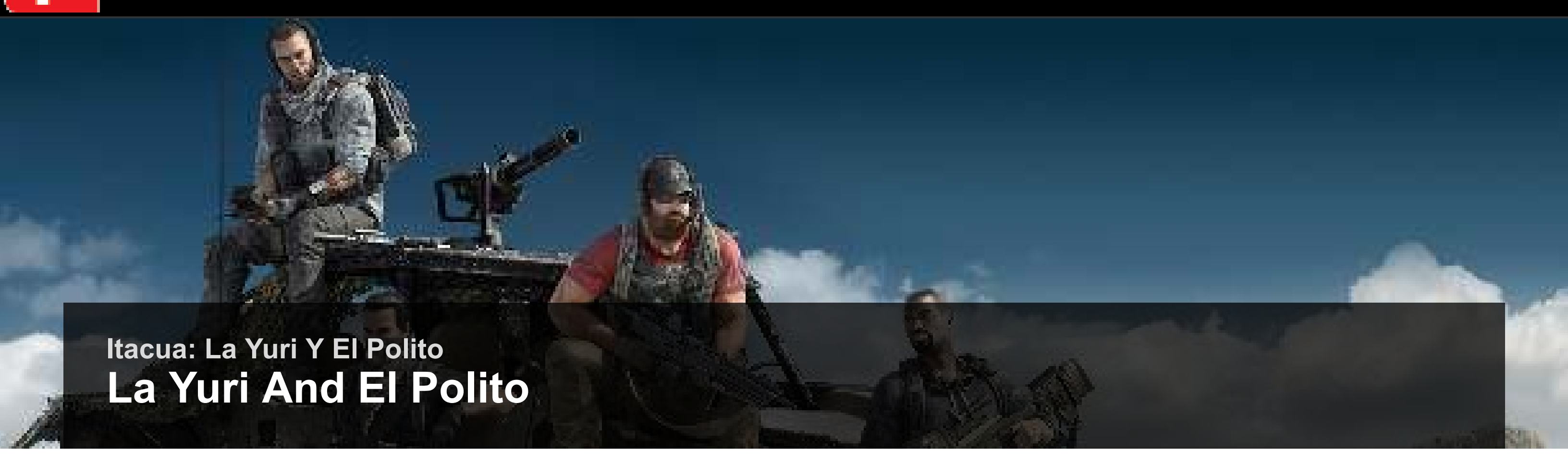
F.B.O. ARMADILLO: OTHER TACTICAL ADVICE

SOLO: Disembark at A or E, and have your team work their way around the perimeter to your favored gap in the defenses (D or E are excellent choices). Remove the three snipers from their towers before entering the base. The optimal access into the base is via the container crate and over the wall at E. Then quickly drop the three or four foes in the vicinity using suppressed fire; use the buildings as cover and don't get spotted! Then, quickly grab and interrogate the captain while your teammates mop up (after you move them into the base).

[illegible] Giving each Ghost a specific role is the best use of your team and time. Instantaneous takedowns of the three snipers from range removes the Unidad's long-range viewing. Don't forget to tag the foe at the checkpoint (A) while a second Ghost clears foes at C, then enters at D. One Ghost entering the gap in the barbed wire wall at E, and using Solo tactics to reach the captain, is a great idea. Have at least two Ghosts quickly drop interior foes with suppressed fire so the alarm isn't raised.

MOST RECON: THE CAPTAIN TAKES A CALL

When the captain is in visual range, move to grab and interrogate him. After he produces his phone and calls Yuri and Polito, he lures them back to Itacua. The Mission concludes.



Itacua: La Yuri Y El Polito

La Yuri And El Polito

OBJECTIVES

- **Gain access to La Yuri and El Polito's hunting lodge**
- **Kill La Yuri and El Polito**

LOCATIONS

- **Hunt Lodge**

REWARDS

- **+350 XP**
- **+3 Skill Points**
- **Hers AK-47**
- **His AK-47**

BRIEF

According to our intel, La Yuri and El Polito have returned to Itacua in response to the commander's message. We have a location on the hunting lodge where they are staying. Get to the lodge, locate the torturers, and kill them.

MISSION ACCESS

This Mission commences once you complete all of the following Main Missions for this Province: Culta's Prisoner, El Polito's Sport Car, and Armadillo's Commander

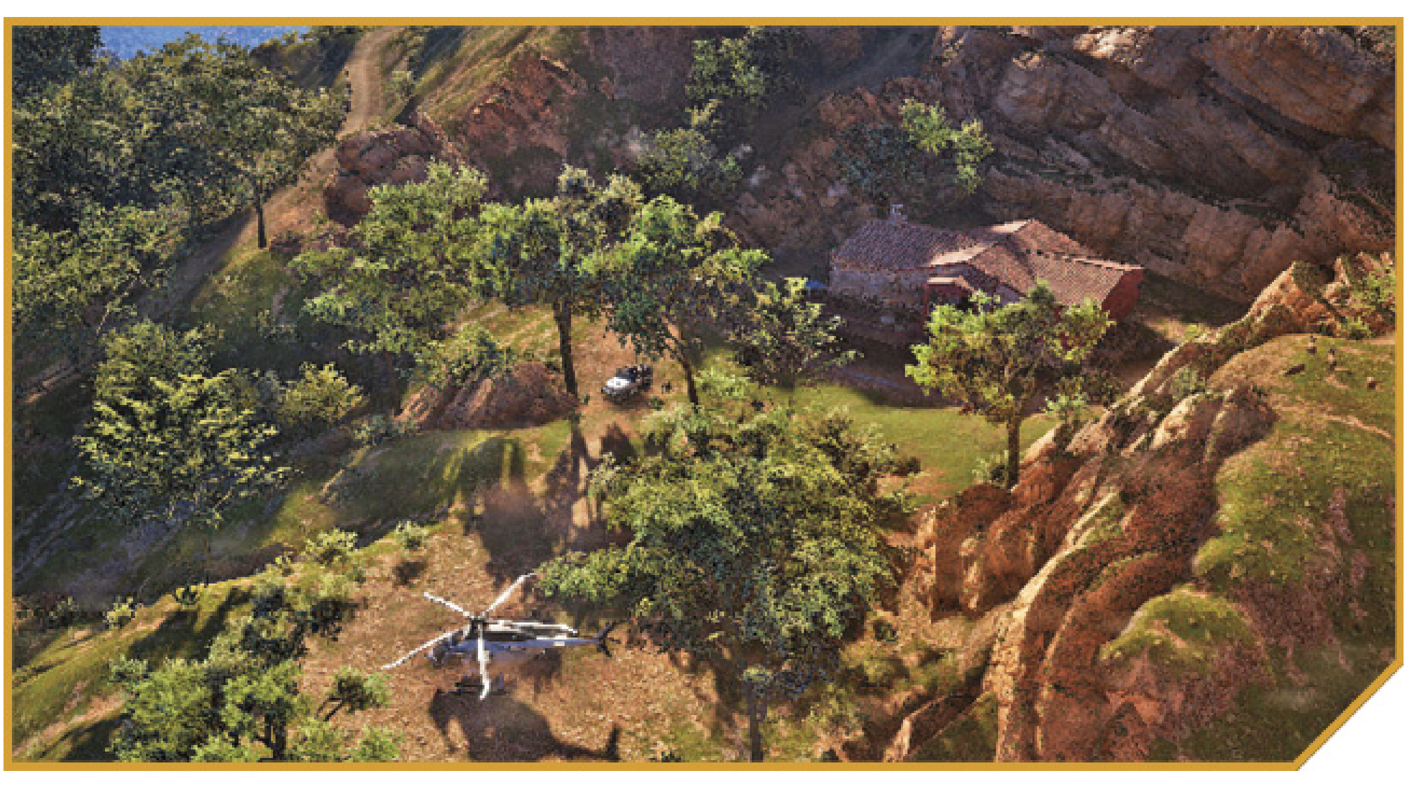
THE LOVEY-DOVEY HORROR SHOW

The two nutcases responsible for so much torture and death are holed up in a Hunting Lodge on the western side of the province. Feel free to take any vehicle you like, or a chopper, as the enemy presence at the lodge is underground. The outer lodge area is eerily quiet.

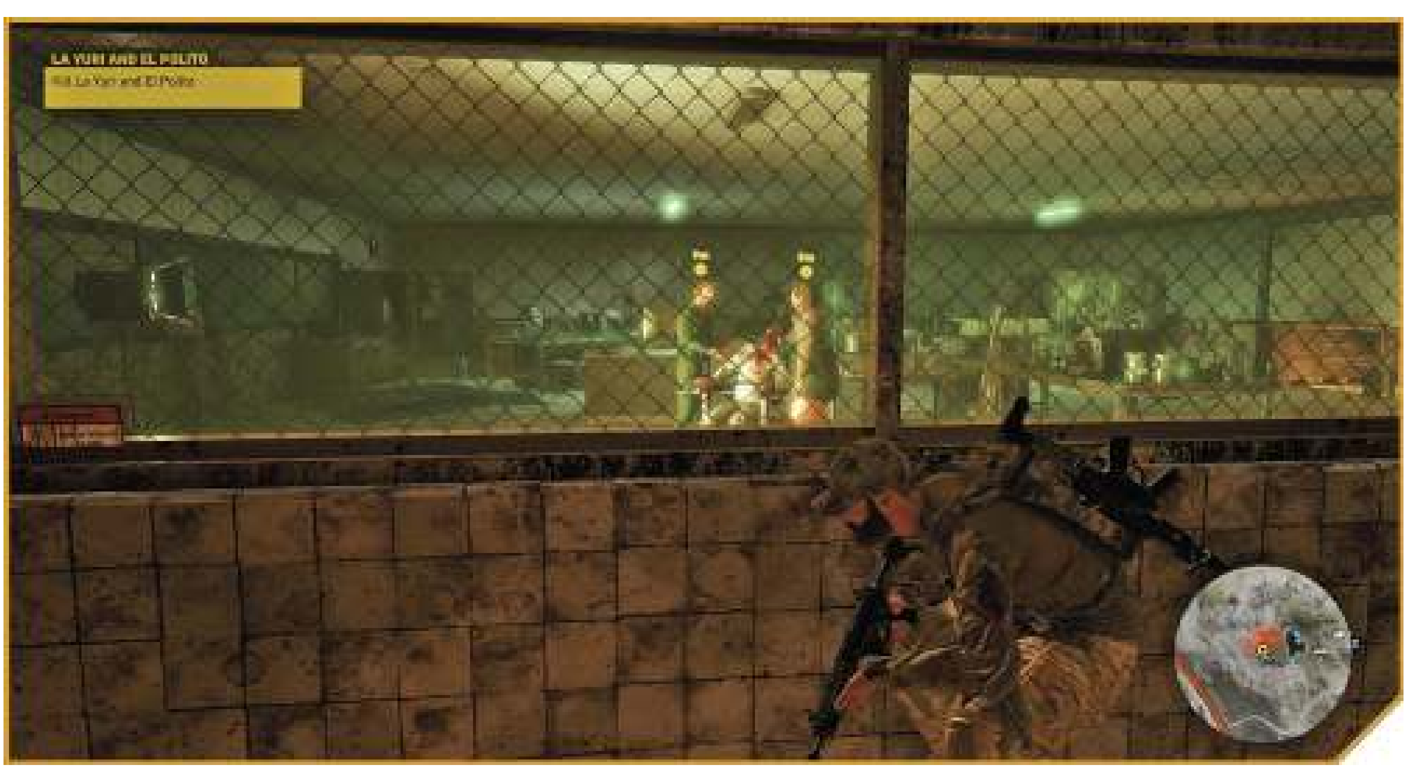
HUNT LODGE: RECON

TACMAP

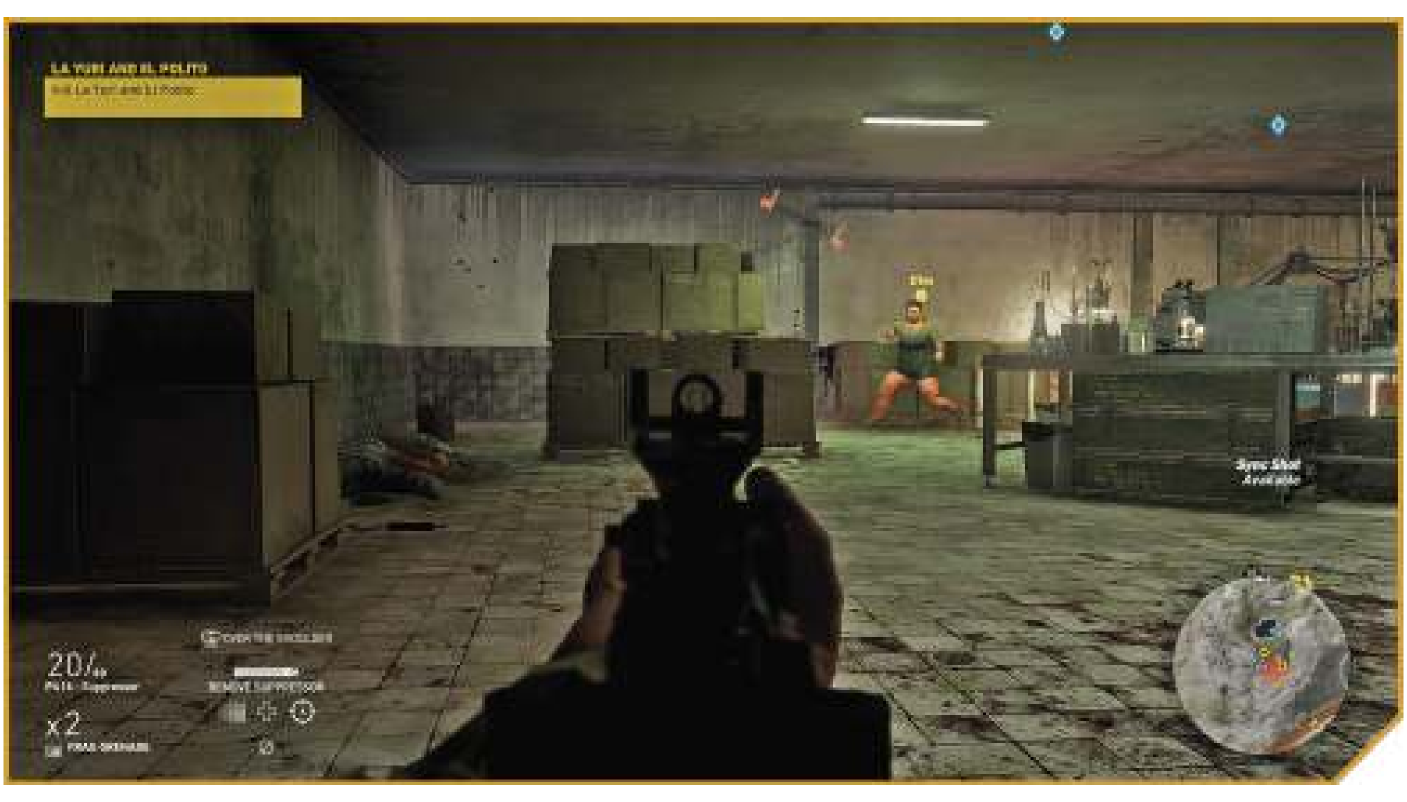
The topside area of the Hunt Lodge has a couple of vehicles and evidence of enemy activity, but no actual cartel members to engage. The two underbosses are in the lodge's interior torture chamber, and butcher's paradise. There's little more recon; you're here to infiltrate and take down all targets.



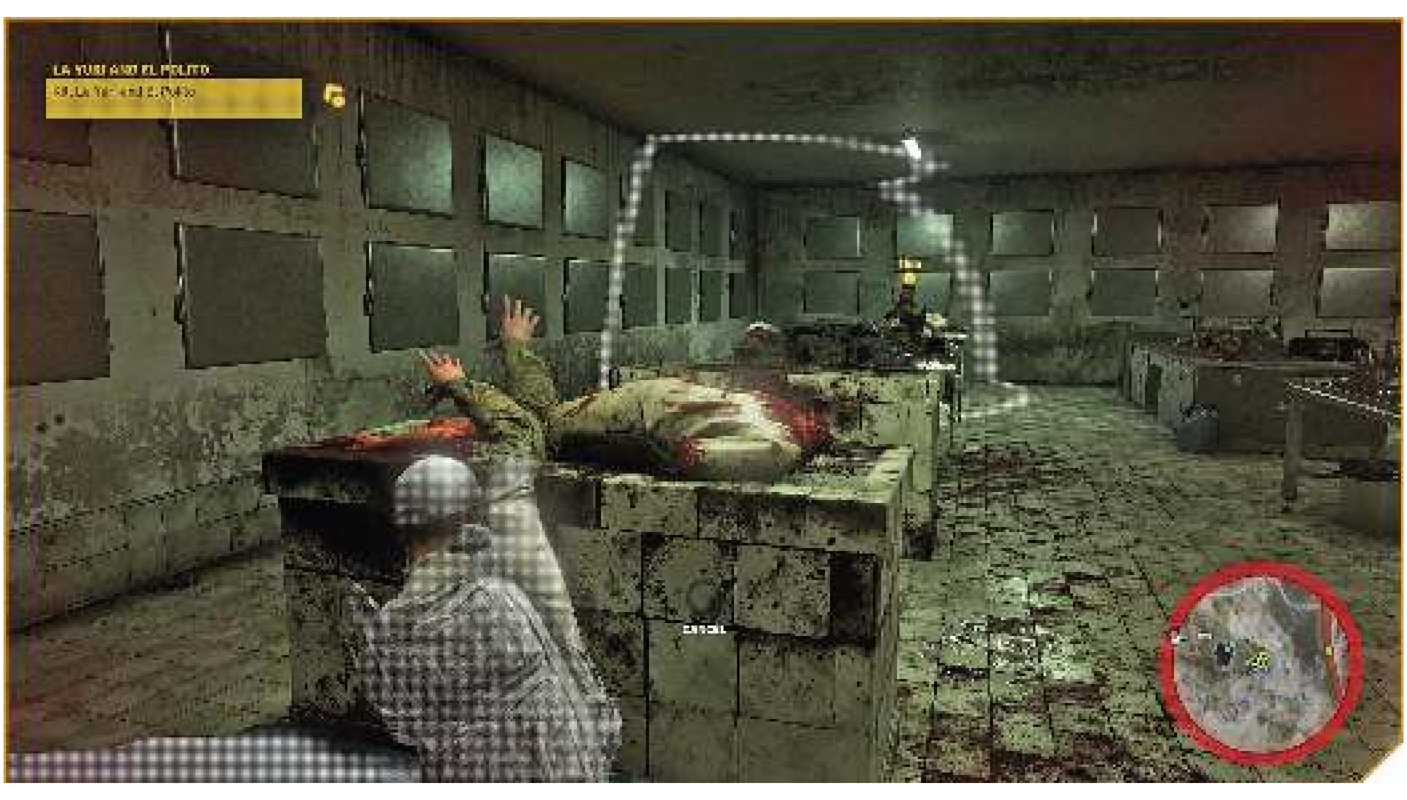
HUNT LODGE: TACTICAL ADVICE



SOLO: **CO-OP** Infiltrate the lodge by picking the lock of the front door. Take a right, down the steps, and follow the L-shaped basement corridor to the door at the far end, on the right. Enter while crouched. Move under the bullet-proof window, as you witness a revolting display of affection between Gloria Fernanda (La Yuri) and Zapatero Gonzalez (El Polito). There's only one way into the torture chamber; hit the switch by the far door.



This alerts the three guards, and both underbosses, and El Polito attempts to flee farther down into the lower levels. At this point, the lead Ghost should lie down and tag both enemies in front of you, while remaining in the corridor.



CO-OP If you're with other players, have two more Ghosts firing over you just as you hit the switch to open the door, so you can drop the enemies instantaneously.

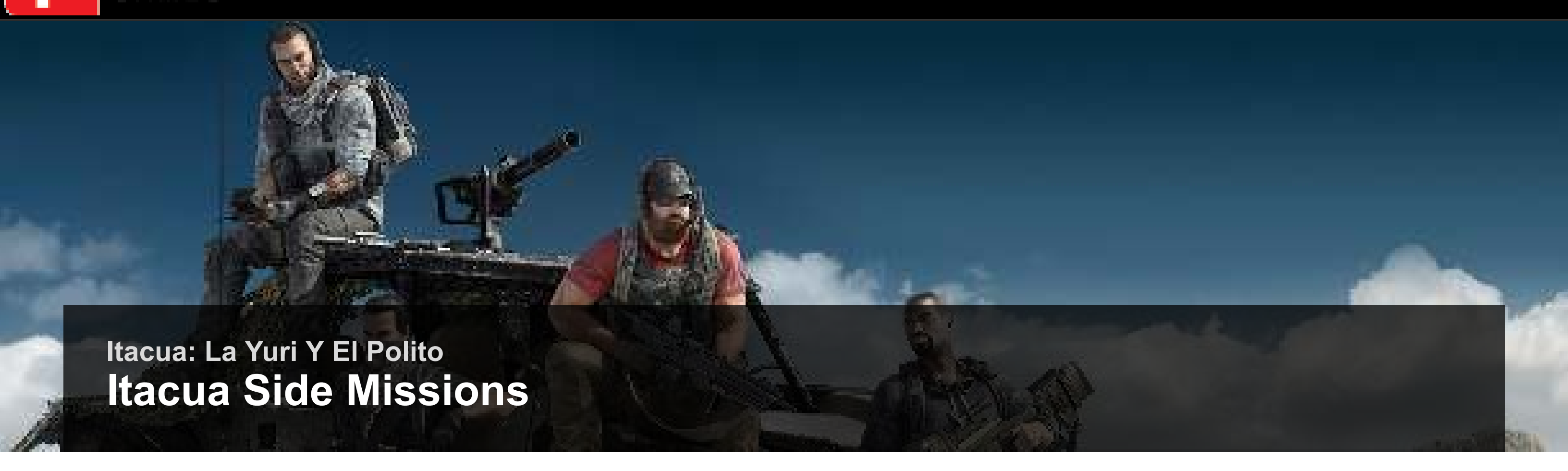
SOLO: **CO-OP** Expect mayhem. El Polito flees down the stairs opposite the door you just opened, and can't be defeated. La Yuri takes up position behind a minigun, and there may be one more foe in the area. Remain in the outer corridor, or behind the cover just inside (and to the right) of the door, and wait until La Yuri finishes firing before popping up and attempting multiple headshots. Lob in a grenade to soften her up before she's dropped.

SOLO: **CO-OP** Enter the stairs from the torture room to the lower basement, where two foes with machine-pistols and El Polito himself are hiding in a grotesque body-part butcher's shop with holding cells at the entrance. The cells are helpful for finding cover. Minimize Ghost casualties by lobbing in grenades before storming the area and dropping all foes in a hail of bullets.

You may also wish to have your front Ghost drop to the ground, the second crouch, and the third and fourth fire over their heads.

Another option is to step out, gun down a foe, and step left to cover; keep this up with a grenade lobbed at El Polito to ensure you complete this mission with zero casualties.

Once both La Yuri and El Polito are finished, the Mission concludes.



Itacua: La Yuri Y El Polito

Itacua Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

GASOLINE RAID

OBJECTIVES

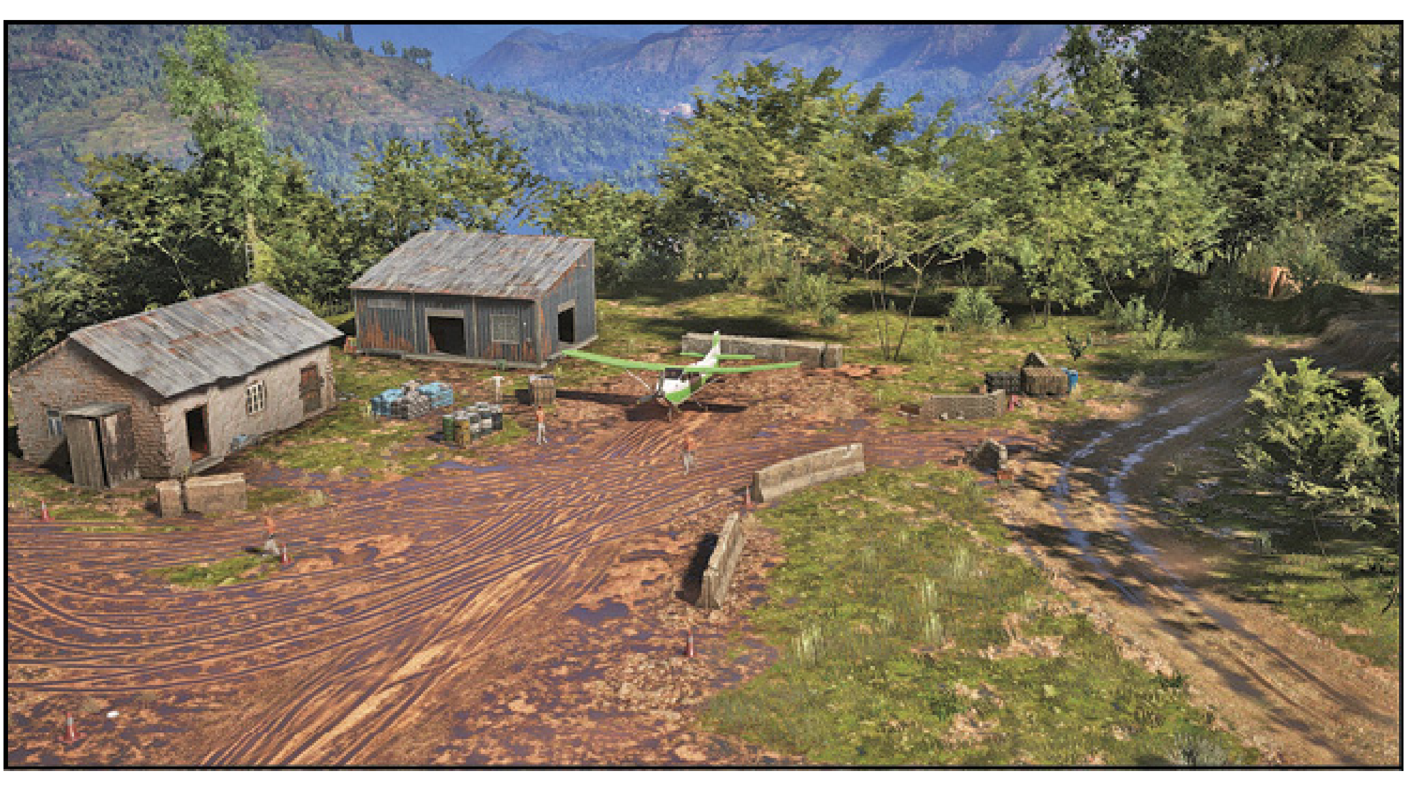
Steal the plane

LOCATION

North of Vieja Granja

REWARDS

+2000 Gasoline



A plane carrying valuable Gasoline resource sits on a short, dirt runway, just north of the Vieja Granja rebel hideout. The four thugs who guard the aircraft are vulnerable from all sides. Use the Sync Shot to dispose of them quickly and then hop into the cockpit. A green arrow appears at a nearby rebel-held airport. Land the plane near the arrow in the center of Mendez Farm to collect the Gasoline.

COMMS TOOL RAID

OBJECTIVES

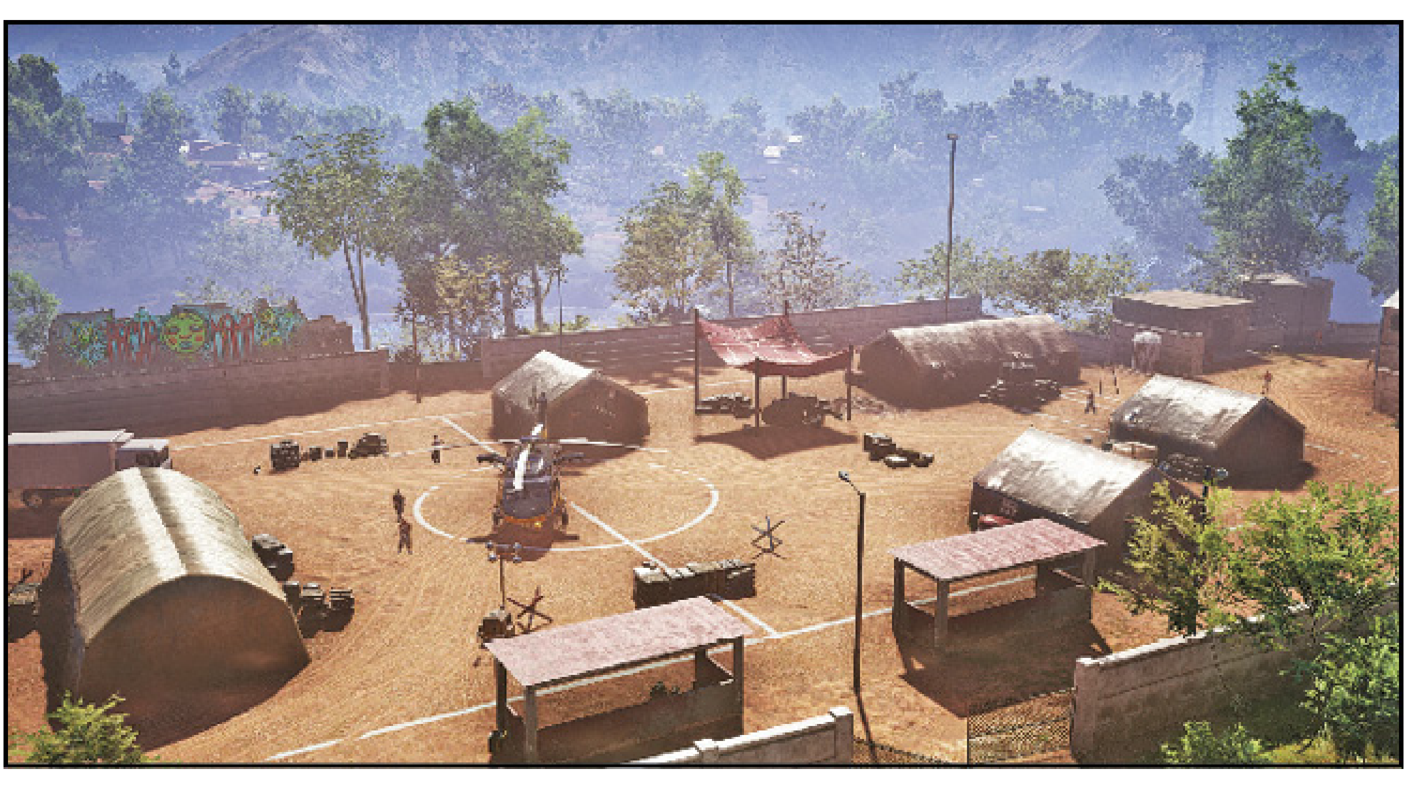
Steal the helicopter

LOCATION

Camp De Futbol El Yayo

REWARDS

+2500 Comms Tool



At the old soccer grounds on the east side of Itacua, a helicopter is well-guarded. You can infiltrate the base through openings on the north and south, but the best way in is through the west gate. Pick off the thugs as far away from their comrades as possible, while quietly moving toward the entrance. Use the Sync Shot to pick them off in pairs, but be careful not to leave a body too close to the others. Once you've eliminated them, enter the chopper and take off. It is possible to leave without killing everyone, but the more firepower left, the tougher it is to lift off successfully and fly to Mendez Farm.

MEDICATION RAID

OBJECTIVES

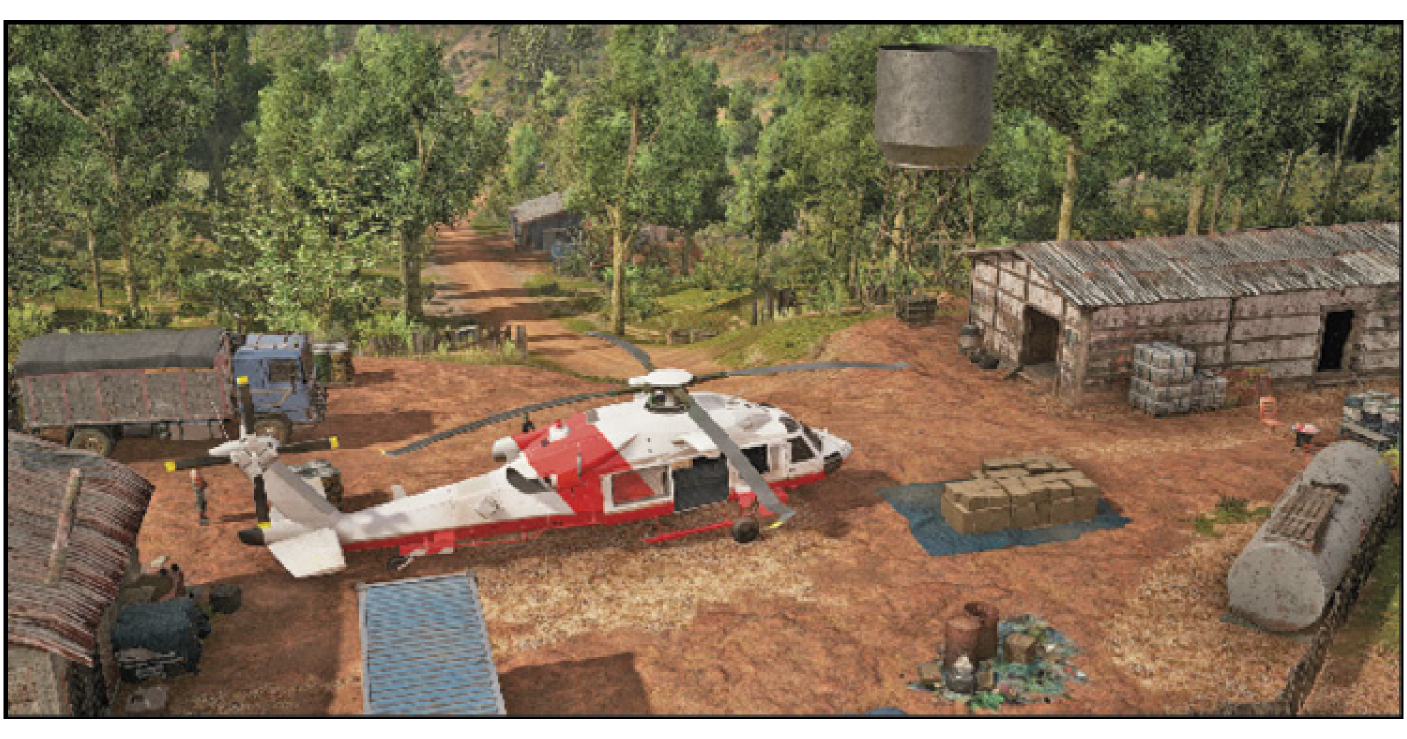
Steal the helicopter

LOCATION

Bocca Farm

REWARDS

+3500 Medication



A helicopter sits atop a small hill in southern Itacua. Guarded by six Santa Blanca, you must get to the chopper and fly it away before they decide to take it for a spin. The best point of entry is from the west, moving up the dirt road. A lone gunman patrols down the hill, away from the others—giving you a great chance to quickly eliminate him. From there, the vegetation on the left provides good cover as you sneak toward the base. Survey the area, and carefully pick off the remaining thugs as you approach the chopper. The barrels on the north side offer protection as you take them out. Once possible, enter the driver's seat and take the aircraft to Mendez Farm.

REBEL OP: HACK ANTENNA

OBJECTIVES

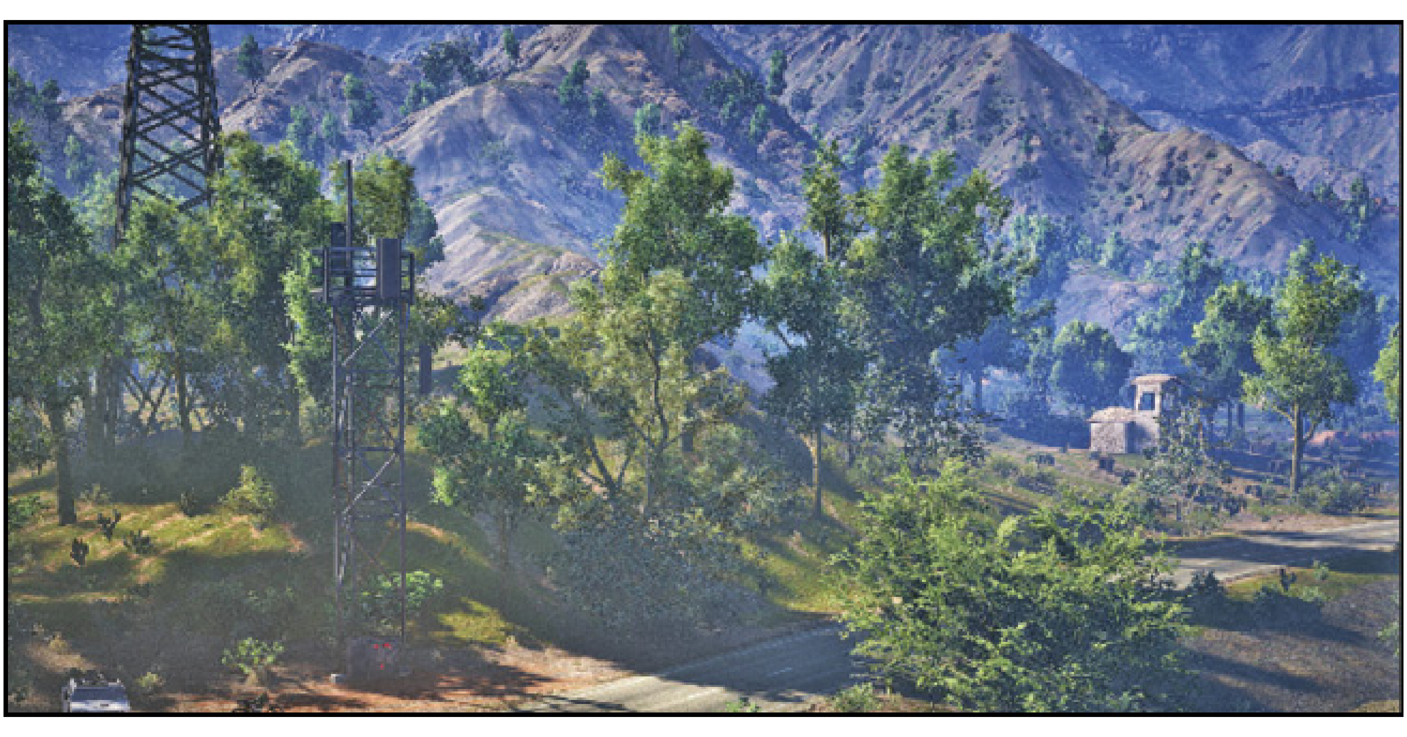
Deactivate the two antennas within 70 seconds

LOCATION

East of Itacua Delta

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Look for the first antenna in southeastern Itacua, next to the road that runs alongside the river. A few guys stand guard, so take care of them before moving in. Unless you brought your own ride, be careful not to damage the motorcycle that is parked nearby, as this is the best option to complete the mission. Deactivating the first antenna begins a 70-second timer. A second antenna in the hills to the southwest must be switched off before it reaches zero, so quickly mount the bike. To save time, keep an eye out for the tight left turn and take the vehicle off road before that point. This route gets quite bumpy, so keep your eyes peeled for smoother terrain. Drive up the hill to the objective and deactivate the antenna.

REBEL OP: BREACH COMM CENTER

OBJECTIVES

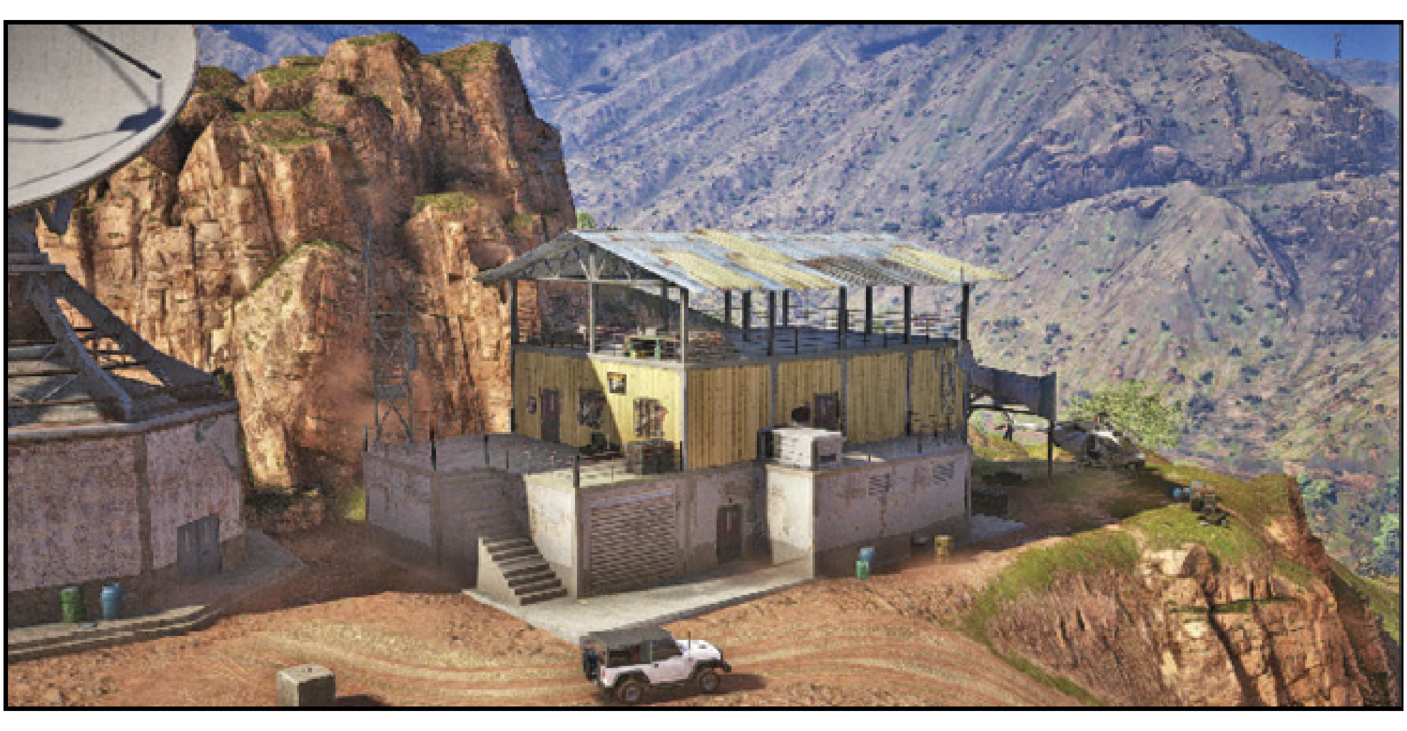
Blow up one of the station's entrances and then hack the network relay

LOCATION

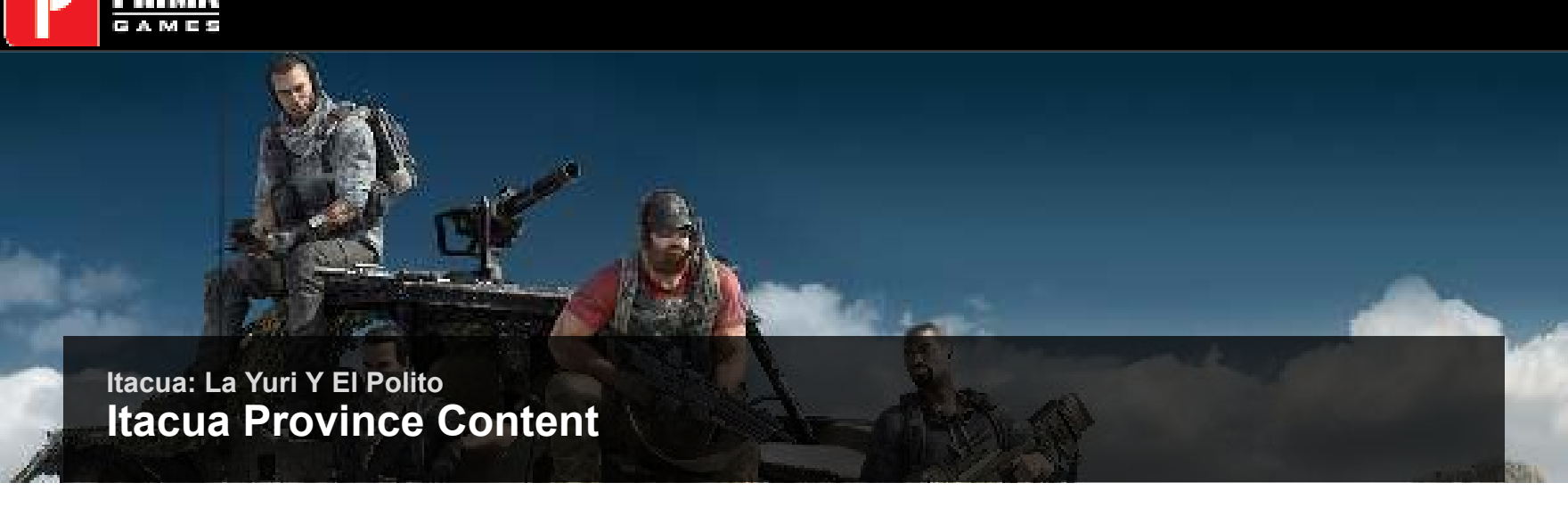
Far South Itacua (Near Itacua Base)

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



In the far south regions of Itacua, southwest of Itacua Base, a station sits at the top of a hill. The objective is to blow up one of the four doors, fight your way inside, and hack the network relay before the 60-second timer runs out. There are four ways in, but the northwest entrance on the second floor sits closest to the computer. If you have C4, place it on the door. Otherwise, toss a Frag Grenade to blow it open and start the timer. An assault rifle works well against the thugs who line up at the entrance. Once inside, find the network relay to the right and interact with it to complete the mission.

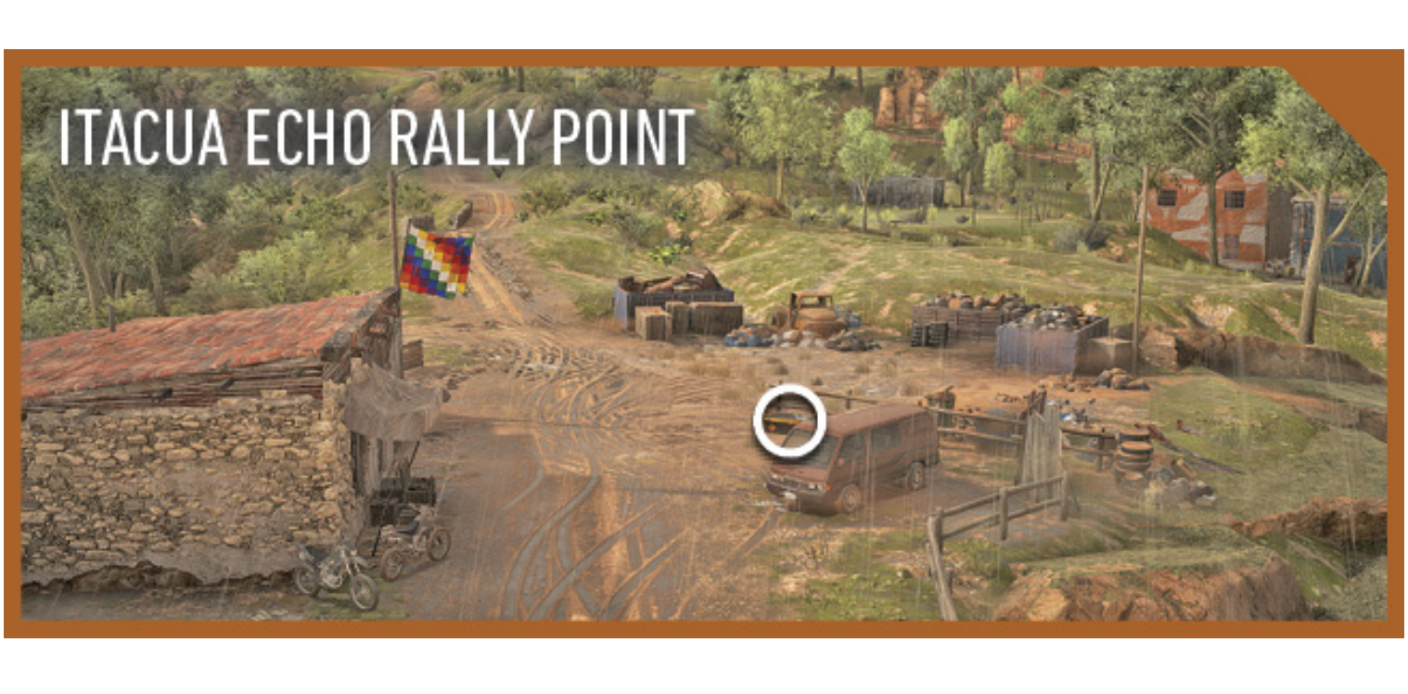


Itacua: La Yuri Y El Polito

Itacua Province Content

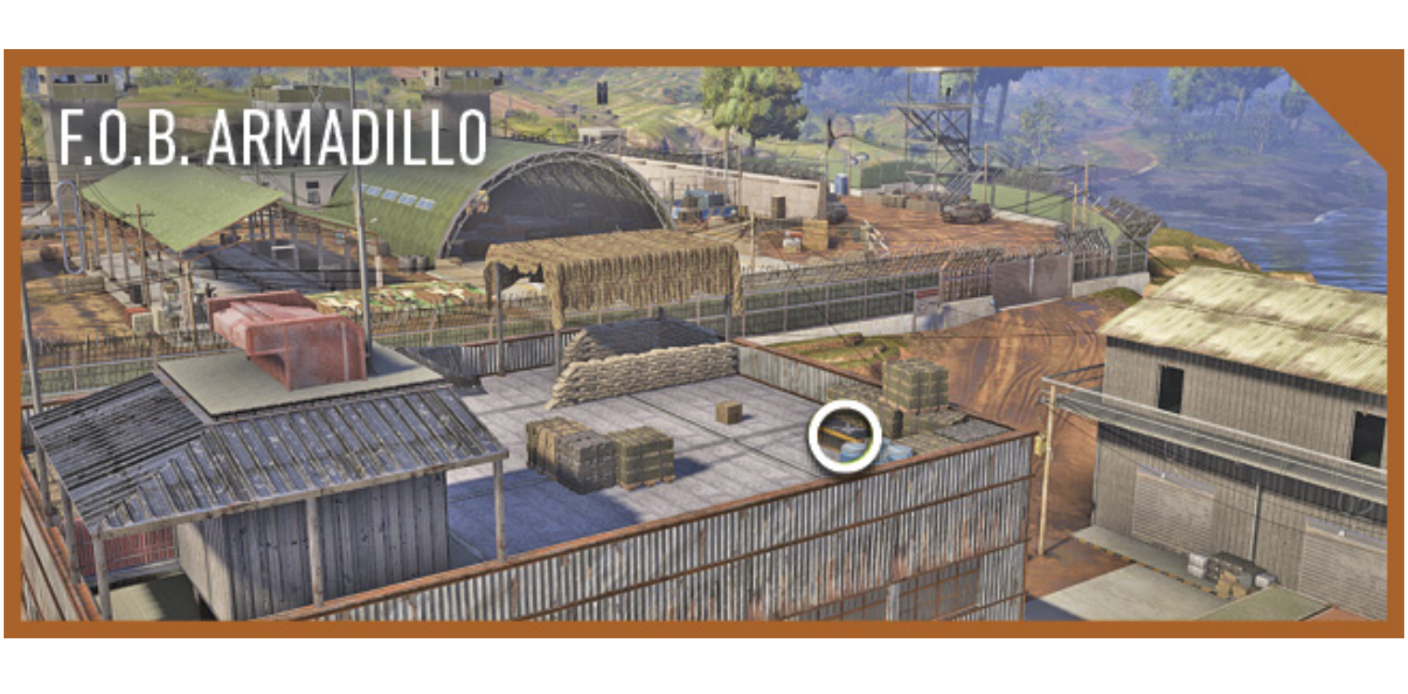
WEAPON CASES

WEAPON: M40A5 SNIPER RIFLE



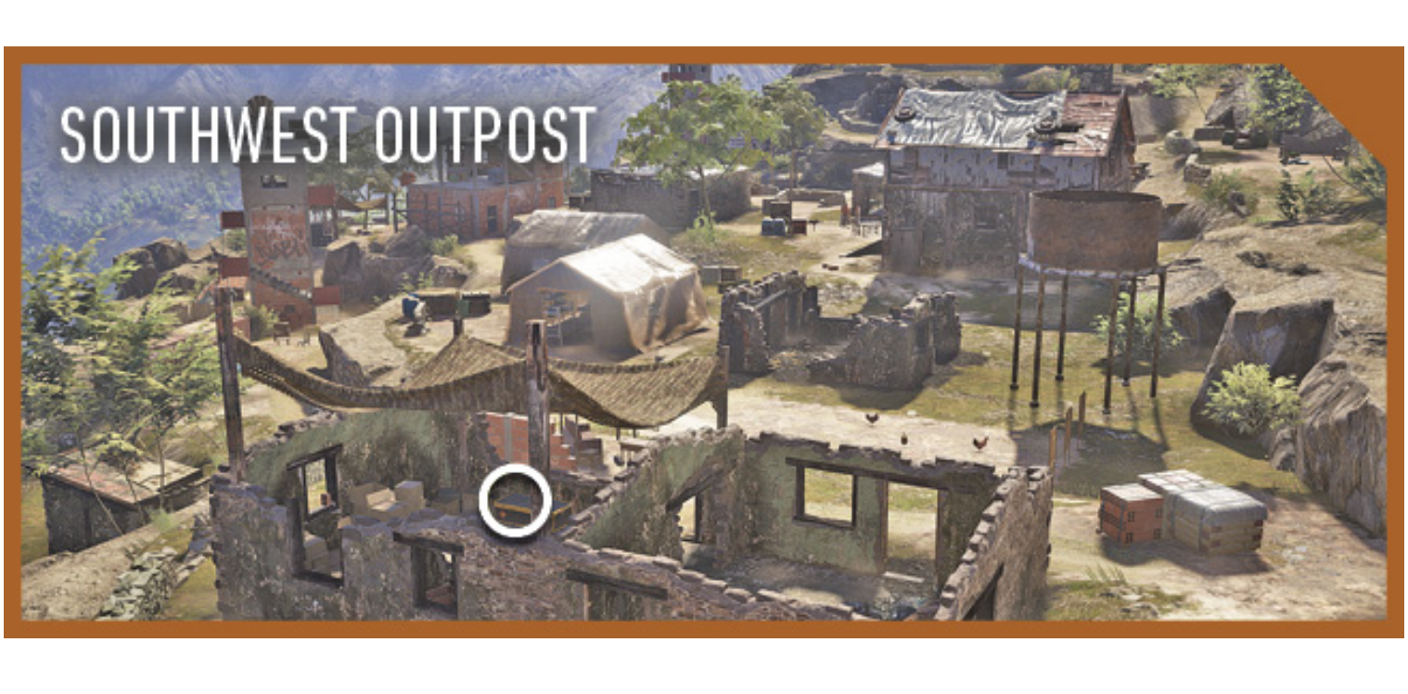
Sitting just outside the Itacua Echo Rally Point is the first Weapon Case. Look inside to score a new weapon.

WEAPON:SUPER SHORTY SHOTGUN



As you approach F.O.B. Armadillo from the water, enter the three-story warehouse on the left. Climb all the way to the roof to find a weapon case next to a pile of crates.

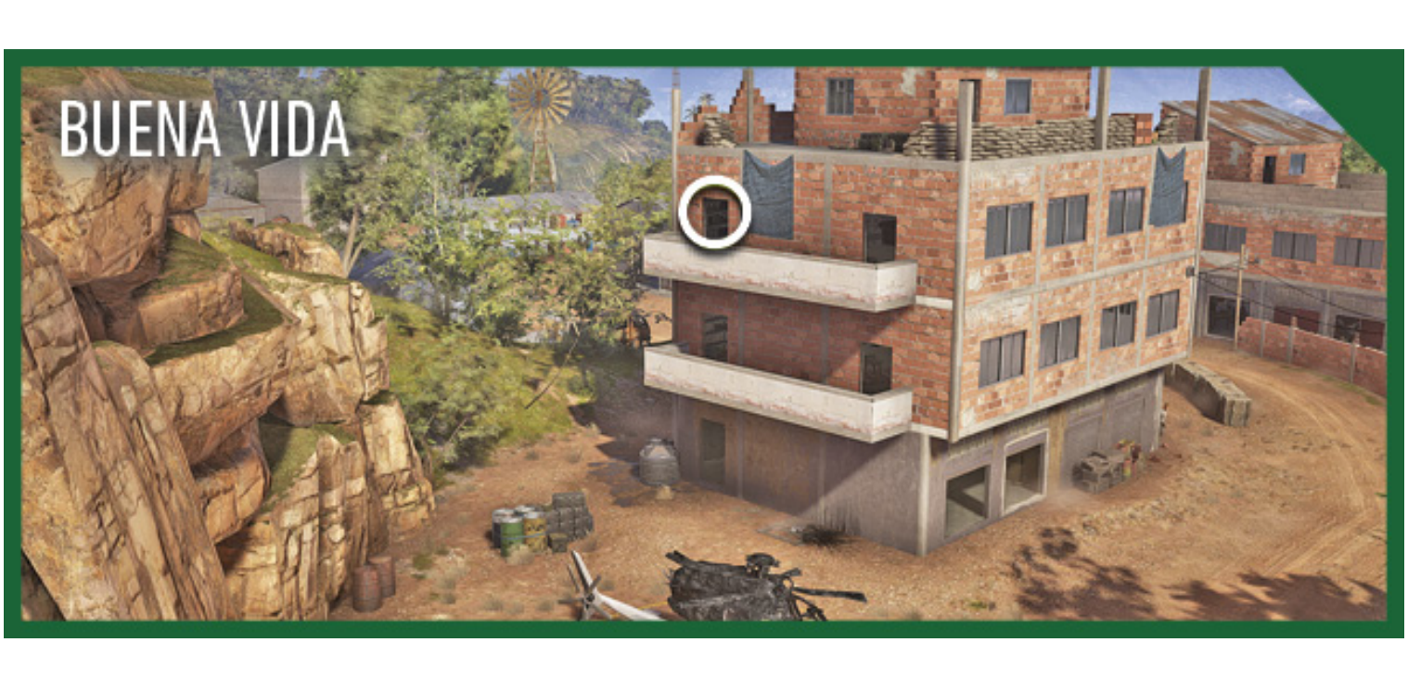
WEAPON: MG121 LIGHT MACHINE GUN



Cautiously approach the enemy Outpost west of Bocca Farm, and make your way to the far north side. Enter the ruined, brick building with the camouflage covering and grab the new weapon.

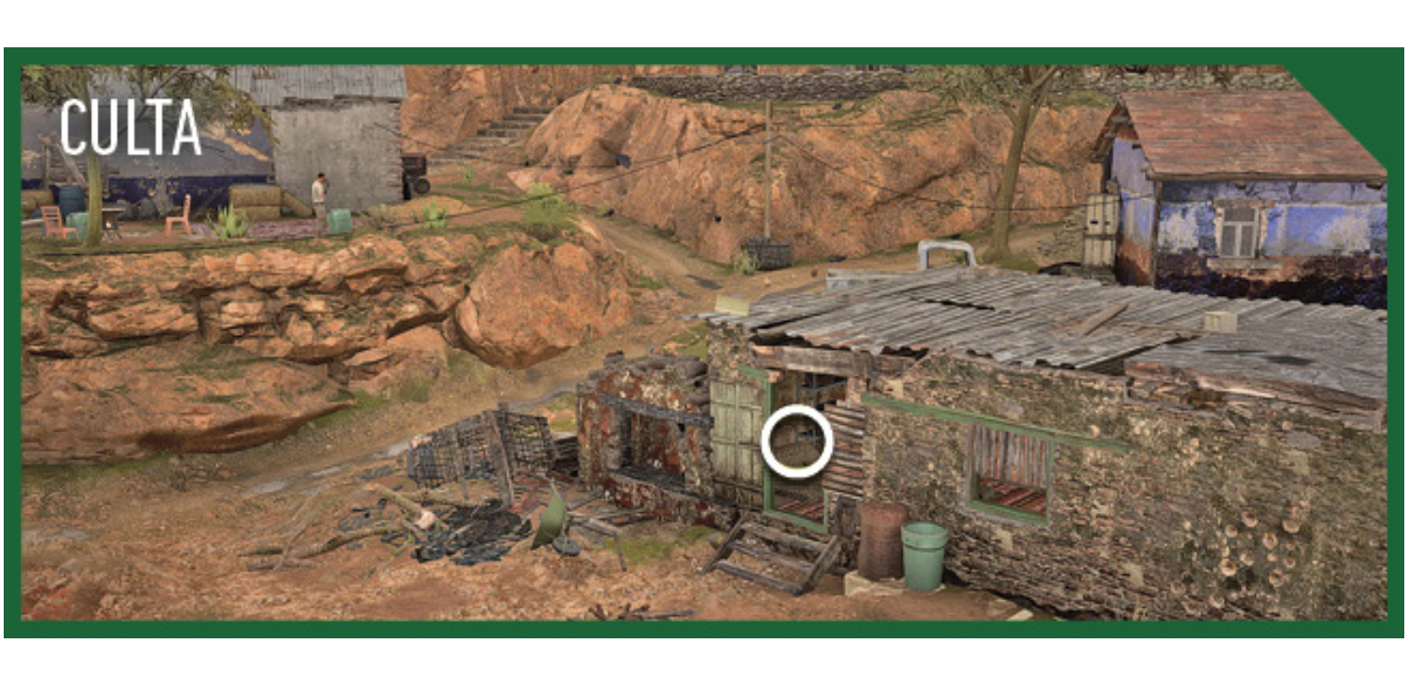
ACCESSORY CASES

ACCESSORY: COMPENSATOR (ASSAULT RIFLE)



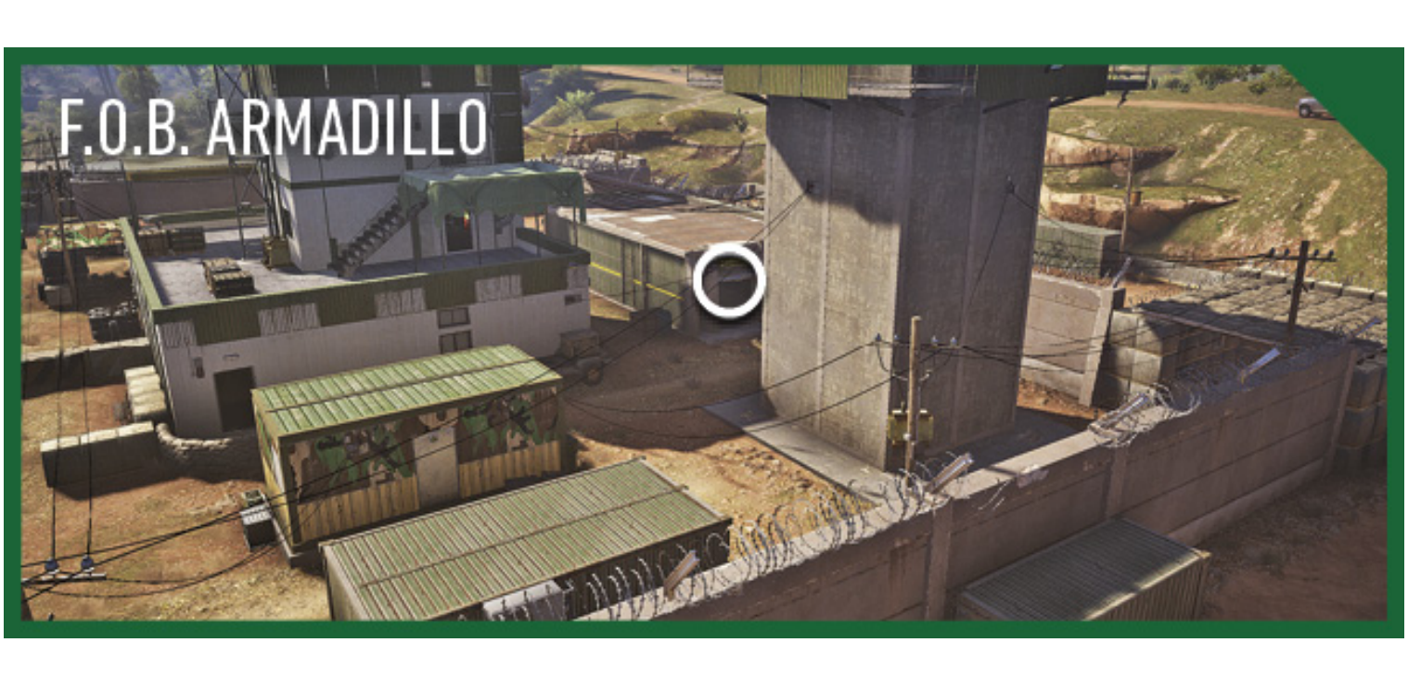
In Buena Vida, find the helipad on the west side of town and enter the nearby building. Climb to the third floor and search the shelf in the west corner to find an Accessory Case.

ACCESSORY: VERTICAL FOREGRIP



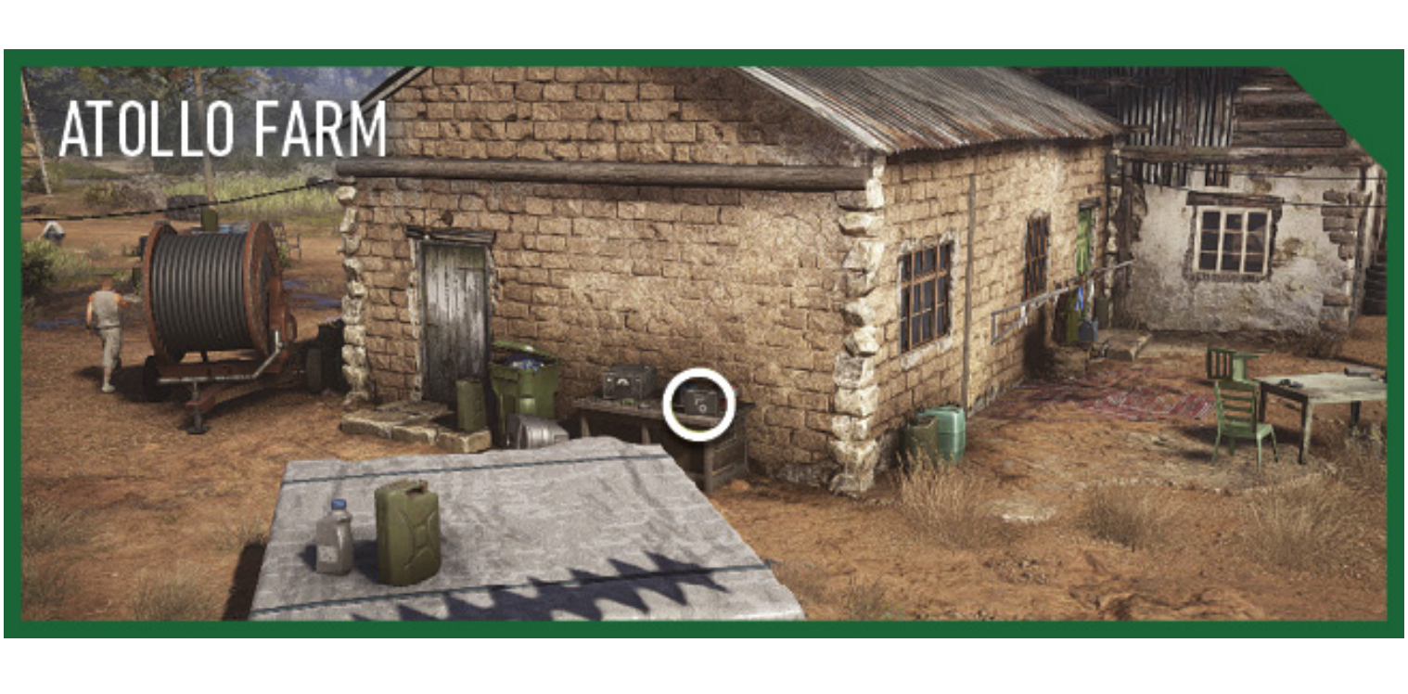
On your way to the church in Culta, search the buildings south of the road. Just inside the first shack, an Accessory Case sits on the shelf.

ACCESSORY: PK-AS SCOPE



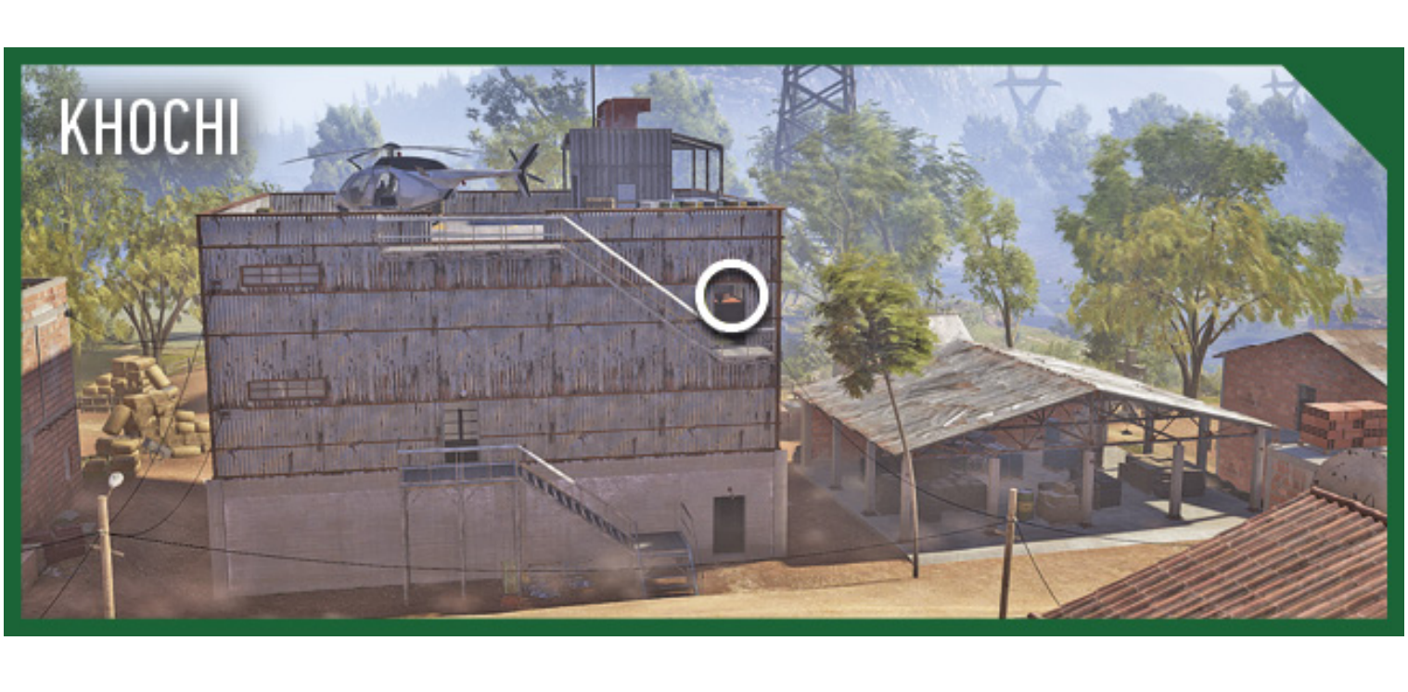
Sneak into F.O.B. Armadillo and make your way to the armory on the far west side of the camp. Collect the Accessory Case that rests on the shelves inside.

ACCESSORY: PANORAMIC SIGHT



Move around to the west side of the main building at Atollo Farm to find an Accessory Case resting on a desk.

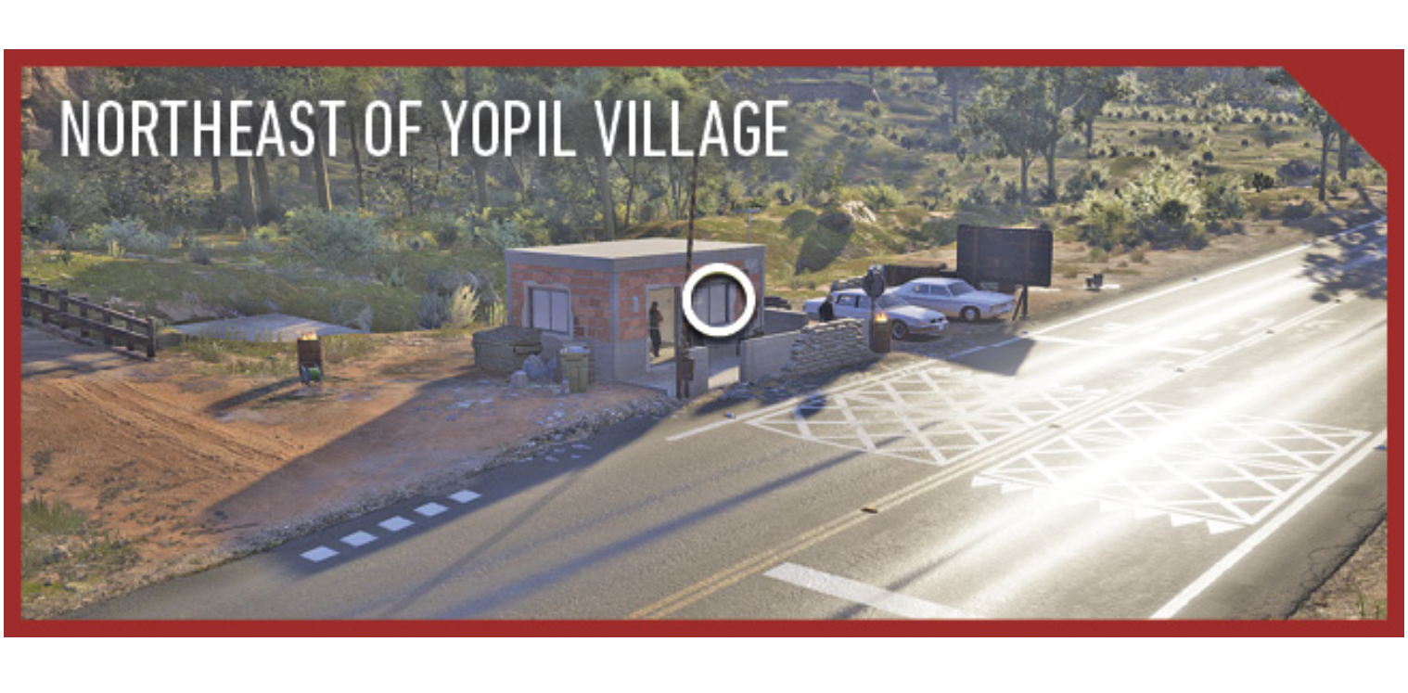
ACCESSORY: LONG BARREL (ASSAULT RIFLE)



Travel to the east side of Khochi and find the big warehouse with a helipad on the roof. Climb to the third floor and search the southwest corner for an Accessory Case.

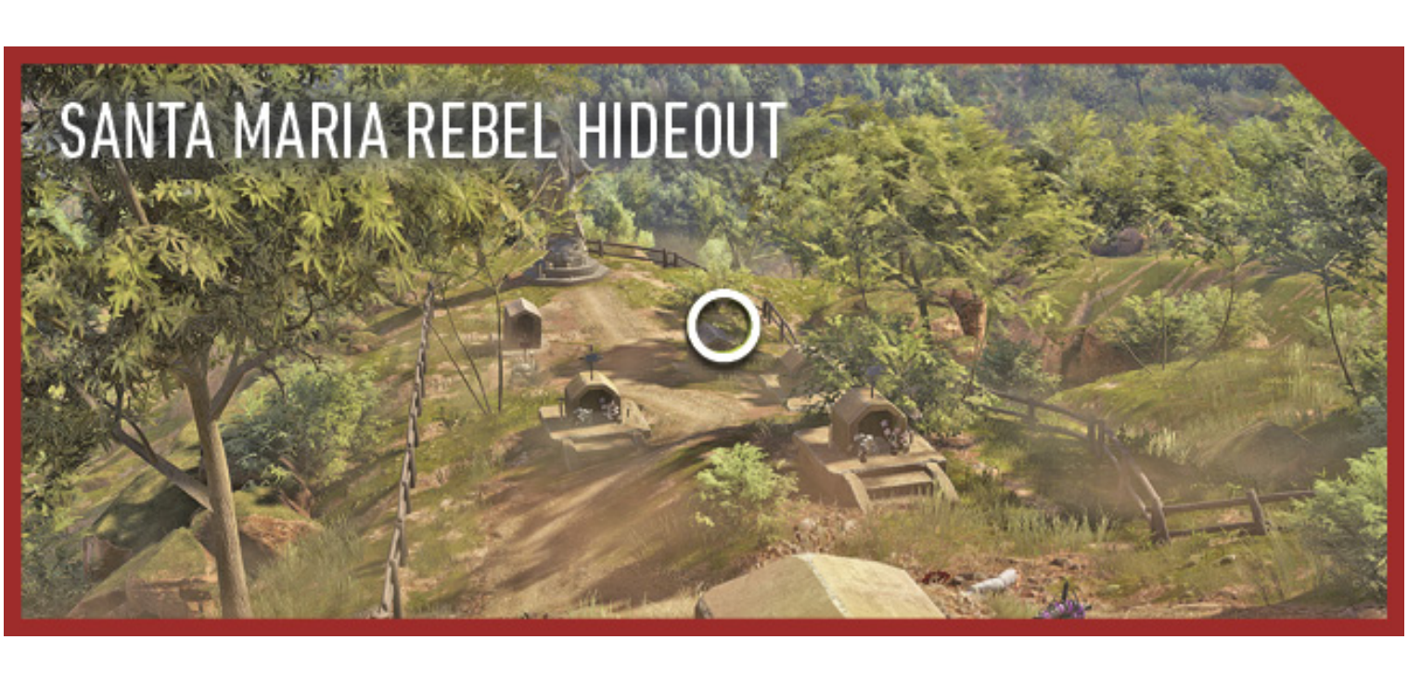
SKILL POINTS

SKILL POINTS: +1



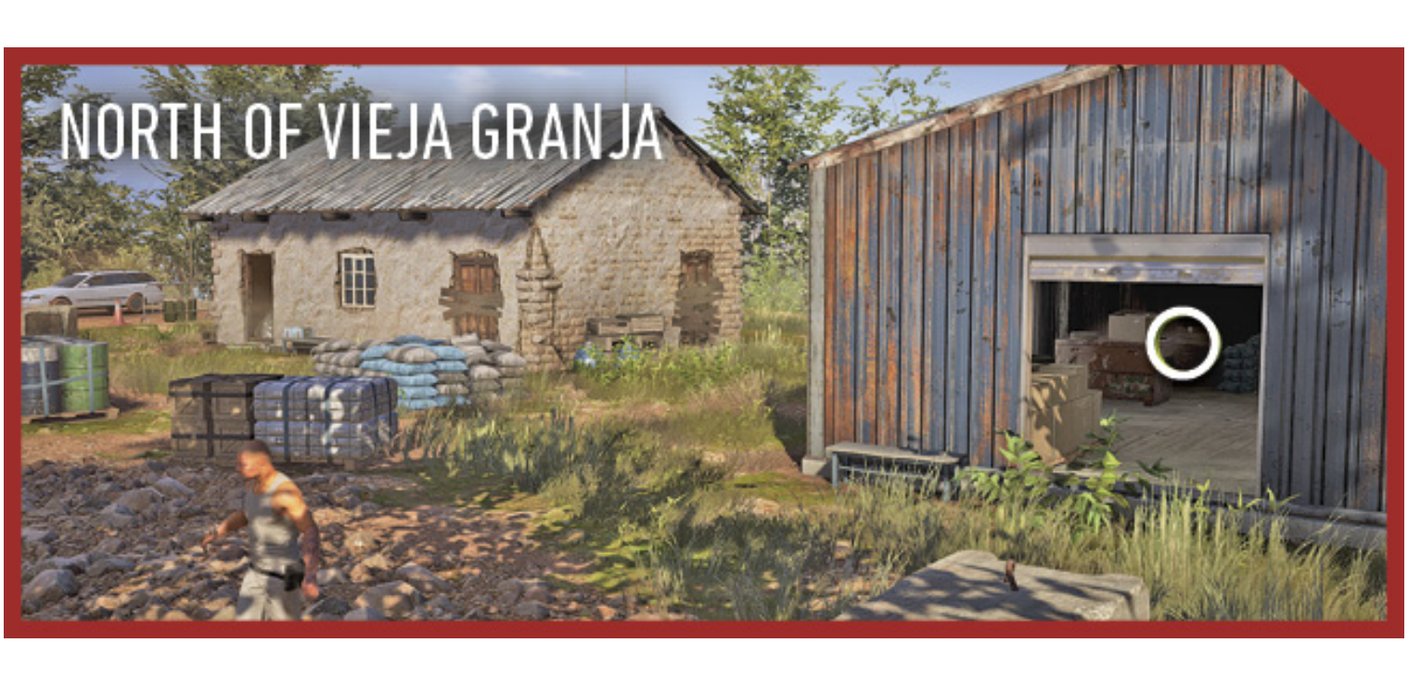
North of Yopil Village is a Checkpoint. Head east down the road to find a small building sitting on the right. A Skill Point rests on a shelf inside.

SKILL POINTS: +1



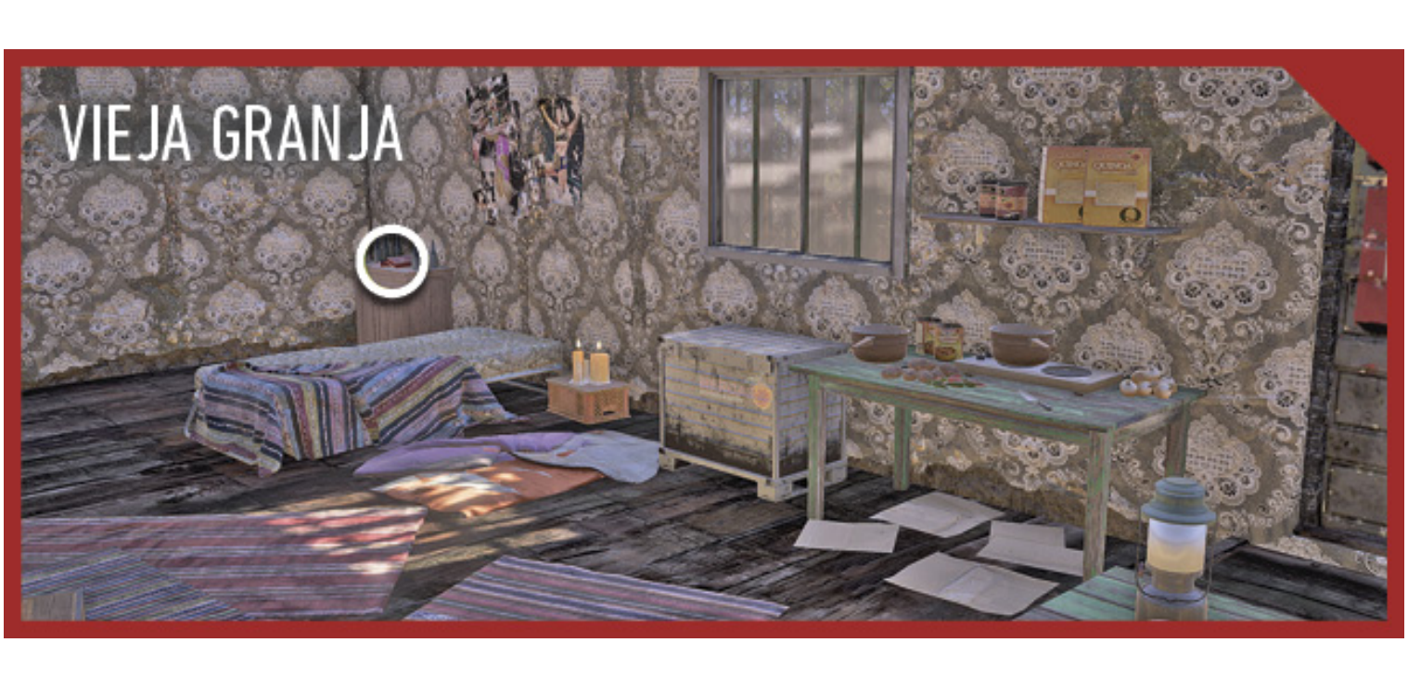
East of the rebel hideout is a cemetery. Search the tops of the grave markers to find a Skill Point.

SKILL POINTS: +1



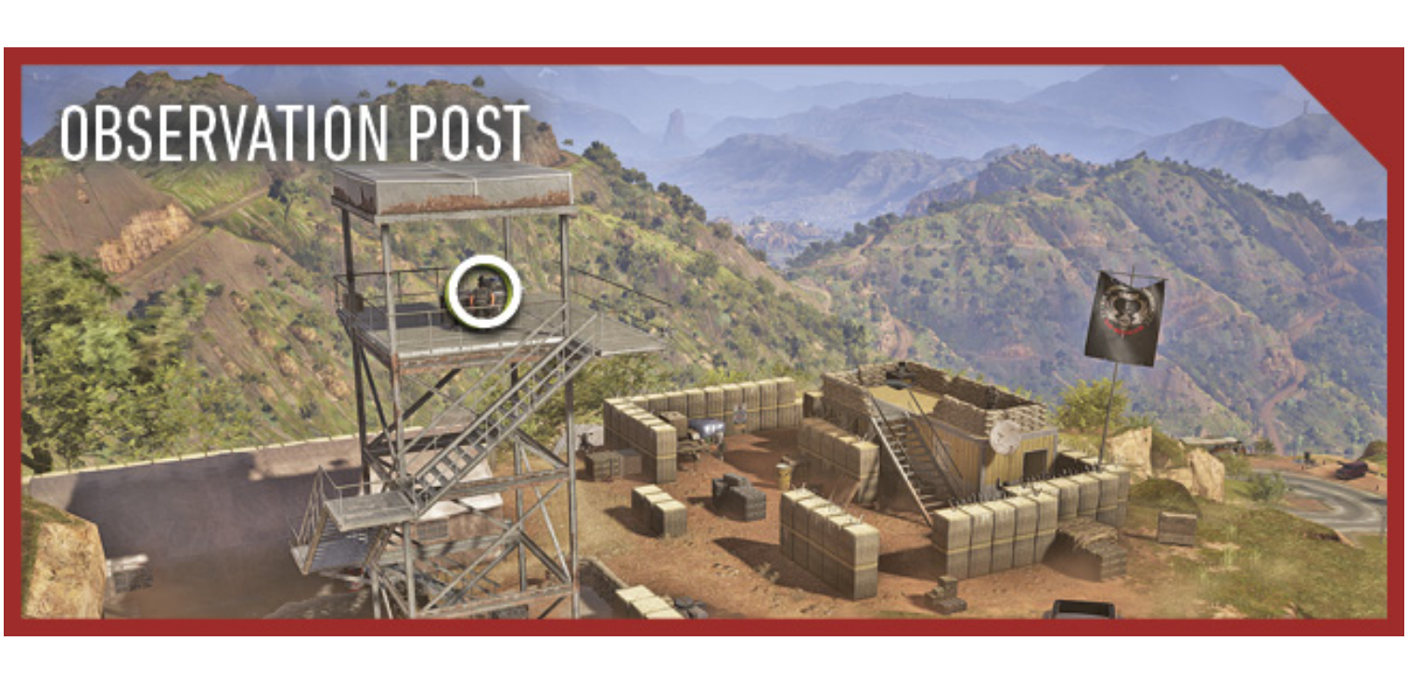
Just north of Vieja Granja, enter the metal barn to find a Skill Point in the middle of the building.

SKILL POINTS: +1



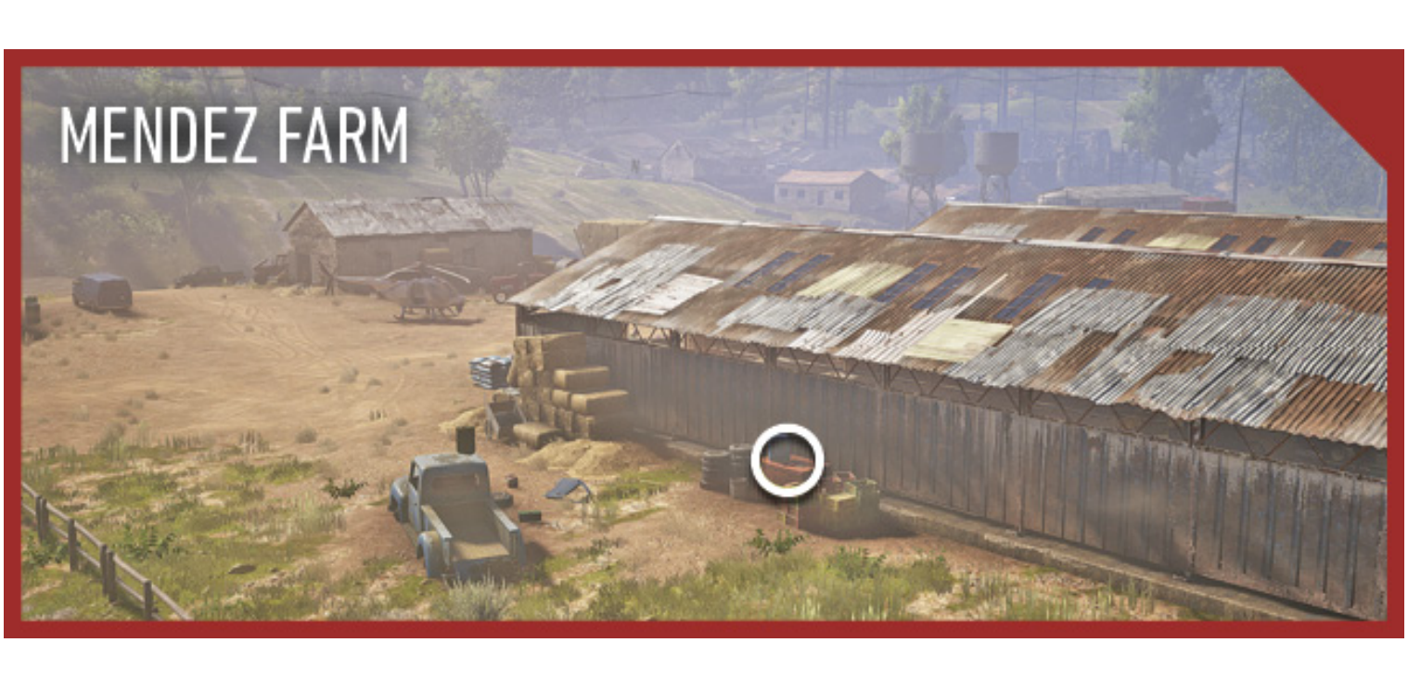
Visit Vieja Granja, located northwest of F.O.B. Armadillo, and approach the upstairs door on the south side of the main building. Knock it in and collect the Skill Point in the right corner.

SKILL POINTS: +1



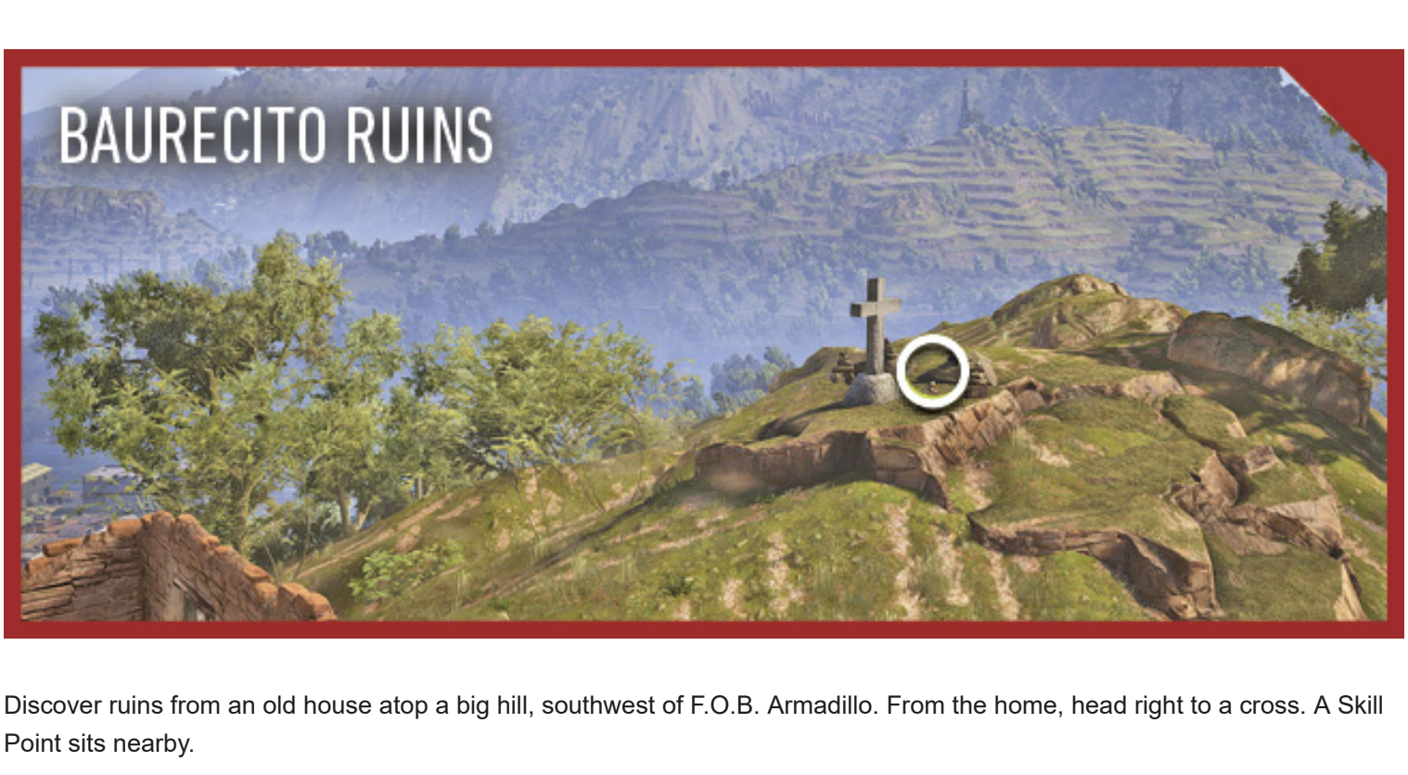
At the Unidad Observation Post in west Itacua, a sniper mans the tall watchtower. Search his desk for another Skill Point.

SKILL POINTS: +1



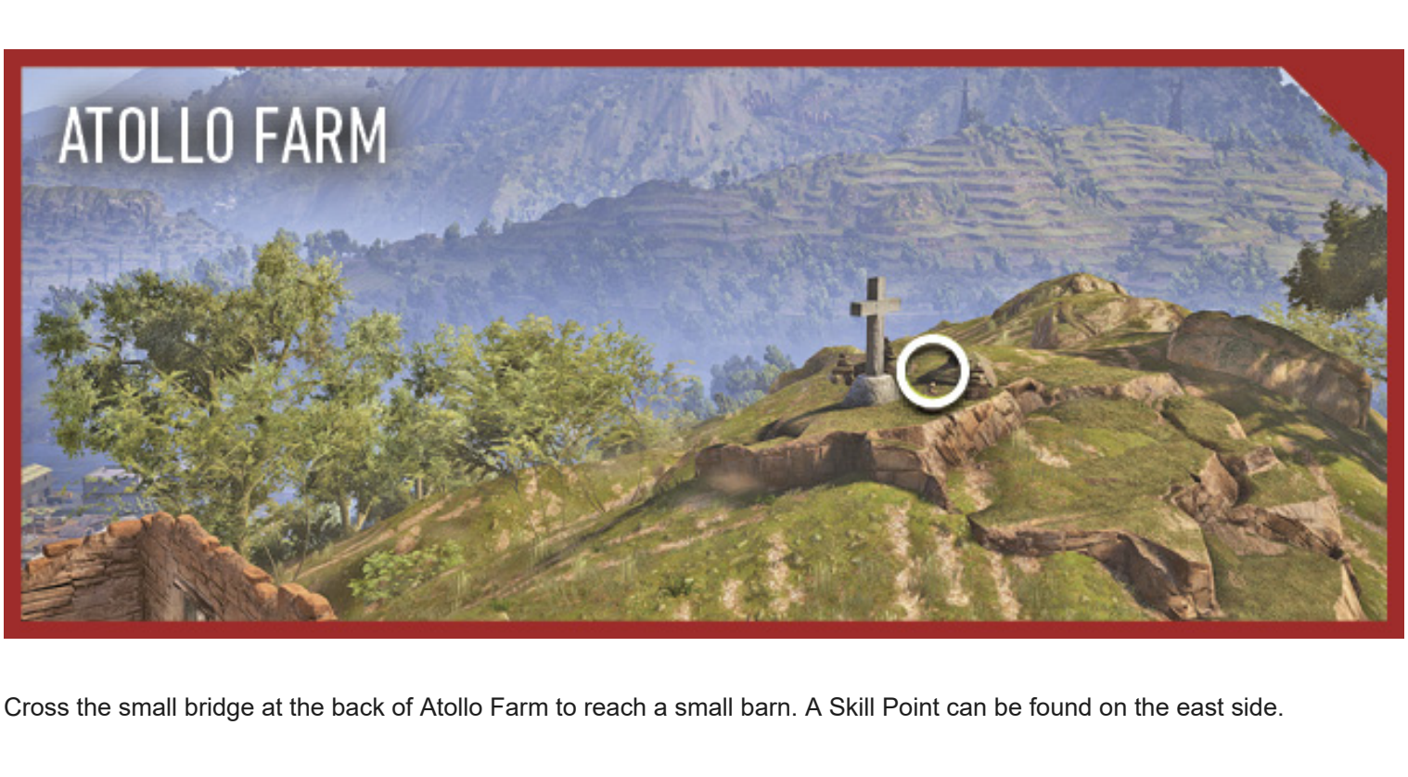
Drive up the right Mendez Farm entrance and head straight for the two barns in the back. The Skill Point sits on a container, just right of the buildings.

SKILL POINTS: +1



Discover ruins from an old house atop a big hill, southwest of F.O.B. Armadillo. From the home, head right to a cross. A Skill Point sits nearby.

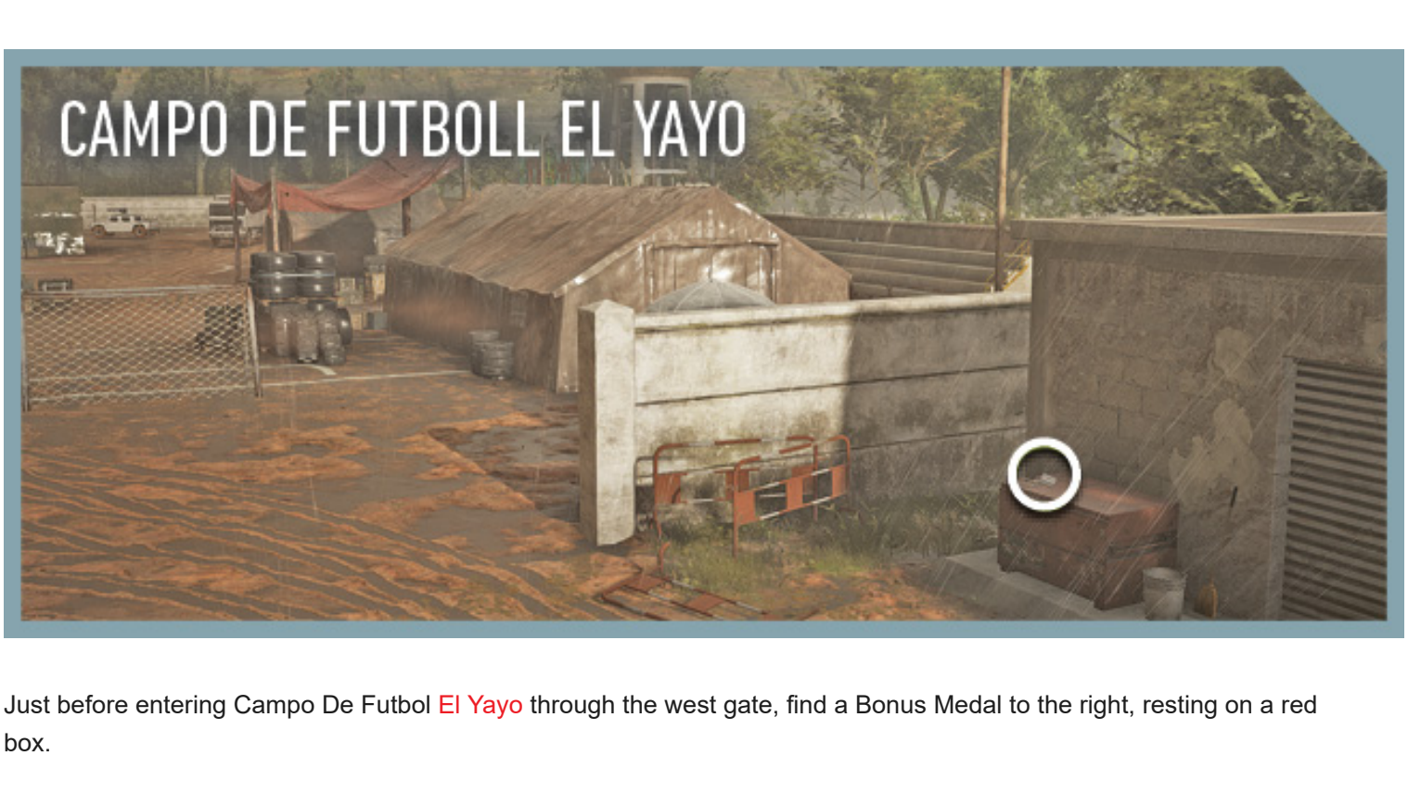
SKILL POINTS: +1



Cross the small bridge at the back of Atollo Farm to reach a small barn. A Skill Point can be found on the east side.

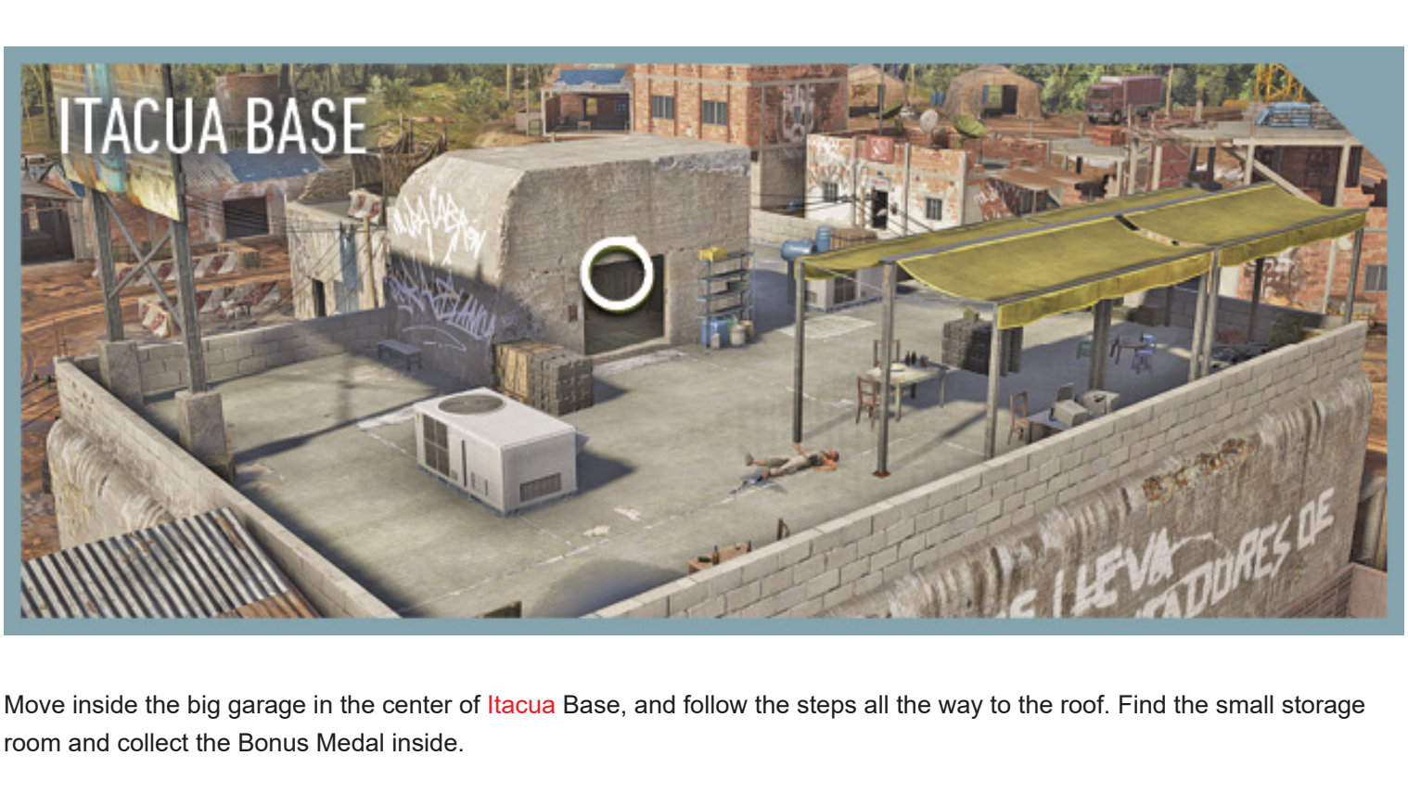
BONUS MEDALS

BONUS: BULLET RESISTANCE



Just before entering Campo De Futbol El Yayo through the west gate, find a Bonus Medal to the right, resting on a red box.

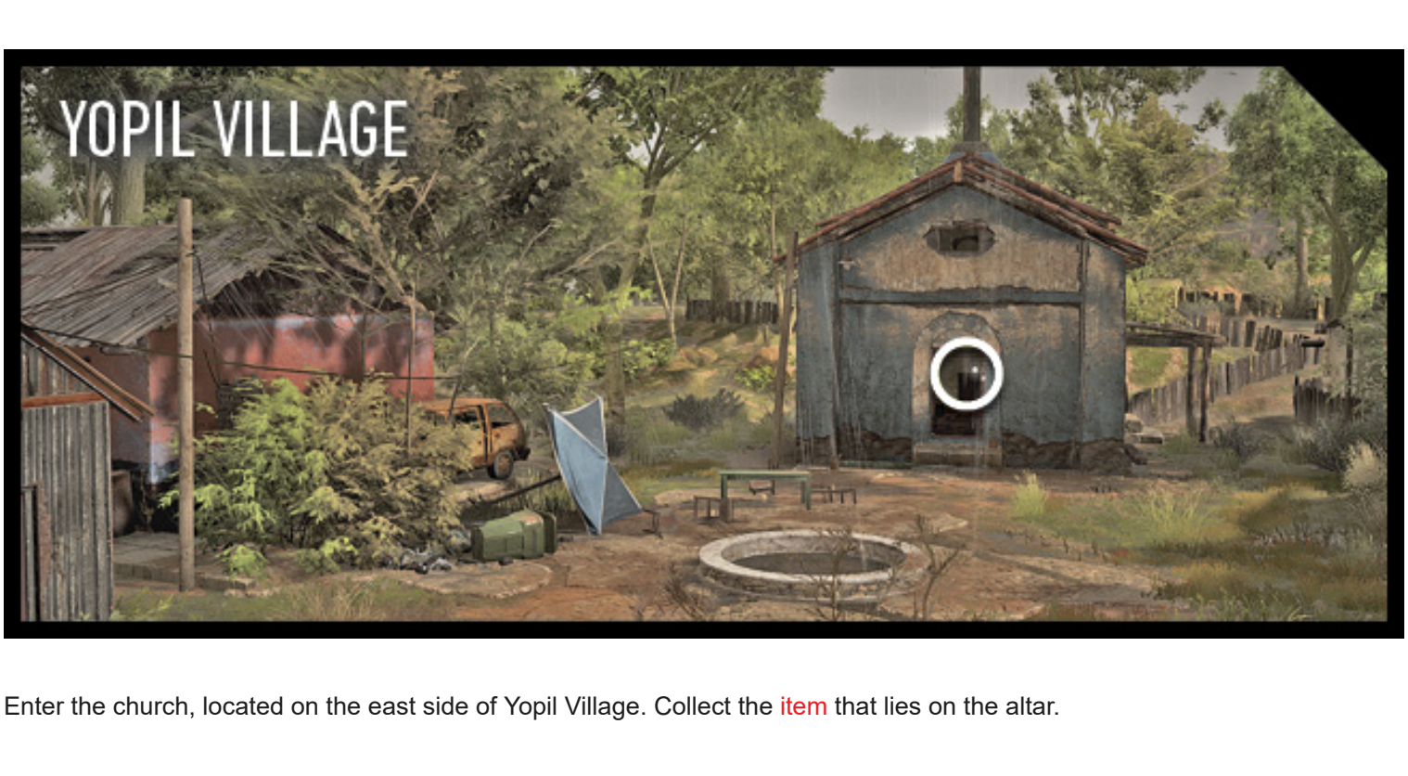
BONUS: BORN LEADER



Move inside the big garage in the center of Itacua Base, and follow the steps all the way to the roof. Find the small storage room and collect the Bonus Medal inside.

KINGSLAYER FILES

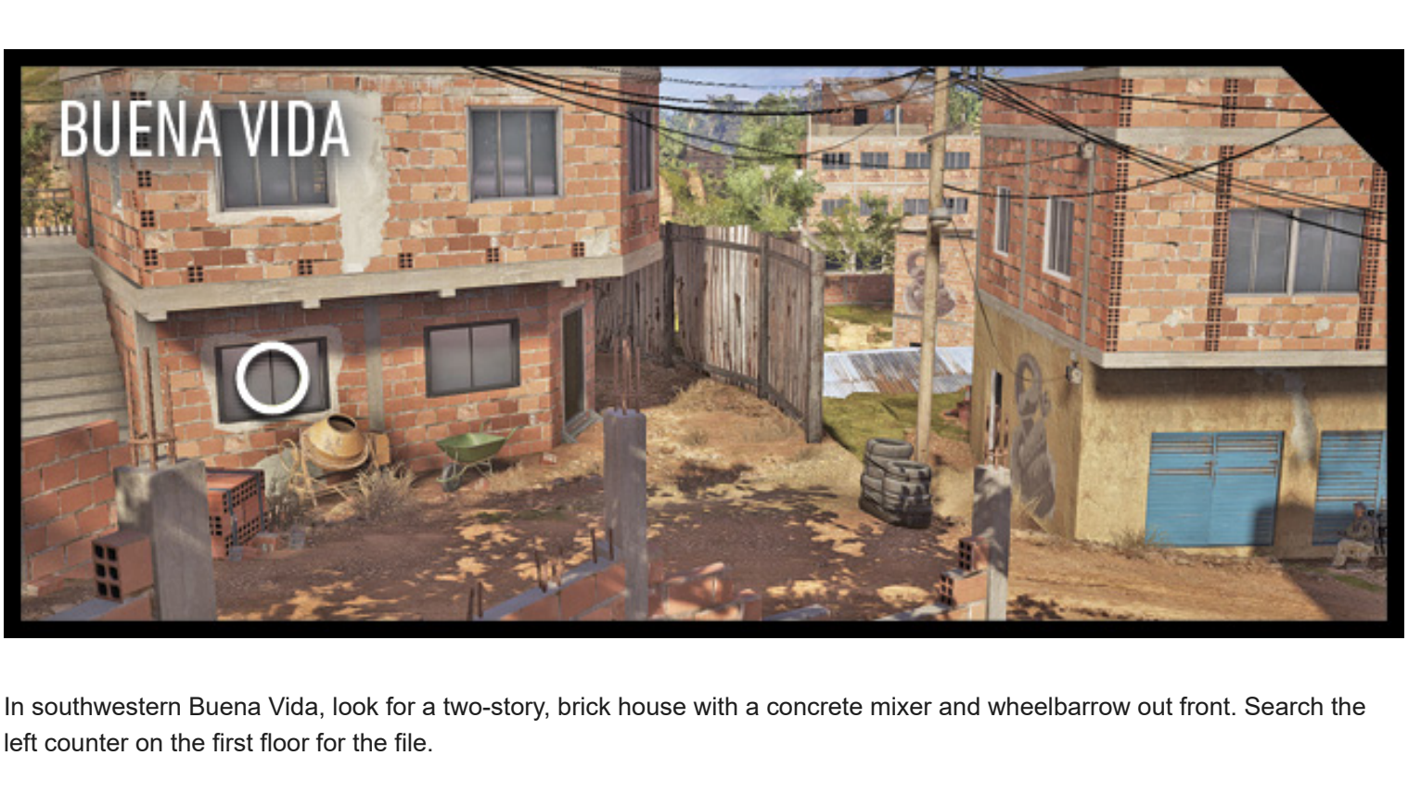
LEGEND



Enter the church, located on the east side of Yopil Village. Collect the item that lies on the altar.

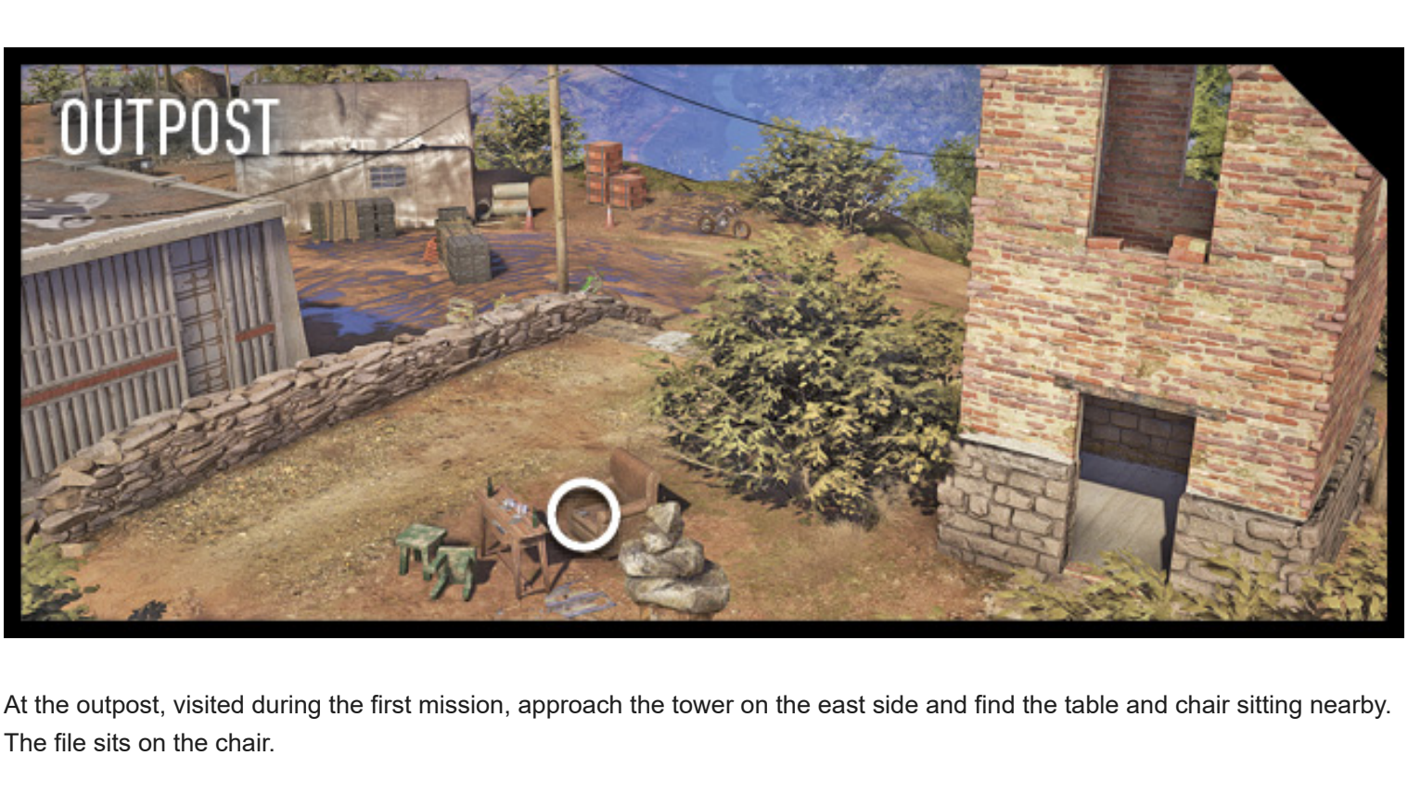
Dogtown: There is a village in Itacua whose name no one in Bolivia dares to say. This village is called Yopil and locals believe it is cursed. A few months ago, all its villagers disappeared overnight. No one has seen anything or heard of them ever since. Some people believe Santa Blanca snatched the entire village. The village has since been colonized by a pack of hounds, it and is referred to as "Dogtown". The legend goes that if you use a special whistle you can control the dogs.

DOCUMENT



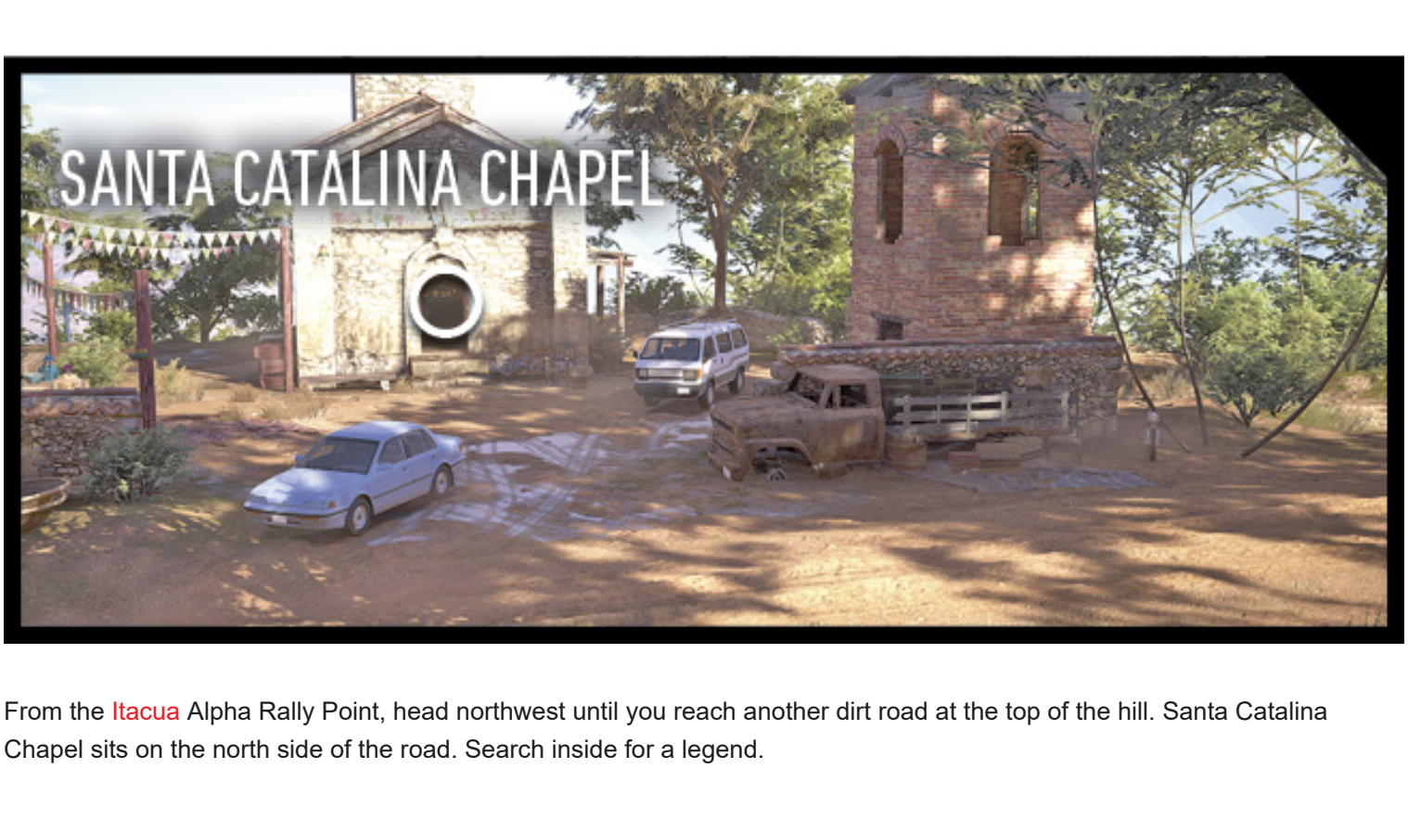
In southwestern Buena Vida, look for a two-story, brick house with a concrete mixer and wheelbarrow out front. Search the left counter on the first floor for the file.

DOCUMENT



At the outpost, visited during the first mission, approach the tower on the east side and find the table and chair sitting nearby. The file sits on the chair.

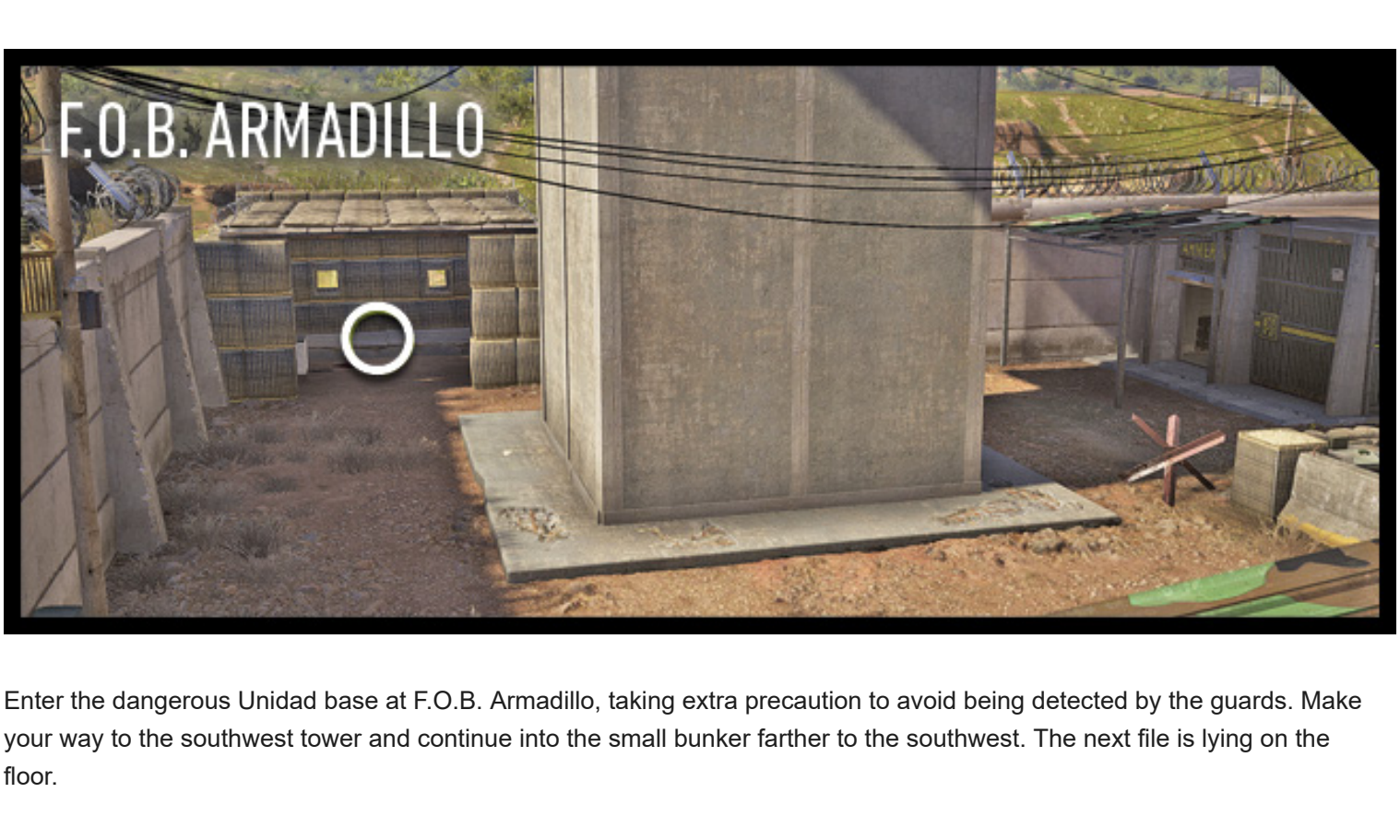
LEGEND



From the Itacua Alpha Rally Point, head northwest until you reach another dirt road at the top of the hill. Santa Catalina Chapel sits on the north side of the road. Search inside for a legend.

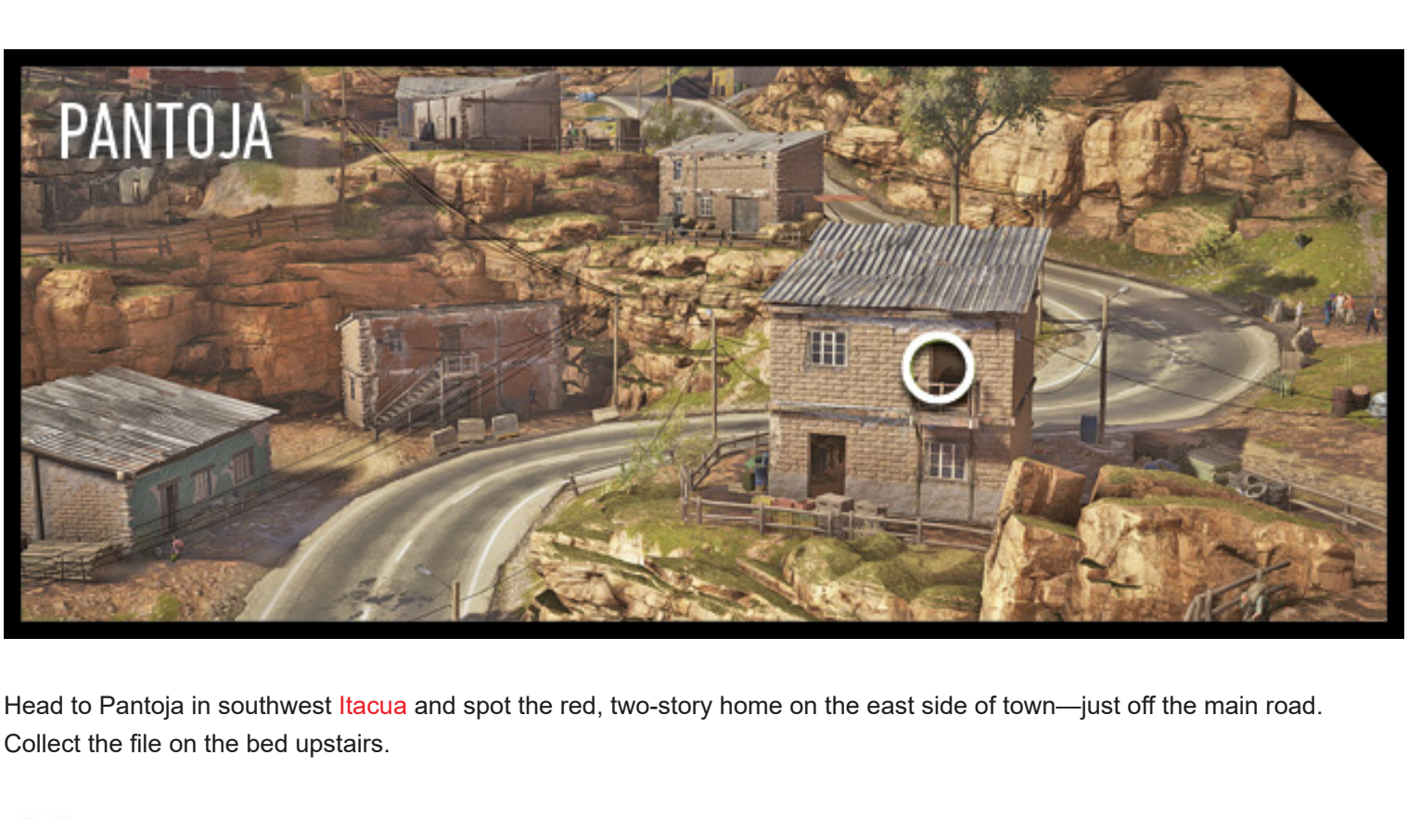
The Wiphala Flag: The Wiphala is an indigenous emblem in the Andes. It is a seven-color flag with a checkered pattern, each color related to a natural or religious element. Its origin is confusing, and different versions exist, each depending on what part or ethnic group of the Inca Empire it represents. Since 2009, the Aymara version has officially become the dual flag of Bolivia along with the classic red, yellow, and green banner. It now stands as a symbol of ethnic diversity.

DOCUMENT



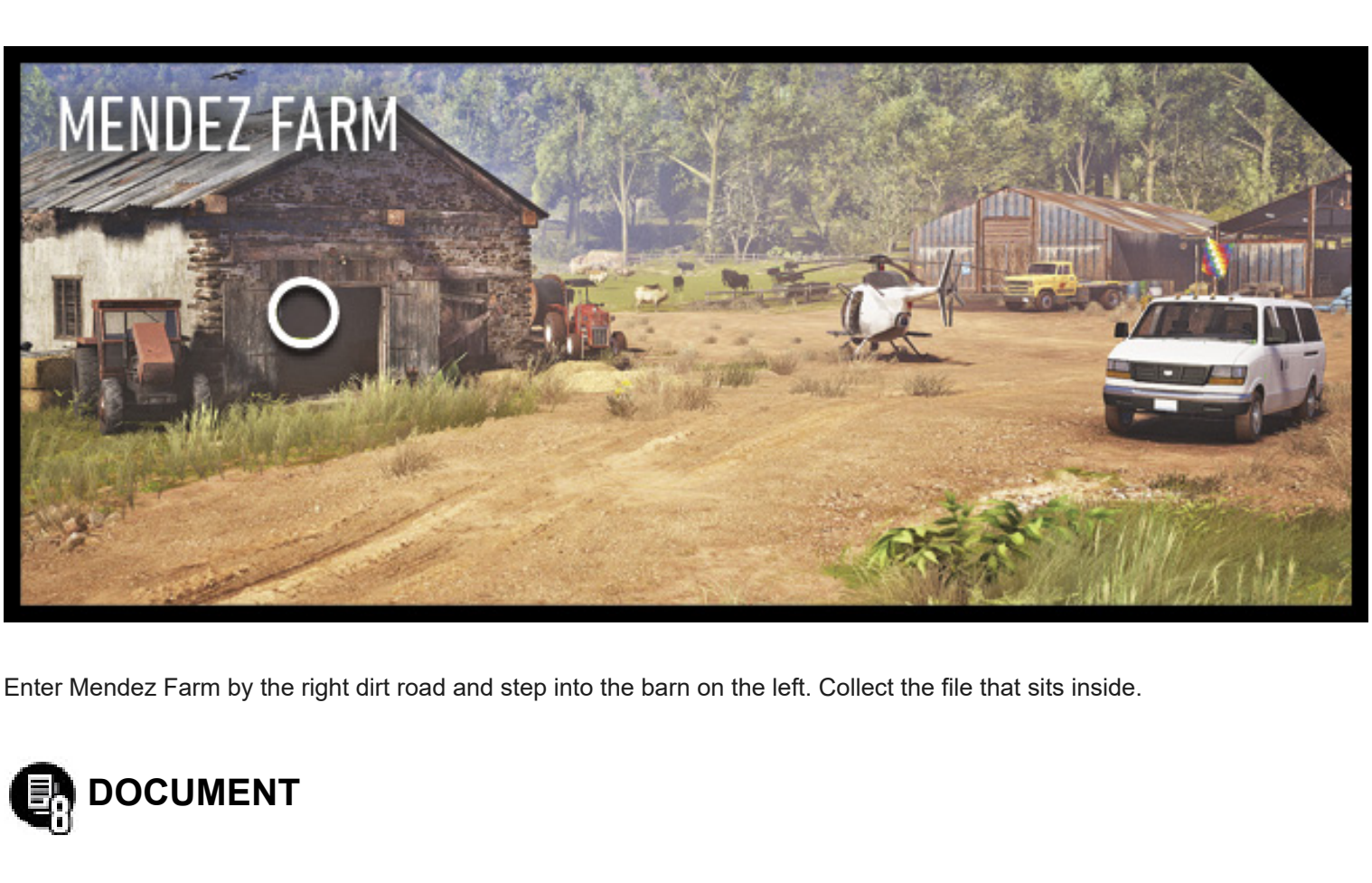
Enter the dangerous Unidad base at F.O.B. Armadillo, taking extra precaution to avoid being detected by the guards. Make your way to the southwest tower and continue into the small bunker farther to the southwest. The next file is lying on the floor.

DOCUMENT



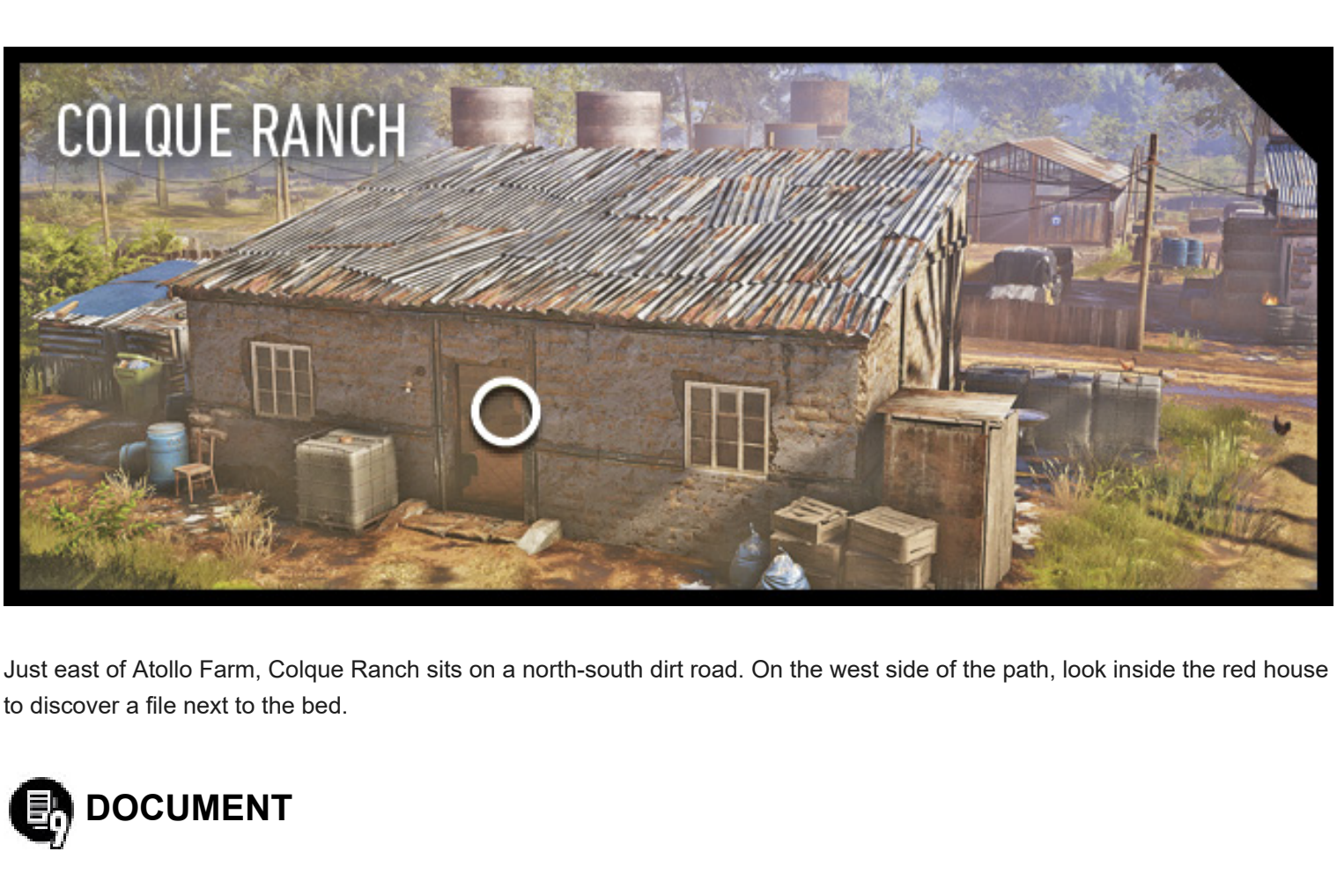
Head to Pantoja in southwest Itacua and spot the red, two-story home on the east side of town—just off the main road. Collect the file on the bed upstairs.

DOCUMENT



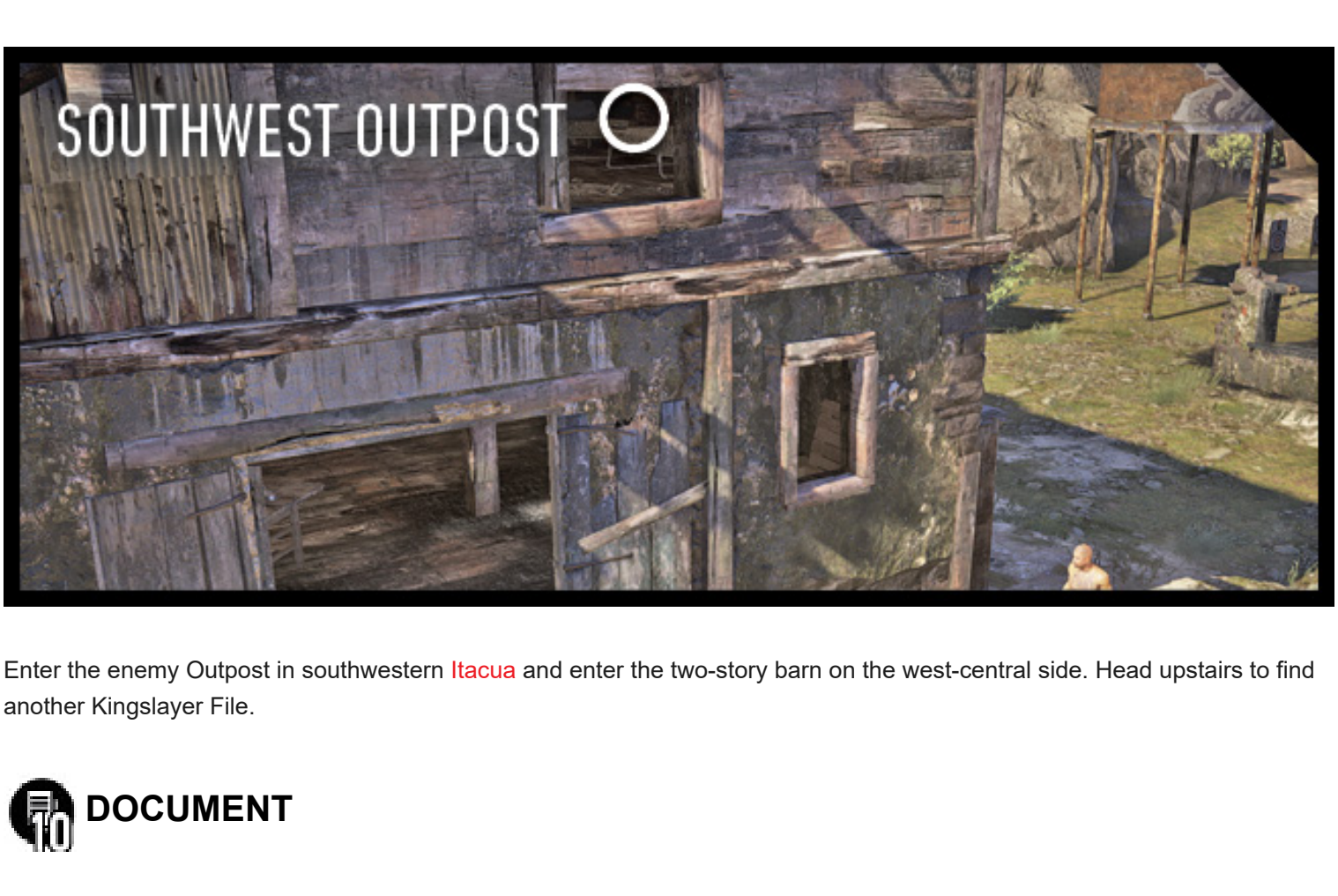
Enter Mendez Farm by the right dirt road and step into the barn on the left. Collect the file that sits inside.

DOCUMENT



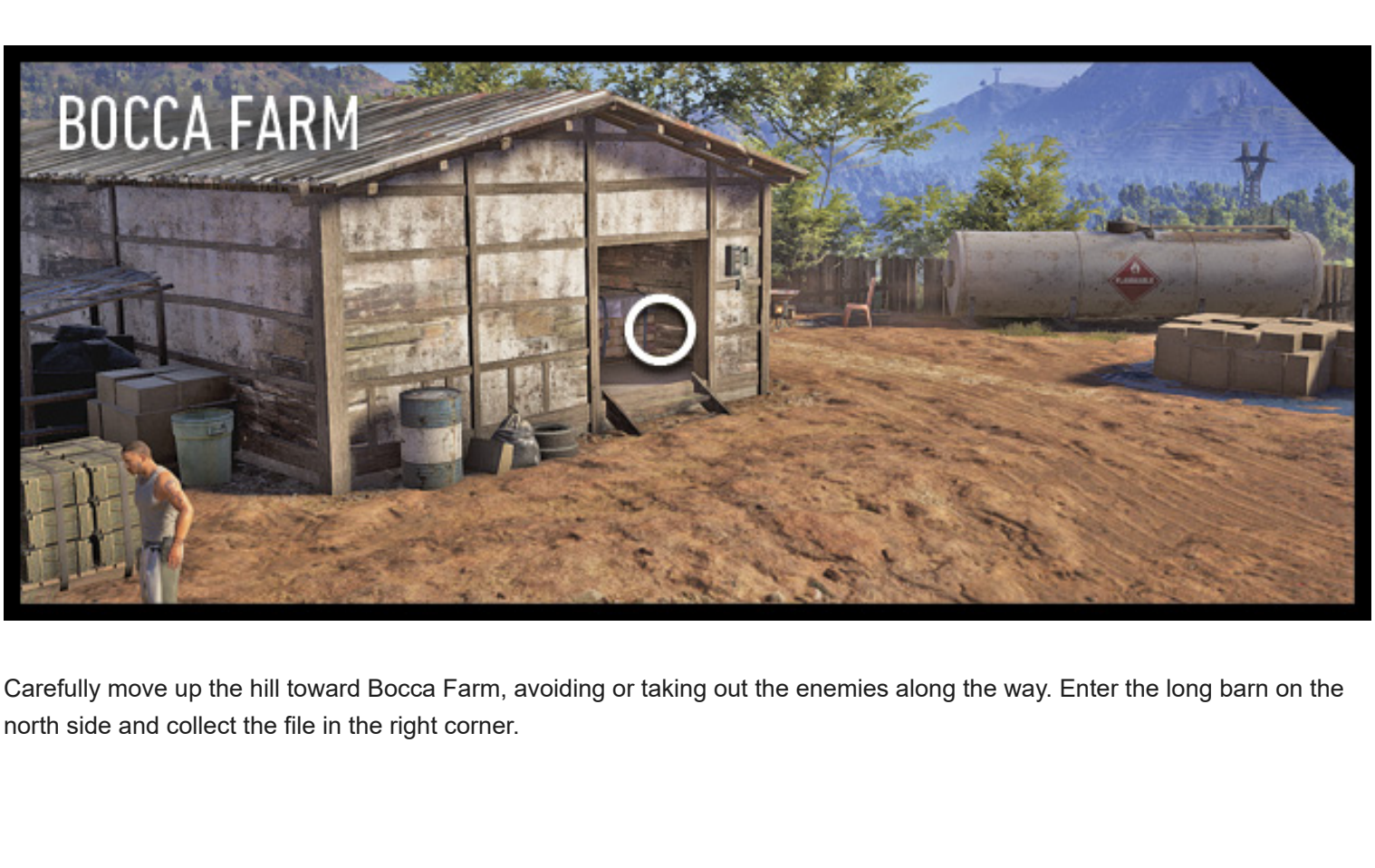
Just east of Atollo Farm, Colque Ranch sits on a north-south dirt road. On the west side of the path, look inside the red house to discover a file next to the bed.

DOCUMENT

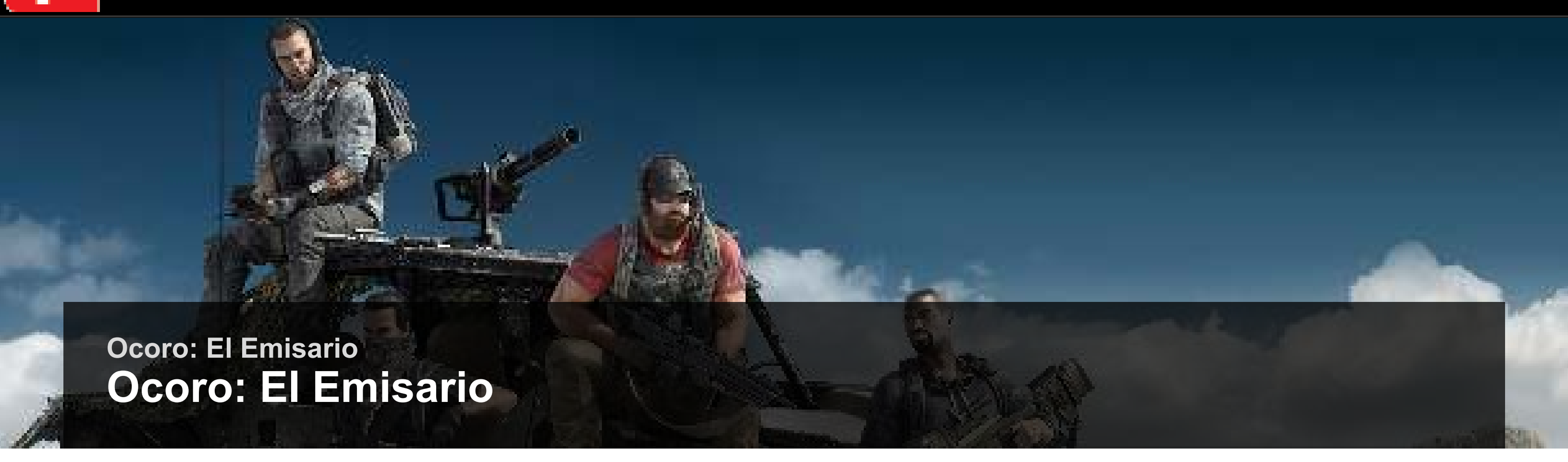


Enter the enemy Outpost in southwestern Itacua and enter the two-story barn on the west-central side. Head upstairs to find another Kingslayer File.

DOCUMENT

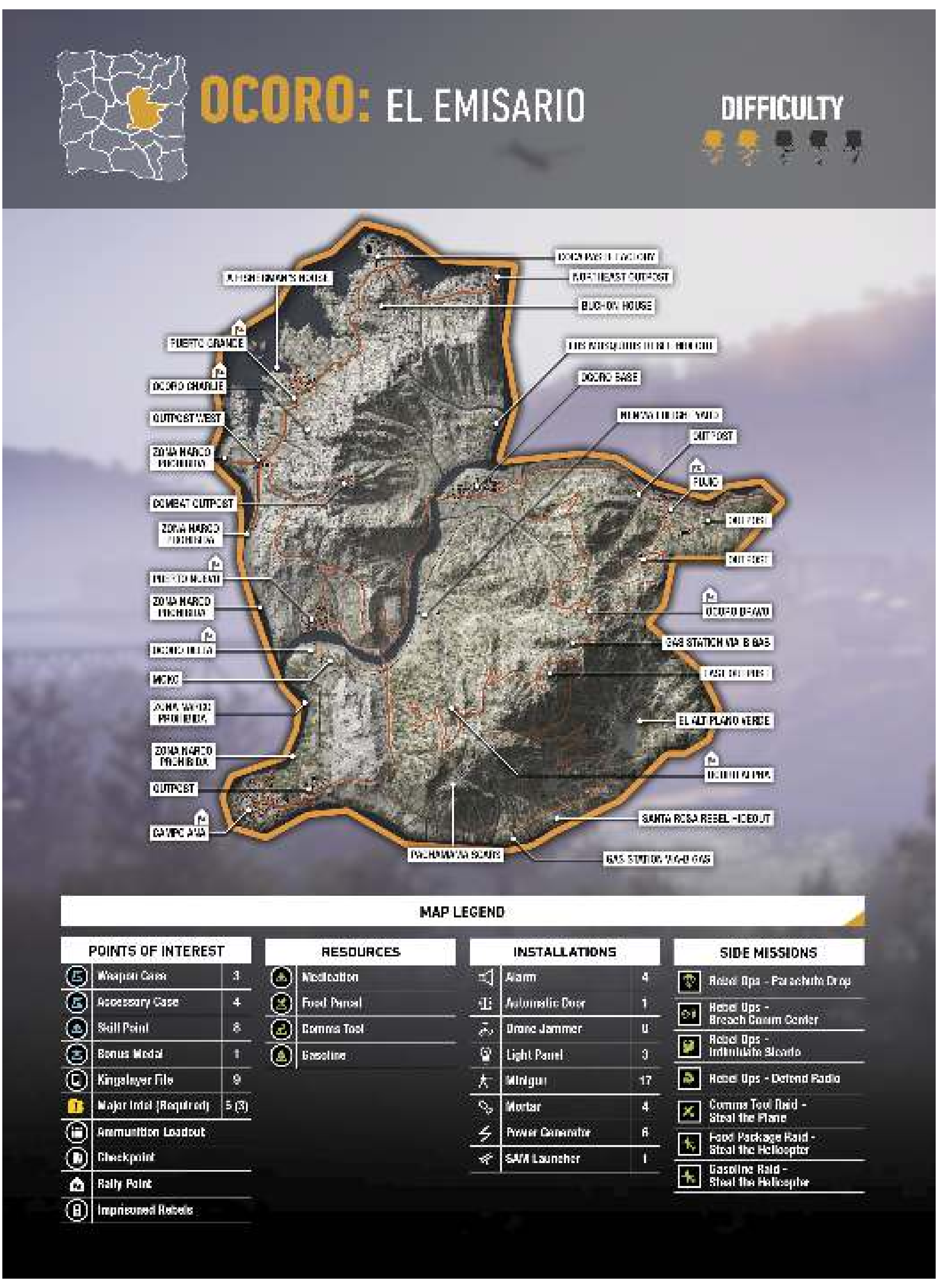


Carefully move up the hill toward Bocca Farm, avoiding or taking out the enemies along the way. Enter the long barn on the north side and collect the file in the right corner.



Ocoro: El Emisario

Ocoro: El Emisario


OCORO: EL EMISARIO
DIFFICULTY
COCA PASTE FACTORY
NORTHEAST OUTPOST
A FISHERMAN'S HOUSE
BUCHON HOUSE
PUERTO GRANDE
OCORO CHARLIE
OCORO BASE
OUTPOST WEST
OUTPOST
ZONA NARCO PROHIBIDA
COMBAT OUTPOST
ZONA NARCO PROHIBIDA
OUTPOST
OUTPOST
PUERTO NUEVO
ZONA NARCO PROHIBIDA
OCORO BRAVO
GAS STATION
OCORO DELTA
ZONA NARCO PROHIBIDA
EL ALTIPLANO VERDE
ZONA NARCO PROHIBIDA
OCORO ALPHA
OUTPOST
SANTA ROSA REBEL HIDEOUT
CAMPO ANA
PACHAMAMA SCARS
GAS STATION
MAP LEGEND

POINTS OF INTEREST	
Weapon Case	3
Accessory Case	4
Skill Point	8
Bonus Medal	1
Kingslayer File	9
Major Intel (Required)	5 (3)
Ammunition Loadout	
Checkpoint	
Rally Point	
Imprisoned Rebels	

RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline

INSTALLATIONS	
Alarm	4
Automatic Door	1
Drone Jammer	0
Light Panel	3
Minigun	17
Mortar	4
Power Generator	6
SAM Launcher	1

SIDE MISSIONS
Rebel Ops - Parachute Drop
Rebel Ops - Breach Comm Center
Rebel Ops - Intimidate Sicario
Rebel Ops - Defend Radio
Comms Tool Raid - Steal the Plane
Food Package Raid - Steal the Helicopter
Gasoline Raid - Steal the Helicopter

Santa Blanca coca paste and cocaine laboratories are concentrated in this agricultural province.

Content	Number in Province
Main Missions	6
Side Missions	8

- **Operation: Production**
- **Chief: El Emisario**
- **Ecosystem: Green Lands**

This province is lined by Rio Habana, Rio Uruqui, and the lake Agua Verde. The water abundance and fertile soil have allowed the development of a rich agriculture.

The human activity is focused on cereal cultures and cattle breeding. There is also fishing in the two rivers.

The capital of this province is the small town of Campo Ana. Built near water, its activity is shared between hunting and cereal cultures. Puerto Grande is the province's second town, built on the rivers of lake Agua Verde; fishing is the main activity. Puerto Nuevo is a small village that focuses on fishing. La Granja is another village dedicated to cattle breeding.

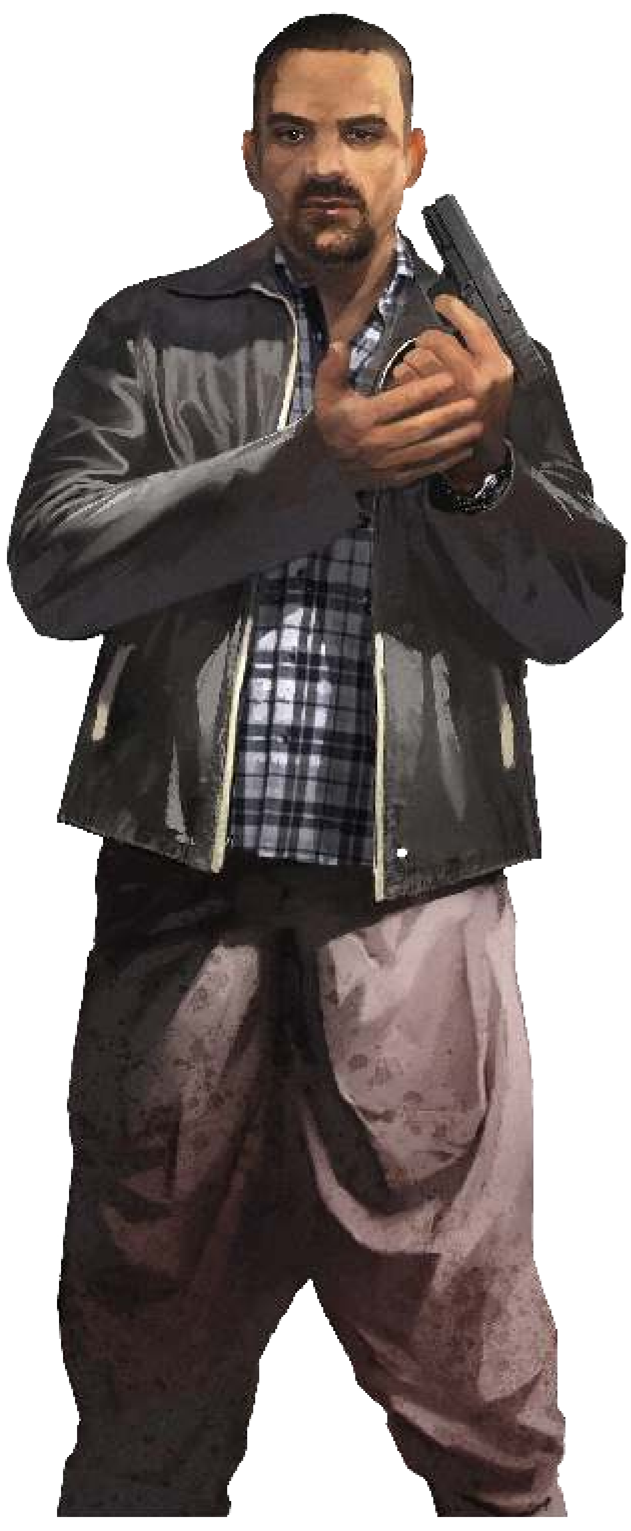
This rural province is quiet, easy to control, and has been chosen by Sueño to settle coca paste and cocaine labs, its most costly infrastructures is in the cocaine production chain.

An old fish factory of Mama Cocha was used to house the main coca paste lab. It is located near the railroad and road crossroads. A large lab was also installed in the slaughterhouse of Rancho Luna, the company that organizes cattle breeding in the province.

The security is carried out by a fluvial outpost near the big lab. The Santa Blanca organizes several patrols on the roads and rivers. Once it is produced, the cocaine is sent by road or ship to Caimanes or Mojocoyo.

Bolivians stay alive by standing aside for the labs and convoys of Santa Blanca.

GONZALO YANA, AKA EL EMISARIO (THE MESSENGER)

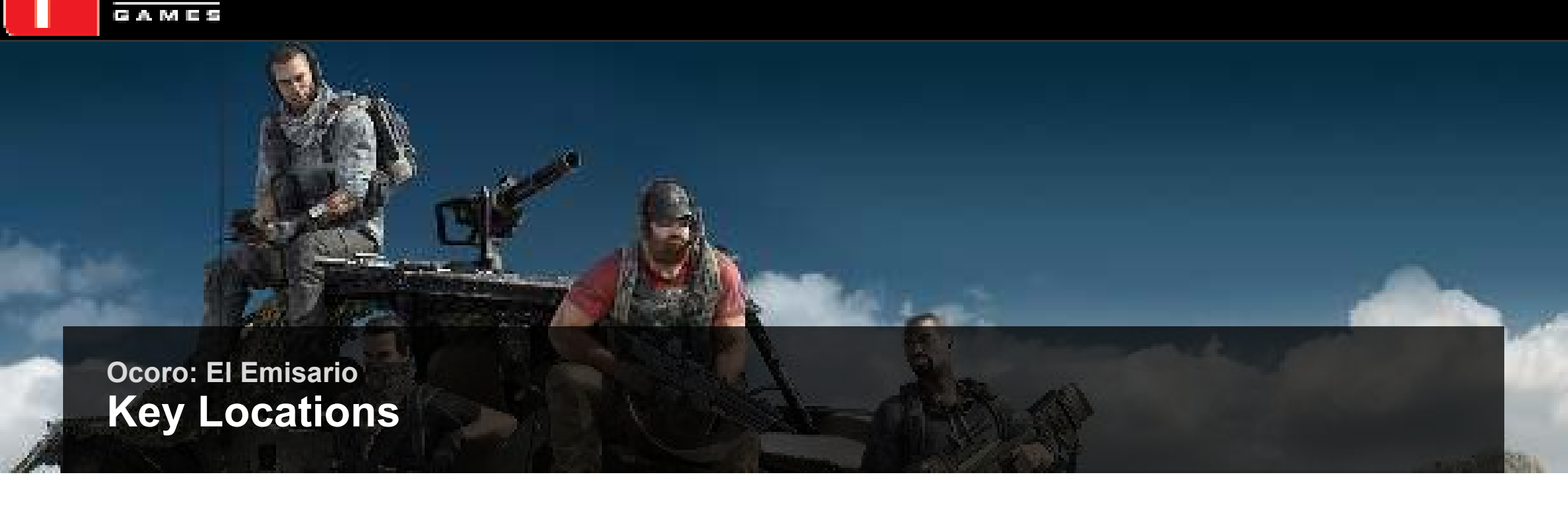


BORN: 19/10/1994 in Bahía Floresta Bolivia

CARTEL POSITION: Production Manager

Gonzalo is a leader of his people and a powerful businessman. He doesn't like the violence and the blood, but he tells himself that it's not his problem. From a traditional Cocaleros Family of the Aymara culture, he believes the coca plant is sacred and if you corrupt it with chemicals the plant will harm you. For them cocaine is not a gift, it is the punishment in disguise, and not their responsibility.

His grandfather, El Yayo, founded the first coca-workers Union back in the '60s. Through the union, his grandpa got control of 80% of the coca leaf production in the country. El Yayo was considered the first Emisario, as he produced coca leaves to sell to the highest bidder. Gonzalo was always by his side growing up, he felt the power and respect the people had for his grandfather. So, when El Yayo started to grow old he passed the torch to Gonzalez because he was the oldest male family member. He knows everything about farming coca and he knows everyone his grandfather does business with. Some of the people he deals with now knew him as a child.



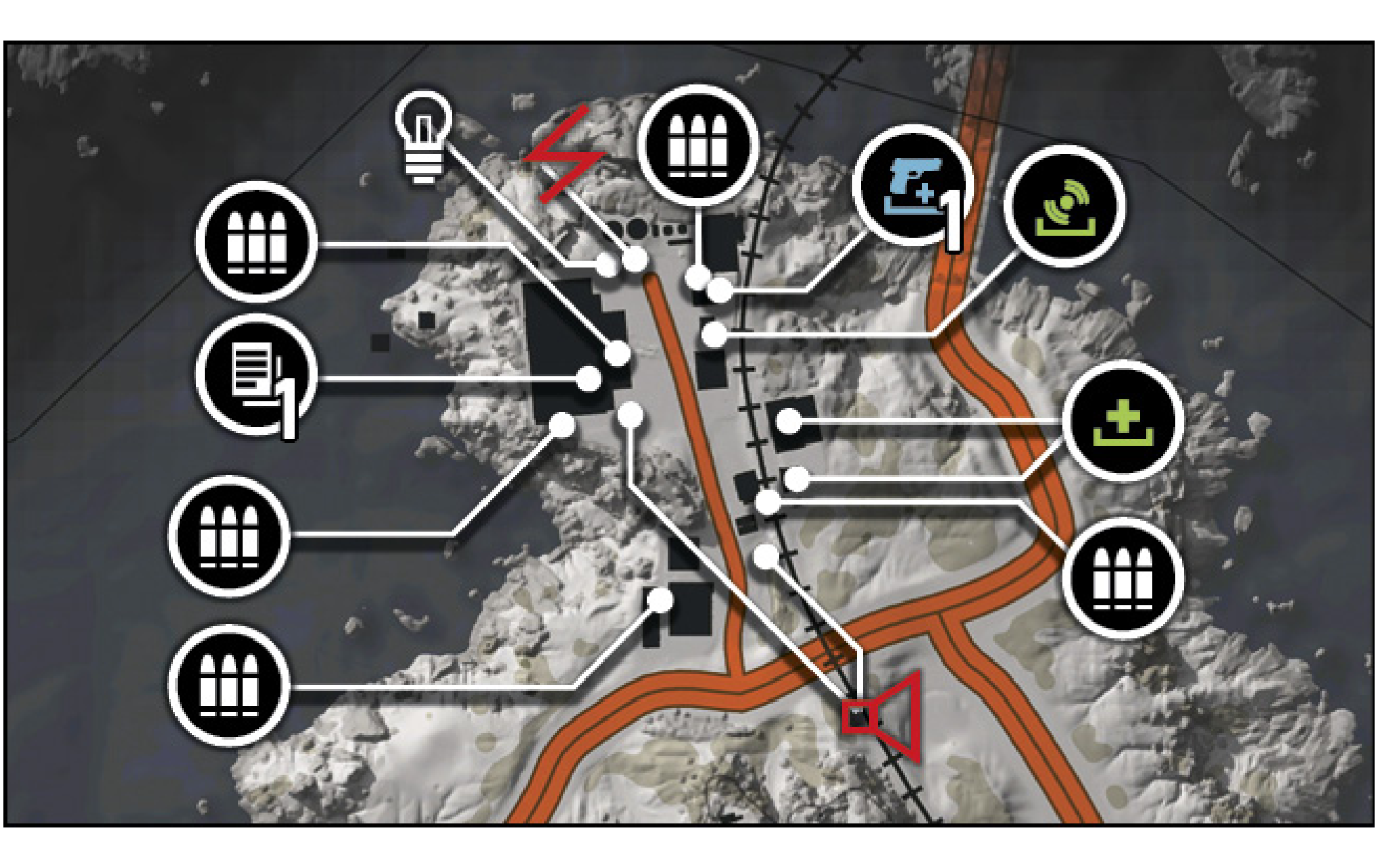
Ocoro: El Emisario

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

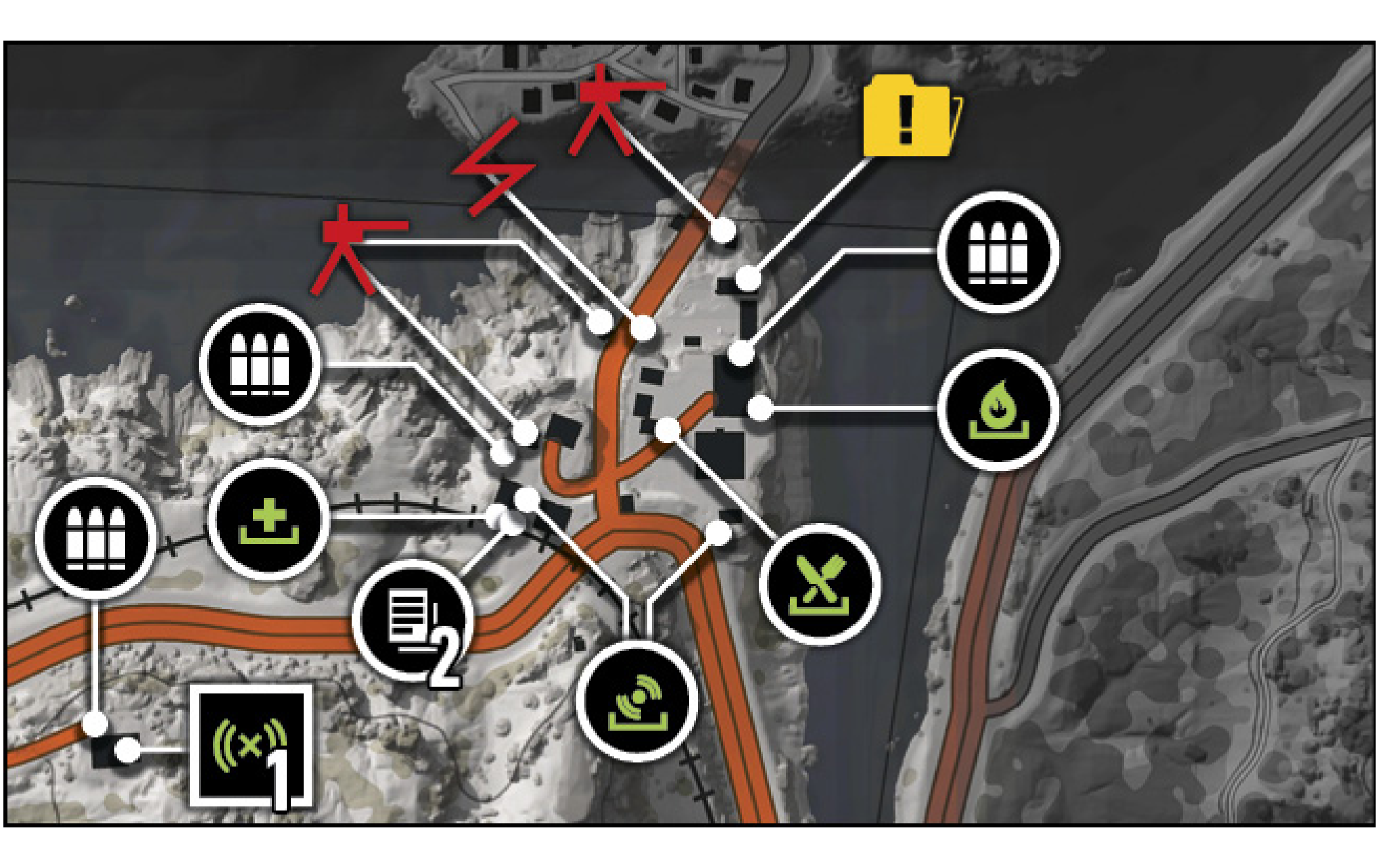
COCA PASTE FACTORY

The cartel's industrial coca paste laboratory.



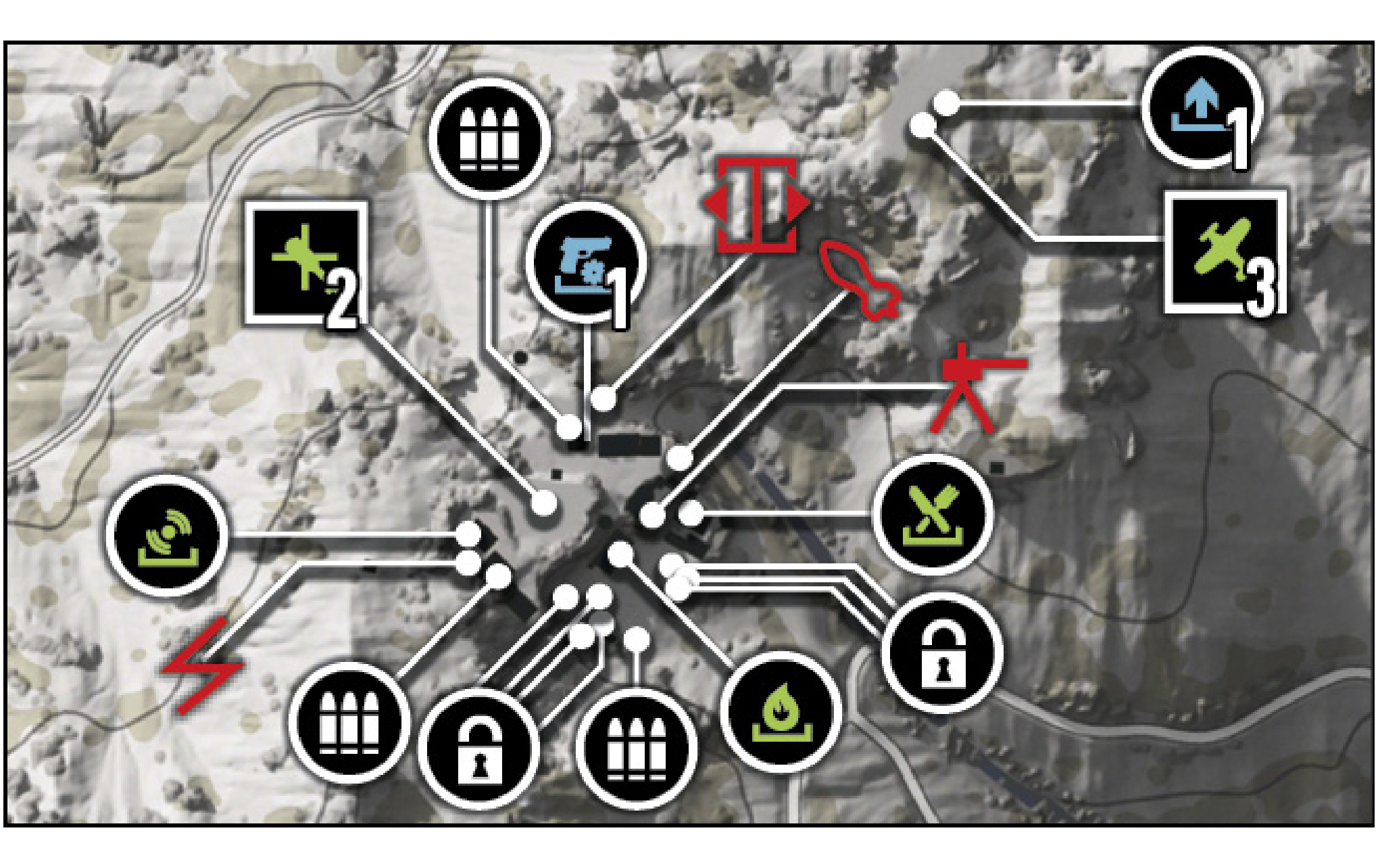
NORTHEAST OUTPOST

Storage for the chemicals used in the lab.



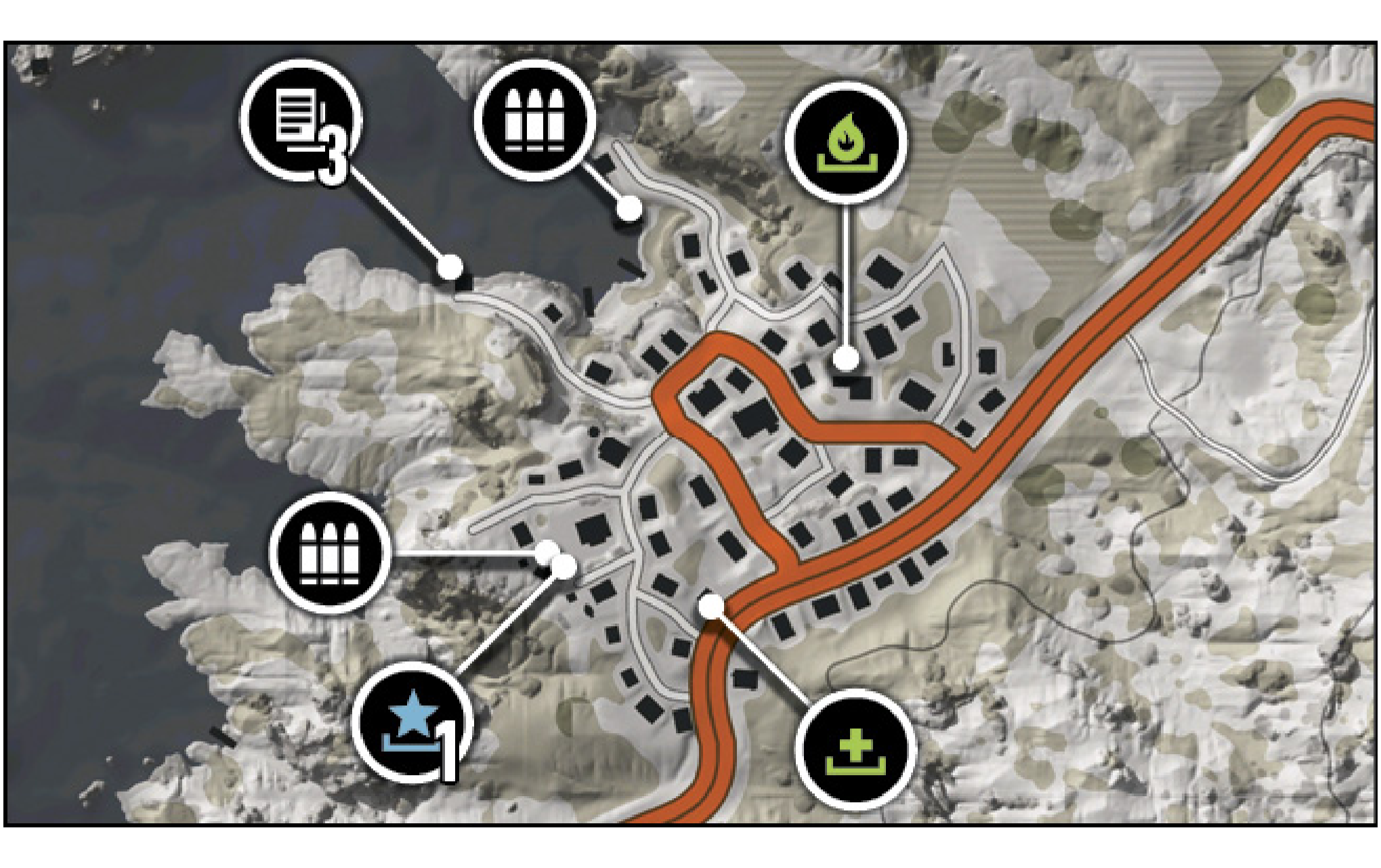
CENTRAL OUTPOST

Captured rebels are imprisoned here.



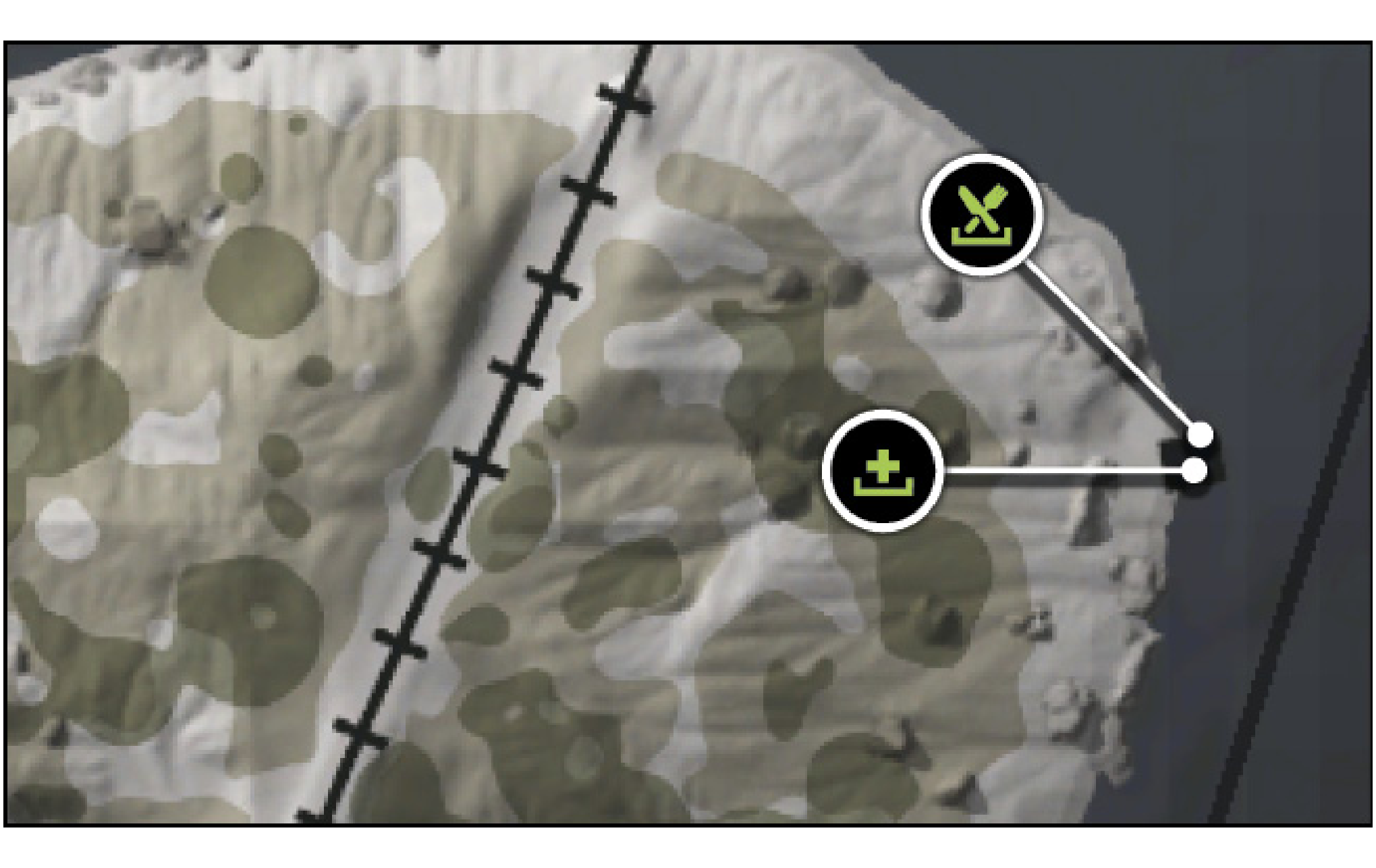
PUERTO GRANDE TOWN

A fishing town occupied by the cartel.



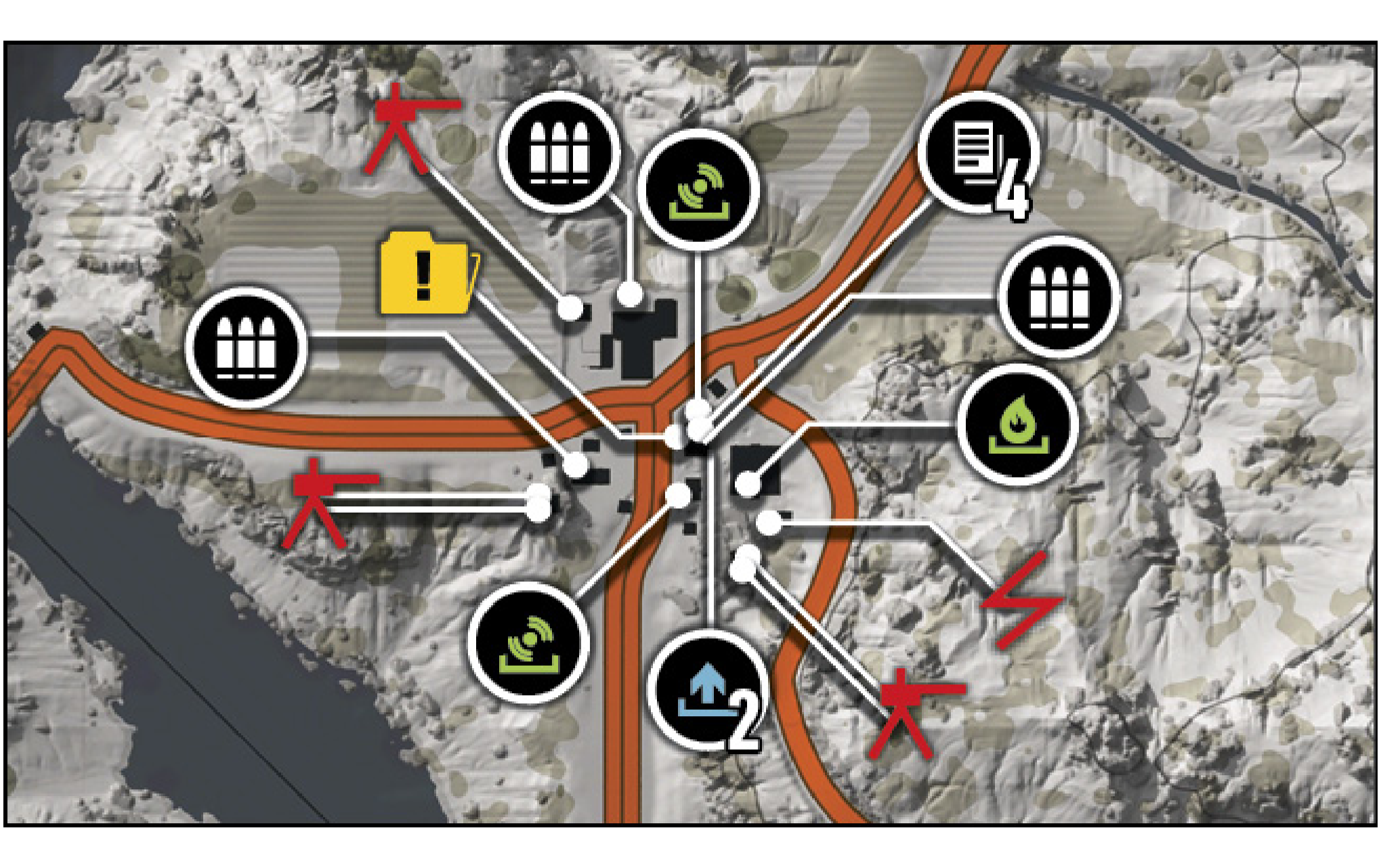
LOS MOSQUITO REBEL HIDEOUT

A rebel hideout now controlled by the hostiles.



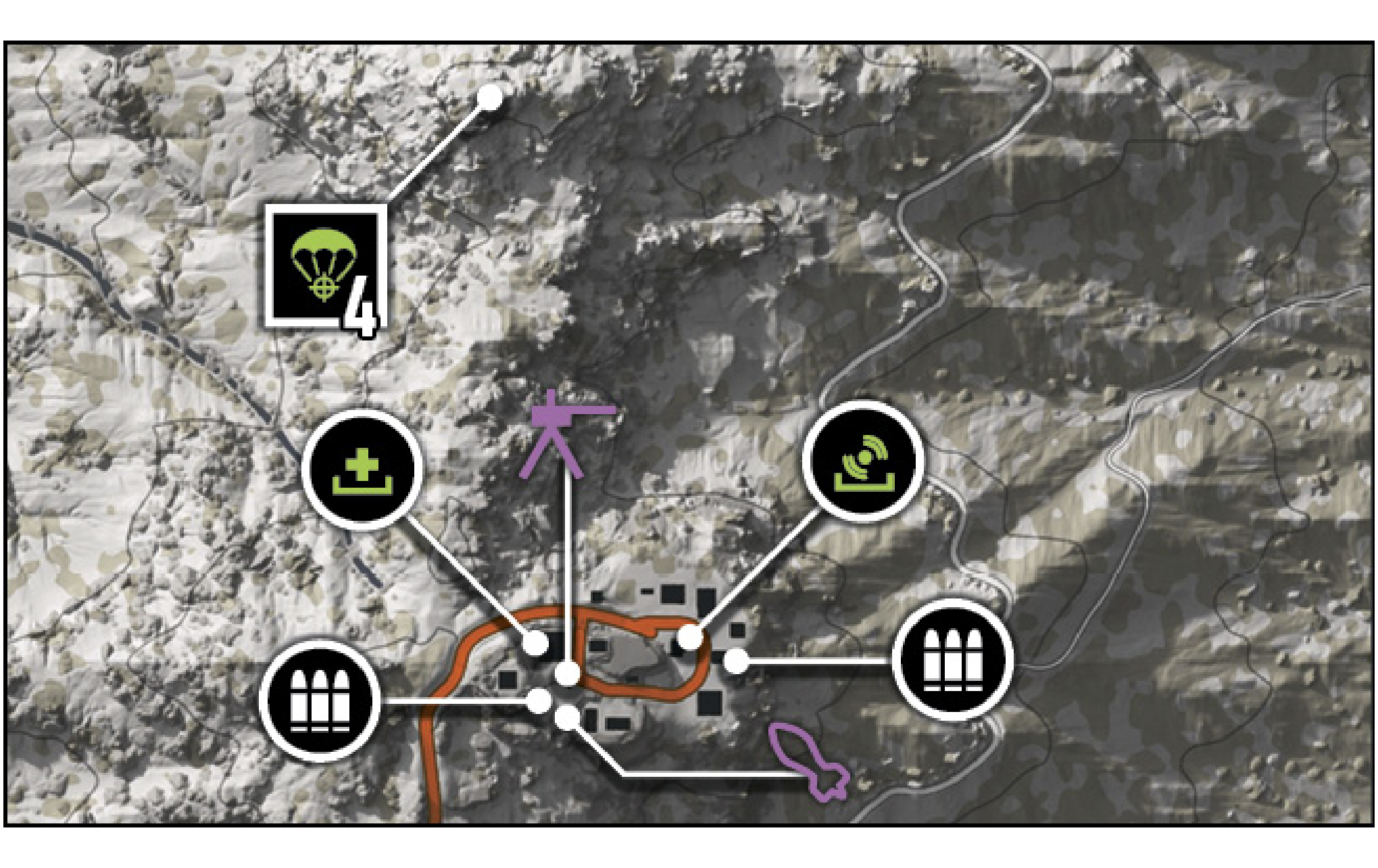
WEST OUTPOST

Keeps watch over Road One.



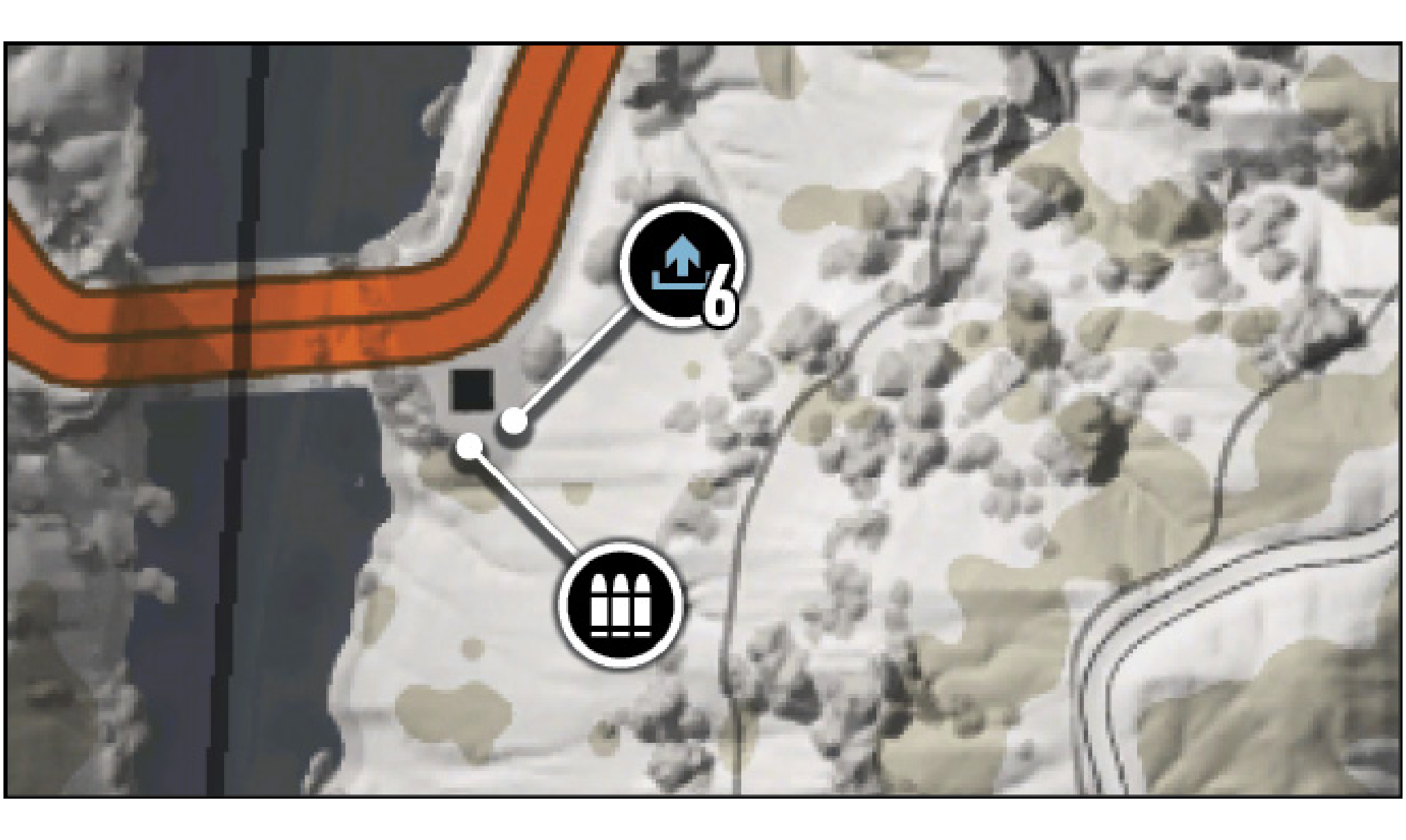
COMBAT OUTPOST

Monitors cocaine production in Ocoro.



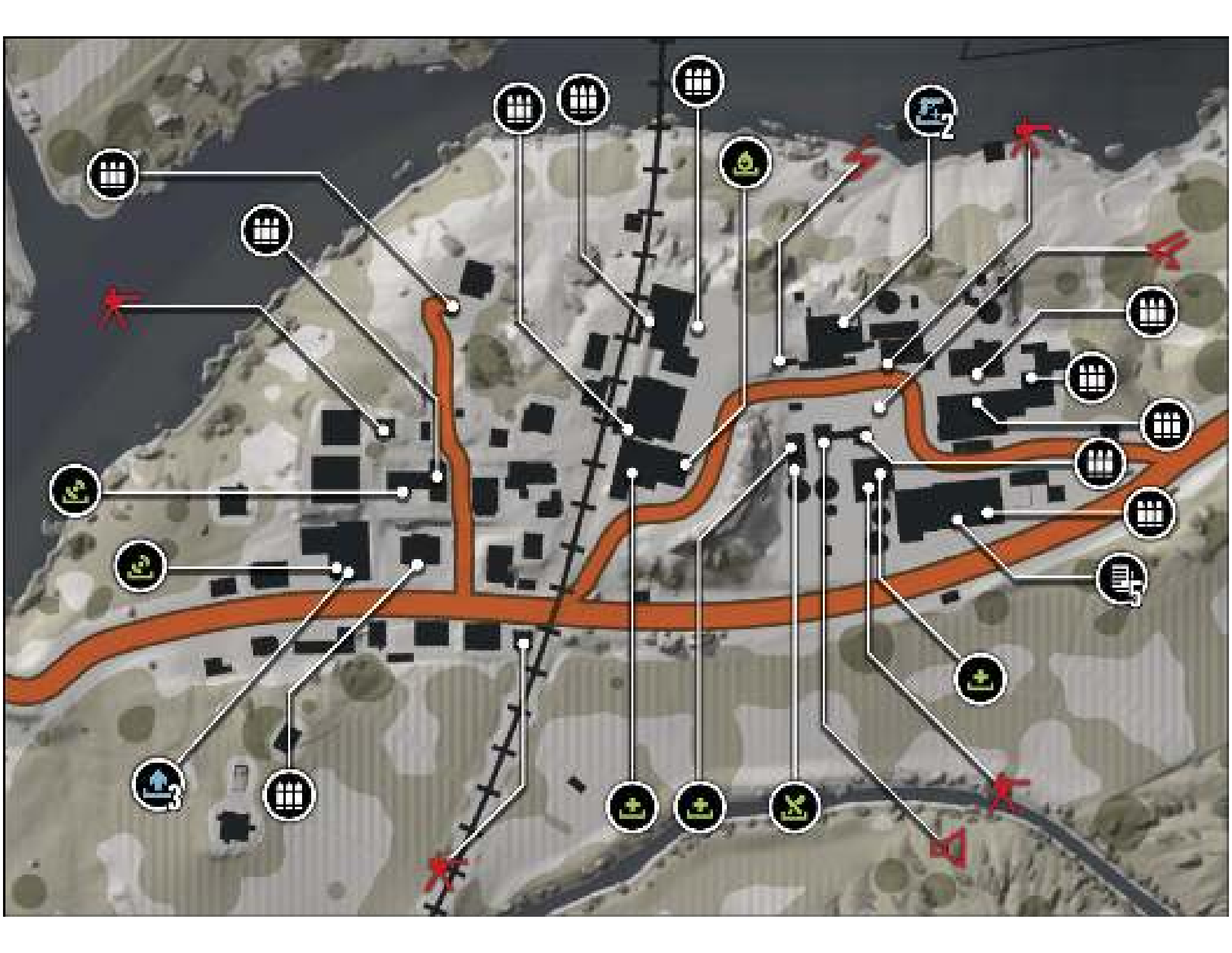
ZONA NARCO PROHIBIDA

Sicarios intercept all rebel intruders from Itacua.



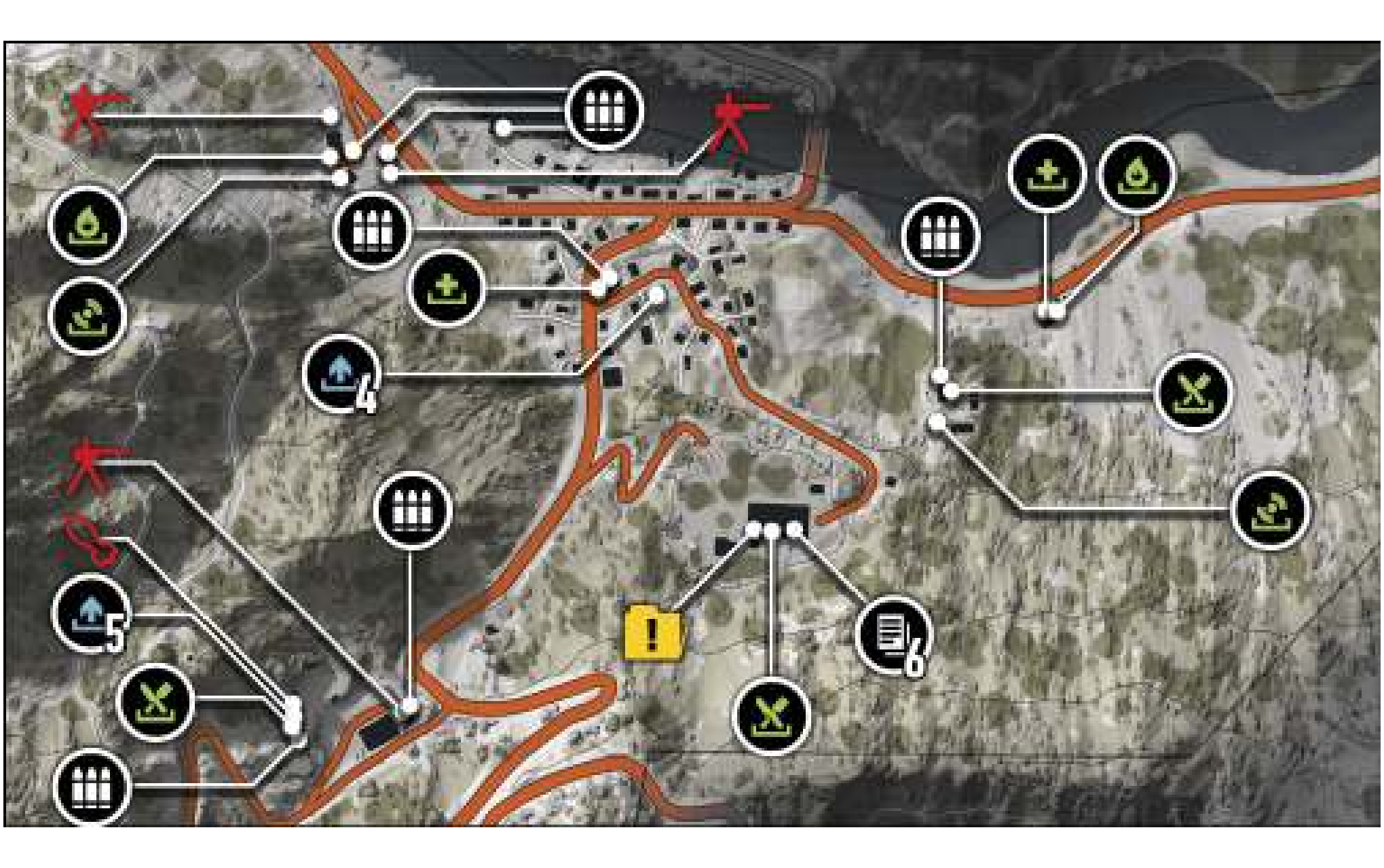
OCORO BASE

The largest cocaine factory ever built.



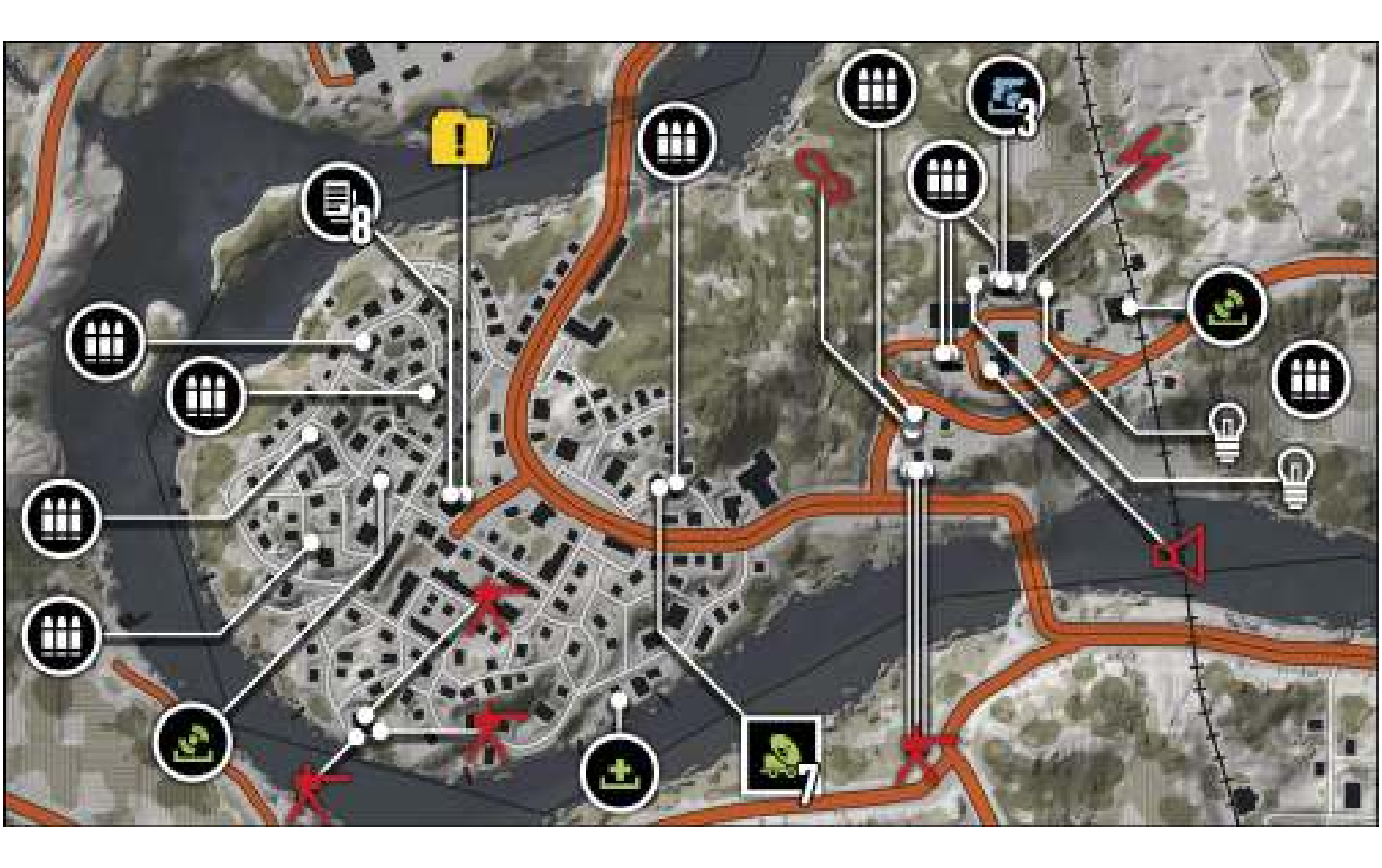
PUJIO

A quiet cow town.



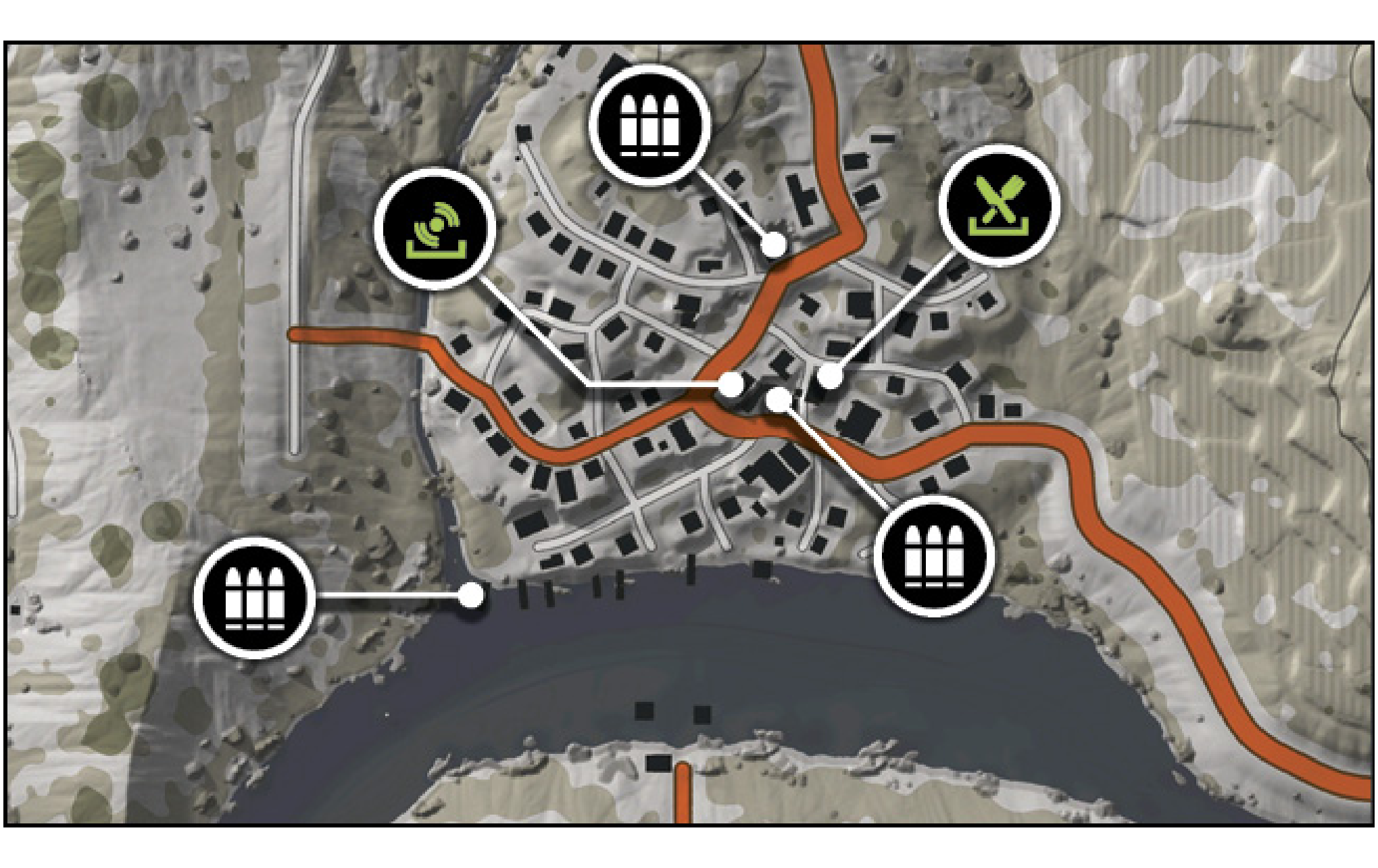
CAMPO ANA

The center of the cocaine-making community.



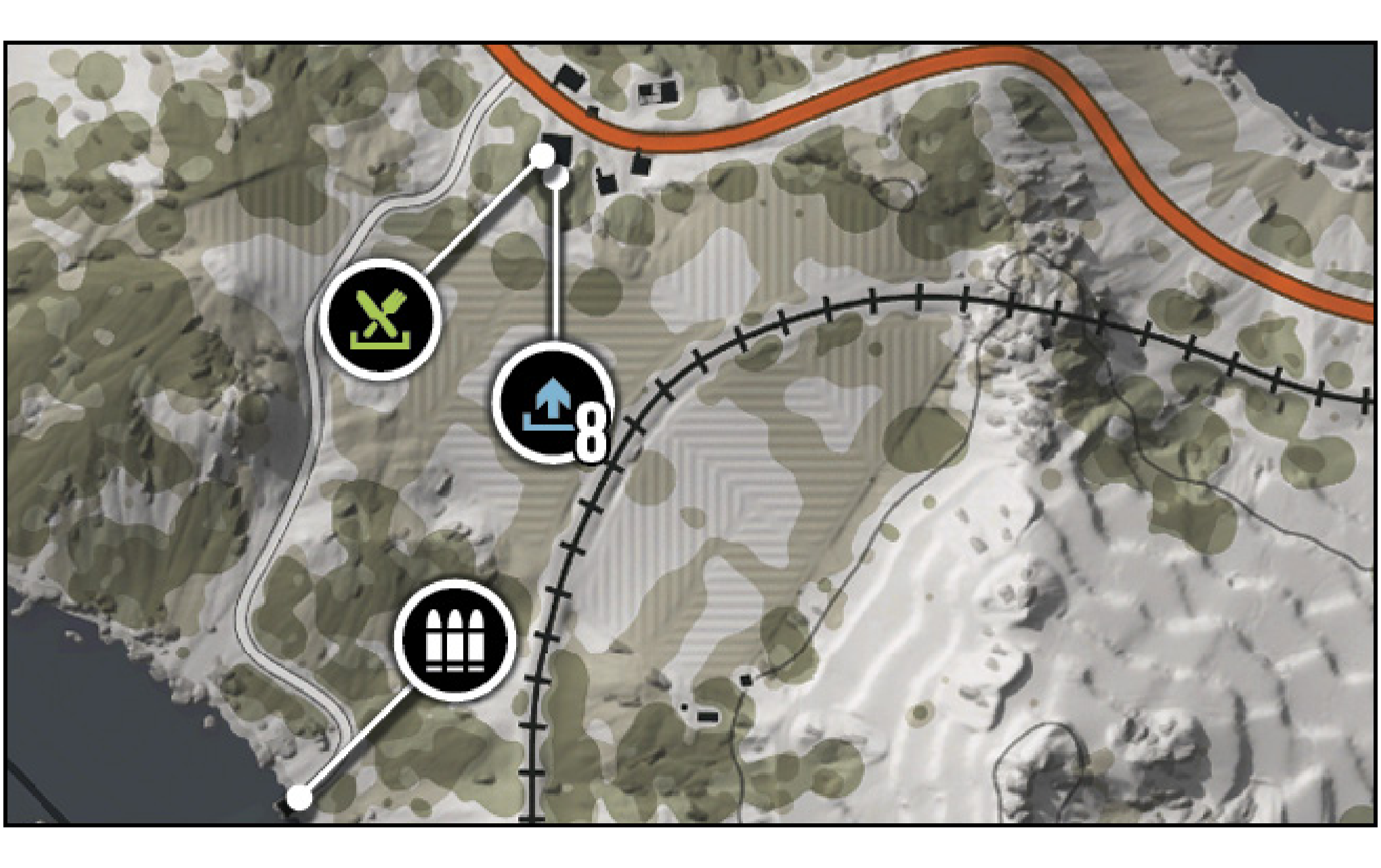
PUERTO NUEVO

A peaceful fishing village.



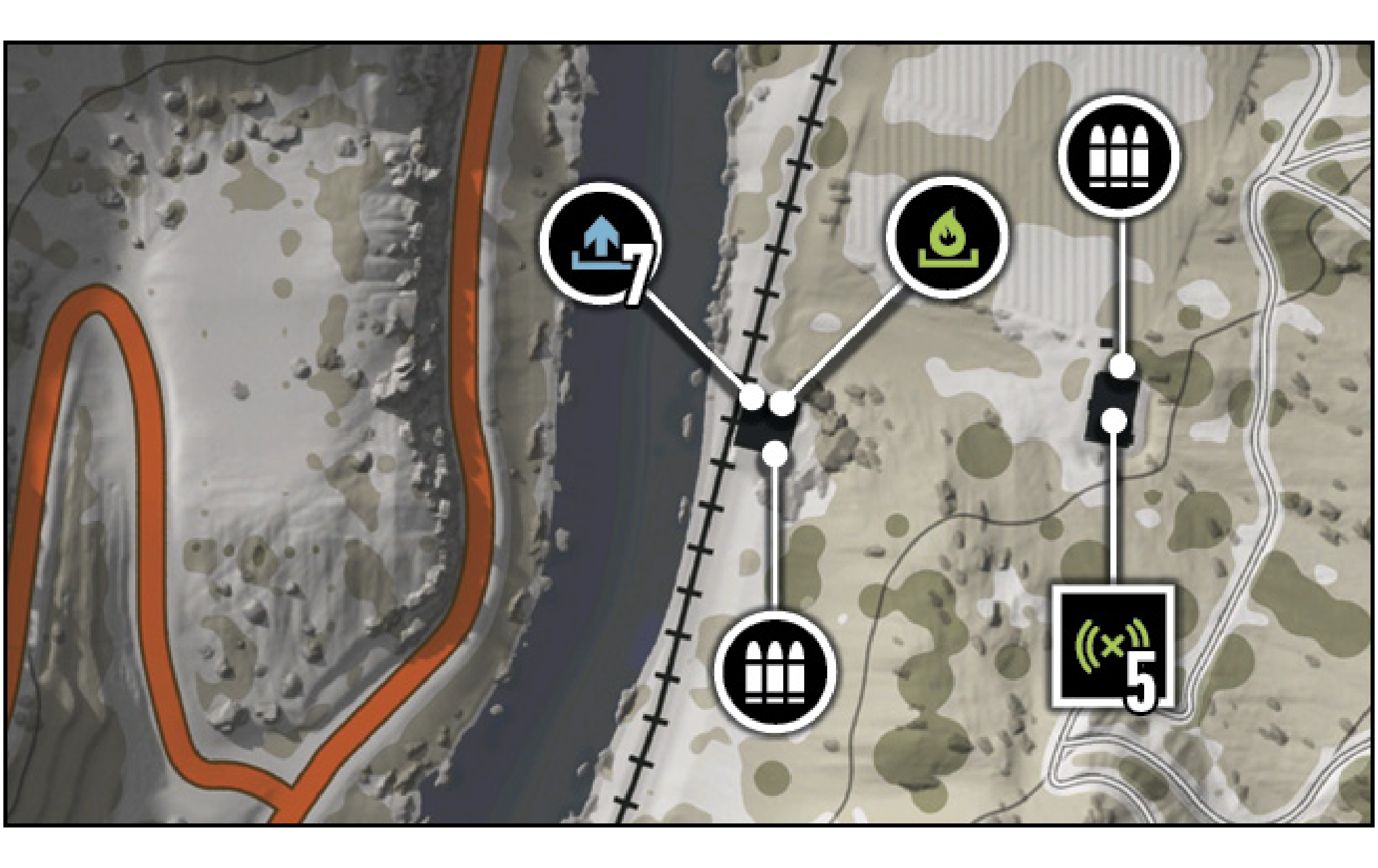
MOKO REBEL HIDEOUT

A rebel hideout now controlled by the hostiles.



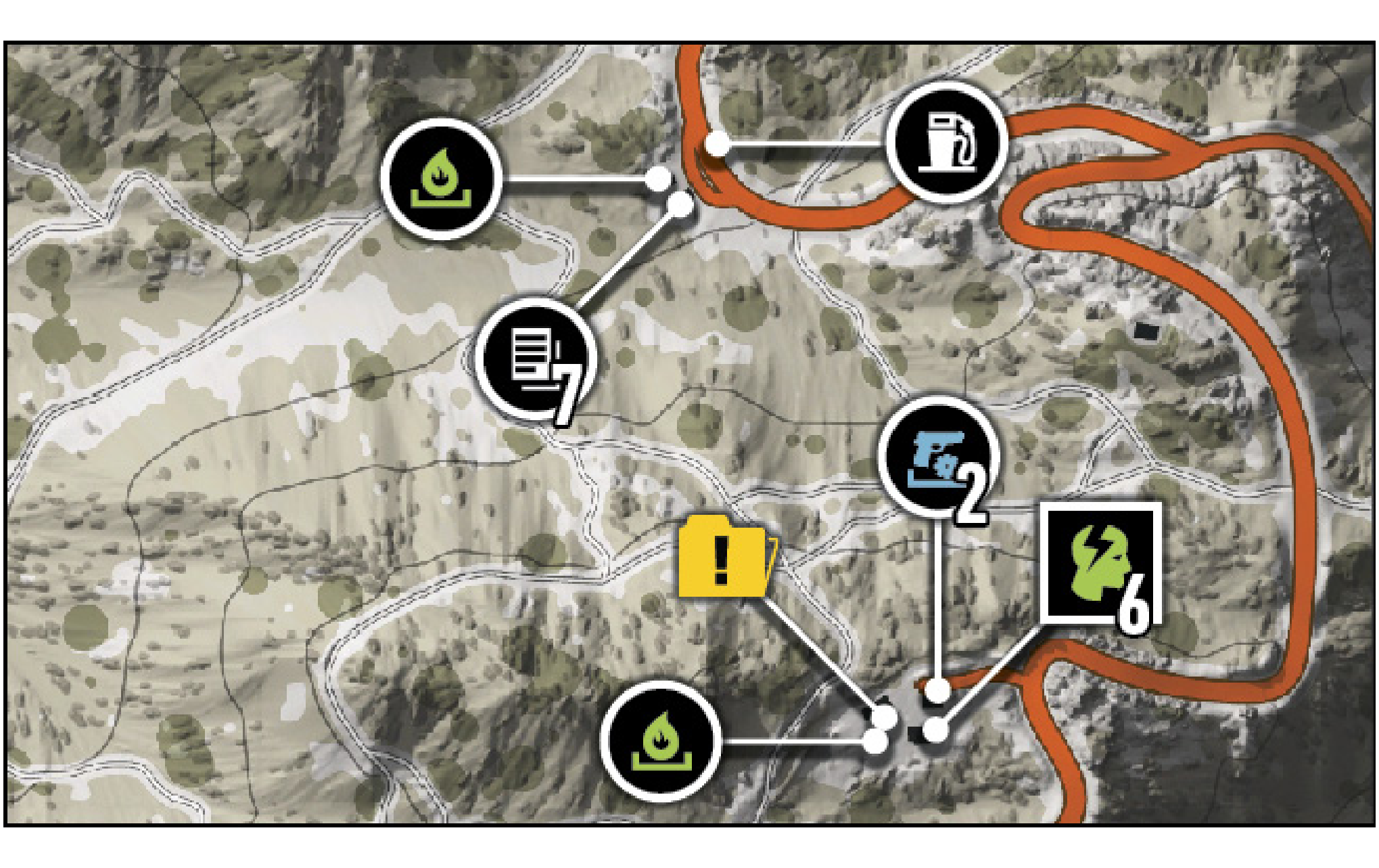
NENMA FREIGHT YARD

A freight yard used to store chemical precursors.



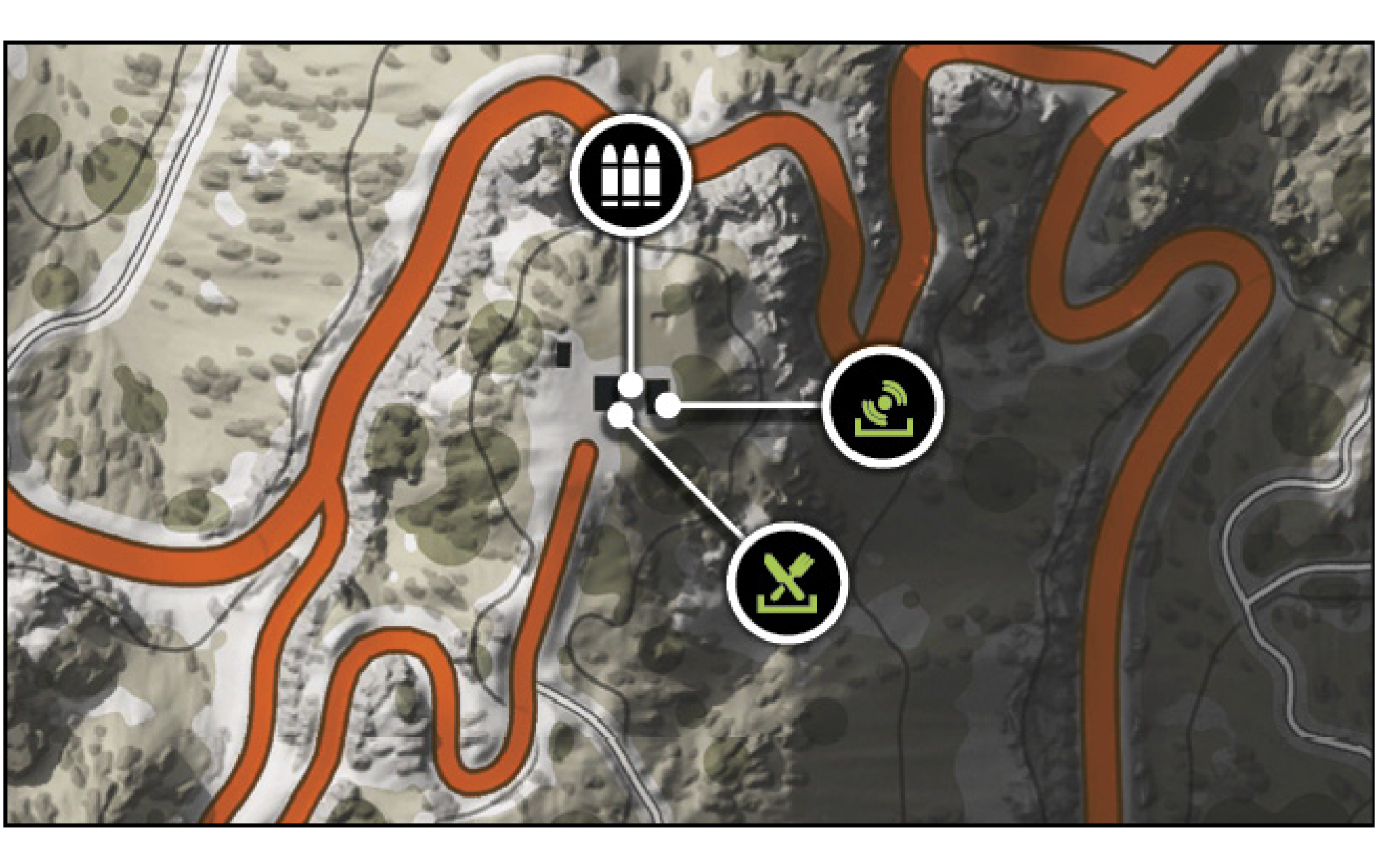
GAS STATION VIA-B GAS

An isolated gas station.



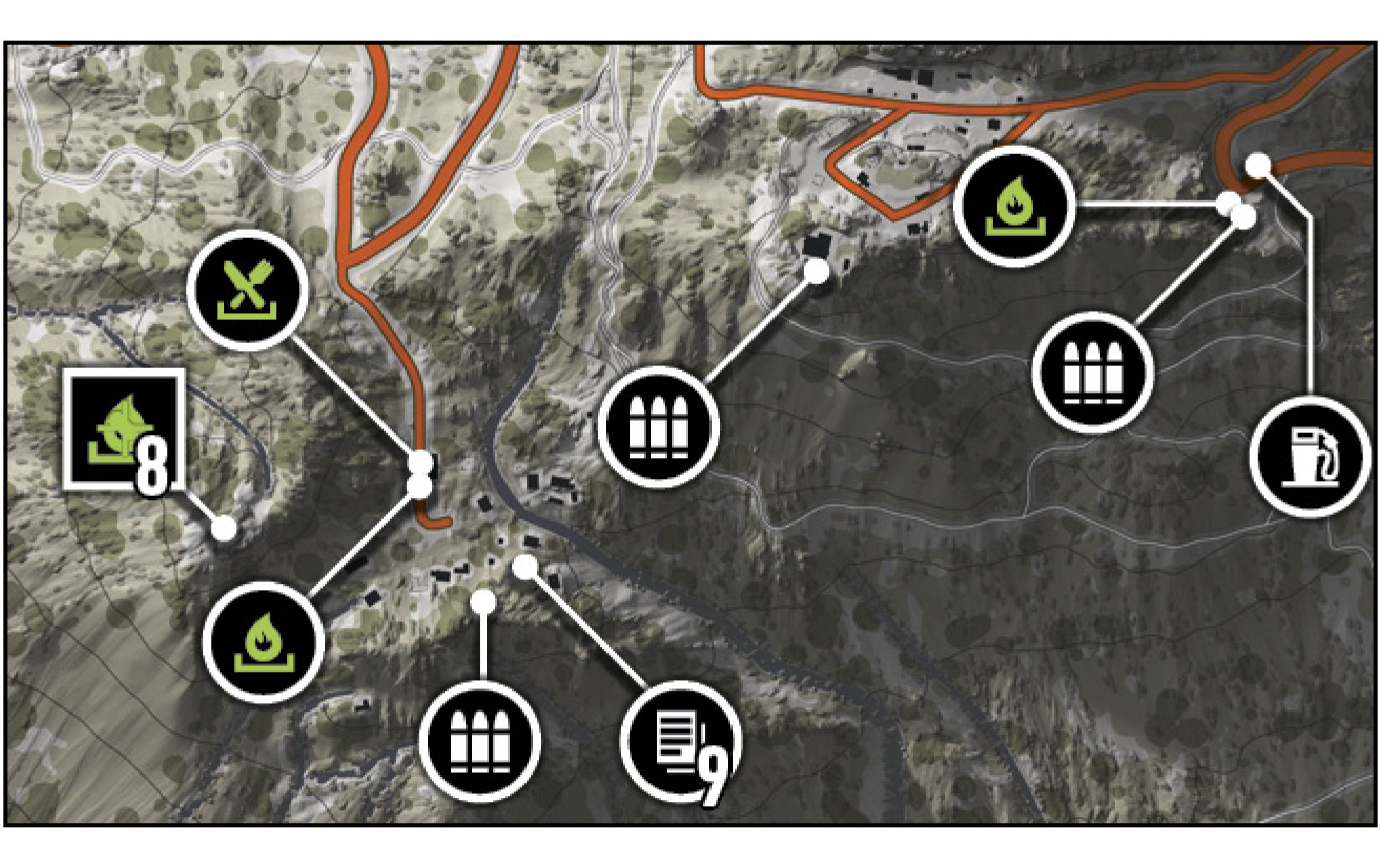
EAST OUTPOST

Guards Pujio South sector.



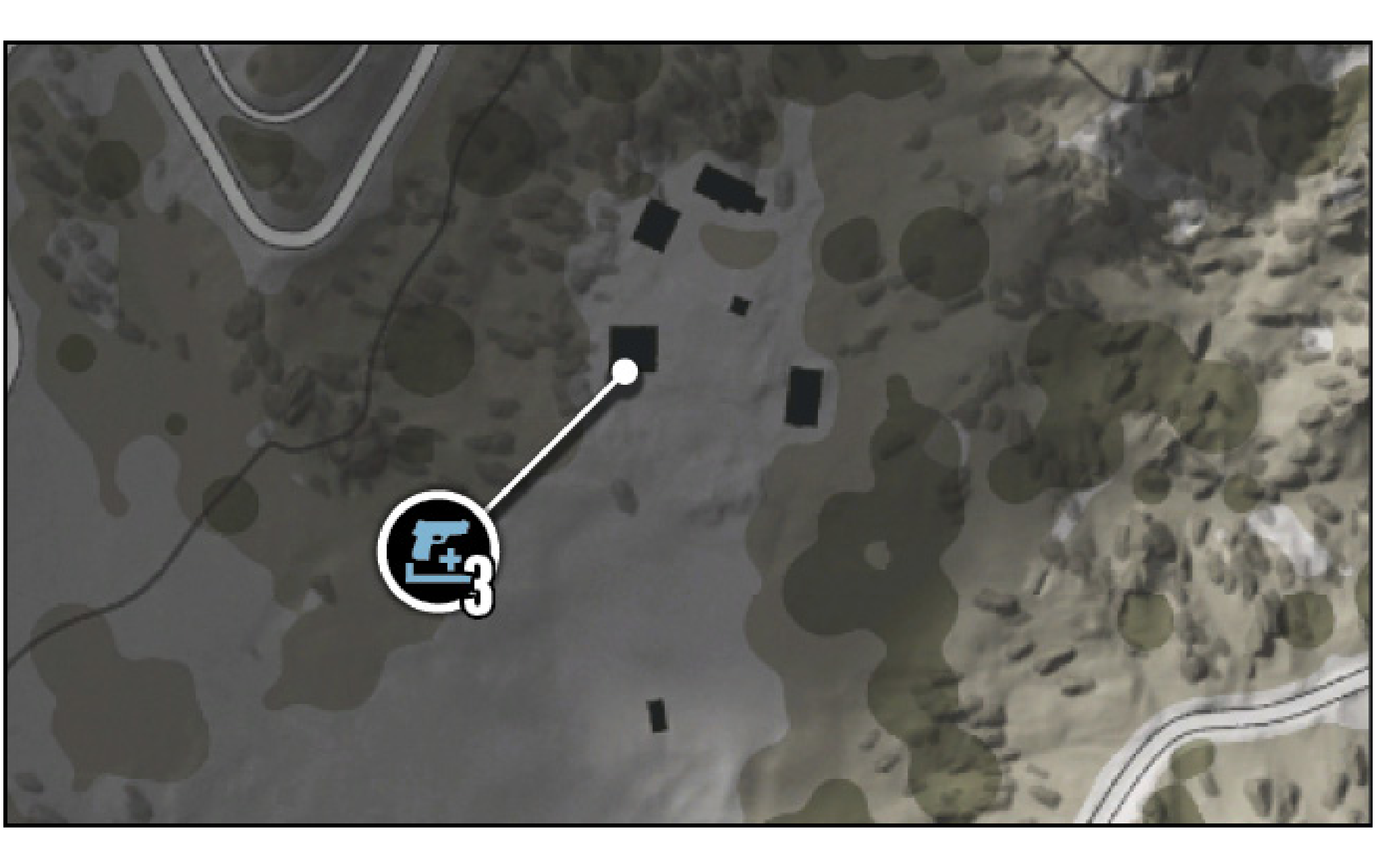
PACHAMAMA SCARS

The earth is poisoned here by the cocaine production.



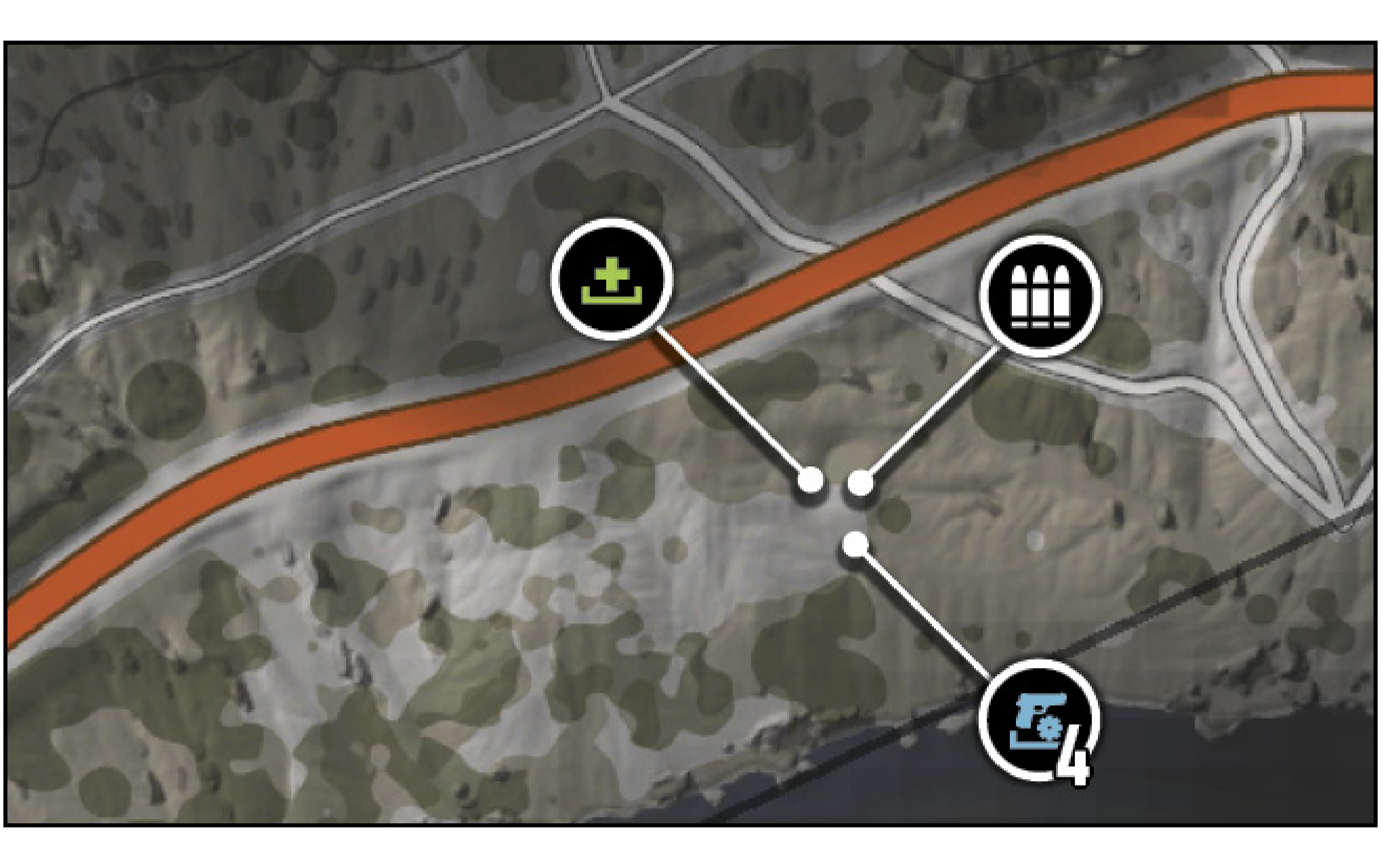
EL ALTIPLANO VERDE RANCH

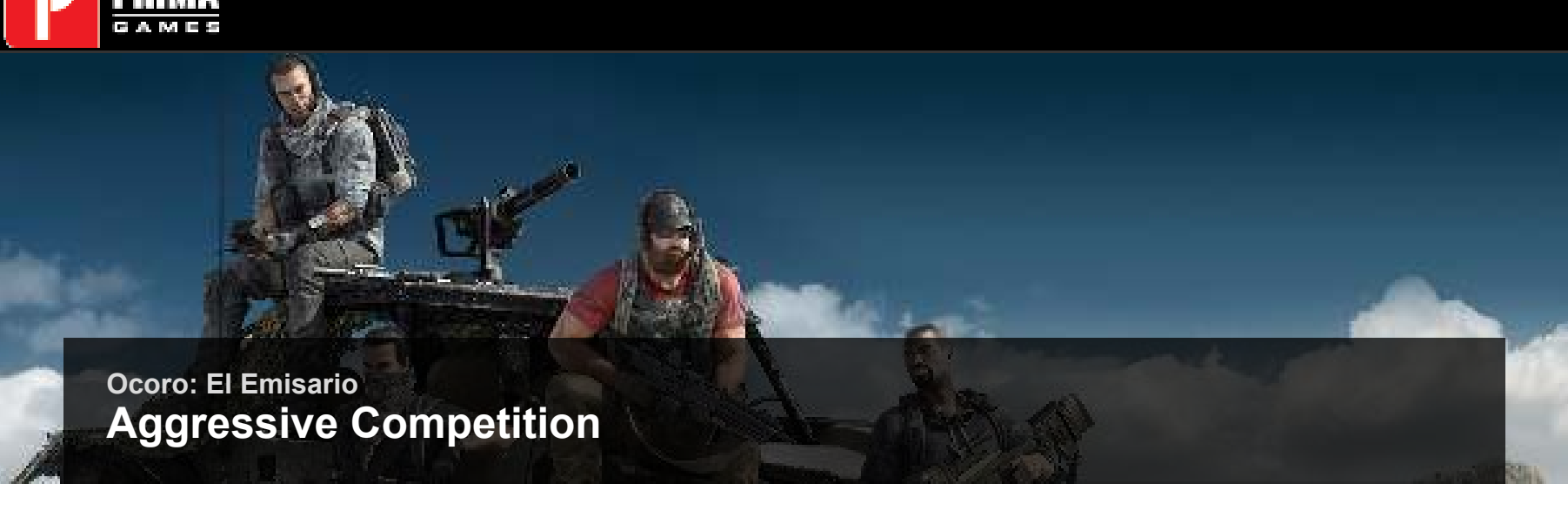
A cattle breeding ranch.



SANTA ROSA REBEL HIDEOUT

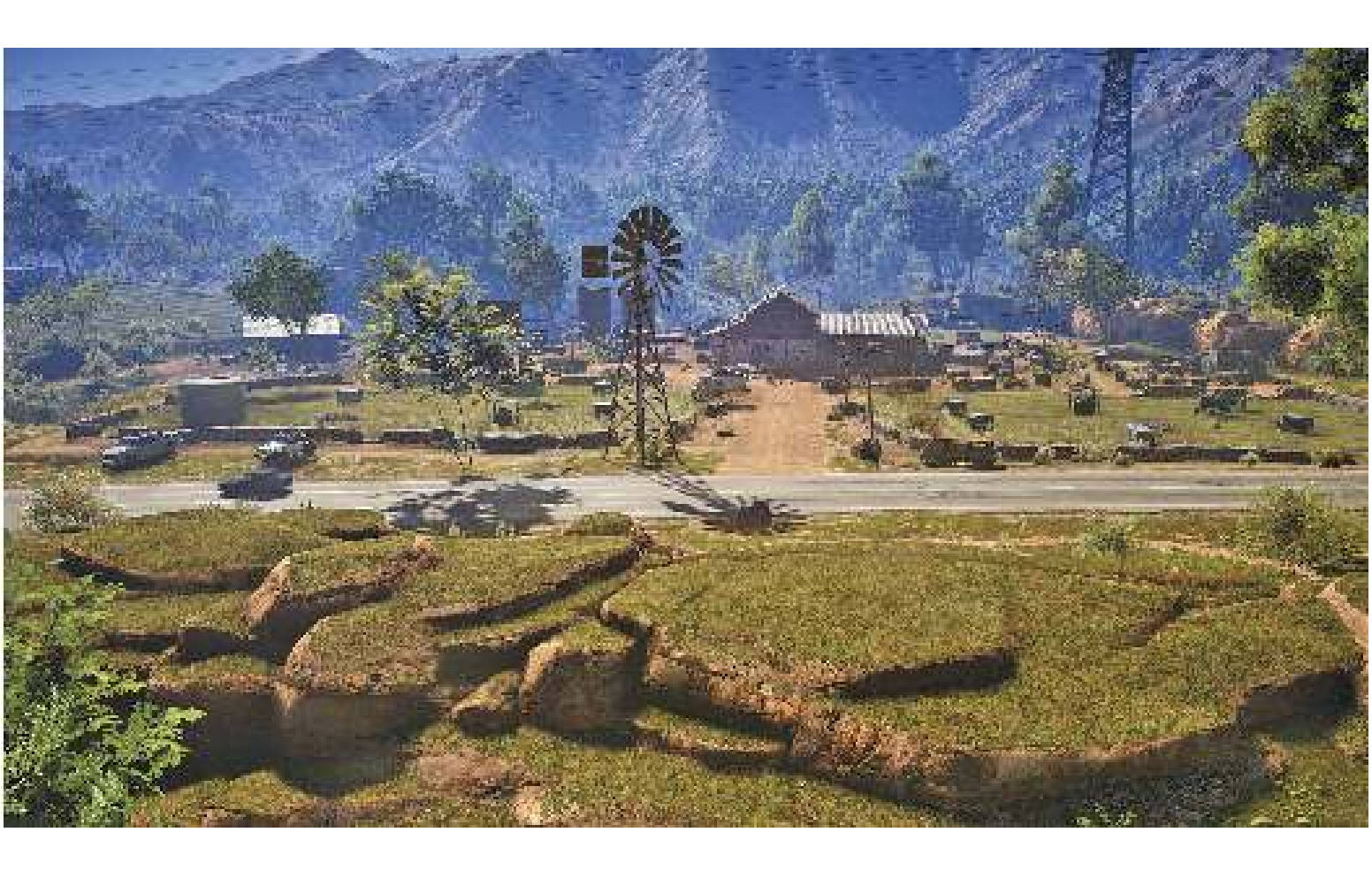
A rebel hideout now controlled by the hostiles.





Ocoro: El Emisario

Aggressive Competition



OBJECTIVES

- **Interrogate El Emisario's assistant**
- **Gain access to the cocaine factory**
- **Stop the cocaine production line**
- **Destroy the cocaine stocks**

LOCATIONS

- **Convoy (Near Ocoro Alpha)**
- **Ocoro Base (Cocaine Factory)**

REWARDS

- **+ 350 XP**

BRIEF

Ocoro's primary cocaine lab is located inside a former slaughterhouse. Access to the lab requires a key code only known to El Emisario's assistant. Find the assistant, obtain the key code, then enter the lab and sabotage it.

MISSION ACCESS

Acquire Major Intel in Ocoro Province to access this Mission. You can also unlock this mission by proximity.

CONVOY: AN ASSIST FROM EL EMISARIO'S MINION

Begin your mission in the southern Ocoro mountains, where Emisario's assistant is under heavy guard in a three-vehicle convoy traveling the treacherous roads close to rally point Ocoro Alpha. Your usual convoy-stopping plans are recommended here.

MOST RECON: DRONES AND STEALTH

The recon data shown below pre-supposes you understand the basics of infiltrating an area, using your Drone to tag enemies, and scouting areas so all your team can view where each threat lies.

ASSISTANT'S CONVOY: RECON

This convoy is traveling along the mountainside roads of south Ocoro province, and there is no fixed location for a takedown. You are encouraged to utilize a recon chopper to check the direction the convoy is moving in, while the remaining members of your team set up a vehicle-based barricade and ambush point, usually at a switchback corner in the road, or an area where the enemy will find it difficult to maneuver to escape. The convoy is comprised of a lead pickup, an armored SUV with the assistant in it, and a second rear pickup. Each pickup has two cartel foes, while the SUV has the assistant and a driver.

ASSISTANT'S CONVOY: TACTICAL ADVICE

SOLO: A vehicular barricade along the route the convoy is taking is a good way to slow down the enemy, providing you have enough time to set it up, and find cover on the side of the road to tag the drivers of each vehicle as they slow down. Make the driver of the assistant's SUV your primary target, so he doesn't escape (though the assistant can take the wheel). Grenades and other explosives are okay for the pickups, but you need the assistant alive, not smoking in a burned-out SUV shell.

Usually, after the cartel thugs are taken care of, the SUV takes off on its own with the assistant at the wheel, so have a vehicle ready to pursue. Simply ram it off the road until it crashes or overturns. Grab the fleeing assistant (he has no weaponry to worry about) and interrogate him until you obtain the code for the

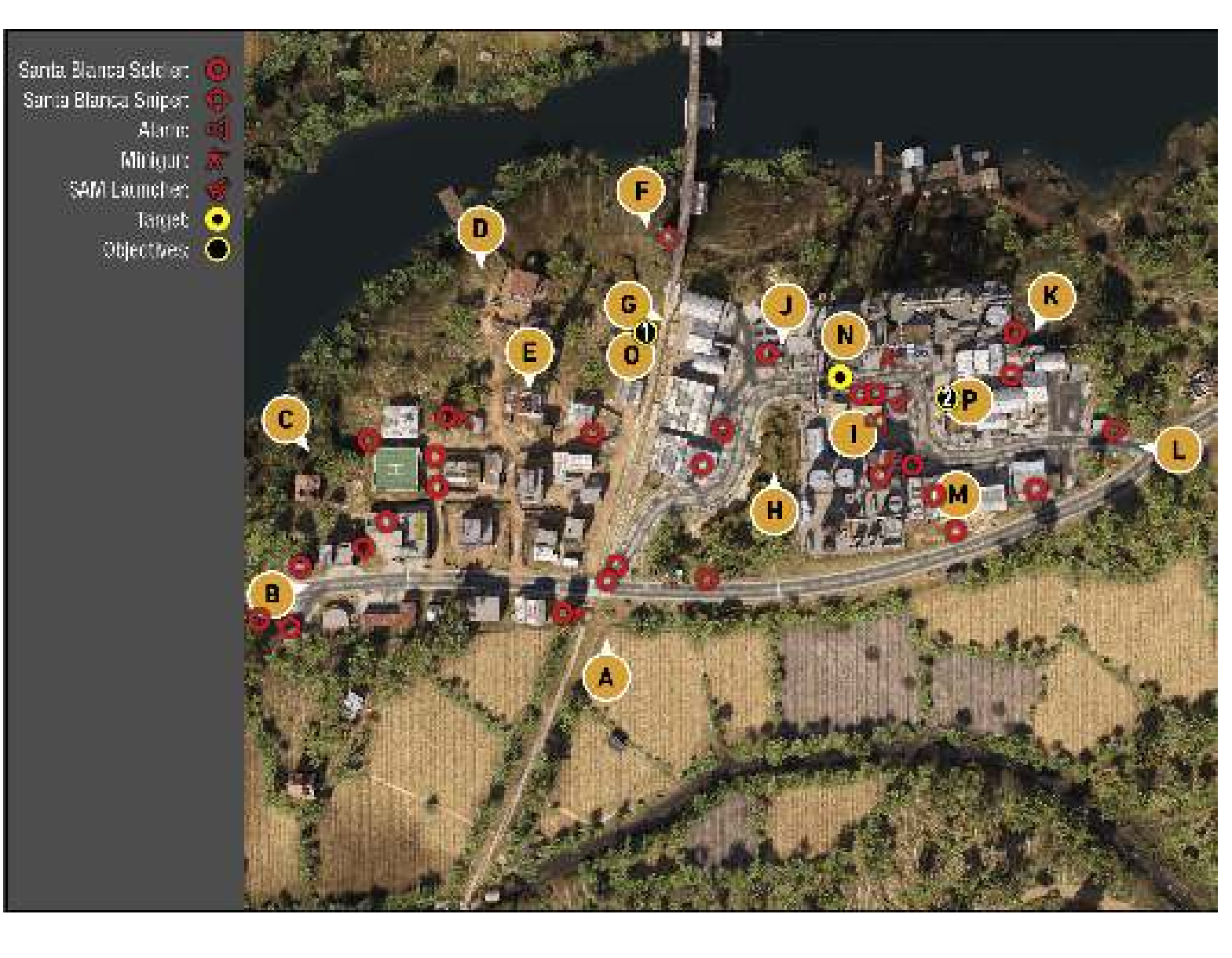
cocaine factory.

CO-OP: With three other Ghosts independently helping your cause, feel free to each take a vehicle, and have one concentrate on neutralizing the front pickup, one the rear pickup, and two on the SUV itself. A mixture of precision driving, and ramming the foes off the road (excellent at this altitude and with this precarious a road) is another method, if barricades and stationary ambushes aren't your thing.

GET IN, RUN AROUND, AND BREAK STUFF. COPY THAT!

You're about to assault the main cocaine lab in Ocoro province. There are close to 30 hostiles to worry about, a number of buildings they (and you) can hide in and around, and an entire settlement on the western side of the railroad tracks. Utilize extreme caution when approaching, and approach from a direction the enemy won't be expecting.

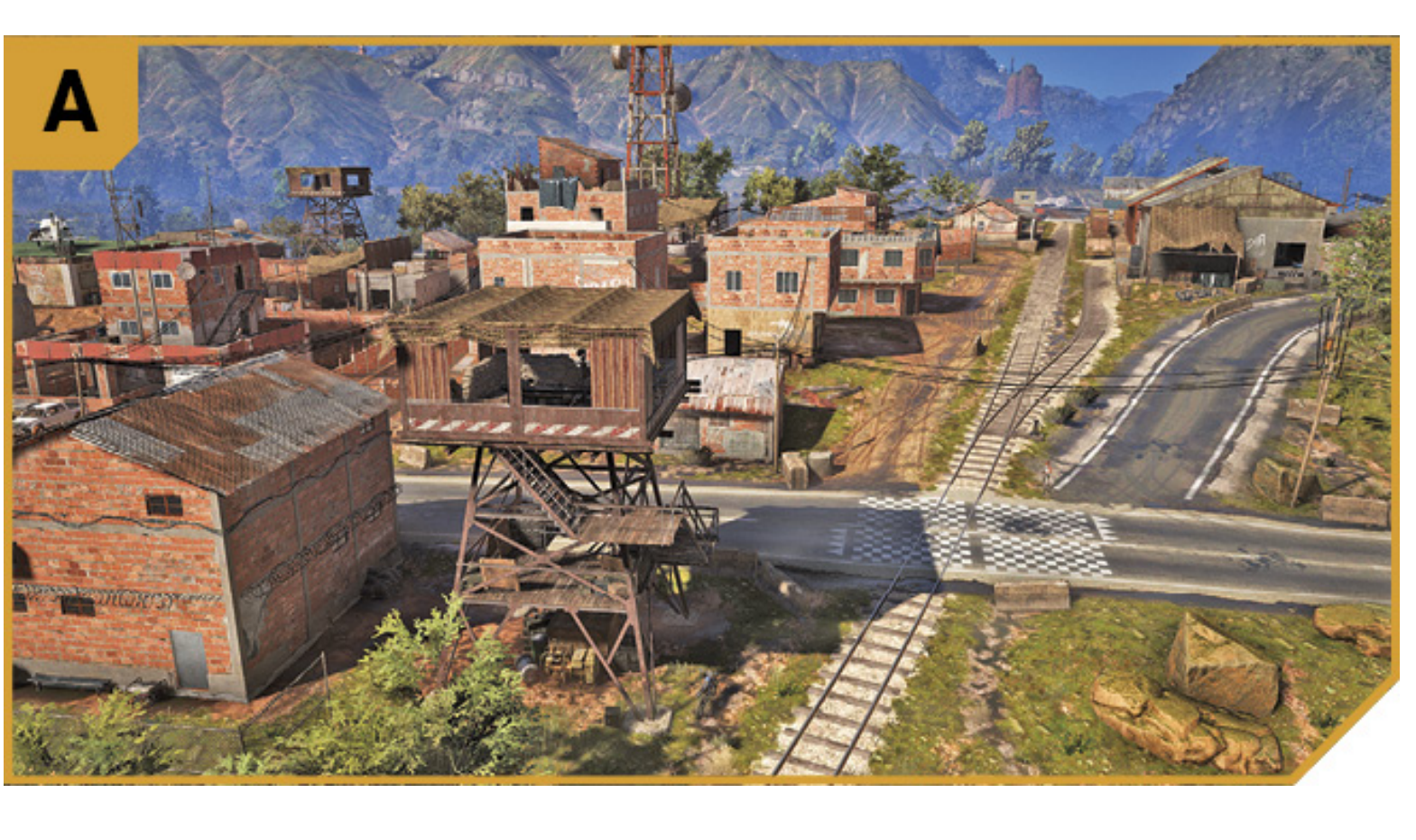
OCORO BASE: RECON



TACMAP

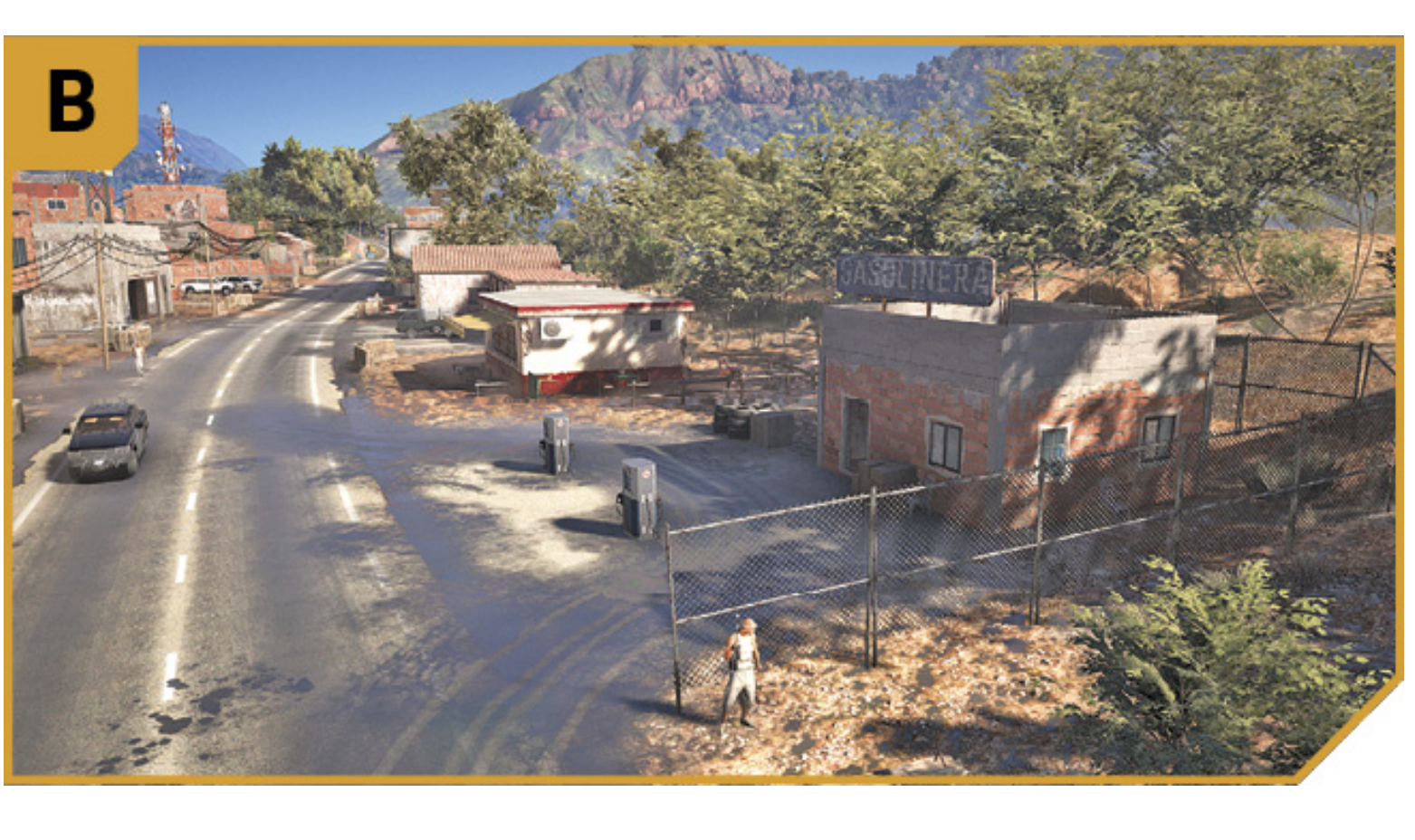
Separate the cocaine factory (east) from the brick warehouses and settlement (west), bisected by the railroad tracks. Though enemies can cross these areas, and there's an additional objective just over the railroad tracks once the factory is sabotaged, you have the option to clear out all foes, or make a minimal presence felt. Beware the mounted guns and SAM capabilities of the forces here.

MAIN ROAD AND RAILROAD (SOUTH-CENTRAL)



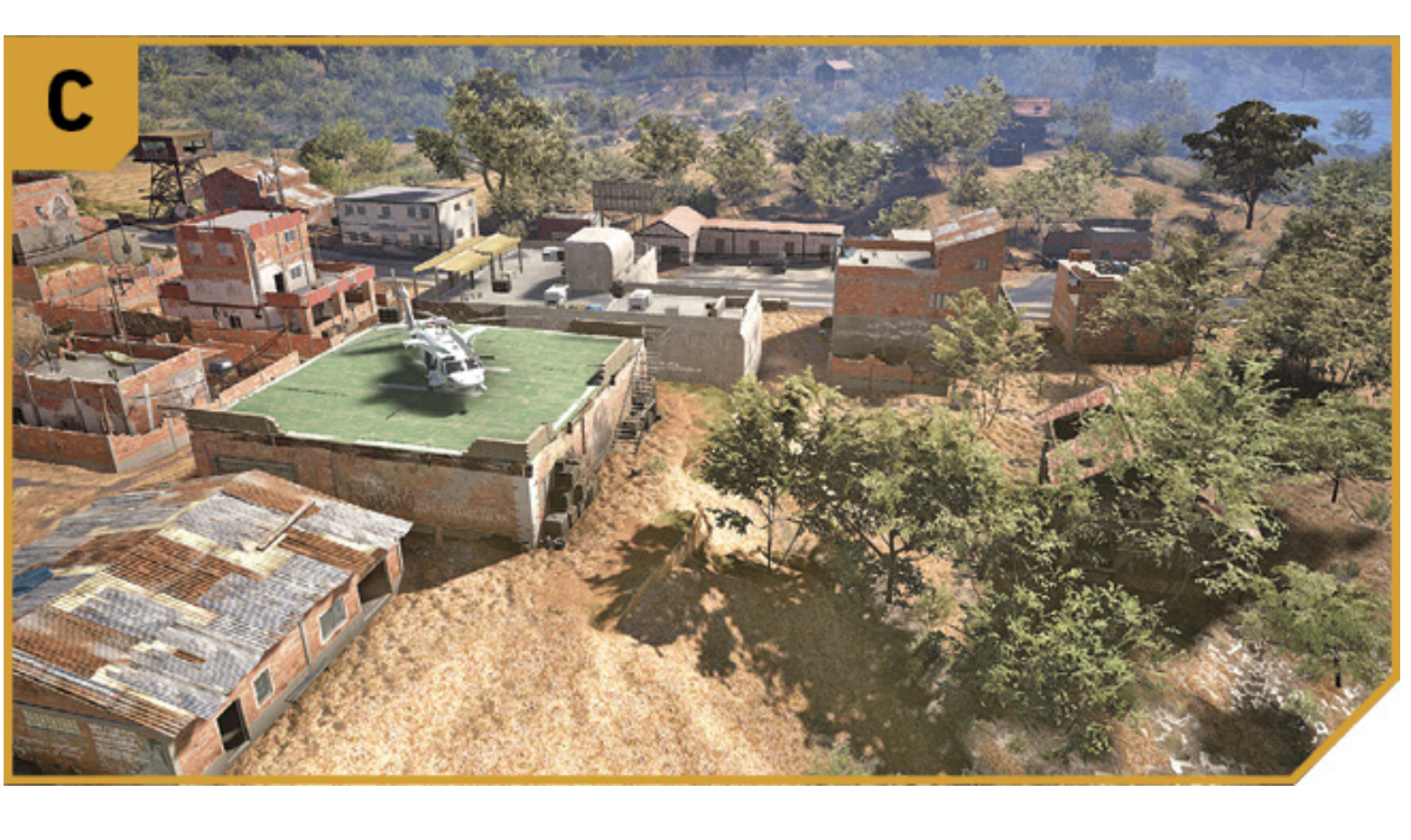
The central part of the southern perimeter is where you'll naturally drive to before infiltrating the factory. However, the area has a number of guards, not least of which is the one in the wooden tower just west of the tracks at the road junction. It's well worth removing the foe up here if you're planning a clean sweep of the area. Watch for a number of foes on the ground to the north.

JAQUAR BLANCO AND GAS STATION (SOUTHWEST)



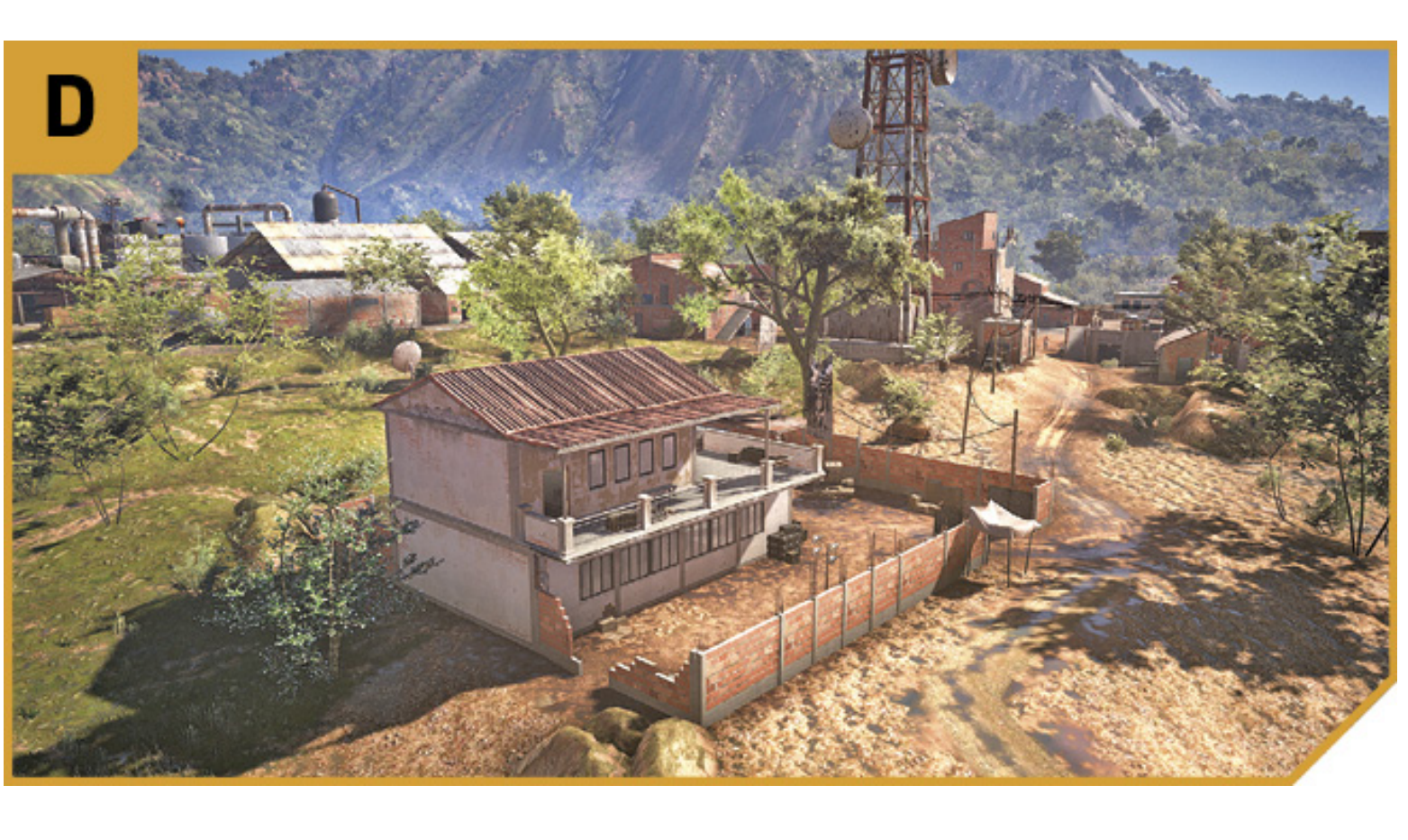
The western village and helipad base that joins the factory may not be in your planning, but with a number of foes who can raise the alarm, it's worth conducting a stealth sweep of this area. Though you can drive west to east along the main road, the element of surprise is lost; it's better to approach from the fields to the southwest, removing foes at the gas station and adjacent Jaquar Blanco café, before checking cartel foes patrolling the north side of the road.

WESTERN VILLAGE AND HELIPAD (NORTHWEST)



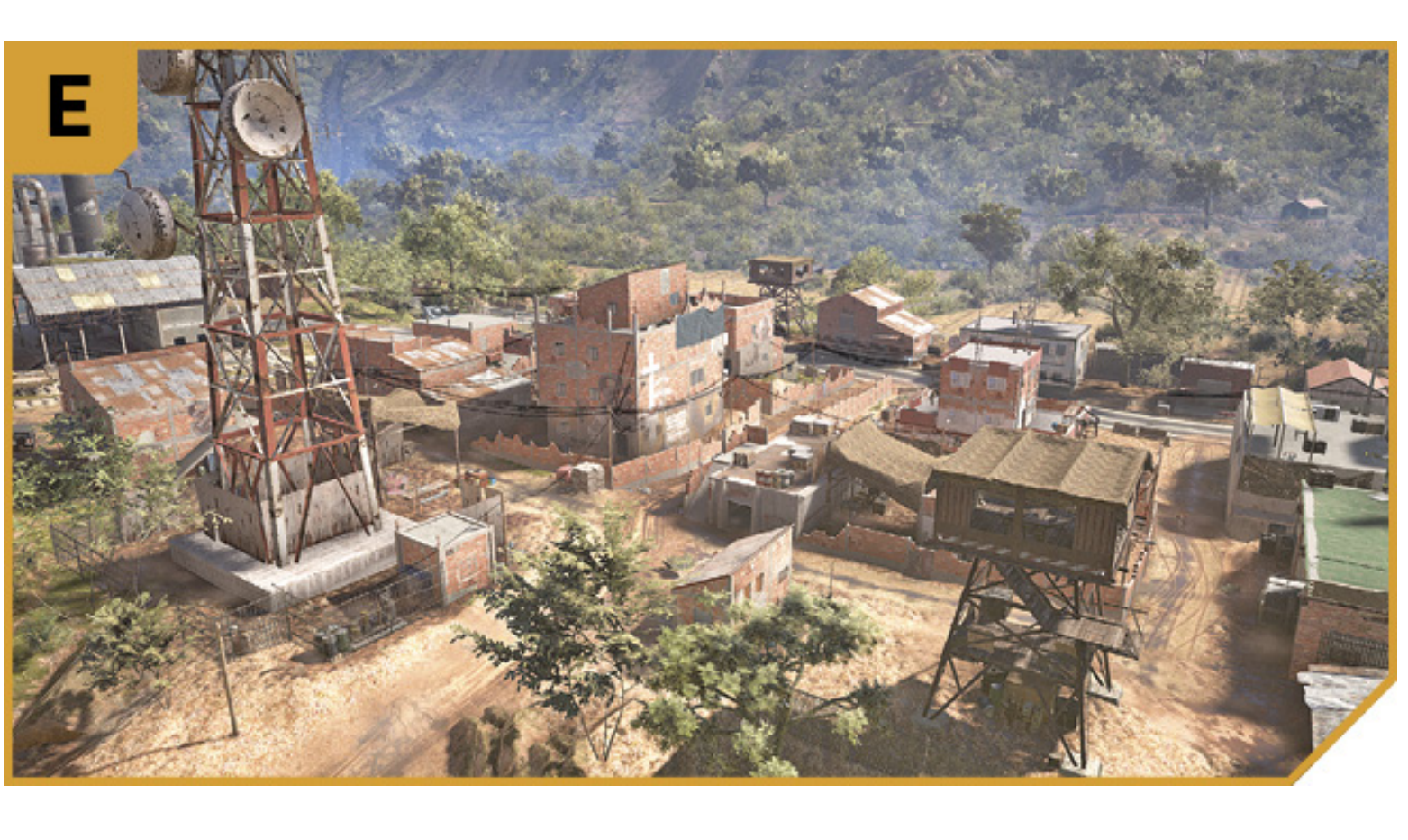
Conducting a house-to-house sweep while tagging troublesome foes on the rooftops of some of the structures here helps you secure the area before heading to the factory itself. Removing threats at the helipad ensures you have one option when extracting the team after objectives are met. The area comprising the three main structures (with the helipad in the middle) to the west should be seen as a zone to check for hostiles, before neutralizing them.

NORTHWEST COMPOUND



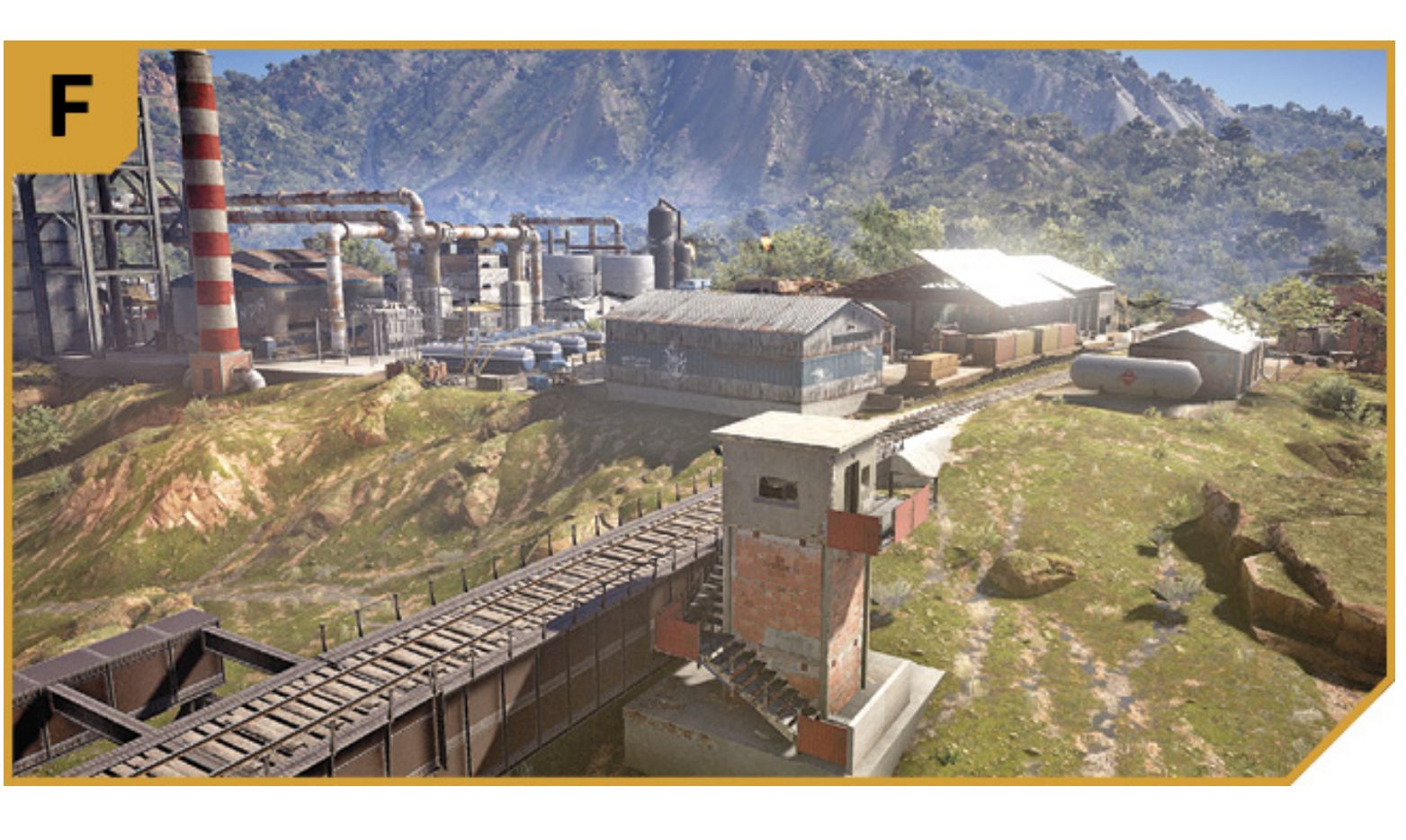
Close to the river is a small walled compound with a large house inside. Though there are few foes, it's worth spending some time removing the two or three foes stationed here. Check the grounds for a possible escape vehicle. But most of all, hit this area with stealth takedowns first, so you aren't outflanked when you're removing threats to the south in the main radio mast area.

RADIO MAST AND COMMS BUILDINGS



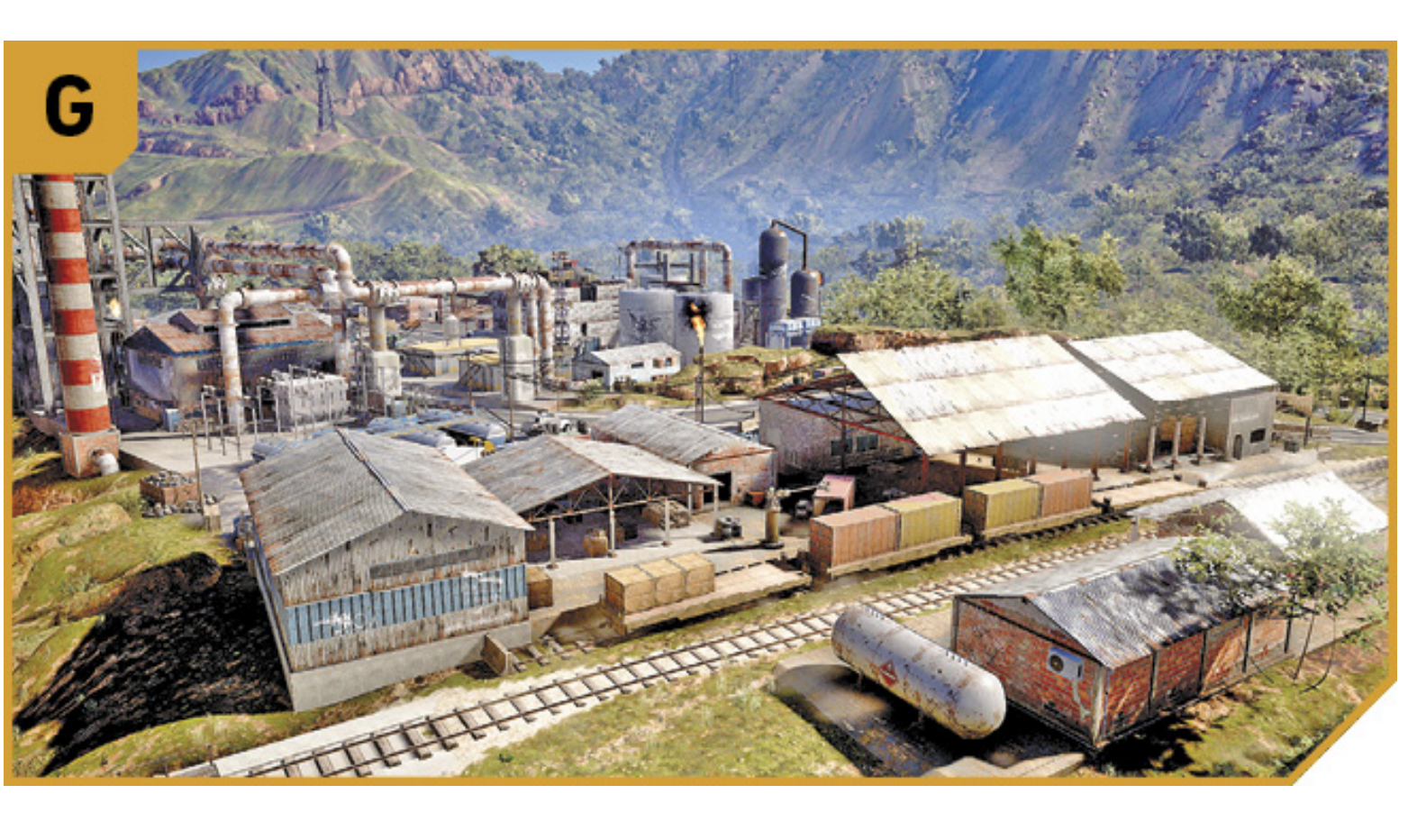
This maze of ramshackle and brick structures stretches from the edge of the river to the road (north to south), and the train tracks (to the east). Think of this as a separate area to either completely ignore if you're planning on minimizing enemy interactions, or somewhere you must remove all threats from. The latter requires you to find the mounted gun in the wooden tower just west of the large radio mast. Then scan the upper balconies and floors for foes and tag them, before conducting a final sweep of ground patrols. Expect around half a dozen enemies to cull.

RAILROAD AND SNIPER TOWER



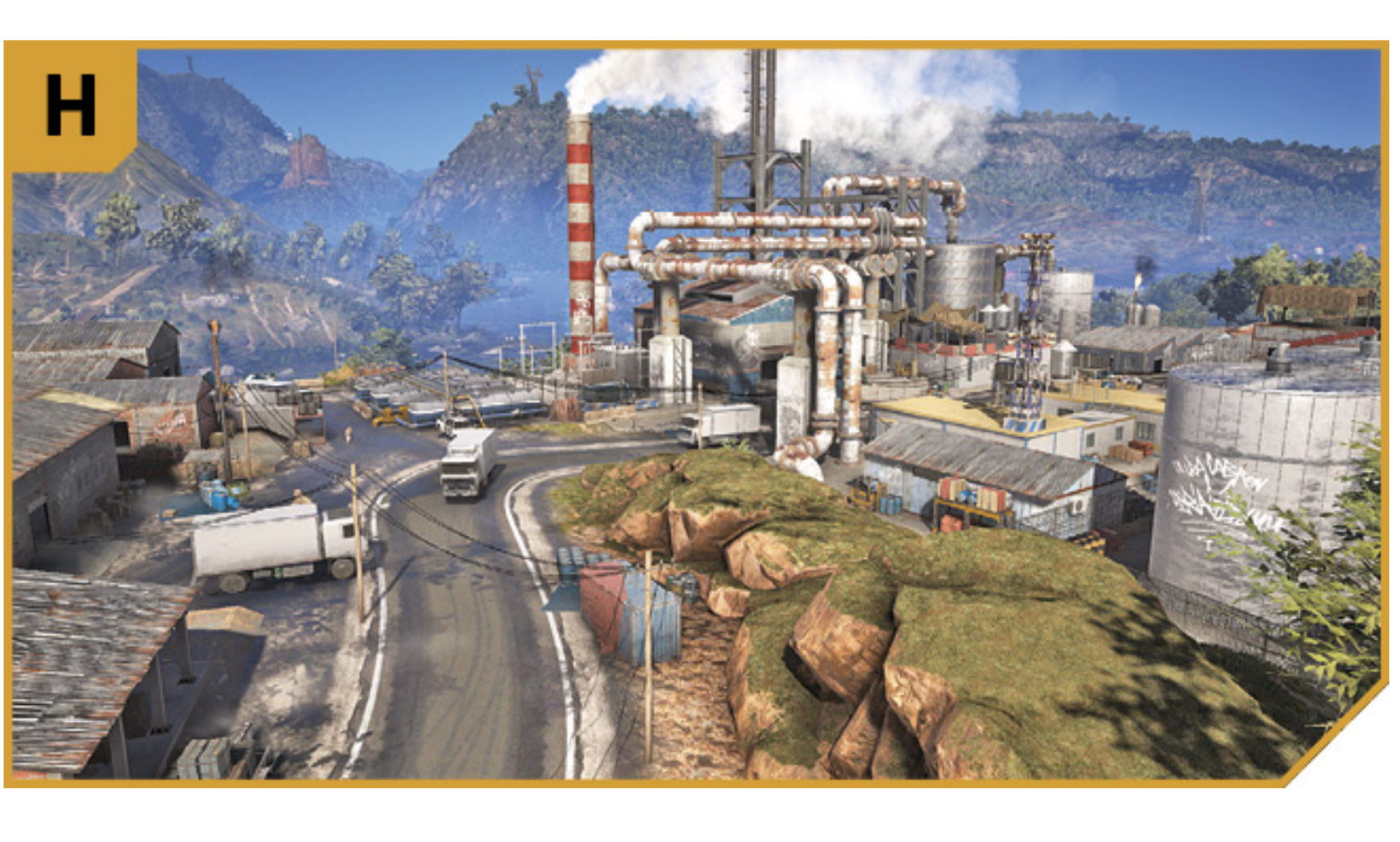
The railroad bisects the village (west) from the factory (east), and is a good infiltration point to enter from, assuming you're crossing the bridge from north of the river. The main concern is a sniper in the tower, so make the neutralization of this foe a priority.

RAILROAD STATION AND WAREHOUSES



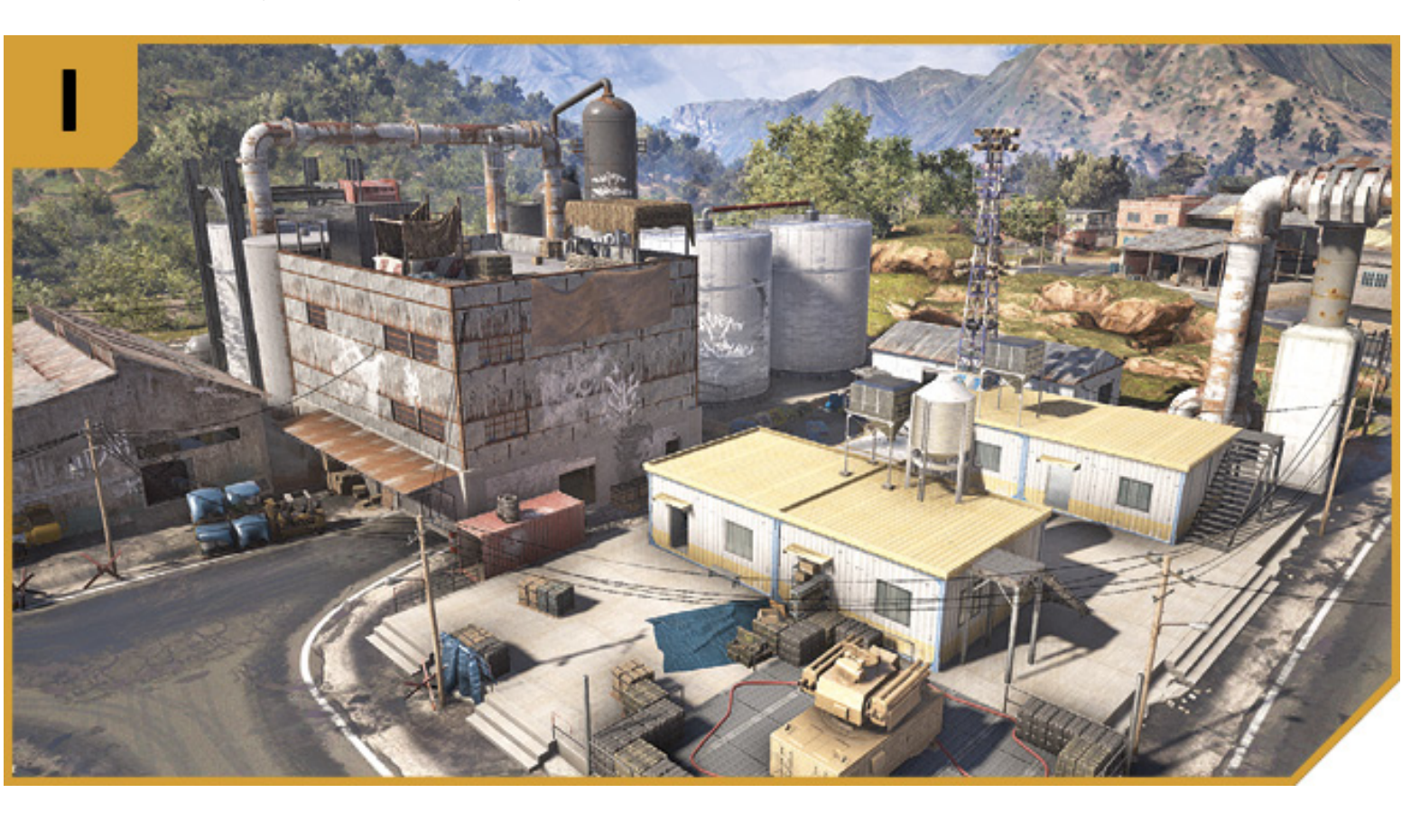
The central part of the entire built-up area (and western side of the factory) consists of an unloading station with three main warehouses. Keep to the west of the road that leads into the factory, and you can remove around four threats to lessen your chances of being shot at.

FACTORY ROAD AND LOW HILL



If you're heading up from the fields to the south, crossing the road to the east of the junction, the low hills in the middle of this area provide some reasonable cover if you're sniping while flat on your front. Back up any daring attempts to drive up and into the factory from here. This location is also helpful when you're called on to help a fellow Ghost, as it's equidistant from most other locations in the factory section of this map.

TALL WAREHOUSE, SOUTH REFINERY, AND SAM SITE

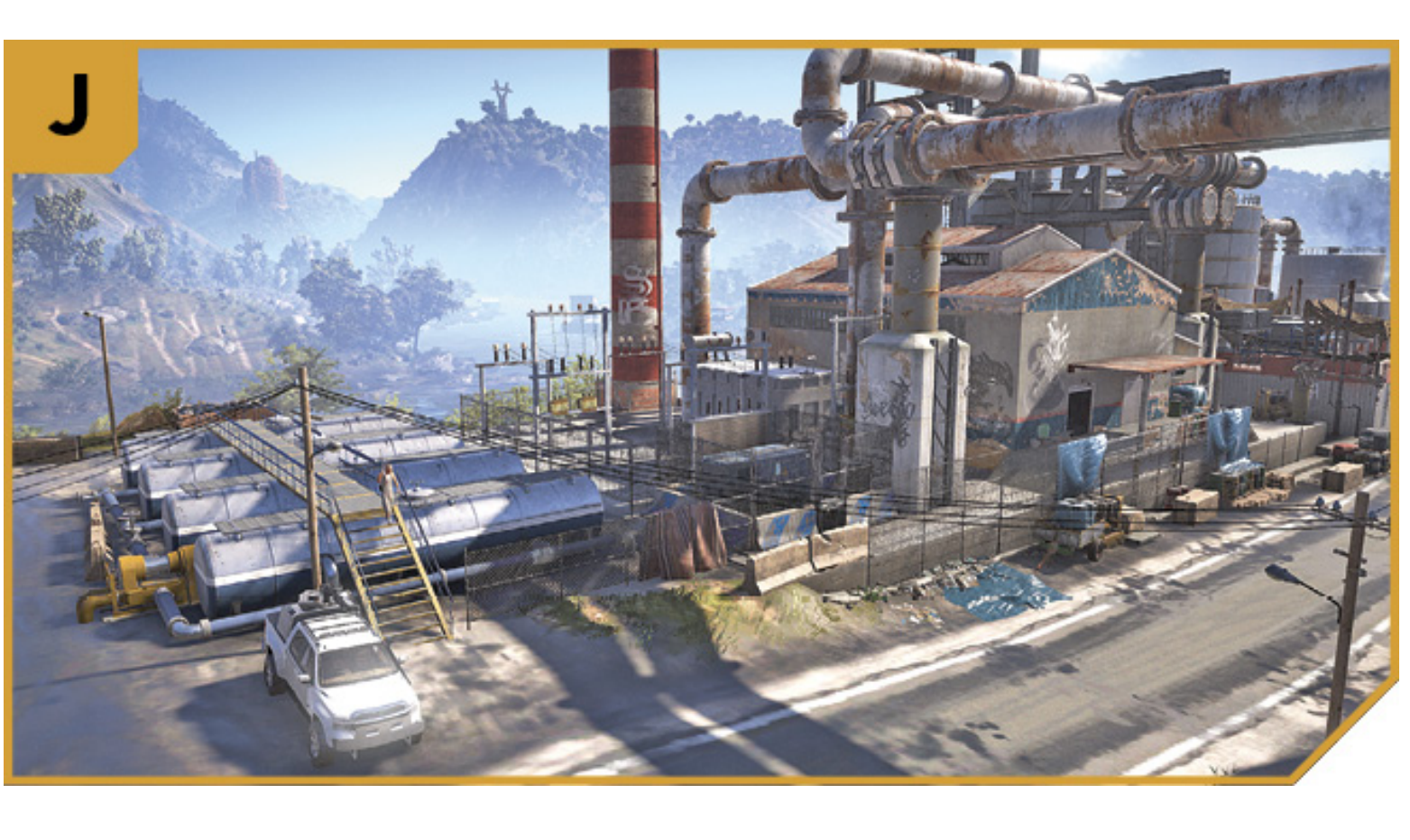


The tall, corrugated metal warehouse in the central part of the factory, adjacent to the south refinery area, is a key location as there's a mounted gun on the roof. Send a Ghost up there (or drop in from a chopper) to both remove the rooftop threats, and take up a covering position which allows good views of the factory. You can quickly remove other enemies, such as the foe in the mounted gun nest just east of the objective. There's also a good view of the road to the east, allowing you to cover your brethren on the ground.

The south refinery area itself can only be entered via a concrete step between the warehouse and the south garage structure, and offers no real benefits except for a couple of propane tanks to blow up.

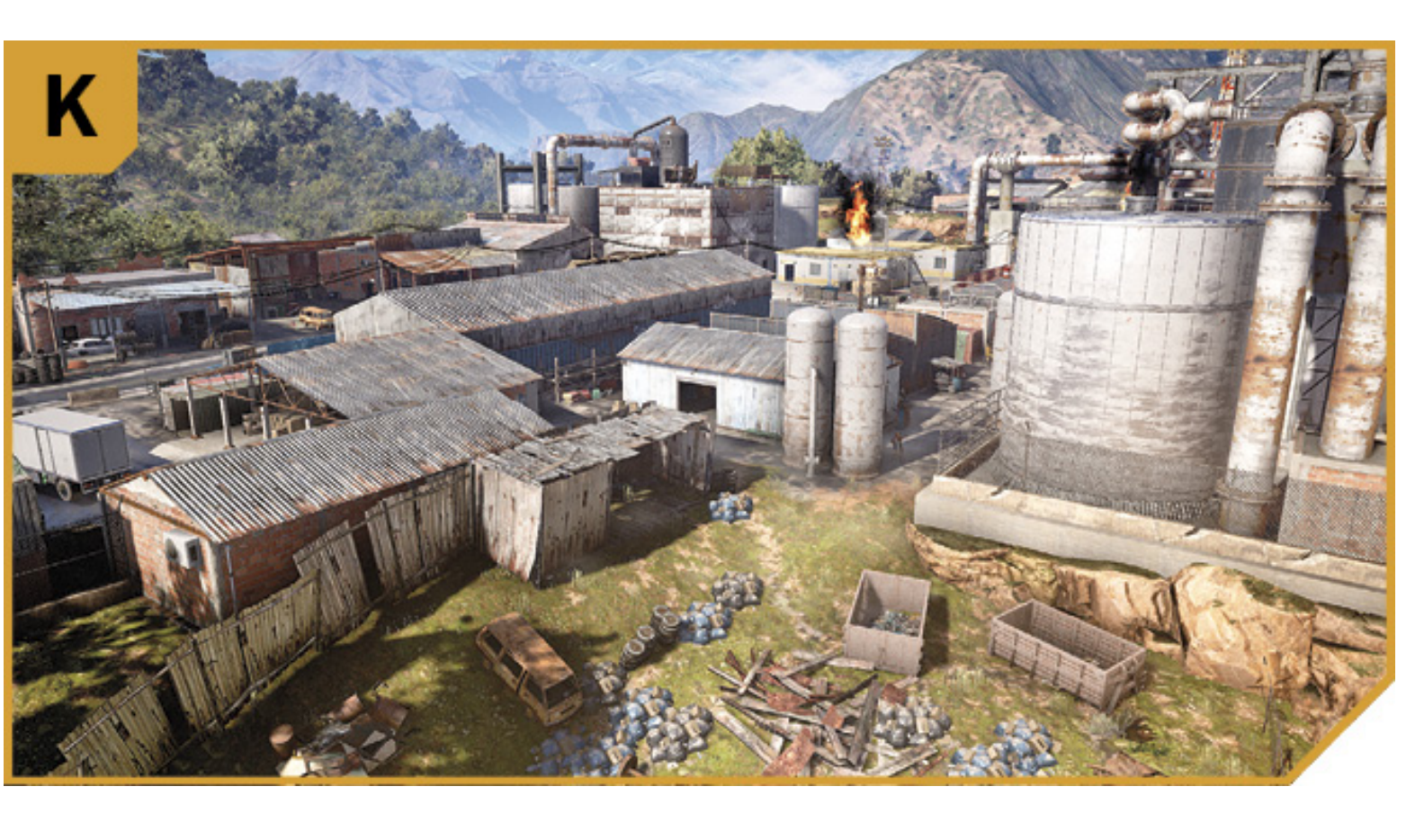
Note the SAM site on the corner of the road (northeast part of this area), close to two smaller factory buildings colored yellow. The SAM site means attacking from a helicopter becomes fraught with difficulty, unless a fellow Ghost removes the threat with explosives from the ground (or by using deft explosives from the air).

NORTH FACTORY REFINERY AND TRANSFORMER



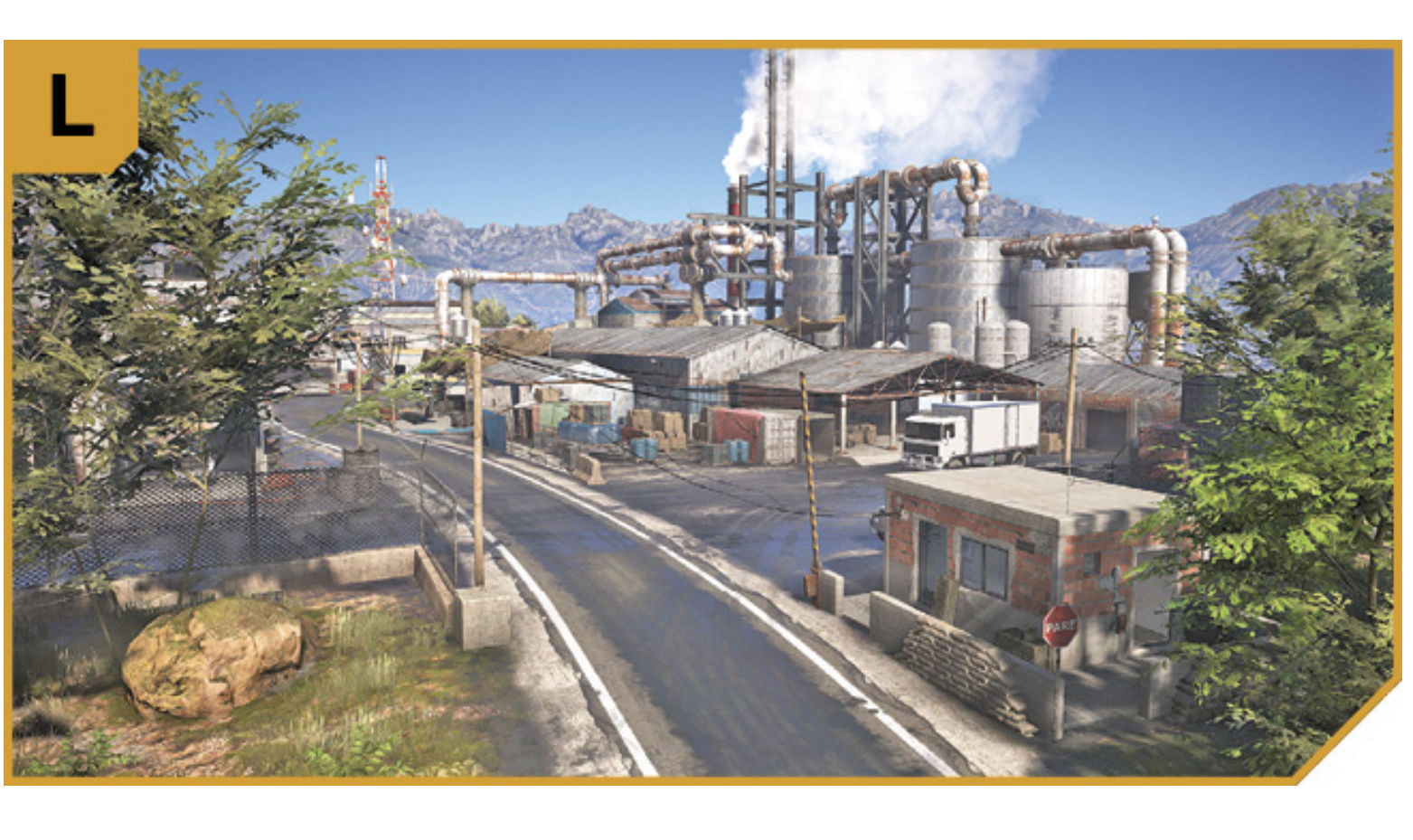
If you need to kill the lights, you can break the lock of the electrical transformer area and shut down everything (useful if you're fighting in the dark). Otherwise, this area north of the bisecting road is best entered from the river to the north, as you can easily and quickly sneak to the objective door with minimal combat. Only the foe in the mounted nest, just east of the door, needs immediate attention.

NORTHEAST WAREHOUSE SHEDS



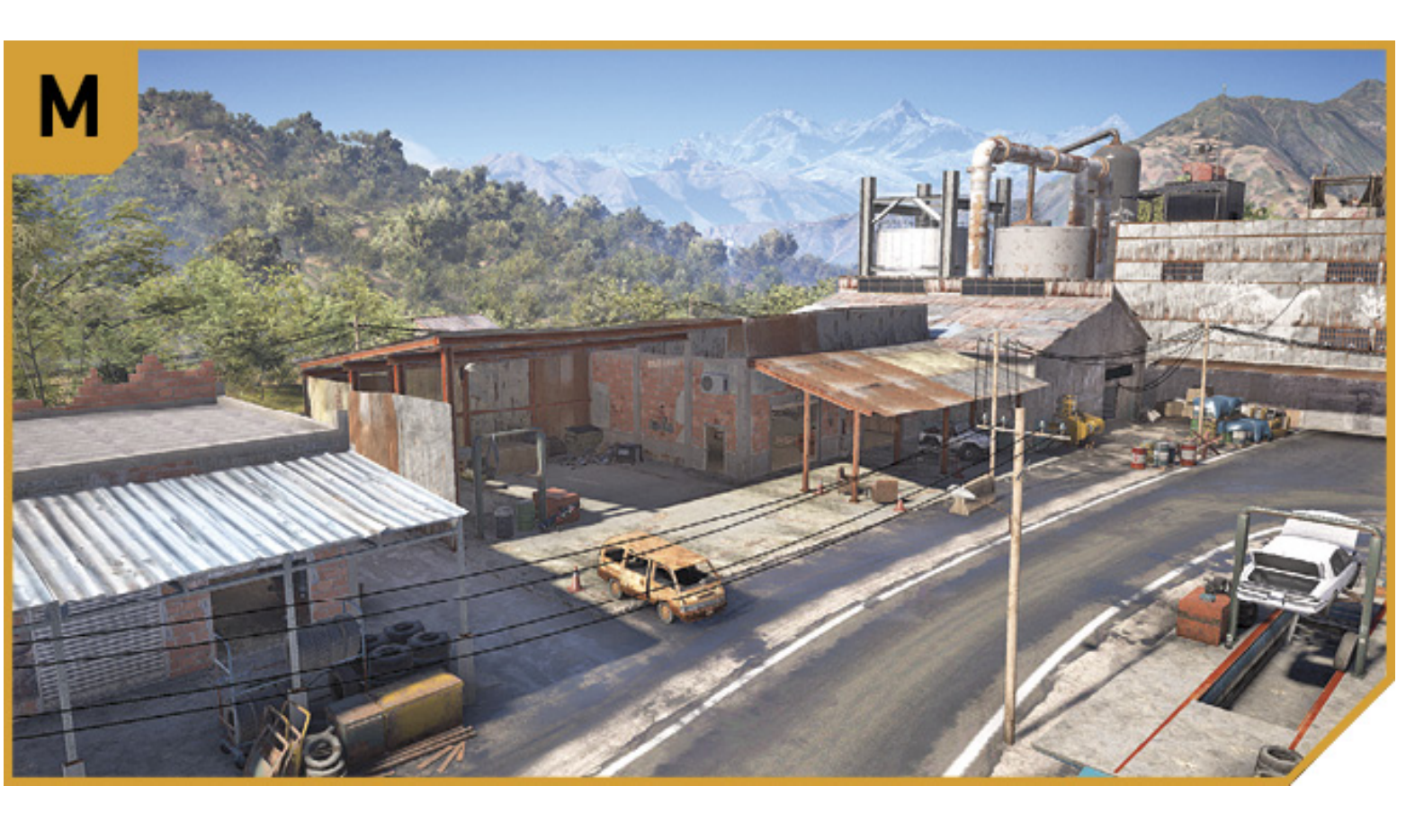
The cluster of dilapidated shack-like warehouses in this part of the factory grounds are best entered from the northeast, heading south from the river, so you can tackle the foes roaming the area without having to react to any in your periphery.

EASTERN FACTORY CHECKPOINT ROAD



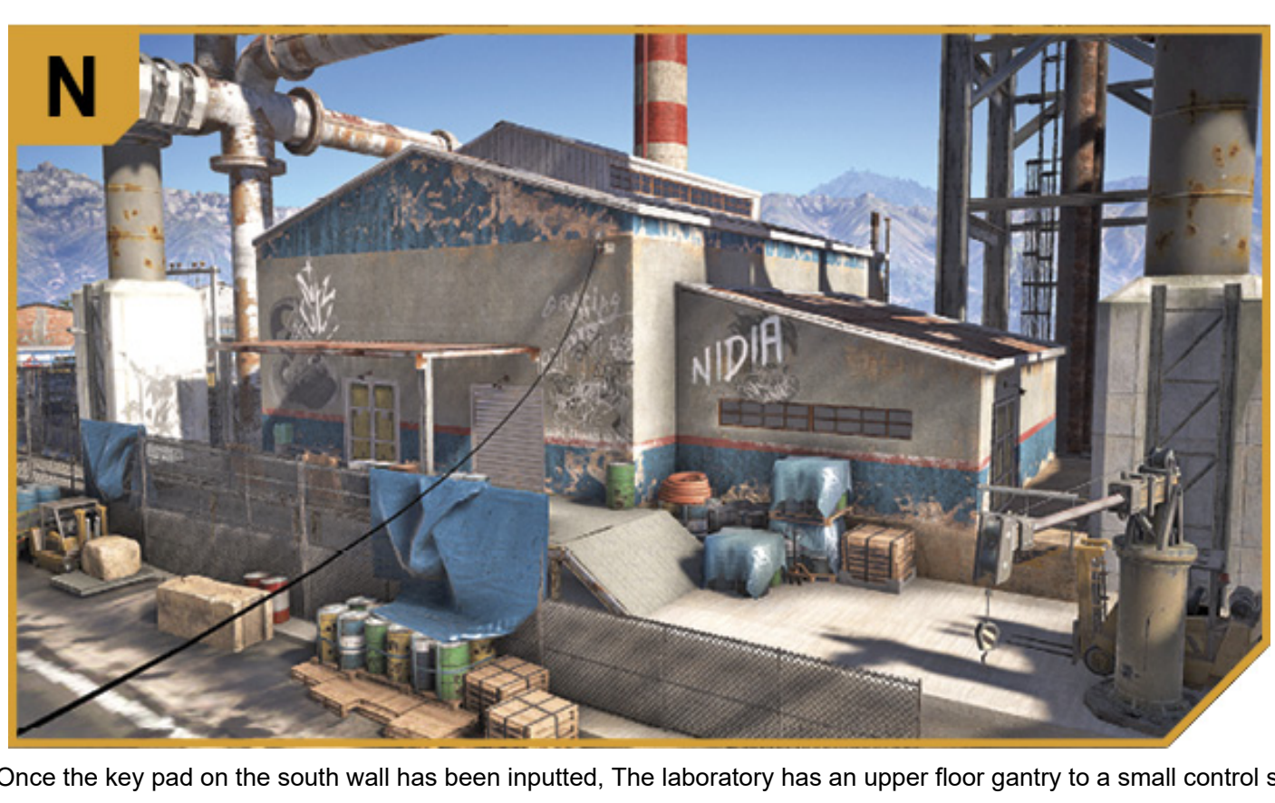
The eastern entrance to the factory is worth considering, though the length of the road and the enemy on the rooftop at I means stealth infiltrations are tricky compared to entering from other areas. You can quickly fan out to K or M from here, though.

SOUTHEAST GARAGE



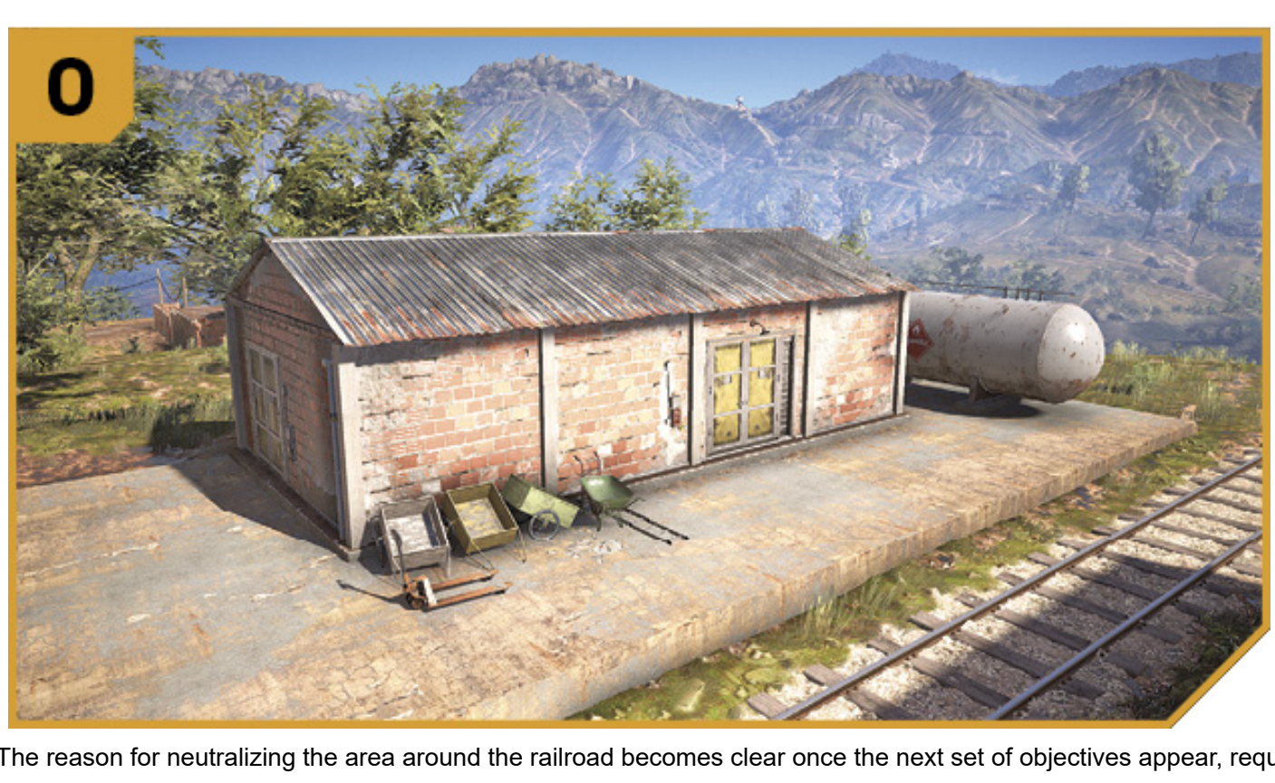
The enemy may be hiding in and around this large warehouse, and you should too; it's helpful when hiding from both the foes using the mounted weaponry, as well as when you're destroying the cocaine in the warehouse at P. Feel free to head in from the south, through this warehouse too, at the start of your infiltration.

TARGET: COCAINE LABORATORY



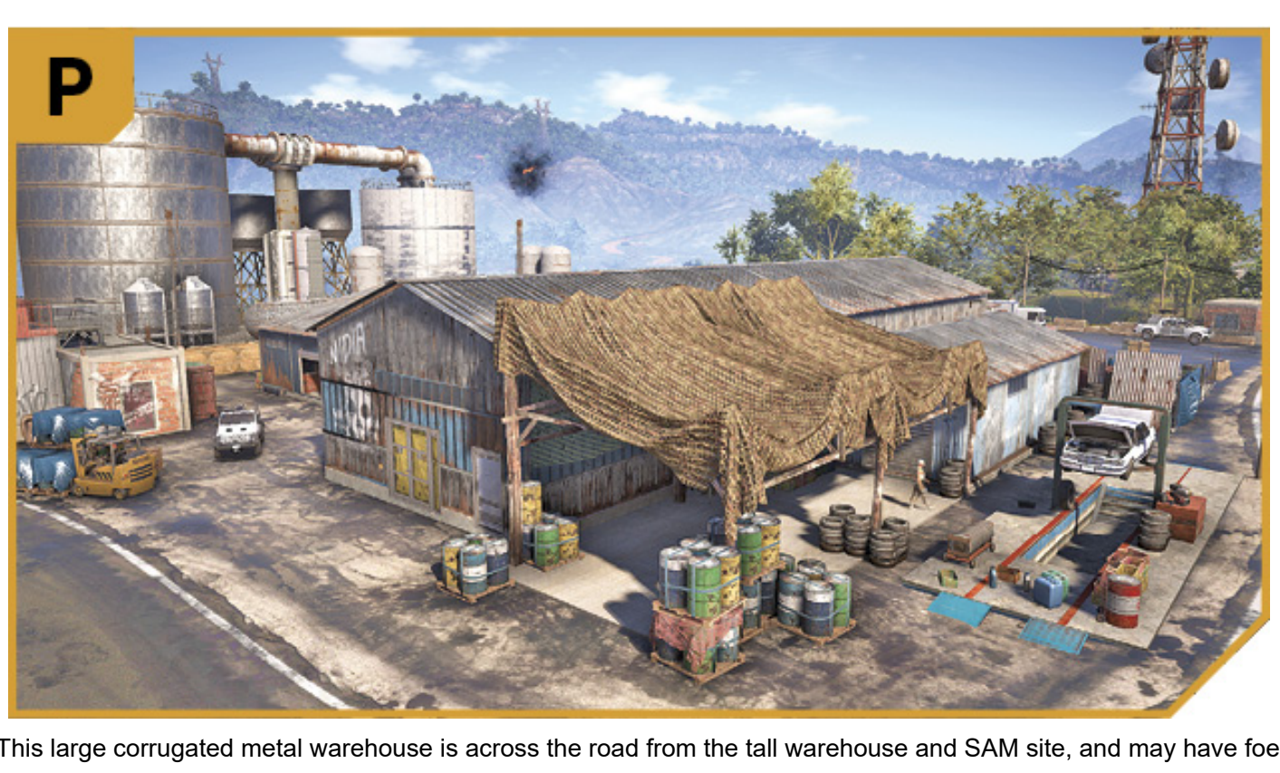
Once the key pad on the south wall has been inputted, The laboratory has an upper floor gantry to a small control shed with a laptop that must be hacked to complete the objective. Only then are the locations of the two cocaine warehouses revealed. Note the keypad also opens a door on the east wall, close to the mounted gun nest; an alternate way in and out.

① OBJECTIVE: COCAINE WAREHOUSE (RAILROAD)



The reason for neutralizing the area around the railroad becomes clear once the next set of objectives appear, requiring you to destroy three stacks of cocaine in each of the warehouses indicated. This one is close to the railroad station (G), with its door switch on the eastern wall. Use grenades to detonate the cocaine. Need more grenades? Find an ammo box.

② OBJECTIVE: COCAINE WAREHOUSE (EAST)



This large corrugated metal warehouse is across the road from the tall warehouse and SAM site, and may have foes inside. The warehouse is locked initially, so you can't clean out the enemies beforehand. Enter and locate the three cocaine shipments before destroying each one with a grenade. The ammo box just south of the SAM site offers further grenades if you run out.

COCAINE FACTORY: TACTICAL ADVICE (TO THE LAB)

SOLO: You can either enter using extreme stealth, with minimal need to engage the enemy, or you can ensure everyone is dead before entering the laboratory. The latter is a better plan, as you have further objectives to accomplish here afterward. Try to tag as many foes as you can using suppressed fire and stealth before resorting to less-subtle violence.

The following routes are acceptable:

Heading south from the river to J, and directly to N without firing a shot.

Working your way east from B.

Working your way west from L.

The most problematic foes must be dealt with immediately. These are the enemies atop the wooden towers with mounted weaponry, the sniper at the railroad bridge, the SAM site (if you're planning an airborne attack afterward), and any mounted weaponry in the nests at the factory.

CO-OP: A similar plan is required if you're with other Ghosts, though you can work your way through the factory more competently. Send a Ghost to I from the south to remove the mounted gun foe atop the tall warehouse before tagging the foe in the mounted gun nest just north of the SAM site. With the first Ghost providing cover, then have a second Ghost head in from the river through K, to mop up ground forces. A third Ghost can deal with the sniper at F, then remove foes throughout the train station area at G. The final Ghost can provide covering fire and help out where needed at H.

Once the area east of the railroad is removed of enemies, you can decide whether a block-by-block takedown of the remaining foes to the west is necessary. Push them back at least to E.

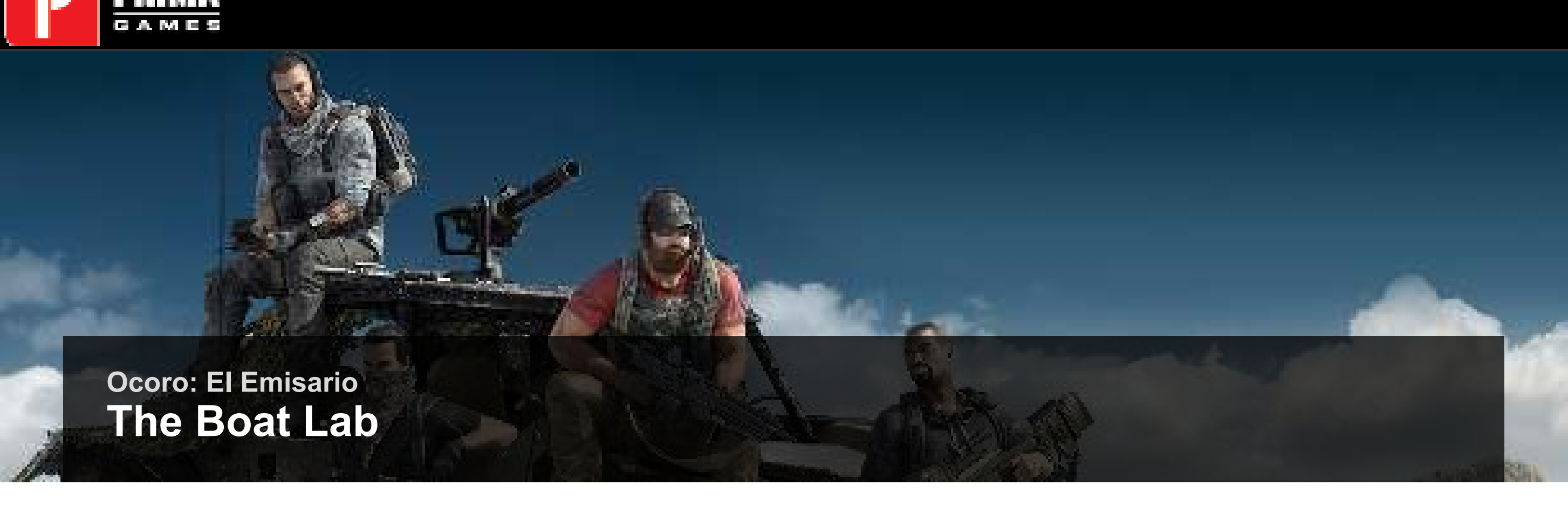
You can also speed in using a vehicle, or even a helicopter, but there's little planning involved, and the SAM site is problematic for an airborne assault. Better to enter from the water or the south.

COCAINE FACTORY: TACTICAL ADVICE (TO THE COCAINE WAREHOUSES)

SOLO: Before hacking the laptop in the laboratory, have your Ghosts stationed near P or G (whichever has any stragglers left). Then head to P first to destroy the cocaine shipment before finally moving to O and completing the mission. Your success depends on how many foes you left standing before hacking the lab laptop.

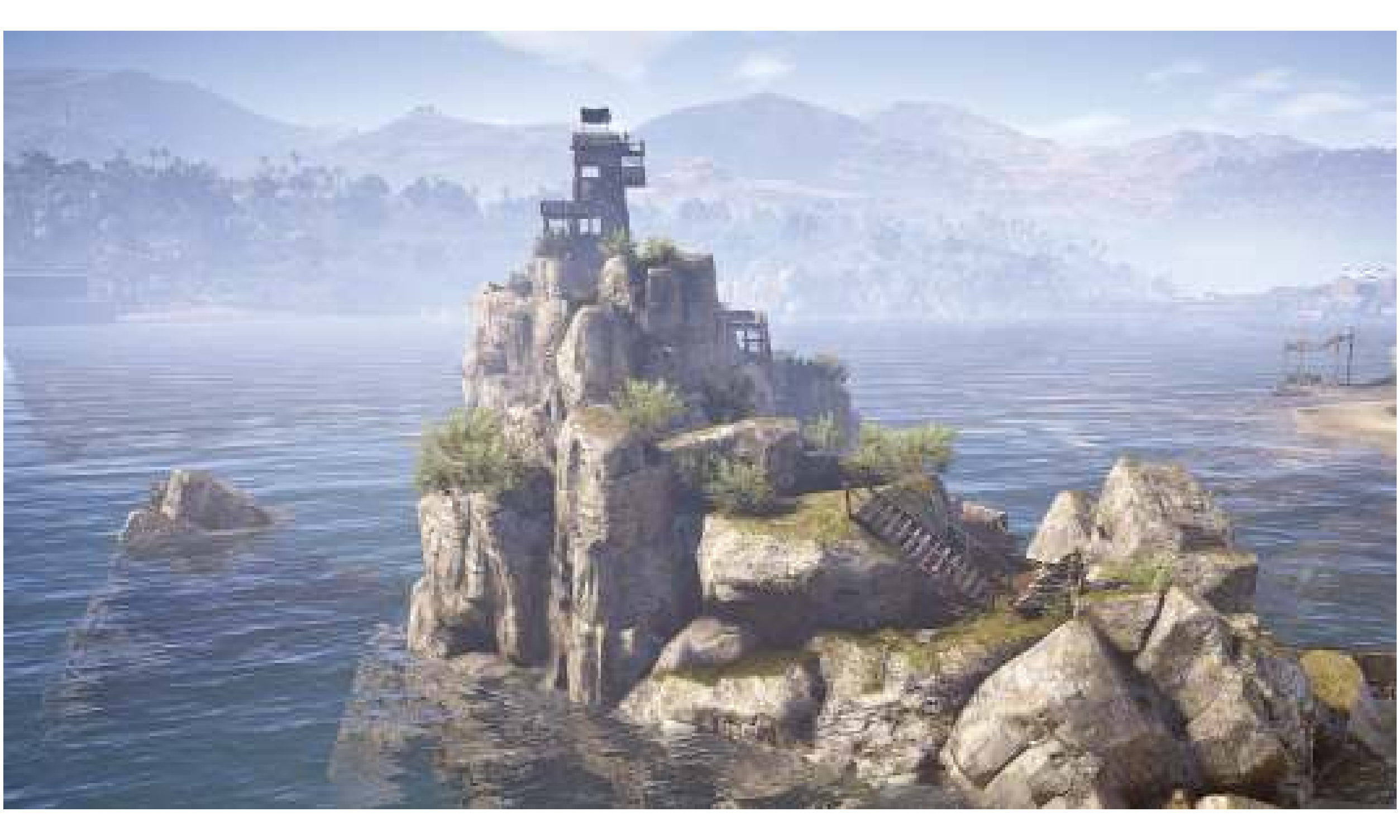
CO-OP: With knowledge of the cocaine warehouses, you can position a Ghost at O and P just before the laboratory laptop at N is hacked. That way, you can immediately destroy the cocaine shipments in unison, and escape the same way.

Escape options include a helicopter the fourth Ghost has commandeered from the west rooftop, or a cigarette boat along the river. Have your fourth Ghost act as the getaway driver; if you've already dealt with enemy threats before the warehouses are accessible, there's no need for more than one operative to destroy the cocaine in each building.



Ocoro: El Emisario

The Boat Lab



OBJECTIVES

- Reach the boat
- Open the gas cylinder
- Short-circuit the fuse box
- Escape the boat before it explodes

LOCATIONS

- Boat Lab

REWARDS

- + 350 XP

BRIEF

One of Ocoro's cocaine production sites is located aboard a converted fishing boat near Puerto Grande. Find the boat lab and destroy it.

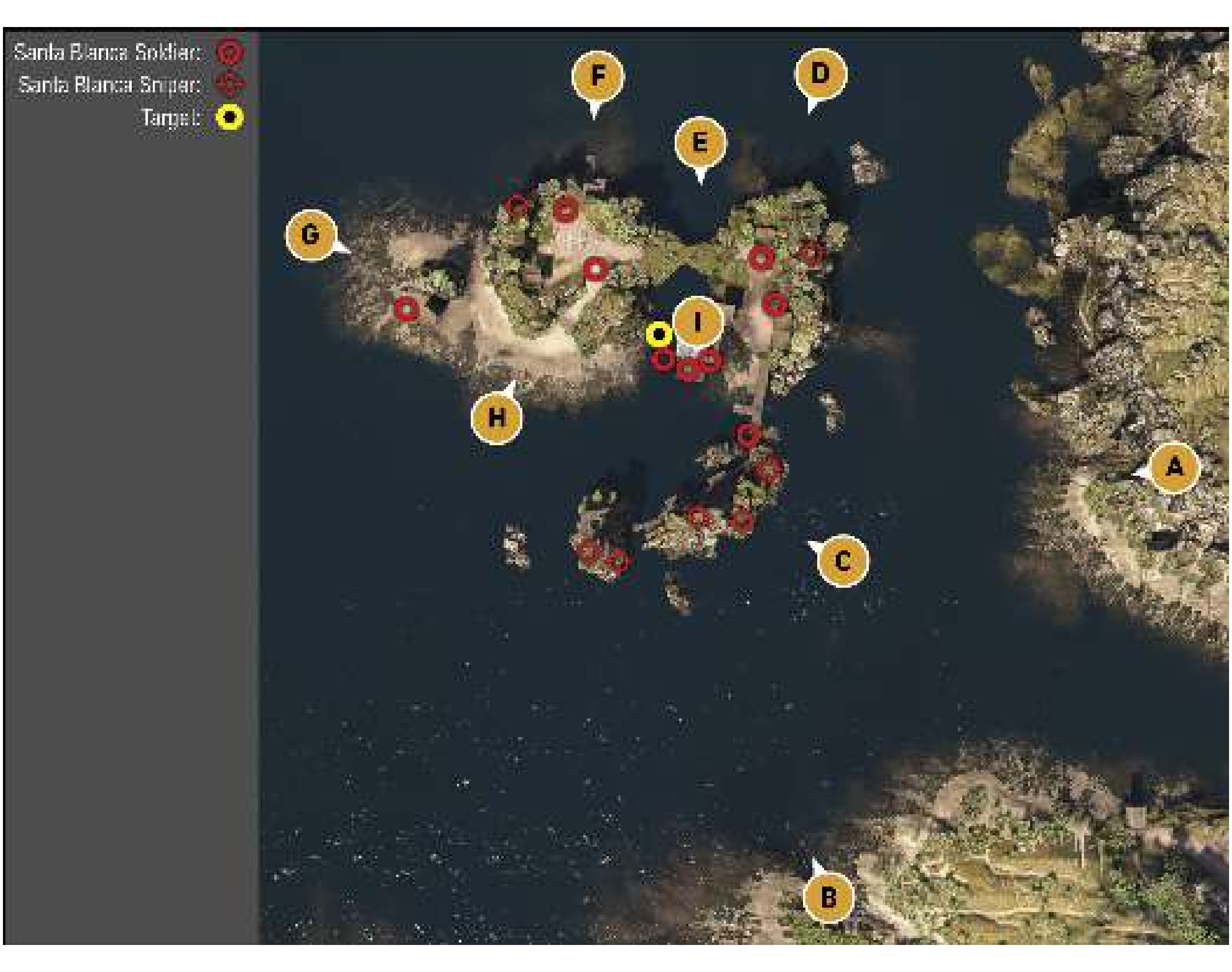
MISSION ACCESS

Acquire Major Intel in Ocoro Province to access this Mission. You can also unlock this mission by proximity.

WE'RE ON A BOAT!

Once the settlement of Puerto Grande is optionally neutralized, launch a boat from the Fisherman's Hut at the cove northwest of town (or farther along the river). Or, use a helicopter to reach the small cluster of tiny islands in the large river to the northwest. This is a heavily-fortified compound. When you reach the boat, head upstairs, unscrew the gas canister, then short-circuit a fuse box just to the right of the canister, on the same wall. Thirty seconds later, the boat explodes, so immediately flee to a safe distance outside the explosion radius indicated on your map.

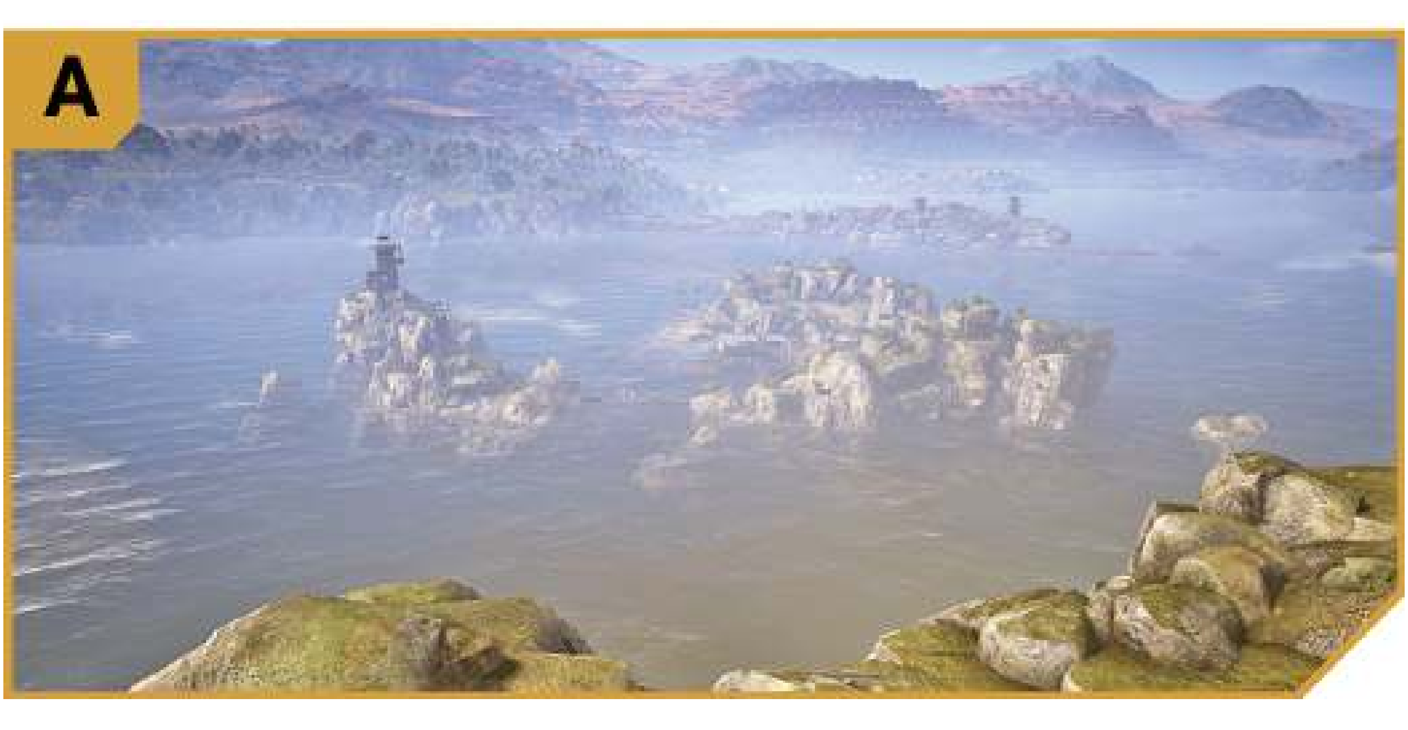
BOAT LAB: RECON



TACMAP

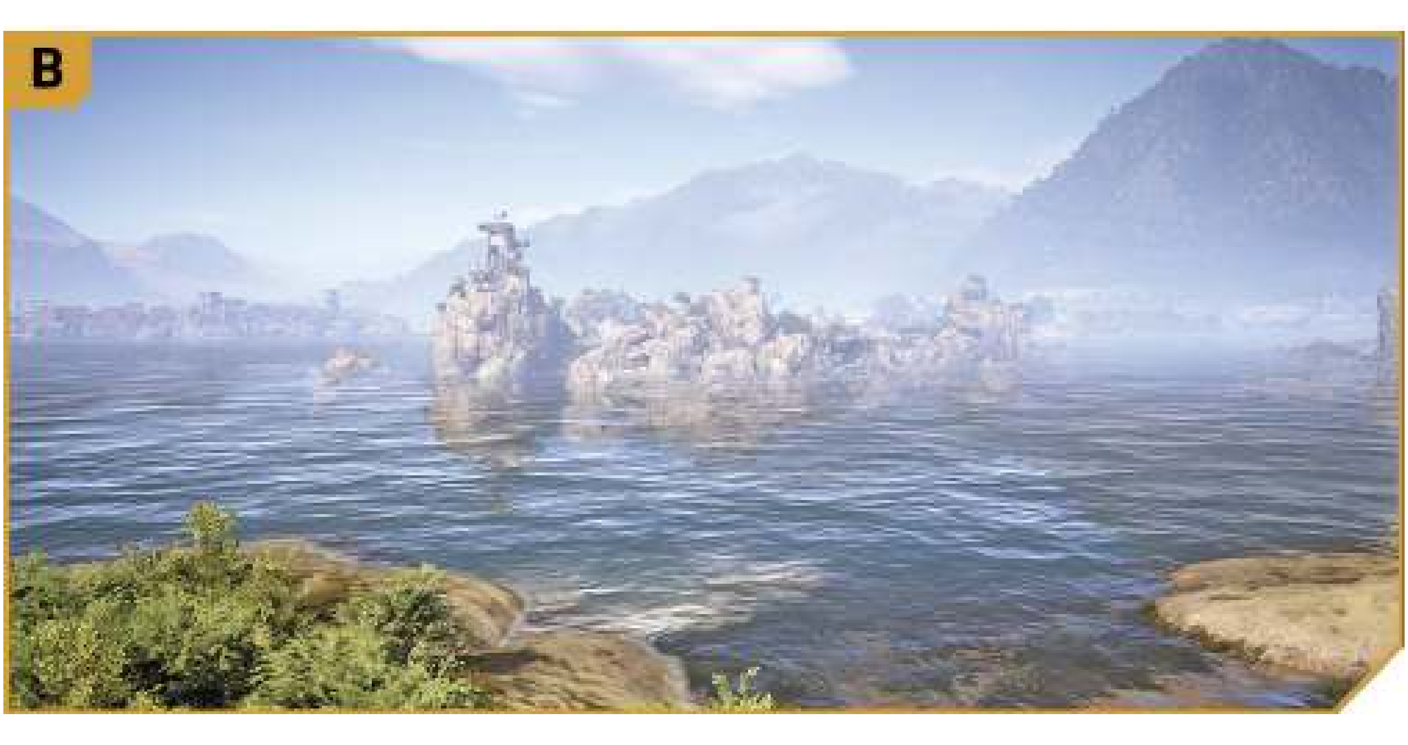
Split this island cluster into a north and south section, separated by a rickety pier to the east, with the objective boat moored in the central-north area, surrounded by land and a predominance of snipers. The sheer number of long-range attackers means a stealth crawl, or boating assaults, are the best ways to achieve the forthcoming boat explosion.

CLIFFTOP SNIPER (EAST)



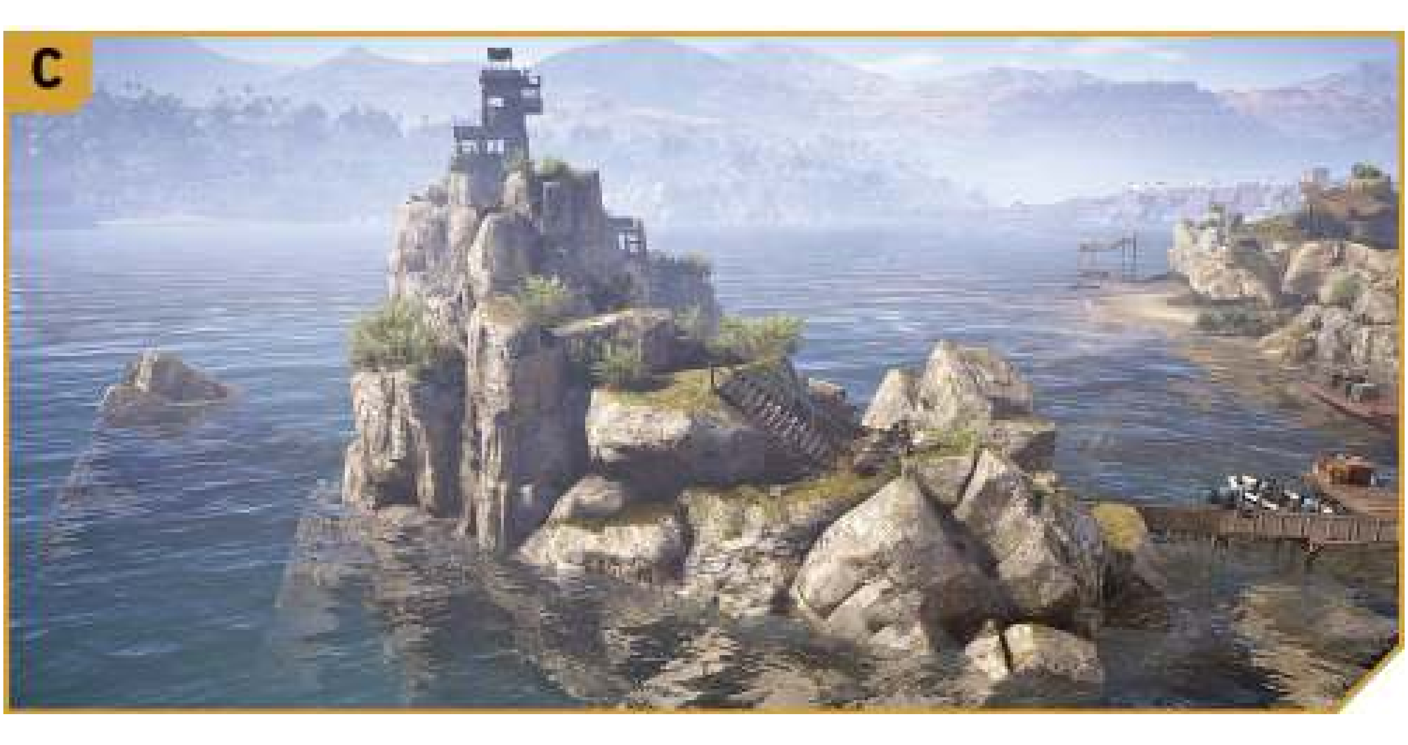
The cliffs to the east of the islands do allow you to tag the foes along the eastern side of the island using a sniper rifle, which can whittle down the foes before the main assault begins. The flat ground atop these cliffs also makes a great embarking point if you're using a chopper to get the job done.

BEACH SNIPER (SOUTH)



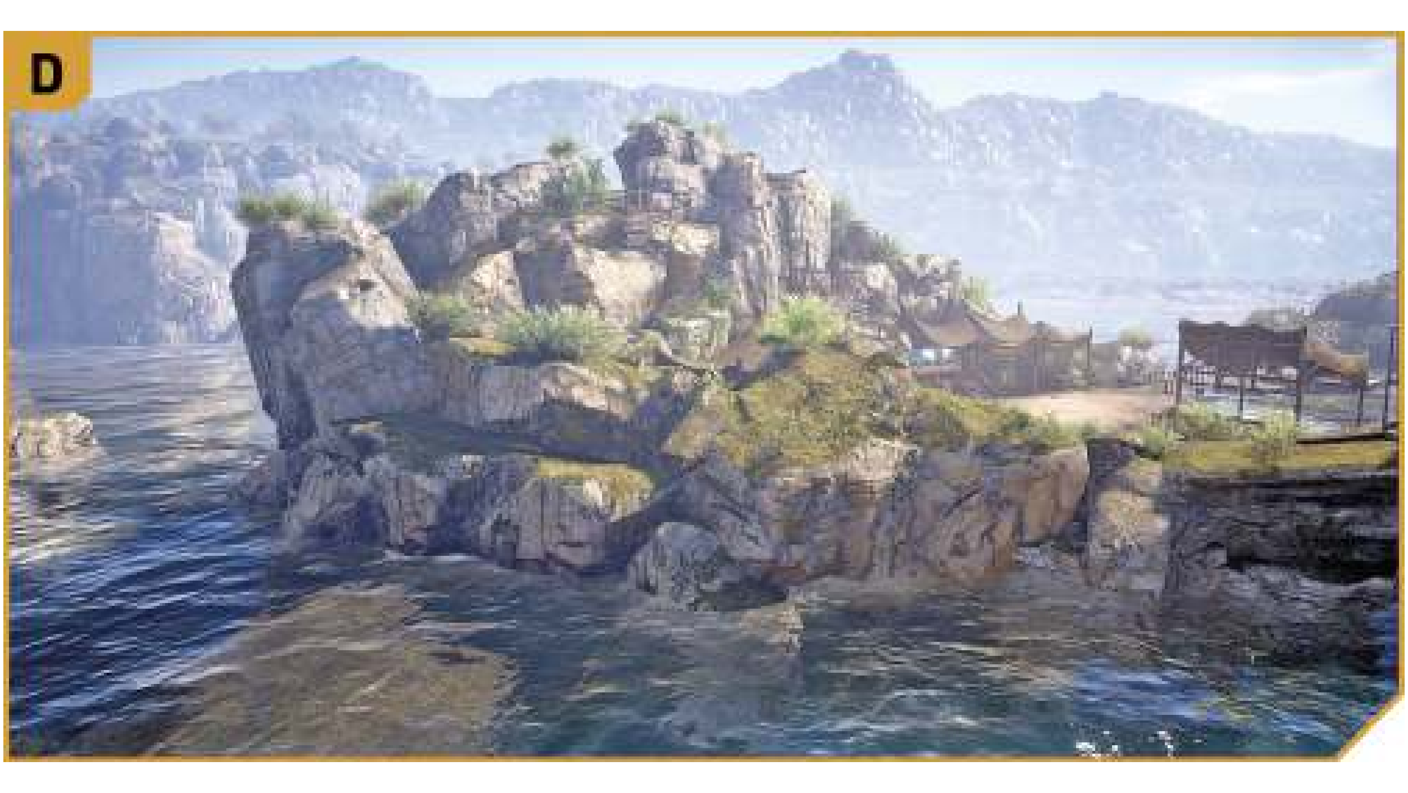
Similarly, the southern beach and low ground to the south of the island offers long-range sniping opportunities to remove the threats along the southern island. This isn't quite as helpful as having your own boats move slightly closer to line up better shots, but it's reasonably helpful if you're planning a slow-and-steady completion.

SOUTH ISLAND ASSAULT POINT



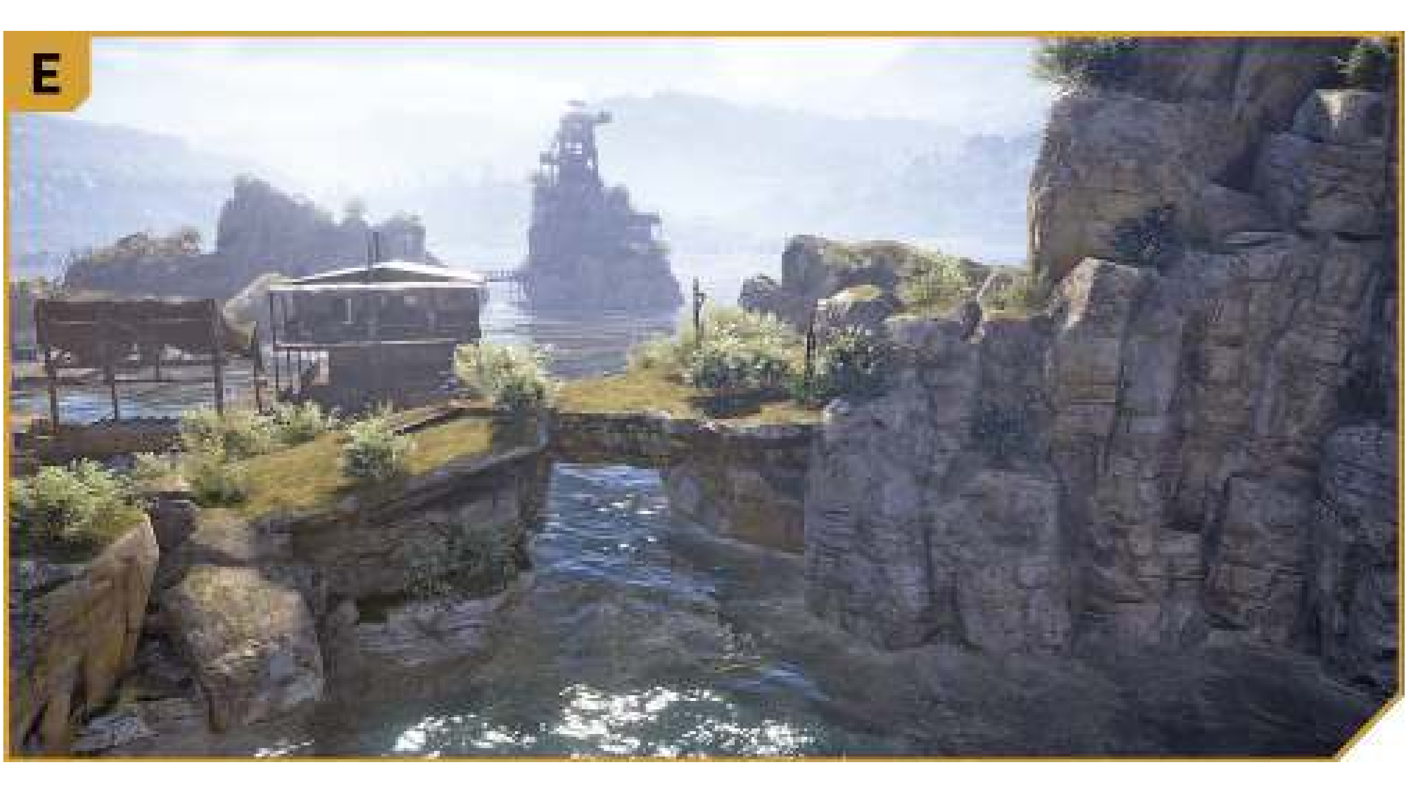
Most of the snipers are scattered across the rough rocky slopes of this narrow set of tiny outcrops. As disembarking at the wooden pier bridge just north of here essentially announces your arrival, moor a boat at C, and climb up, slowly working your way westward and tagging every single foe with suppressed fire until you're at the top of the western sniper tower. The foes to the north won't know what's going on if you're adept. Then assault north.

NORTHEAST ISLAND ASSAULT POINT



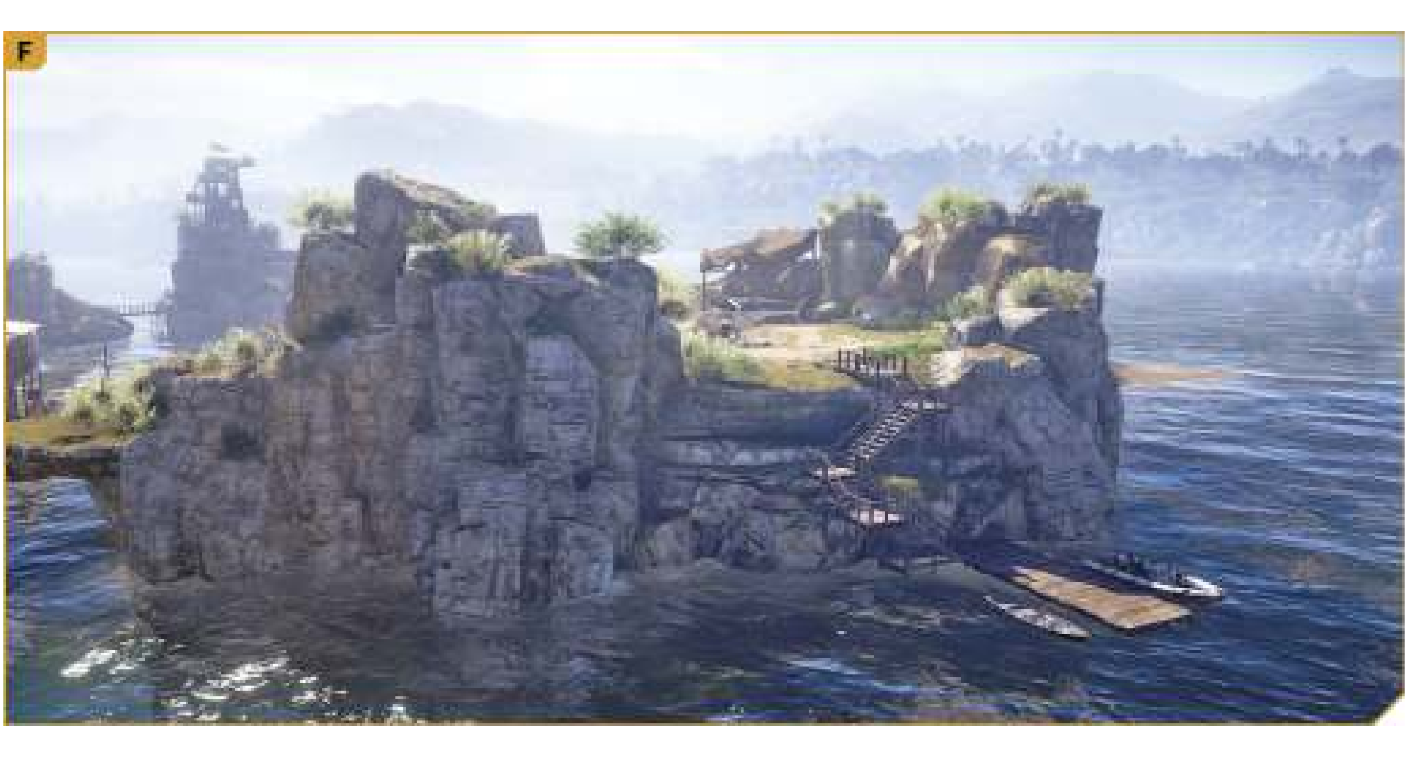
Climb out of a boat and up the sloping rocks at this point, and you can start removing the foes in the northeast corner of the island, starting with the sniper. The two ground foes should then be tackled, before the enemies on the target boat itself. This should be done while the rest of your team tackles enemies from different directions.

BRIDGE AND TUNNEL



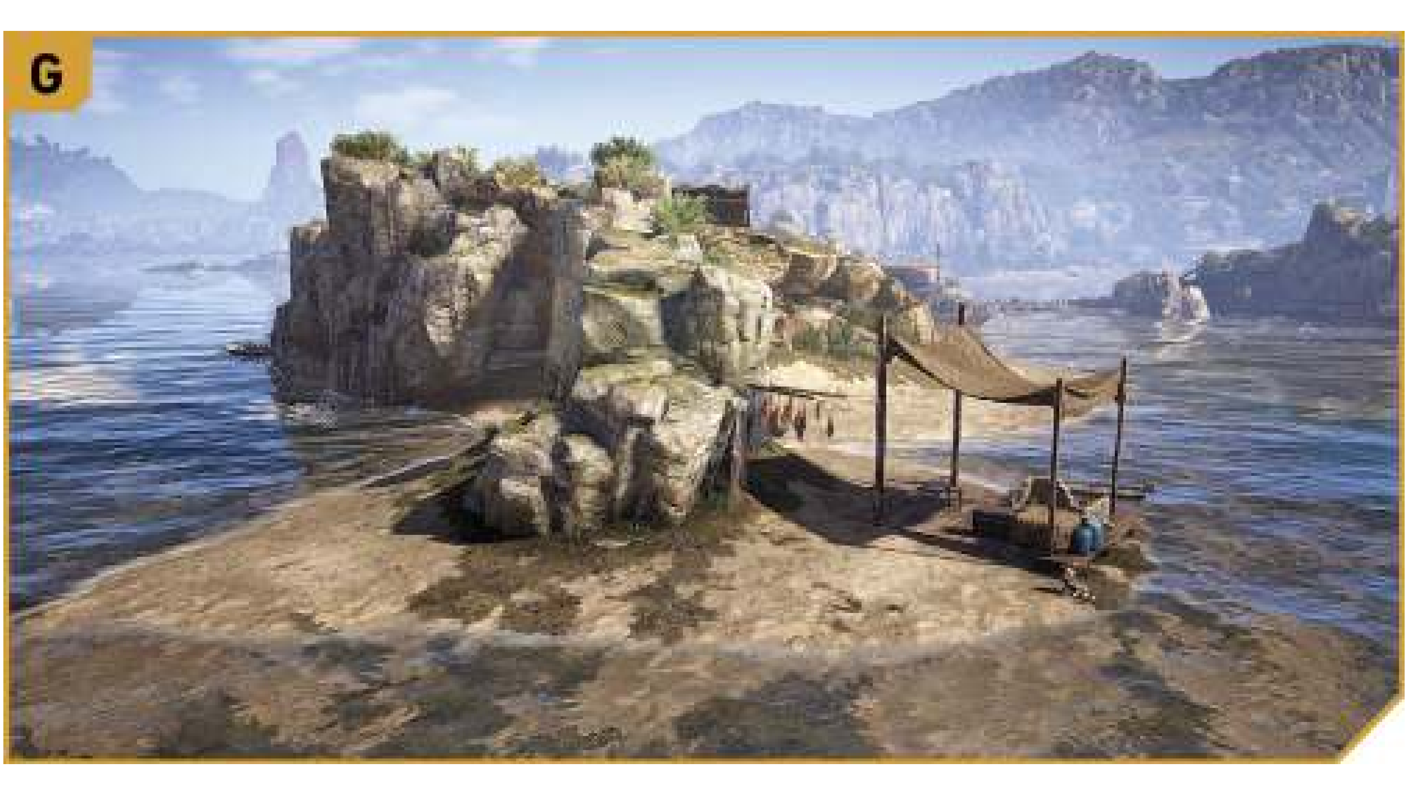
Access across the north side of the island is easy if you're on the rocks, moving east to west or vice versa. But don't overlook the small arch of rock under the bridge, allowing a boat to pass into and out of the island area. Use this as an alternate assault or departure point if you're leaving by boat.

NORTHWEST ISLAND ASSAULT POINT



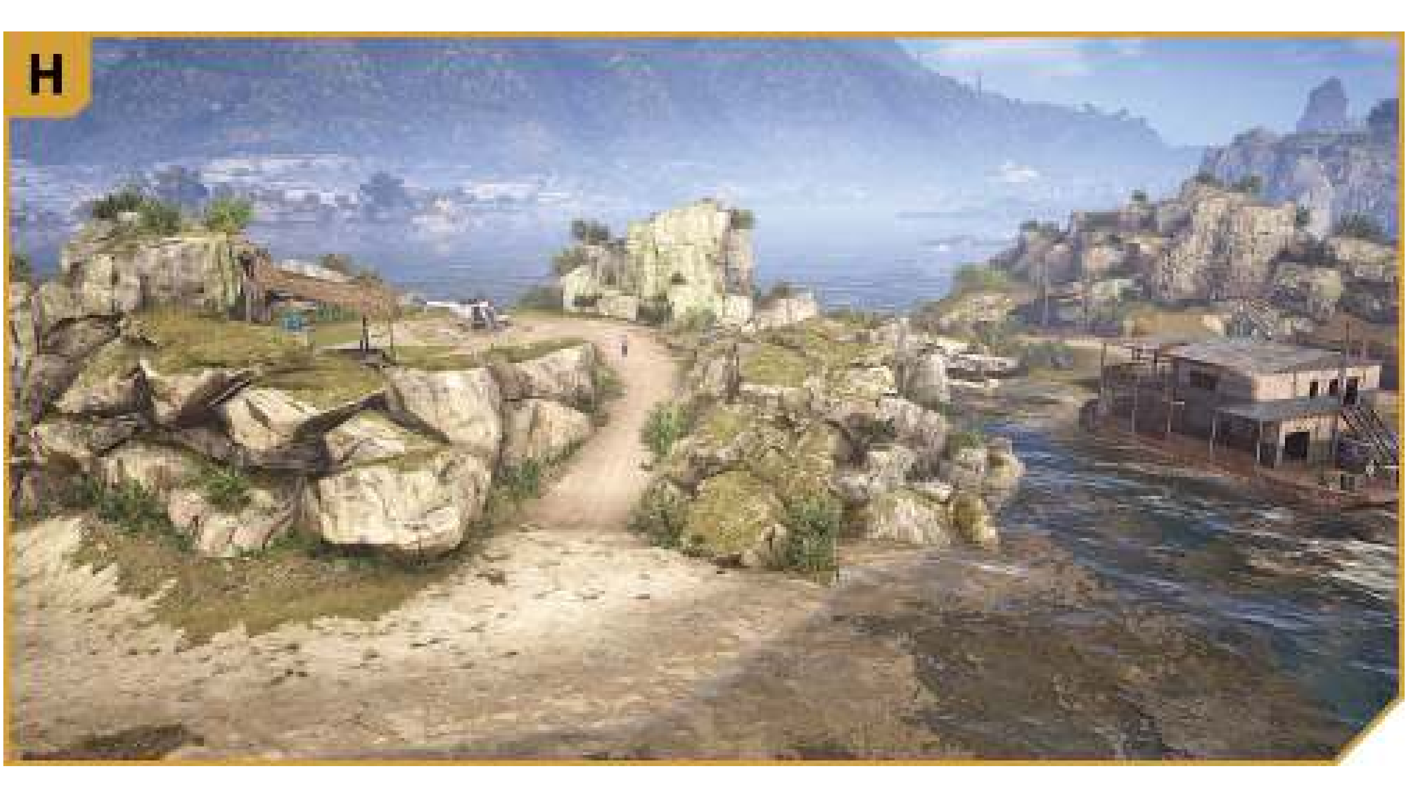
The jetty here is the easiest method of accessing the island, allowing access to the helipad, and a trio of foes including a sniper that's difficult to get a bead on. Have a fellow Ghost shoot him from elsewhere on the island as this assault begins (from the southwest sniper tower after removing foes from C, for example). If you're moving to defensive positions at the rocks on the perimeter of the helipad, you can start your takedowns from this point; this is a good defensive spot.

FISHERMAN'S BEACH (NORTHWEST)



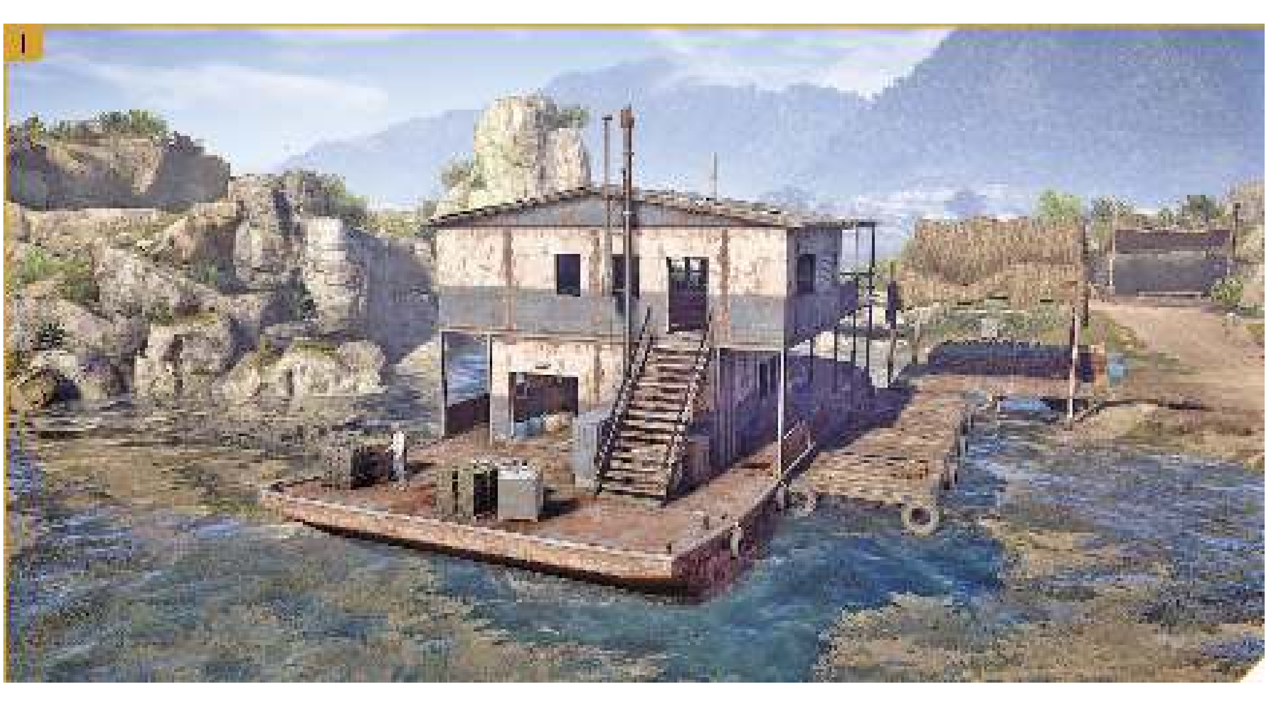
The northwestern tip of the islands has a single foe, and a shallow beach area. The rock outcrop and sandbags on the wooden platform are great locations for hiding and providing long-range distraction or takedowns against the snipers to the south, or foes on the target boat itself. Plus, the beach to the east is easily accessed once the coast is clear.

INTERIOR BEACH SLOPE



The sandy slope here leads up to the helipad, but disembarking without removing the foes dotted around the outer islands is a serious mistake, as you're easily taken out from all angles. Use this as an extraction point once the objective is met, and there are still stragglers you're not attempting to kill; you can quickly leave via boat or chopper from here.

TARGET: FLOATING BOAT LAB



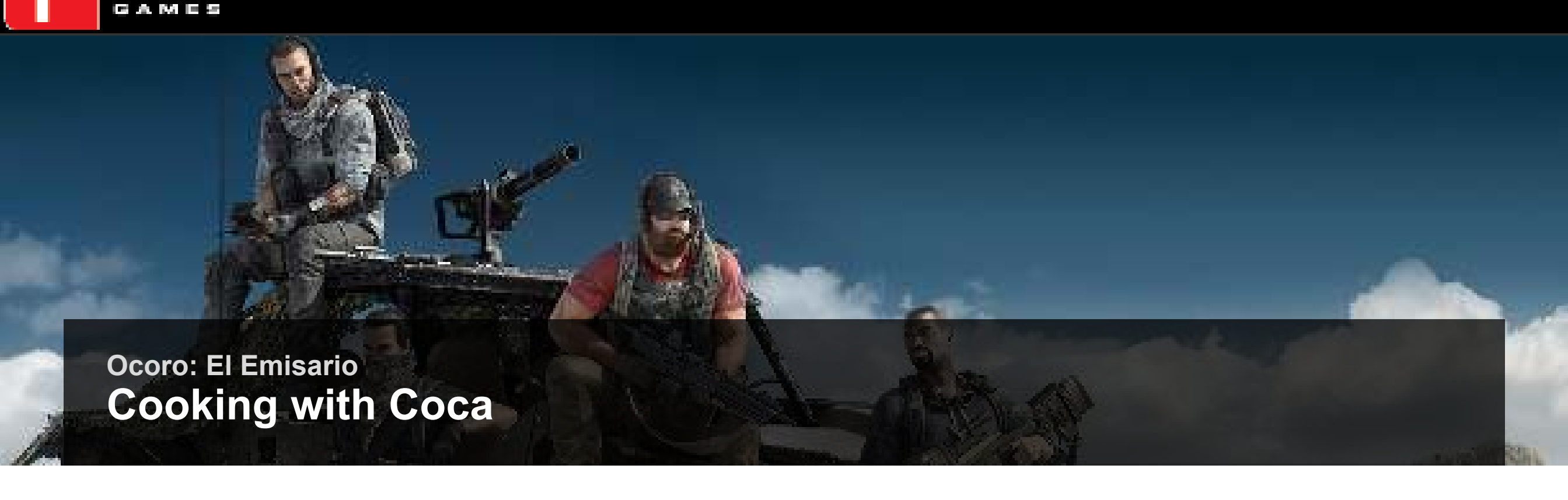
The boat lab is moored here, accessed via water or the island area to the northeast. There are three foes here along with innocents, so area-of-effect weaponry is frowned upon. The gas canister you're unscrewing is on the upper deck of the boat, and is the area to focus on. Tag the foes from any of the previous insertion points beforehand (C, D, E, G, or H).

BOAT LAB: TACTICAL ADVICE

SOLO: A great plan is to concentrate on the snipers while your fellow Ghosts are directed to assault the boat itself. This means disembarking at C, and removing the five snipers along the southern island area, then the long-range removal of the sniper at F. With only one sniper left, you can mop up ground troops at F and I, with your Ghosts assaulting the beach itself. Move to the boat lab and complete the objective, watching for stragglers (especially the sniper on the perch to the northeast).

CO-OP: There are many possibilities for success with four Ghosts assaulting here. Have two boats harassing foes and maneuvering in different directions around the perimeter of the island; each boat has a driver and a sniper, and sweeps the island until all enemy snipers are down. Death from above is also an option. Pilot a chopper and circle the island, removing snipers with precision shots rather than raking the area, as there are innocents to protect.

Or, you can try a more stealthy approach. Have one Ghost drive a boat and drop off fellow Ghosts at C, D, and F (in that order). By the time the Ghost at C has removed all the south island snipers, the Ghost at D should have removed foes in the northeast. Then the Ghost at C can tag the sniper at F so the helipad can be secured. The boat driver can then assault at G or H.



Ocoro: El Emisario

Cooking with Coca

OBJECTIVES

- Destroy all ovens and mixers

LOCATIONS

- Coca Paste Factory

REWARDS

- + 350 XP

BRIEF

The cartel is operating a coca paste lab inside a converted fish processing plant in Ocoro. Destroying the lab's ovens and mixers should disable it completely.

MISSION ACCESS

Acquire Major Intel in Ocoro Province to access this Mission. You can also unlock this mission by proximity.

LIGHT IT UP, THEN FLEE THE FACTORY

Head to the northern edge of Ocoro, near the border with P. N. De Agua Verde, and make sure you complete a thorough reconnoiter of the area. Though the factory seems to be initially reasonable to infiltrate, the sheer number of foes in the main forecourt just east of the factory itself makes stealth takedowns something of a novelty. But there are ways to get in and out without this turning into a bloodbath.

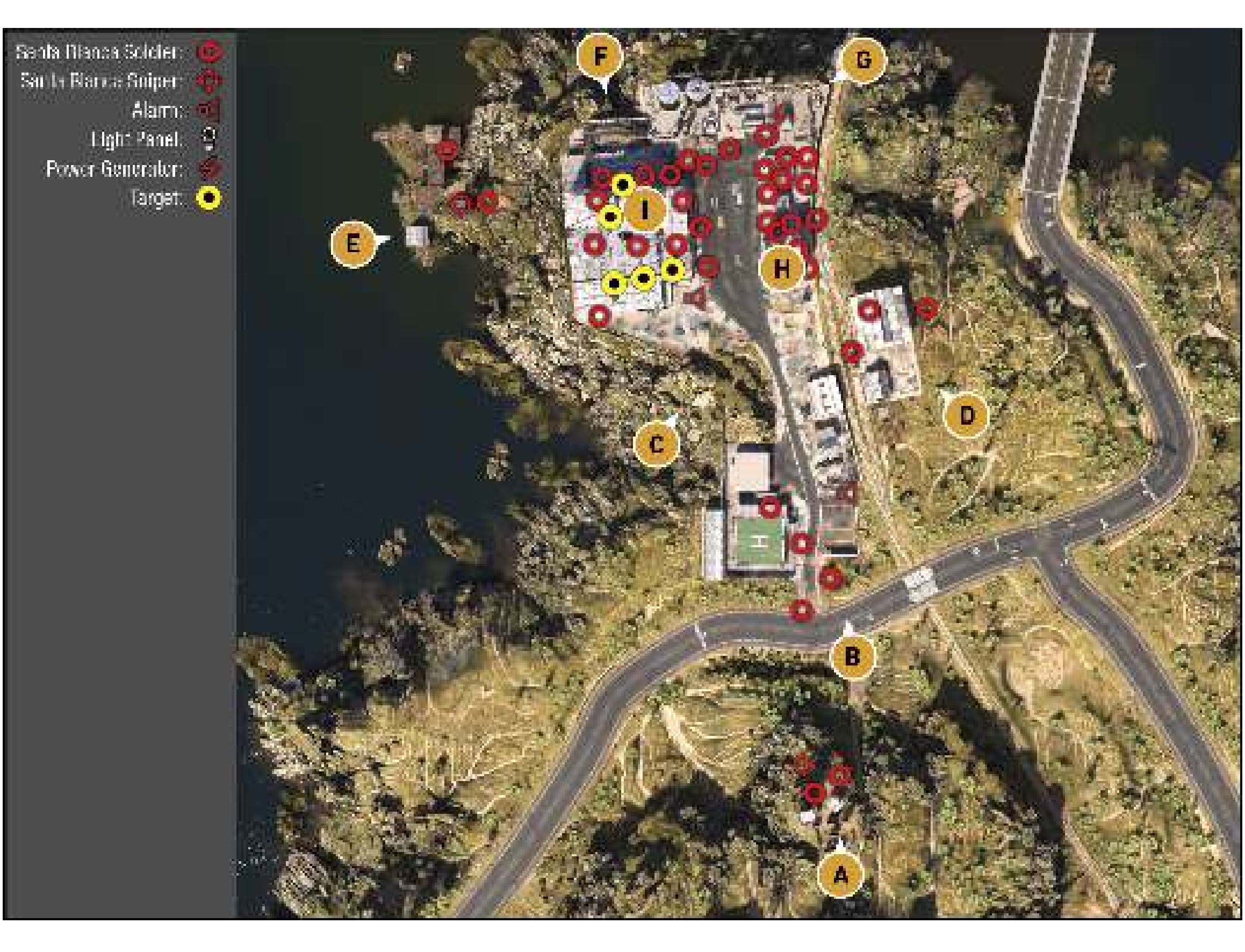
MOST RECON: LET'S BLOW THIS THING AND GO HOME

Be sure to bring adequate explosive charges with you; grenades and C4 work well when blowing up the ovens and mixers here.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

Think about infiltrating this zone at night, as the sheer number of bodies you'll be creating means foes are less likely to spot the silent carnage if the lights are off.

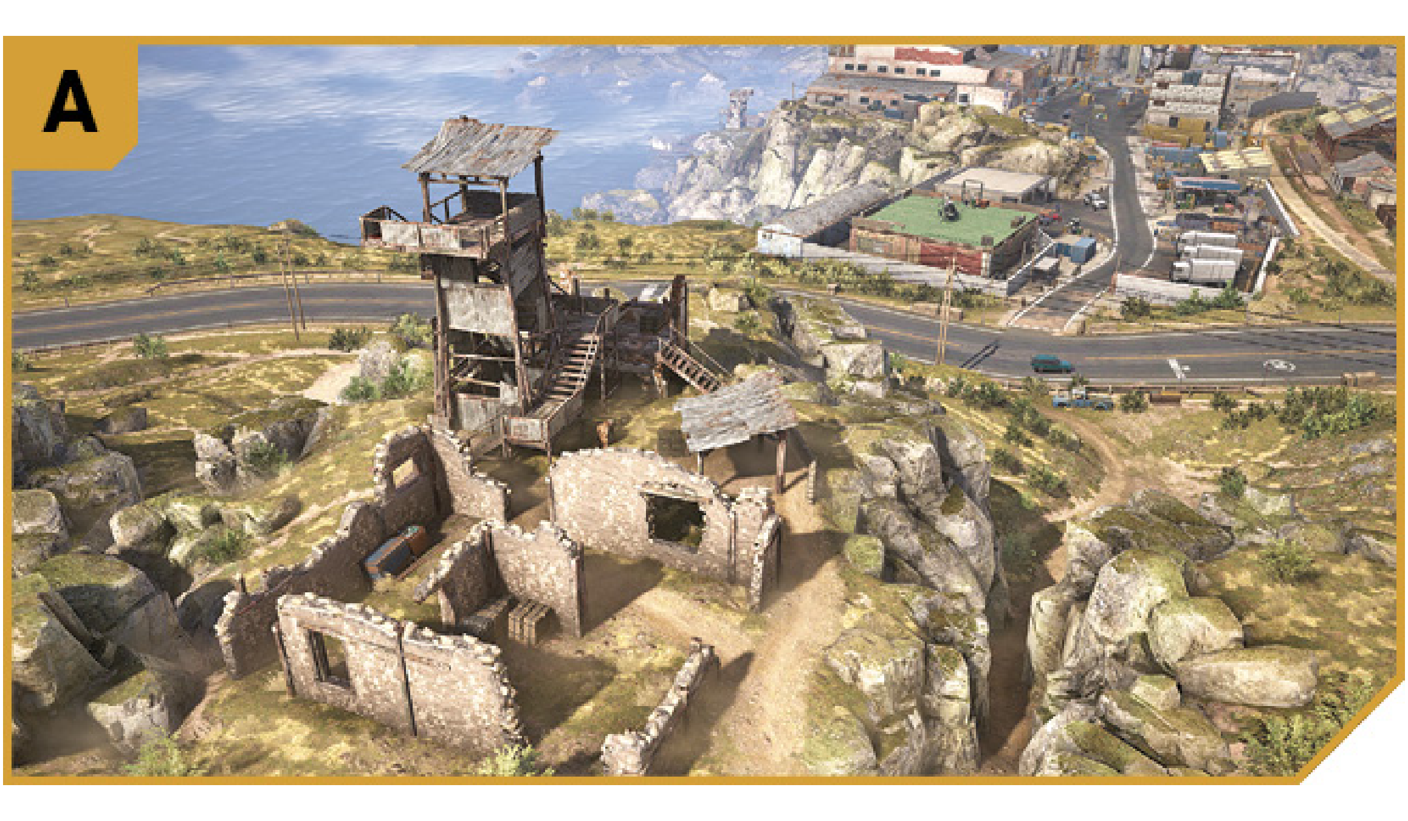
COCA PASTE FACTORY: RECON



TACMAP

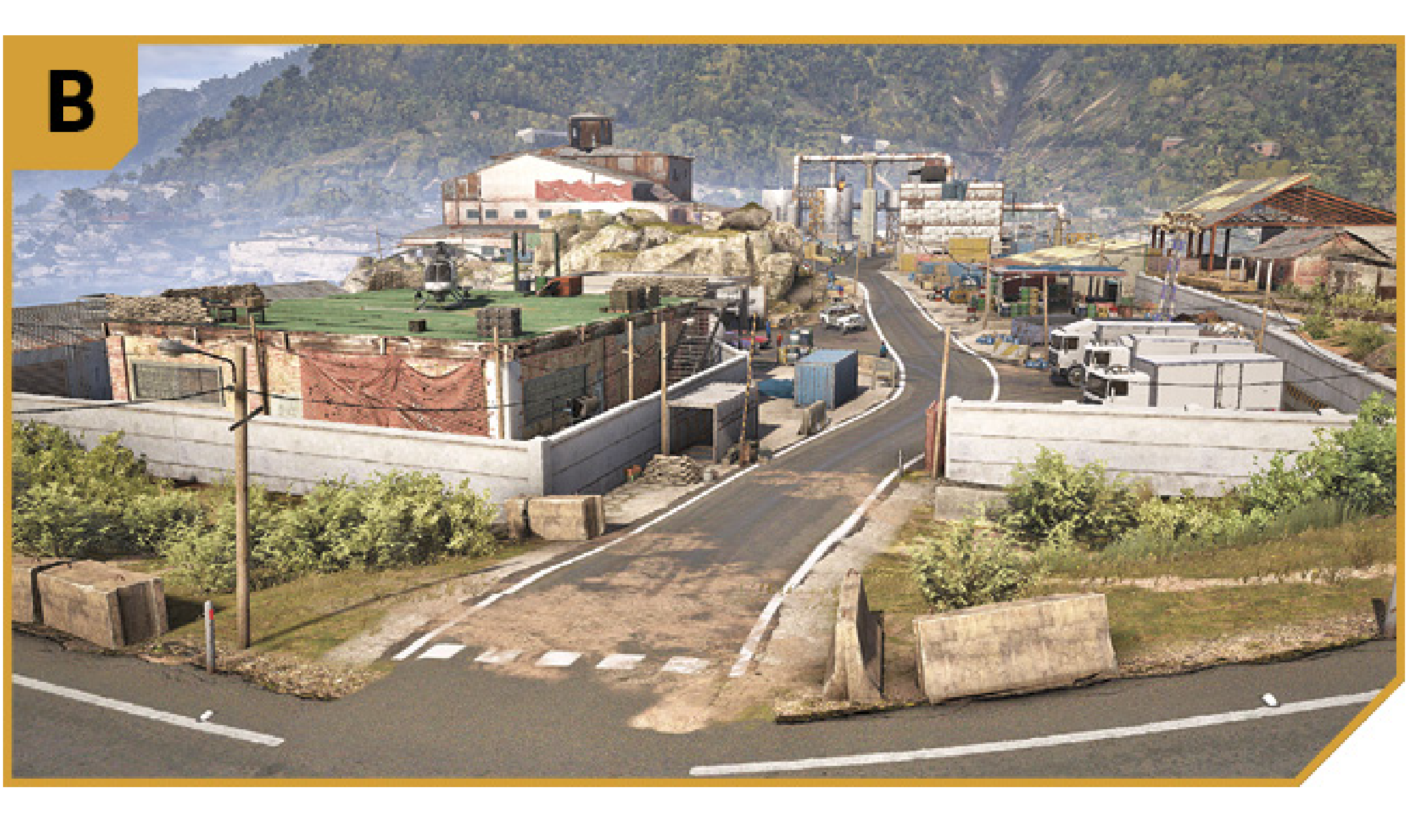
The majority of this factory is perched on a large rocky peninsula, lessening the number of infiltration points. The concentration of foes inside and around the factory makes a stroll down the factory road from the main entrance an almost impossible affair. Engage the enemy, and expect a cartel helicopter to appear as the combat takes a turn for the chaotic. Bring AA weaponry to this show, if the objective is taking longer than it needs to. Also plan on escape routes; having a friend in a chopper can help you all leave in one piece.

SOUTH SNIPER TOWER



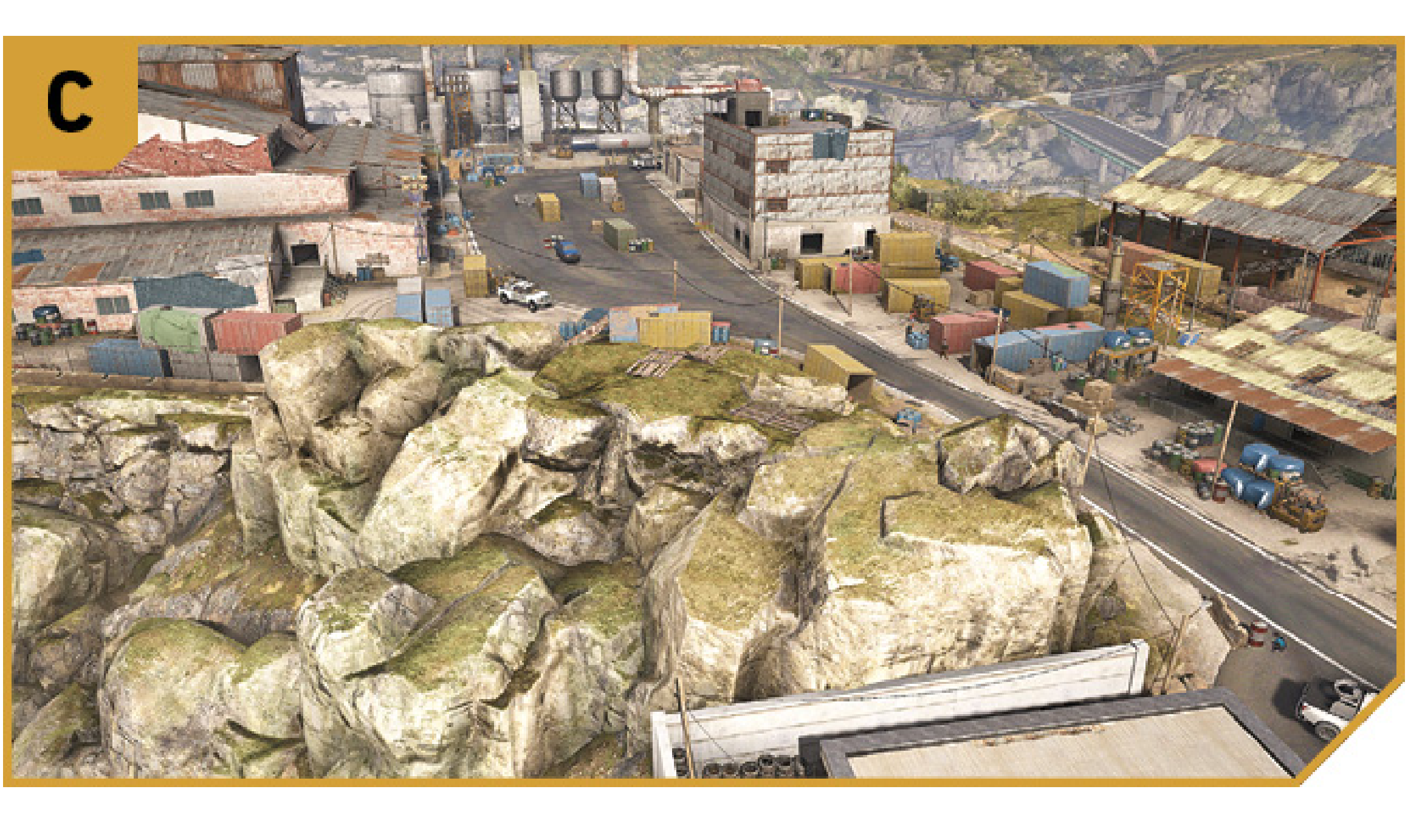
One of your team should be able to easily remove a trio of cartel soldiers, including a sniper so your initial infiltration goes without a hitch. The rickety tower set up here also allows the same Ghost to cover others of the group, as the view from this tower allows shots to be fired all the way to the objective. This is a great location to tag any rooftop enemies inside the factory perimeter, too.

FACTORY ENTRANCE (SOUTH)



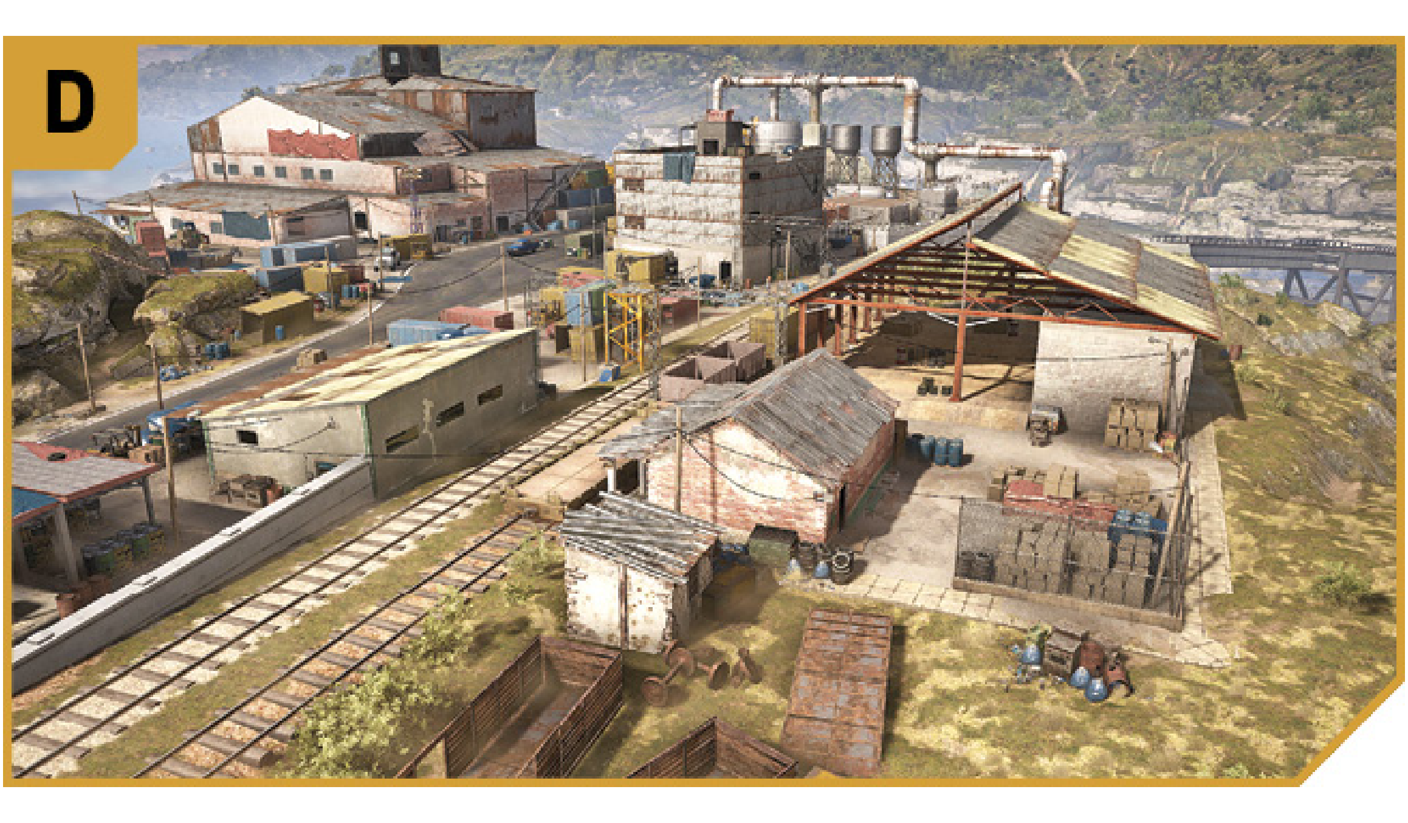
You can make short work of the four foes at the entrance, and around the base of the large helipad building. Just watch your fire as there are workers about. It's worth heading northeast to D at this point, or around the ground area below C to try and reach the western perimeter of the factory itself (I). Simply wandering north along the road gets you spotted and usually killed.

LOW ROCKS AND CONTAINER RAMPS



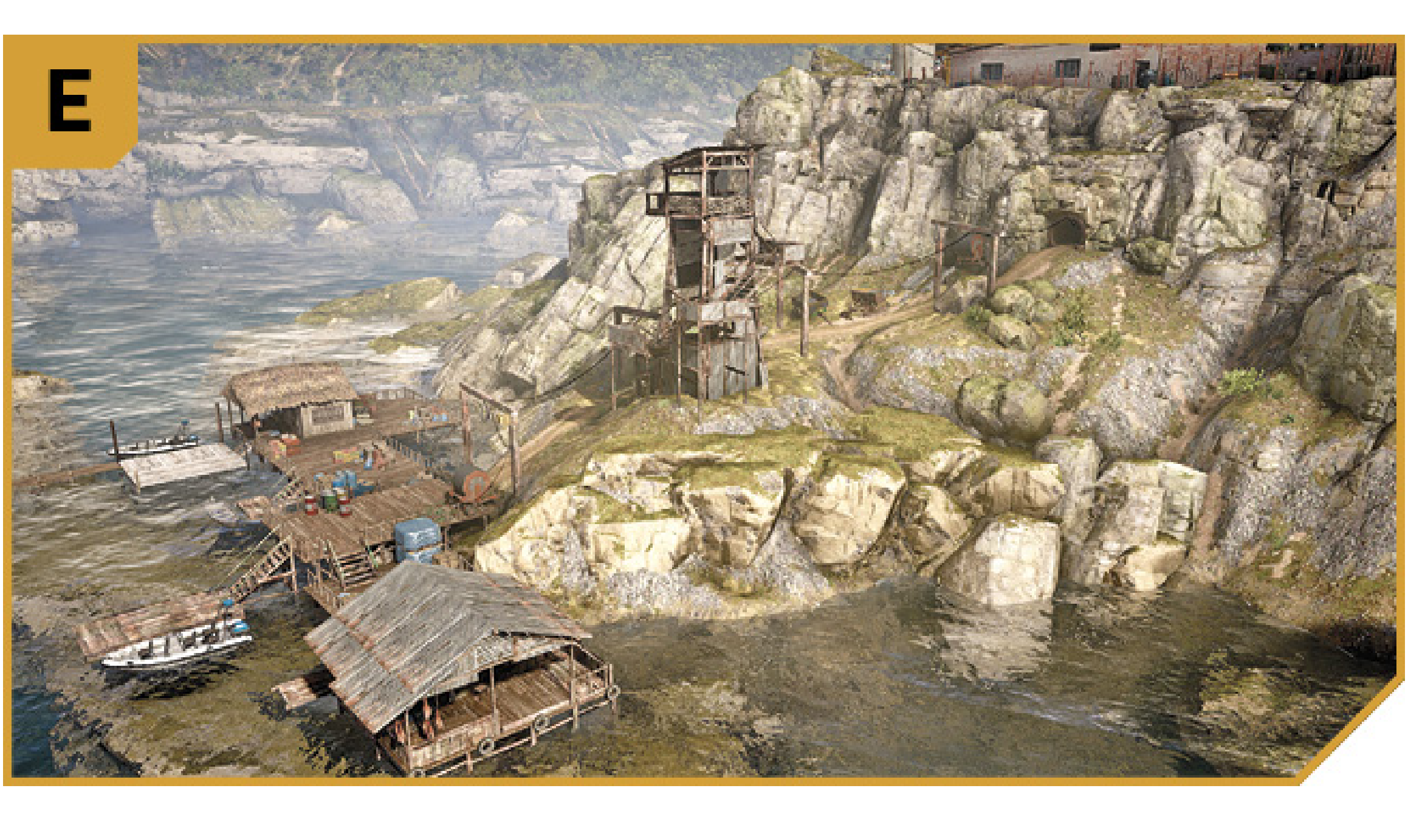
You can actually maneuver to the low rocks and set up a sniping spot here if you head in from the road to the south, along the outside of the concrete wall perimeter. You can cover a teammate as they move northwest to the factory, but you're open to attacks if the base is alerted or a chopper arrives. Use the ramps to make your escape down the rocks to the water if need be.

RAIL YARD (EAST)



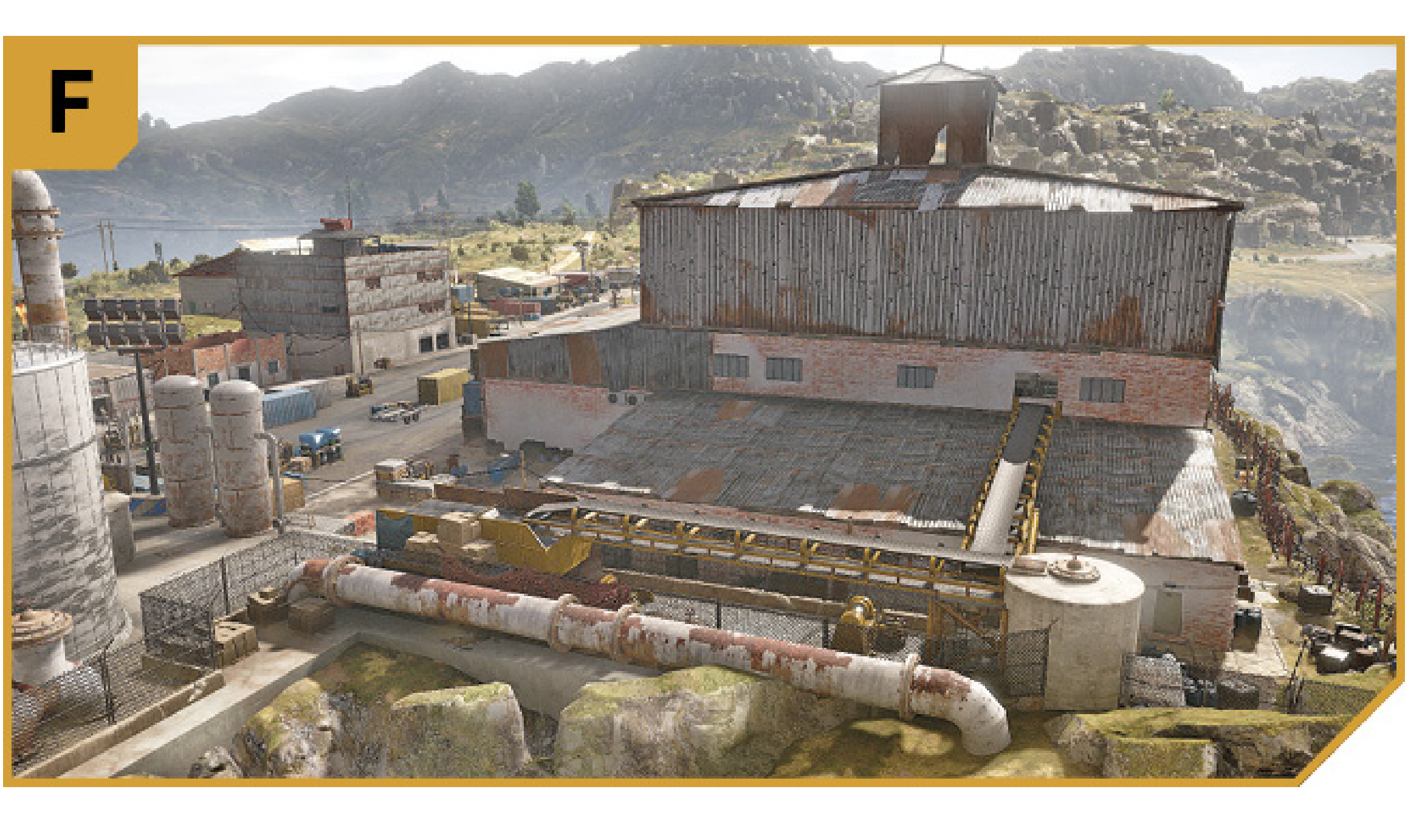
You can silently remove the three patrolling guards at this yard and station by moving in from B, or the road to the east. Ridding yourself of these foes is recommended as they can add to the trouble when the main base becomes alerted. Plus, they can be killed quietly and easily.

DOCKS, SNIPER TOWER, AND CHEMICAL TUNNEL



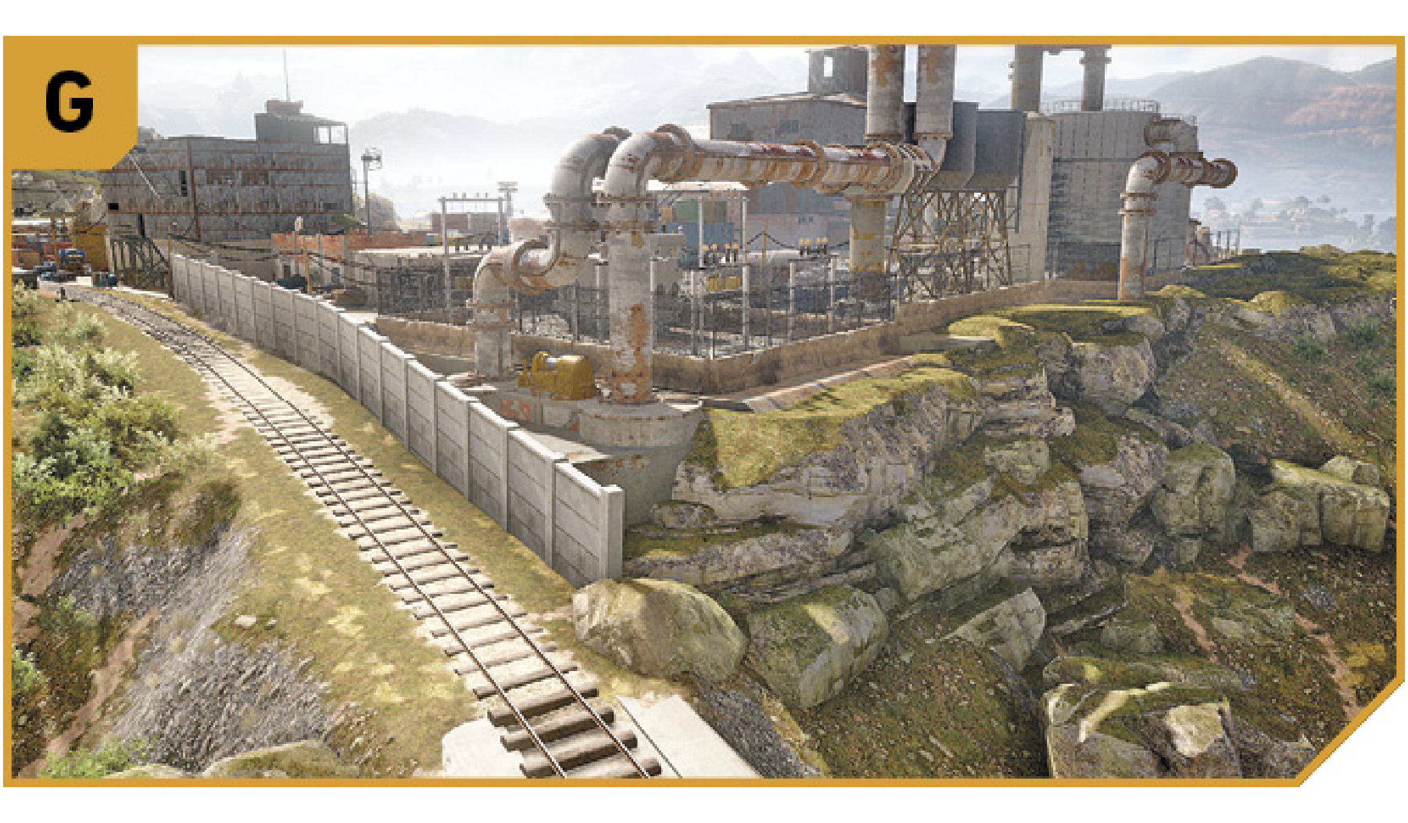
Approach from the west or south by boat, with one of your team sharpshooting the sniper and two dockside foes without alerting the foes at the main factory area. Then disembark, climb the hill heading east, and use the large chemical tunnel to move up and directly into the middle of the factory floor. Here, you can easily tag the mixers and ovens and quickly leave the way you came. Or just use this as a possible escape route; don't overlook it!

NORTH INFILTRATION: CONVEYOR BELT



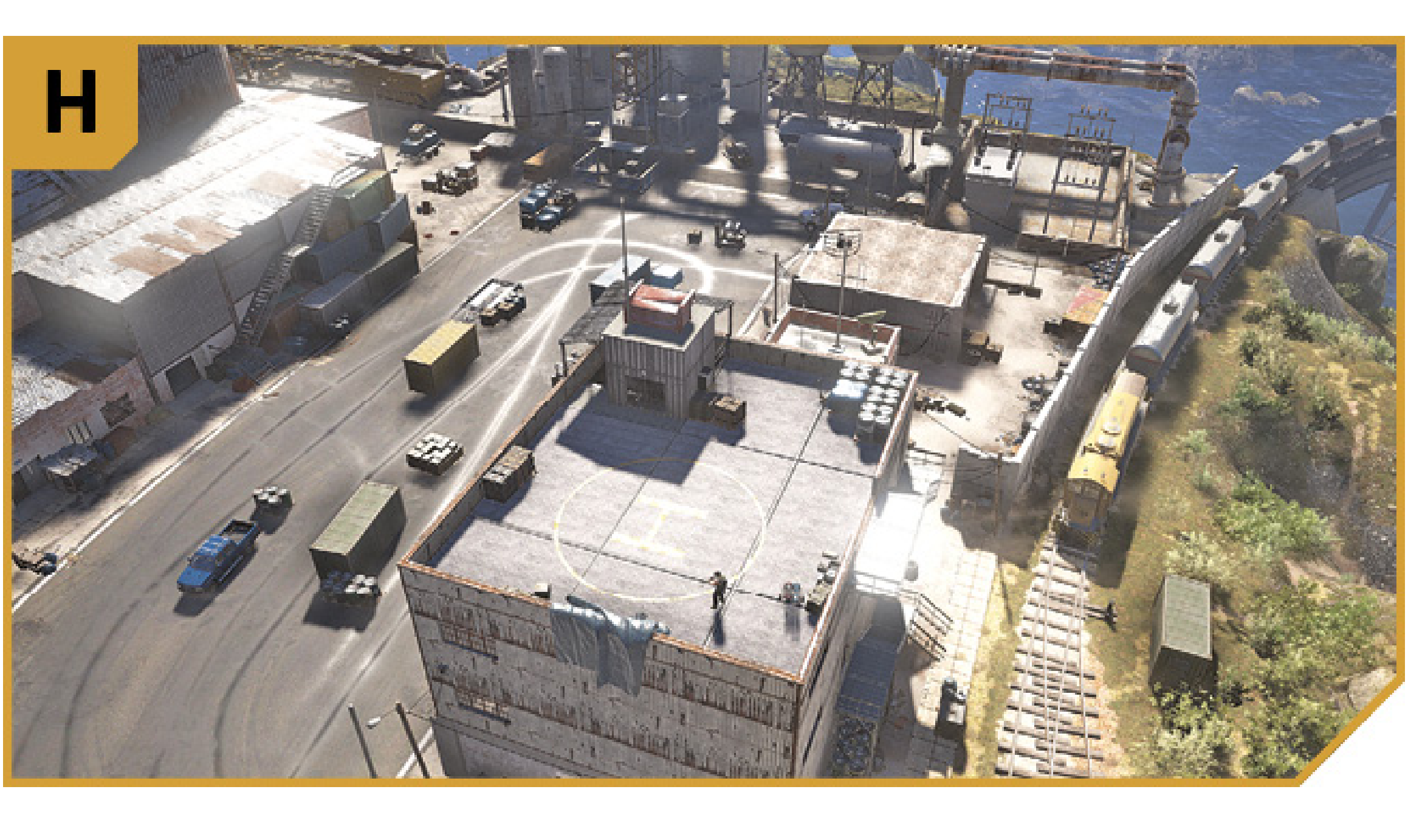
If you're not keen on a massive firefight, it's a better plan to infiltrate over the large rusting pipe, up the boxes, to an L-shaped conveyor belt. Get to this point from C or G. Follow the conveyor belt through an opening into the upper gantry around the perimeter of the factory. Though there are gunmen inside, the height advantage allows you to detonate the objectives easily.

NORTHEAST INFILTRATION: RAILROAD



There's a gap in the corner of the perimeter at the end of the railroad bridge. Make the most of it by circling around to this point, before heading into the factory and starting a vicious firefight, or sneaking west to F, or into the factory without being seen.

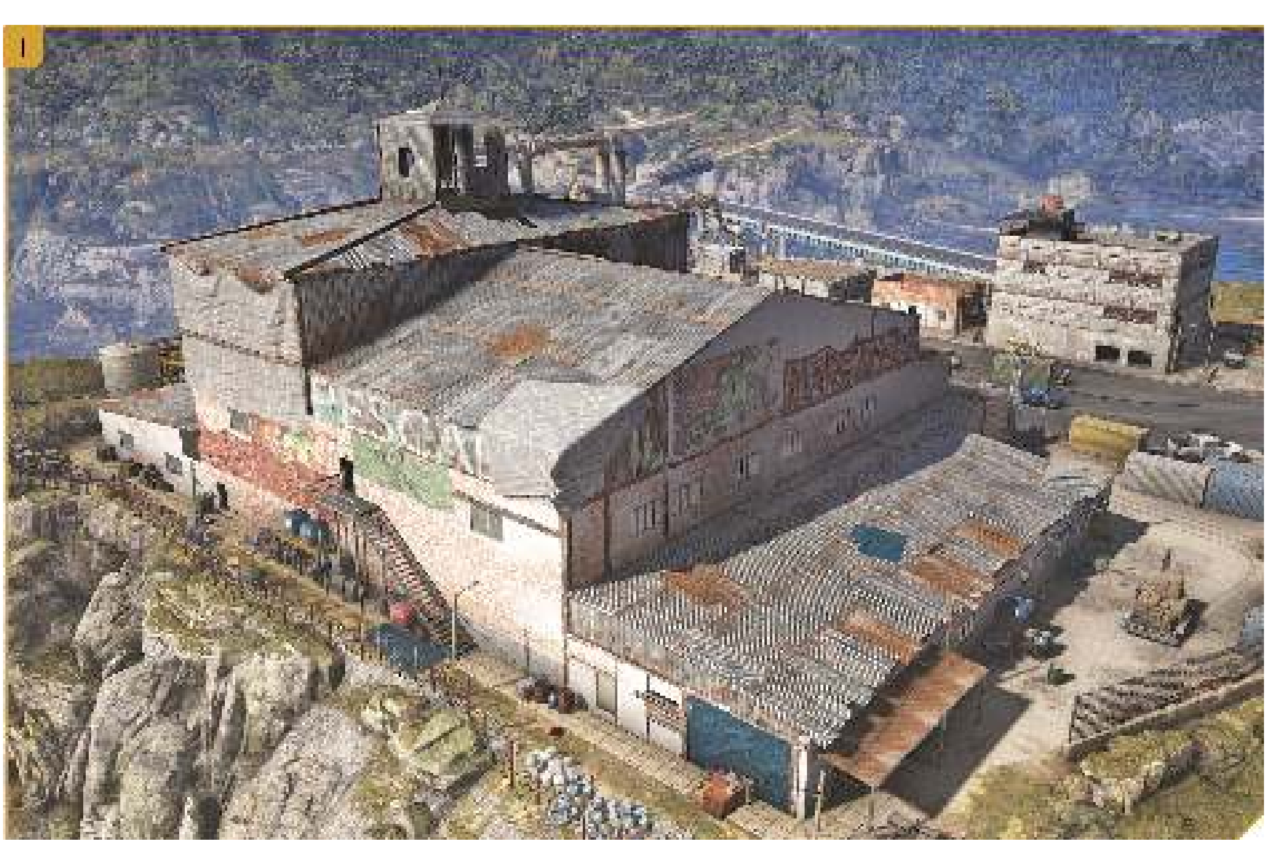
WAREHOUSE, COMMS, AND ARMORY



The majority of the enemies are located here, and a protracted and fierce battle erupts if you're spotted by them. Plus, the incoming cartel helicopter can make life very difficult for you. Use the tall warehouse and climb to the roof, enabling you to snipe the enemy chopper pilot, and cover your comrades. Plus, this is a good evac point for a friendly Ghost to land their own chopper, as the warehouse makes good cover as you flee to the roof for extraction.

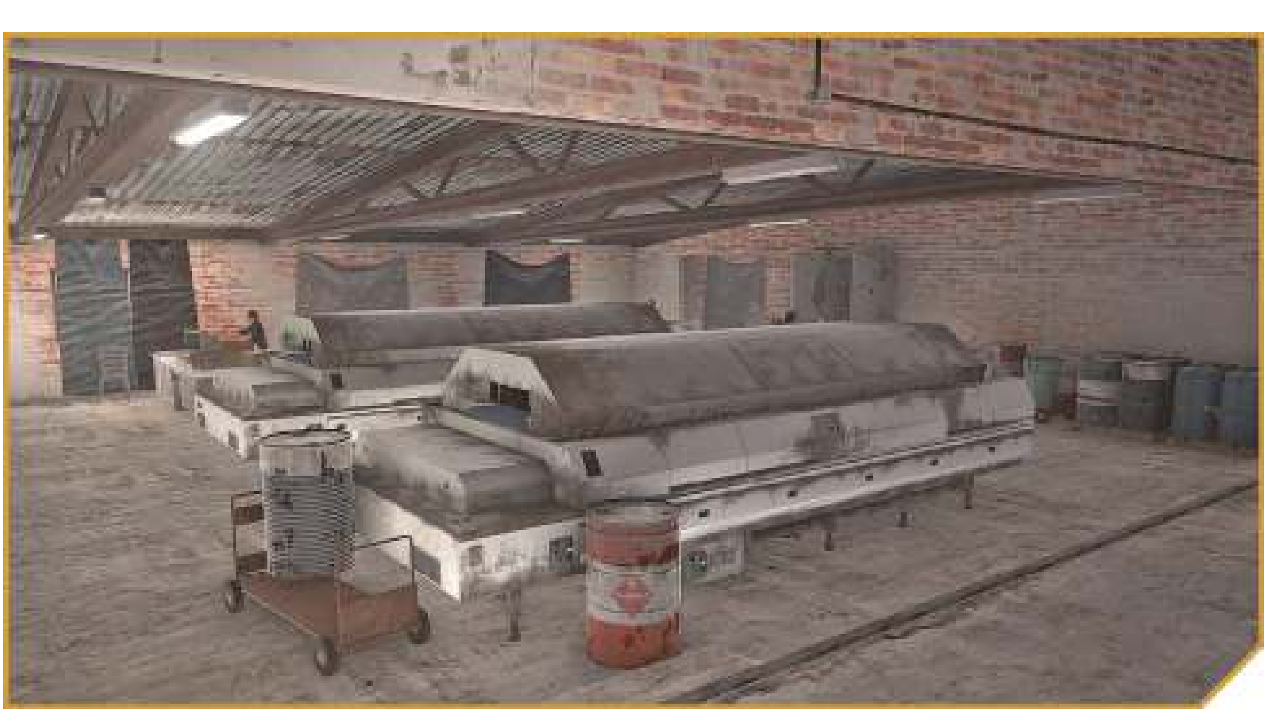
Down on the ground, fighting is fierce, and the comms and armory buildings are best avoided as you can be easily outflanked.

● TARGET: COCA FACTORY

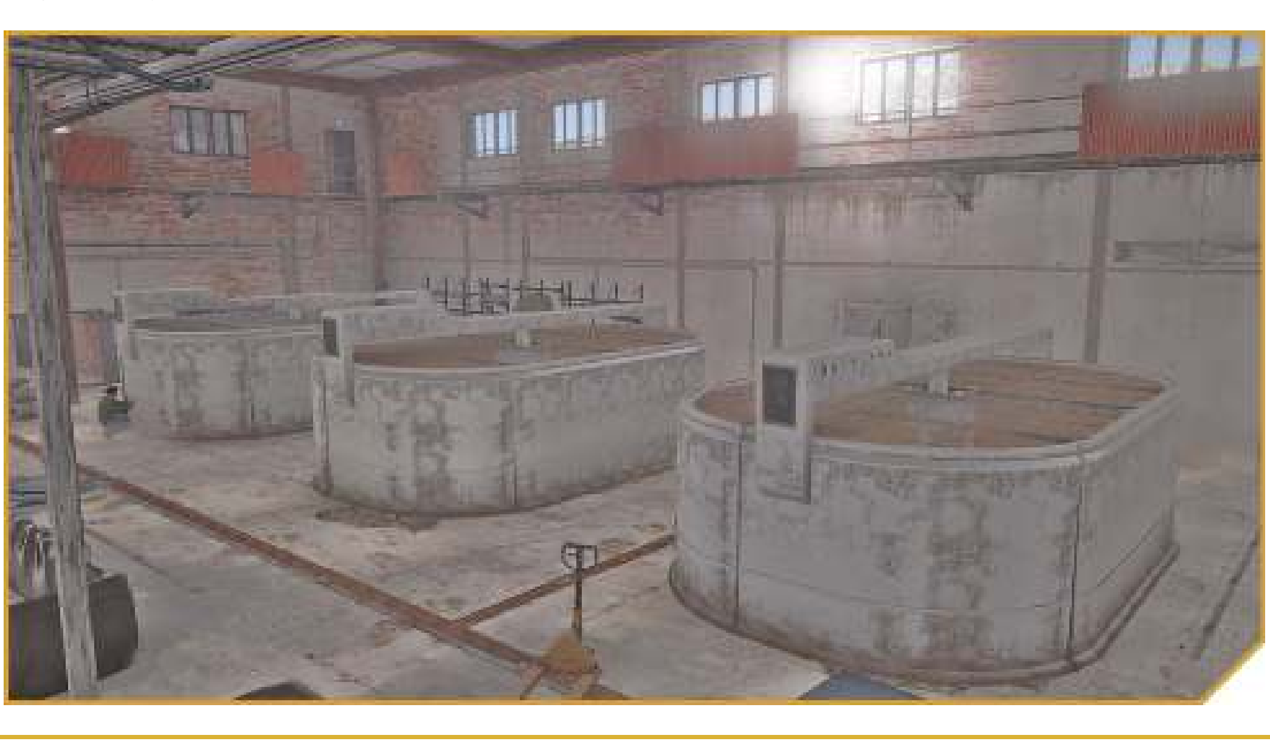


This huge factory with a corrugated roof has three entrances on the south wall, two on the west wall (one upper, one ground), one on the north wall, and a ground-level entrance on the east wall which is the most dangerous entrance of all. Also note the metal stairs over the container stacks on the east wall too; these allow access up onto the roof (as does dropping down from a chopper). As there are some sizable holes in the roof, dropping explosives or aiming down is another way to stay away from the interior fighting, while completing the objective. You can even drop into the third floor gantry and start an interior descent from the roof.

Inside, the main chamber features all five target areas in the same vast interior room (as shown). If you're low on explosives, remember the red barrels can be detonated with gunfire, and these can take out most of the objectives. Then use your own explosives to finish the job.



Or, if you're attempting a more clandestine approach, slap on some C4 and leave before the explosions rock the place. Ensure two targets explode with one device by placing your C4 or throwing your grenade between two of them, so you aren't using too many explosives at once.

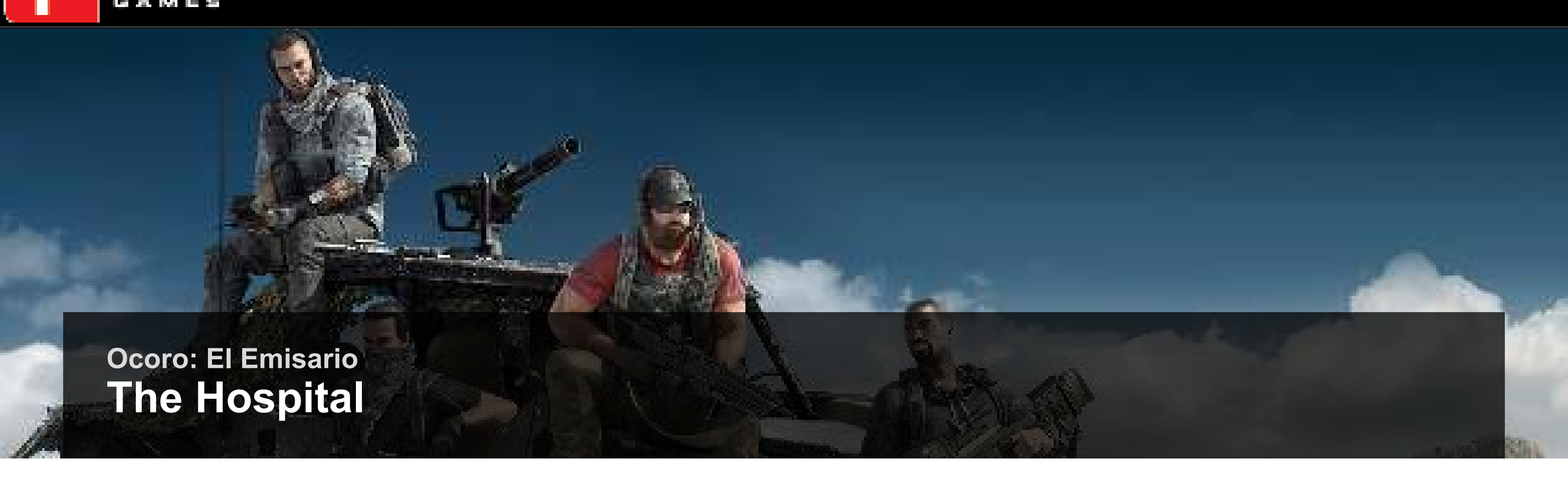


COCA PASTE FACTORY: TACTICAL ADVICE

SOLO: If you're able to tackle the foes from a boat at E, entering via the chemical tunnel under the factory is by far the safest plan. When you head up and into the factory, fix some C4, or lob grenades and shoot at the barrels before retreating the way you came.

Or, you can send your teammates into battle at H while you sneak in from B to C, and along the west side of the factory.

CO-OP: Land a chopper on the factory roof. Split your team so that two approach via water at E, while another heads in around D to reach the helipad warehouse at H, take out the snipers at A as well as enemy choppers, and a fourth "insurance policy" Ghost uses the infiltration point at F. Feel free to swap one of the roles of your Ghosts to a helicopter pilot who can land on either helipad roof to pluck any Ghosts having trouble escaping.



Ocoro: El Emisario

The Hospital

OBJECTIVES

- **Talk with the rebel doctor**
- **Defend the doctor**

LOCATIONS

- **Ocoro Dispensary**

REWARDS

- **+ 350 XP**

BRIEF

El Emisario is getting desperate. He's sending a force of sicarios to take over the Ocoro hospital and covert it into a cocaine lab. Pac Katari has sent a small group of rebels to protect the hospital, but they won't last long without our help.

MISSION ACCESS

Complete Aggressive Competition, The Boat Lab, and Cooking with Coca to access this mission.

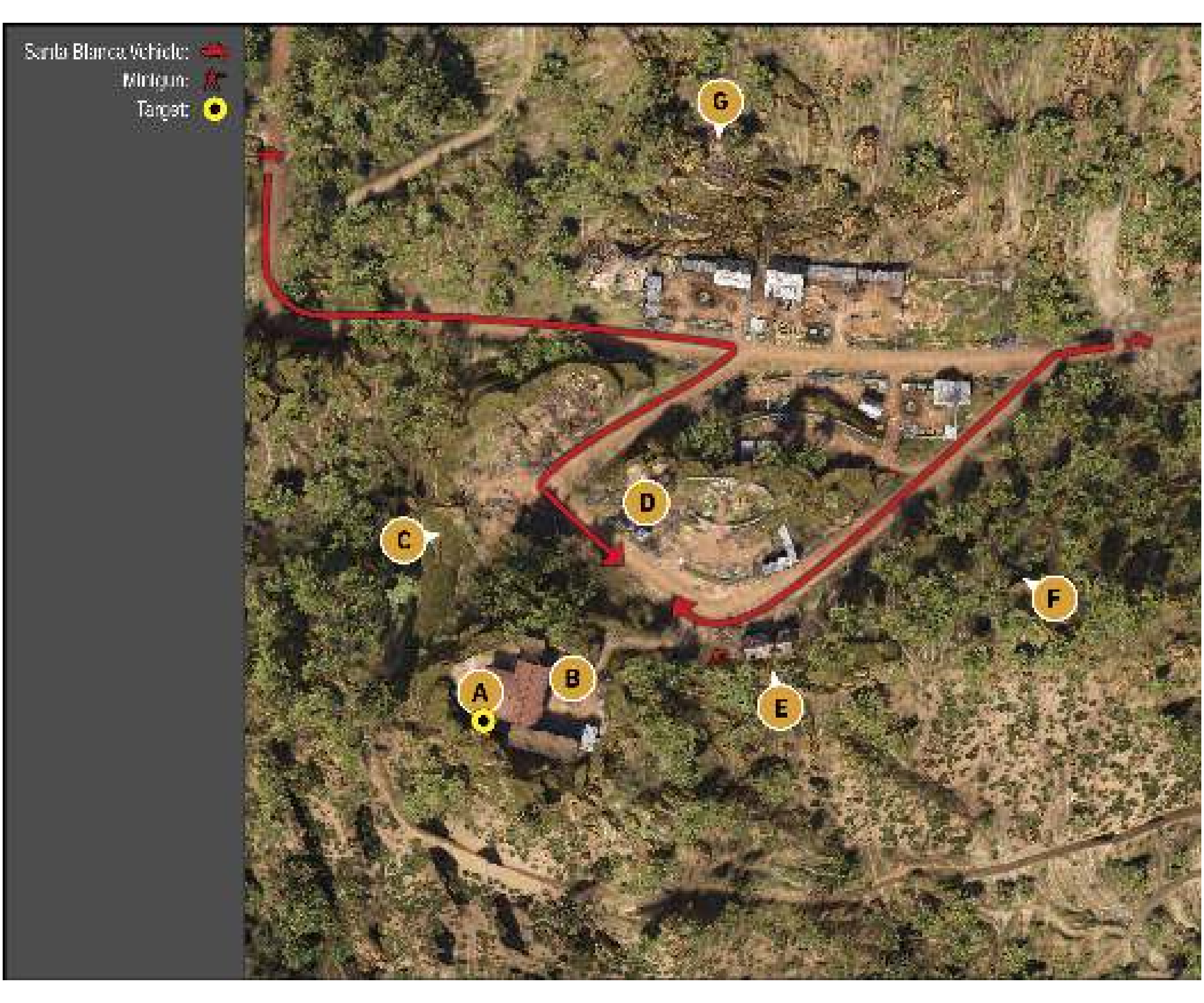
DISPENSING JUSTICE

This mission is quite short, but requires some pre-planning in order to complete with competence. Head to the objective point, and speak to the doctor, who has cleared all essential medicines and staff, and prepare for a cartel attack. But not before you've studied the environment for the best places from which to repel this attack.

CAUTION: EXPLOSIVE BARRELS

Scattered around the ruins of the farm buildings are some red barrels. Though they can be fired on to remove enemy threats, they can also be exploded by the cartel too, so stay away from them if you venture down from the peak of the mountain.

OCORO DISPENSARY: RECON

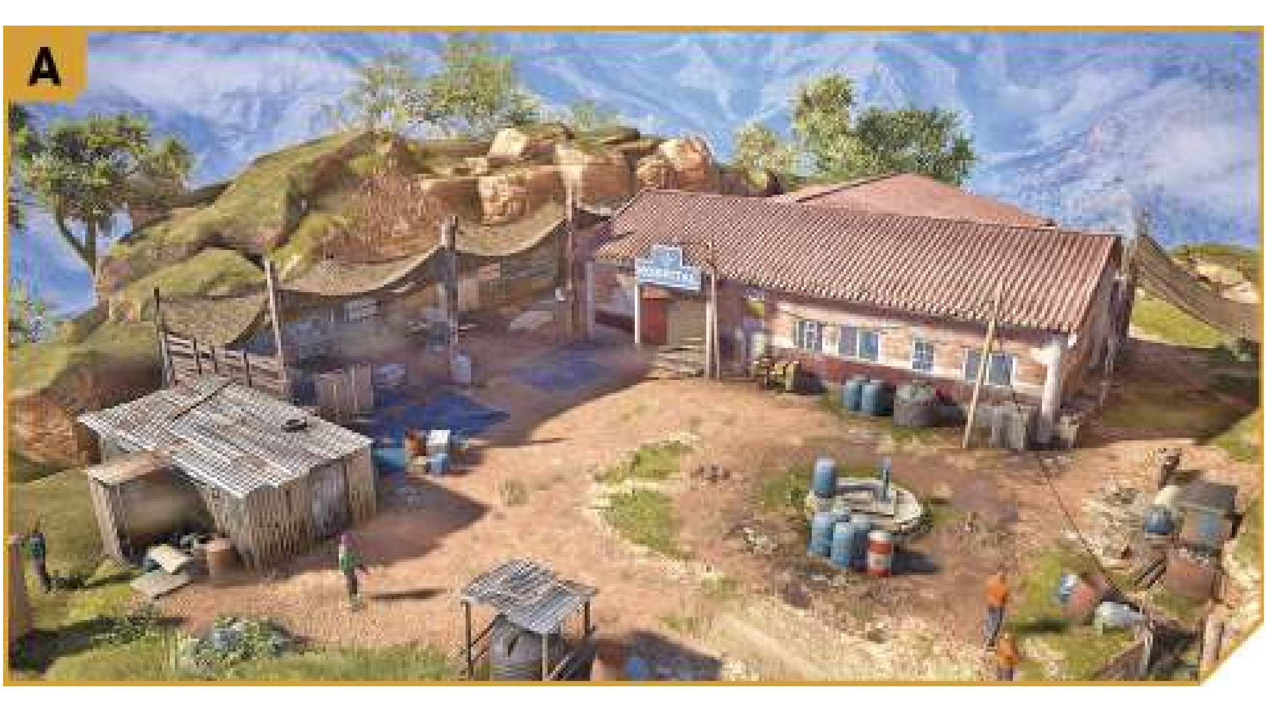


TACMAP

You are fortunate that the dispensary building itself is on the zenith of the rocky outcrop, meaning you're higher than any enemy not in a helicopter. The entrance into the hospital yard is narrow, and there's even a minigun emplacement and ammo box to aid you. Further your chances of survival by fanning out to create crossfire opportunities. When all your Ghosts are in areas of note, talk to the doctor, and prepare for combat.

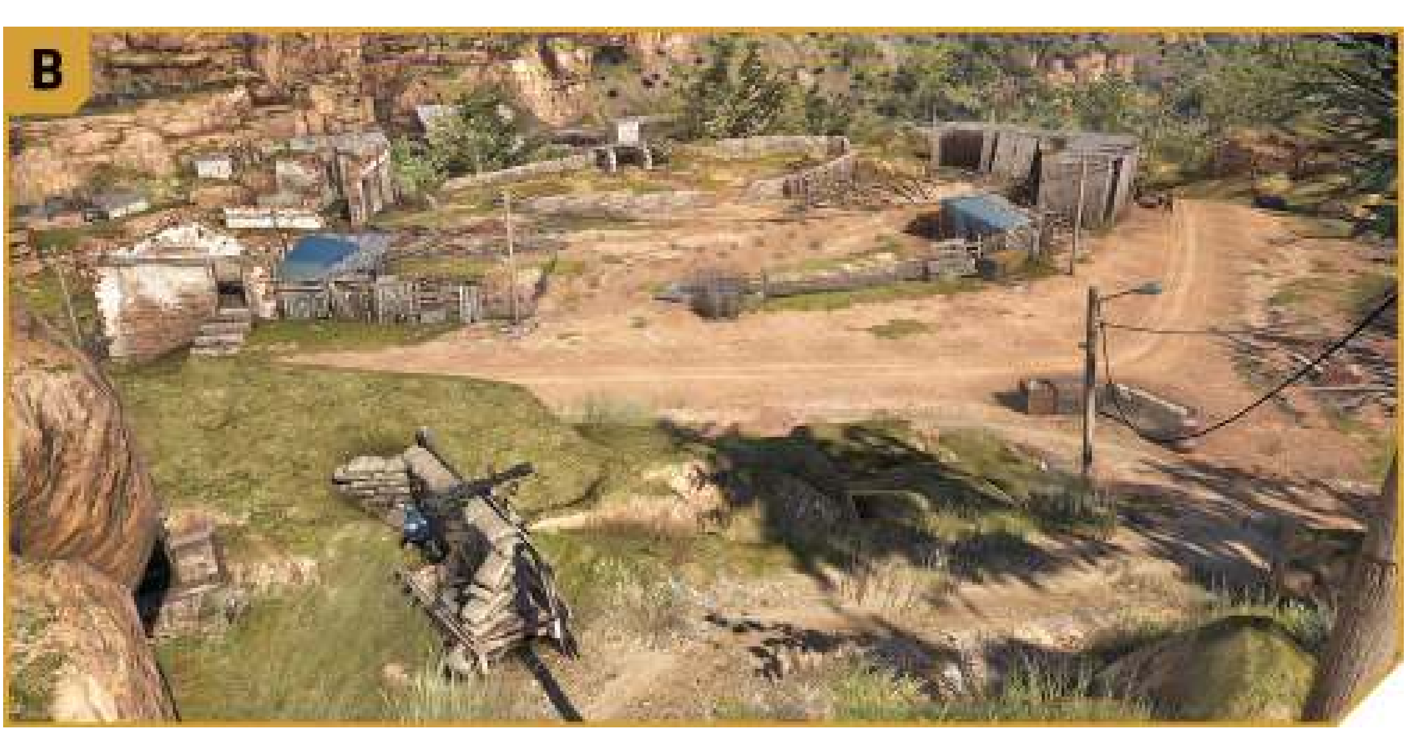
Expect a cartel Humvee to travel in from the west and east, up the winding road to the base of the path where you're dug in. Each has four foes (including one at the mounted gun). After the first two vehicles, a second pair, along with an attack helicopter arrive. Deal with these five vehicles to ensure mission completion.

OBJECTIVE: OCORO DISPENSARY



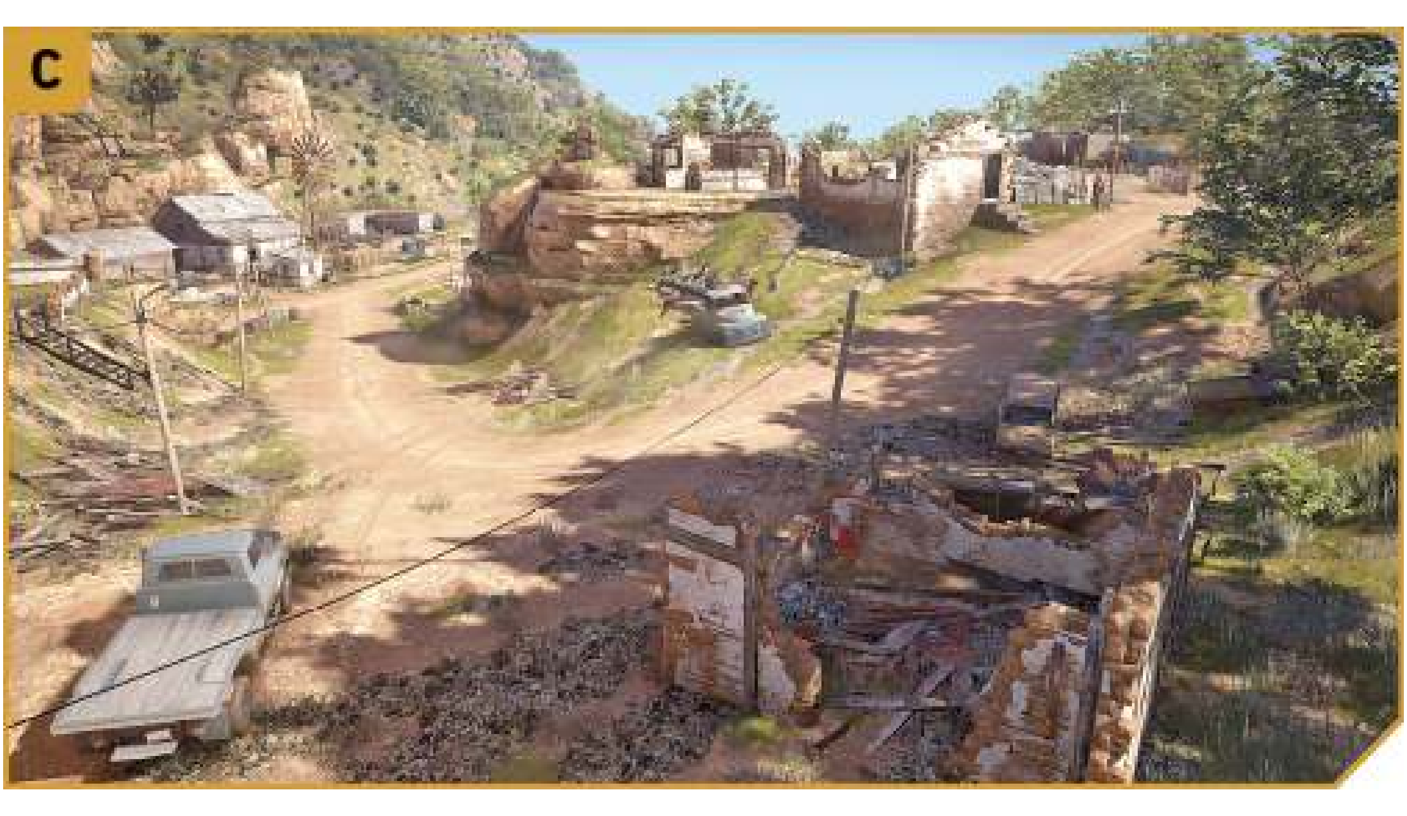
Don't meet the doctor until your entire team is situated at some of the optimal places to easily remove the incoming foes. Even the roof of the hospital, and the fabric roofs, can be crossed and used to move over, as you have good views of where the enemy vehicles stop. You can even snipe at the attack helicopter as soon as it appears at visual range.

MINIGUN NEST AND AMMO



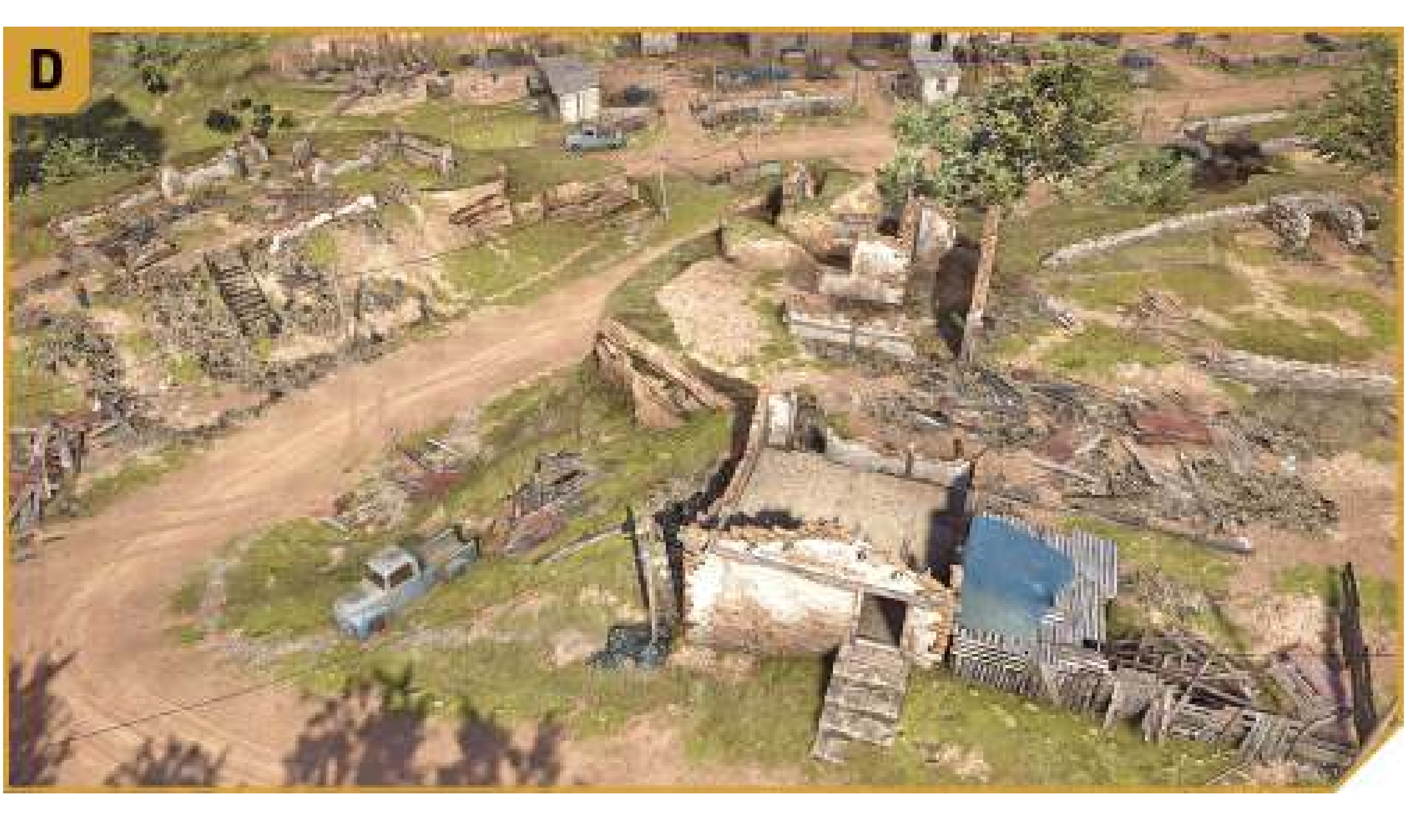
The main (and only) path from the road to the dispensary has some helpful weaponry to use; have one Ghost at the minigun nest, which can easily rake and completely destroy three of the four Humvees (one may park too far to the left, and your angle is obscured by the rock outcrop on your left). Use this to remove the attack helicopter in seconds, too. When this is used in conjunction with other Ghosts and the rebels, the attackers can be put down with ease.

WEST ENTRANCE ROAD



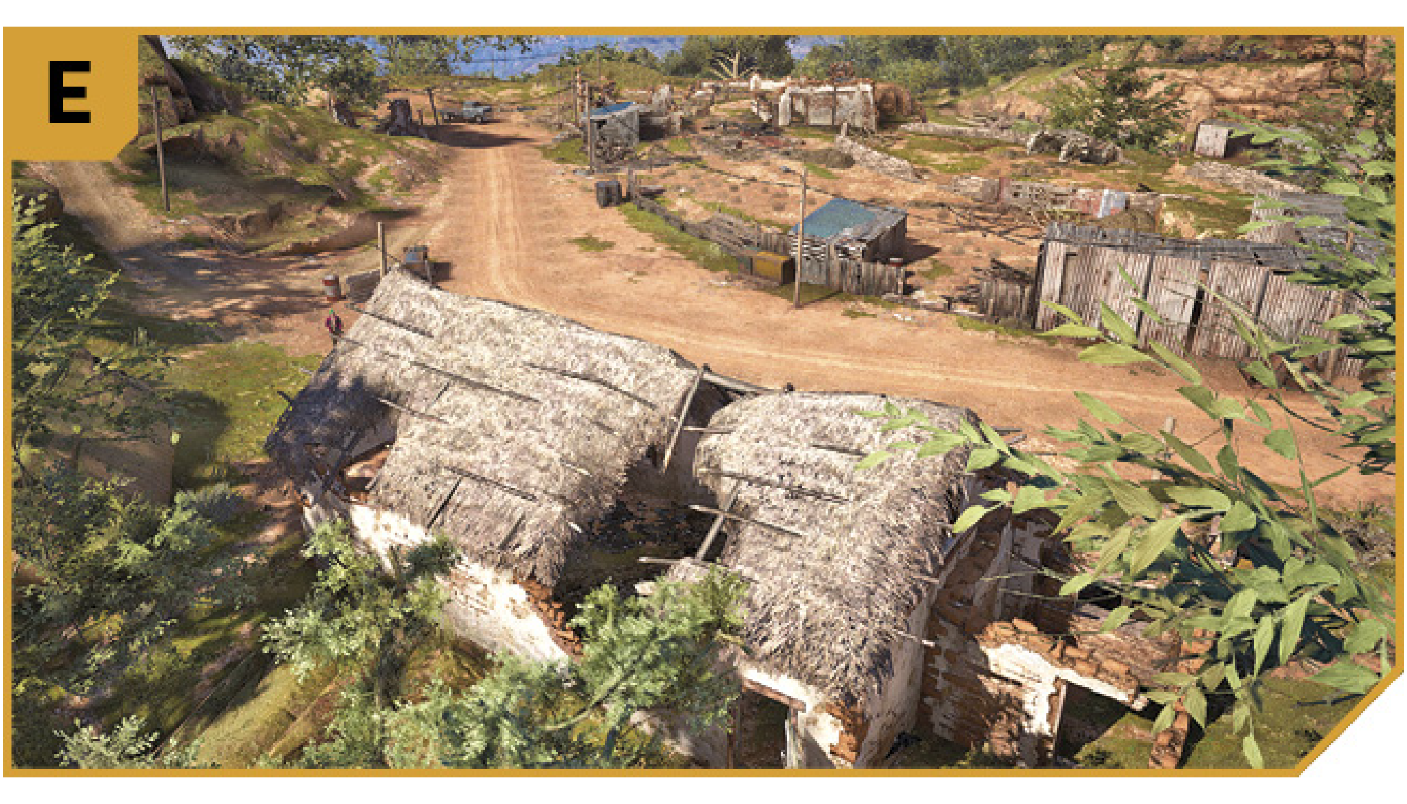
The burned-out shells of the cottages on the west side of the road, around to the peninsula overlooking the junction at the main farm, is a good place to attack the Humvee heading in from the west. Your usual plan (blocking roads with vehicles, sniping the driver, using explosives) works well here. You can even let the vehicle pass, and attack from behind, catching the foes in the crossfire.

CENTRAL FARM PLATEAU



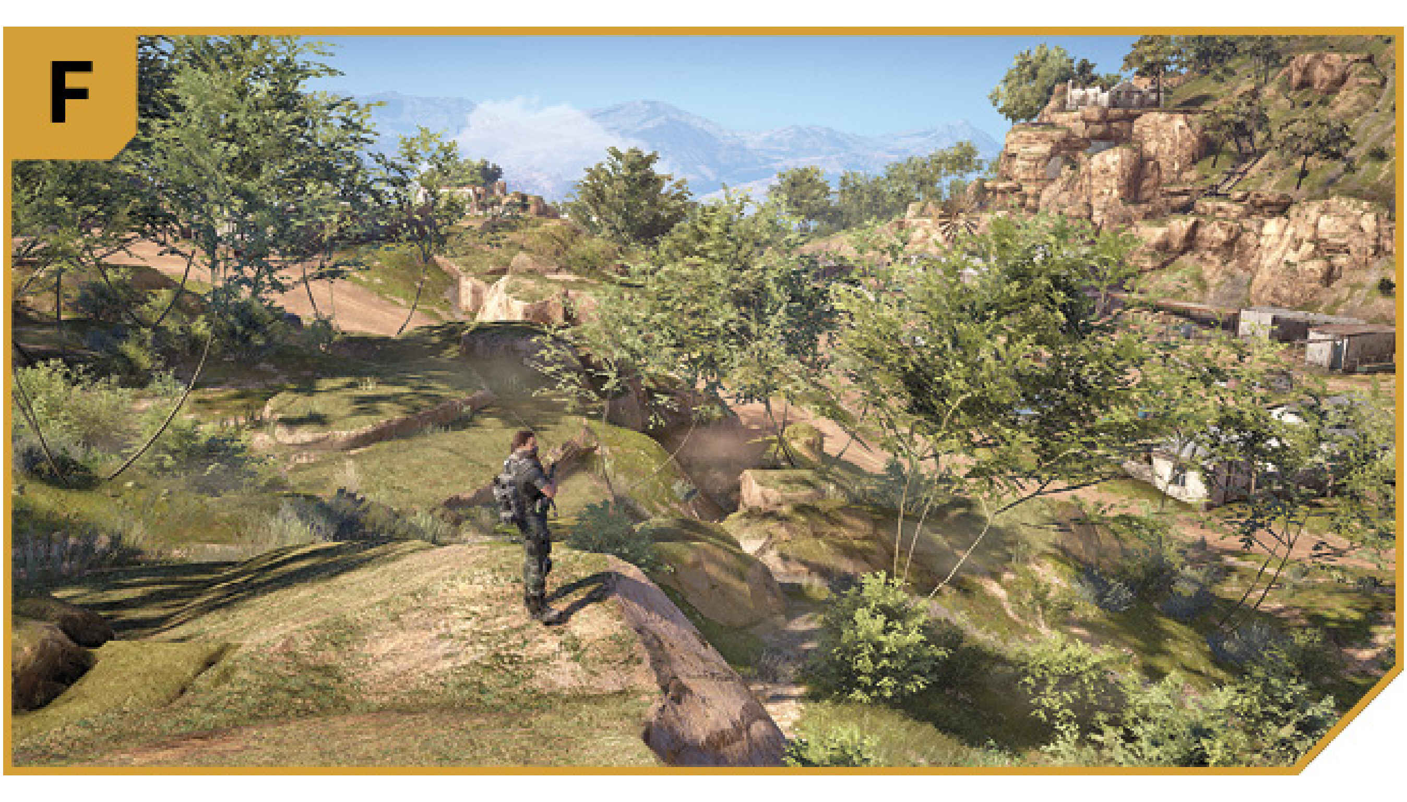
The ruined buildings on the west side of the plateau are worth hiding in, and offer a good crossfire opportunity as either vehicle comes to a stop.

SOUTH COTTAGE



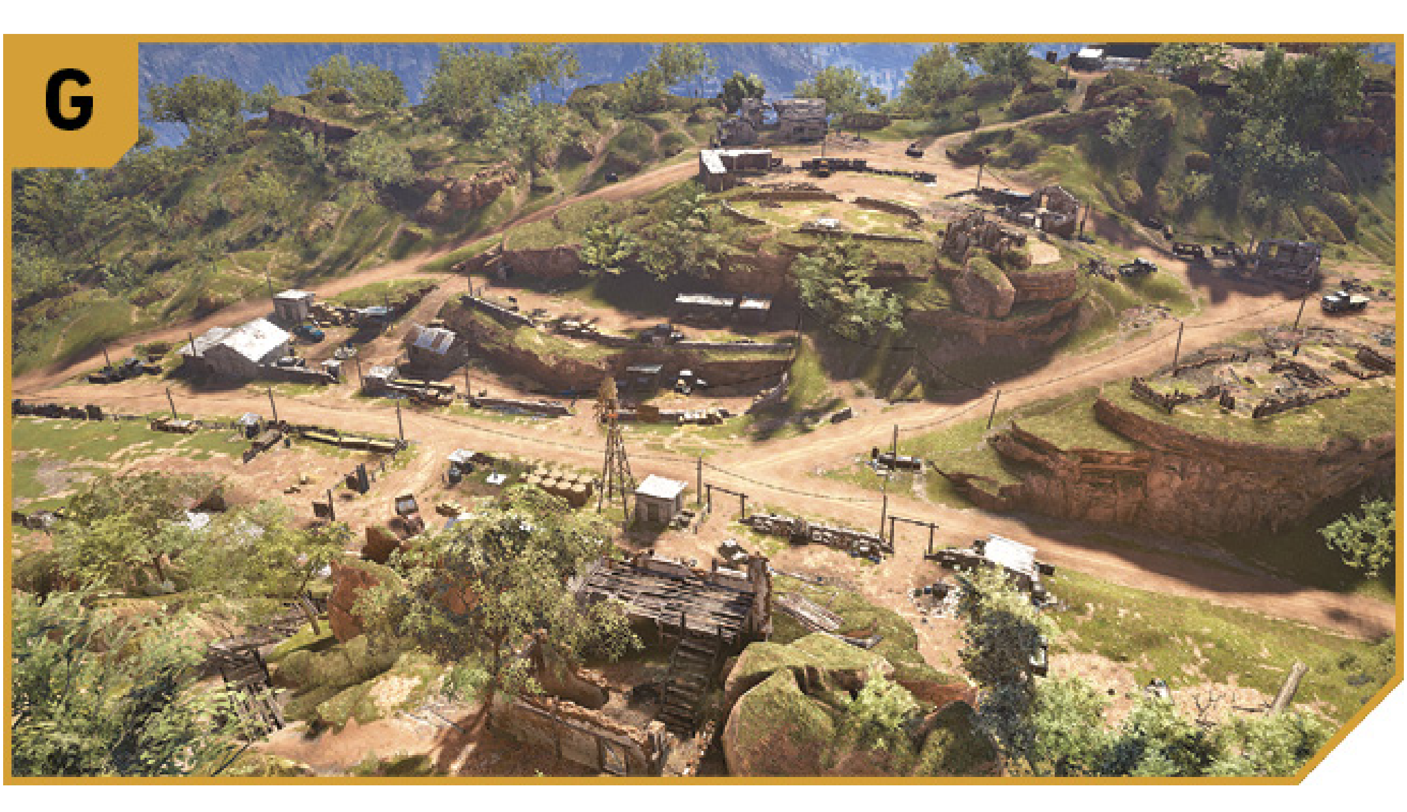
The debris-filled remains of a cottage is a good hiding place to attack the eastern vehicle from. Hit it as it drives up the road, let it pass and continue to fire, then step out from cover and finish any stragglers.

WOODED OUTCROP



The hills to the east of the dispensary offer good recon views of the eastern vehicle as it heads along the road, and sniping opportunities too, as there's ample cover. Don't execute the driver too early as you actually want additional rebels and your other teammates to help remove the threats in a maelstrom of gunfire, as the vehicle closes in on its destination.

CLIFFSIDE FARM

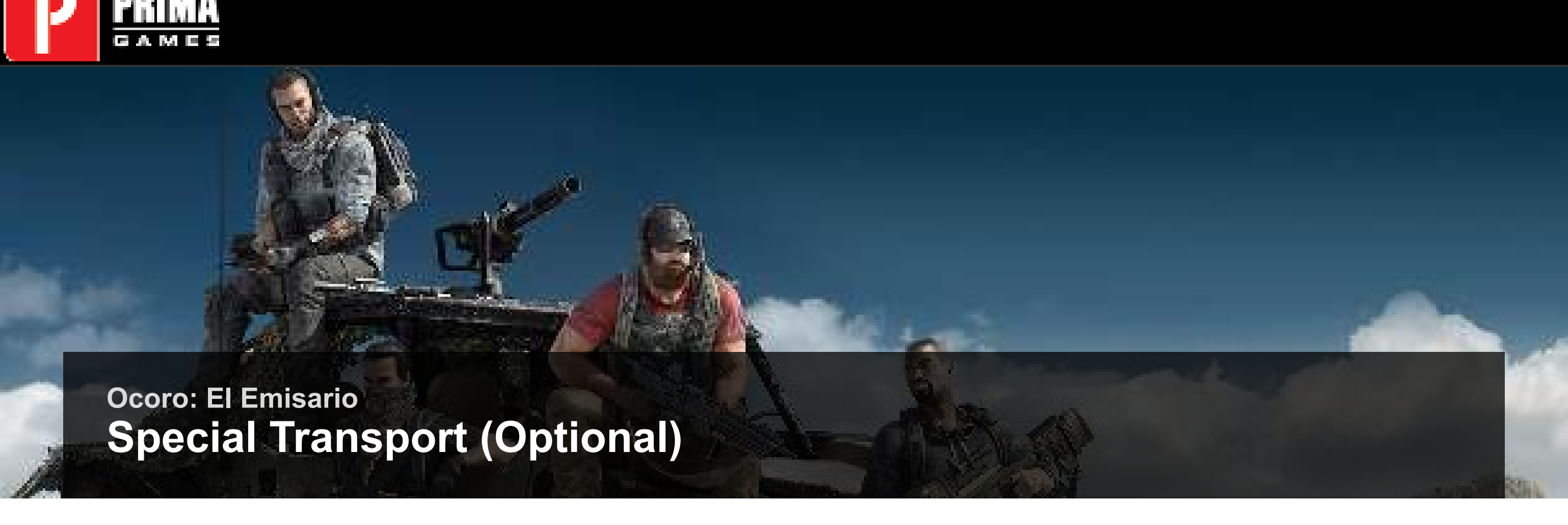


Hike up to the northern mountain slopes and you have a commanding view of the proceedings; you can snipe away at either vehicle, provide cover to Rebels and Ghosts, and take down the attack helicopter from this vantage point with a well-aimed sniper shot at the pilot.

OCORO DISPENSARY: TACTICAL ADVICE

SOLO: After placing your forces at the opportune areas discussed previously, the best place for you is at the minigun nest; you can rake most of the vehicles and the chopper with minimal worry about your own health. If you need to back up, the area is very secure and you can lob grenades down to finish the job.

CO-OP: Providing you move each of your Ghosts to an appropriate area (ready to catch the vehicles in crossfire), perhaps having a fourth Ghost operating a helicopter to further aid in removing the vehicle and engaging the enemy chopper, this is a slam-dunk.



Ocoro: El Emisario

Special Transport (Optional)

OBJECTIVES

- **Steal the medical supply truck**
- **Take the truck to the rebels**

LOCATIONS

- **Combat Outpost (Unidad)**
- **Puerto Nuevo**

REWARDS

- **+ 350 XP**

BRIEF

Prior to the cartel attack on Ocoro hospital, the rebels loaded a truck with vital medicines and tried to get them to safety, but Unidad stopped the truck at a checkpoint and confiscated it. Locate the truck, steal it, and take it to the rebels.

MISSION ACCESS

Complete Main Mission: The Hosptial to access this Mission.

MOUNTAIN-TOP MEDICINE TRUCK

This mountain-top outpost has a single, winding road to drive up to reach it, if you aren't taking a chopper. It's worth familiarizing yourself with the terrain before entering this base, as one of your team is going to be driving down the mountain and then southward to Puerto Nuevo.

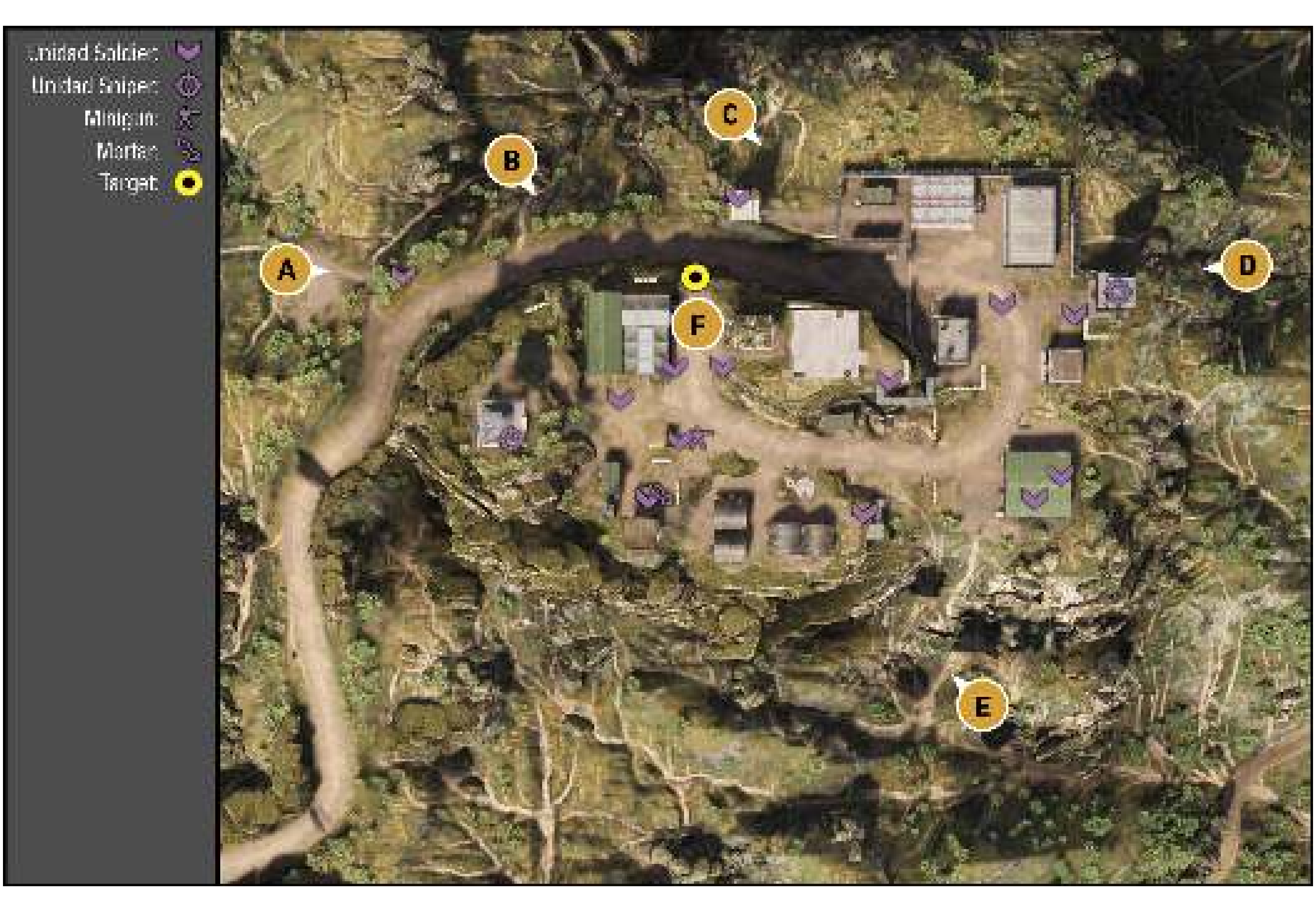
CAUTION: UNIDAD FORCES PRESENT

This location is very well defended, and is a Unidad stronghold, meaning aggressive tactics are simply met by more and more Unidad reinforcements until you're overwhelmed. A stealth course of action is recommended.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

This is a working army base, and the time of day can affect the position of the soldiers. Though there are always snipers on both towers, and the defenses, a number of foes will be eating in the mess hall (the southeast corner building) throughout the day, and some may be sleeping in the tent barracks (south) during the night. Send up your drone and prepare for combat in or around these areas accordingly.

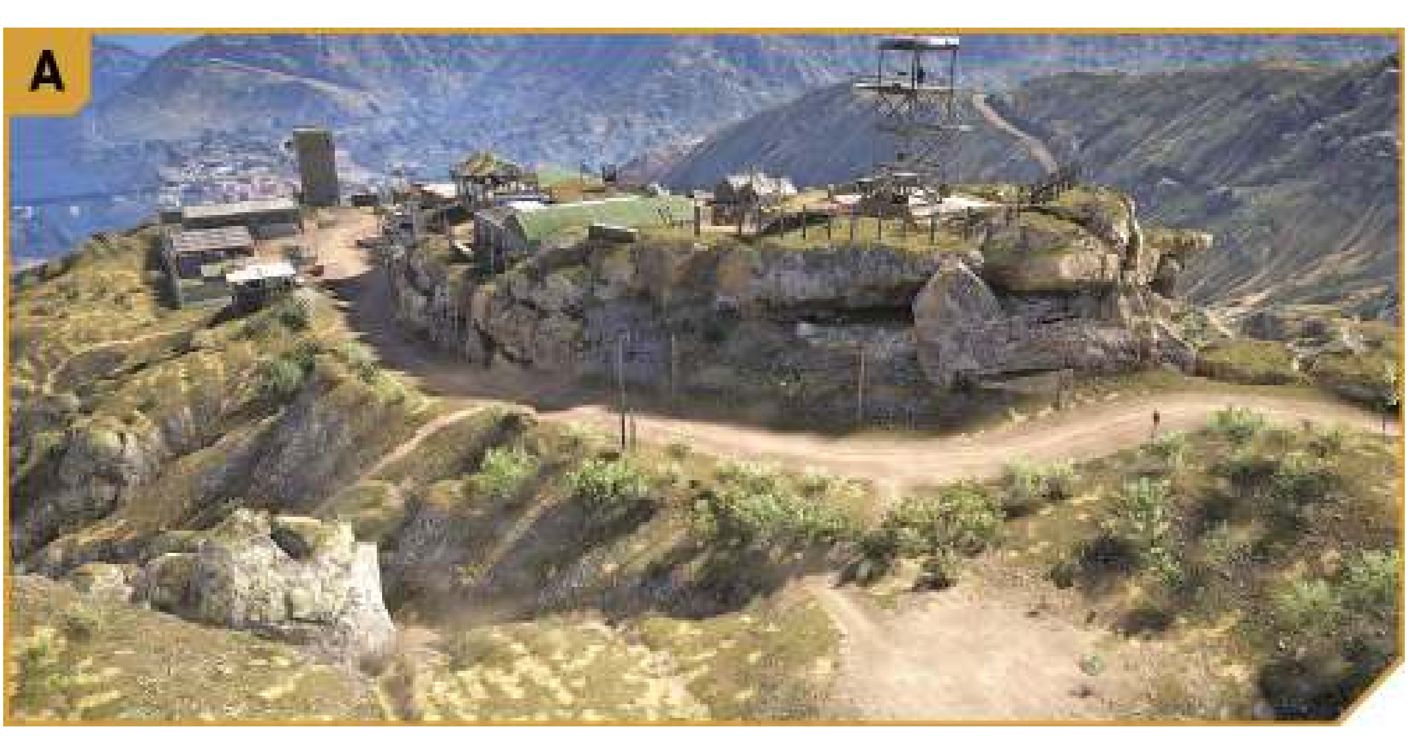
COMBAT OUTPOST: RECON



TACMAP

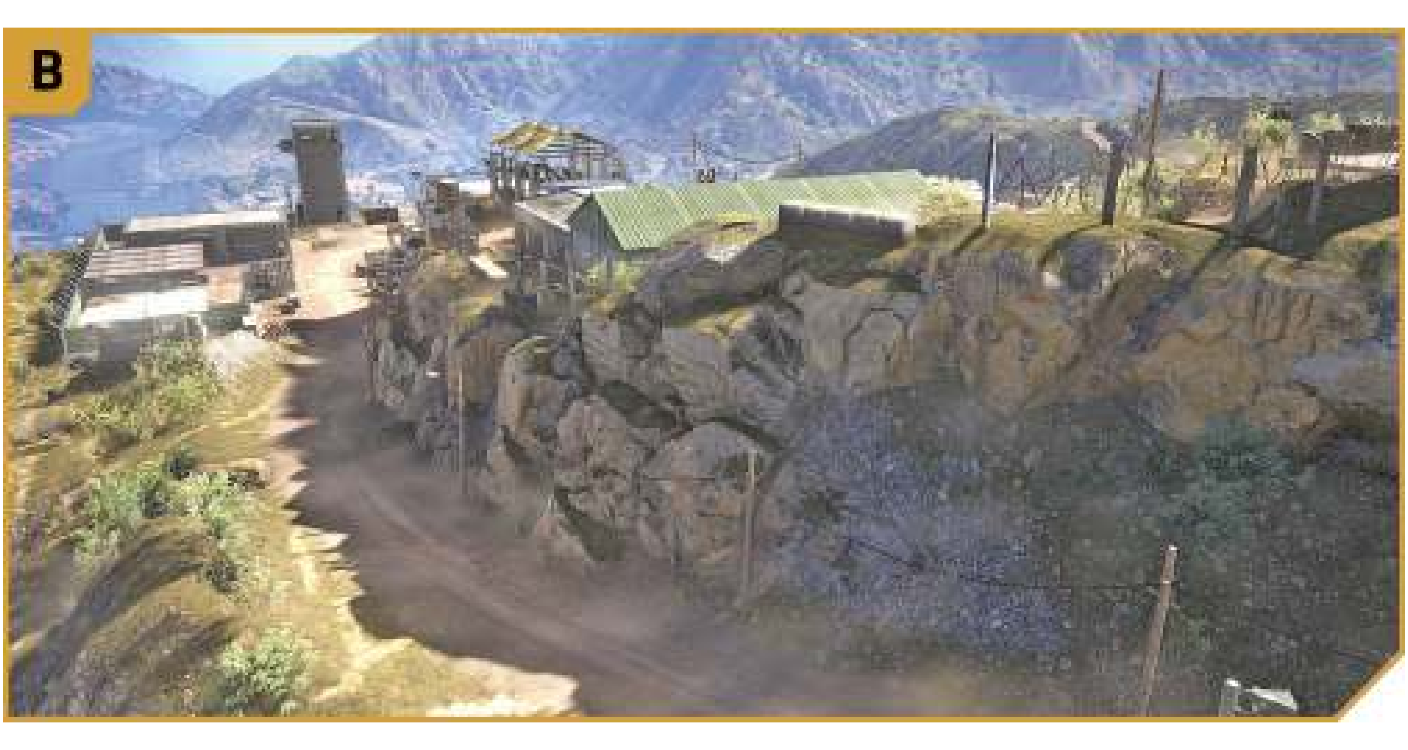
This is a small base, but it has a number of veteran troops, and a good amount of defenses to circumvent. The two sniper towers on the highest point (west) and eastern perimeter are problematic, but the Mortar and Minigun just south of the target truck, near the barracks tents, ensure that if an enemy is killed and then seen by a Unidad soldier, or if the enemy spots you, this can turn into a hectic bloodbath. Make sure everyone knows their role, as well as what each building in the base contains (there's a comms building, armory, and mess hall near the eastern sniper tower, and a hospital just west of the truck).

PARKING SPOT



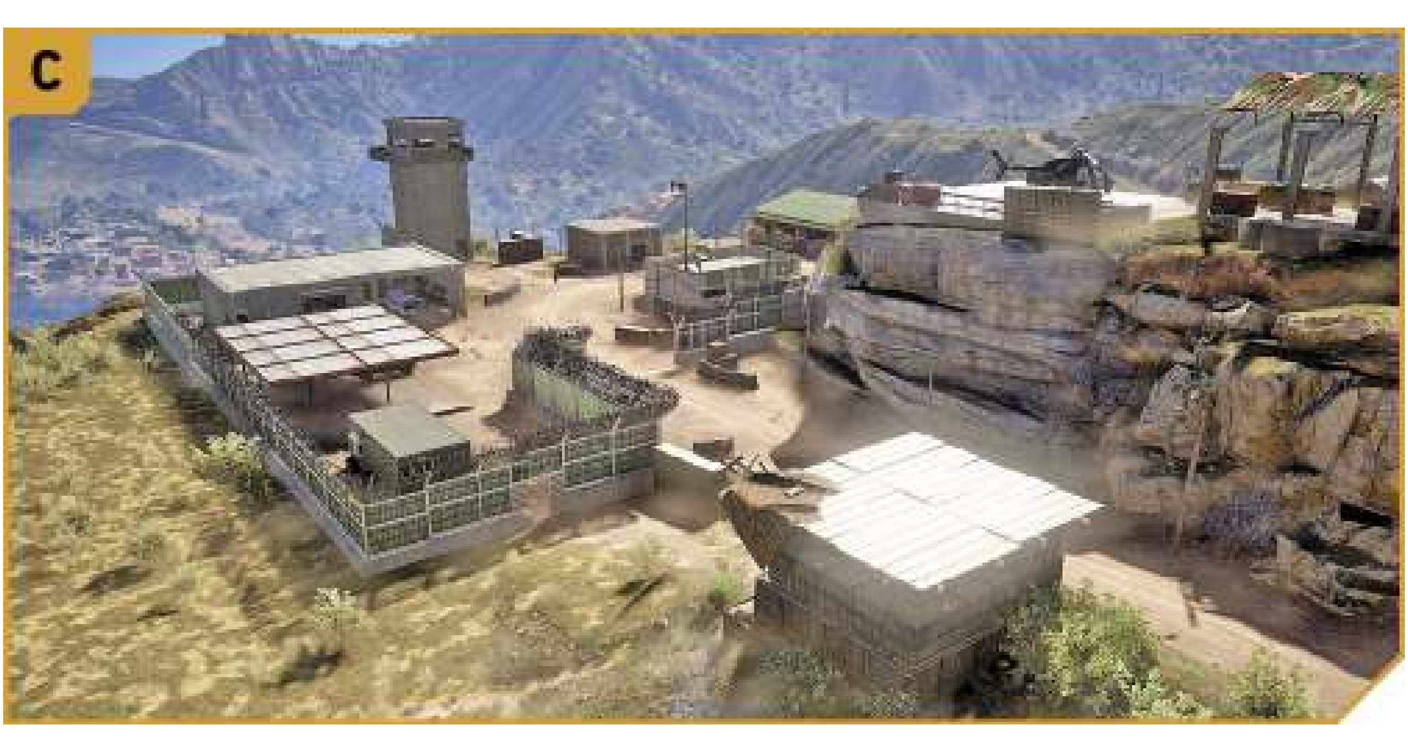
Park the vehicle you used to get here, and have one of your crew drive it to block the road once the truck has driven past, waylaying any enemy vehicles from pursuing you.

ROCKY SHORTCUT



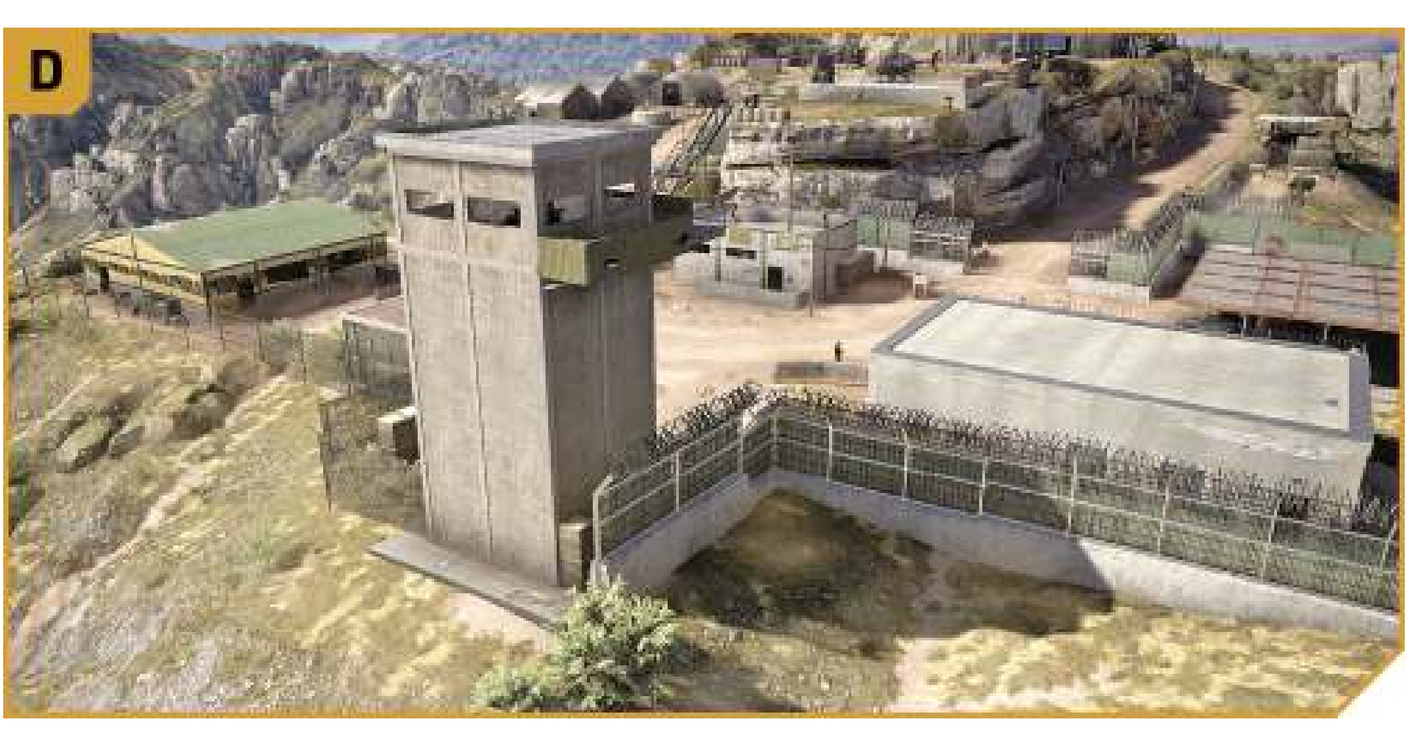
A spot of careful climbing along the right rocky side of the road allows you to reach a set of concrete box defenses, and a view of the west sniper tower. Tag the sniper, then creep around the north side of the hospital, and access the target truck almost immediately, and with almost zero enemy interaction. With two Ghosts up here, the second can cause havoc, or steal the helicopter afterward.

BASE ENTRANCE (NORTH)



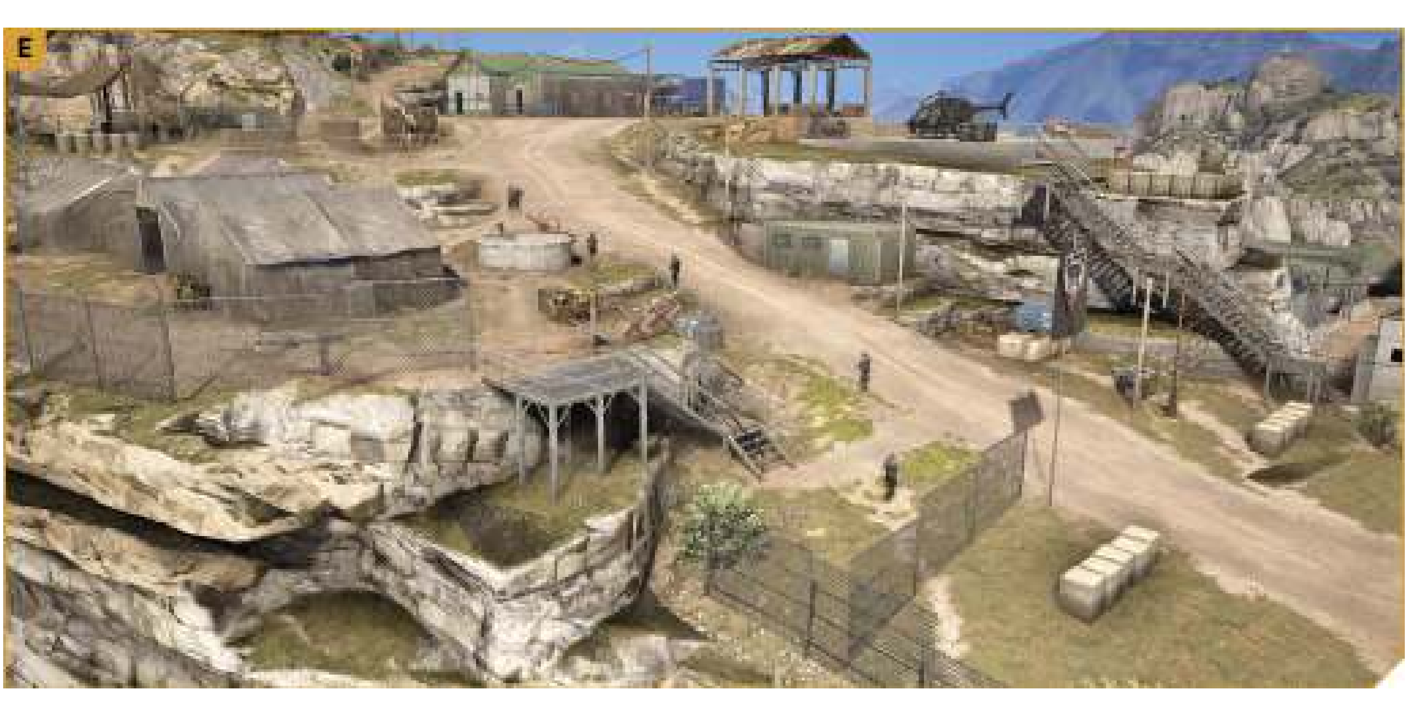
There's a sentry post to sneak around the north side of, to neutralize the guard there. Then enter the base by the open gap and work your way along the inside of the perimeter wall. When you're in the northeast corner of the base, you can either hobble the enemy's SUV (with C4, detonating only after the truck is stolen to remain stealthy), or use the SUV yourself to help block pursuers or guard the truck en route out of here. You can continue around the perimeter to reach the east sniper tower, too.

EAST SNIPER TOWER



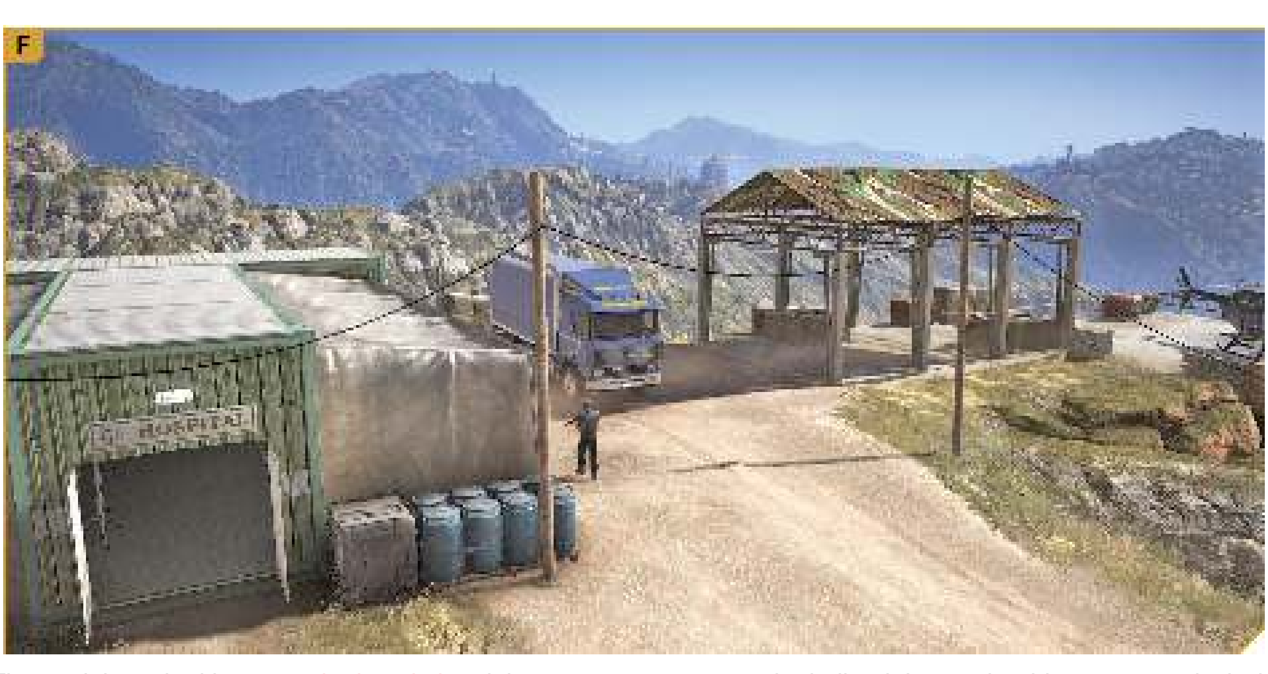
Above the armory, across from the comms building, and north of the southeast mess hall is the second sniper tower. Feel free to tag the sniper from C, or physically climb up the tower to remove the threat, before using the tower to cover your colleagues. Note the gap in the perimeter fence; climb the defensive crates to enter the base without being spotted.

SOUTH INFILTRATION POINT



Move from the entrance road (A) southeast around the rocks to the perimeter fence, which allows you up and into the base, along the south barracks area. Take care not to be spotted by the minigun or mortar operator, or the sniper on the west tower. From here, you can stealth-kill and move into the hospital, and through to the truck, or back up a teammate. You can also head southwest to remove multiple threats in the mess hall, or destroy a second Unidad SUV with C4.

● MEDICAL SUPPLY TRUCK



The truck is parked between the hospital and the open structure near the helipad. It must be driven counterclockwise along the circular path and out of the base. Maximize the extraction potential by stealing it without alerting the enemy, or have your teammates neutralize the two enemy vehicles and helicopter just as you steal the truck.

COMBAT OUTPOST: TACTICAL ADVICE

SOLO: A clandestine plan is most feasible, and infiltrating at B, moving up the rocky outcrop, into the hospital, and then stealing the truck directly, allows you to flee quickly, but under fire. Or, you can move clockwise around the perimeter of the base, tagging both enemy SUVs with C4 before taking the truck, so your pursuers are waylaid.

CO-OP: A variation on a stealth theme is recommended here, though there's a greater chance of completely neutralizing foes if you have one Ghost tackle each sniper, then climb the tower and provide cover while two other Ghosts take out the vehicles, chopper, and finally reach the truck. Don't break cover until the your own snipers are in position, and have removed the mortar and minigun enemies. Then engage in a firefight.

Or, simply have one teammate head from B to secure the truck, and three others in vehicles; armored APCs and/or a chopper are recommended. Then you can stop enemies after the truck escapes.

MOST RECON: MAKING THE MOST OF A BAD JOB

There's a minigun and mortar nest close to each other and the truck itself. If you must make noise inside the base and start a firefight, remain on this higher ground, use these nests to your advantage, and clear the base of the initial soldiers before helicopter reinforcements arrive. Then leave between bouts of violence.

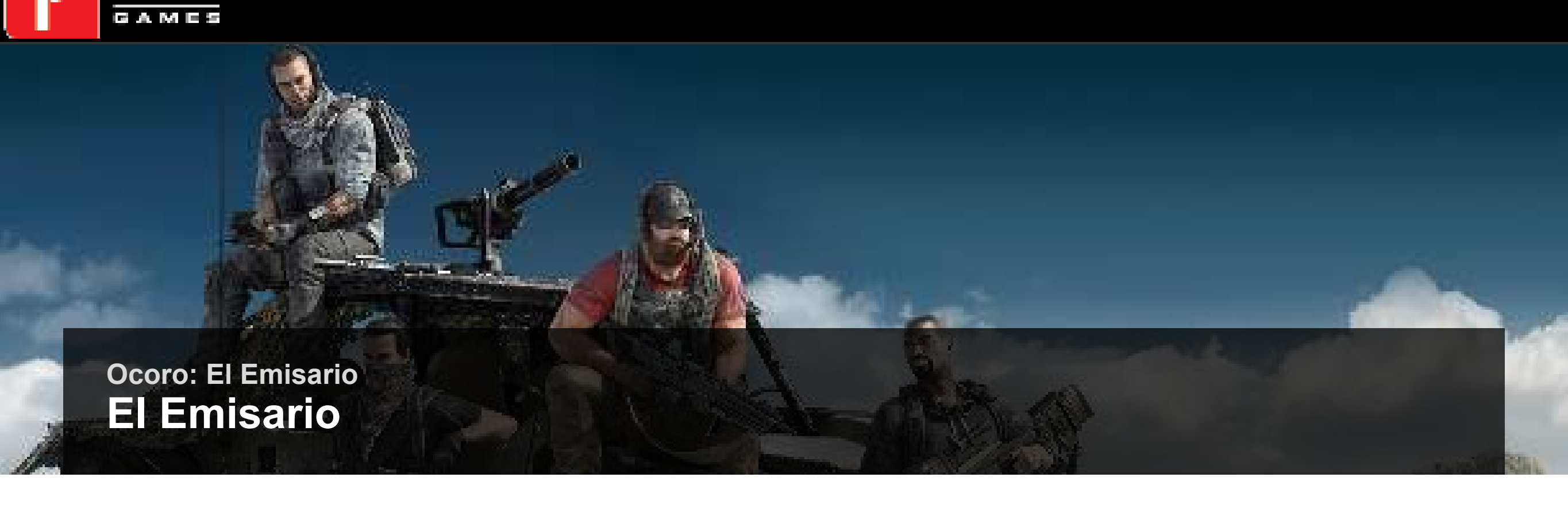
THE TRUCK STOPS HERE

When the truck is en route out of the base, have the remaining teammates hop in and provide covering fire, or join the driver in a nearby vehicle or chopper to provide cover for any pursuing enemy vehicles. Drive the truck methodically, and don't overshoot the switchback turns as you weave down the mountain. Then follow the route to the drop-off point at Puerto Nuevo. It's not worth taking a shortcut until you see the poplar trees as you close in on the village. Then cut across to the road, and follow it to the small compound. The mission concludes once you exit the truck.

MOST RECON: MAKING THE MOST OF A BAD JOB

If you're working with friends, make sure your comrades are blocking any enemy ground troops in vehicles as you head out of the base, and along the route into the rebel village. Note there are innocent civilians on the route to the rendezvous point, so take care not to run them over.

When you reach the rebel area, Unidad forces may have pursued you. If you're Solo, it's worth locating a vehicle and fleeing, or staying within the compound, moving everyone else into defensive positions inside, and taking out any airborne threats before wiping out advancing foes who followed you in trucks or on foot. If you're in Co-op, you should have prepped this area with defensive planning, such as moving a vehicle to block the entrance and fire over, having a couple of Ghosts in an armored SUV or chopper to deal with more sizable Unidad threats, and forces on the ground to stay dug in and protect the rebels. Call on Rebel Support if the situation is getting sticky.



Ocoro: El Emisario

El Emisario

OBJECTIVES

- **Locate El Emisario**
- **Search El Emisario's body**

LOCATIONS

- **Buchon House**

REWARDS

- **+ 350 XP**
- **+ 3 Skill Points**
- **Handgun: The BFF**

BRIEF

El Emisario's back is to the wall. El Sueño is out for blood over the loss of production in Ocoro, and El Yayo can no longer protect him. Cell phone calls place El Emisario at his hacienda. If you can extract him he'll have no choice but to cooperate.

MISSION ACCESS

Complete Main Mission: The Hosptial to access this Mission.

TWISTING IN THE WIND

Finding El Emisario is easy. He's located in a hilltop compound painted in the most unappealing shades of red there are, but extracting him from his playboy mansion is more difficult due to the involvement of Unidad forces on the premises, as well as the underboss' clan of henchmen, including armored foes and snipers. Simply driving up and into the base isn't going to end well.

CAUTION: UNIDAD FORCES PRESENT

Unidad soldiers are inside this compound, talking to the cartel troops, as well as being stationed inside the hacienda itself. These are well-armored, and expect reinforcements after killing any. Quickly ascertain the location of your target and leave. At the very least, the three Unidad soldiers on the upper floor and roof of the building are likely to be threats you must neutralize.

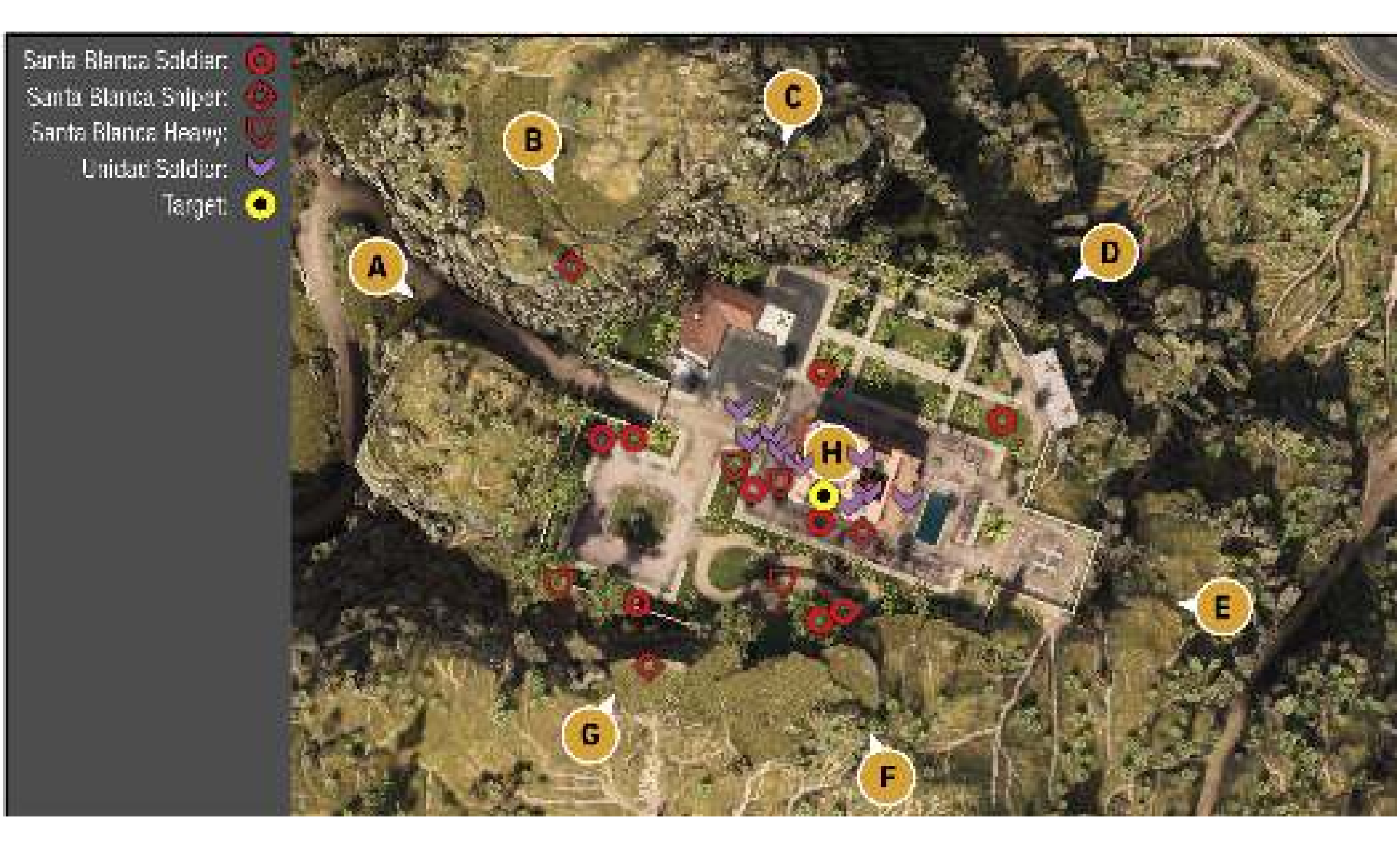
CAUTION: ARMORED FOES ARE PRESENT

Note the presence of at least three armored cartel members, clad in similar helmet and body armor as Unidad forces. They require additional attention (and aiming) to take down, compared to the lowly thugs elsewhere on the premises.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

If your team is having problems infiltrating this mansion, try it at nighttime. Though the Unidad and armored cartel enemies can spot you, most of the thugs are far less alert during this time.

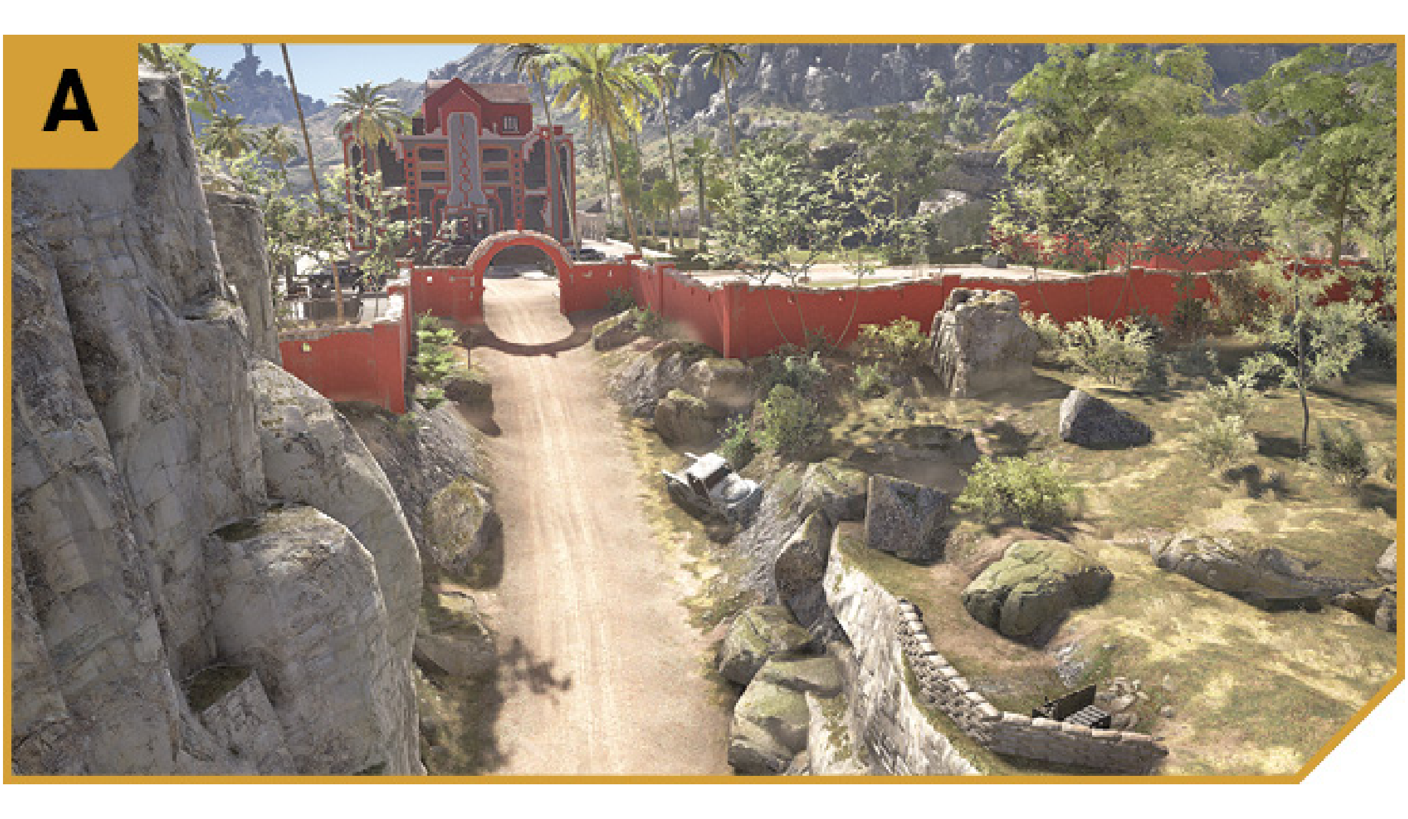
BUCHON HOUSE: RECON



TACMAP

This garish hacienda has an expansive courtyard area where Unidad and cartel forces are talking, with formal gardens to the sides and a helipad along with a pool area to the rear. The sides and rear have fewer guards to worry about. The only way into the three-floor mansion itself is via a doorway on the west or east walls, and both are guarded by Unidad soldiers, with more inside and up on the roof. Note the two sniper nests on the rocky outcrops surrounding the compound, and a third sniper on the roof of the mansion itself.

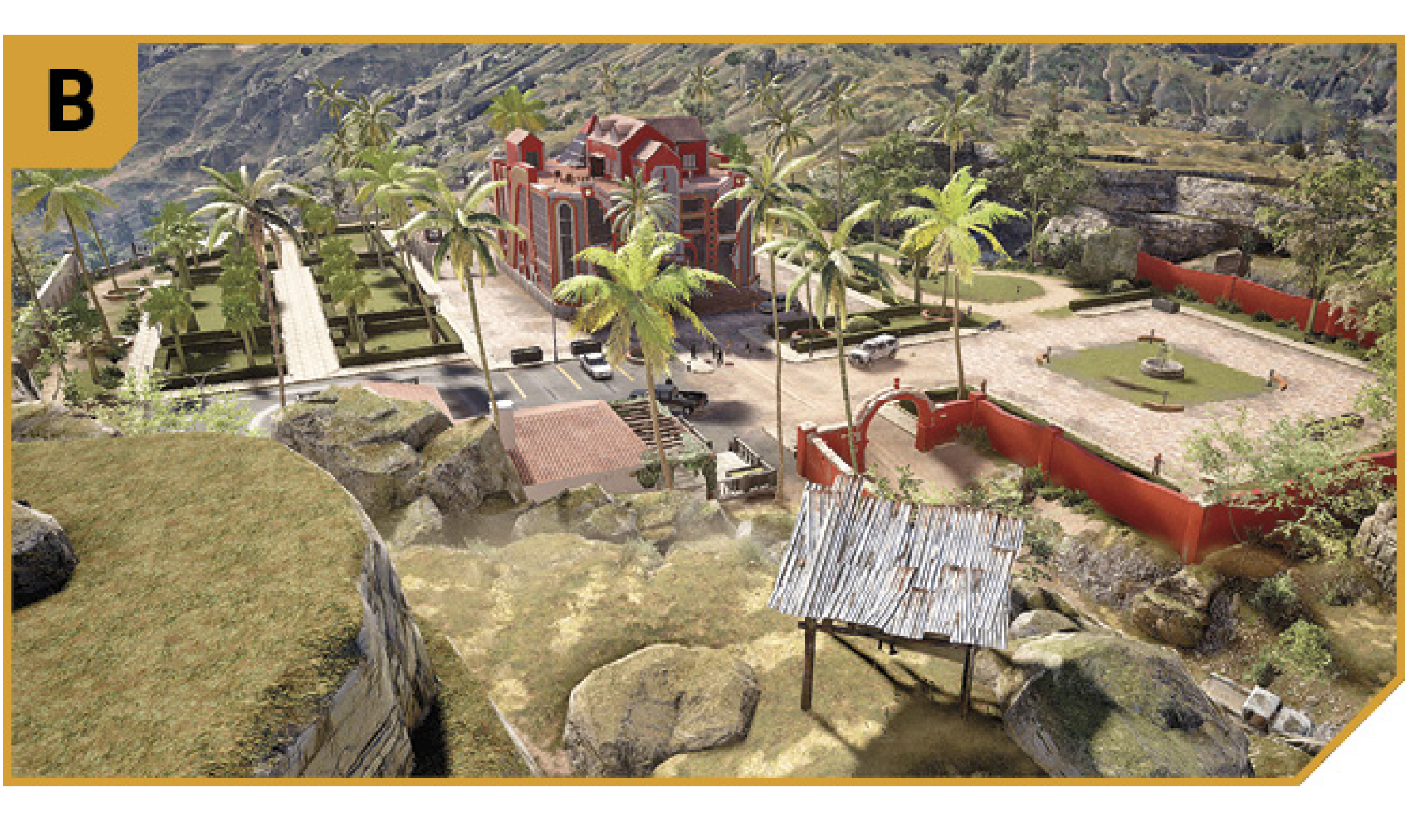
MAIN ENTRANCE ROAD (WEST)



If you're wanting to cause havoc and drive an armored vehicle into this compound, this is pretty much the only road to do it from. You're traveling uphill, the compound enemies can easily see you (along with the three snipers dotted around the area), and perhaps only two vehicles, each with two crew members, and a hard assault is recommended. There are much better infiltration points than this.

You can head through the entrance arch and make an immediate left into the north guest cabin to avoid detection, but this would be only recommended if you're stealthy, and approaching at night. Heading right (southeast) isn't recommended as the gardens are too exposed.

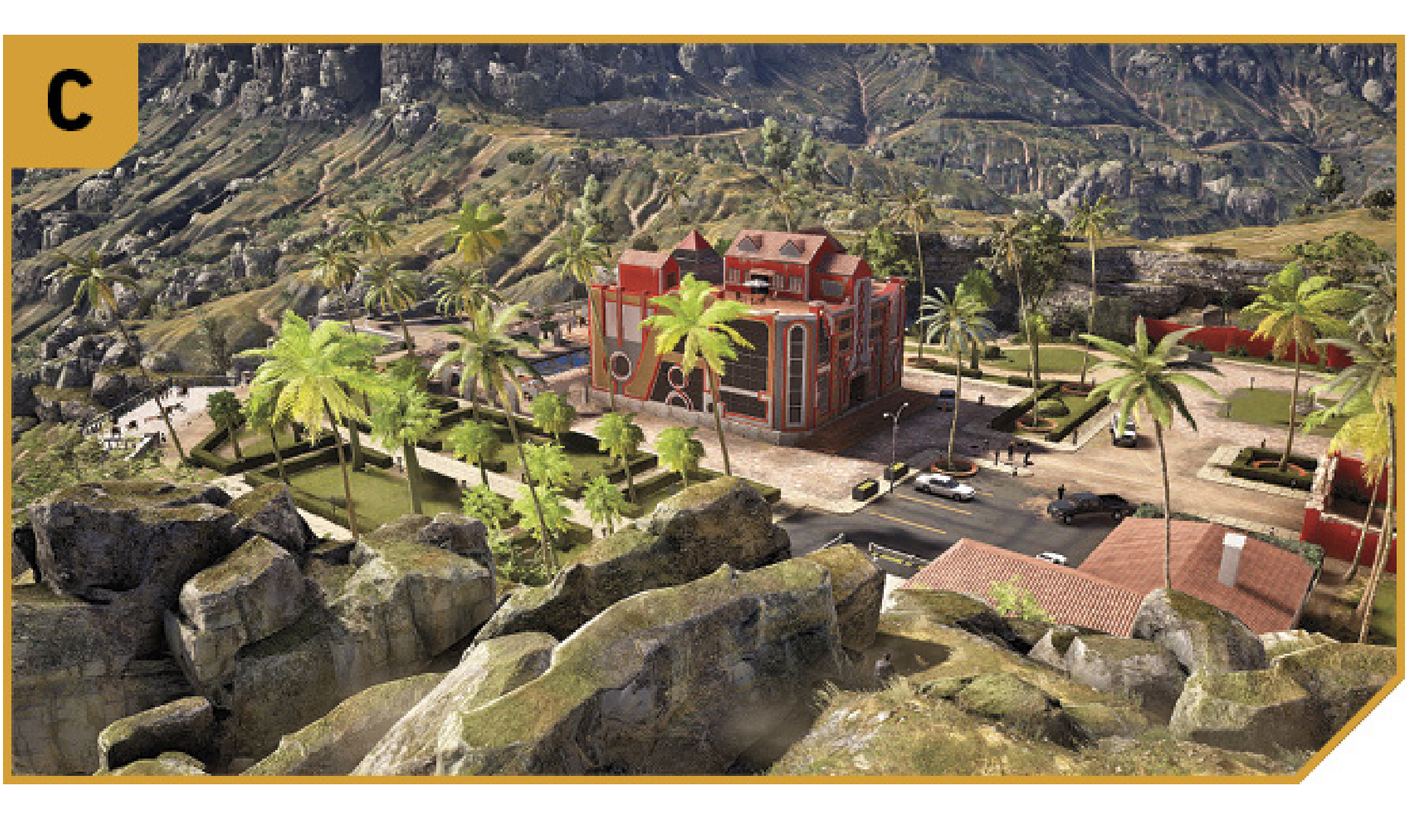
NORTHWEST SNIPER NEST



Though laborious to climb (have a fellow Ghost drop you off on the large rock plateau from a helicopter or drop in using a parachute instead), it's important to tag the sniper up here. Do this from here, or from C, D, or G. This is a good place to provide supporting fire if you're planning an assault through the west side main doors.

This location can be moved from, as you head down and over into the formal gardens to the east of the guest house.

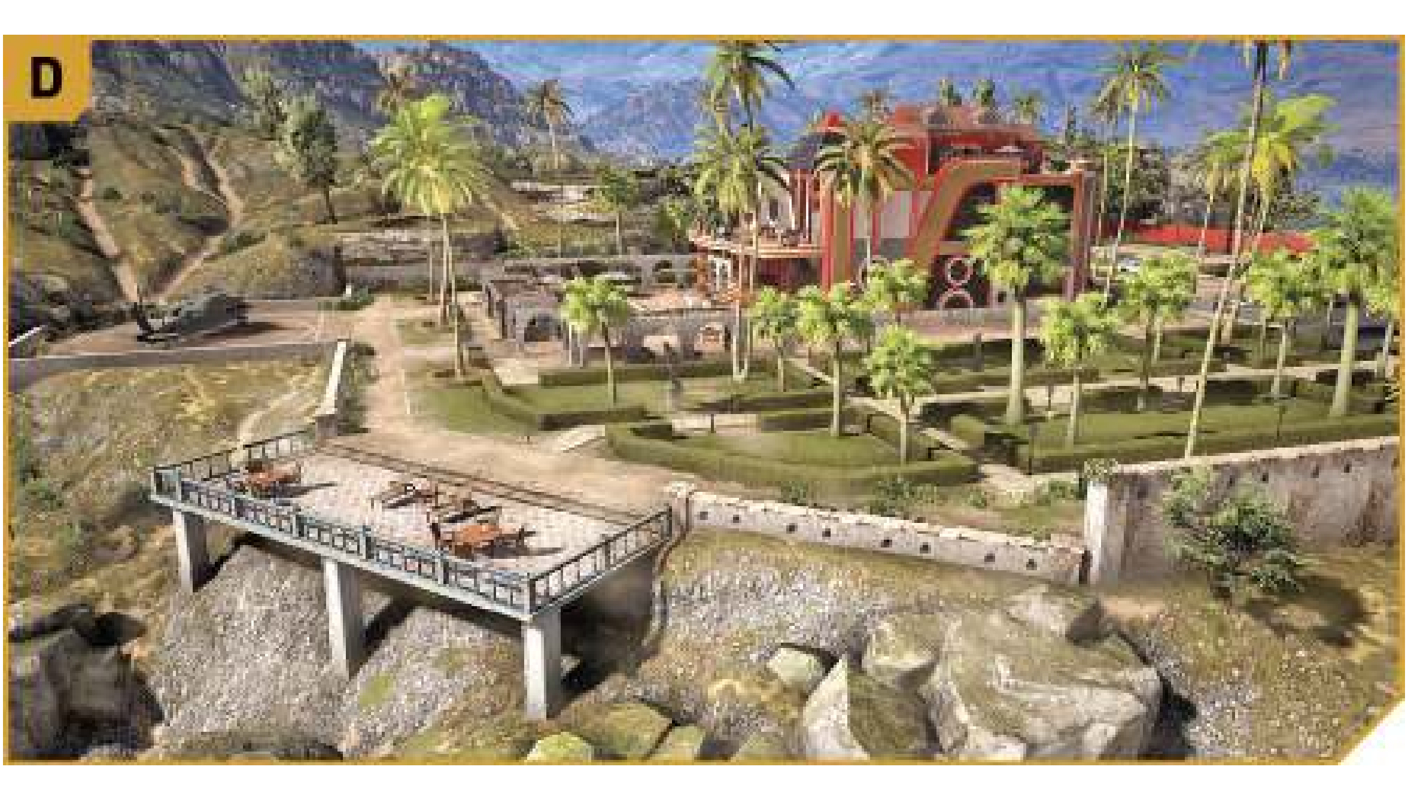
NORTH ROCK PLATEAU



This offers a bit more of a vantage point if you're wanting to snipe at the foes on the main hacienda roof, or the enemies at the pool or along the formal gardens.

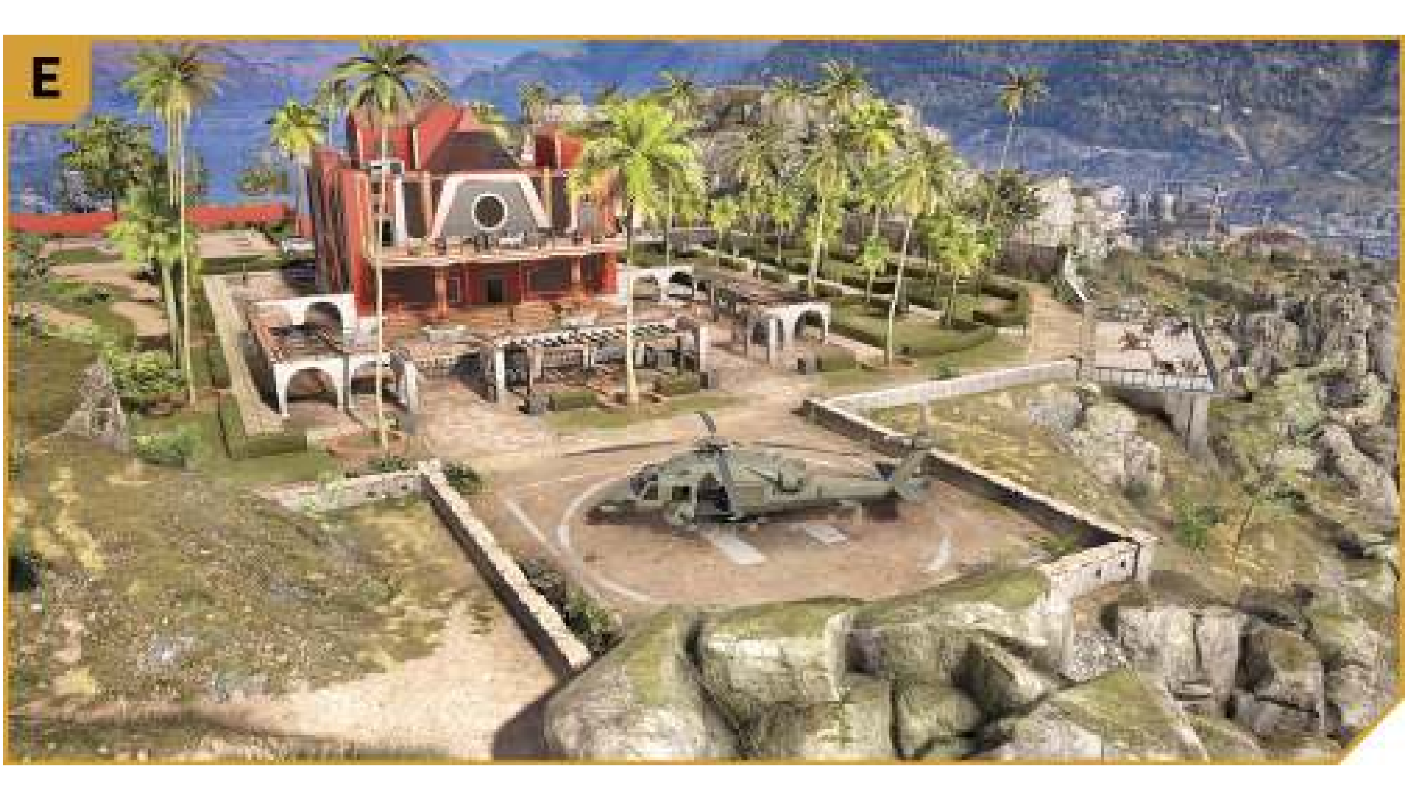
Infiltrating down from the rocks, into the formal garden, hiding below the hedge-line, and tagging a couple of cartel thugs en route to the mansion entrance on the east side (by the pool) allows infiltration with minimal enemy interactions. The only foe to watch for is a Unidad soldier at the mansion's east entrance, and those inside. But you can stealthily reach the mansion, then trigger the rest of your team to attack while you sprint upstairs to the objective.

LOW WALL AND DECK



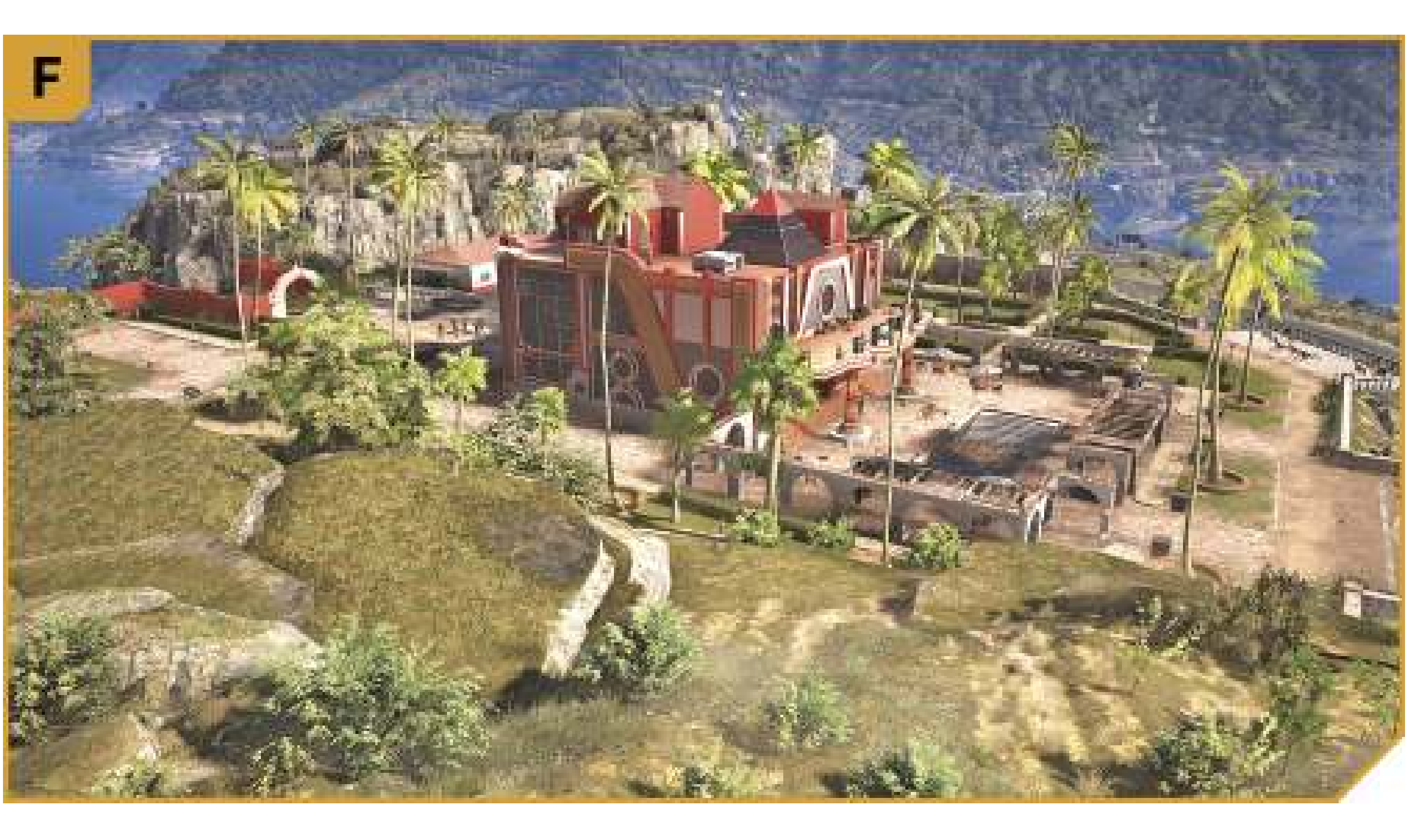
After a spot of rock climbing, you can approach the area of the compound with fewest foes guarding it; a low wall near a deck, leading into the northeast corner of the compound and the formal gardens. You can then infiltrate using the tactics detailed for the "North Rock Plateau", or sprint to the helipad if you need to use the helicopter (to attack or use for extraction).

HELIPAD AND POOL AREA



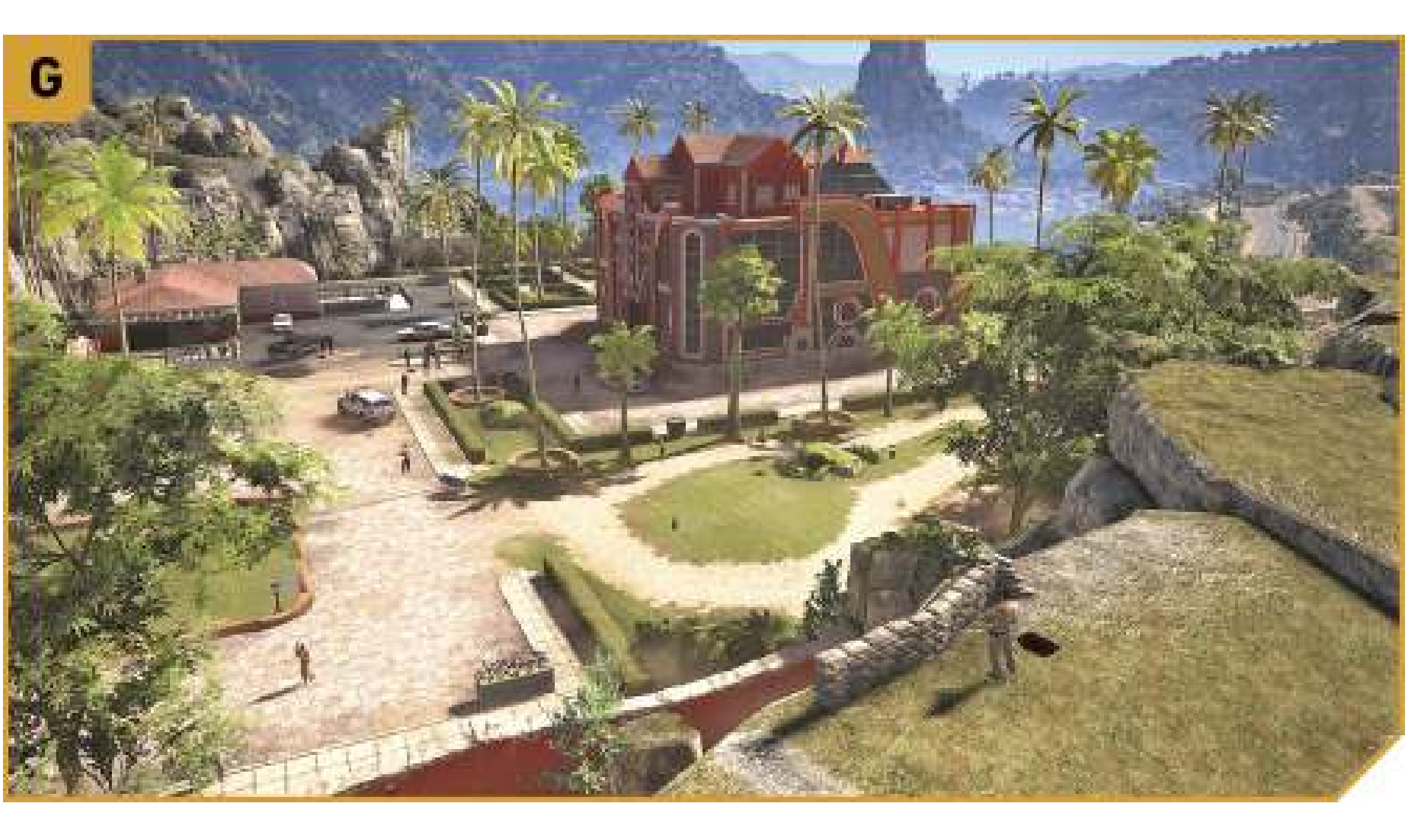
There are far fewer enemies on this side of the hacienda, and the planters and arched garden walls can be used for cover. Tagging the two Unidad soldiers at the entrance and just inside the ground floor entrance to the mansion takes timing to avoid all hell breaking loose. Or, you can drop Ghosts from a helicopter, onto the roof or the balcony above the entrance.

SOUTH HILLS



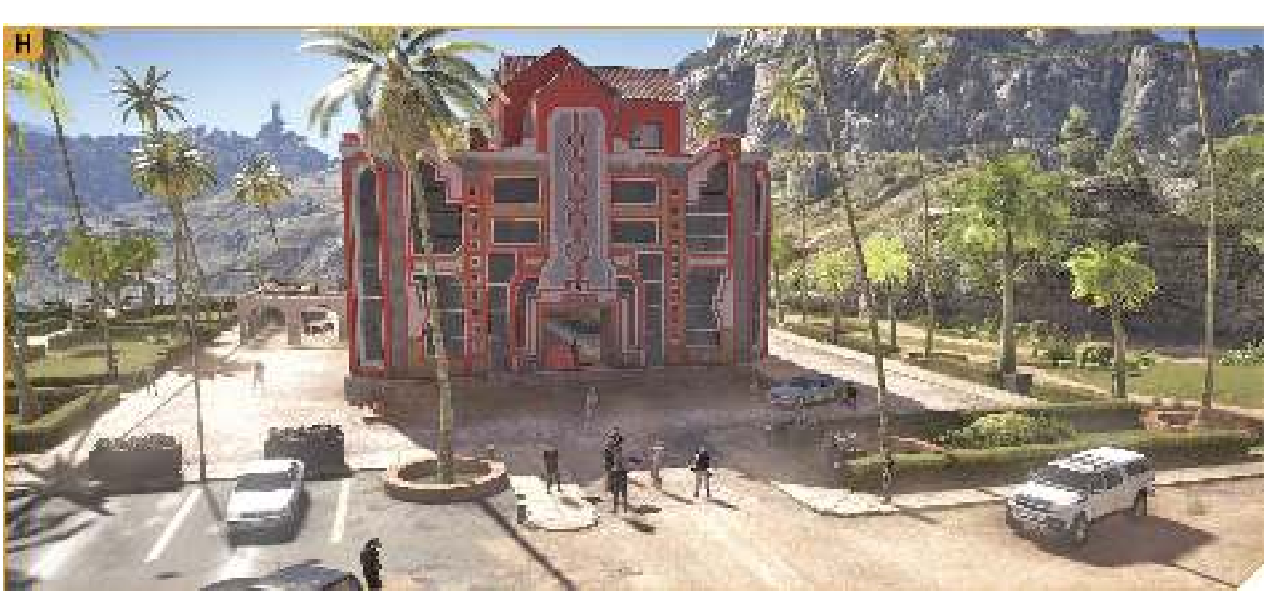
Having a sniper prowling the area between here and G allows you to tag foes on the ground, as well as the sniper standing on the south side of the mansion roof. Provide covering fire for the Ghost ascending the building interior, dropping any Unidad on the roof, too. This is also close to the helipad, if you're using the chopper to escape. Or simply retreat to the south.

SOUTHWEST SNIPER NEST



Overlook this single sniper foe at your peril. This is a great vantage point for tagging enemies using your drone, calling down a mortar strike, and raking the main courtyard with fire, along with your team backing you up from other angles. There's also the flexibility of dropping down into the compound, retreating, or moving around to the ammo box near A. Train your sniper rifle on the rooftop enemies, too.

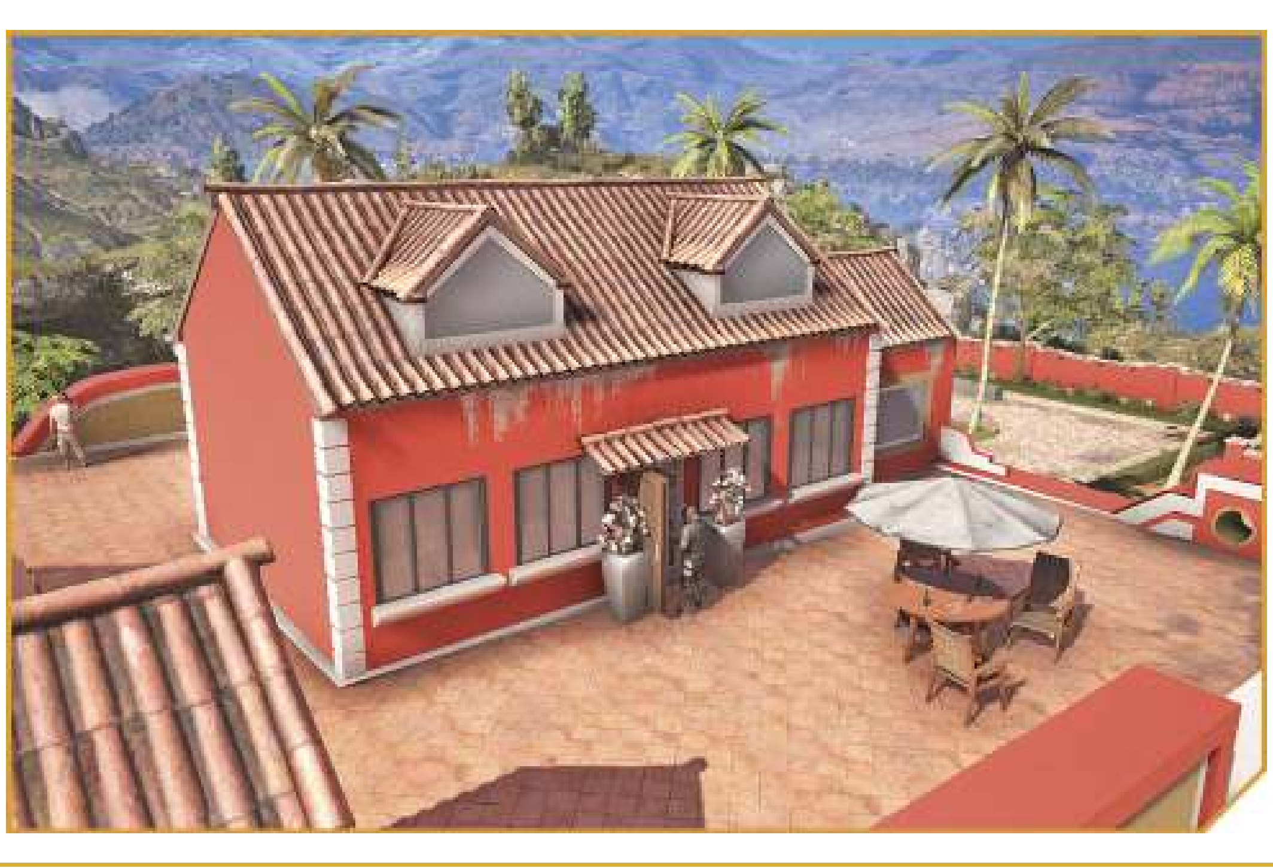
EL EMISARIO'S HACIENDA (MANSION)



The garish construction within the red walls of this compound is where the target resides. Though it isn't necessary to enter at the ground floor (the west and east sides each have entrances, though the former is heavily guarded), this is the normal way in. You could always drop in unannounced onto the roof, though.

The mansion interior has around four Unidad guards to deal with as you climb the staircases, and head up onto the roof itself. Two are inside the building, with another two on the roof, along with a cartel sniper. Close assault takedowns are needed here.

El Emisario himself is twisting in the wind, up in a rooftop chamber. Remove the note from him once he's been spotted, and the mission concludes. Make sure your escape plan is as thorough as your infiltration!



BUCHON HOUSE: TACTICAL ADVICE

SOLO: With no innocents to worry about, you have the full might of the Rebel Support, as well as the more reckless members of your posse at your command. You may wish to try a full assault with an armored vehicle heading up from A into the main courtyard, but that's an easy way to get killed. Instead, figure out a way for your teammates to back you up (taking the high ground and sniping, following you in, or moving to an opposite hacienda entrance to engage the enemy only after you're inside the mansion).

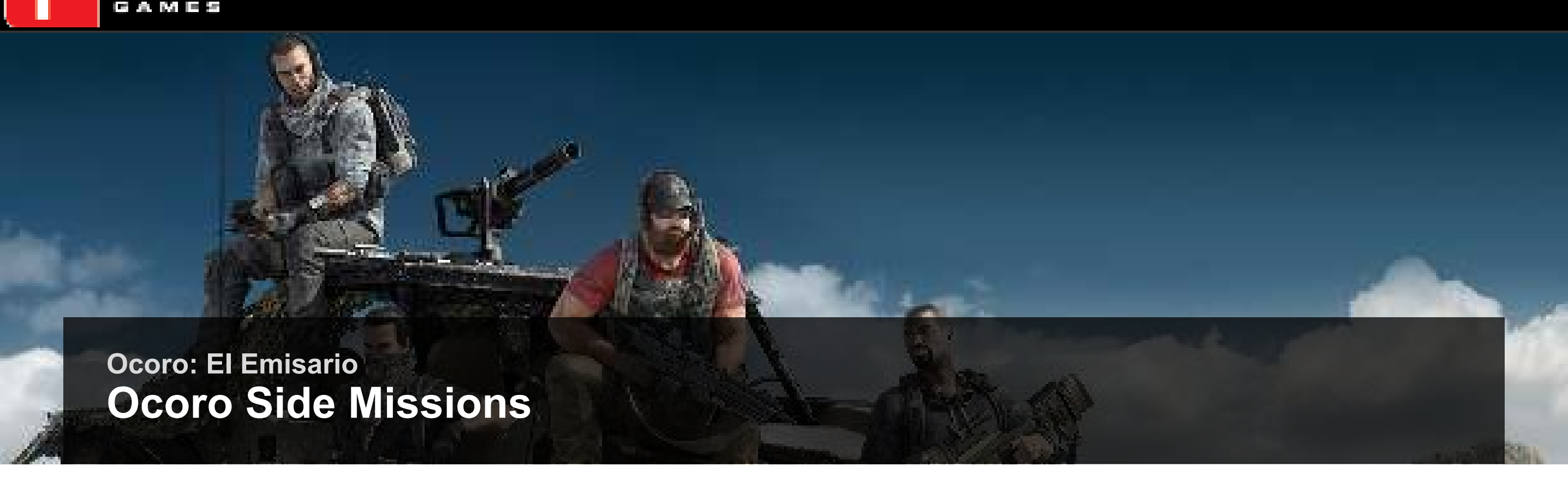
Try a subtle infiltration with as few foes removed as possible. Do this after dark for more stealth opportunities. Head down from B, C, or in from D, E, or F, and enter the mansion at the eastern entrance with minimal combat. Then climb to the roof; at this point your teammates could create a distraction in the main courtyard to the west. Just be aware of the three Unidad foes along the stairs and up to the roof.

Another option is to simply parachute (or land a chopper) onto the mansion roof, and enter the rooftop almost instantly. This isn't subtle, and the extraction is a lot more fraught than the infiltration!

CO-OP: A swift infiltration with fellow snipers covering the main Ghost from the rocky surroundings is an excellent method to reach El Emisario. The lead Ghost should drop down from B, C, D, E, or F, perhaps with a colleague to back them up, and enter via the eastern entrance by the pool. Each should already know which enemy they are going to remove ahead of time, so combat is split up. Meanwhile, a sniper on the north (B, C, D) or south (F, G) rocks provide fire support.

MOST RECON: EXTRACTION FROM BUCHON HOUSE

Though the mission concludes when you find El Emisario's note, any remaining enemy forces are still a threat. The previous tactical planning should have the Ghost who had eyes on El Emisario extracted from the mansion, either via a rooftop helicopter landing, descending down the stairs the way you came with a fierce firefight and escape to the southeast helipad, or a dropping down the balconies on the east side of the mansion, across the pool area, and to the extraction point away from the main courtyard and clusters of foes.



Ocoro: El Emisario

Ocoro Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

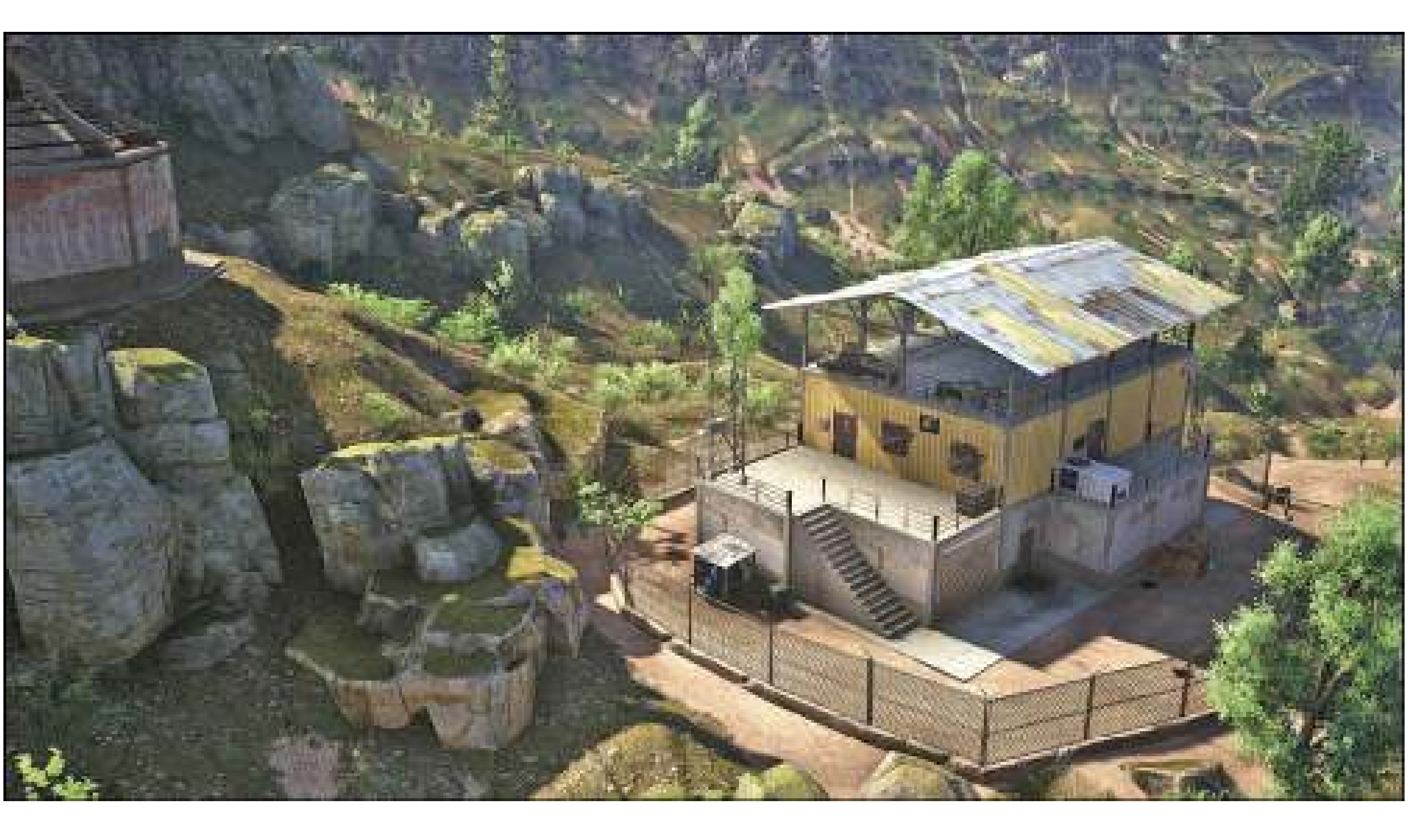
Blow up one of the station's entrances and then hack the network relay

LOCATION

Southwest of Northeast Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



On the main road between the Coca Paste Factory and the northeast outpost, the Santa Blanca man another garage. If you attempted the Breach Comm Center side mission in Itacua, the building should look familiar. Again, blow the left door open with an explosive and quickly eliminate the thugs who fire from the doorway. You only have one minute to hack the network relay once it is open, so try not to dawdle as you move inside. The computer is on the far wall. Interact with it before the timer hits zero to complete the side mission.

FOOD PACKAGE RAID

OBJECTIVE

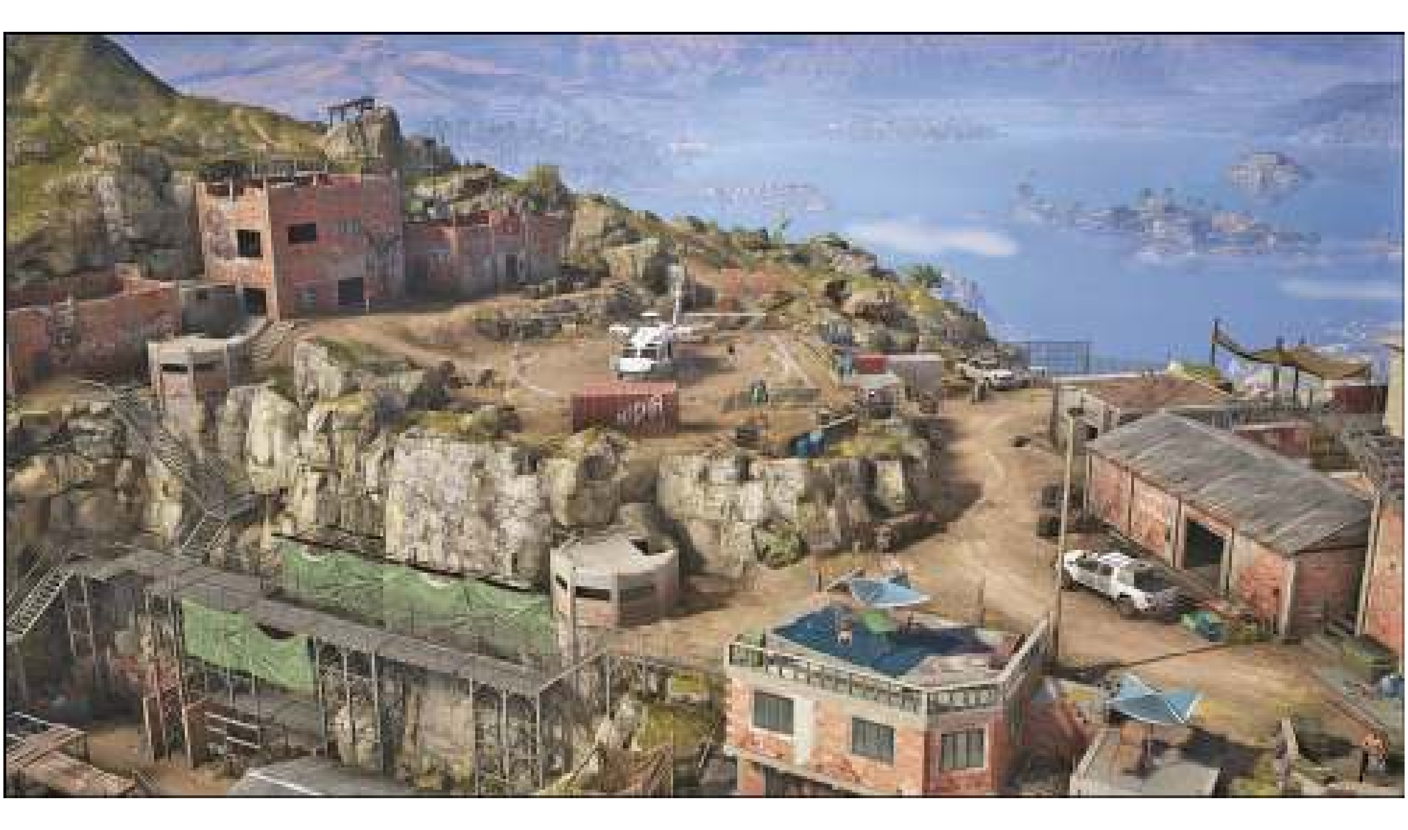
Steal the helicopter

LOCATION

Central Outpost

REWARDS

+2500 Food Parcels



The central Santa Blanca outpost has been built up on a hill with a helipad for easy transport in and out. This helicopter is your goal as it holds valuable food parcels. You can approach the aircraft from any side, but the north and east may require more fighting. Slipping through the communications building to the south may net the least resistance, just be ready for a thug inside the room. Scout the area before moving in. Once cleared out, hop into the chopper and fly it south to the rebel RV marked on the HUD and map.

COMMS TOOL RAID

OBJECTIVE

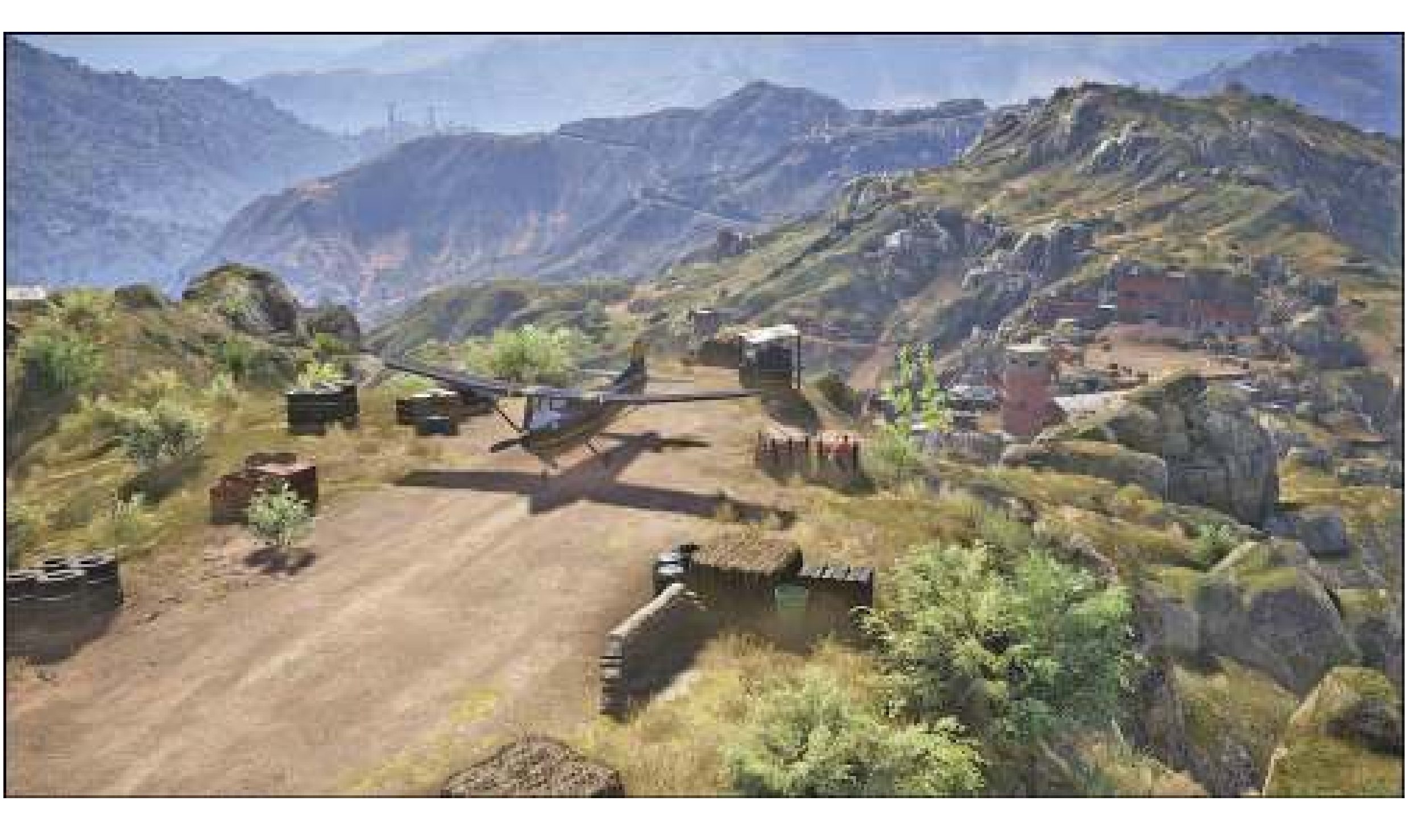
Steal the plane

LOCATION

Northeast of Central Outpost

REWARDS

+2200 Comms Tool



A short runway holds a plane with valuable comms tools on board, northeast of the Santa Blanca central outpost. A narrow trail winds up the hill from the outpost to your destination. Stop behind the rocks and survey the area with the Drone. Only a few hostiles guard the aircraft, so it shouldn't be too much trouble to take them out before boarding the plane. Fly south to a rebel-held airport marked on your HUD. The runway is set on the side of a hill, so it may be tempting to immediately get some altitude, but you must keep the plane low as you pass the Itacua Base to avoid their SAM systems. The plane computer warns you when missiles are incoming.

REBEL OP: PARACHUTE DROP

OBJECTIVE

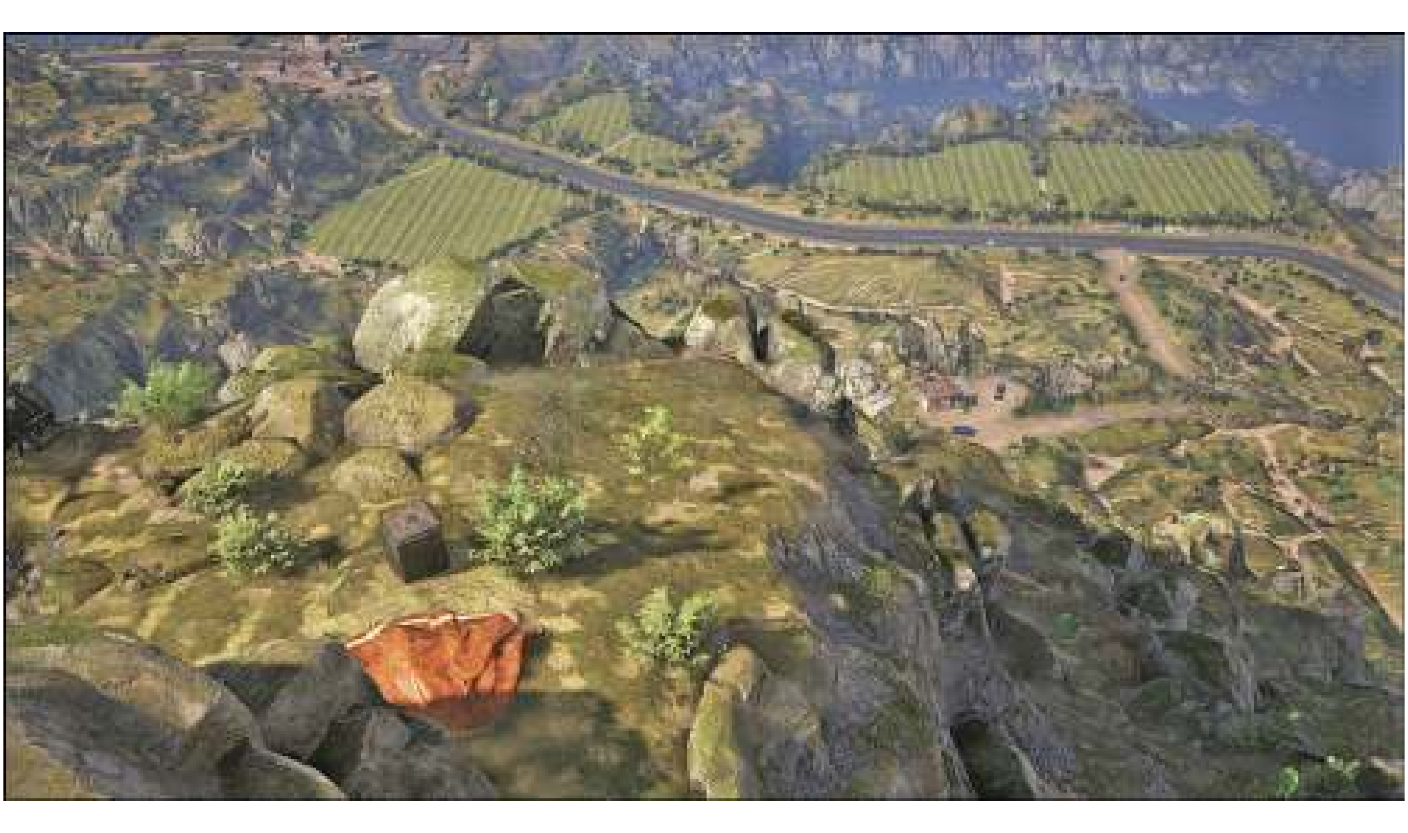
Tag the drop site supplies

LOCATION

Southwest of Puerto Grande

REWARDS

Support Unlock/Upgrade – Rebel Recon



To complete the Rebel Op: Parachute Drop side missions, you simply find and tag the indicated supplies. This time they sit on a hill just east of the Ocoro Charlie Rally Point, where a helicopter is parked. Land the chopper near the supplies and tag them to complete the quest. Note that you can only tag them on the side with the control pad.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

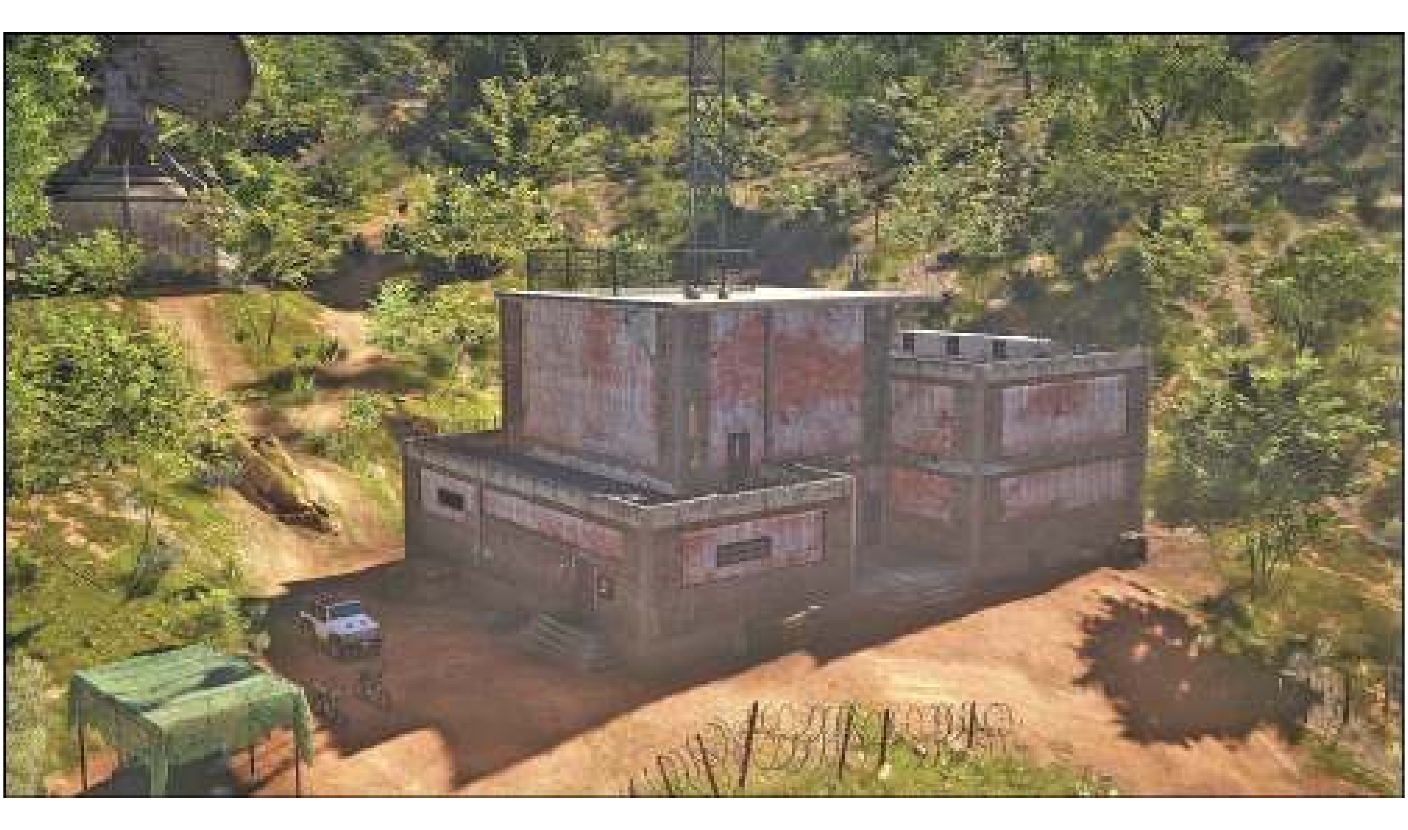
Blow up one of the station's entrances and then hack the network relay

LOCATION

Nenma Freight Yard

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



A three-story building sits alone east of Nenma Freight Yard. Here you must blow open one of the entrances before hacking the network relay found inside. Doors on the front, back, and left side offer a way to your objective. Second- and third-floor entrances can also be used, but you must access the roof by using a parachute. Toss a grenade or place C4 on the door. Once detonated, a 60-second timer begins to count down. Fight your way through the Santa Blanca cartel inside and then interact with the computer on the second floor to complete the side mission. The rear offers the most direct route from the ground floor.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

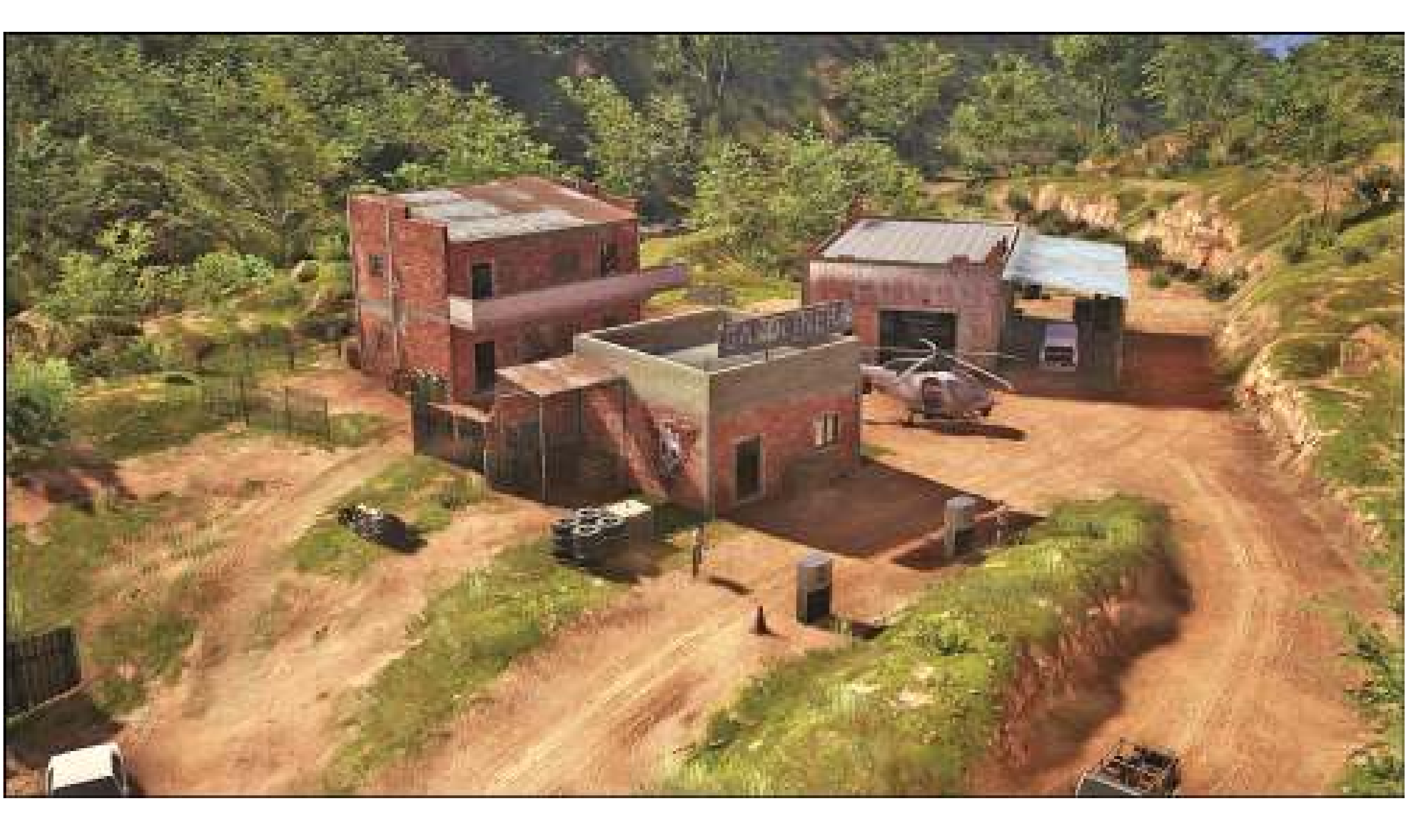
Grab and intimidate the Sicario

LOCATION

Gas Station Via-B Gas (Central Ocoro)

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Head to the gas station southwest of the Ocoro Bravo Rally Point, take cover out of view and use the Drone to check out the situation. Hanging out on the second floor of the brick building is the Sicario in question. It is possible to fight your way to the guy from any side, but if they are alerted to your presence, he bolts—requiring you to run him down before getting any information from him. Approaching from behind his apartment offers the least confrontation. Peek around each corner until you spot his location. If he is accompanied by another narco, wait for them to separate or gun him down before moving in on the target. Intimidate the sicario to complete the objective.

REBEL OP: DEFEND RADIO

OBJECTIVE

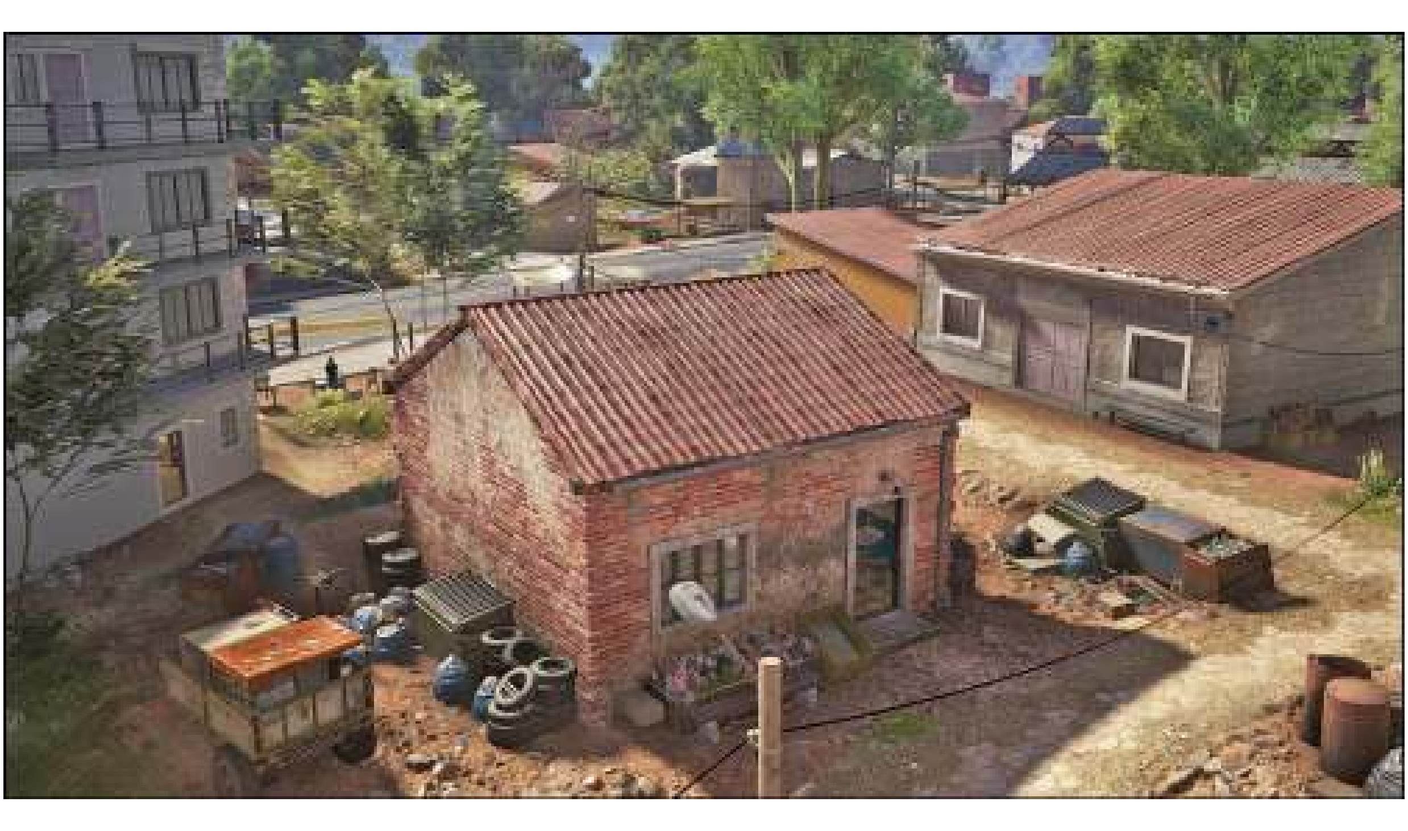
Start the radio and defend it

LOCATION

Campo Ana

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



This side mission is very similar to the one in Pantoja, Itacua. Start the radio found in eastern Campo Ana to begin a 2:30 timer, indicating how long you must defend the equipment. The location is more open than the first Defend Radio mission, so you must be on your toes. The enemy approaches on foot for the most part. Keep an eye on the radar and if you see red, quickly spin in that direction and spot the threat. It is possible to get some long shots with a sniper rifle, but high rate-of-fire weapons are your best bet. Duck behind or inside the buildings when injured, but be careful not to stray too far from the objective. If the radio takes too much damage, the mission is a failure. Use the rebel support that you have earned so far to help defend against the onslaught. Once the timer hits zero, the mission is complete.

GASOLINE RAID

OBJECTIVE

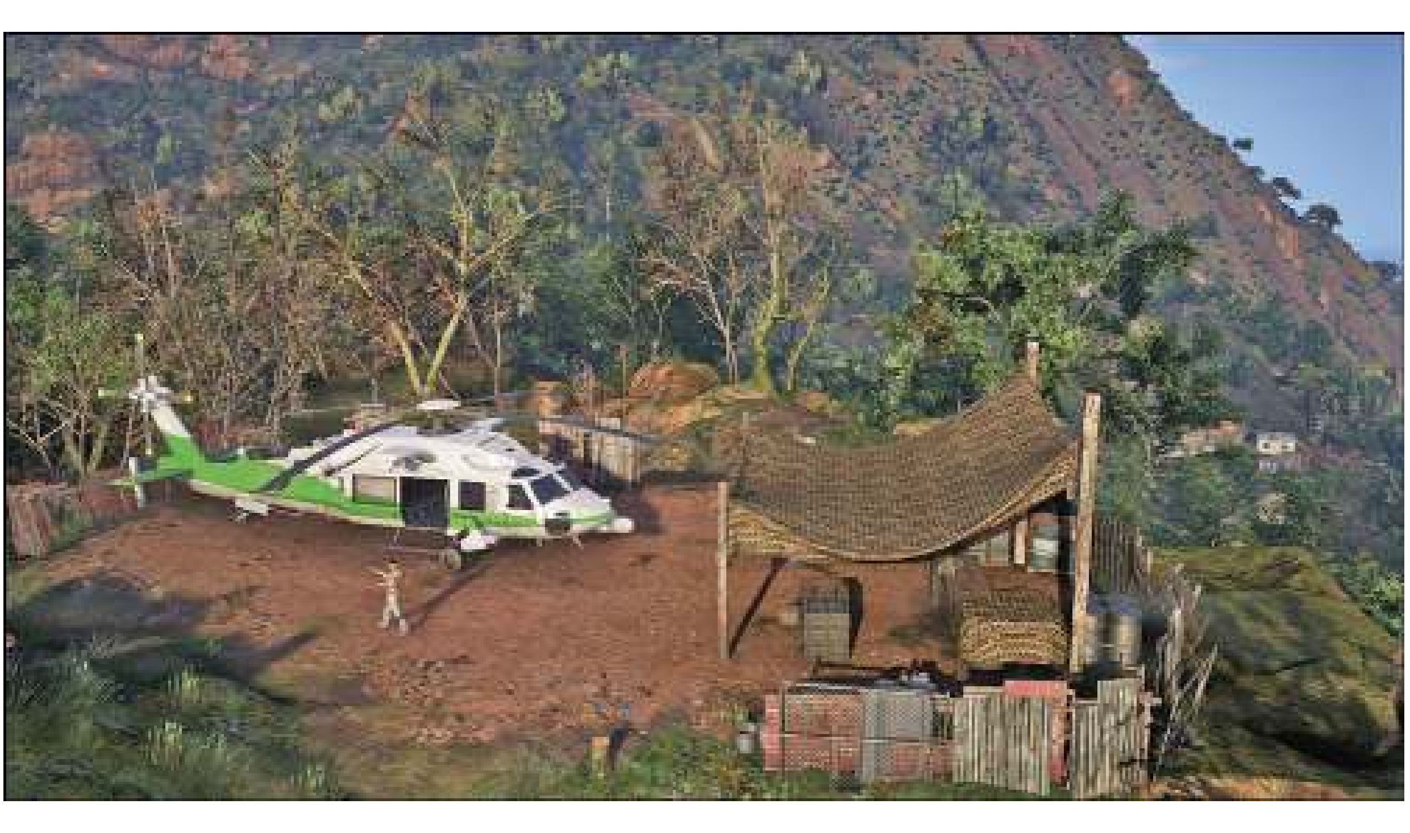
Steal the helicopter

LOCATION

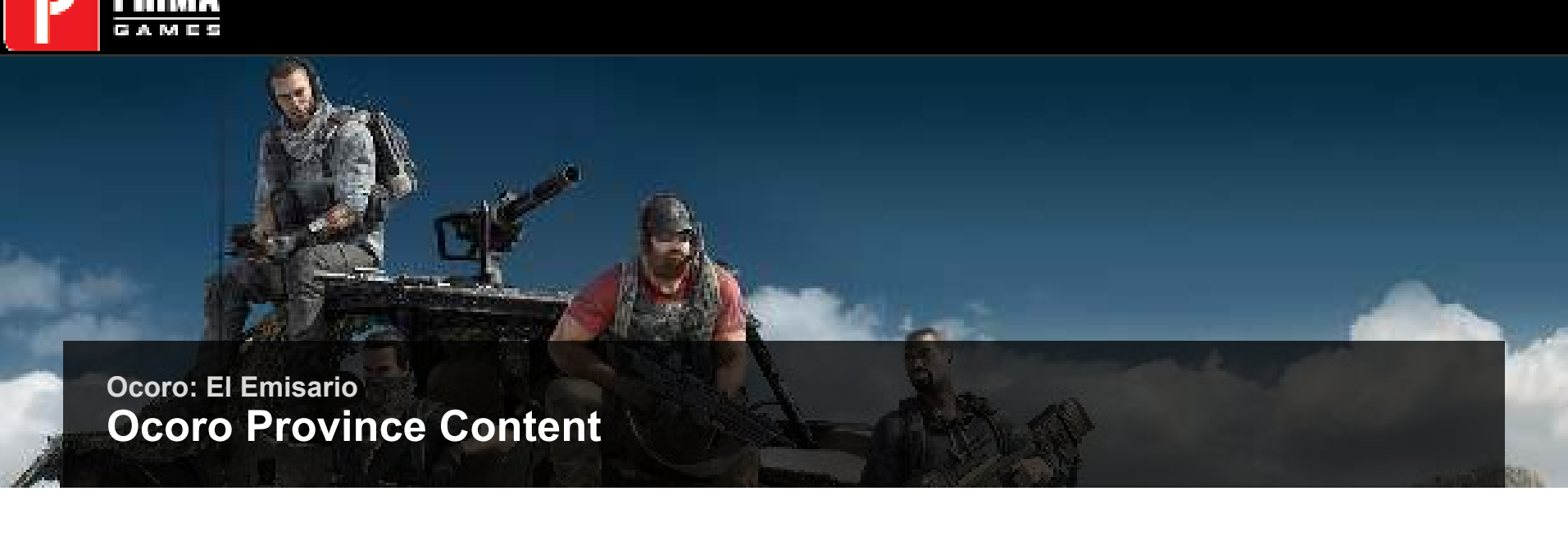
West of Pachamama Scars

REWARDS

+2500 Gasoline



A helicopter loaded with gasoline sits on a small hill, west of Pachamama Scars. It is accessible through openings on the east and west, while fencing makes great cover while examining the setting. Similar to the other raid side missions, only a handful of narcos patrol the area. Use Sync Shot to take them out in pairs as you make your way to the chopper. Fly northwest to the landing area near the Moko rebel hideout.

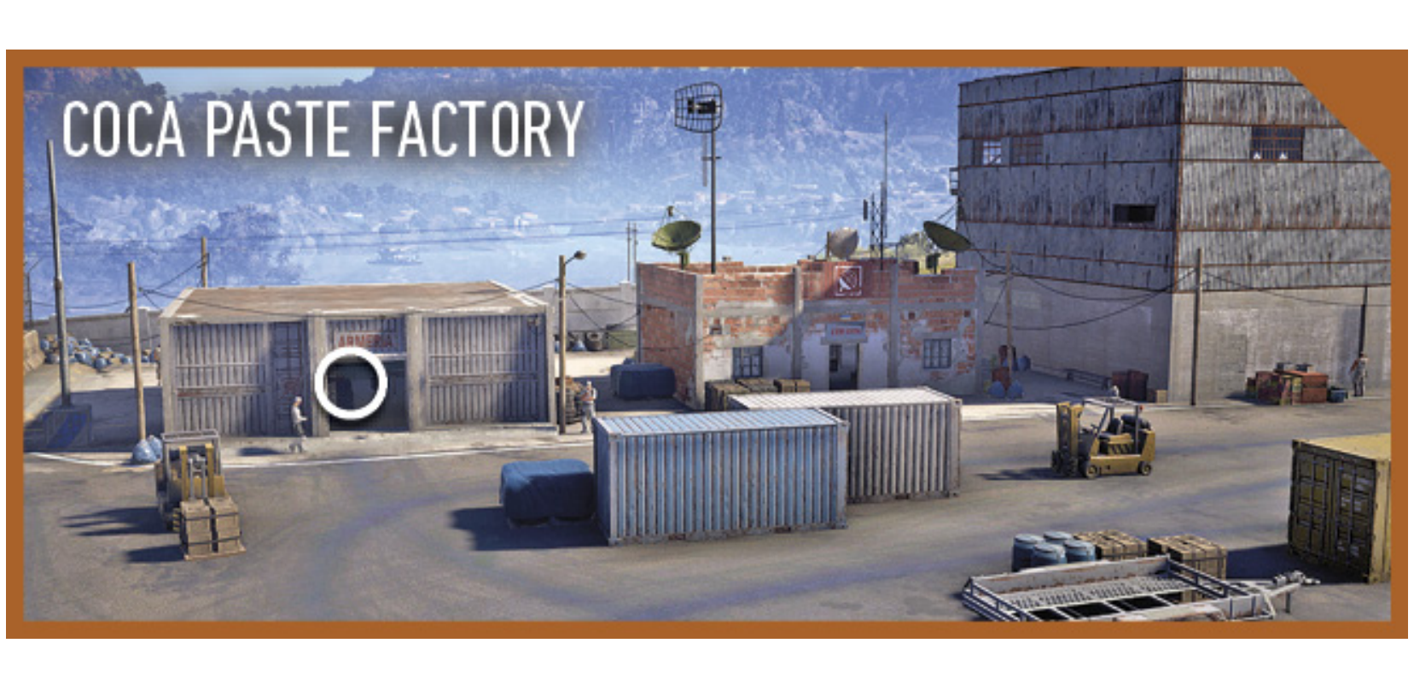


Ocoro: El Emisario

Ocoro Province Content

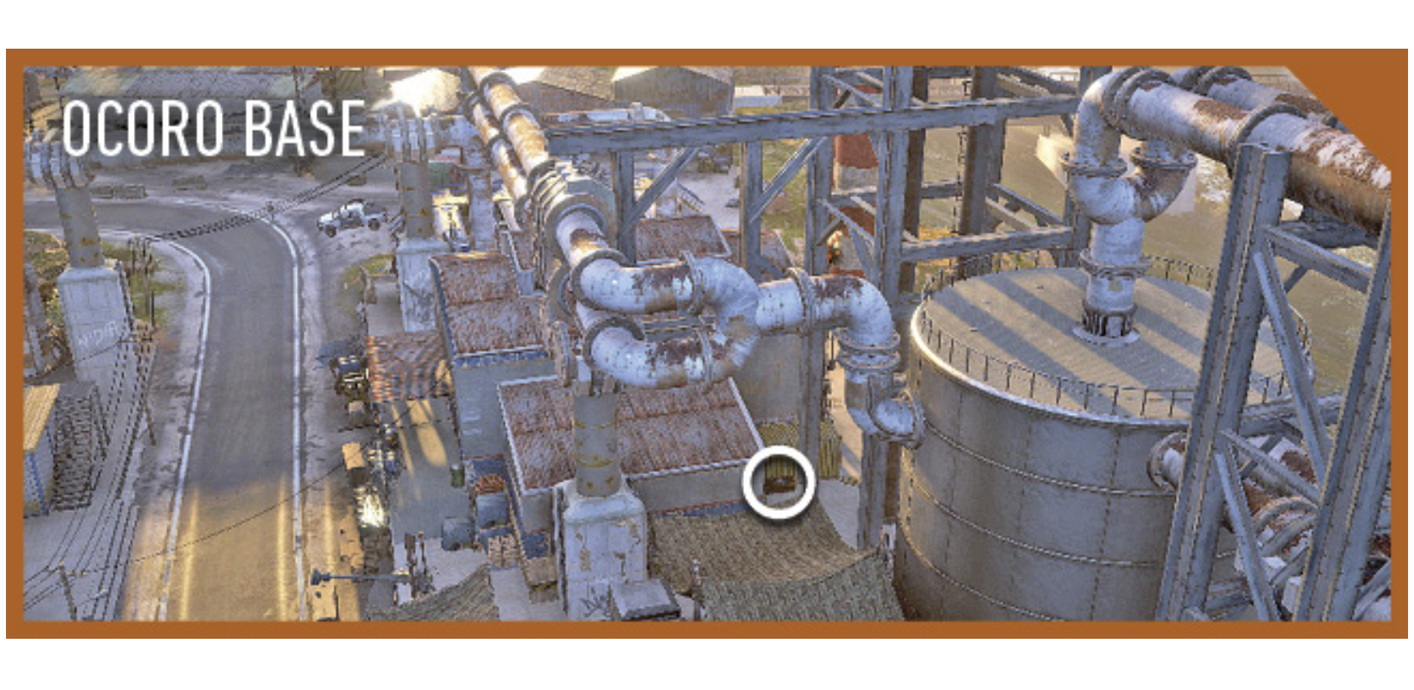
WEAPON CASES

WEAPON: SR-635 SUBMACHINE GUN



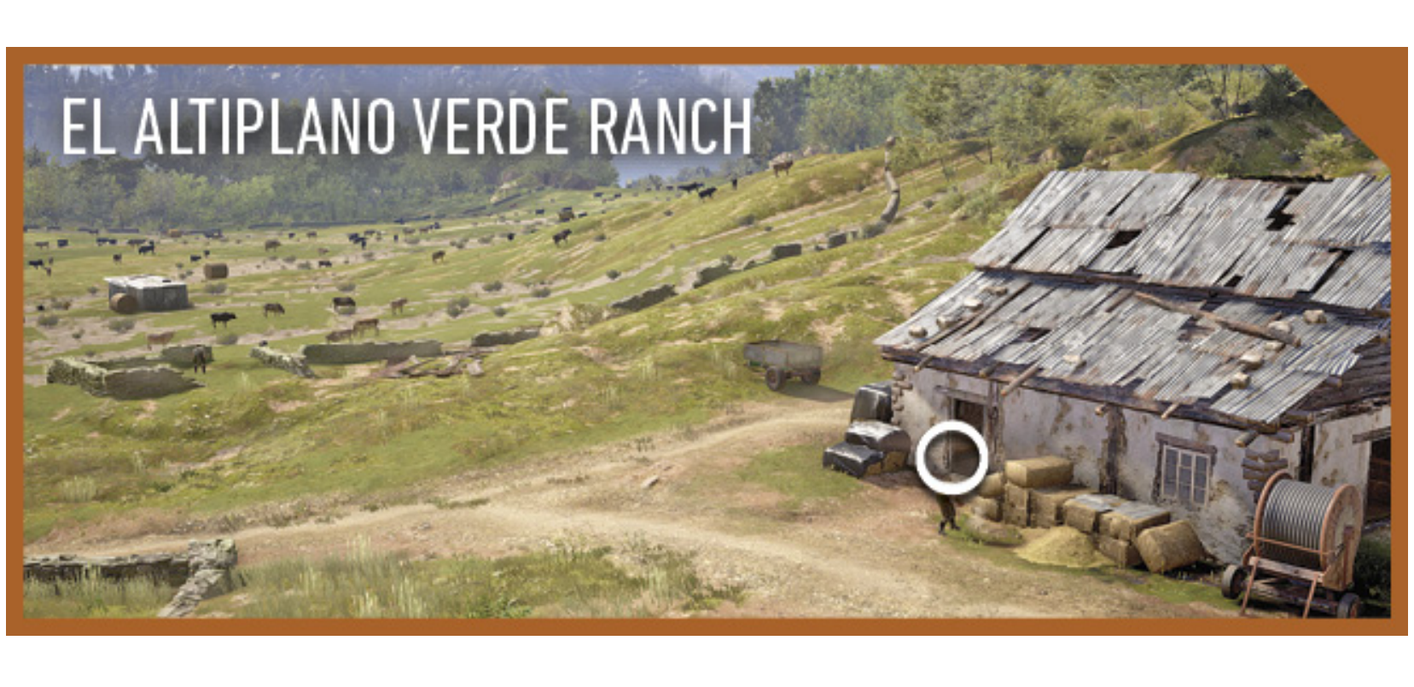
At the cartel’s coca paste laboratory, enter the armory in the northeast corner of the area. A Weapon Case lies on the floor inside.

WEAPON: 5.7 USG HANDGUN



In the northeastern area of the Ocoro Base is a big laboratory surrounded by tanks and pipes. Move around to the back and search next to the I-beam and storage container for a Weapon Case.

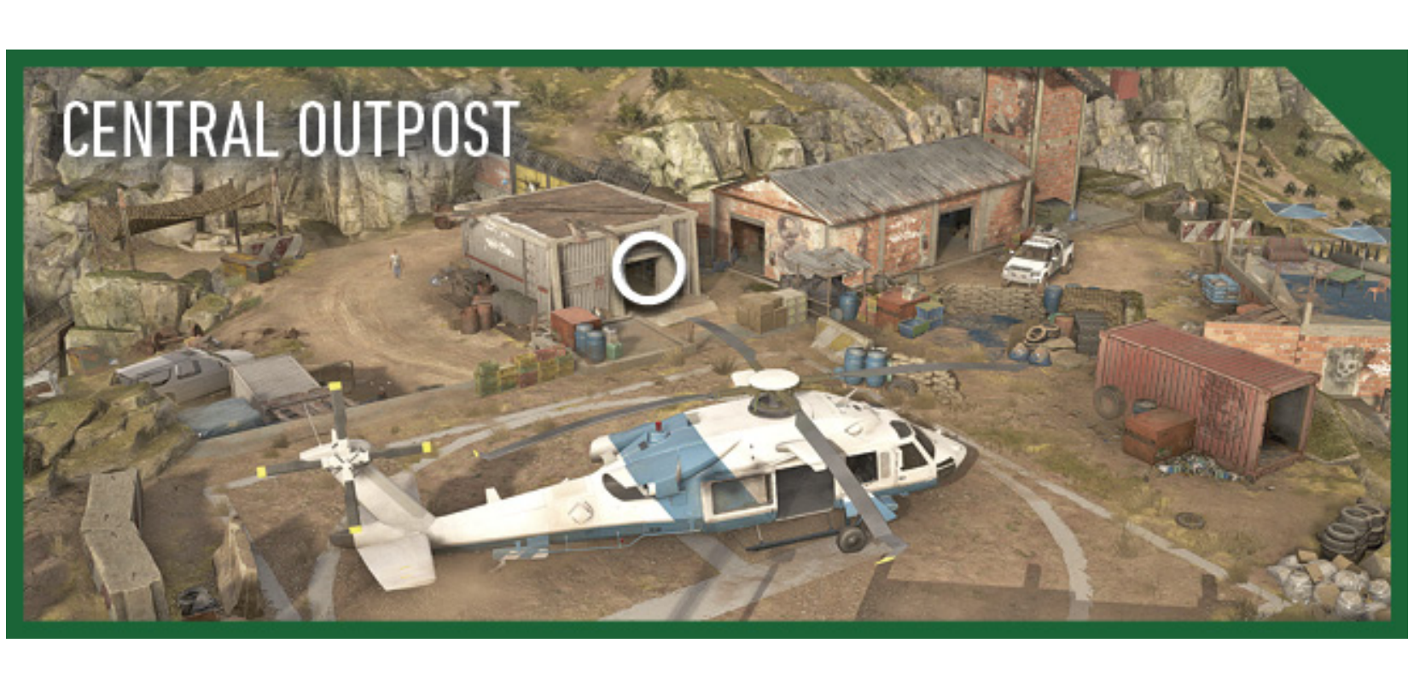
WEAPON: M1911 HANDGUN



Beautifully set in the valley, the El Altiplano Verde ranch doesn’t offer much, except for a Weapon Case—making it well worth the trip. Lying in the corner of the white and wood barn, the case provides a nice addition to your loadout.

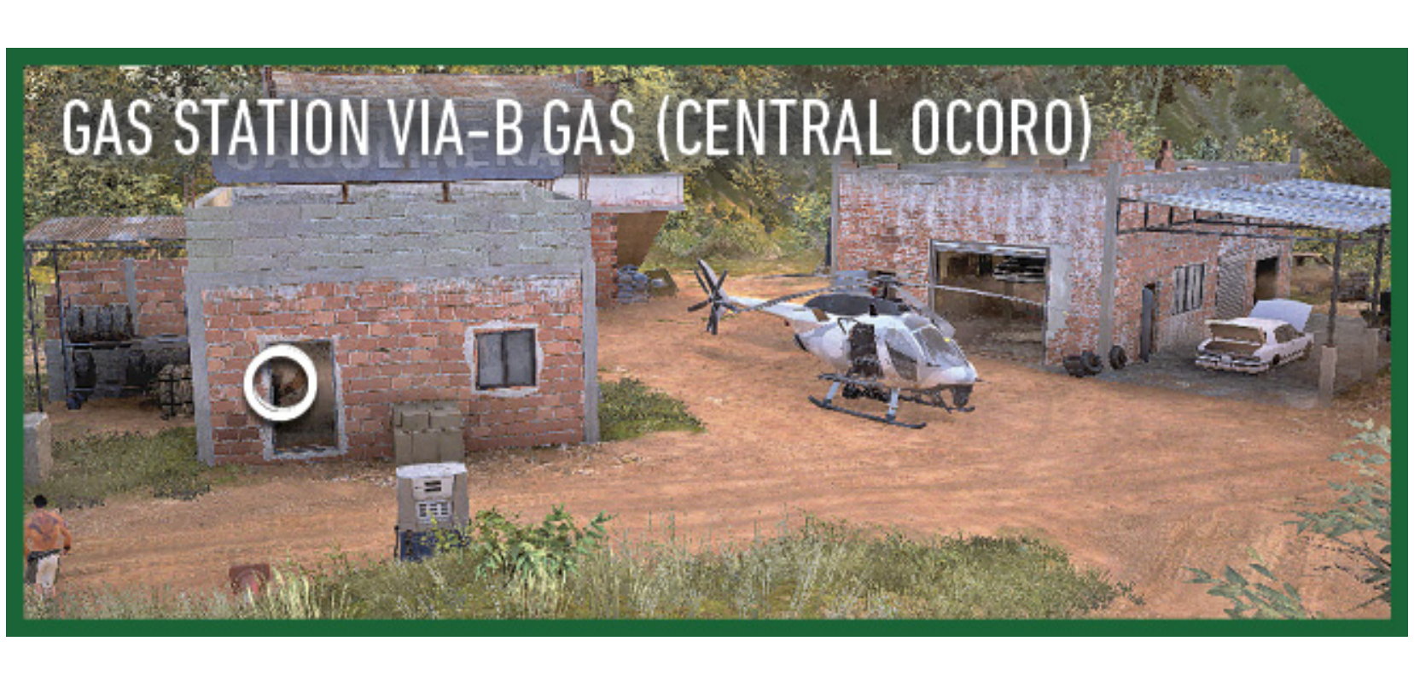
ACCESSORY CASES

ACCESSORY: COMPENSATED BUTTSTOCK (SNIPER RIFLE)



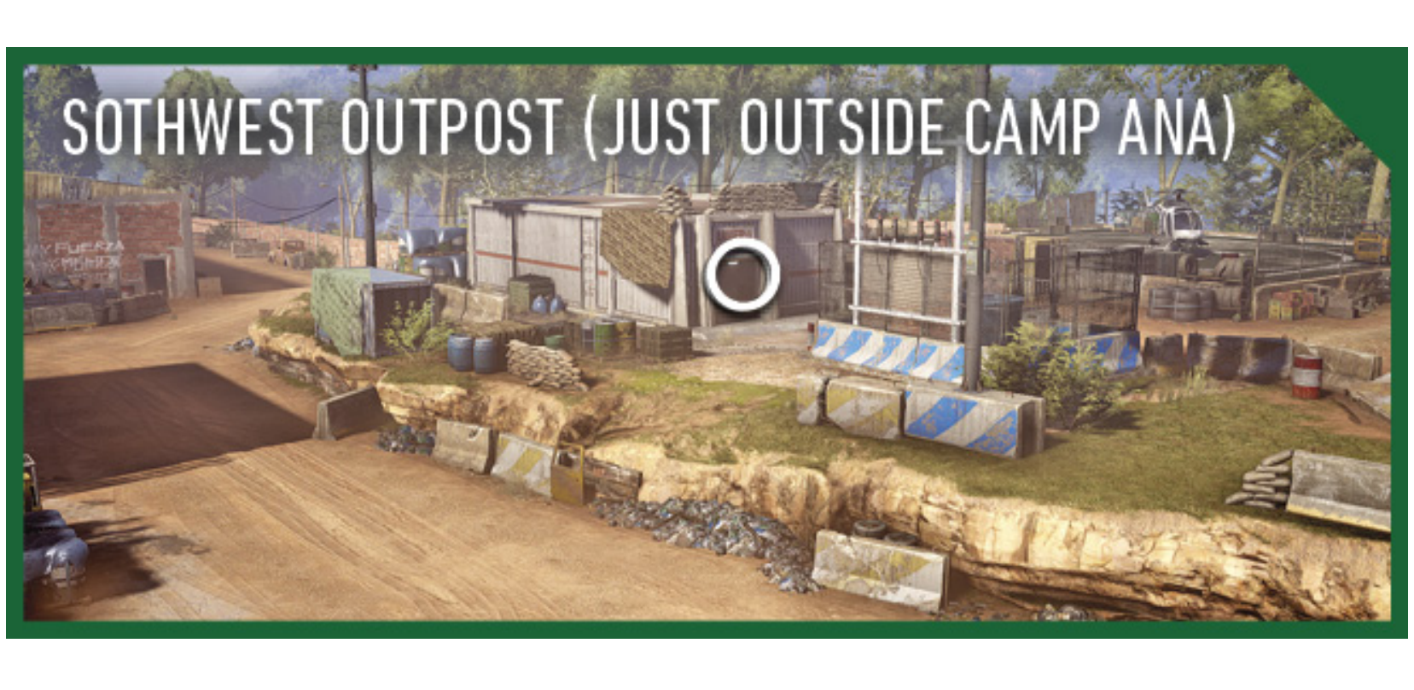
At the central Santa Blanca Outpost, find the armory on the lower level, just north of the helipad. Sitting on the right shelf just inside is an Accessory Case.

ACCESSORY: EXTENDED 5.7 MAGAZINE (30)



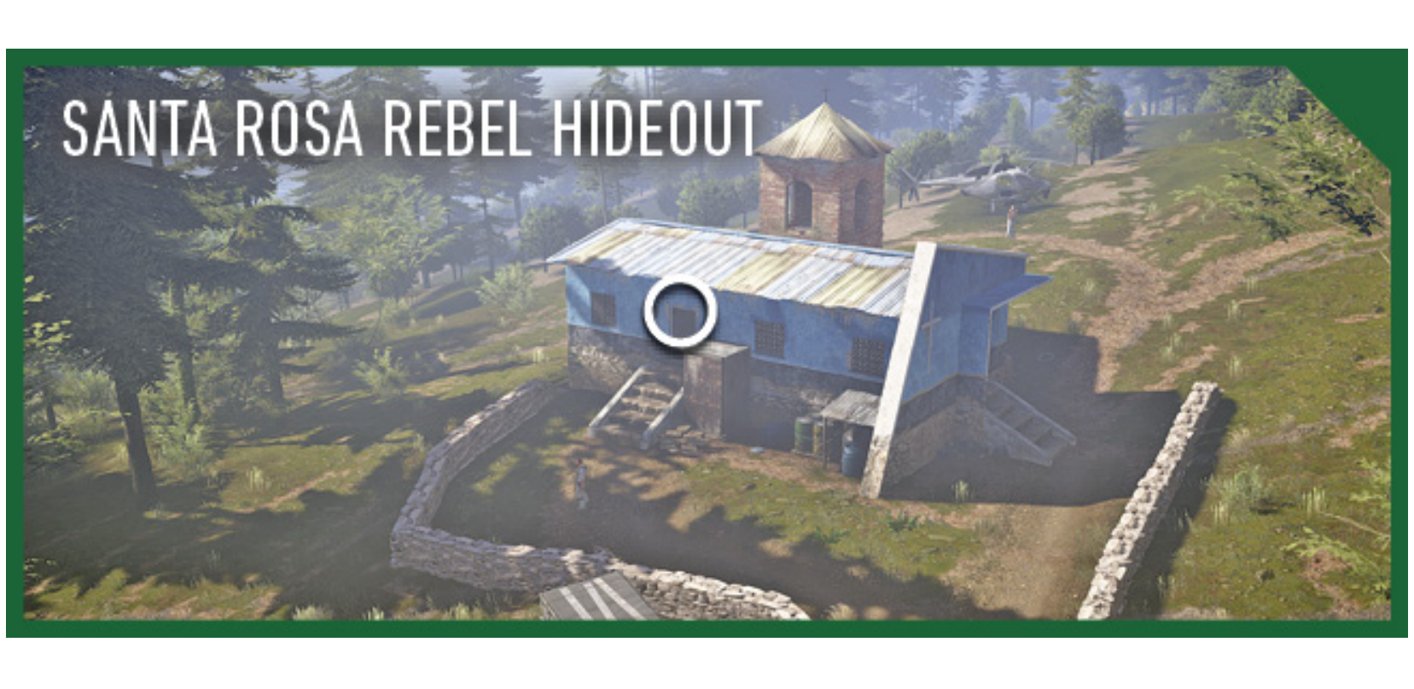
At Gas Station Via-B Gas, located south of the Ocoro Bravo Rally Point, enter the first building you come to, labeled GASOLINERA. Nab the Accessory Case that sits on the desk inside.

ACCESSORY: COMPM4 SCOPE



Being wary of the miniguns mounted on the two watchtowers, fight your way into the outpost east of Campo Ana. Look for the upper armory, just south of the helipad. An Accessory Case is easy pickings as it sits on a workbench inside.

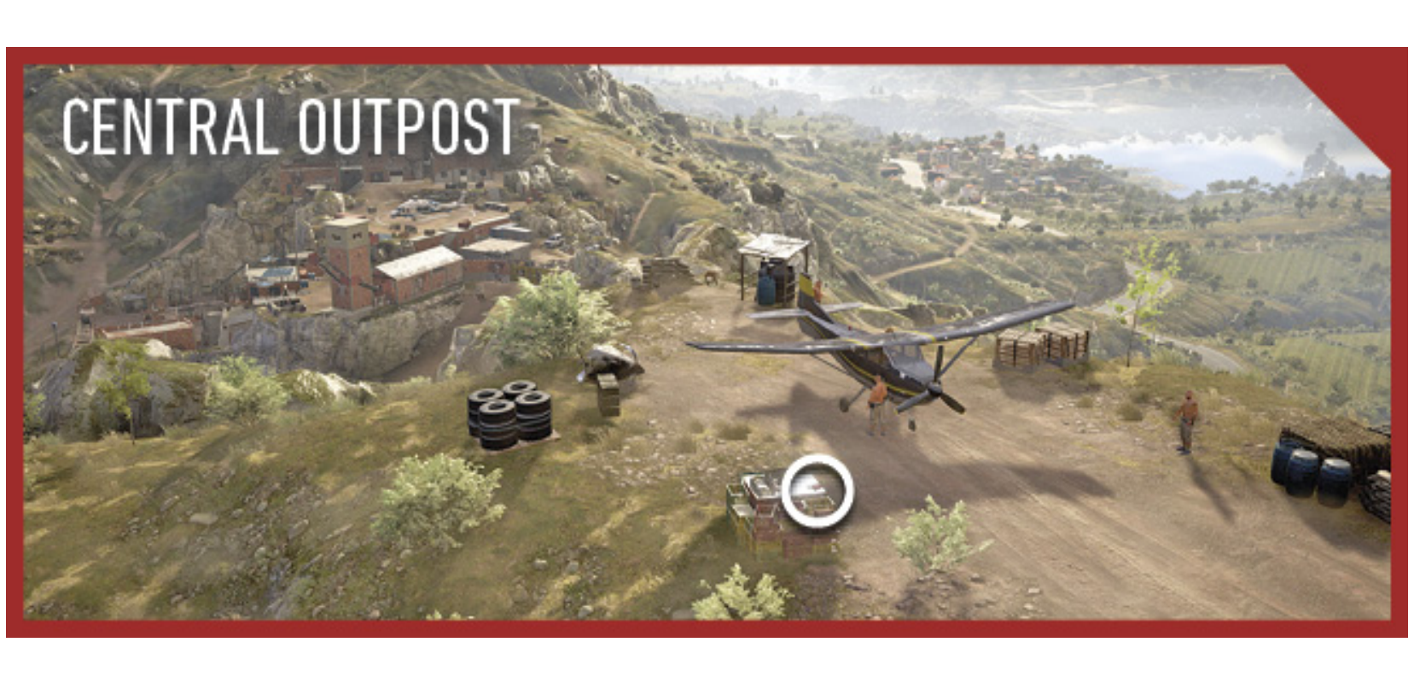
ACCESSORY: ATPIAL LASER SIGHT (SUBMACHINE GUN)



Find the Santa Rosa Rebel Hideout along the river that borders the south side of Ocoro Province. Bust open the east door and enter the church. The Accessory Case sits on a small cabinet near the altar.

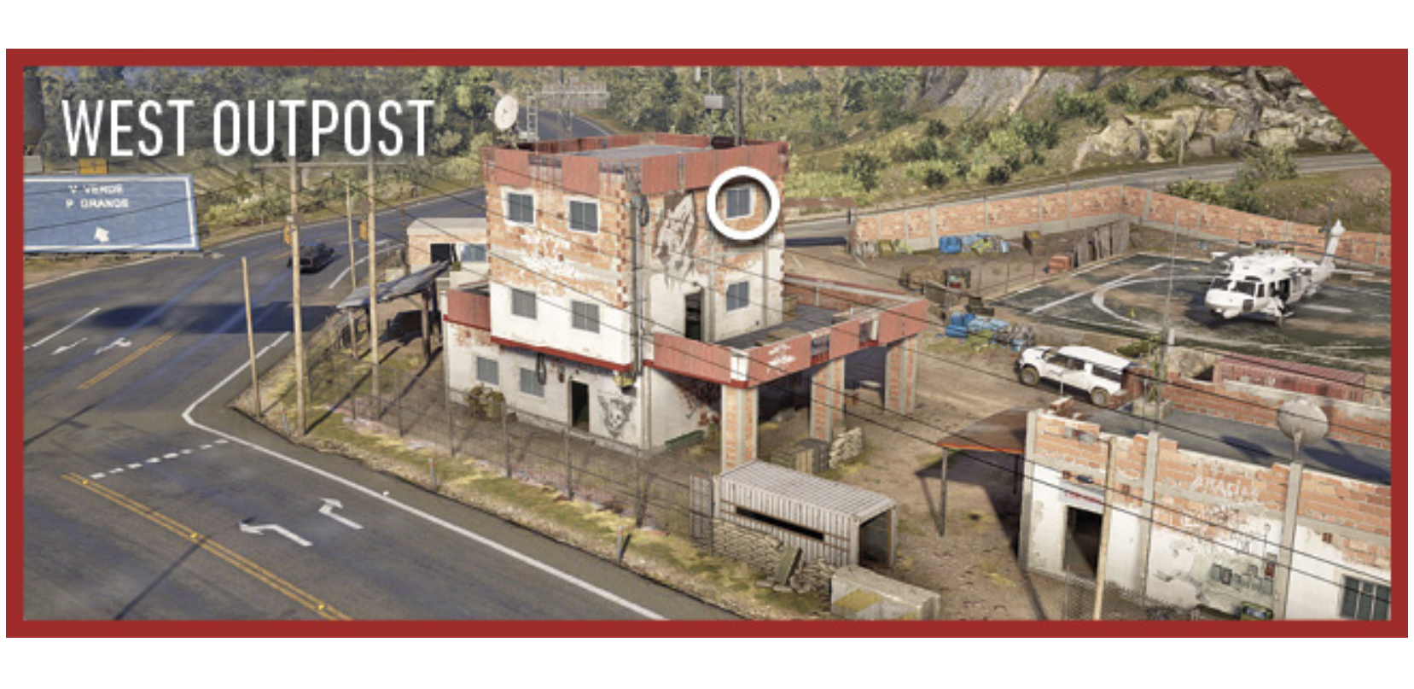
SKILL POINTS

SKILL POINTS: +1



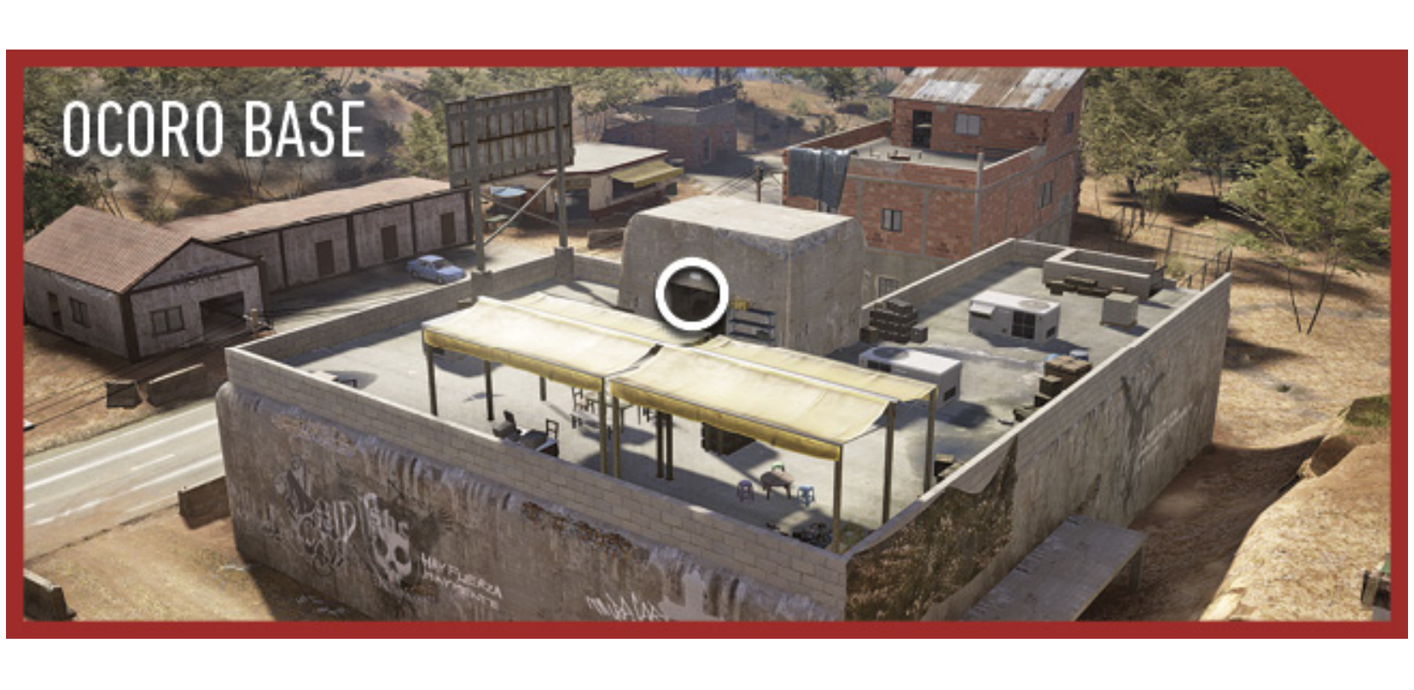
Climb to the short runway, located up on a hill northeast of the outpost. Grab the Skill Point that sits atop a red box.

SKILL POINTS: +3



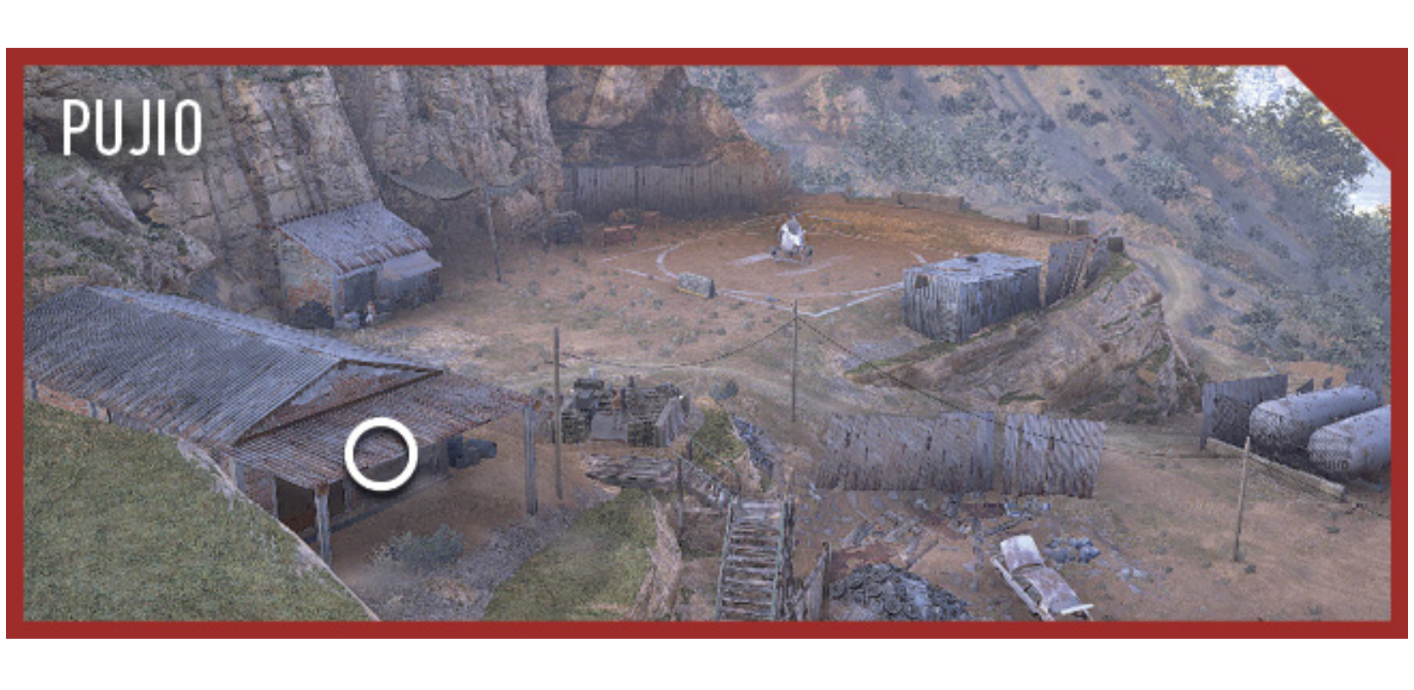
Pay close attention to the three watch towers with miniguns as you infiltrate the outpost. Enter the three-story building in the middle of the area and climb to the third floor. The Skill Point rests on a wooden desk in the corner.

SKILL POINTS: +5



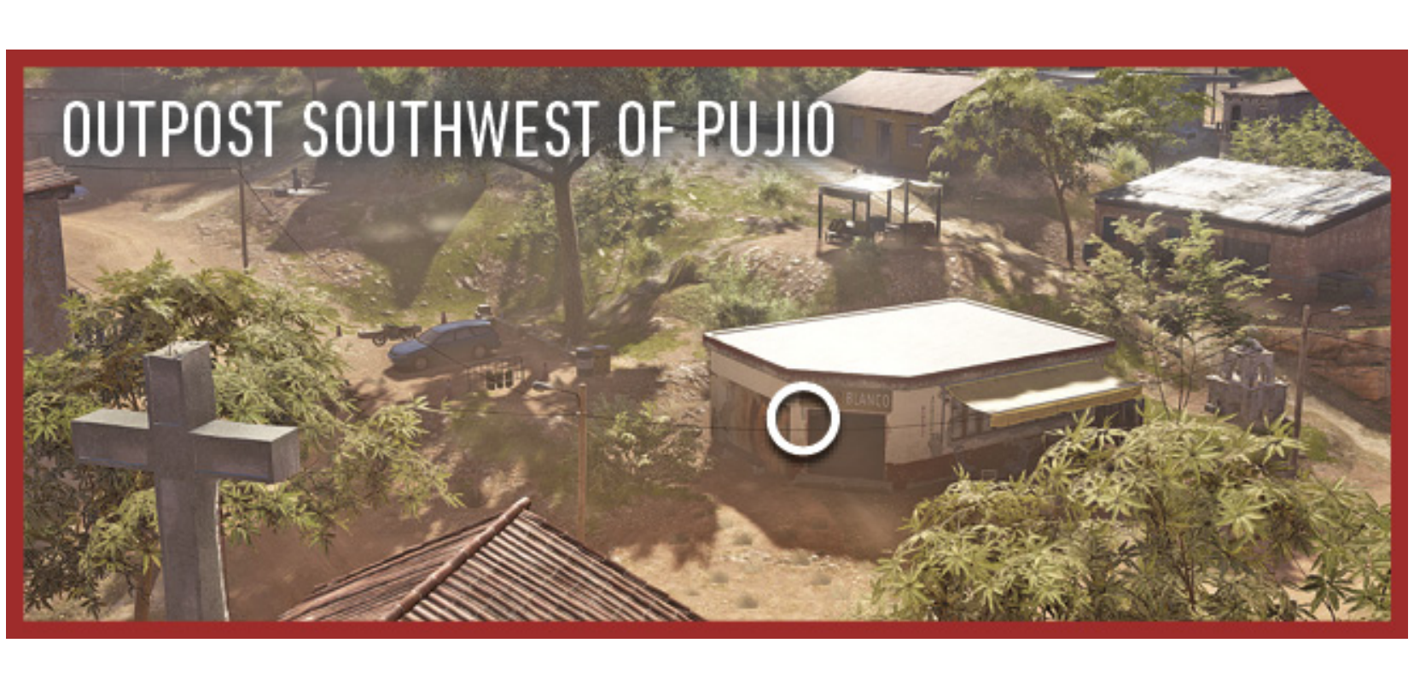
From the main road, enter the garage that sits across the street from a motel and just south of a roof helipad. Follow the stairs to the roof and then find the small room to the south. Sitting on a shelf inside is a Skill Point.

SKILL POINTS: +1



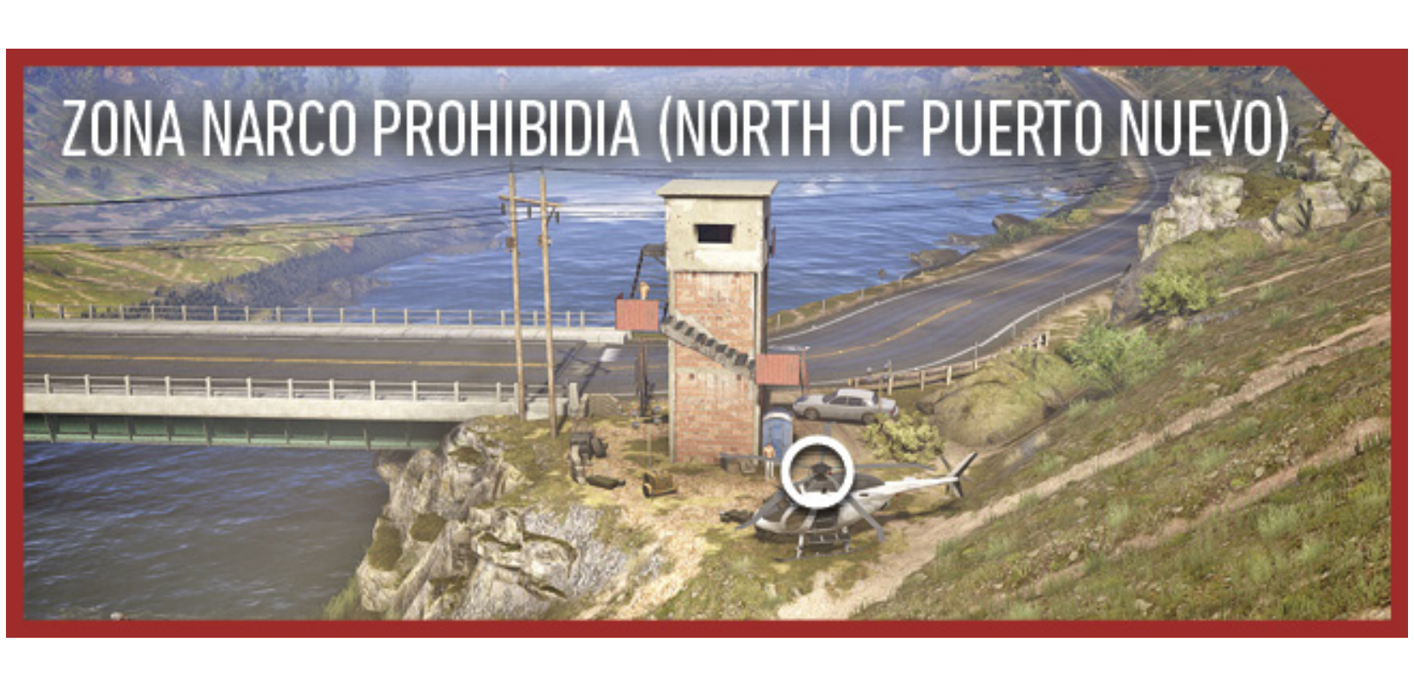
In the center of Pujio, find Jaquar Blanco across the road from the church. Find a Skill Point on the counter inside the restaurant.

SKILL POINTS: +3



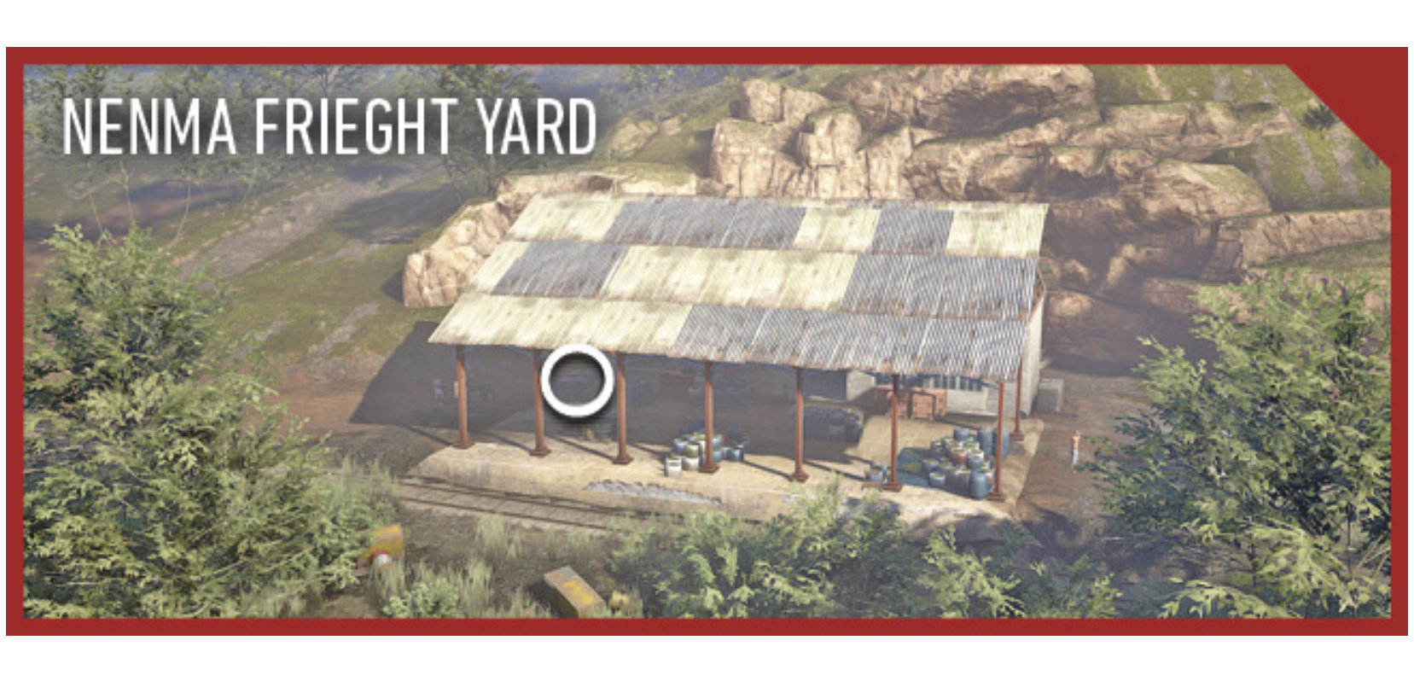
Enter the brick building on the southwest side of the outpost. On a red box in the corner, a Skill Point is ready to be swiped.

SKILL POINTS: +1



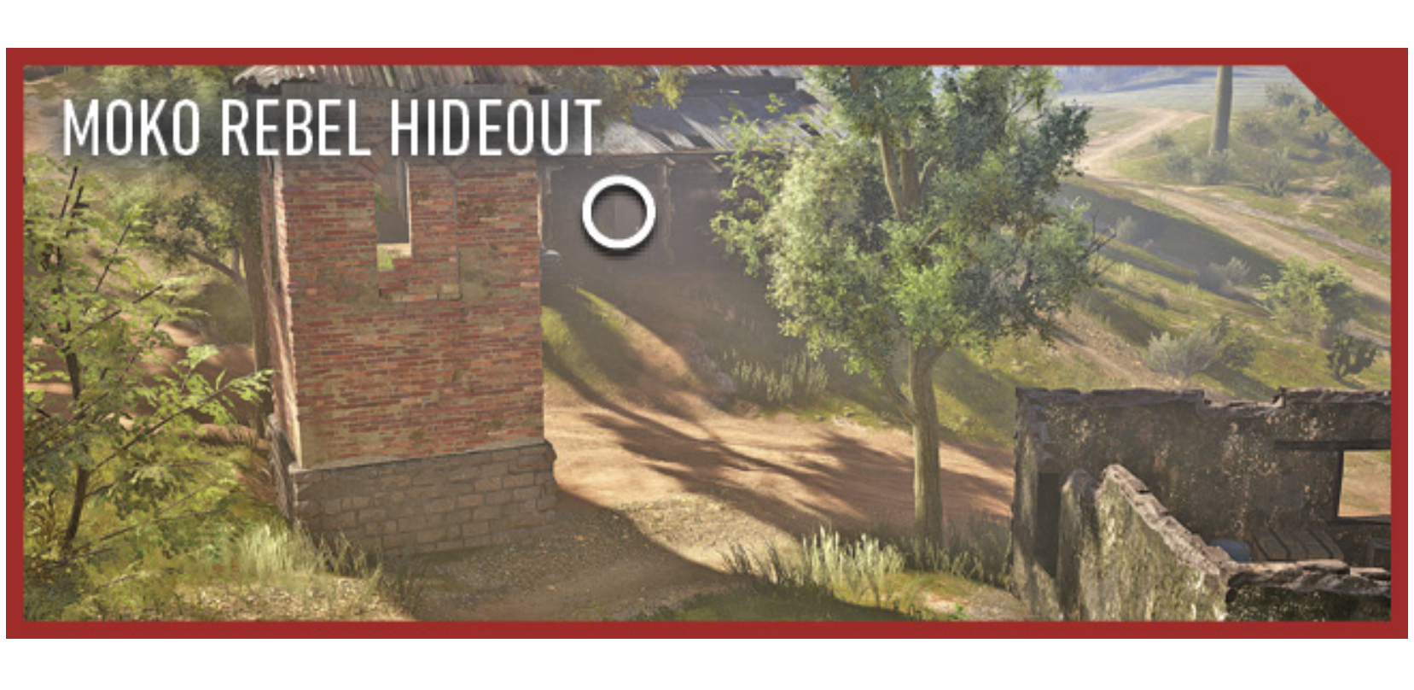
Look for the Santa Blanca border watchtower between the west outpost and Puerto Nuevo. A Skill Point sits on a crate next to the helicopter.

SKILL POINTS: +1



Nenma Freight Yard is located on the river, east of Puerto Nuevo. Next to the station, a Skill Point rests on a red box on the platform.

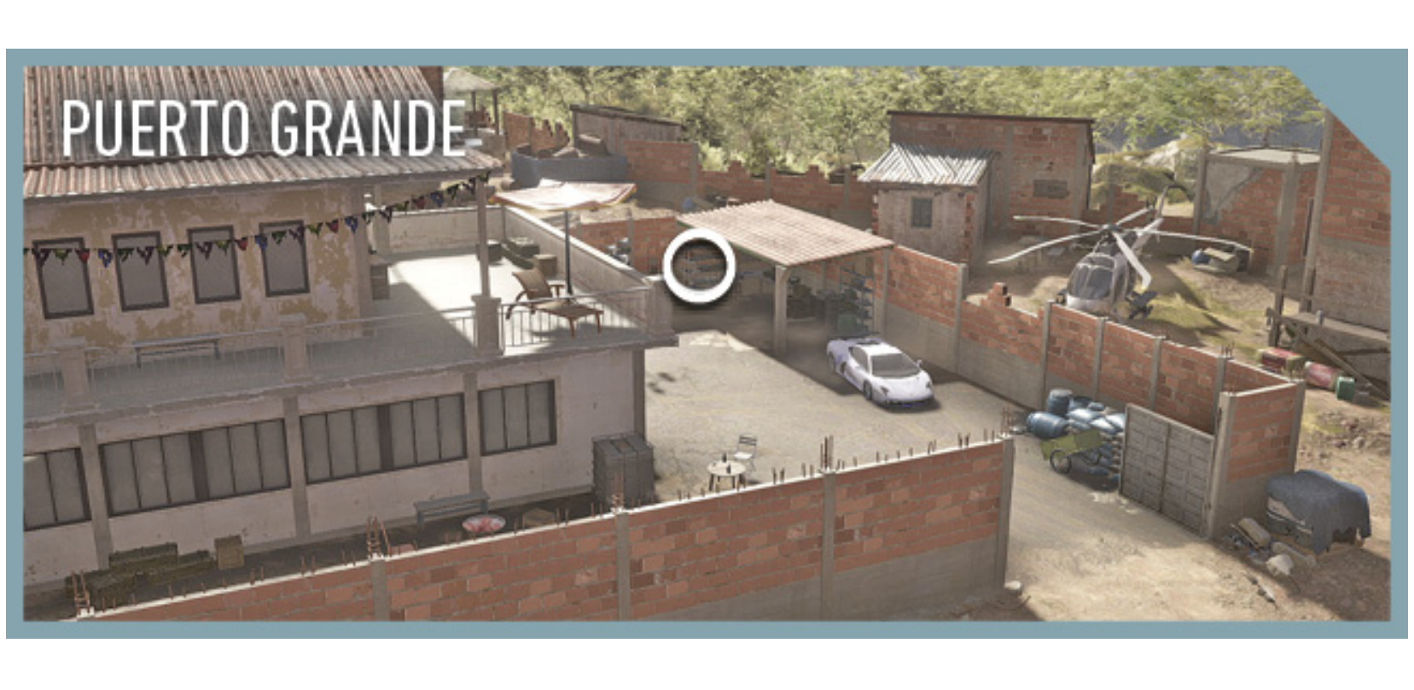
SKILL POINTS: +1



Find Moko Rebel Hideout south of Puerto Nuevo, near the Ocoro Delta Rally Point. Approach the home, located on the south side of the street, and kick the door open. Collect the Skill Point as it rests on a small counter.

BONUS MEDALS

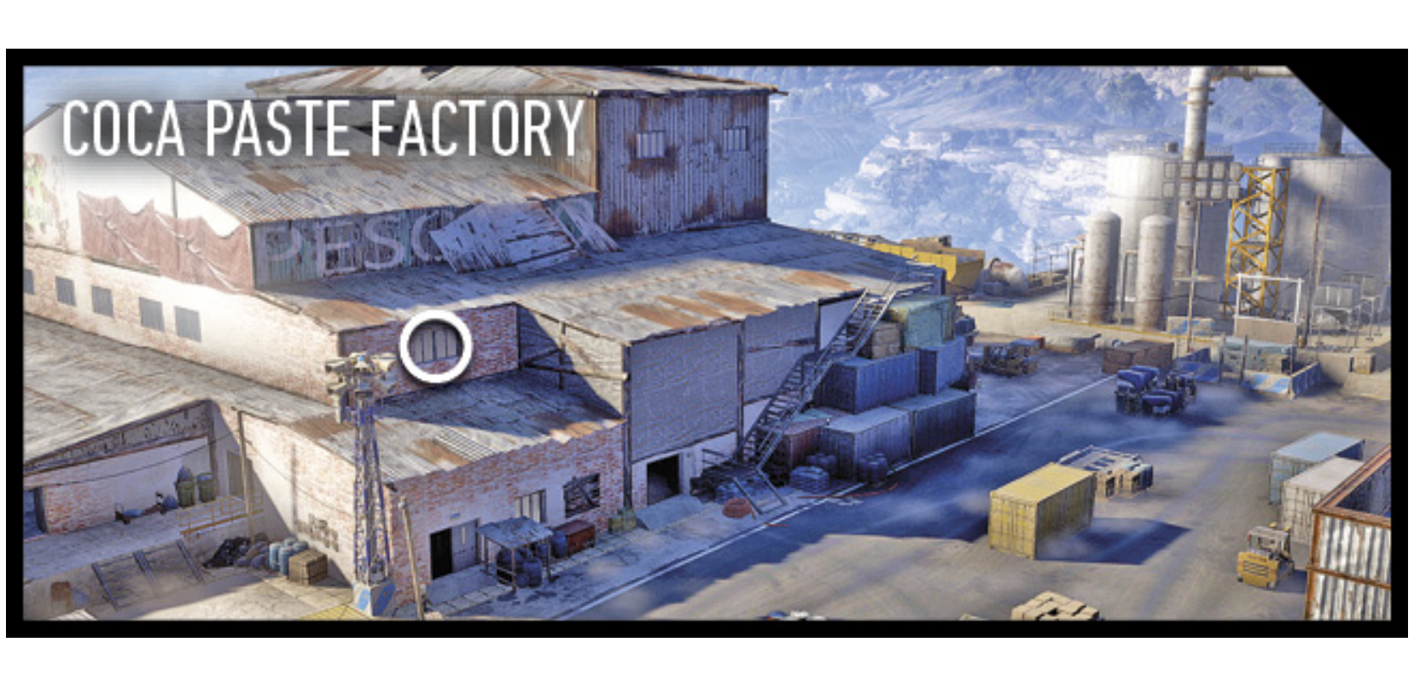
BONUS: MINE



On the west side of the village, a helicopter is parked just outside a walled-residence. Inside the walls, find a Bonus Medal on a metal shelf in the northern corner.

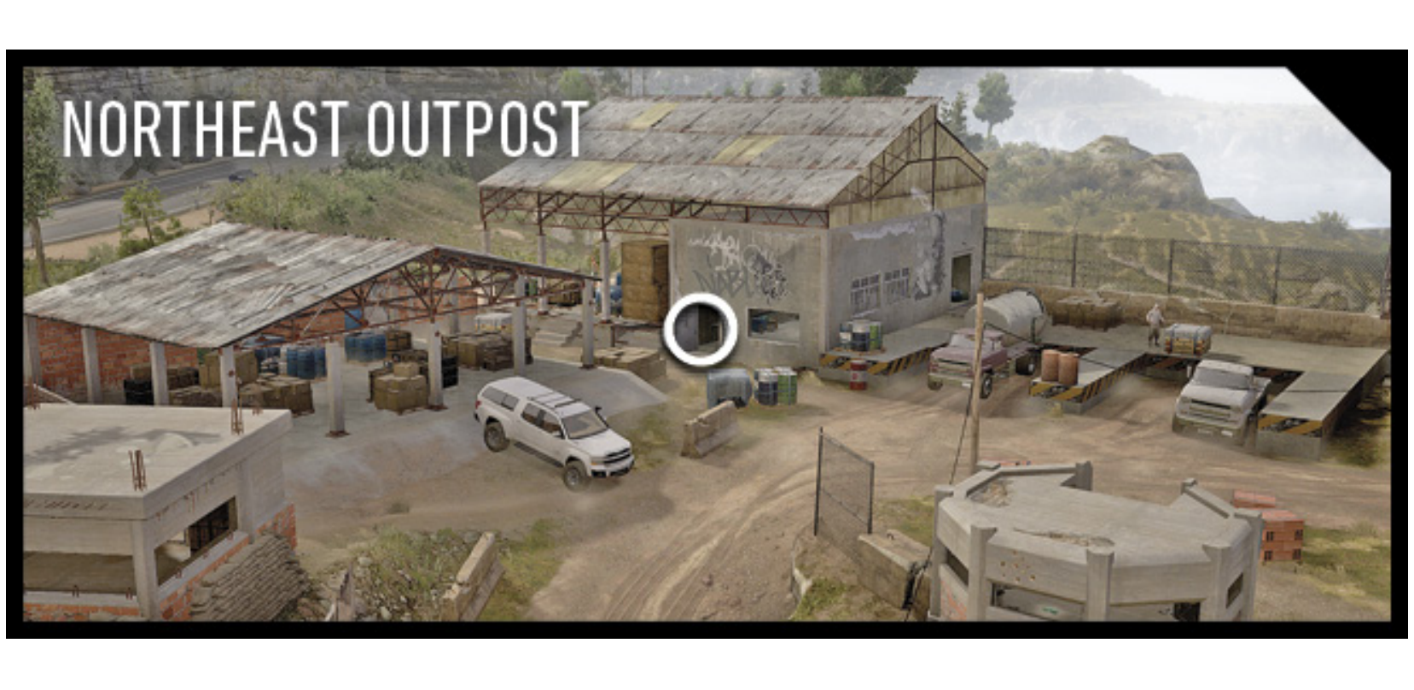
KINGSLAYER FILES

DOCUMENT



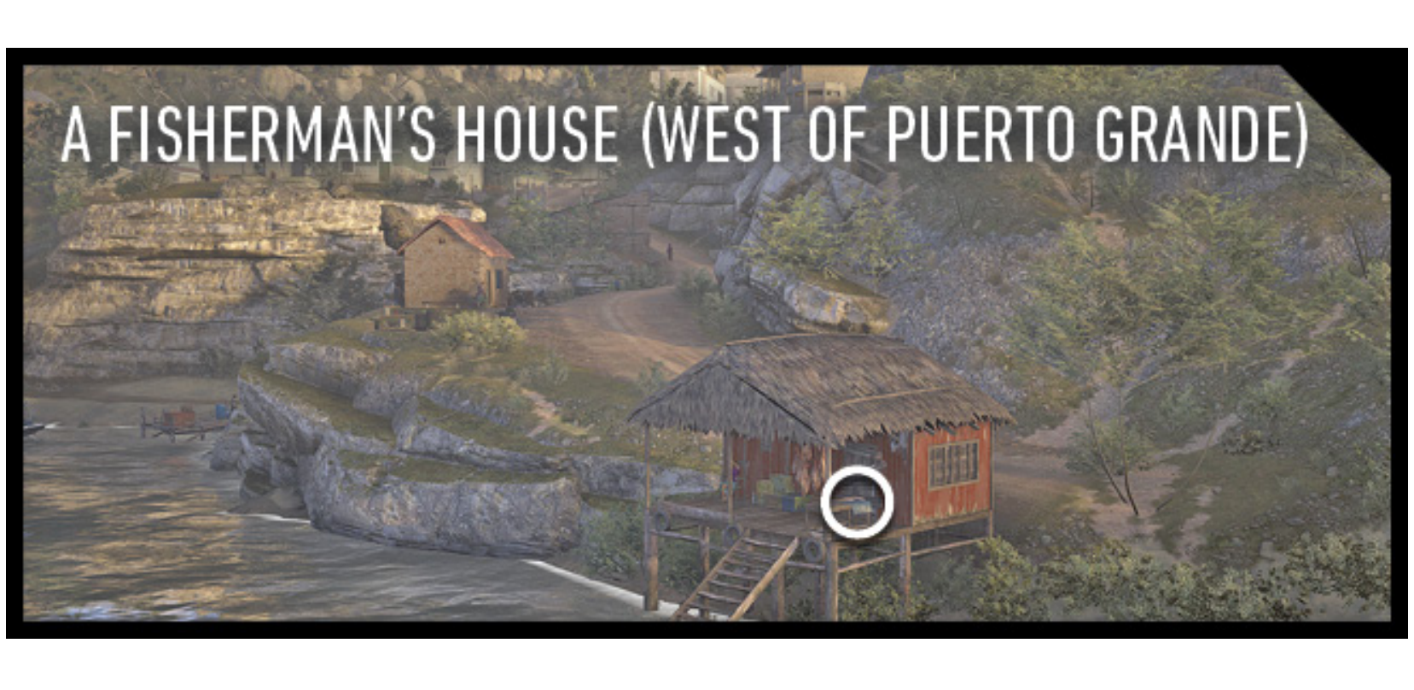
At the coca paste facility, head to the back side of the big factory on the west side, where the mixers and ovens are located. Climb the exterior stairs to the second-floor catwalk. Make your way to the office in the southeastern corner to find the file.

DOCUMENT



Take the main road into the outpost from the south and immediately turn left. Follow the dirt path straight into the makeshift office ahead. Sitting on the left table is a Kingslayer File.

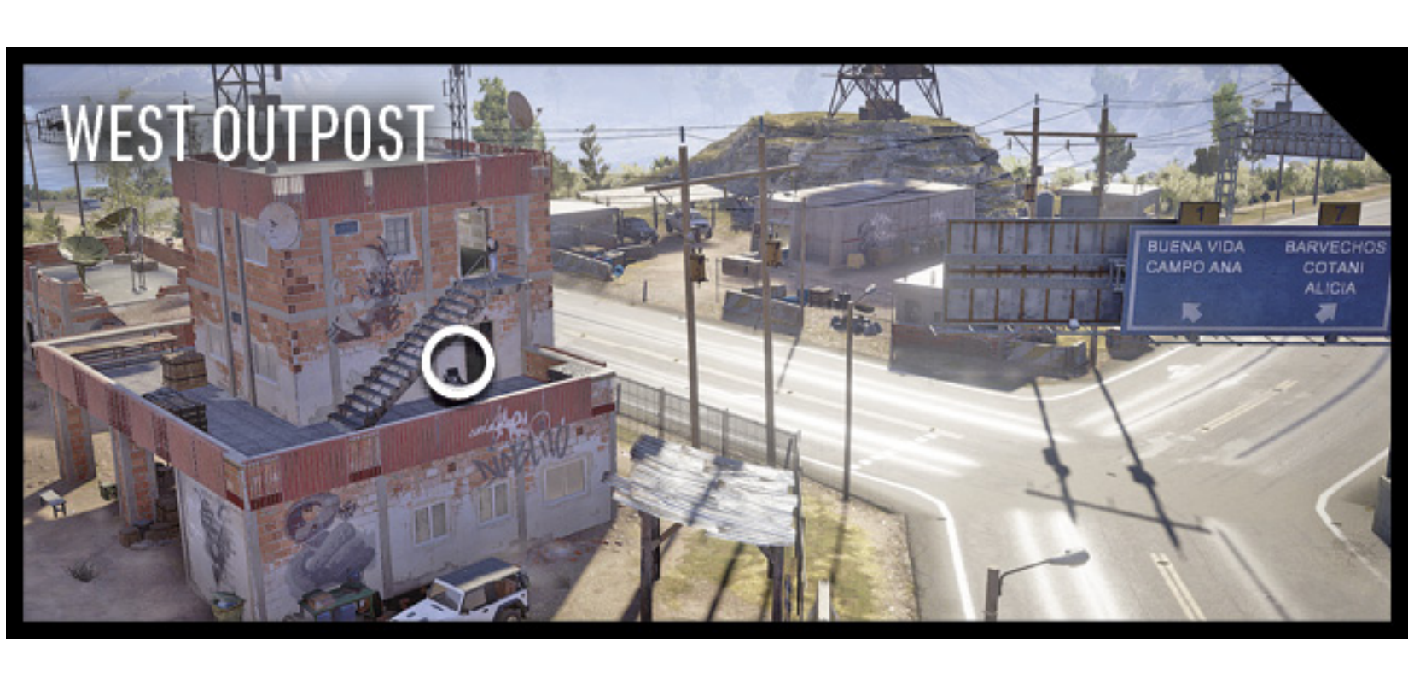
LEGEND



Follow the dirt road northwest out of Puerto Grande to a Fisherman’s House by the water. Grab the legend from the porch.

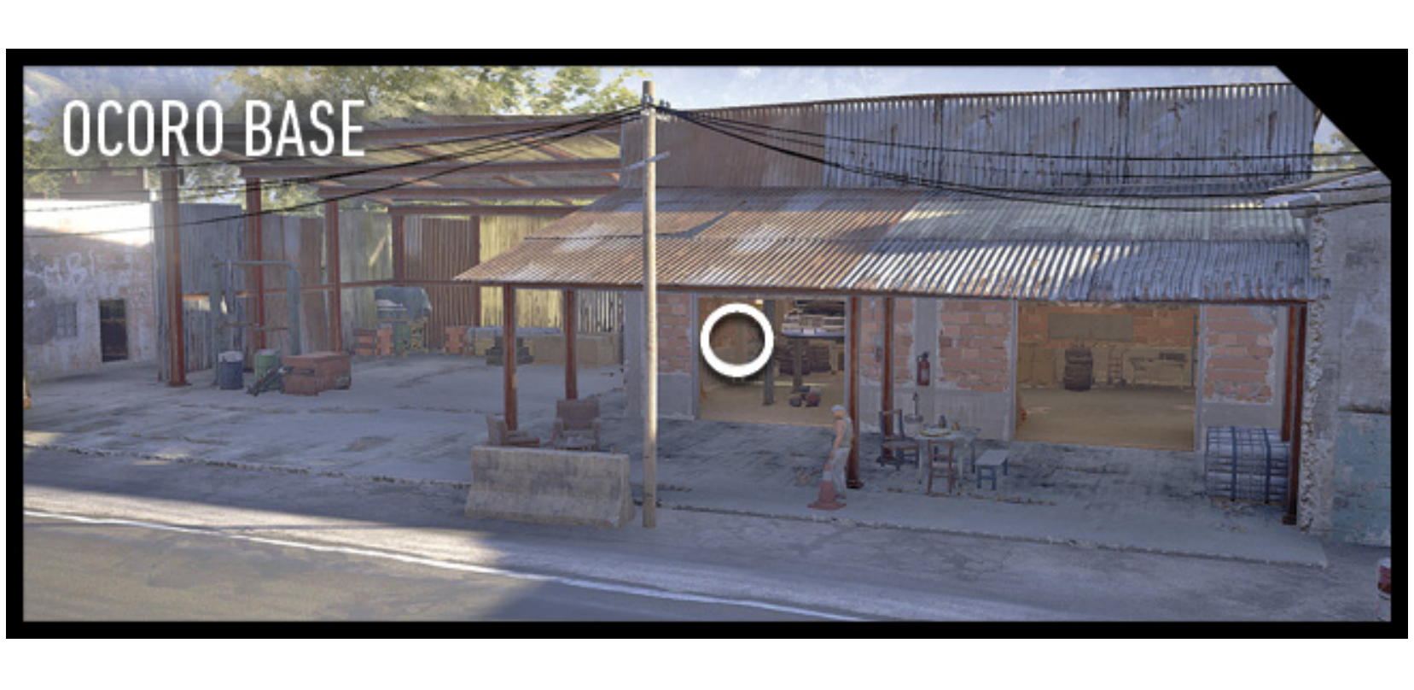
Mama Cocha: Mama Cocha is a kind of sea goddess, invoked by sailors and fishermen for protection or to ensure good fishing. In Bolivia, she is linked to the rivers and the lakes of the Andes, especially Titicaca. She is sometimes referred to as the wife of Viracocha, the pre-Columbian god and creator of all things with whom she had two children: Inti, the Sun and Mama Killa, the Moon. Some stories add Pachamama to the family.

DOCUMENT



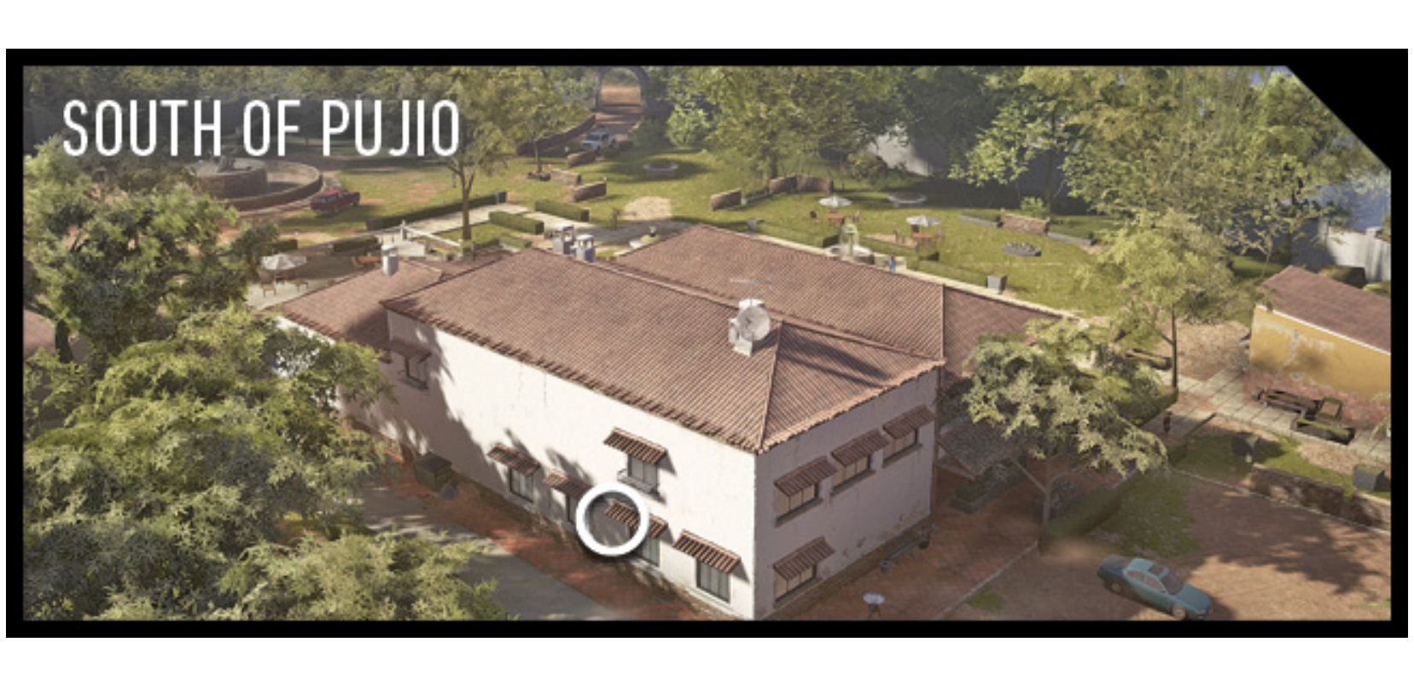
Pay close attention to the three watch towers with miniguns as you infiltrate the outpost. Enter the three-story building in the middle of the area and climb to the second floor to find a file sitting on a desk.

DOCUMENT



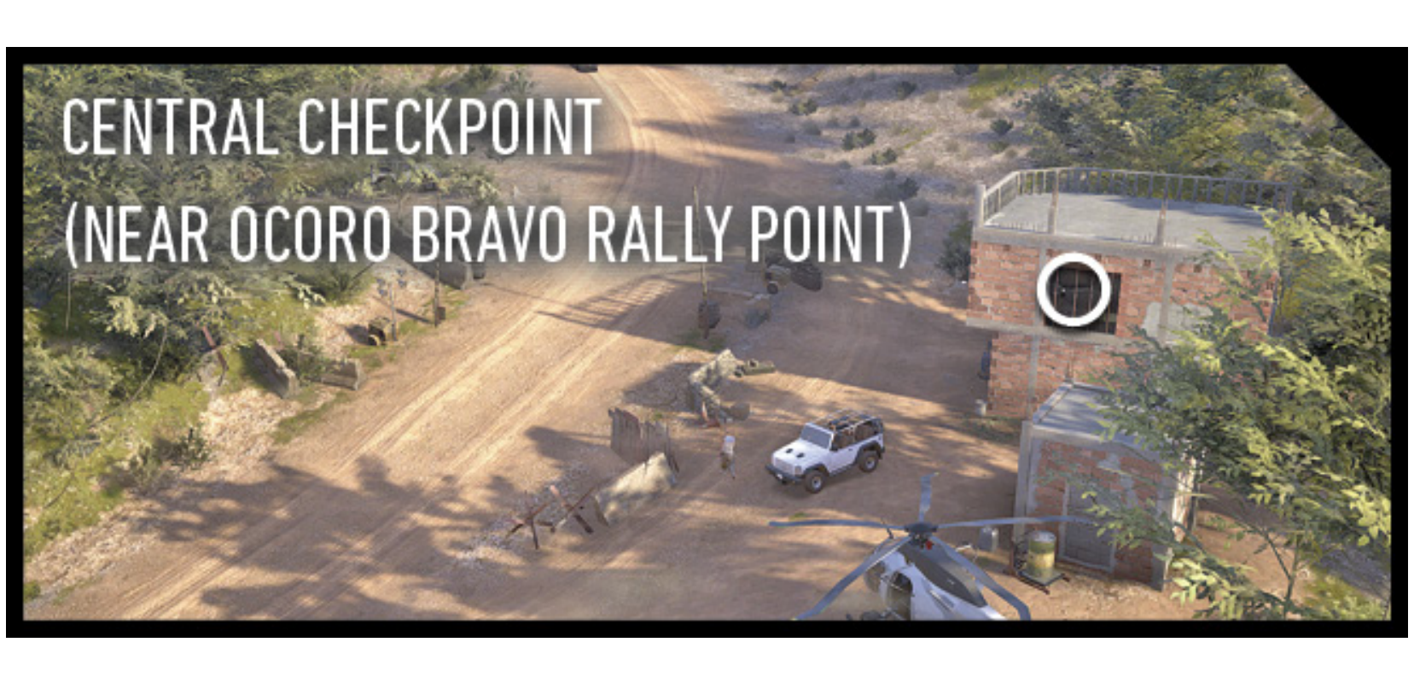
On the east side of the Oroco Base is an auto-repair garage. Enter through the left open garage door and search the shelves to find the file.

DOCUMENT



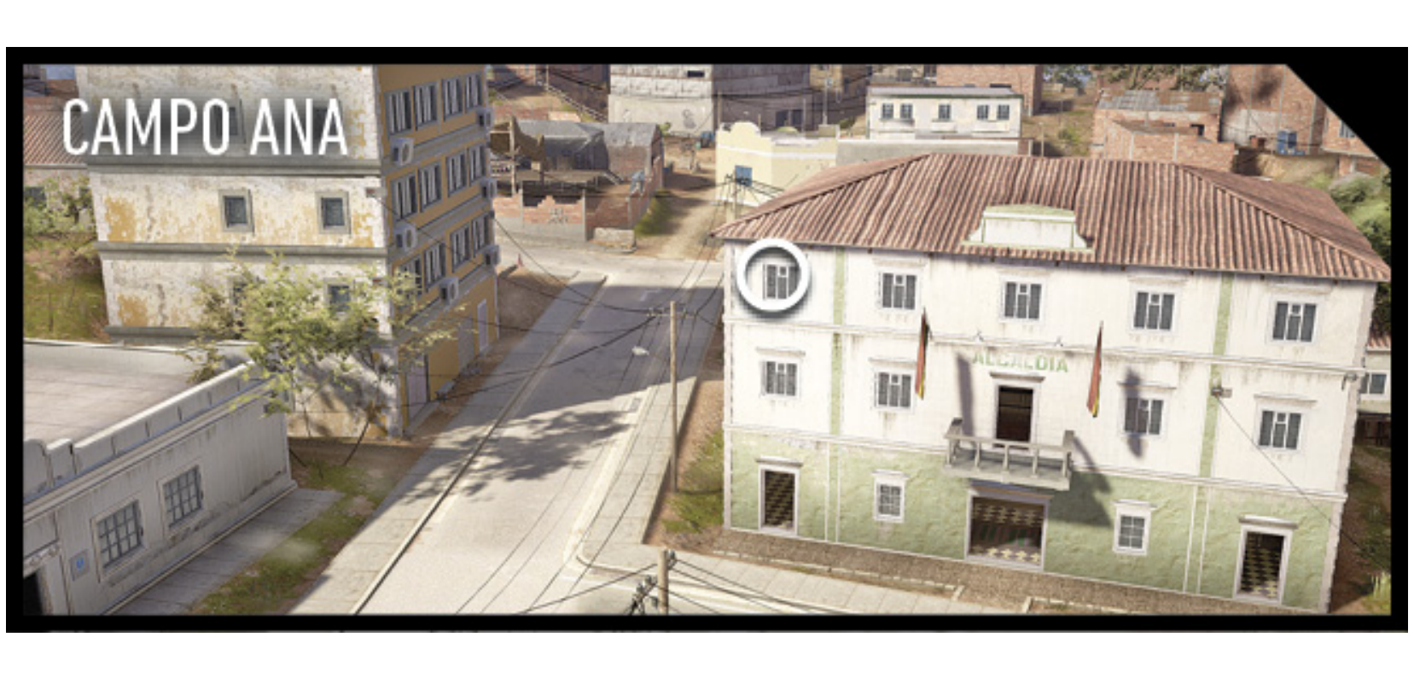
South of the village is a posh, gated residence. Enter the main house and make your way to the kitchen in the southeast corner. Collect the file off the island.

DOCUMENT



Find the checkpoint, west of the Ocoro Bravo Rally Point. Enter the two-story building and collect the file that rests on one of the beds.

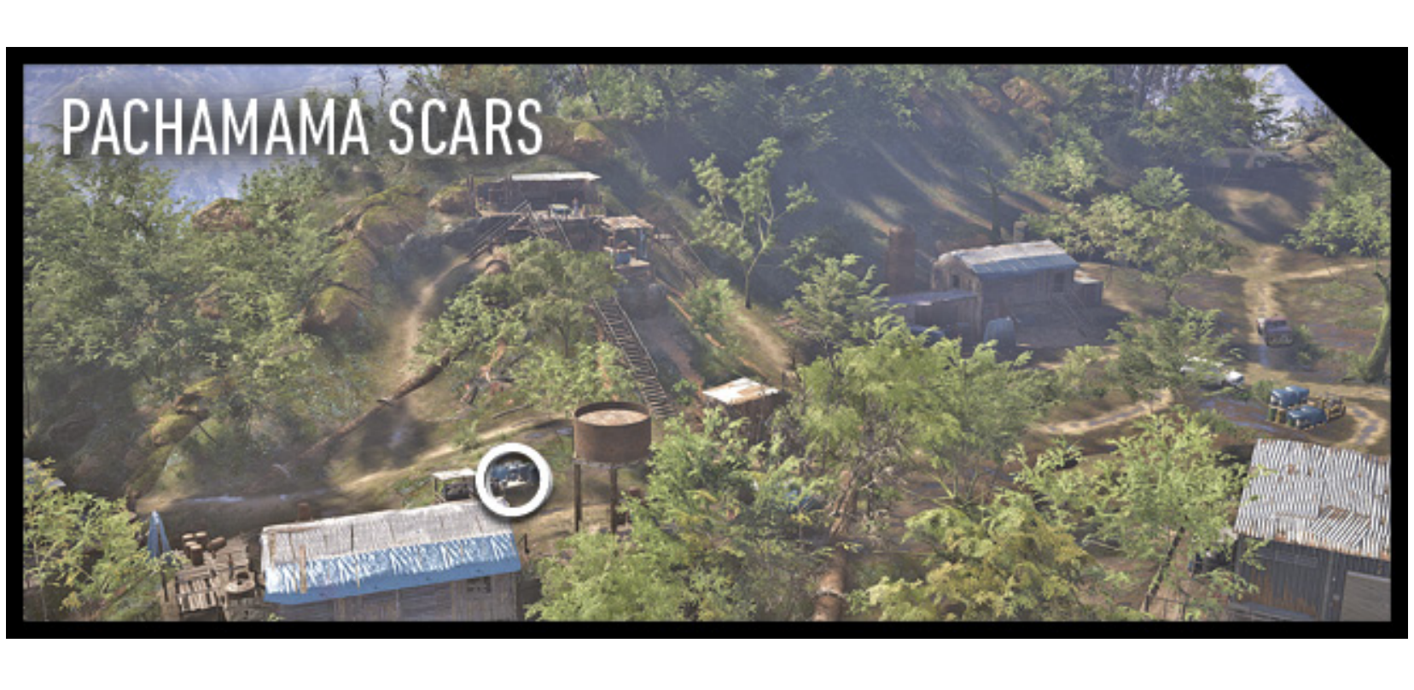
LEGEND



The Alcaldia sits where the main road enters Campo Ana and comes to a stop as it intersects with smaller streets. Climb to the top floor. Find the mayor’s office in the southern corner and collect the legend from the small console table.

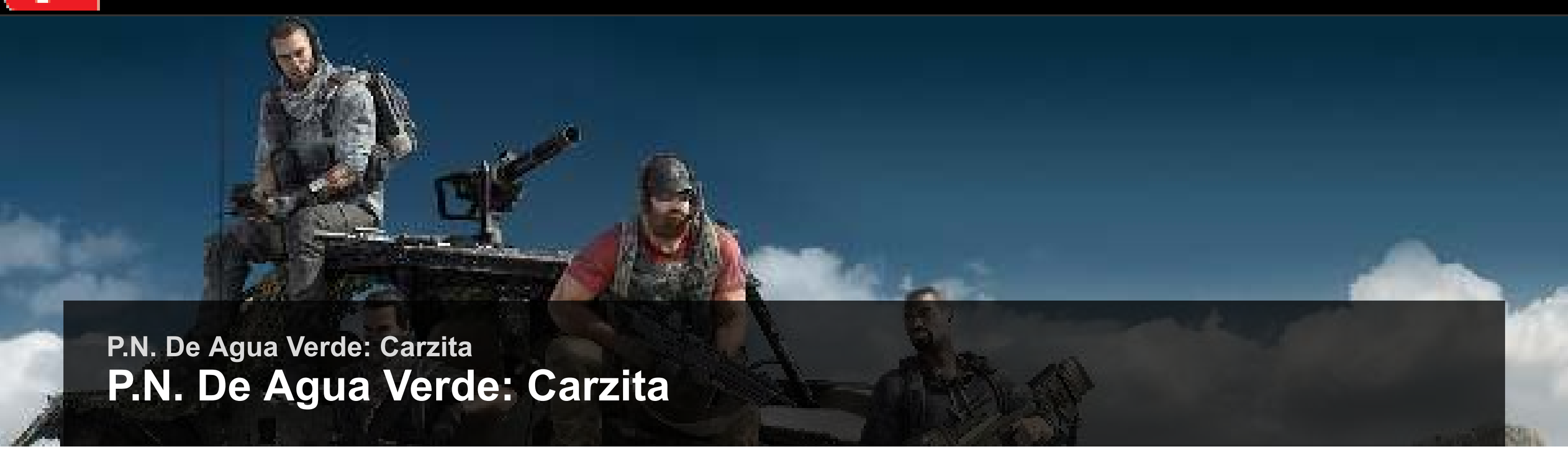
The Chaco War: Fought between Bolivia and Paraguay, the Chaco war is the last international conflict that took place in Latin America. From 1932 to 1935, both countries fought for the control of the Chaco, an unexplored and wild territory in Southeastern Bolivia. Nearly 100,000 men died, many of them from thirst and disease, due to the hostile conditions of the region. Bolivia’s defeat inflicted a national trauma that led to major political and social changes in the country during the following decades.

LEGEND

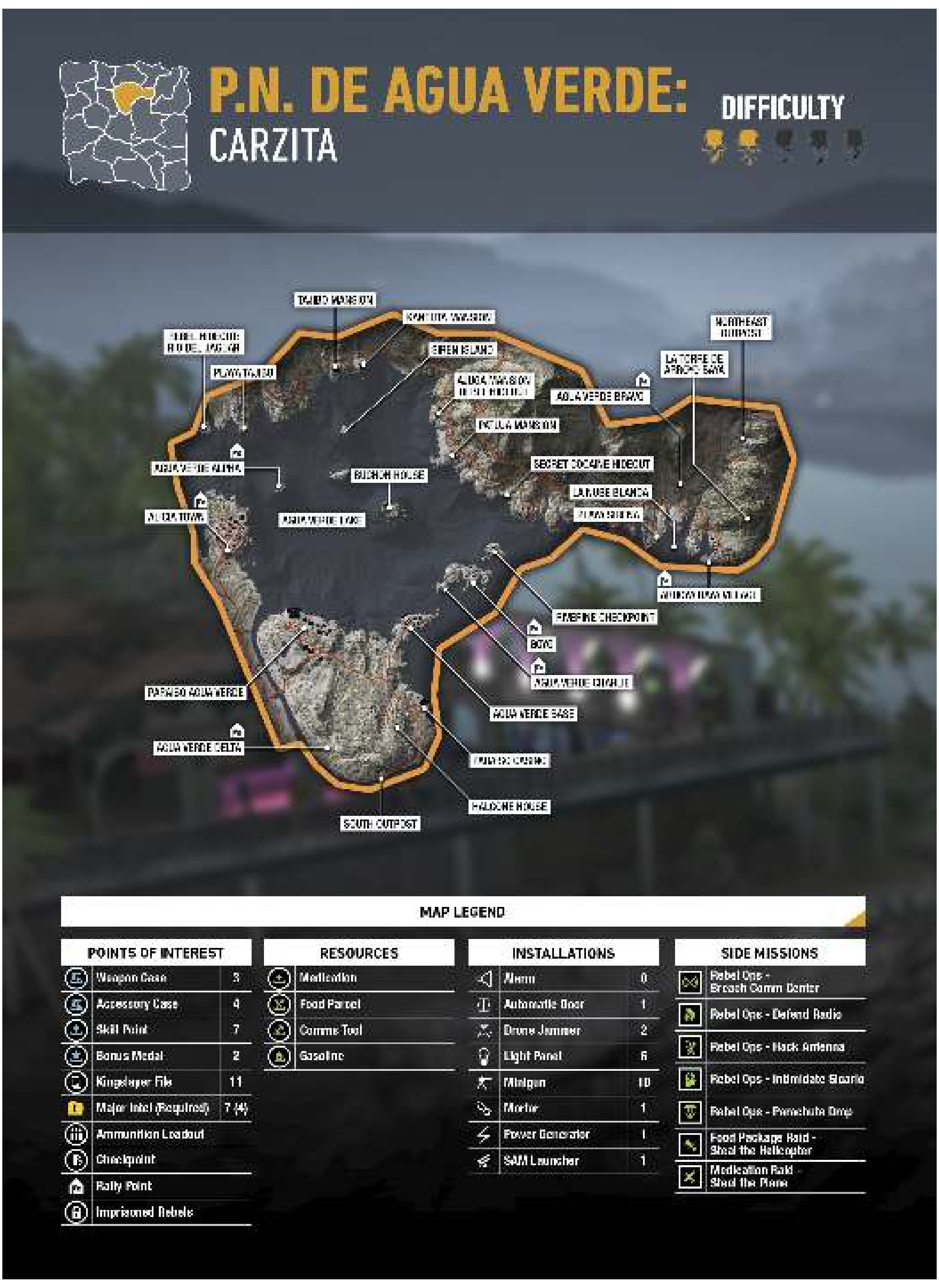


Head to the heavily guarded Pachamama Scars, east of Campo Ana, and spot the water tower in the middle of the camp. A Kingslayer File rests on a small table nearby, next to a few pallets of barrels.

Pachamama Scars: Pachamama, the Andean Earth goddess and keeper of fertility, is revered across Bolivia. Recently, in Ocoro, entire patches of forest and all life within them have inexplicably died. Locals claim that Pachamama is bleeding, leaving irreversible raw sores on the land that shall never heal. Environmental agencies suspect the damage is caused by chemical waste runoff from nearby cocaine labs set up by the Santa Blanca Cartel in Ocoro.



P.N. De Agua Verde: Carzita


P.N. DE AGUA VERDE:
CARZITA
DIFFICULTY
REBEL HIDEOUT: RIO DEL JAGUAR
SIREN ISLAND
NORTHEAST OUTPOST
LA TORRE DE ARROYO BAYA
AGUA VERDE BRAVO
AGUA VERDE ALPHA
AGUA VERDE LAKE
SECRET COCAINE HIDEOUT
LA NUBE BLANCA
GOYO
AGUA VERDE CHARLIE
AGUA VERDE BASE
PARAISO AGUA VERDE
AGUA VERDE DELTA
PARAISO CASINO
SOUTH OUTPOST
MAP LEGEND
POINTS OF INTEREST
Weapon Case 3
Accessory Case 4
Skill Point 7
Bonus Medal 2
Kingslayer File 11
Major Intel (Required) 7 (4)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 0
Automatic Door 1
Drone Jammer 2
Light Panel 6
Minigun 10
Mortar 1
Power Generator 1
SAM Launcher 1
SIDE MISSIONS
Rebel Ops - Breach Comm Center
Rebel Ops - Defend Radio
Rebel Ops - Hack Antenna
Rebel Ops - Intimidate Sicario
Rebel Ops - Parachute Drop
Food Package Raid - Steal the Helicopter
Medication Raid - Steal the Plane

Santa Blanca converted this National Park into a VIP resort to corrupt people from the elite.

Content	Number in Province
Main Missions	6
Side Missions	8

- **Operation: Influence**
- **Chief: Carzita**
- **Ecosystem: Lake and Waterfall**

This province covers the lake of Agua Verde as well as the islands that are scattered in it. The vegetation is luxuriant because of the abundant water. Bridges give access to the main island. The other islands are accessible by boat only.

Human activity is focused on fishing and rice culture. Fish farms were created by the Mama Cocha Company in the '80s. A national park was established in the '90s to protect the flora and wildlife. Having discovered the national park, and having been seduced by its wild beauty, Barvechos Plata's boss had the idea of constructing a luxury resort for wealthy tourists, the Paraiso resort. Since the creation of the resort, a district for tourists was created in Alicia Town. The village of Arroyo Baya is focused on fishing and cattle. Goyo is a small isolated village on an island.

This national park was supposed to stay outside the reach of Santa Blanca. Nevertheless, Barvechos Plata's boss invited Sueño to seal the deal they had put up. Sueño became a shareholder of his company, which allowed the cartel to launder its money. Sueño was also intrigued by the beauty of this site and asked to use it. A second contract was signed; the Santa Blanca bought the resort. Sueño was looking for an idyllic place to seduce the long list of influential people the cartel needs: politicians, businessmen, judges, lawyers, financial officers, experts, etc.

Sueño handed the management of the resort to a jet setter, Carzita, an accomplished golden boy, devoted to the cartel. The Resort often welcomes dozens of guests who benefit from the owner and its personnel. This place has considerably raised the cartel's influence. The Santa Blanca has even constructed a naval base to secure the lake.

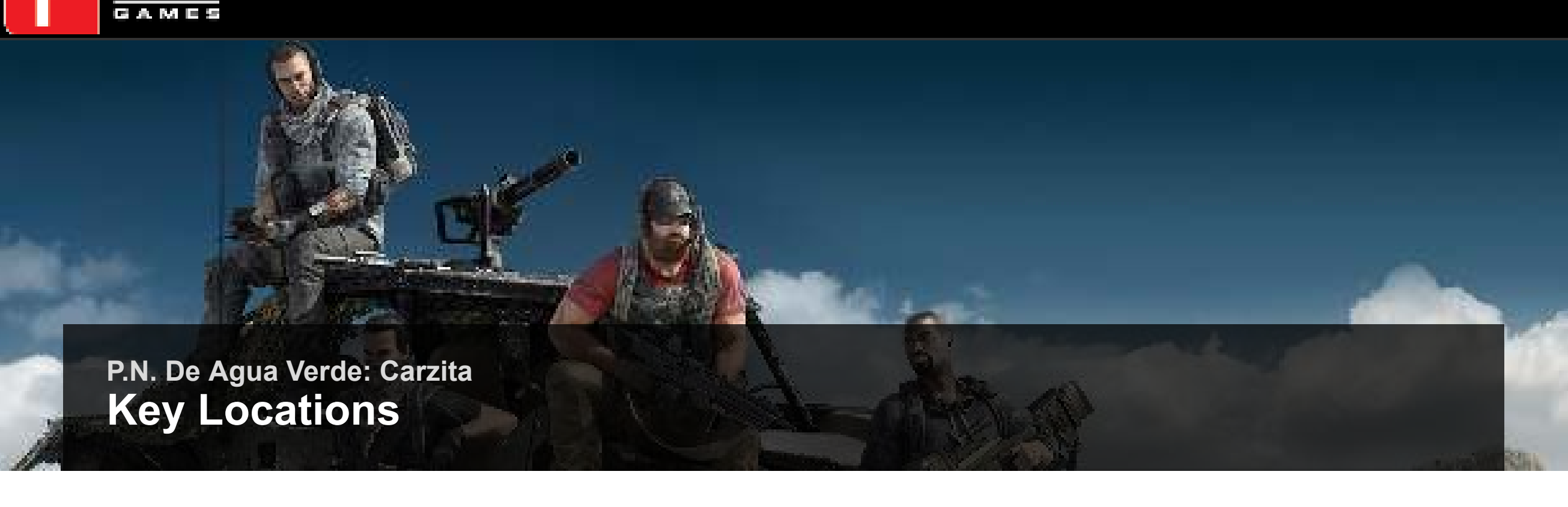
JAVIER CORONEL VALLARDO, AKA CARZITA

BORN: 12/03/1991 in Monterrey Mexico

CARTEL POSITION: Business Intermediary

He is the son of the wealthy Mexican businessman/Narco, Gonzalo Coronel Vallardo, and the heir of his empire. He was educated in the most prestigious universities in the USA and England. His classmates and friends from his University try to take advantage of his father's connections. He represents success, elegance, and power. He's a jetsetter, and is always traveling the world to network, becoming a role model for young people all over the world.

Host of the most exclusive parties in the paradisiac Agua Verde VIP resort, Carzita makes the elite contacts needed to get the cartel bigger and better deals worldwide.



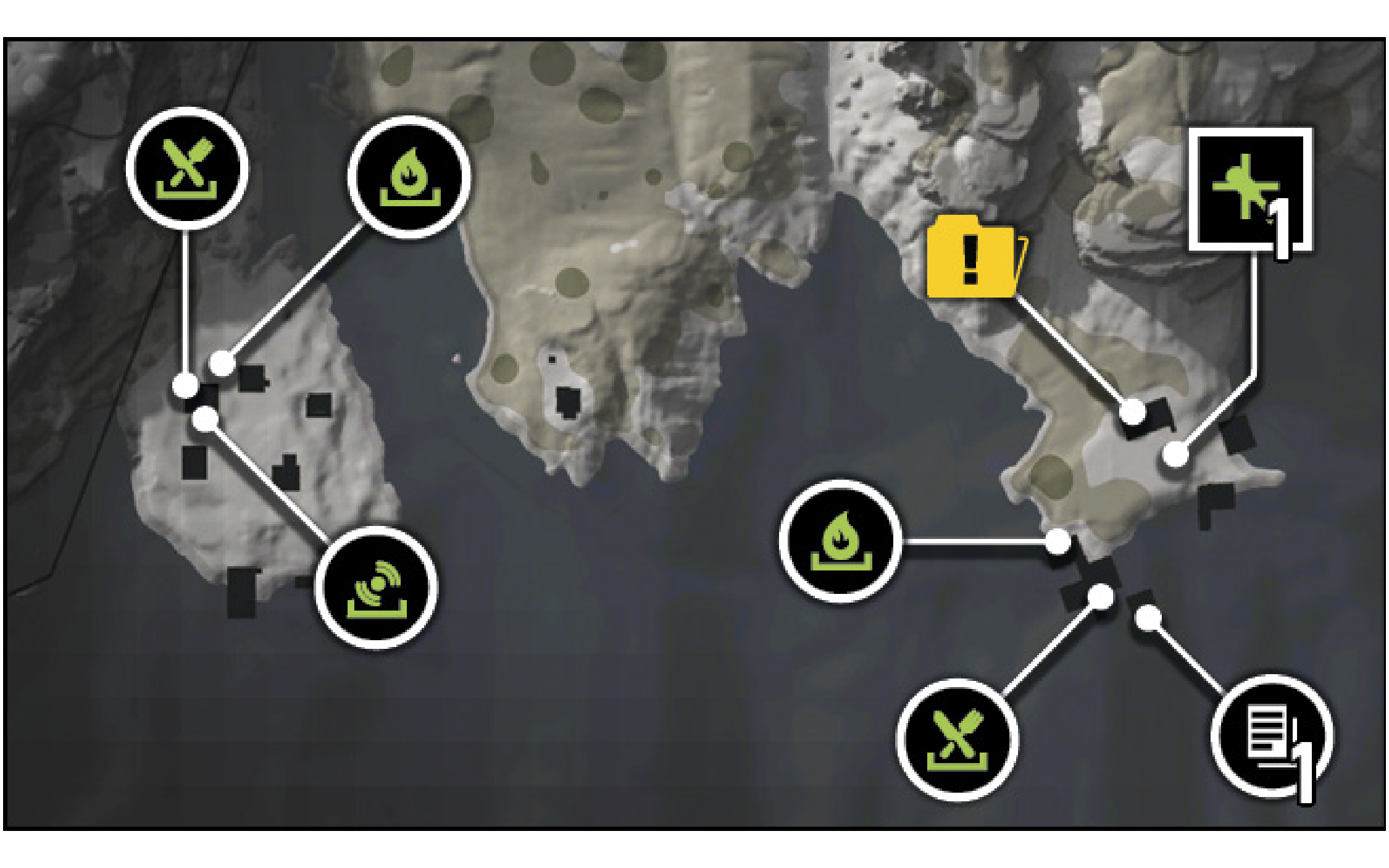
P.N. De Agua Verde: Carzita

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

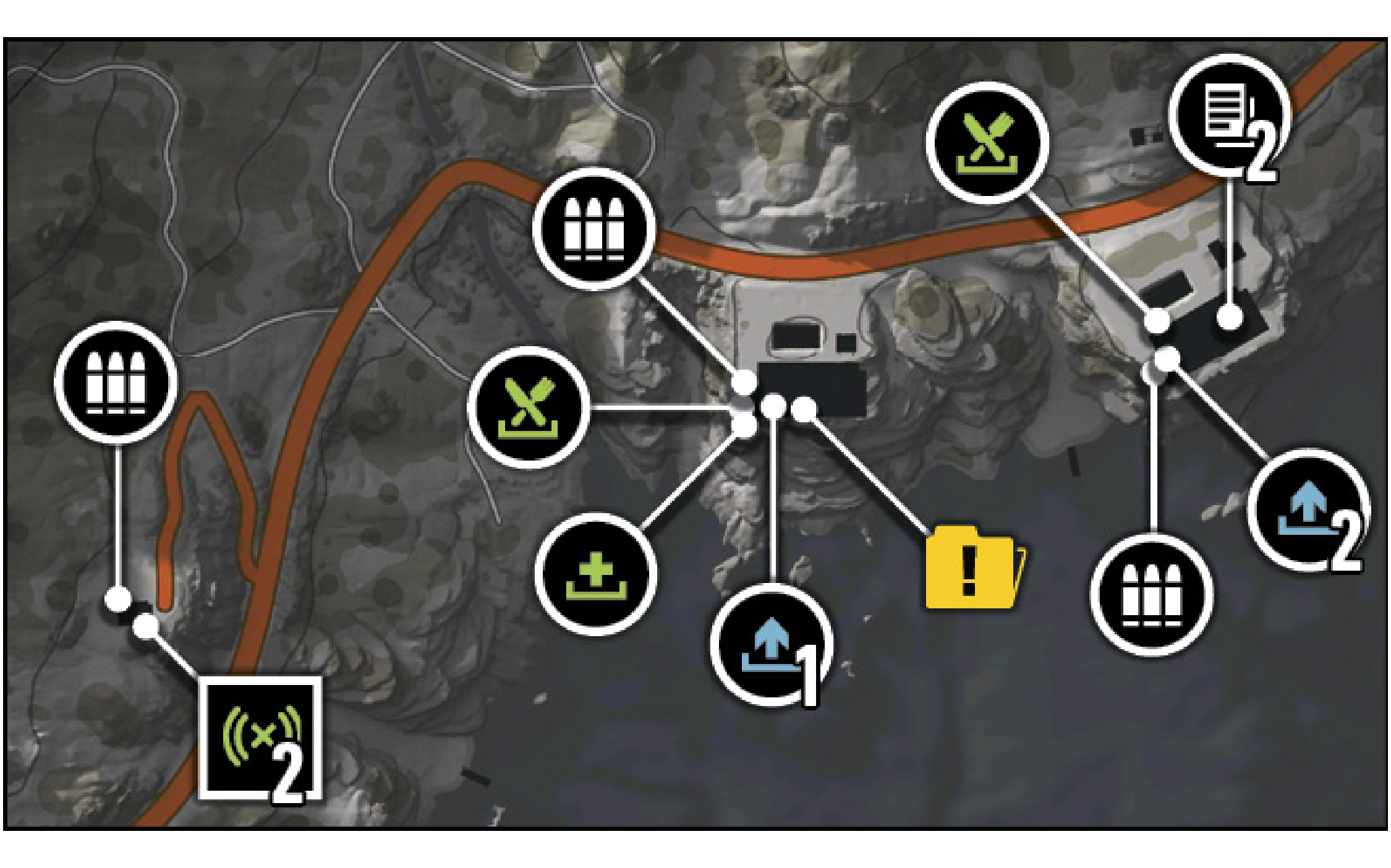
RIO DEL JAGUAR AND PLAYA TAJIBO

A rebel hideout now controlled by the hostiles. A fishing spot.



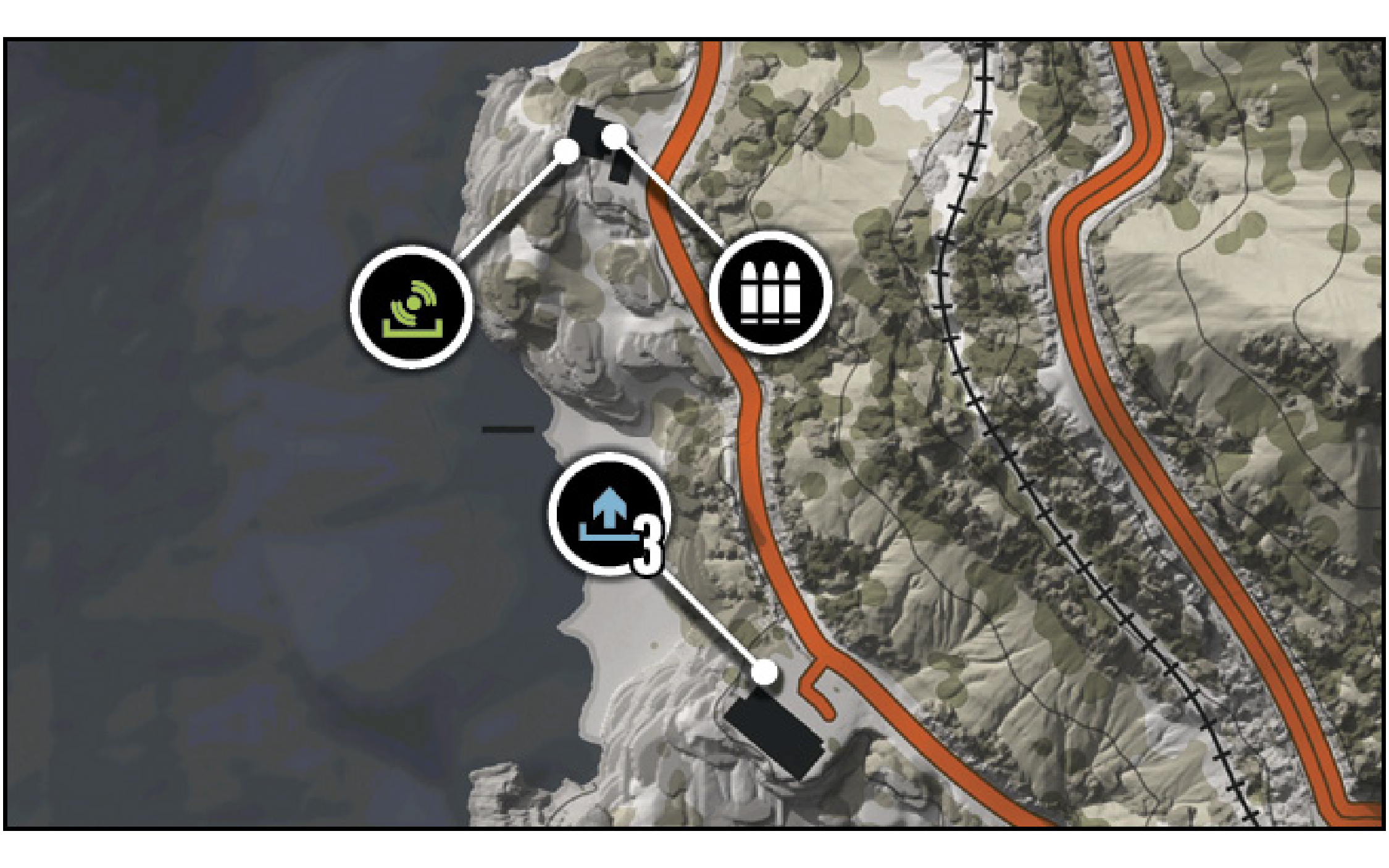
TAJIBO AND KANTURA MANSIONS

Houses of foreign associates of the cartel.



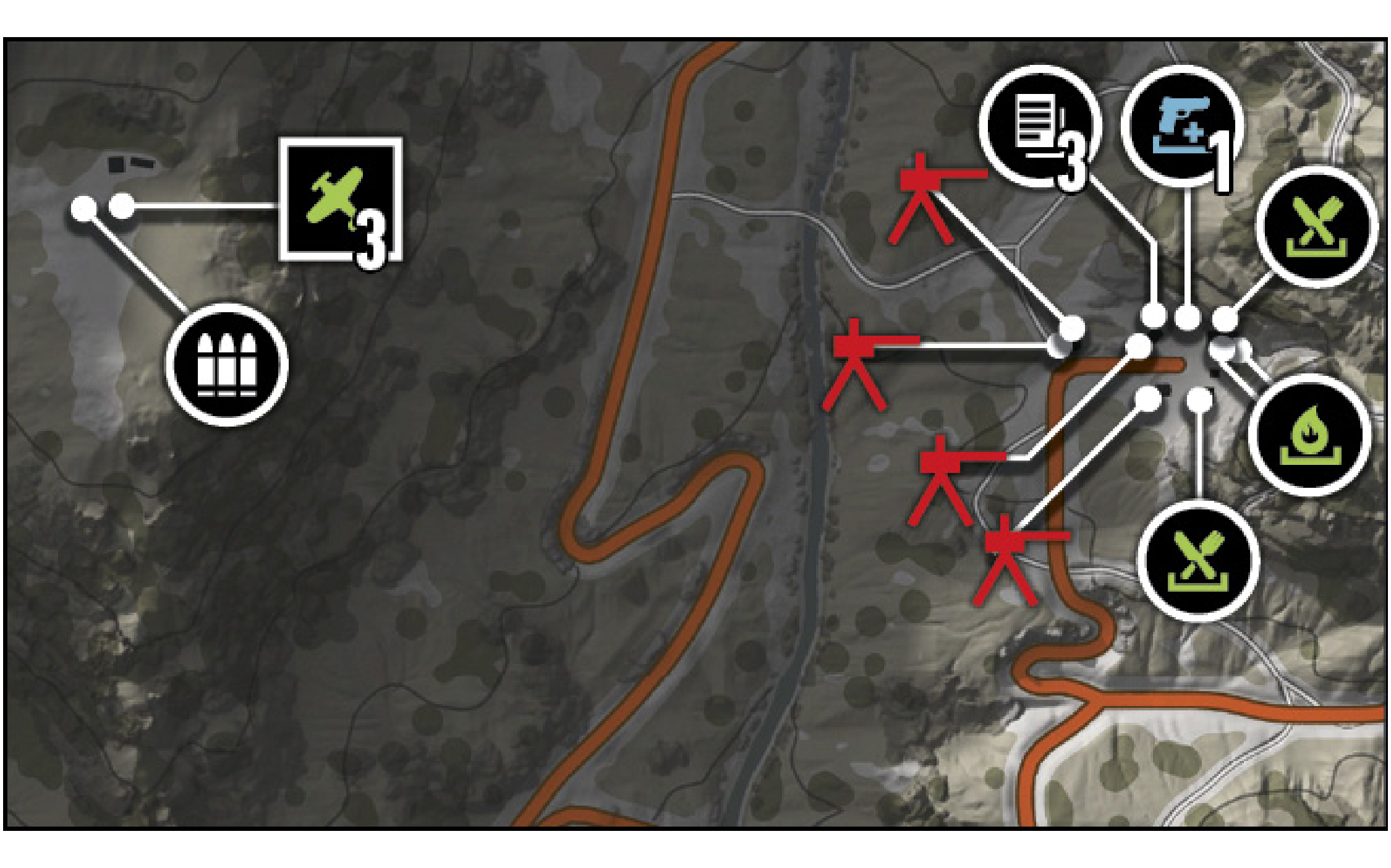
AJUGA AND PATUJA MANSIONS

An ex-rebel hideout and house of a foreign associate of the cartel.



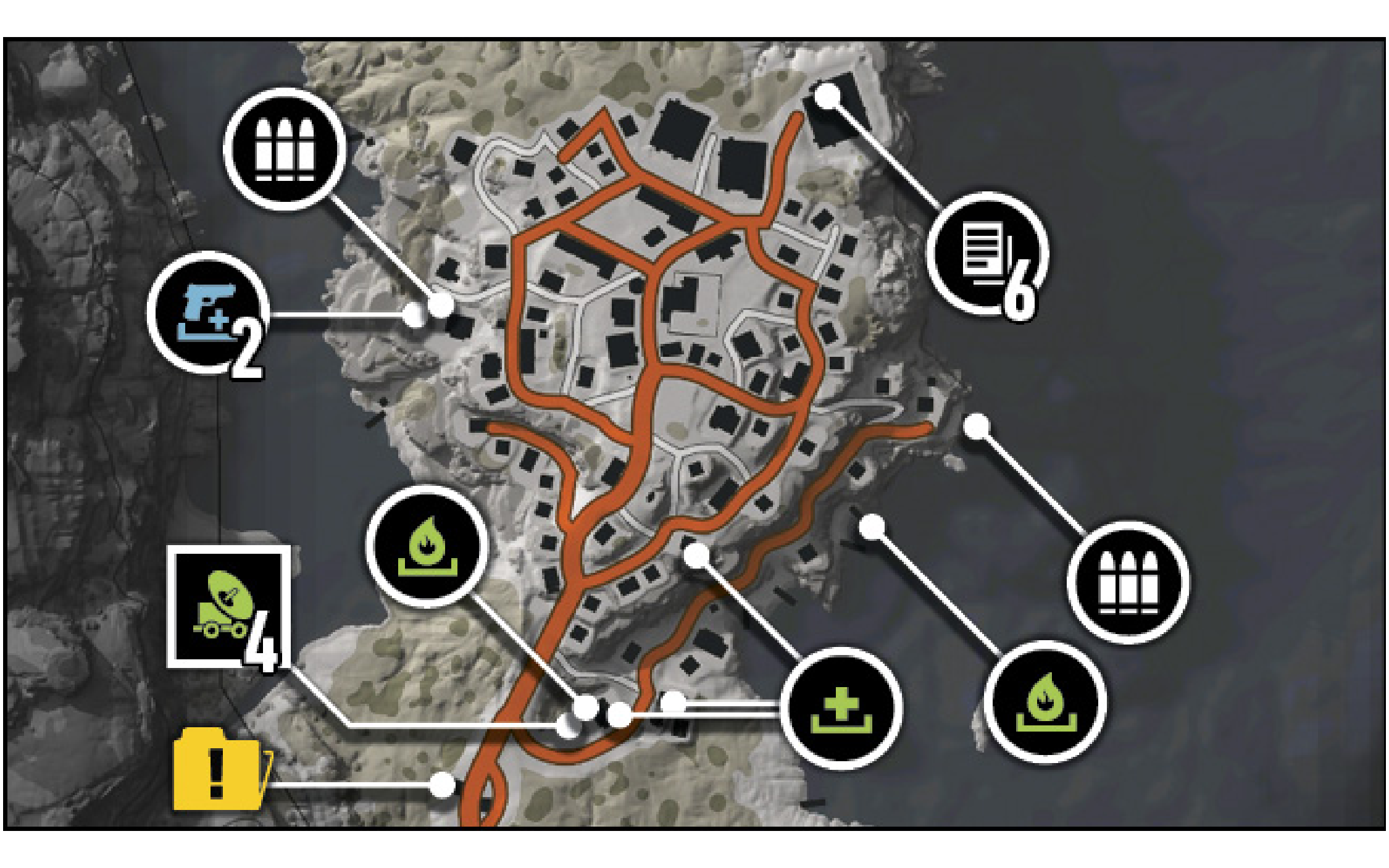
NORTHEAST OUTPOST

The hideout of a high-ranking cartel member.



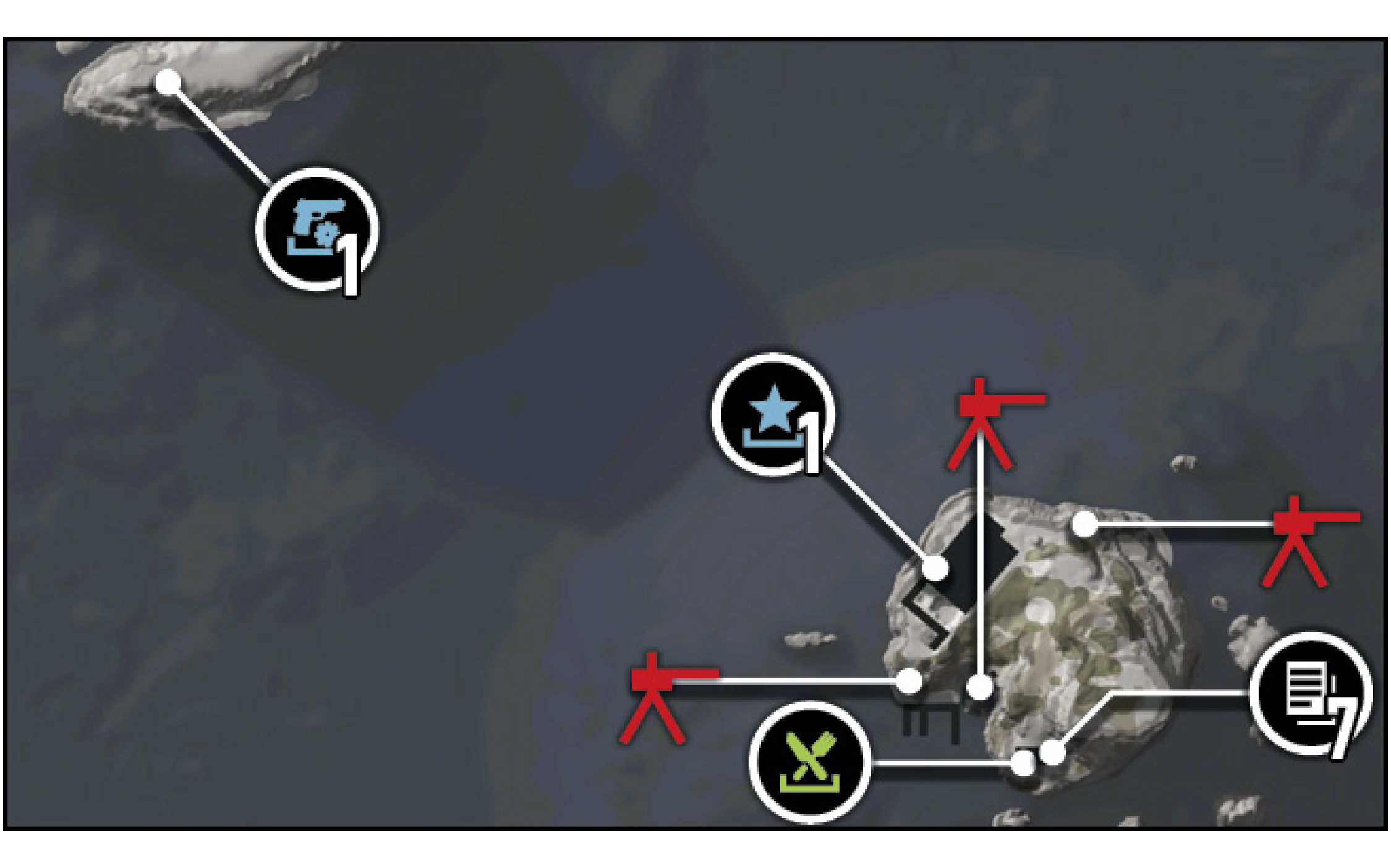
ALICIA TOWN

Formerly a tourist town, occupied by the cartel.



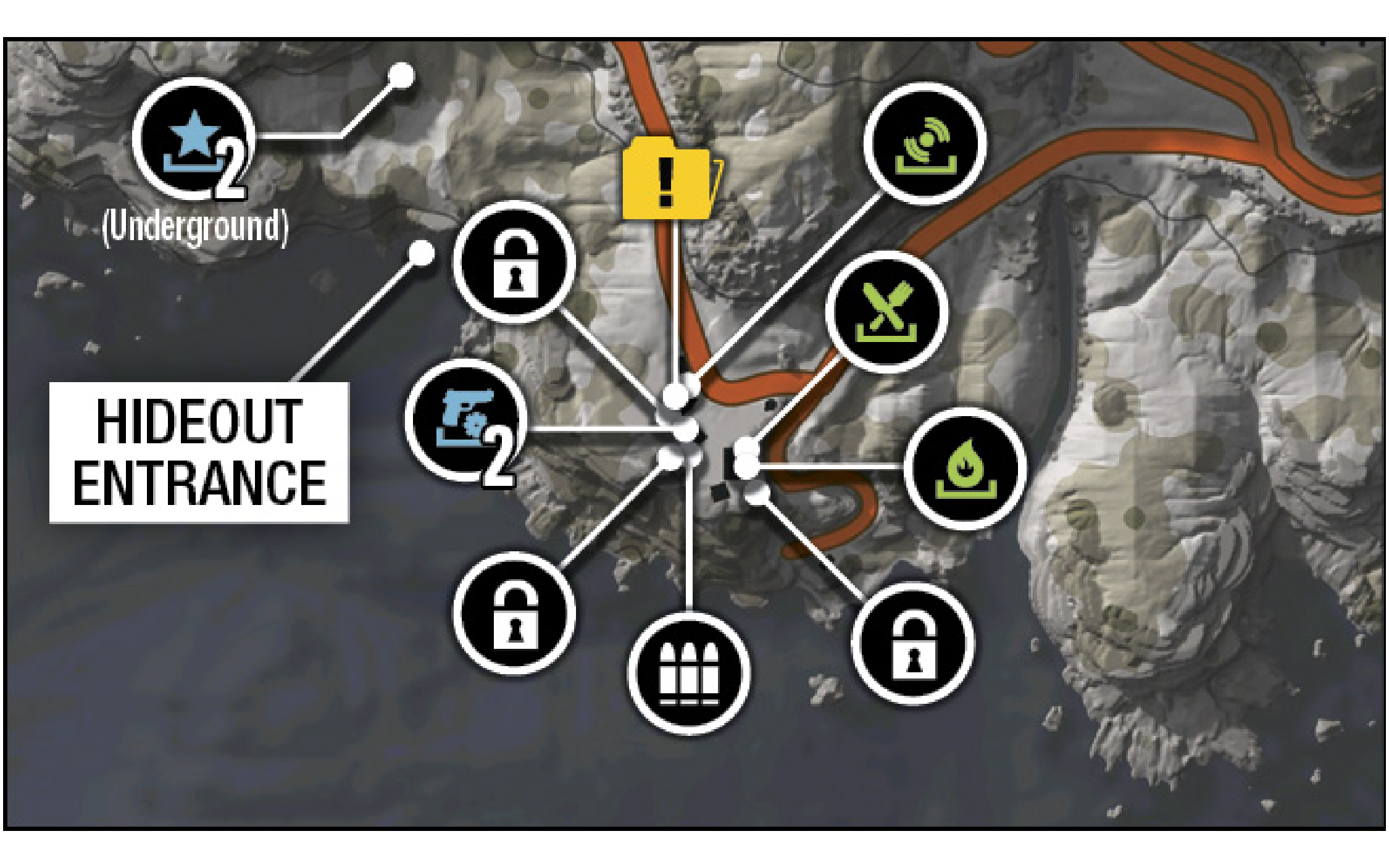
BUCHON HOUSE

The house of a high-ranking member of the cartel.



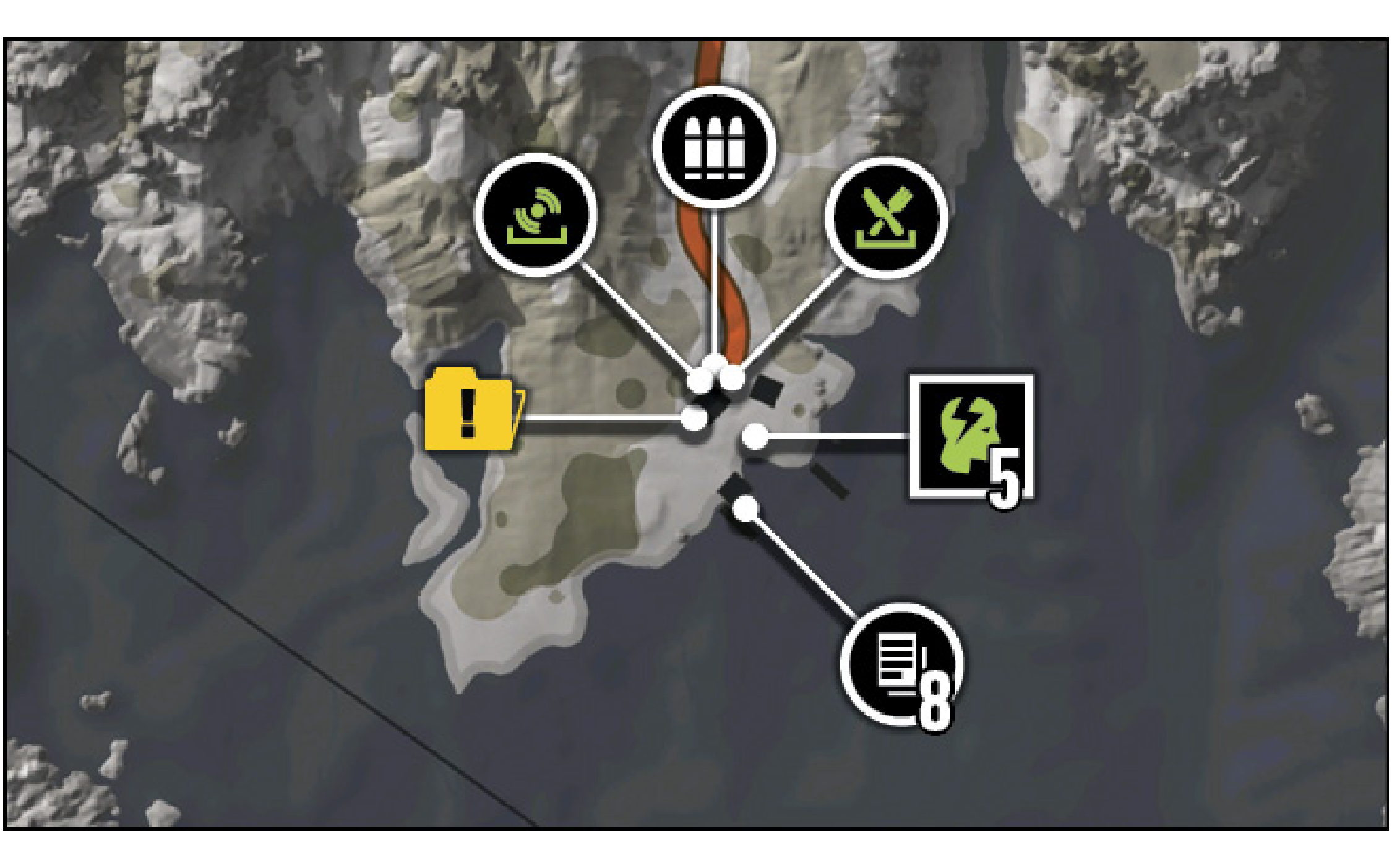
CENTRAL OUTPOST

A vacation place for the sicarios.



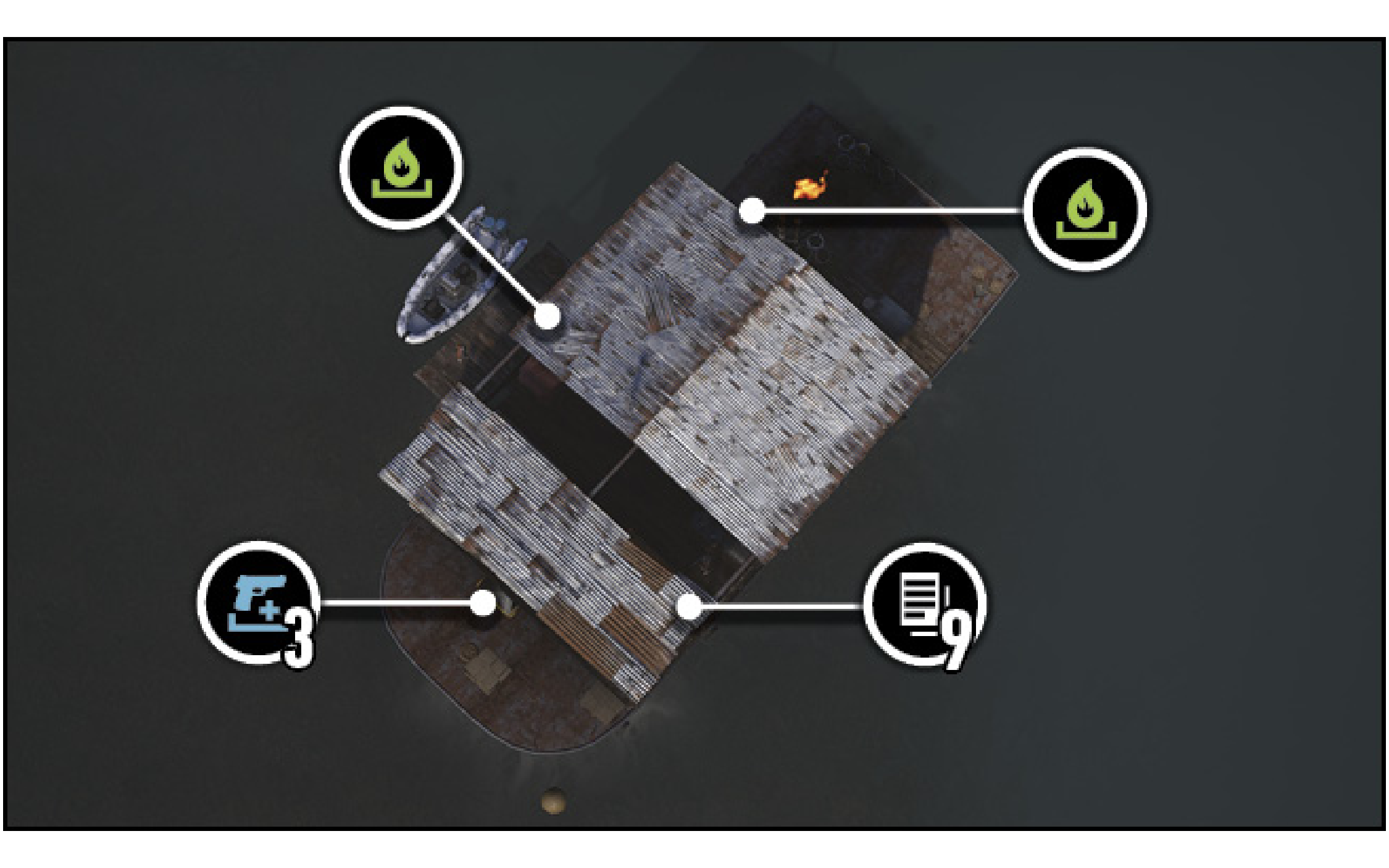
PLAYA SIRENA

A fishing spot.



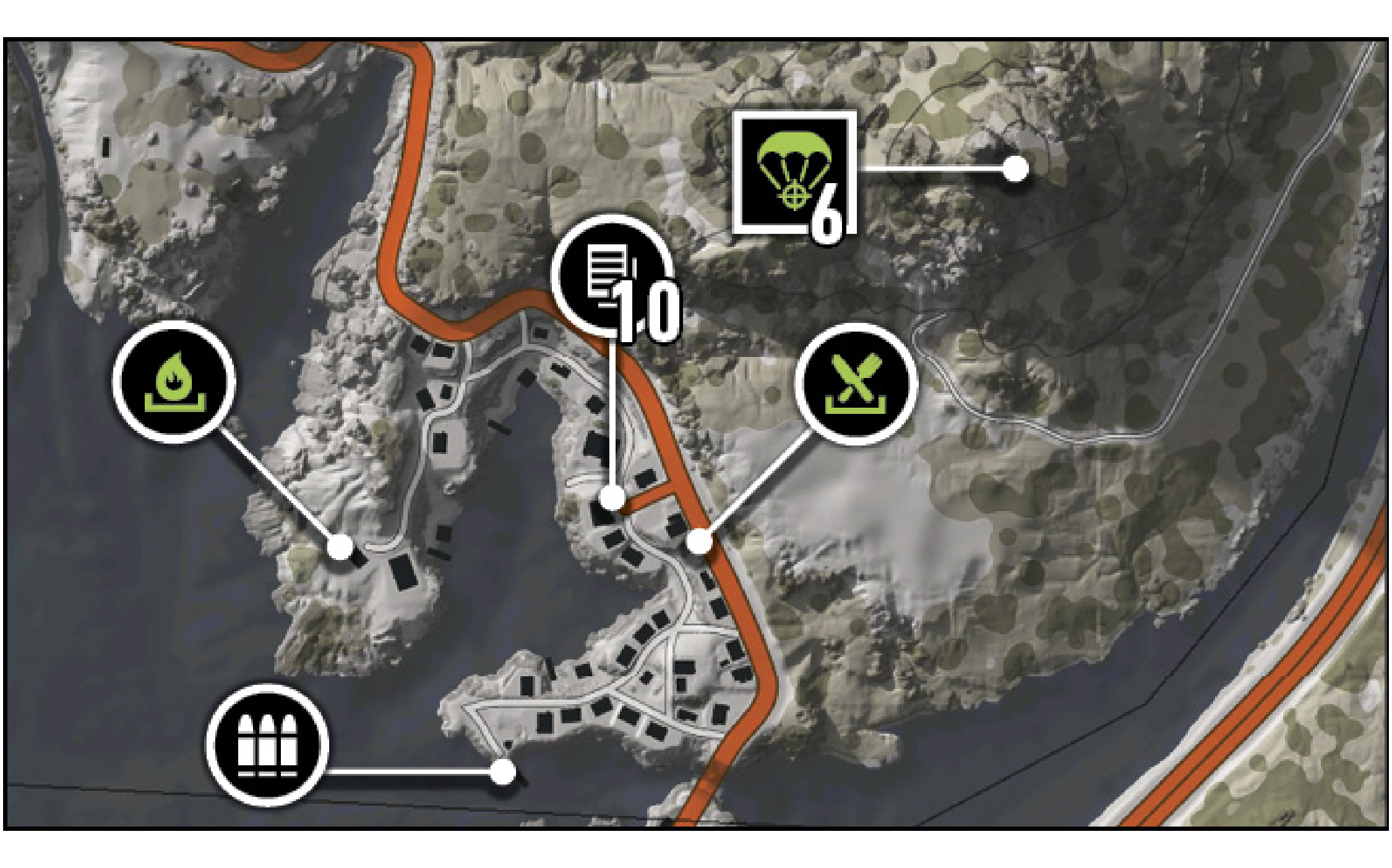
LA NUBE BLANCA

A boat used as a mobile cocaine laboratory.



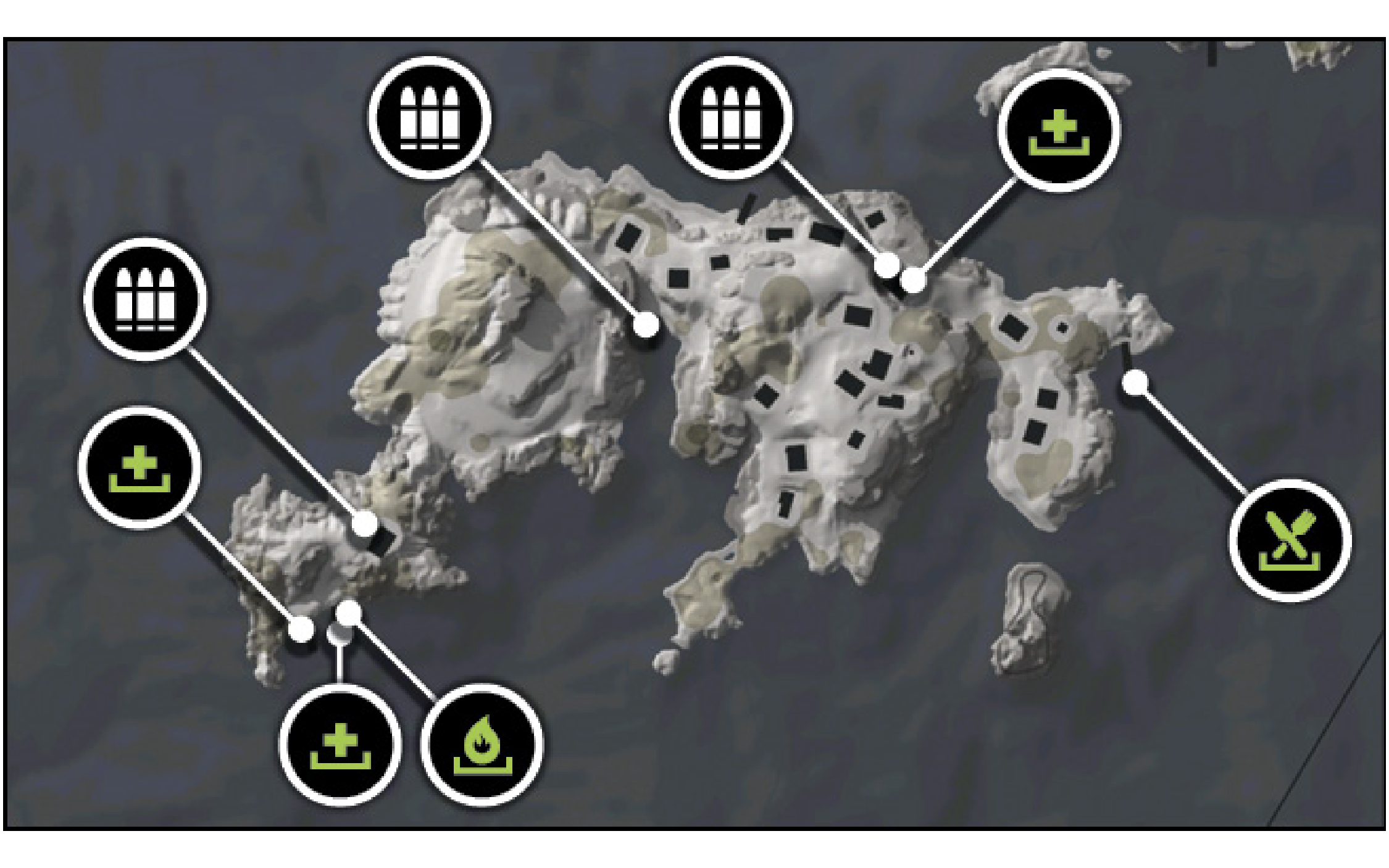
ARROYO BAYA VILLAGE

A pro-rebel cow town.



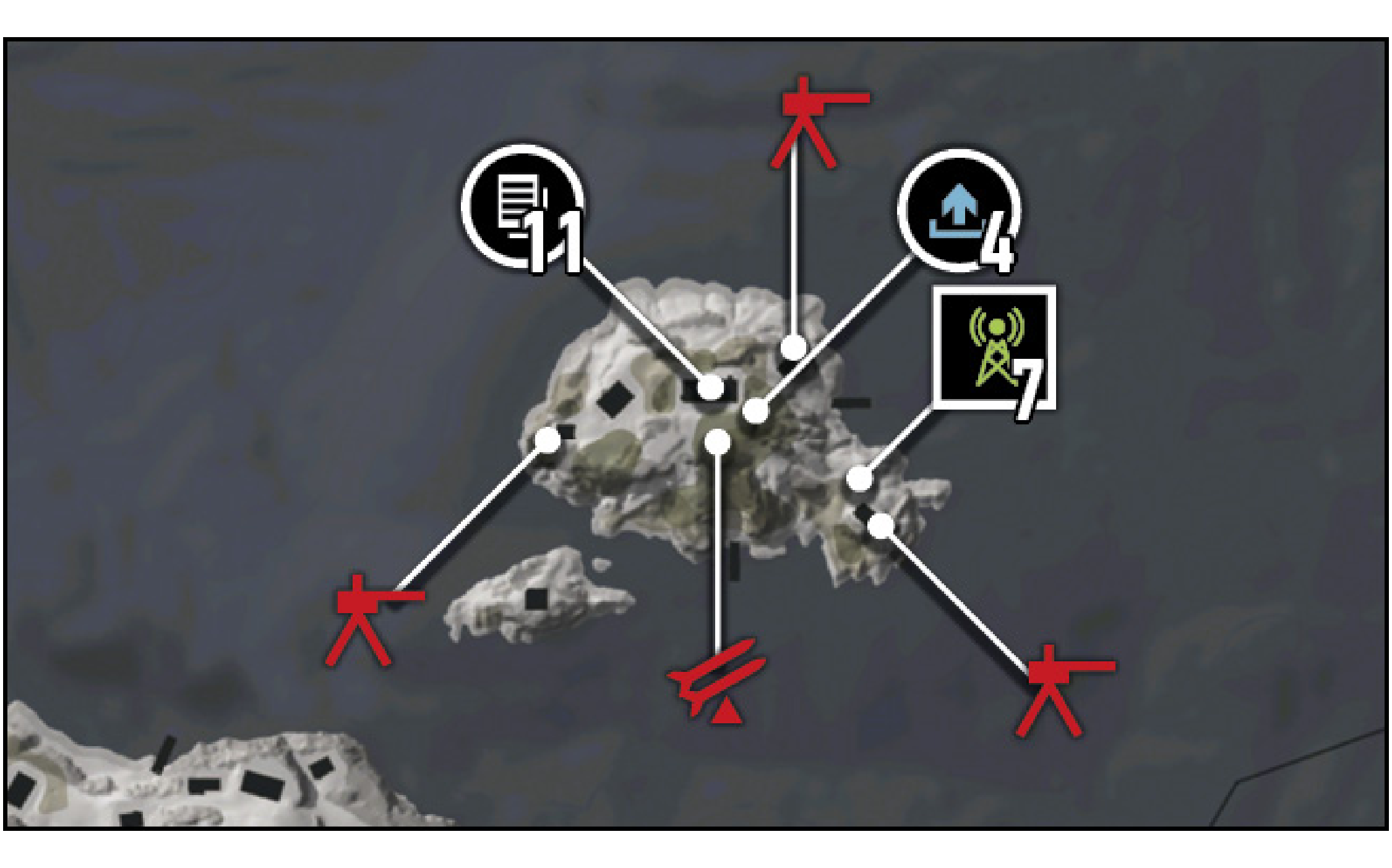
GOYO VILLAGE

A remote, self-sufficient village.



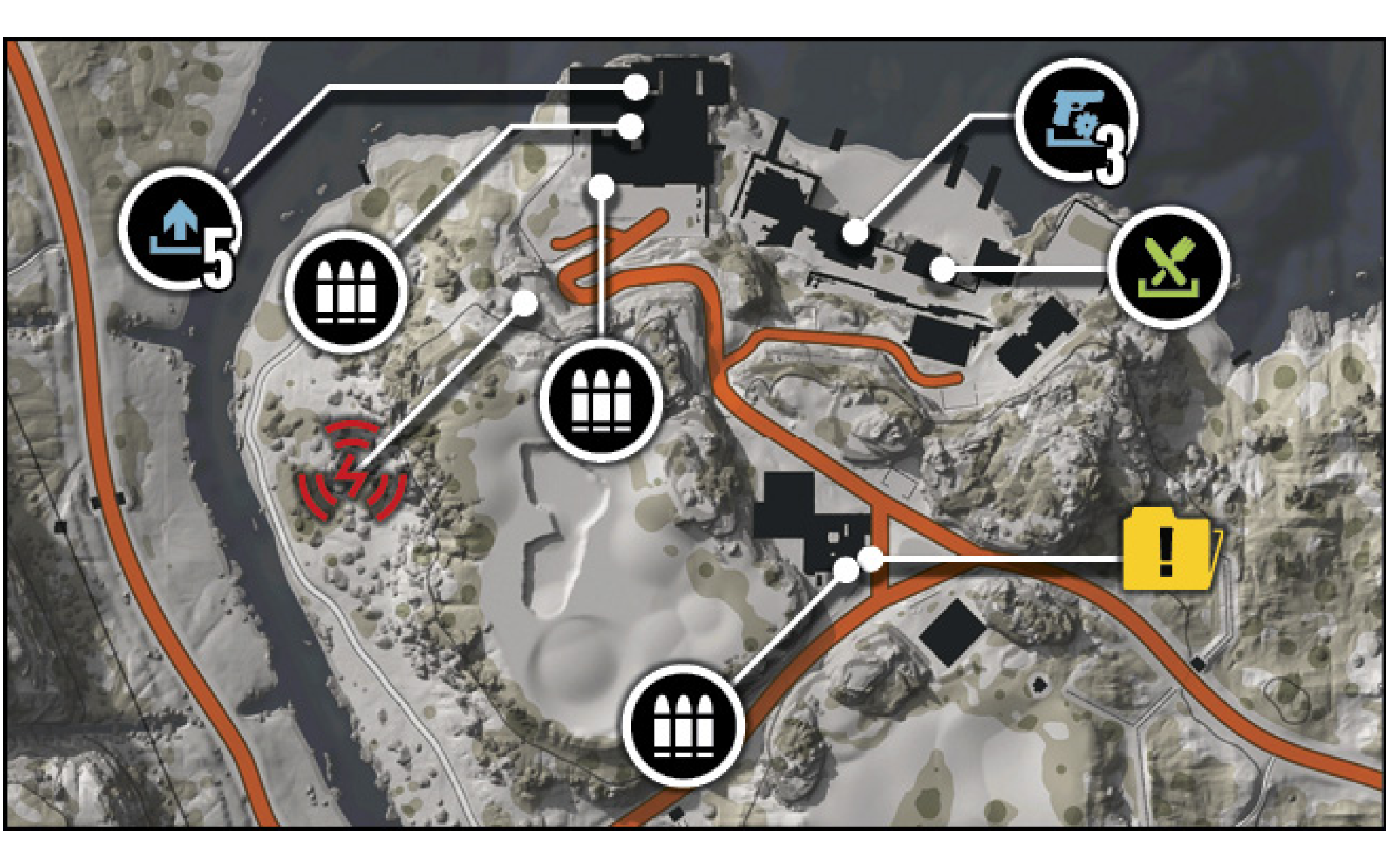
RIVERINE CHECKPOINT

Controls the traffic on the lakes.



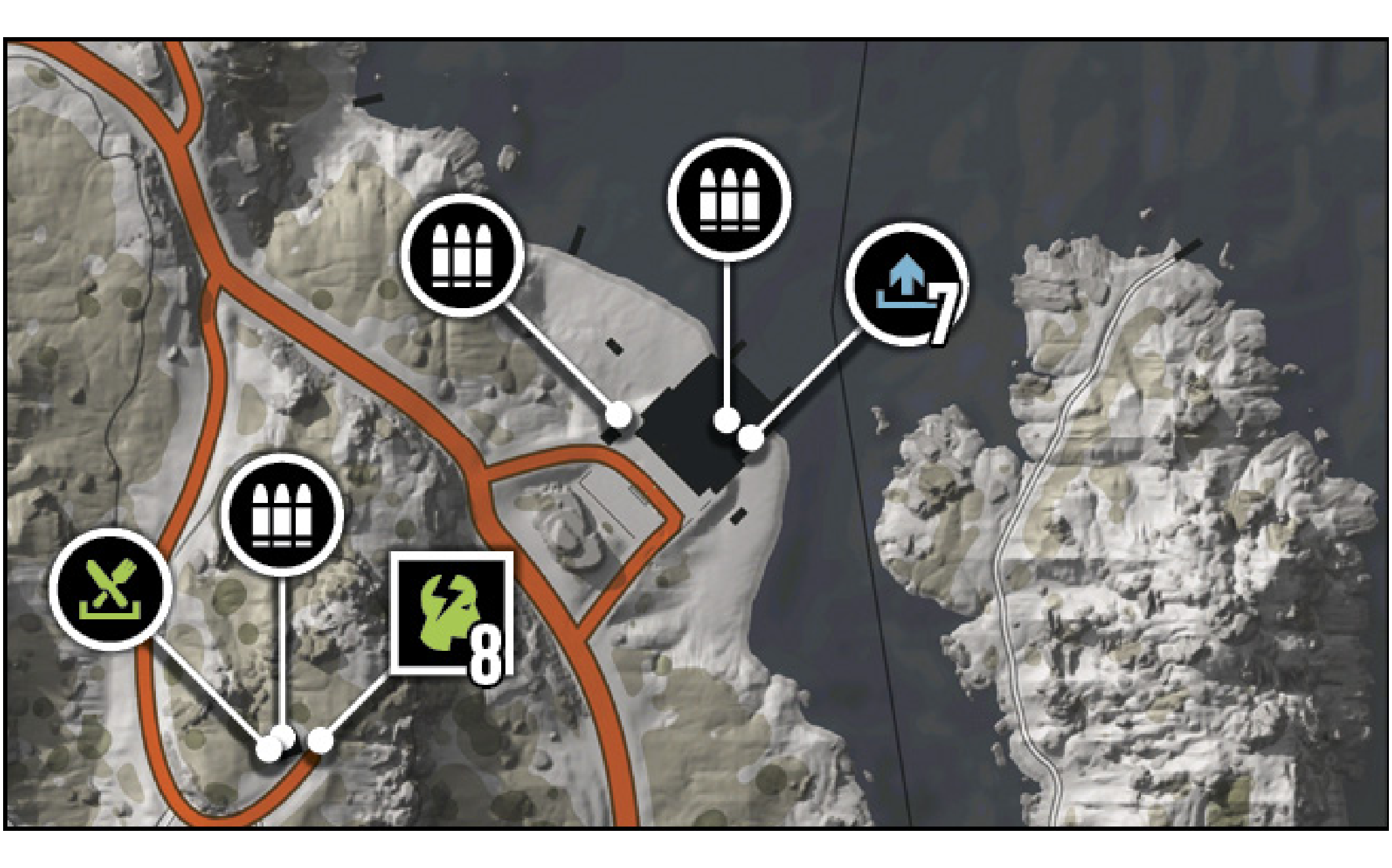
PARAISO AGUA VERDE

A luxurious resort controlled by the cartel.



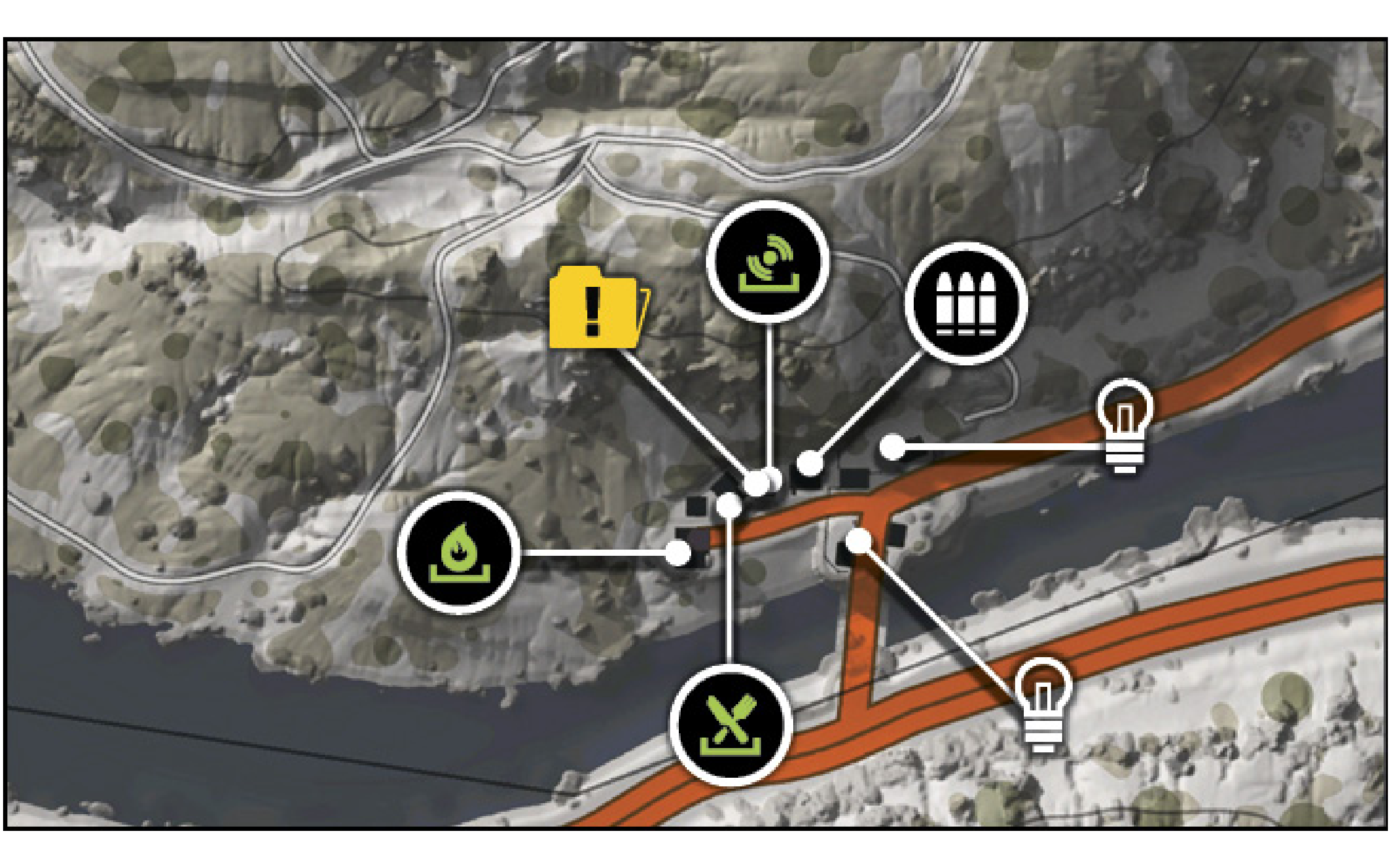
PARAISO CASINO

A pleasure palace for friends of the Cartel.



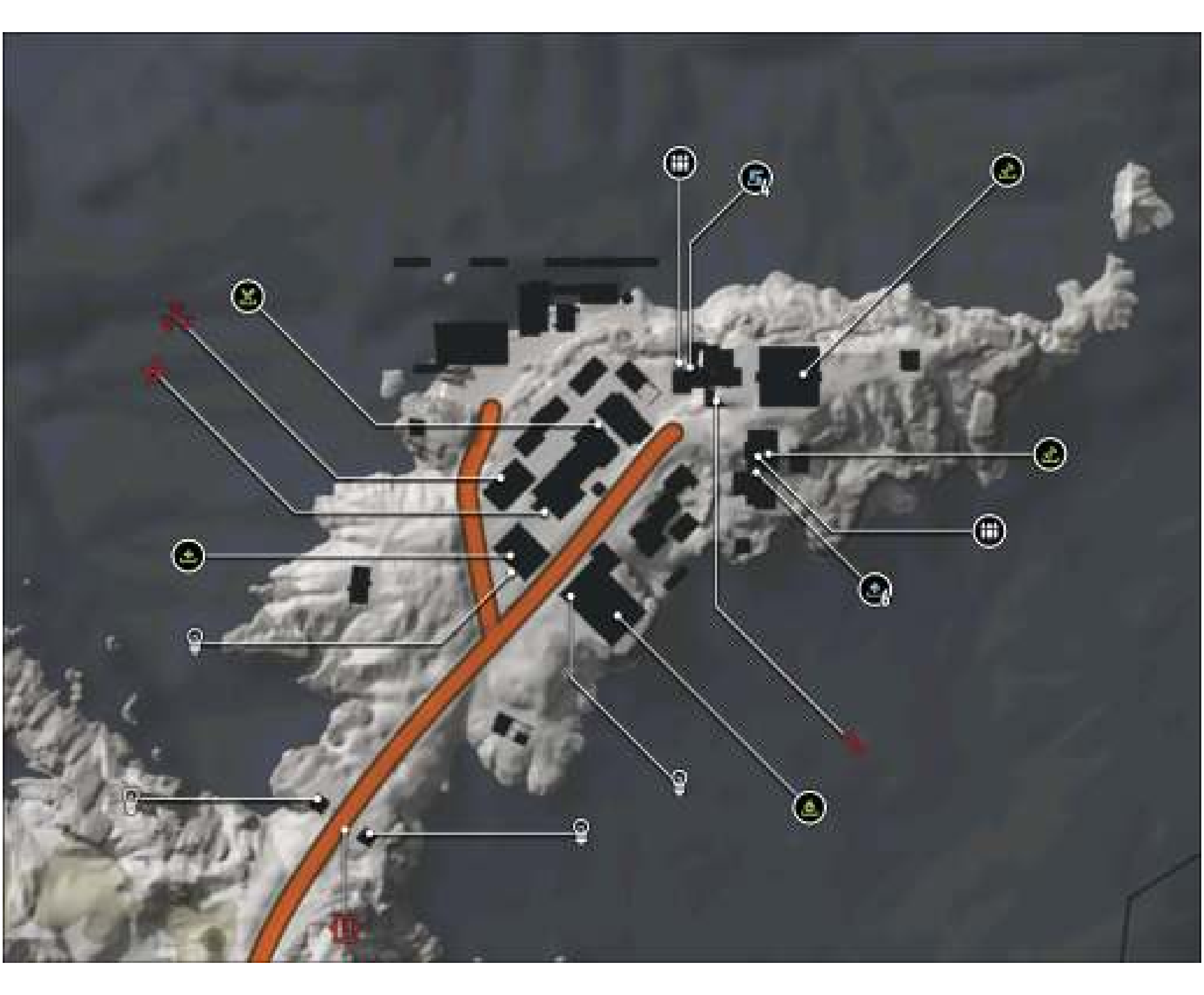
SOUTH OUTPOST

Controls the road access to the Resort Island.



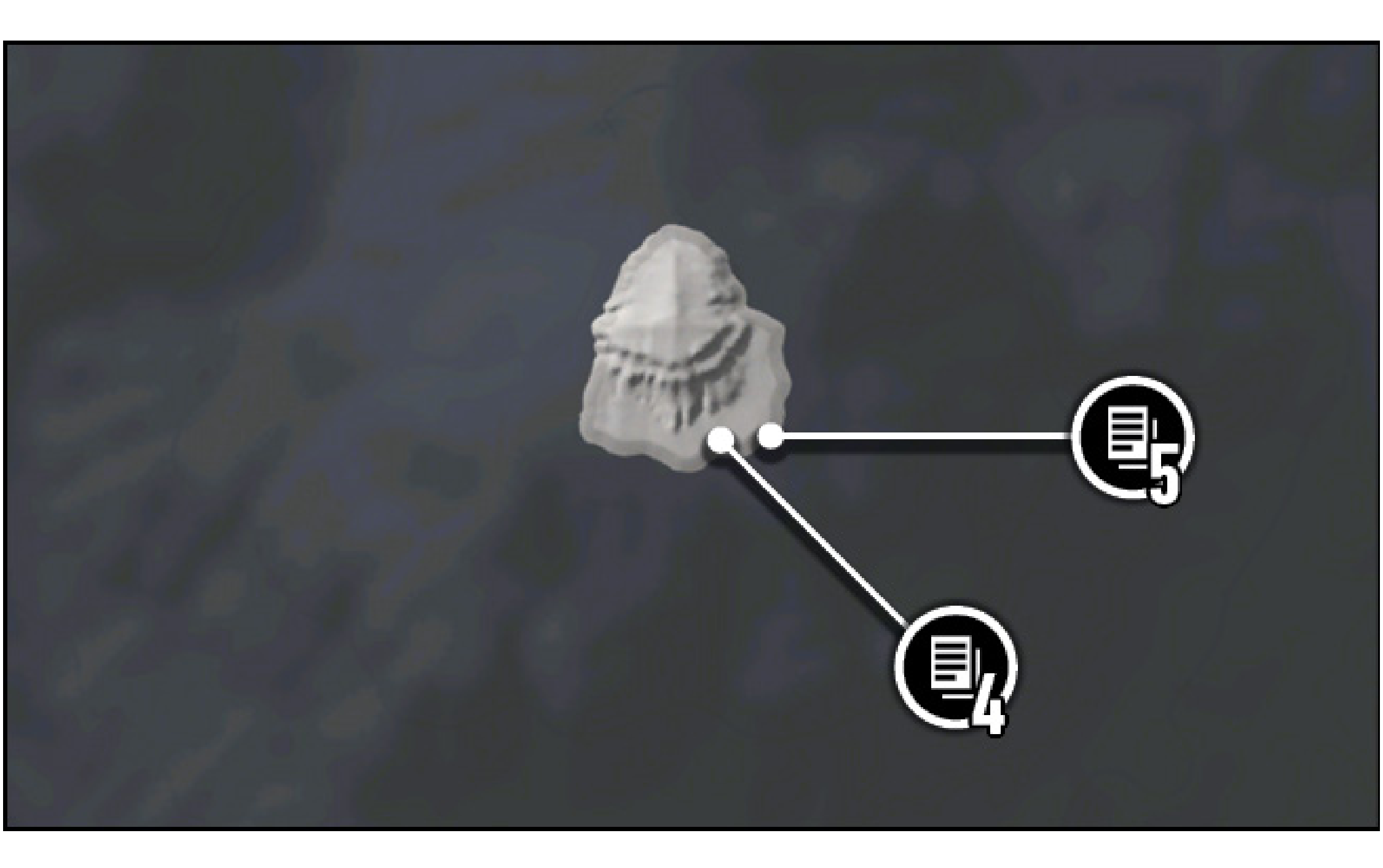
AGUA VERDE BASE

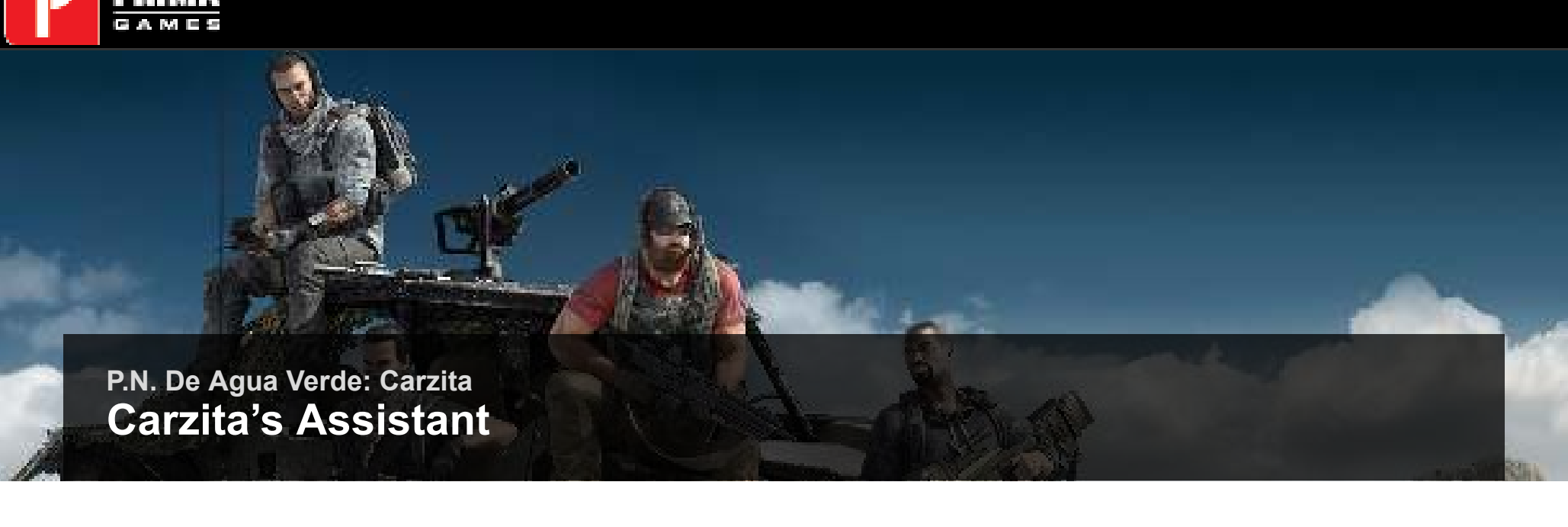
Main base of operation of the Santa Blanca cartel in this province.



SIREN ISLAND

A desert island.





P.N. De Agua Verde: Carzita

Carzita's Assistant

OBJECTIVES

- **Locate Carzita's assistant while remaining undetected**
- **Place bugs while remaining undetected**
- **Leave the area undetected**
- **Locate Carzita's assistant**
- **Kill Carzita's assistant**

LOCATIONS

- **Patuja Mansion**
- **Alicia Town**

REWARDS

- **+ 350 XP**

BRIEF

When Carzita is away from the province he depends on a trusted assistant to run the complex and take care of VIPs. Locate Carzita's assistant and eliminate him.

MISSION ACCESS

Acquire Major Intel in P.N. De Agua Verde Province to access this Mission.

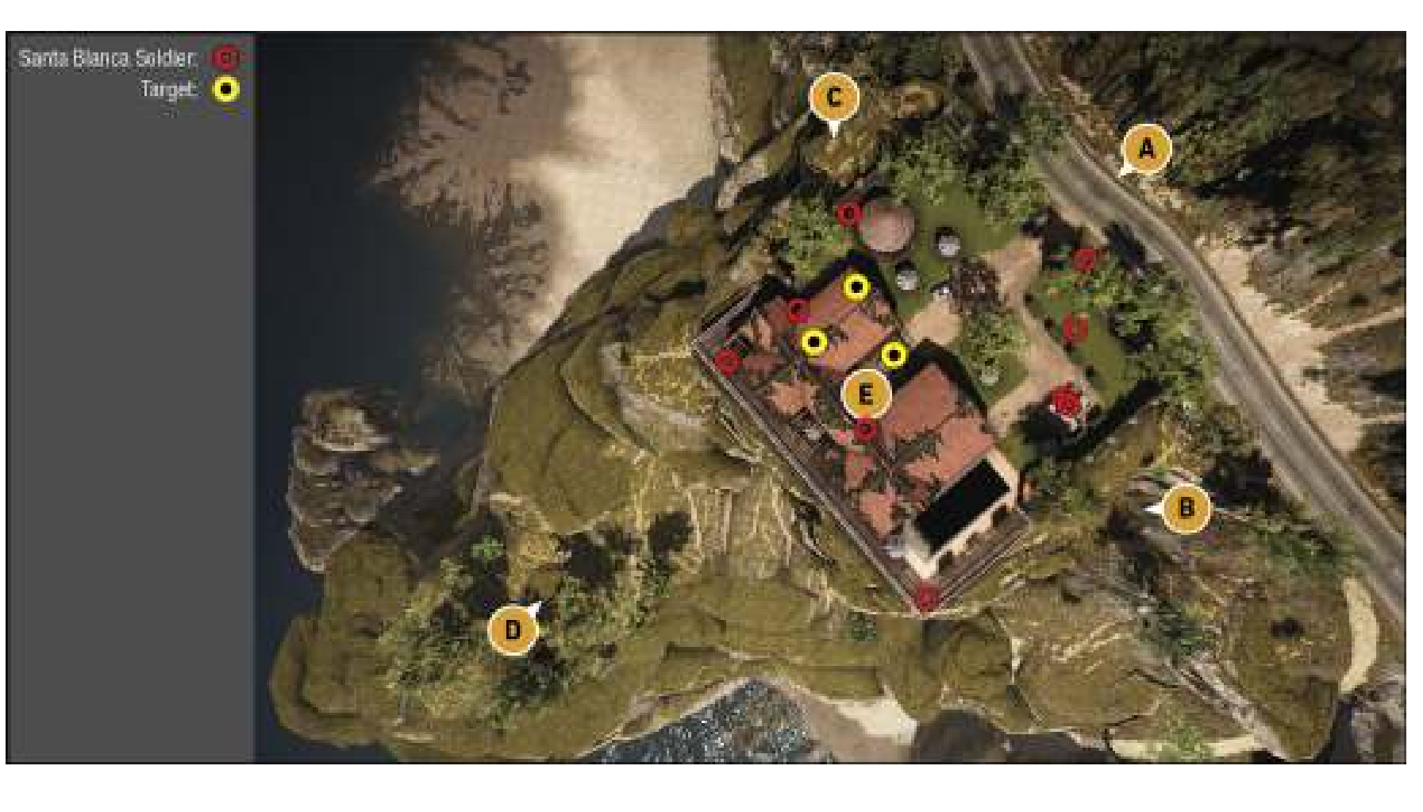
SILENT, NOT DEADLY

You can reach the Patuja Mansion from air, land, or sea, but it's imperative you don't enter the grounds of this structure without realizing that mission failure is a very real possibility if you're spotted by the enemy. You're here to place three bugs inside this structure, and leave without bloodshed. Or failing that, bloodshed you can keep a secret from the other foes guarding this place.

CAUTION: EXTREME STEALTH REQUIRED

If you're spotted by an enemy, the mission fails. If you shoot an enemy with a weapon that isn't suppressed, the mission fails. If an enemy sees you shoot a foe, or discovers one already dead, the mission fails. Consider these facts and adjust your tactics accordingly.

PATUJA MANSION: RECON



TACMAP

The mansion is a single-level building on a rocky lake outcrop, close to the main road, with around six cartel goons guarding it. Extreme stealth is required here, as the mission fails should you be discovered by any of them, or if any of them find the dead body of one of their ilk.

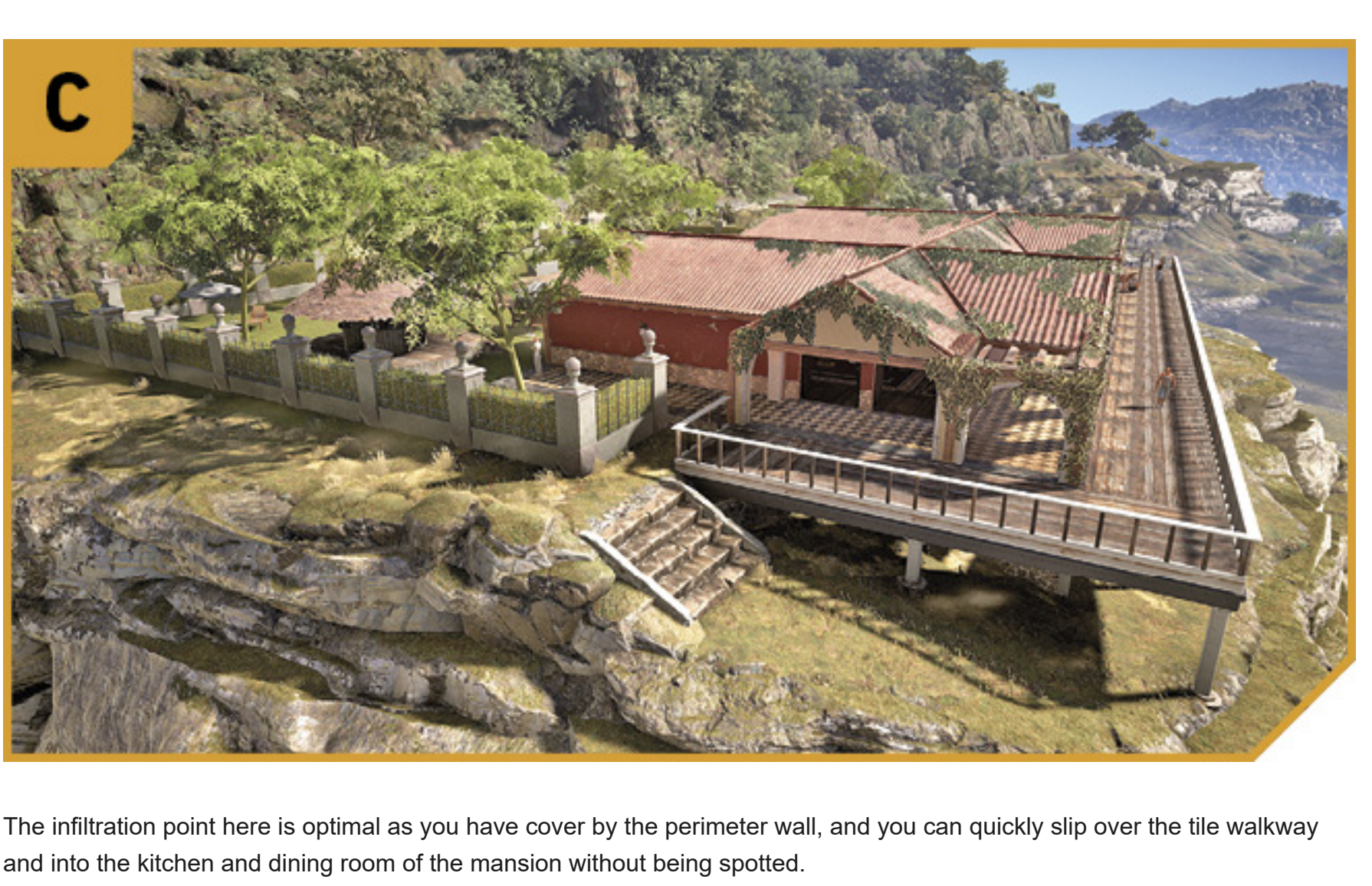
MAIN ENTRANCE AND ROAD (NORTHEAST)

Perhaps the least-advisable method of entry is through the entrance, not least because of the two guards on either side of the entrance, and the others patrolling the front yard inside. It's best to avoid this area.

BEACH ACCESS AND SOUTHEAST PERIMETER

If you're approaching by boat, dock at the small jetty and hike up the path to the main road. But the main infiltration point here is the leafy archway between the hedge and the pool balcony. Have one teammate slip in here, in-between enemy patrol paths. You could silently execute the three foes on the rear balcony that faces the lake, but it's easier to creep left through the arch, using the planters as cover, around the deck and into the house. You can be easily spotted though, so consider infiltrating at C instead.

NORTHWEST PERIMETER



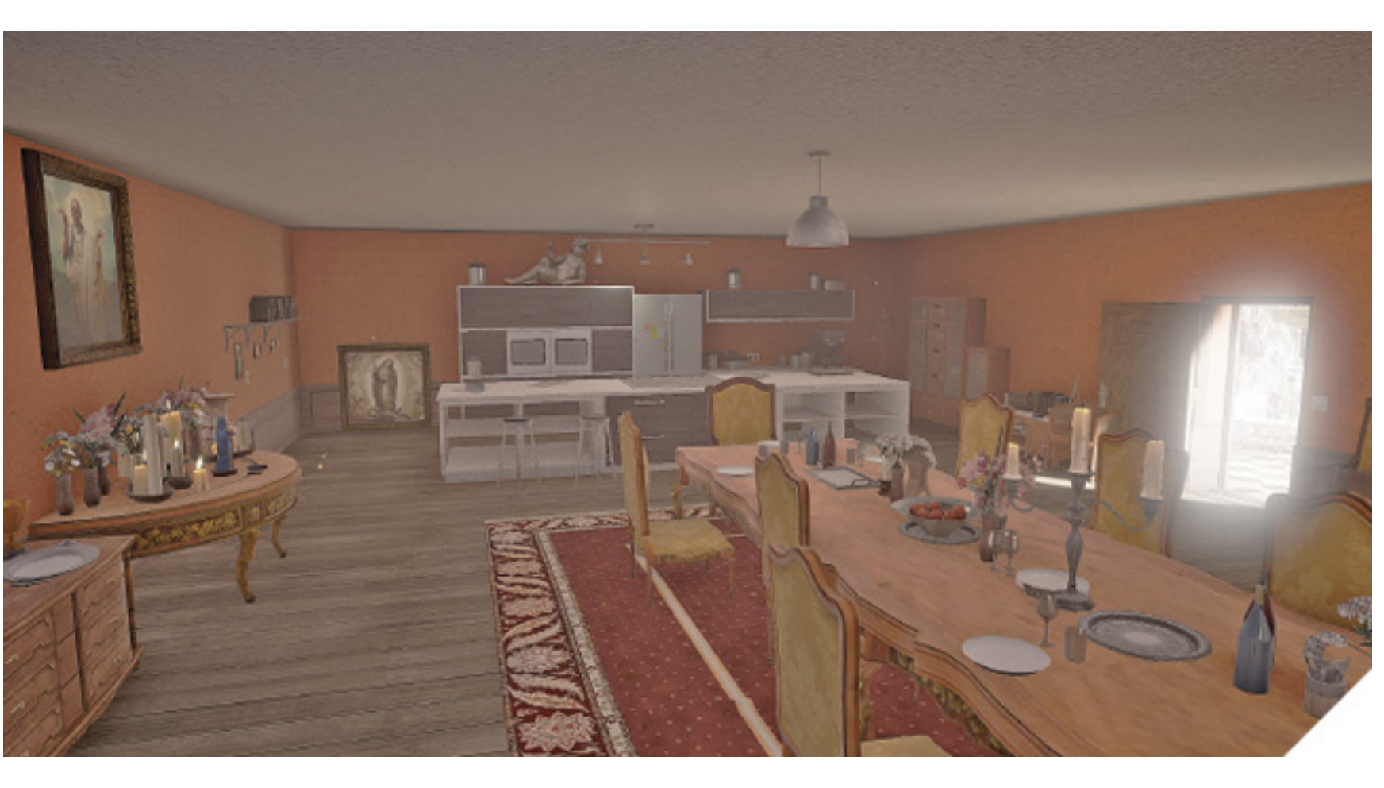
The infiltration point here is optimal as you have cover by the perimeter wall, and you can quickly slip over the tile walkway and into the kitchen and dining room of the mansion without being spotted.

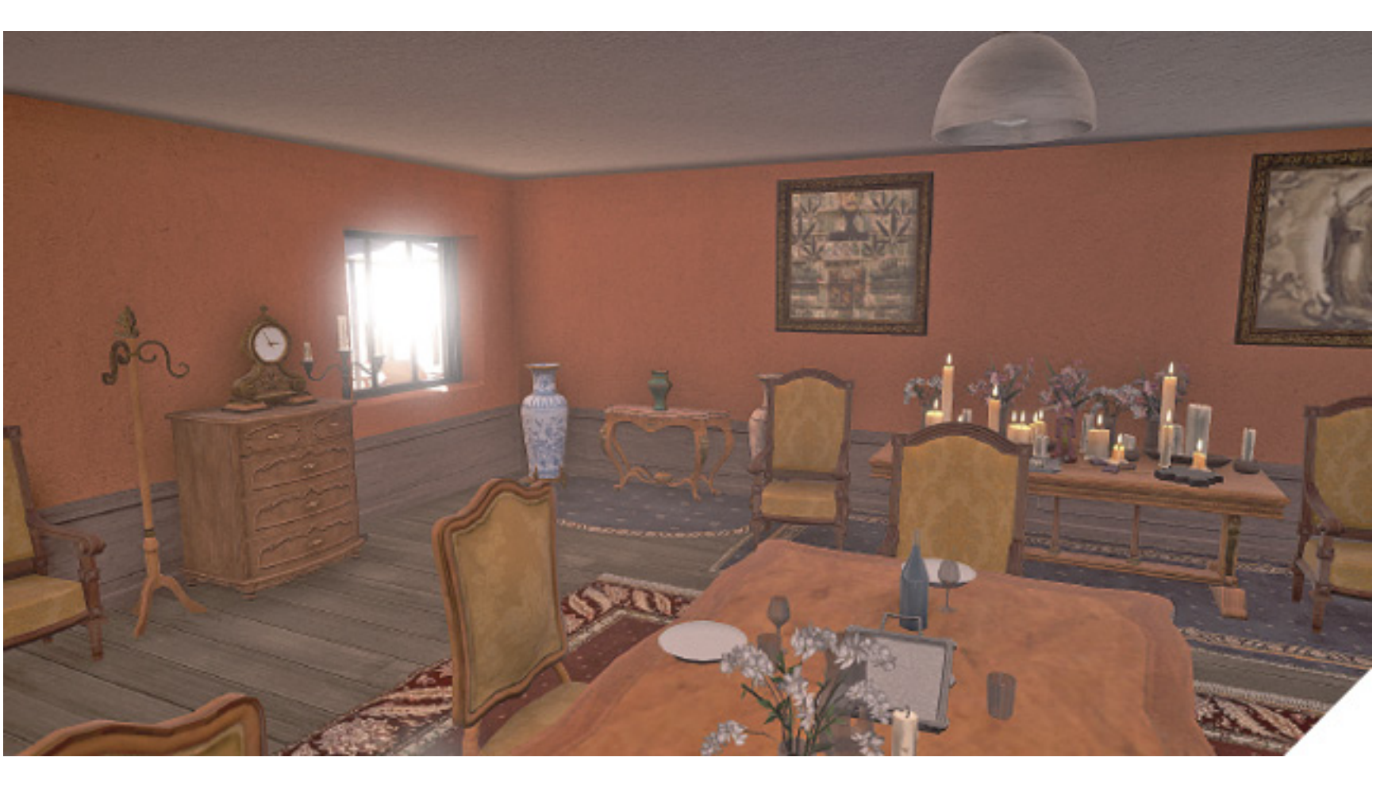
SOUTHWEST OUTCROP

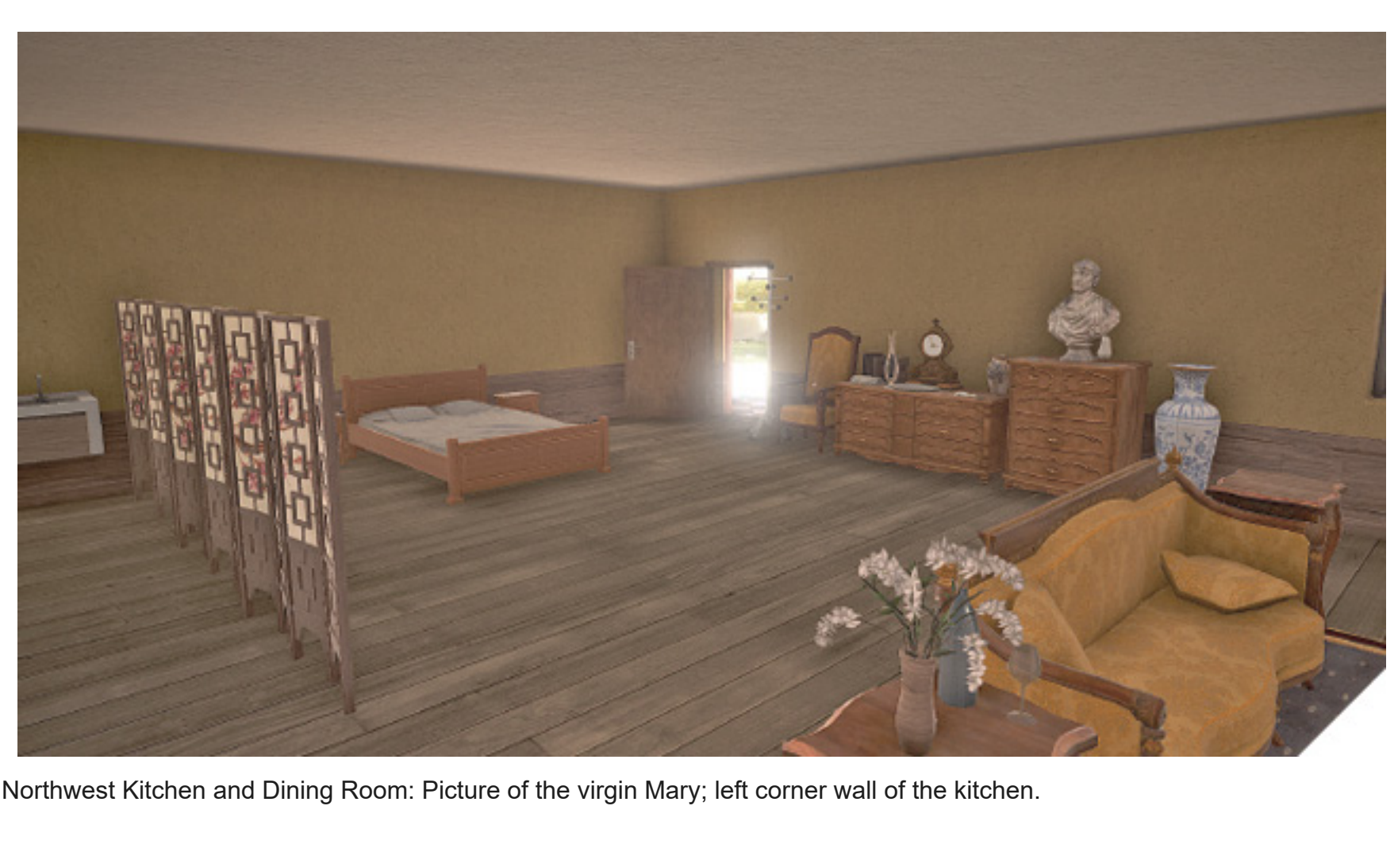
Landing a chopper here is possible, as long as you aren't too close to the mansion. It's also a great place to extract from, so your team doesn't have to scramble down rocks to the beach or risk being spotted. Note the underside of the deck is a good spot to hide and send a drone up from, as well as where the rest of your team should hide if a single infiltration is going on.

PATUJA MANSION INTERIOR

Once you close in on the hot zone, the objective markers update, indicating three locations within this two-room mansion where a bug must be planted. They are:







Northwest Kitchen and Dining Room: Picture of the virgin Mary; left corner wall of the kitchen.

Northwest Kitchen and Dining Room: Vase in the south corner, left of the cabinet with the candles on it.

Southeast Living Room and Bedroom: Under the bed.

Between the two main interior chambers is a fountain courtyard, with access between the areas. Use a drone to ascertain the openings you can enter on each interior room. Stay low and behind scenery. Enemies don't usually enter the interior rooms, allowing a quick bugging of each objective before retracing your steps and extracting the team.

PATUJA MANSION: OTHER TACTICAL ADVICE

SOLO: Leave your team outside, approach from C, and in-between guard patrol routes, enter the kitchen and dining room, place both bugs, cross through the fountain courtyard into the bedroom, plant the third bug, and retrace your steps out of here.

You could also parachute down onto the roof, drop into the fountain courtyard, and complete the mission.

CO-OP: It's usually best to have the most competent member of your team enter here while the others hang back, as risking two or more of your team being spotted isn't worth the slight takedown advantage you have. Instead, make sure your other teammates let you know if any foes are coming up on your position, so you can dart between the bugging locations expertly, rather than stumbling into foes and ending this mission prematurely.

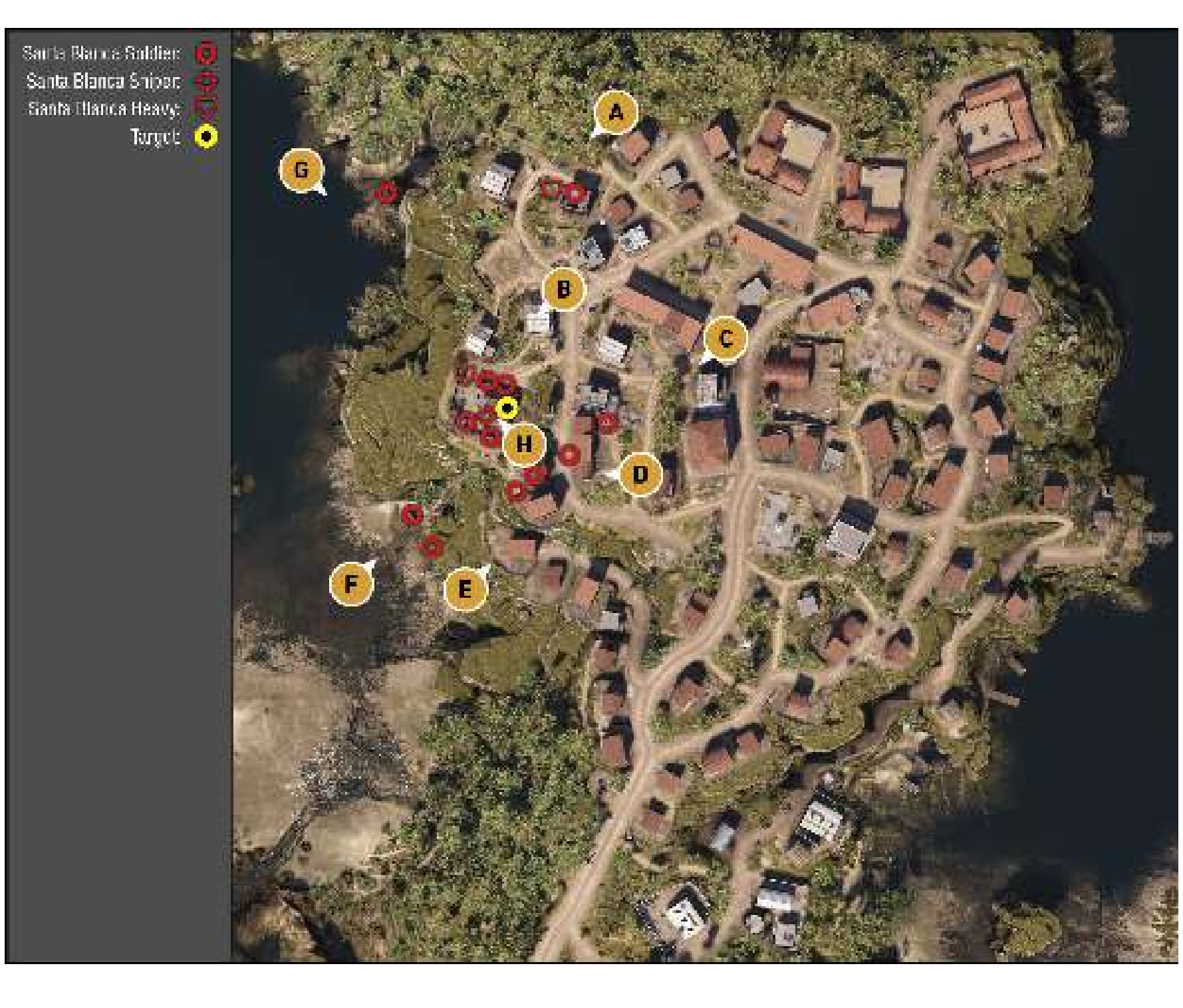
EXECUTION AT ALICIA TOWN

Bowman lets you know Carzita's assistant is under protection somewhere inside the town of Alicia, on the western side of the Province. You're to enter the settlement, and remove the assistant in whatever manner you deem necessary. This could be a firefight, or a single sniper round. Whatever you decide, the assistant needs to be neutralized, not captured.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

Entering under cover of the night is a good plan, as a few of the enemies that usually overlook the outer areas are sleeping, and can be easily removed as you advance on your target. Note the Tacmap here shows probable enemy locations during daylight hours. During the night, look for foes sleeping inside buildings (sometimes on upper floors).

ALICIA TOWN: RECON



TACMAP

Though Alicia Town is a large settlement to thoroughly tackle, and is atop a rocky peninsula making on-foot infiltration tougher than normal, only the western side of town is marked as the mission area. In fact, the cartel thugs only number around 14, making this a fraught, but not overwhelming, mission. With a good degree of drone recon, and knowledge that the majority of the enemies are close or inside the small compound with the Santa Blanca flag flying, you can make this a competent takedown.

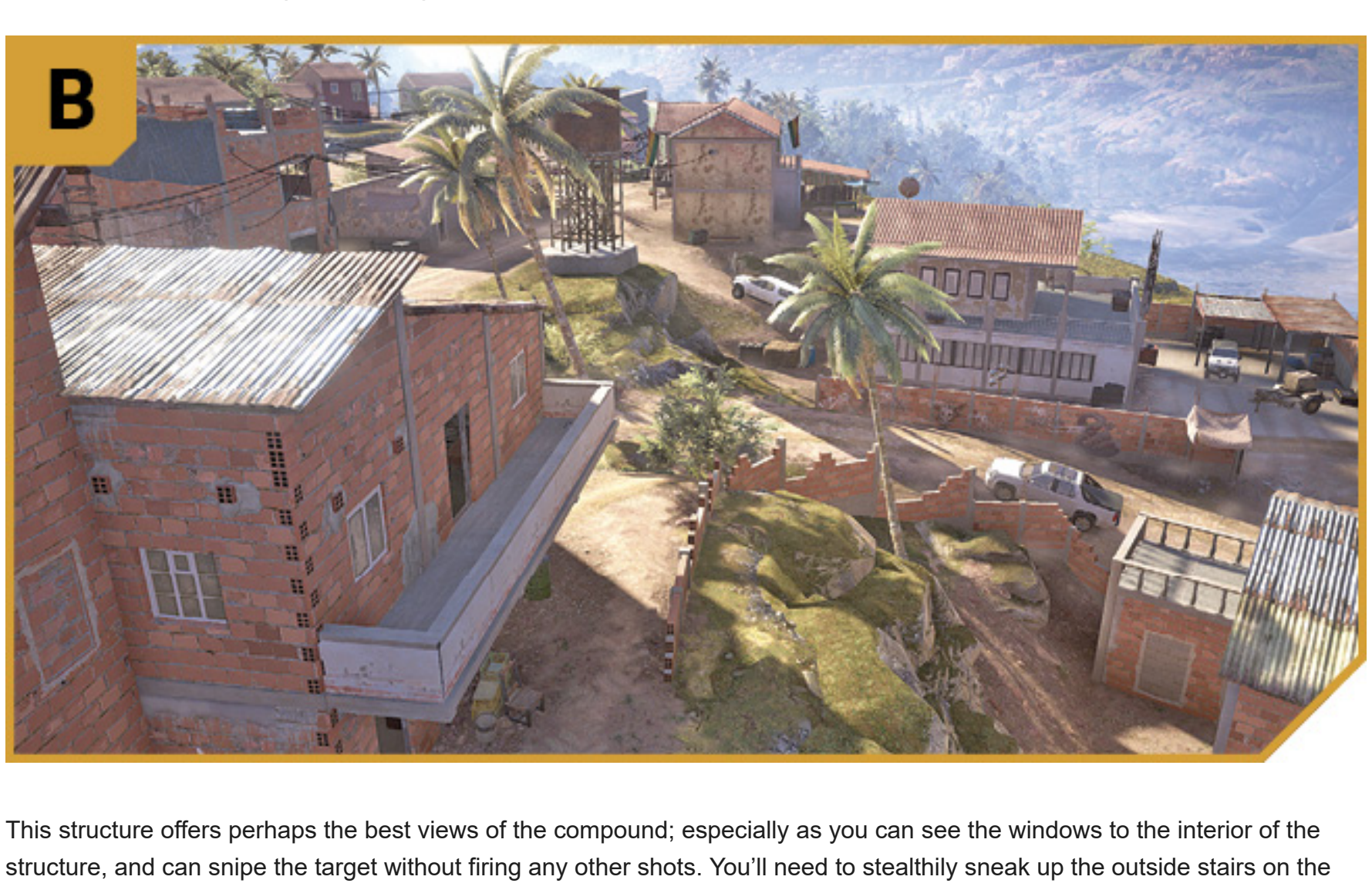
NORTH JUNGLE

Start a sweep from here if you're concerned about removing enemies quietly, as you head north to south. The two enemies in the vicinity are worth neutralizing, so any foes that may spot your antics are in front of you, rather than on your periphery. Furthermore, the three-floor building with the roof you can climb to, allows good views of the helipad area, and the windows of the compound itself. It's actually possible to tag the target at extreme range from here, or provide covering fire and tagging foes around the compound, as well as the target himself if he flees.

CAUTION: COLLATERAL DAMAGE IS NOT ENCOURAGED

Despite the cartel presence, this is a settlement with a large number of innocent citizens still present. Therefore, your aiming, eagerness to use projectile explosives, and the general itchiness of your trigger finger all must be tempered so as not to incur penalties for wounding innocents.

TIN ROOF BUILDING (BALCONY)



This structure offers perhaps the best views of the compound; especially as you can see the windows to the interior of the structure, and can snipe the target without firing any other shots. You'll need to stealthily sneak up the outside stairs on the north side of this building to reach the balcony though, so watch for enemies close by as you do so. Or, use this for elevated cover as you rake the compound with gunfire, and stop the escaping target dead in his tracks.

WATER TOWER (TOWN CENTER)

If you're approaching from the east, don't expect any problems until you reach the water tower; then head into cover and start street-by-street removal of the foes in the vicinity. Though there are only four nearby (not including those at the compound), they can easily raise the alarm and cause this mission to turn chaotic. It helps if additional Ghosts are pinpointing the cartel members from D and E.

SOUTH DIRT ROAD

The main road in from the south is fine to use as an infiltration point, and having a Ghost in the general area to apprehend the assistant if they try to leave in a vehicle is also a good idea. Back up Ghosts on foot by looking for the quartet of enemies in the streets just northwest of here, and gradually remove them as threats without raising the alarm. Then move to the blue building with the flag, and use the upper balcony to check the target compound. Or fall back here and use it as a defensive position.

LOWER SLOPES (SOUTH)

Though it isn't usually beneficial to give the enemy an advantage in height, the lower flat grassy outcrops and houses dotted around the south part of town can be used to infiltrate to the beach path east of F, allowing you up and into the compound with ease. Concentrate on moving to the green-colored house one building south of the blue one with the flag, and deal with the four foes outside the compound first.

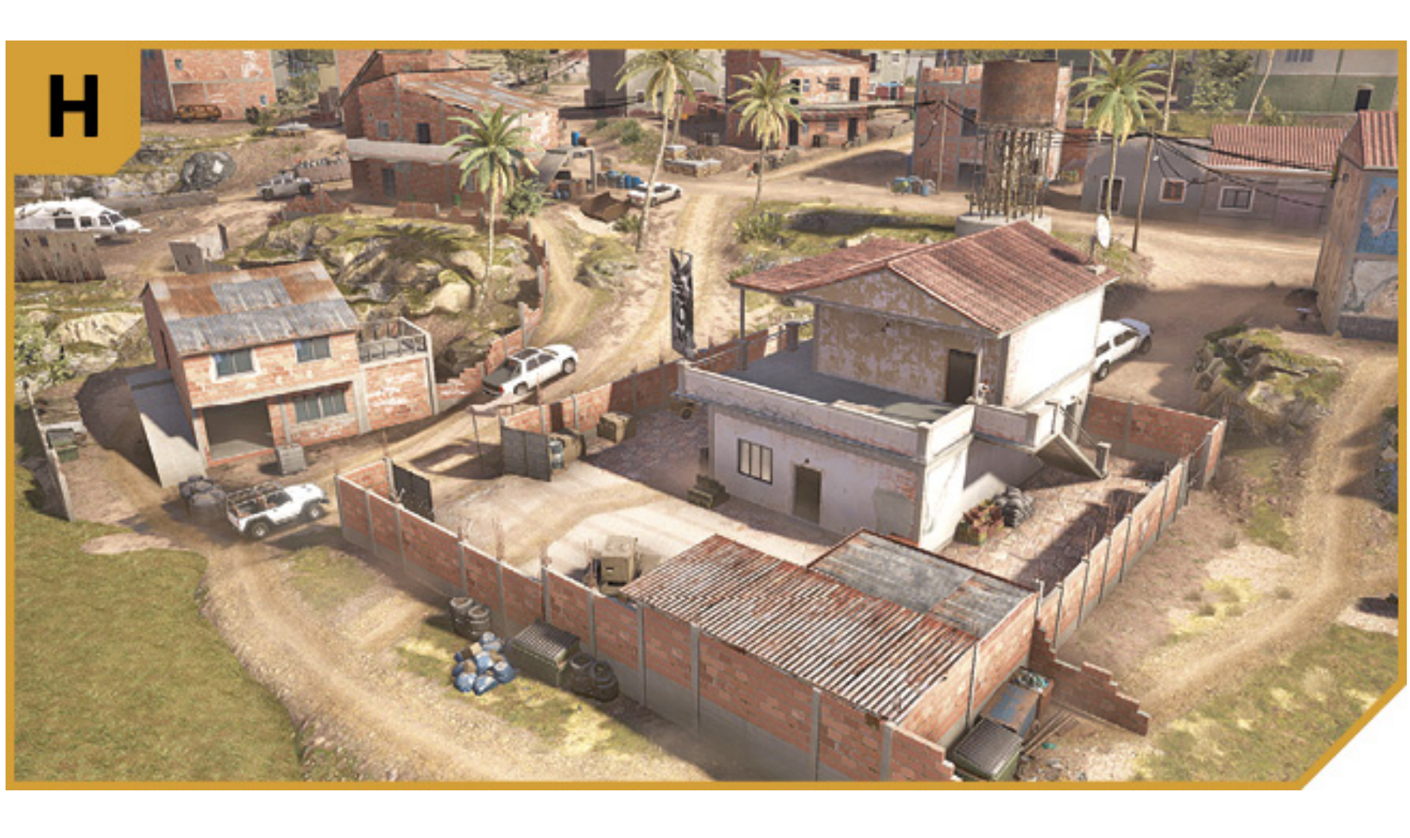
SOUTHEAST SHORELINE

Offering a boat to use as an extraction vehicle, as well as a minigun nest and two foes that aren't afraid to use it, the shoreline defenses are troublesome if you're attacking from the water, so don't. Instead, approach these two foes from E, and execute them both from above. That way, they can't raise an alarm.

NORTHEAST SHORELINE

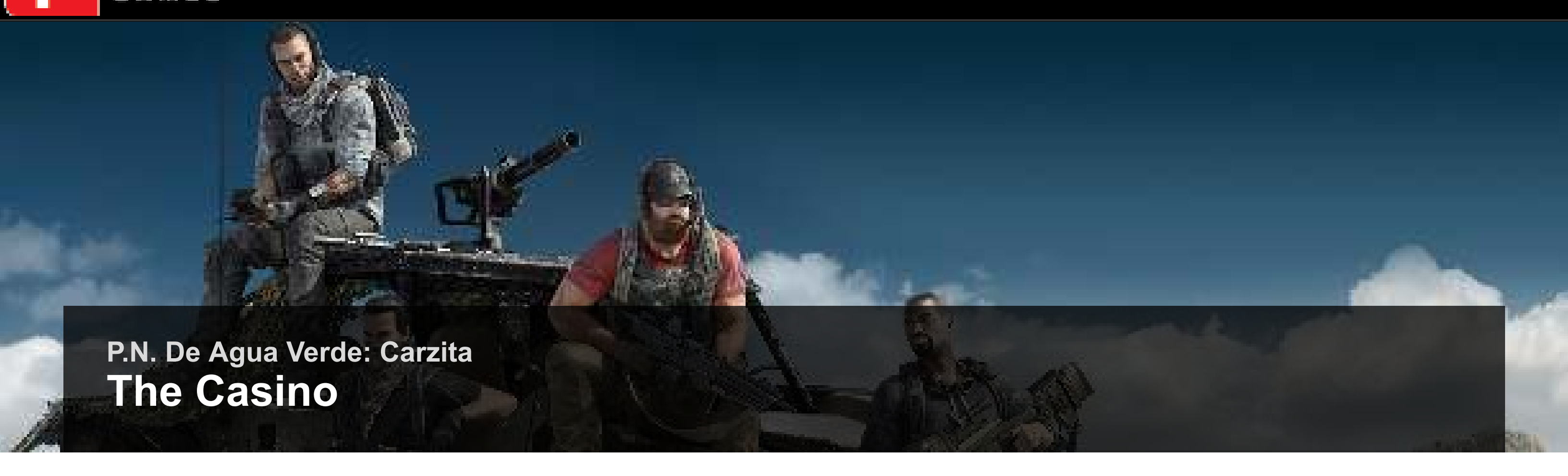
Similarly, the cartel thug at the minigun nest can seriously impede your clandestine progress if he sees you. So have a Ghost break off from A to execute him, while still maintaining some peace and quiet.

ASSISTANT'S COMPOUND



Note the sniper, armored foe, and various thugs guarding the target, who is inside the structure, usually on the ground floor. The outer compound features a gate at the northwest corner, which is heavily guarded and usually where the target flees through. To the southeast is a mesh fence you can climb over if you're wanting a close-assault kill.

Generally, lobbing in grenades here is feasible, as there are fewer civilians. But a better idea is to tag the target by shooting through the glass windows on the north side of the compound building, or assaulting from E and F, over the window, or from the blue building just east of H.



P.N. De Agua Verde: Carzita

The Casino

OBJECTIVES

- **Destroy gambling machines and gaming tables**

LOCATIONS

- **Paraiso Casino**

REWARDS

- **+ 350 XP**

BRIEF

Carzita's entertainment complex includes a lavish casino for the exclusive enjoyment of his guests. Raiding that casino and destroying its gambling machines and gaming tables will force it to shut down and upset the VIPs.

MISSION ACCESS

Acquire Major Intel in P.N. De Agua Verde Province to access this Mission. You can also unlock this mission by proximity.

CHAOS AT THE PLEASURE PALACE

You're here to play a slightly more violent game of slots than is the norm here: an assault into the casino, where there are multiple slot machines and gaming tables to destroy, as well as cartel members (including a lieutenant and roof sniper) to engage. This is a quick in-and-out sortie, but with particular care and attention made to minimize civilian casualties.

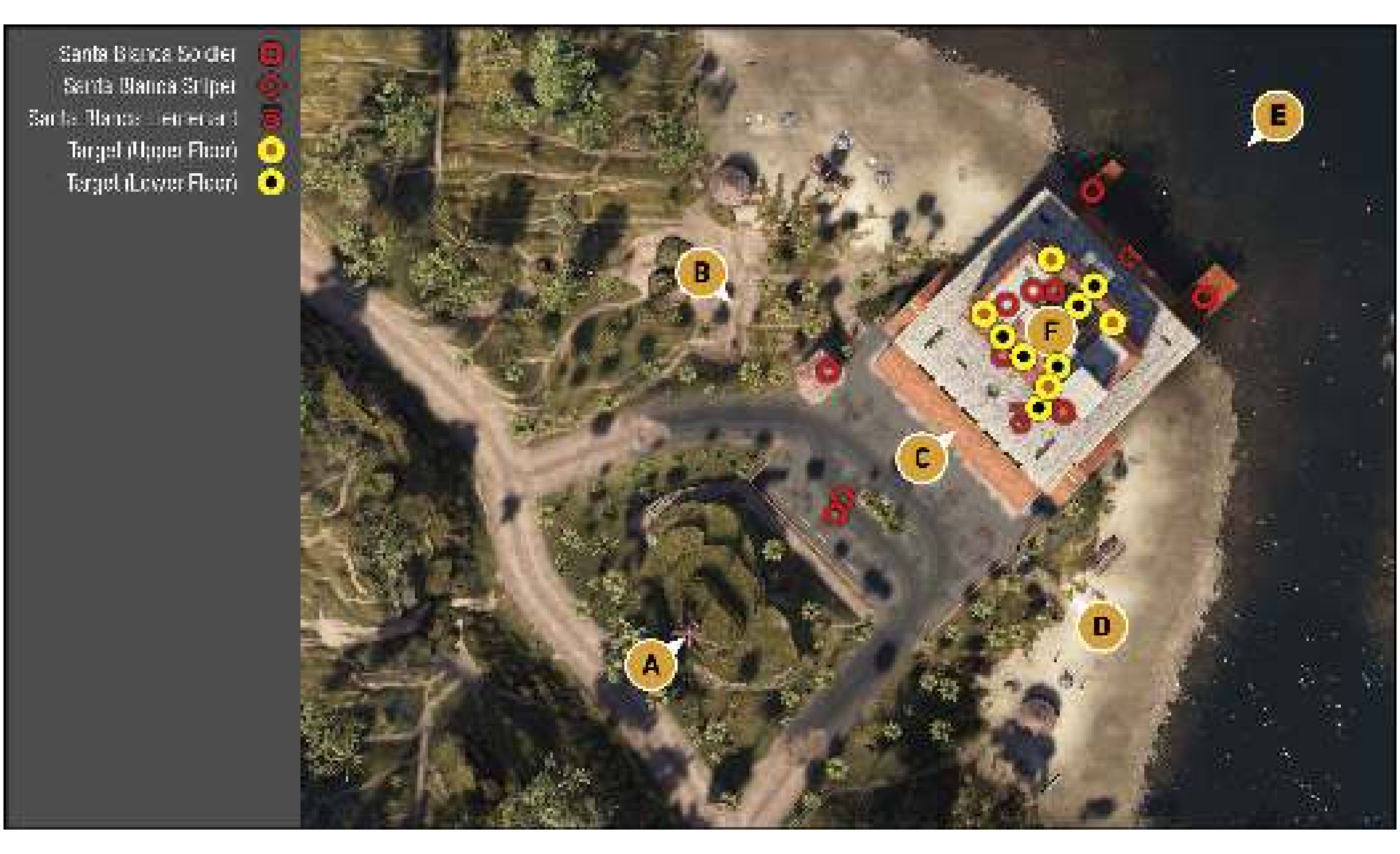
CAUTION: COLLATERAL DAMAGE

More so than many other missions, you're here to cause havoc, take down cartel goons, but not harm the innocents inside and around the casino itself. Expect penalties and eventual mission failure for each civilian you kill, accidentally or otherwise. This means projectiles and area-effect weapons should be used with extreme care (and under most circumstances, not at all).

MOST RECON: DIVERSION GRENADES

Using them yet? You should be; lobbing one into the outside parking area allows you to extricate multiple hostiles away from the civilians, and into the sights of your fellow Ghosts, making the interior sweep of the casino less fraught.

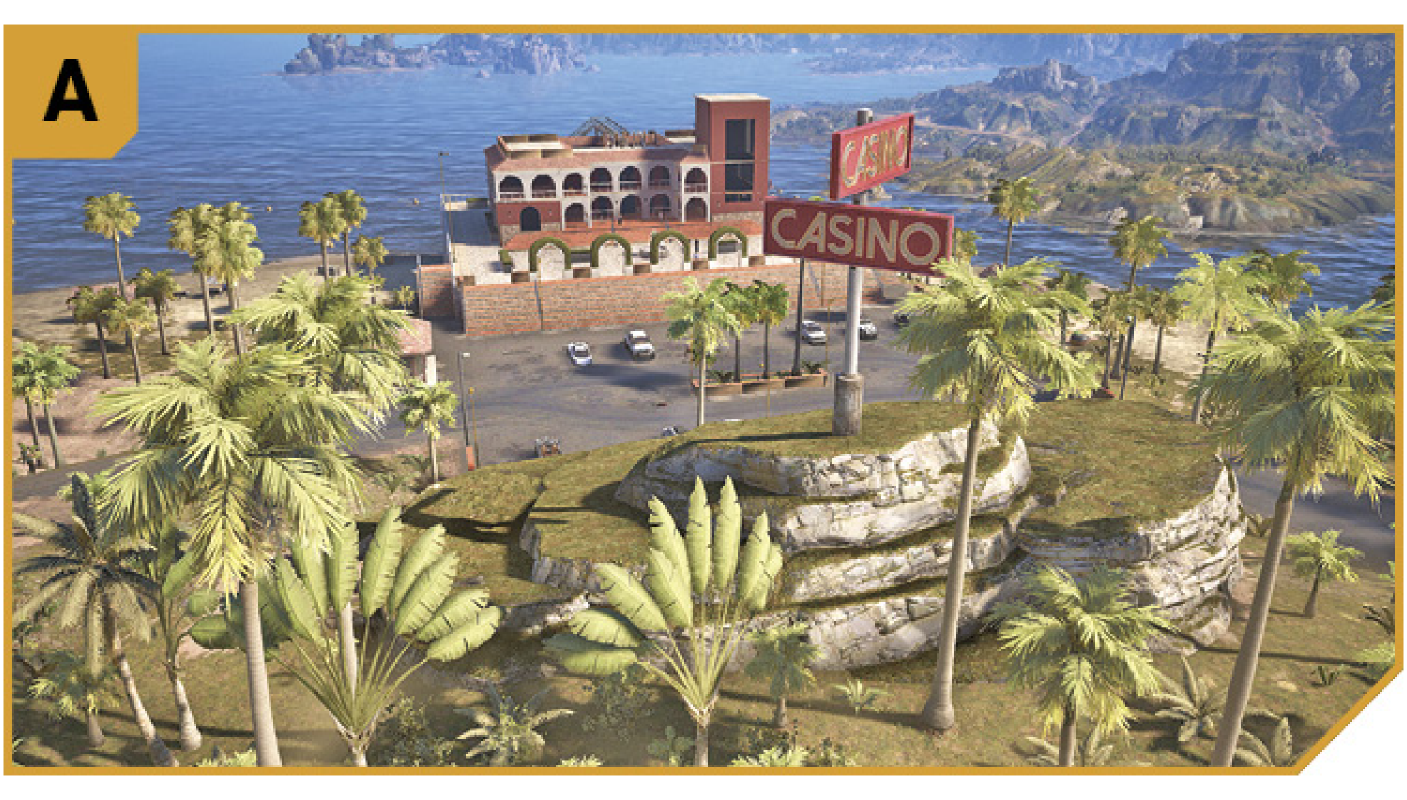
PARAISO CASINO: RECON



TACMAP

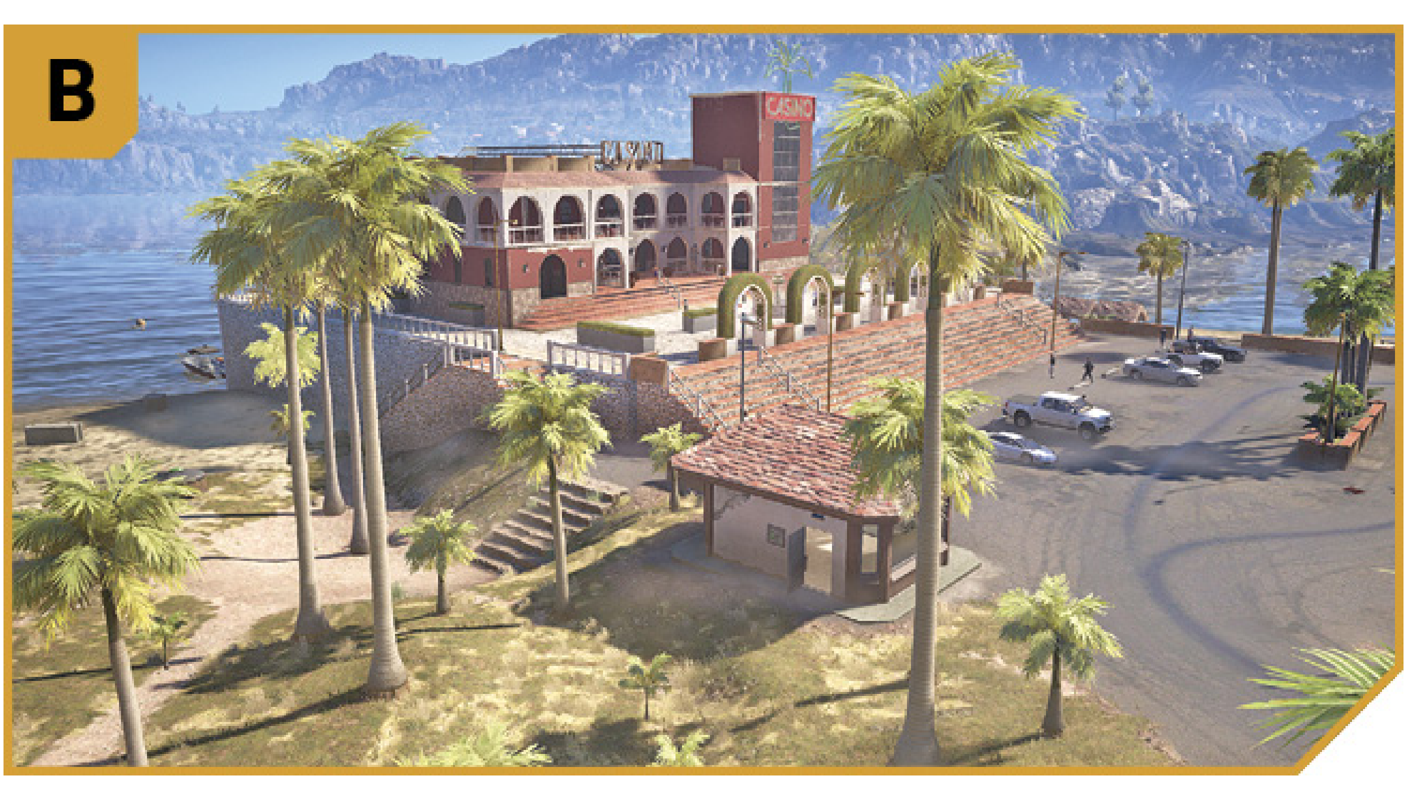
You can enter the casino from land, water, or air; but an approach from the road is easiest and most clandestine due to the roof sniper and foe on each of the jetties. The casino itself is porous, with three entrances on the front (southwest) wall, and two at each corner to the rear (northeast). Note the upstairs balcony, and open windows on the roof too. There's deck stairs at the rear allowing roof access.

FLAT ROCKS: CASINO SIGN ENTRANCE



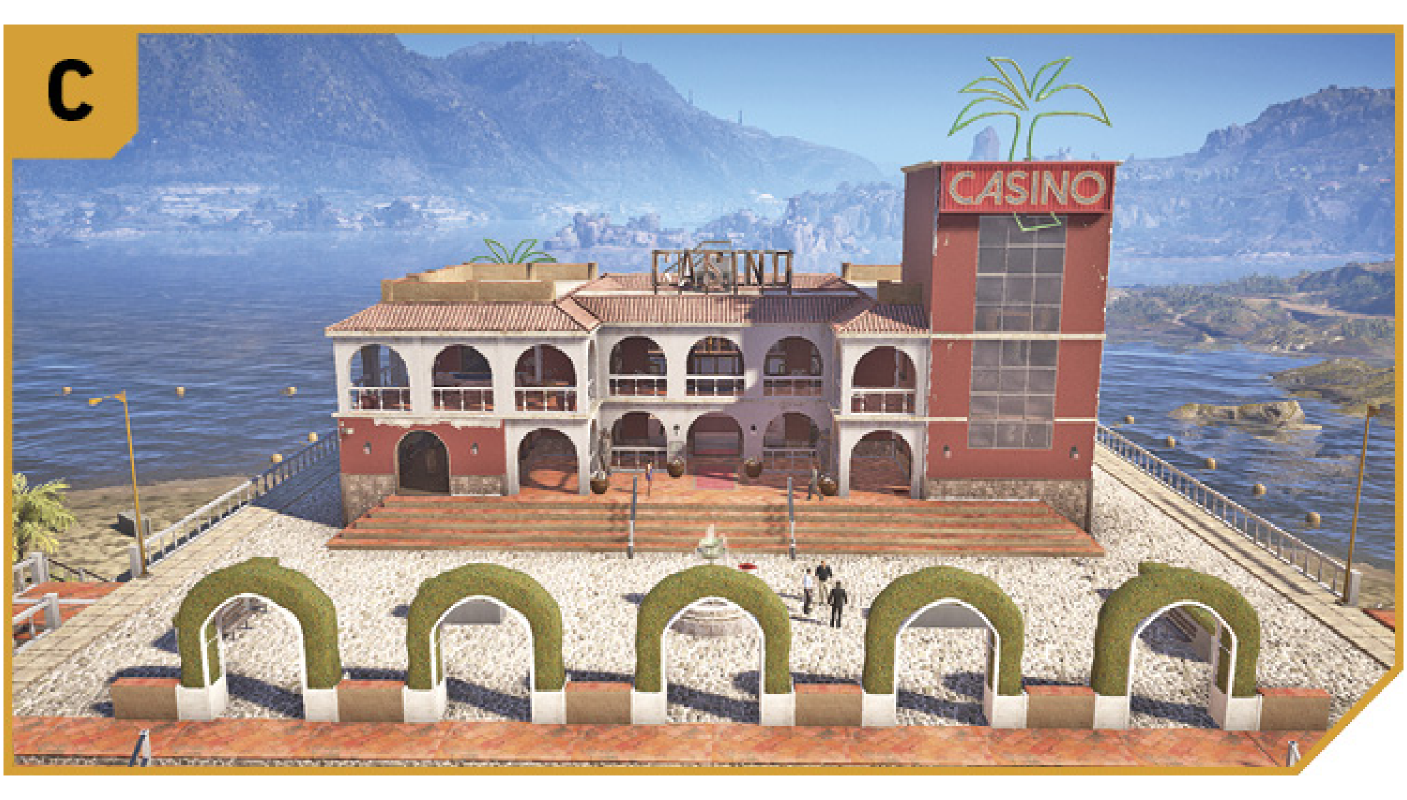
Don't overlook this higher ground at the casino sign; there's enough elevation to take out the roof sniper without having to climb up to combat him. Plus, you can tag cartel thugs at the entrance (and on the upper balcony), and once the situation turns chaotic.

WEST INFILTRATION: SECURITY HUT



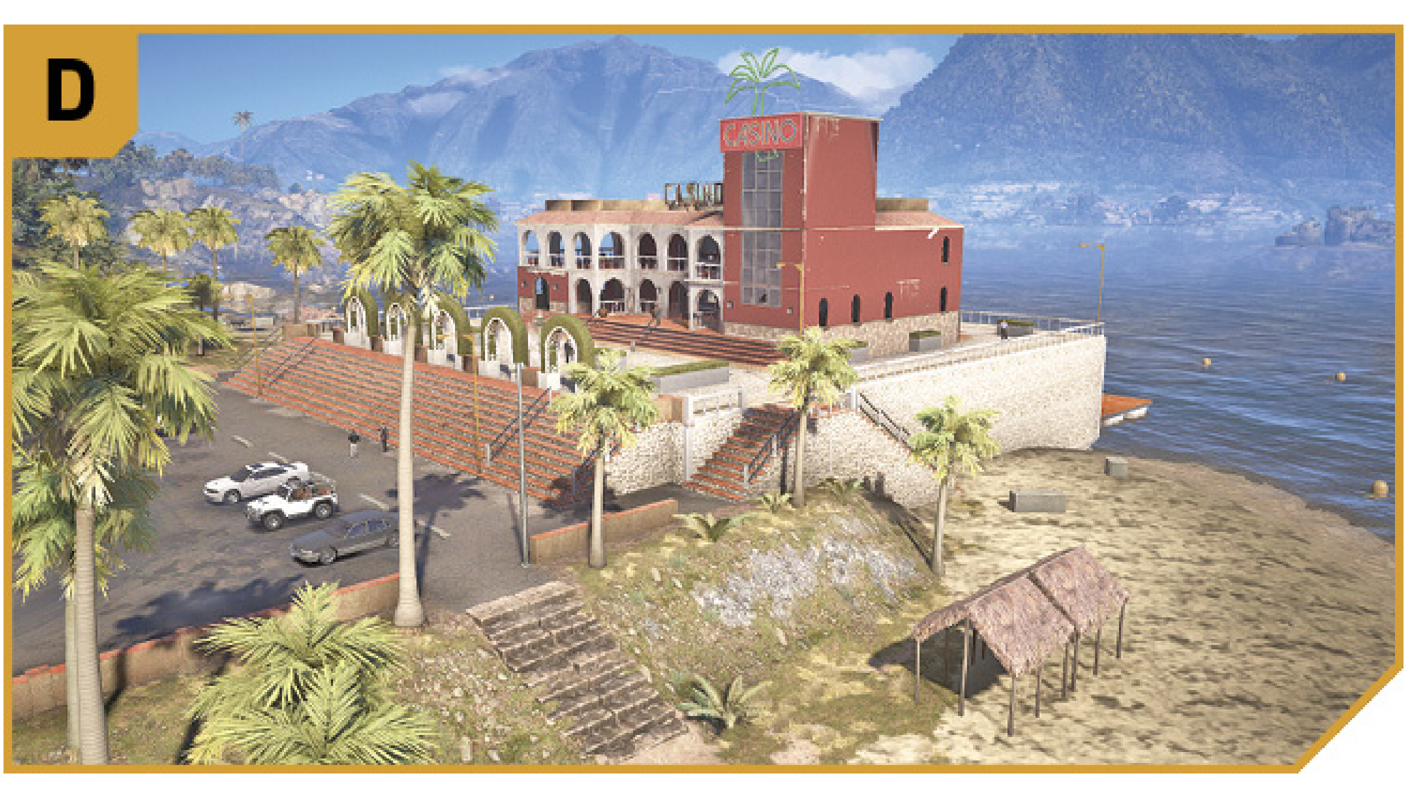
This security hut usually has a foe inside, and is useful for cover opportunities while attempting an assault of the main entrance. Note the main steps offer easy access onto the entrance fountain and forecourt, but the side steps offer more clandestine methods to reach the foes. Just watch for attackers from the upper balcony.

MAIN ENTRANCE



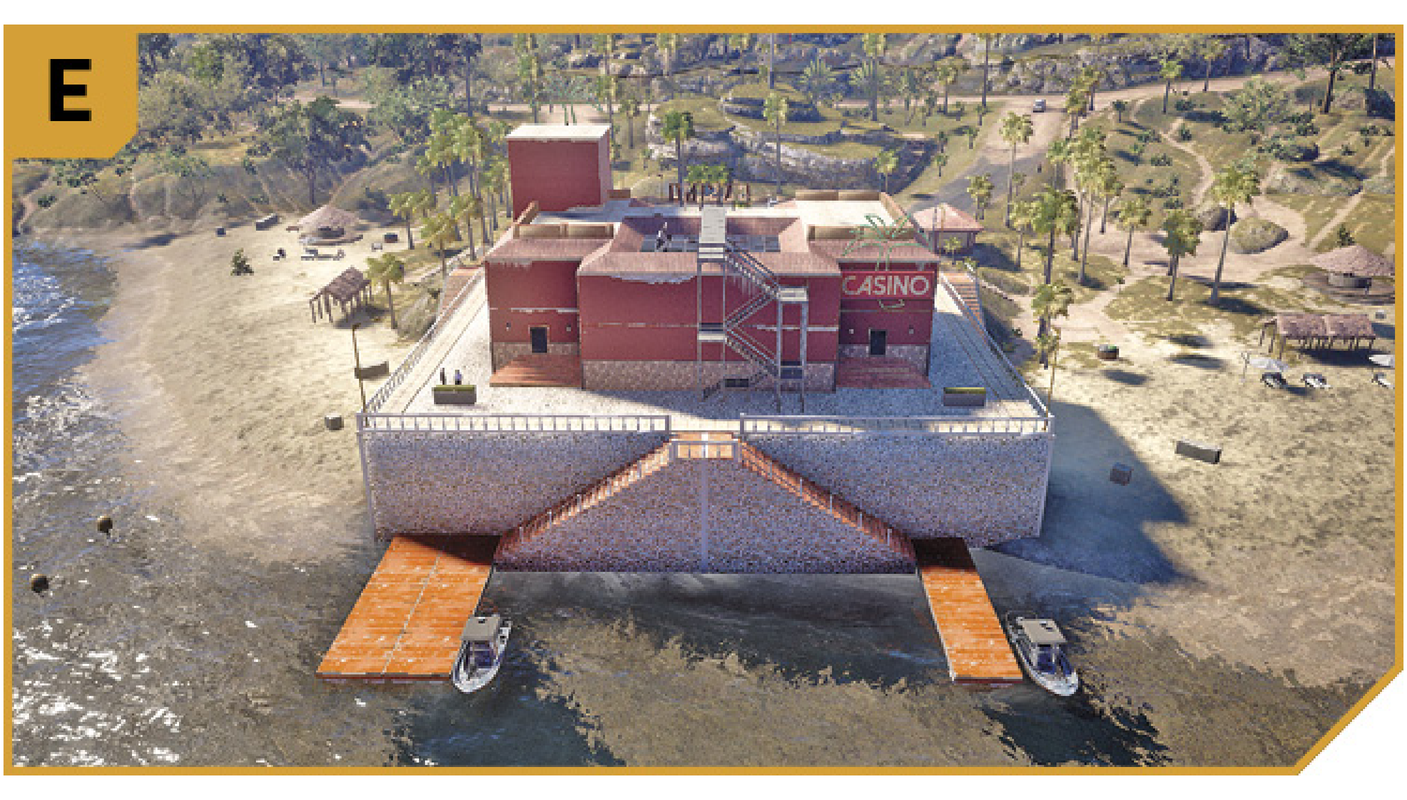
The red wall arch on the left, the main entrance archway, and the white corner arches on the right are all access points into and out of the building. Choose one of the entrances to the side, depending on where you're approaching from, so you can sweep the building effectively (entering via the middle main entrance arch risks you being outflanked).

SOUTH INFILTRATION: BEACH HUTS AND STEPS



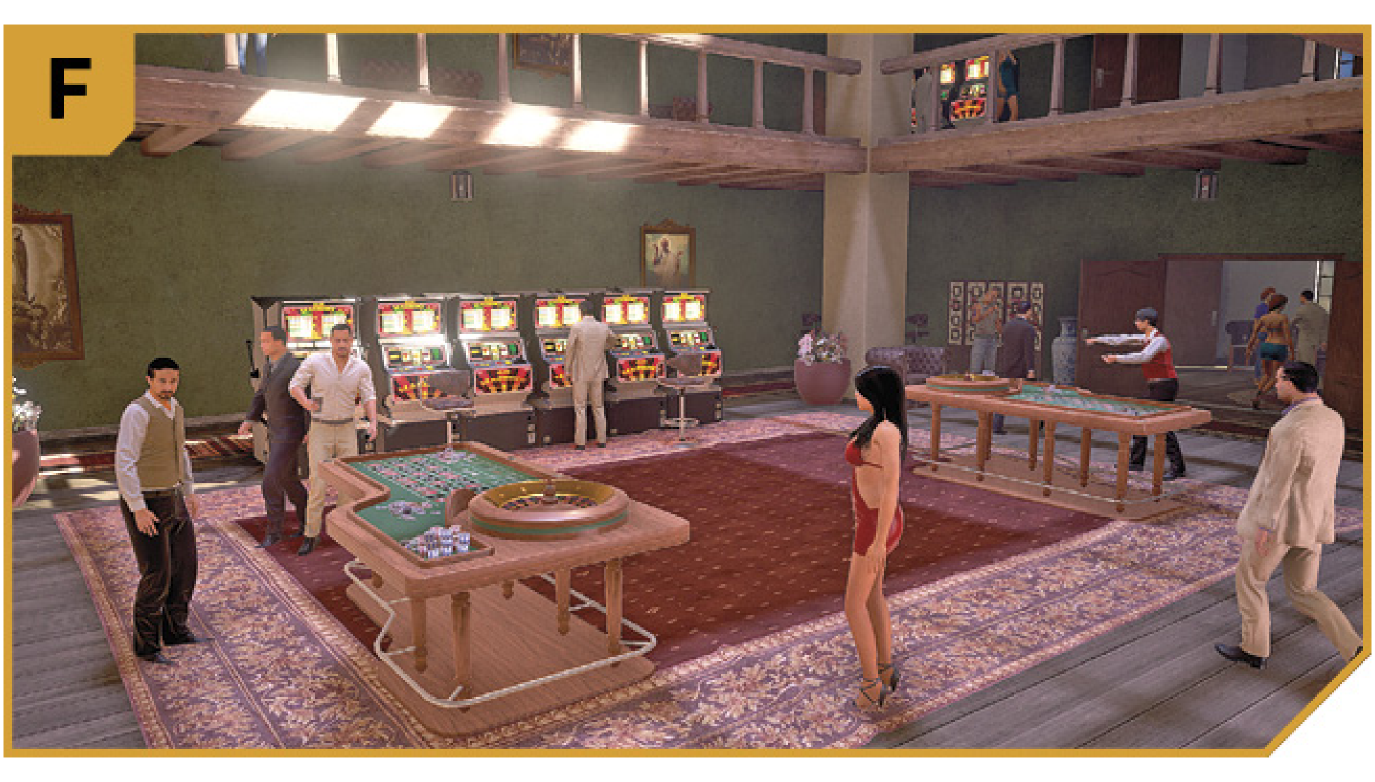
Use the beach area and side steps if you're sneaking in along the southeast side of the building, and perhaps want to reach the rear of the structure without being spotted. Or you can move quickly to the main entrance.

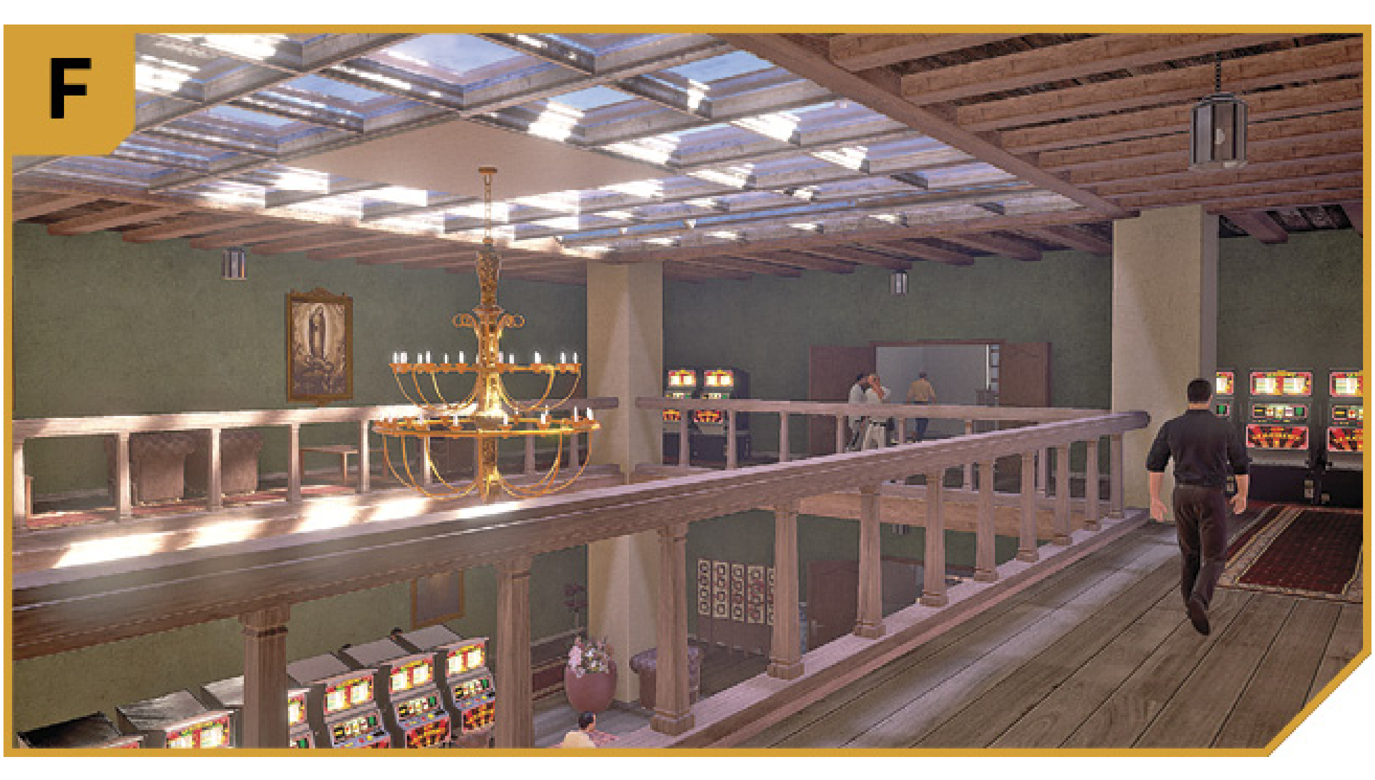
WATER INFILTRATION: NORTHEAST JETTIES



Approaching from the water usually means the enemy (including the sniper) can easily see you, so use this as an extraction point instead. If you wish to rid yourself of the foes on each jetty, peer down from the raised floor of the casino exterior and tag them from there instead.

CASINO INTERIOR: (GROUND AND UPPER FLOORS)





Expect around six foes inside here, including a lieutenant on the upper floor. The ground level has five entrances (three at the front, two at the rear corners). There is a gaming table room to the south, and a central slot machine and gaming area in the middle, with two slot machine banks on each wall. There are stairs to the east and northwest.

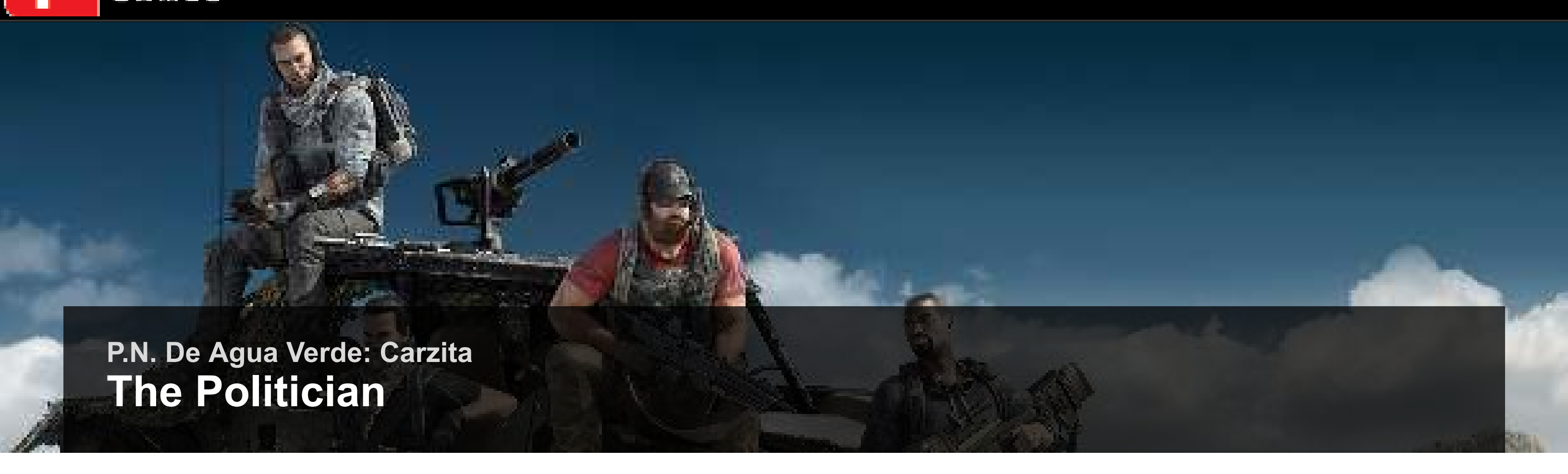
The upper floor has a balcony and walkways overlooking the ground floor; the mezzanine area has four sets of slot machines to destroy. Conducting a room-to-room sweep is advantageous before damaging the machines.

The roof is inaccessible from the interior, but can be reached via the deck steps on the rear exterior. A single sniper is here, along with an open window you can drop projectiles through. However, there are civilians in the area, so this isn't advisable.

PARAISO CASINO: OTHER TACTICAL ADVICE

SOLO: Clear the foes outside first, starting in the parking lot and security hut, then by the fountain, and conduct a sweep around to the rear of the building, removing foes on the docks and the sniper on the roof. Enter via the east rear entrance, and immediately climb the staircase in the initial room. Sweep the upstairs and remove foes as you go, until only stragglers remain. Then destroy everything gaming-related.

CO-OP: Overwhelm the cartel with a multiple infiltration strike simultaneously. While a sniper at A picks off the enemy



P.N. De Agua Verde: Carzita

The Politician

OBJECTIVES

- **Locate the politician's room without being detected**
- **Use the drone to record the politician without being detected**

LOCATIONS

- **Kantuta Mansion**

REWARDS

- **+ 350 XP**

BRIEF

We have intel that an important politician has arranged a secret tryst with a high-priced escort at the resort. Get a drone into position and record the politician in a compromising situation.

MISSION ACCESS

Acquire Major Intel in P.N. De Agua Verde Province to access this Mission.

A WILD RIDE AT KANTUTA MANSION

Head to the Kantuta Mansion on the north shore of the lake. There's no need to engage any enemies either here, or at Tajibo Mansion to the west of the mission area. You're here to record the gruntings of a wayward politician; taking out foes is only necessary if your team is getting restless, or you want to ensure you're not disturbed.

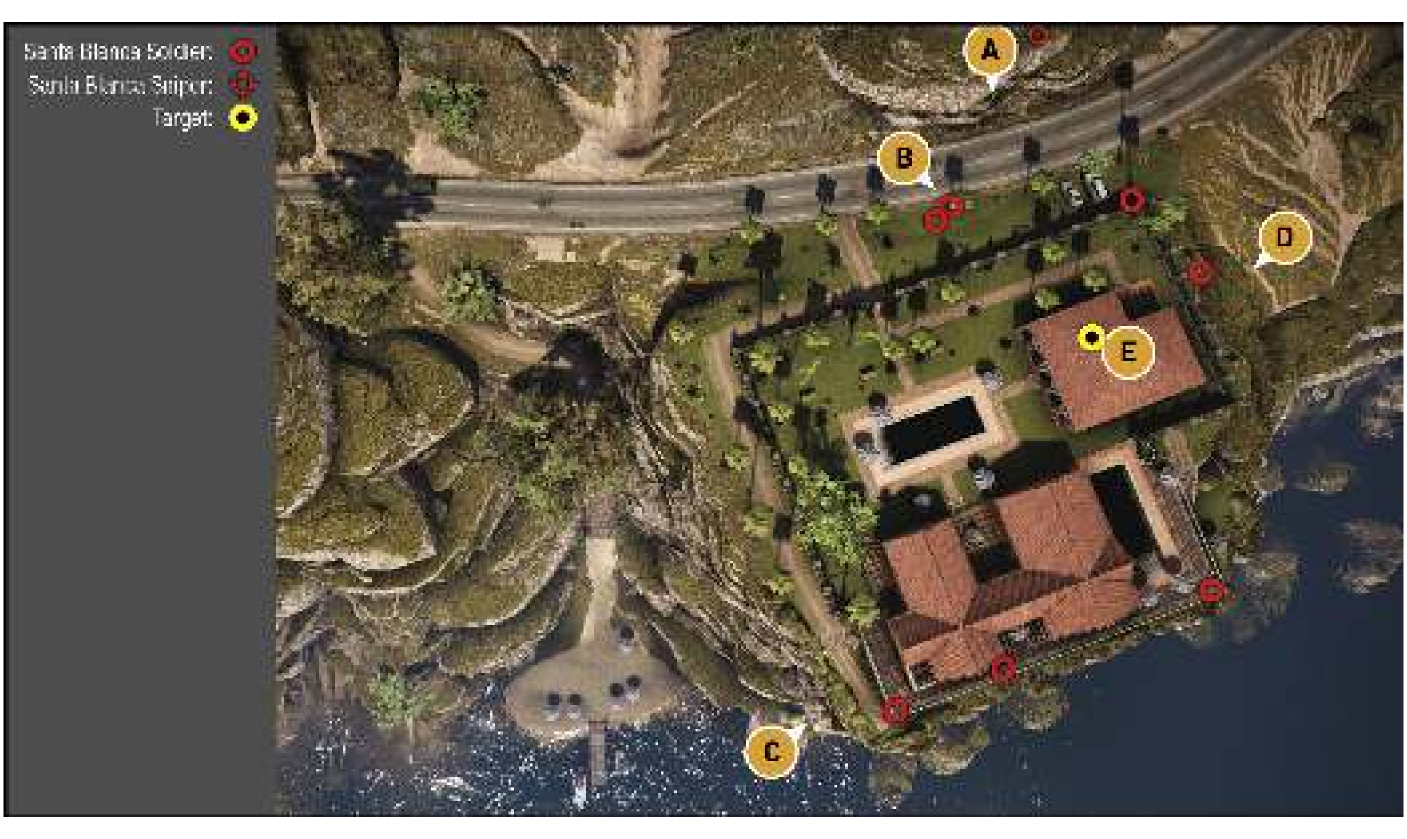
CAUTION: EXTREME STEALTH REQUIRED

If you're spotted by an enemy, the mission fails. If you shoot an enemy with a weapon that isn't suppressed, the mission fails. If an enemy sees you shoot a foe, or discovers one already dead, the mission fails. Consider these facts and adjust your tactics accordingly.

MOST RECON: DRONING ON AND ON

Whichever team member has upgraded their drone the most should utilize it to peep in on the politician, though any drone can do the job.

KANTUTA MANSION: RECON



TACMAP

The Kantuta Mansion is one of the less well-guarded zones you'll infiltrate. You need to watch for the enemy up at the burned cottage to the north, and thugs patrolling the perimeter, but once you're inside the mansion grounds, no hostiles are present. So you can elect to slip in between patrols, or remove everyone before visiting the politician.

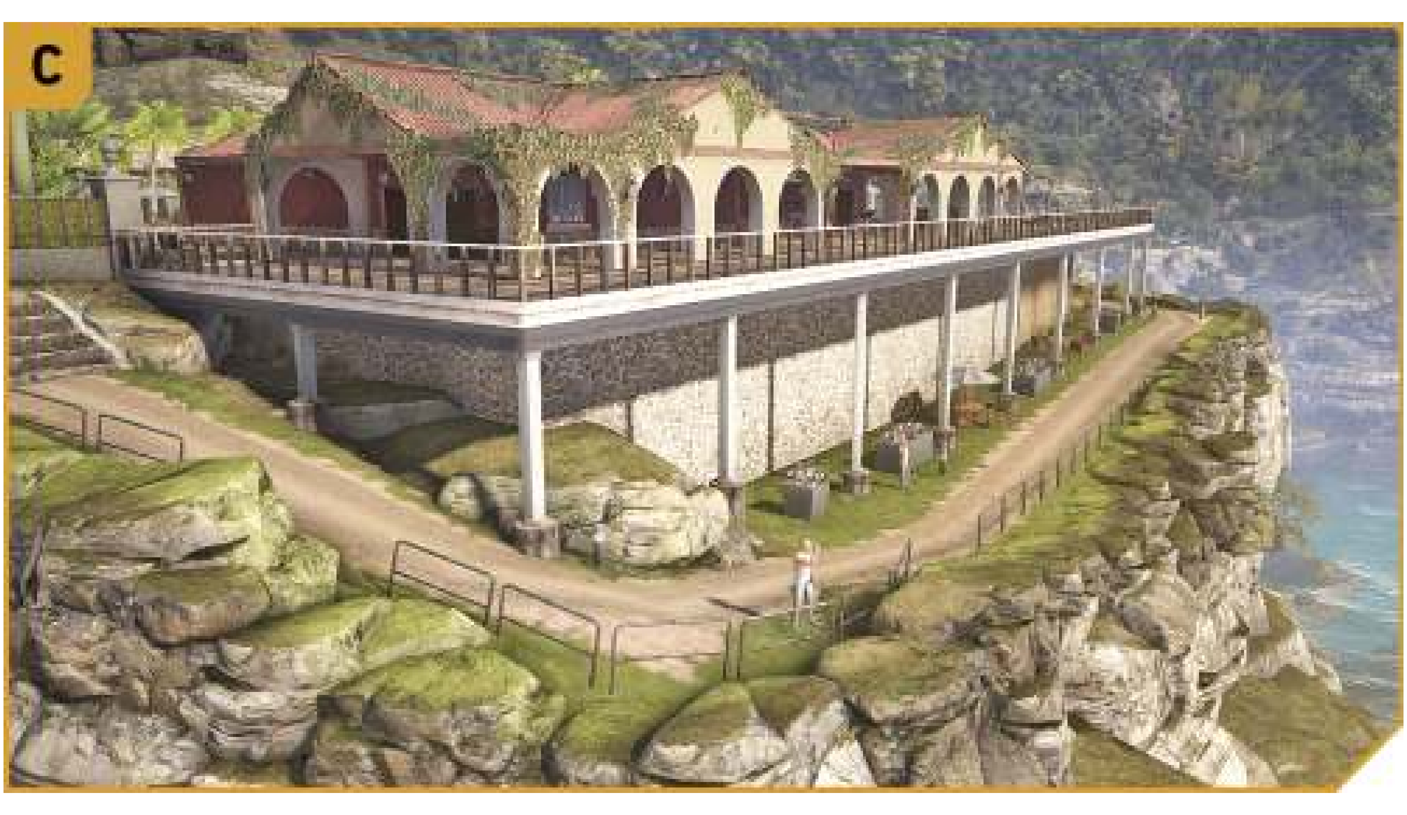
THE SHELLED COTTAGE

Nothing ruins the clandestine filming of a sex tape more than being sniped at, so it's worth hiking up to the east or west, moving down onto the cottage, and removing the sniper while he's unaware of your presence. Then you can leave a sharpshooter here to tag foes before they come across their fallen friends, or provide cover in case two enemies need executing at once.

MAIN ENTRANCE

You can simply avoid these two jokers at the mansion's entrance, or else execute them at the same time, so they don't raise the alarm. Watch for two more enemies patrolling the north corner of the perimeter; deal with them next, so they don't discover the corpses.

SOUTH DECK AND CLIFF PATH



Make a trek around and below the perimeter to this deck, watching for two enemies here. Have your team approach in different directions to ensure both are taken out at once, or just leave them be.

STONE STEPS AND EAST ENTRANCE

Clear the area of enemies first, or creep up the stone steps, through the arch, and into the grounds without being spotted. Only one Ghost needs to be in here; the rest can wait outside at a safe distance and check for guard locations.

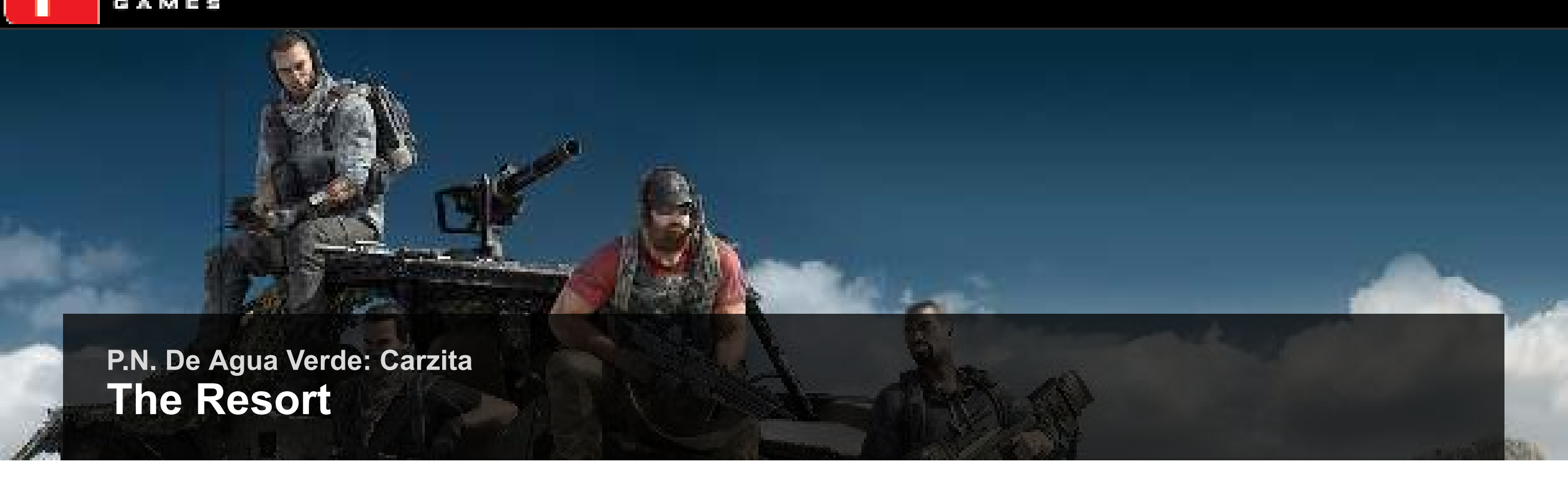
● CABIN: THE POLITICIAN AND THE ESCORT

If no enemies are present, you can fly your drone through this open window (the only way into and out of the politician's cabin), or remain between the perimeter wall hedge and the open window if no foes have been neutralized, and are still patrolling.

Fly the drone through the window, watch the politician engage in some compromising positions, and fly the drone in afterward, as the mission completes. You can extract yourself the same way you came in.

KANTUTA MANSION: OTHER TACTICAL ADVICE

SOLO: TEAM Aside from ensuring that you're quick enough to bring down groups of two enemies close to each other within a second, so they don't raise the alarm, this mission requires simple sneaking and no grandiose pre-planning. Just be aware at all times of where foes are, and remove them if they present a threat. Keep your team away so they don't unnecessarily add to the targets the enemy can see.



P.N. De Agua Verde: Carzita

The Resort

OBJECTIVES

- **Reach the resort's parking lot**
- **Frighten the guests**
- **Defend the position (03:00)**

LOCATIONS

- **Paraiso Agua Verde**

REWARDS

- **+ 350 XP**

BRIEF

Carzita's resort is a getaway for the rich and powerful from all over the world. We need to convince the cartel's guests that it's no longer a safe place to stay. Raid the resort and cause as much chaos as possible without harming the guests.

MISSION ACCESS

Acquire Major Intel in P.N. De Agua Verde Province to access this Mission. You can also unlock this mission by proximity.

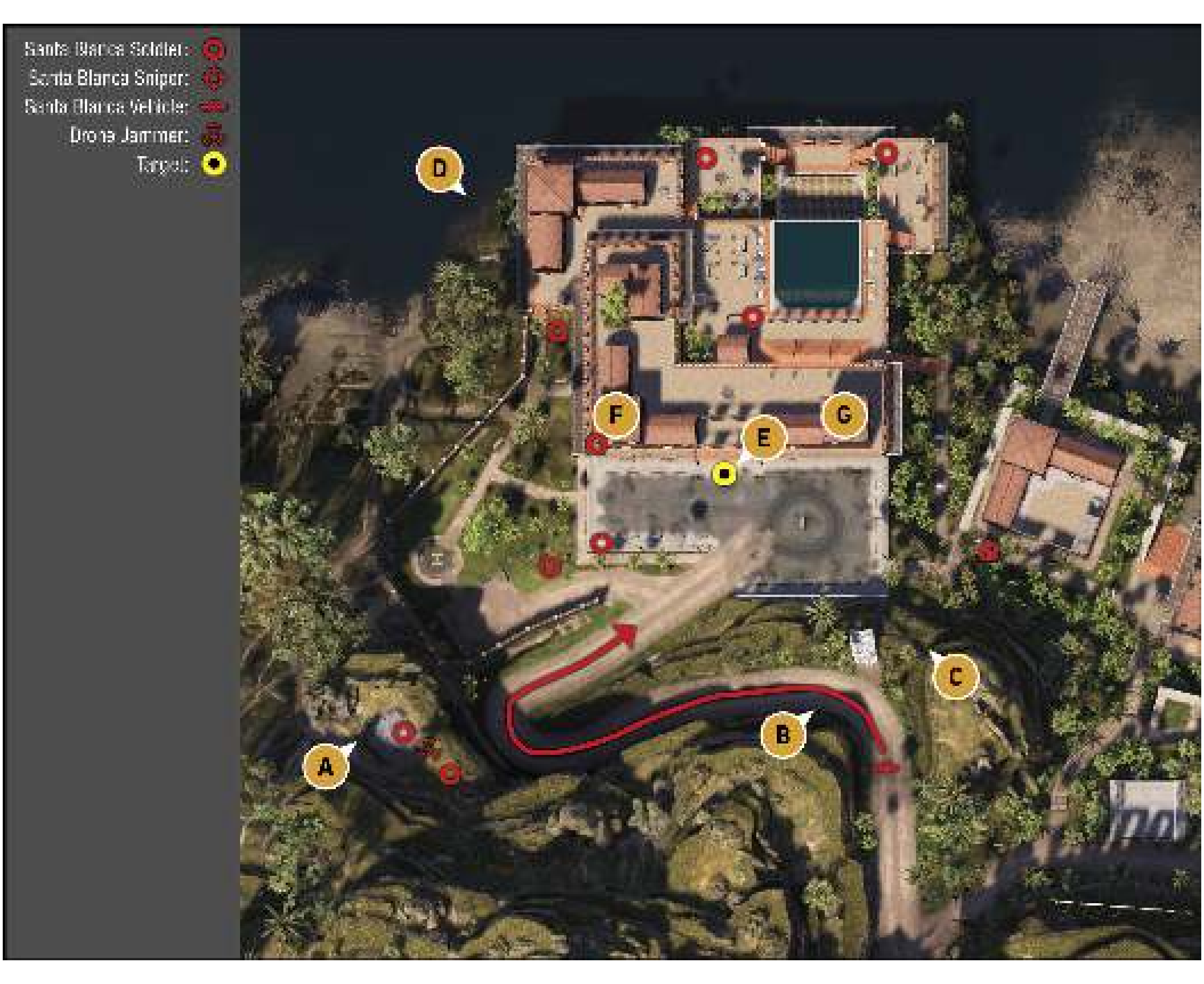
RESORTING TO GUNFIRE

The Paraiso Agua Verde resort is nestled slightly above the lake, and has a single main road to the villas and parking lot where you'll be holed up for a good three minutes of carnage. You're heading here to frighten the resort's visitors—not execute them—so pay attention to who you're hitting.

CAUTION: COLLATERAL DAMAGE

More so than many other missions, you're here to cause havoc, take down cartel goons, but not harm the innocents inside and around the casino itself. Expect penalties and eventual mission failure for each civilian you kill, accidentally or otherwise. This means projectiles and area-effect weapons should be used with extreme care (and under most circumstances, not at all).

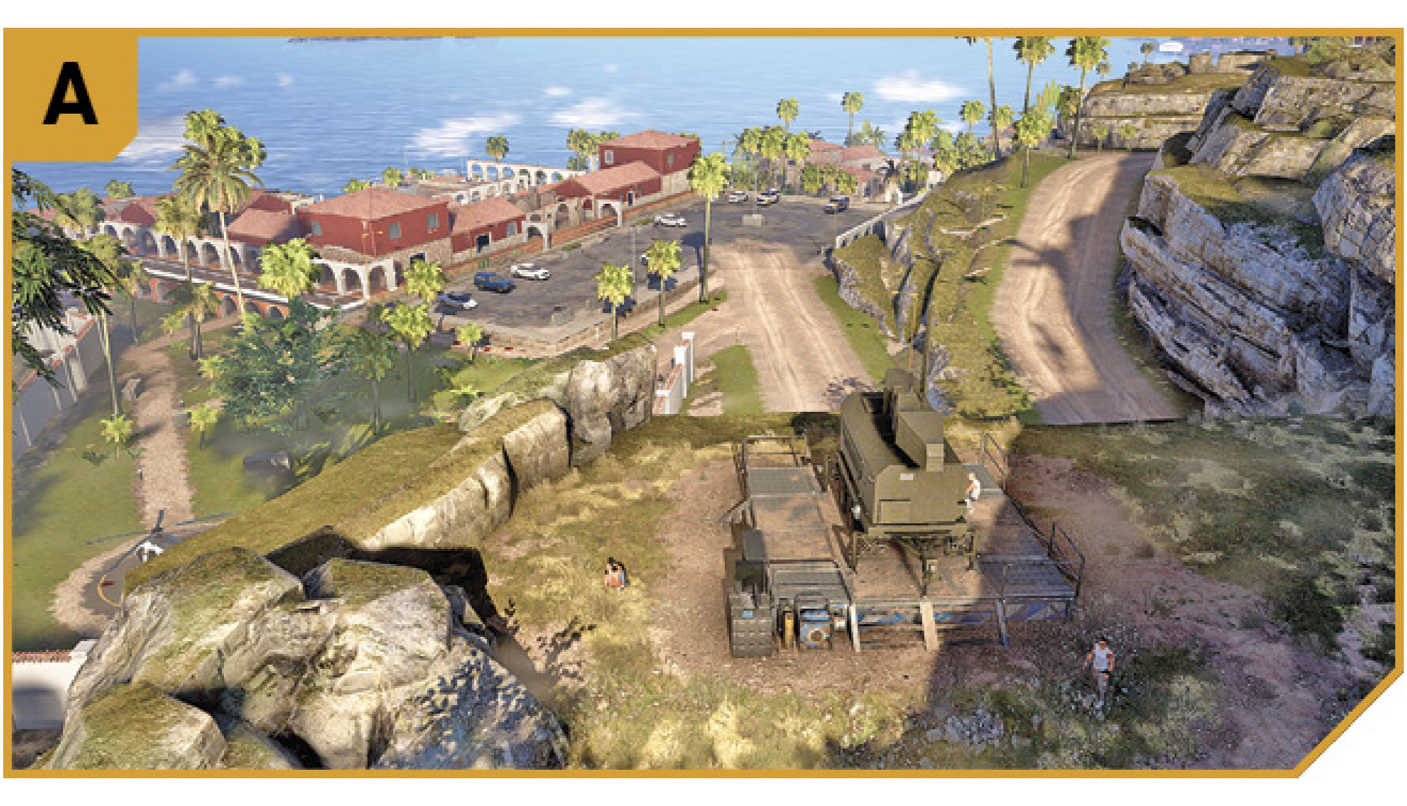
PARAISO AGUA VERDE: RECON



TACMAP

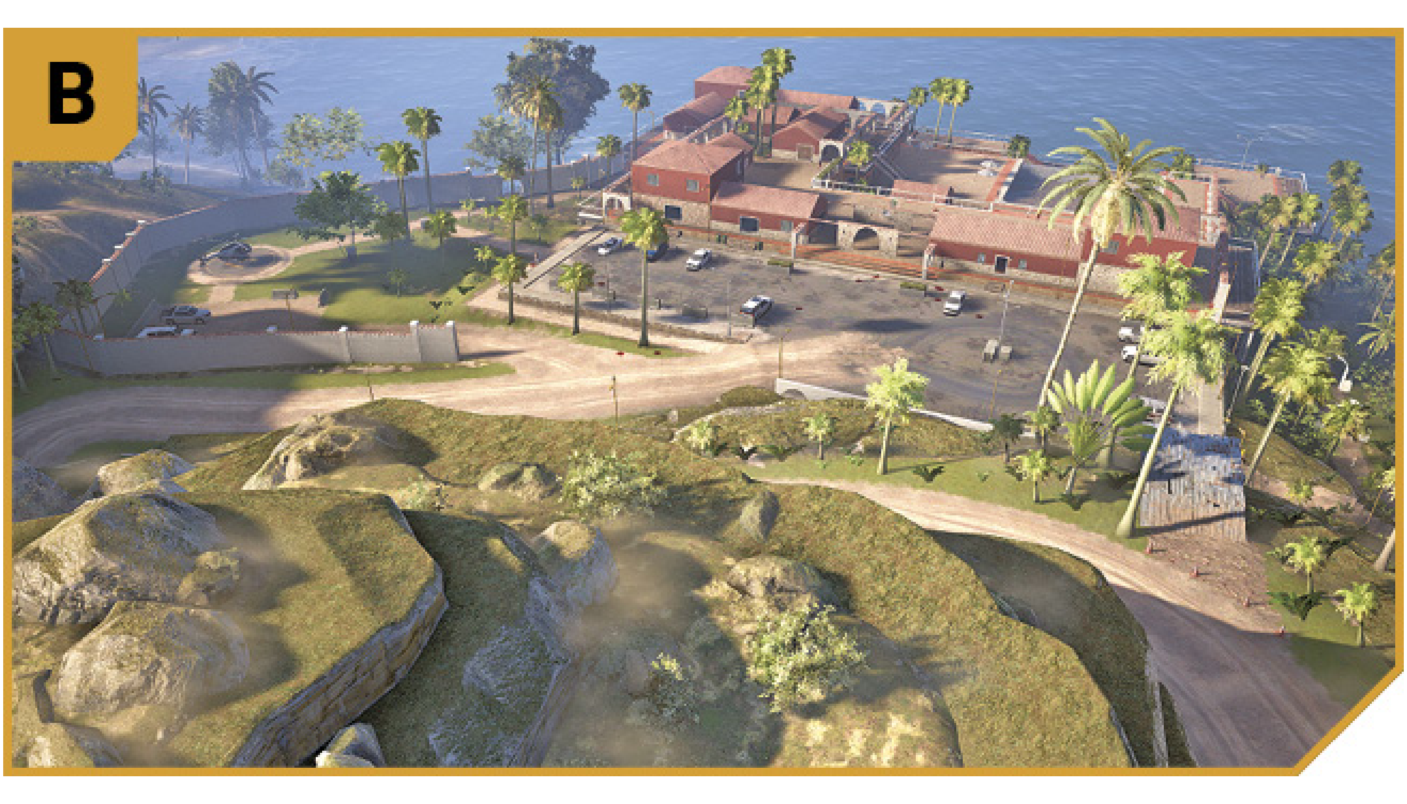
This sprawling resort has a number of outbuilding and cottages on its premises, but the main villa, pool, and bar area indicated on your Tacmap is where you need to be. While there are dozens of additional foes throughout the grounds, you only need to concentrate on those in the area around the parking lot. In fact, it isn't as critical to remove any foes prior to reaching the objective, as you'll be continuing to defend the area for three minutes afterward to achieve mission success.

DRONE JAMMER AND OVERLOOK



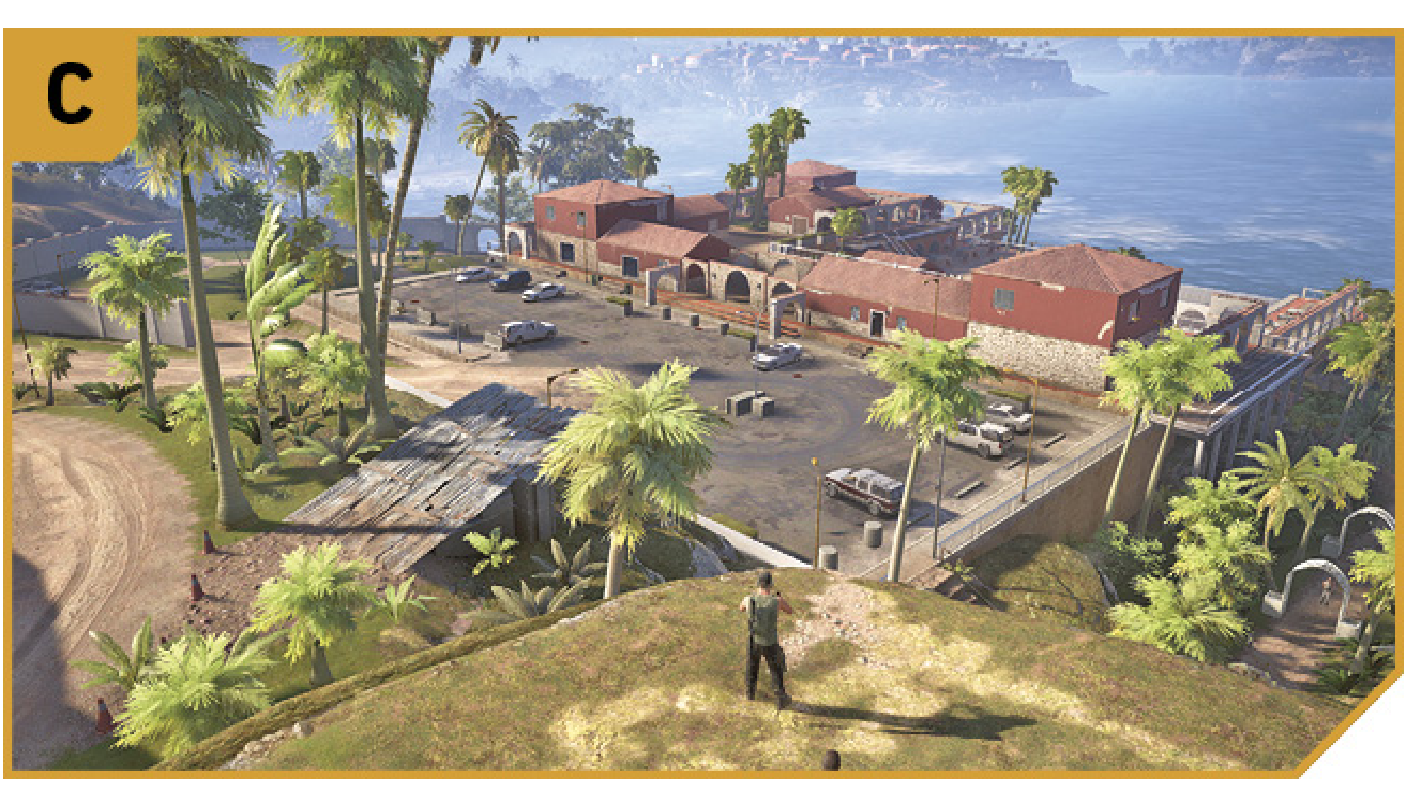
Expect two or three foes on this grassy overlook, which is an excellent place for a sniper to hole up during Co-op Missions. The dirt road to the west, which ends near here, is the easiest way to reach this point, and it also allows you to infiltrate the area without anyone seeing you. Station a sniper here during the defending of the area.

HILLSIDE SNIPER'S POST (SOUTH)



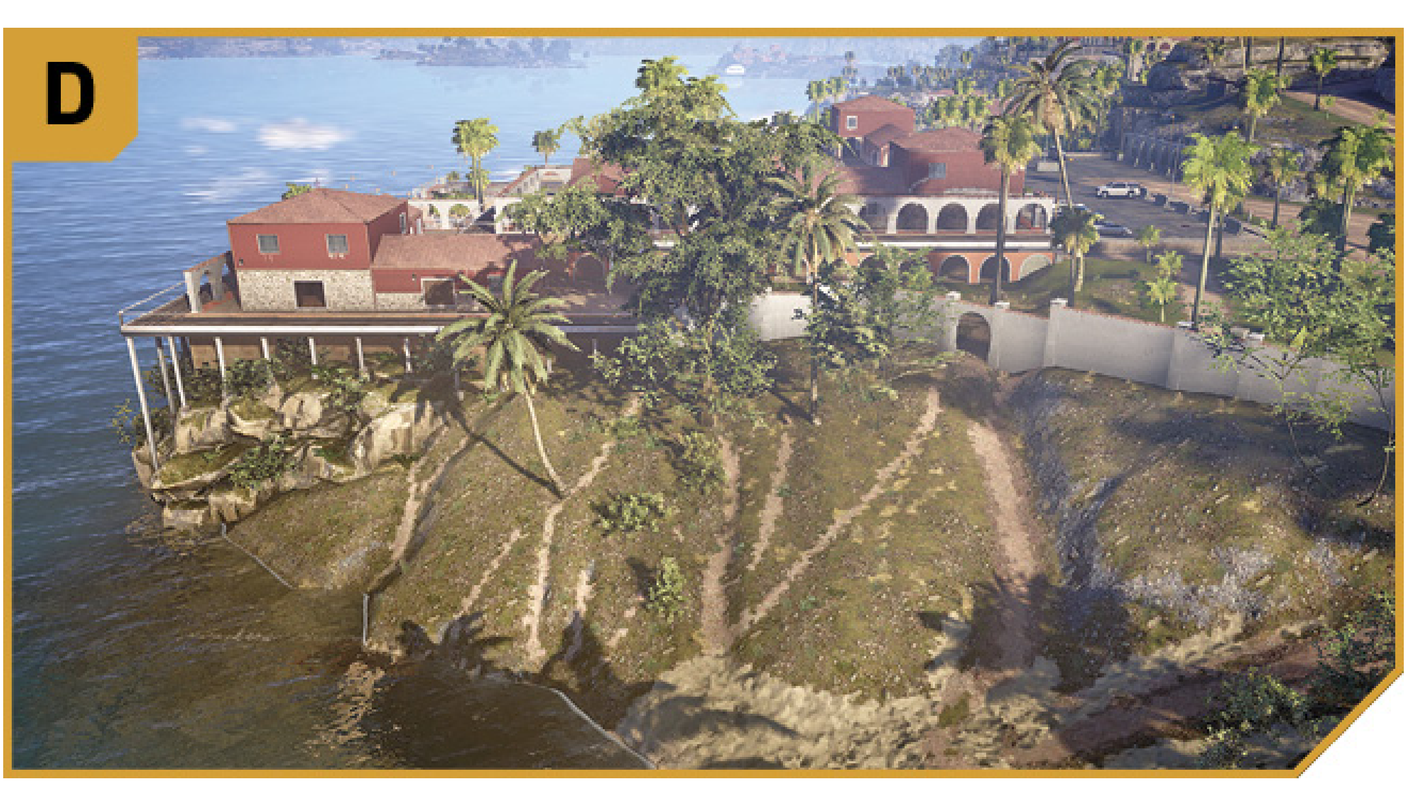
Though you risk mission failure if all Ghosts leave the mission area, having one atop this flat plateau hill is a great idea, as they can cover foes driving down the main winding road, lobbing projectiles on their vehicles, and softening up enemies so the rest of the team can concentrate on foes inside the resort.

HILLSIDE SNIPER'S POST (SOUTHEAST)



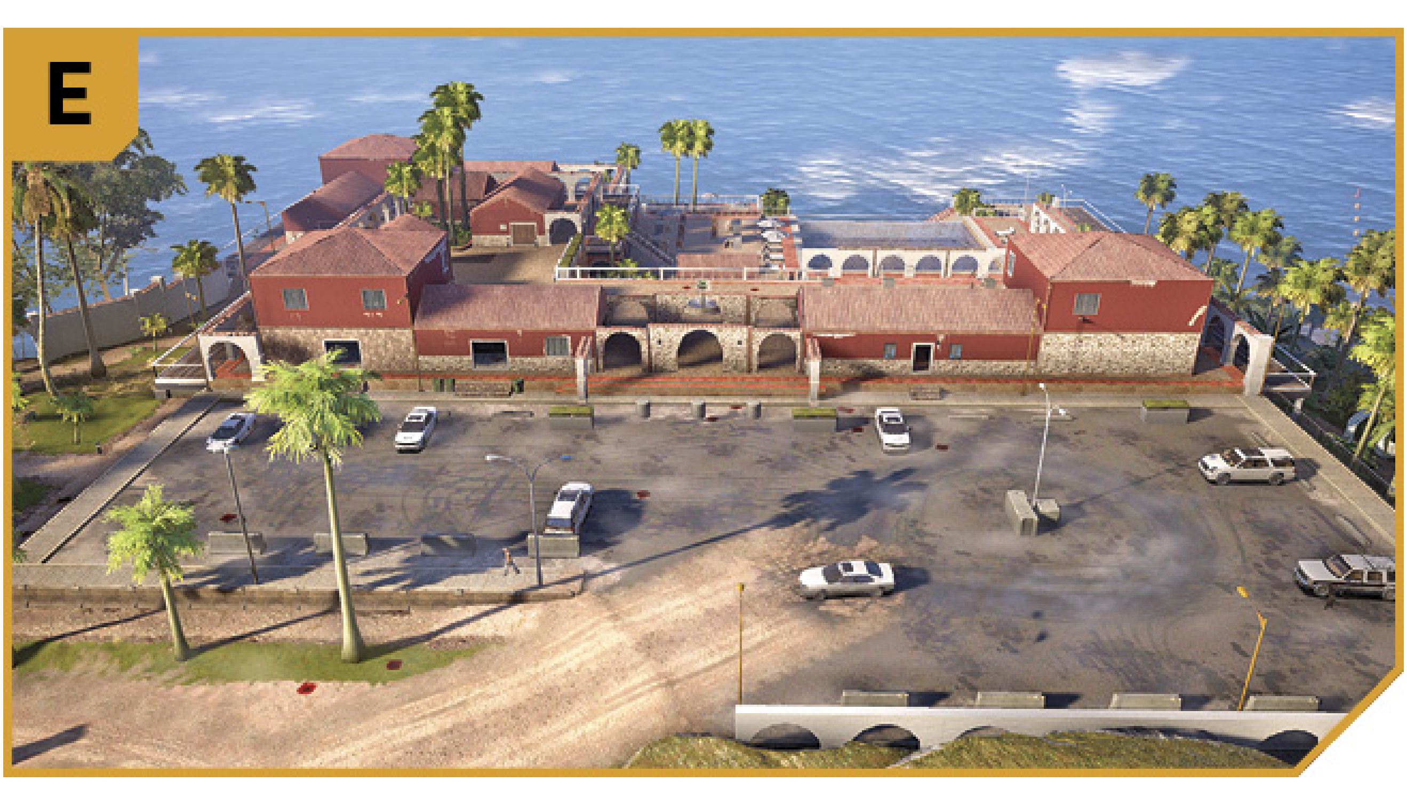
This hillside offers the exact same advantages (height, sniping, and projectile-throwing) as B. You're also able to maneuver down to the ramp-roofed shack to use as cover, or into the parking lot to steal a vehicle and provide chaotic distractions.

LAKESIDE ACCESS (NORTHWEST)



Use this if you wish to quickly reach the parking lot, you're arriving by boat, or you want immediate access to the chopper on the helipad. As using the chopper during the defense of the lot is a great and chaotic idea, have one of your team play pilot for a while.

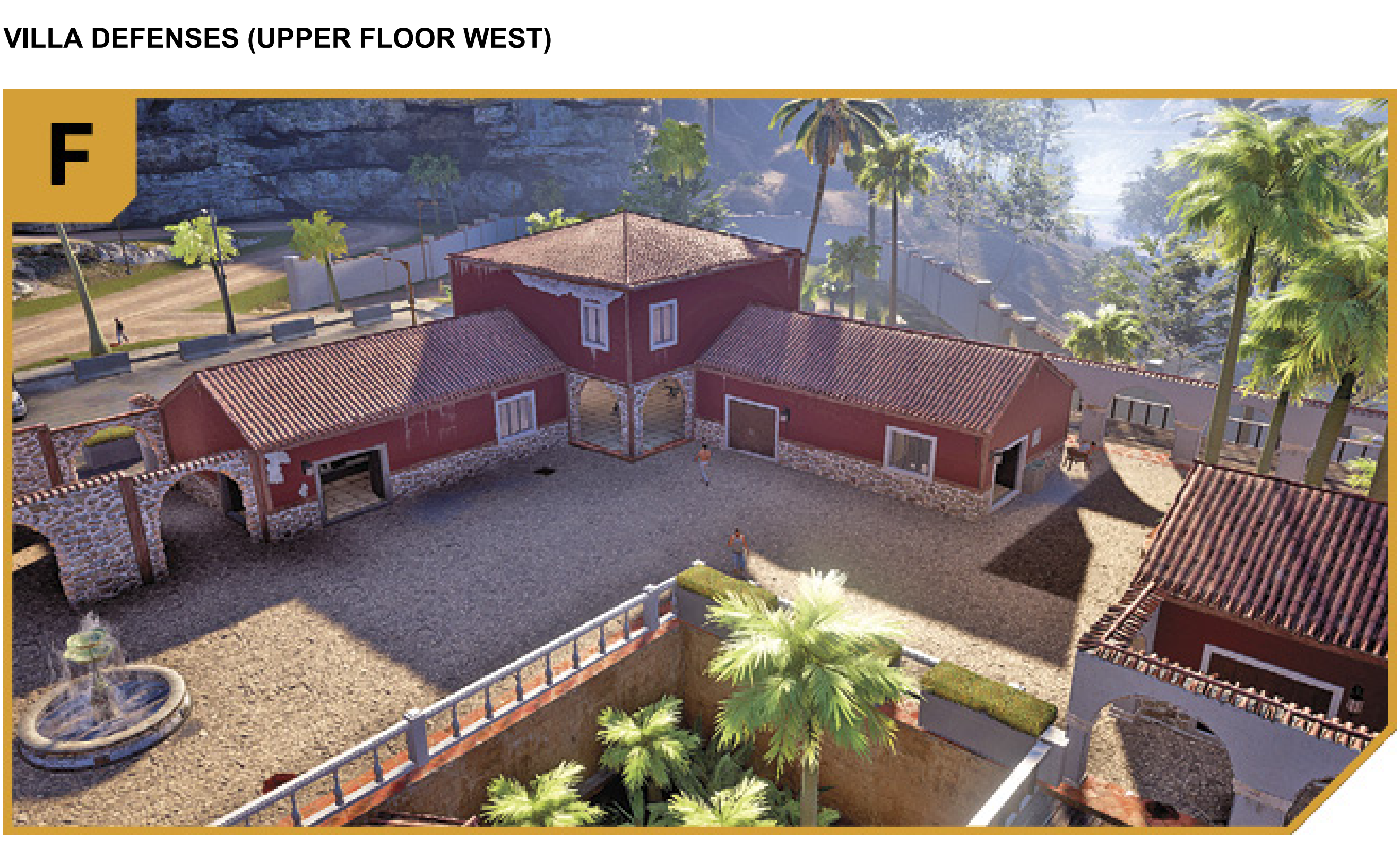
PARKING LOT



When you reach this spot, you need to fire your guns to freak out the visitors, then engage enemy reinforcements coming down the road in vehicles (at least three vehicles, each with three-to-four enemies inside), as well as foes coming up from D, and the north area of the resort grounds. Also keep an eye out for additional reinforcements heading in on foot and from a chopper coming in from the lake. It's important to have at least one Ghost inside the mission area indicated on your Tacmap; wandering away from there fails the mission.

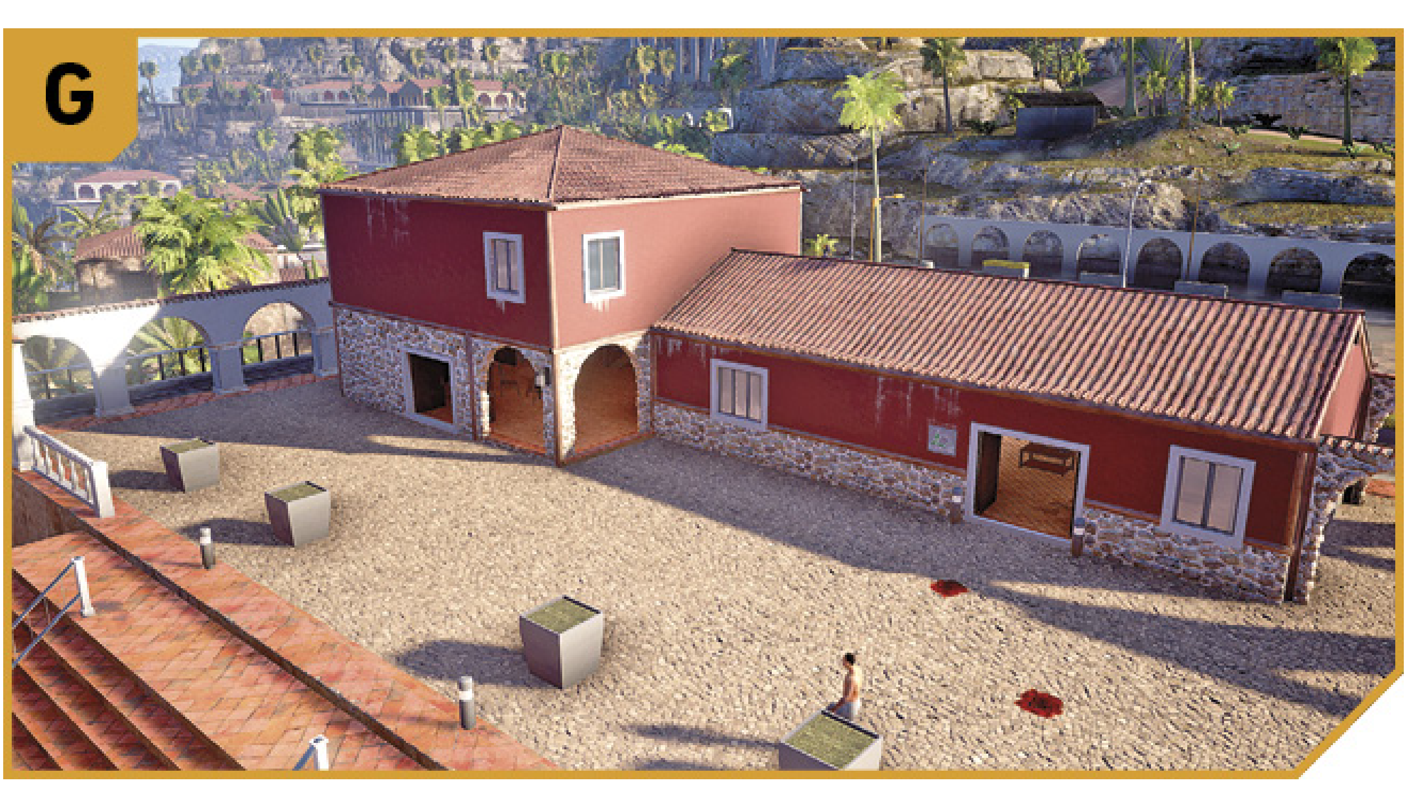
It's a better idea to position your team in defensive positions in and around the parking lot before reaching the objective point, so you can begin the three minute defensive plan immediately. Don't forget the parking lot has numerous vehicles you can use to ram enemy cars, to block their path, or block the stairs or arched entrances into the resort, as well.

VILLA DEFENSES (UPPER FLOOR WEST)



This is one of two preferred spots to spend the three minutes defending this area after you frighten the guests with gunfire. Head up into the gym, removing any foes that may be up there. Drop C4 to defend the stairwell from unwelcome visitors, continuing to check on foes trying to attack you from behind. Then choose a window and fire from it. Unlike G, this has better window views of the parking lot, and incoming enemy vehicles.

VILLA DEFENSES (UPPER FLOOR EAST)



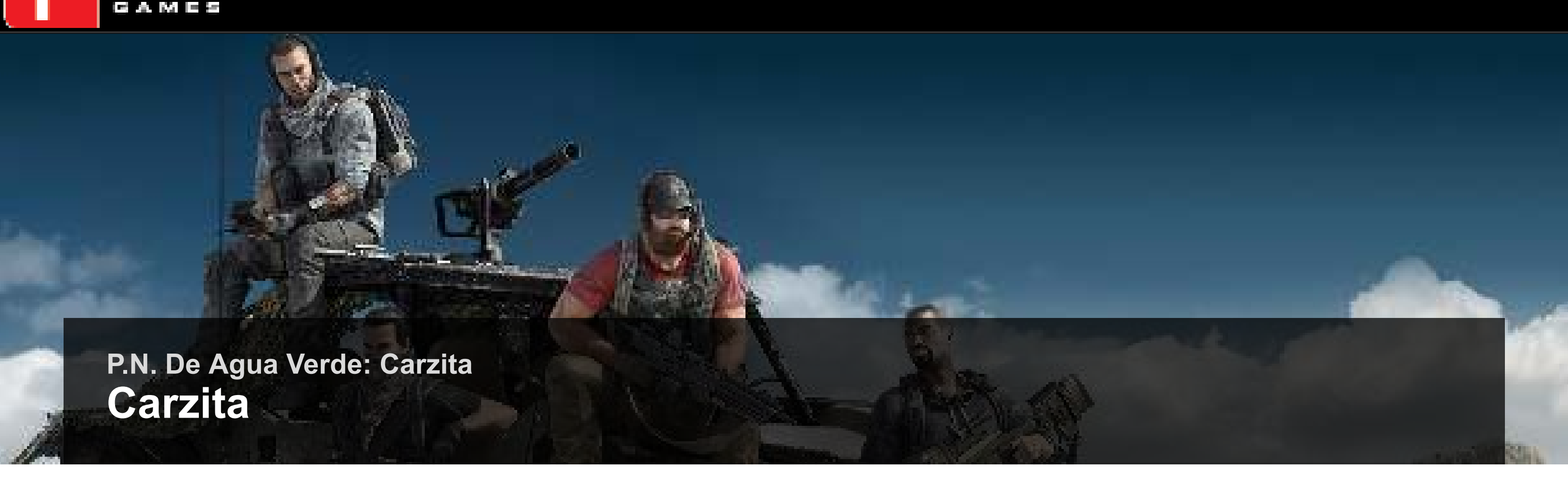
This upper office has a window on the west wall offering excellent views of the courtyard where most of the action takes place. Hold this position during the three minutes, and keep enemies from attacking you by having a second Ghost watch the stairs, or check periodically to ensure you aren't being outflanked.

PARAISO AGUA VERDE: OTHER TACTICAL ADVICE

SOLO: Adequate defenses prior to defending the courtyard and upper buildings is the key to ensuring your victory goes as smoothly as possible. Drive vehicles from the parking lot up through the arch entrance, around the fountain, and use them as mobile defenses to block staircases or openings where enemies are likely to maneuver through.

Point your team to cover the entrance steps and end of the road, while you hole up between F and G. If you want to provide chopper fire from above during this time, feel free to reach the helipad before the parking lot, then land on the lot and circle around with or without fire support from your team on board.

CO-OP: Variations on the solo theme work well here, with Ghosts at A and C, or C, F, and G. Or, for a tighter fight have two Ghosts at F, and two at G; one moving along the ground checking foes coming in from the north plaza and south parking lot, while the other is upstairs shooting from the windows. Or back up into the upstairs area on each side. Naturally, using the chopper, utilizing vehicles to intercept, ramming and creating havoc, and saving explosives for vehicles before the occupants exit, are all fine plans too. When the three minutes are up, flee either via a chopper or water extraction. Or, find a vehicle and head for the hills.



P.N. De Agua Verde: Carzita

Carzita

OBJECTIVES

- Locate Carzita
- Interrogate Carzita

LOCATIONS

- Buchon House

REWARDS

- + 350 XP
- + 3 Skill Points

BRIEF

We've forced Carzita to return to Agua Blanca to try and repair the resort's tarnished image. He's hosting a lavish party on his private island to try and win back some of his lost clientele. Get to Carzita and force him to give up his list of VIPs.

MISSION ACCESS

Complete Main Missions: Carzita's Assistant, The Resort, Politician, in P.N. De Agua Verde Province to start this Mission.

NABBING NARCO JUNIOR

Carzita is throwing a party every day of the week on his own private island. Locating and interrogating him completes this mission, but there's still the slight problem of entering and exiting the island itself, and the large number of innocent party-goers that can get caught up in the crossfire.

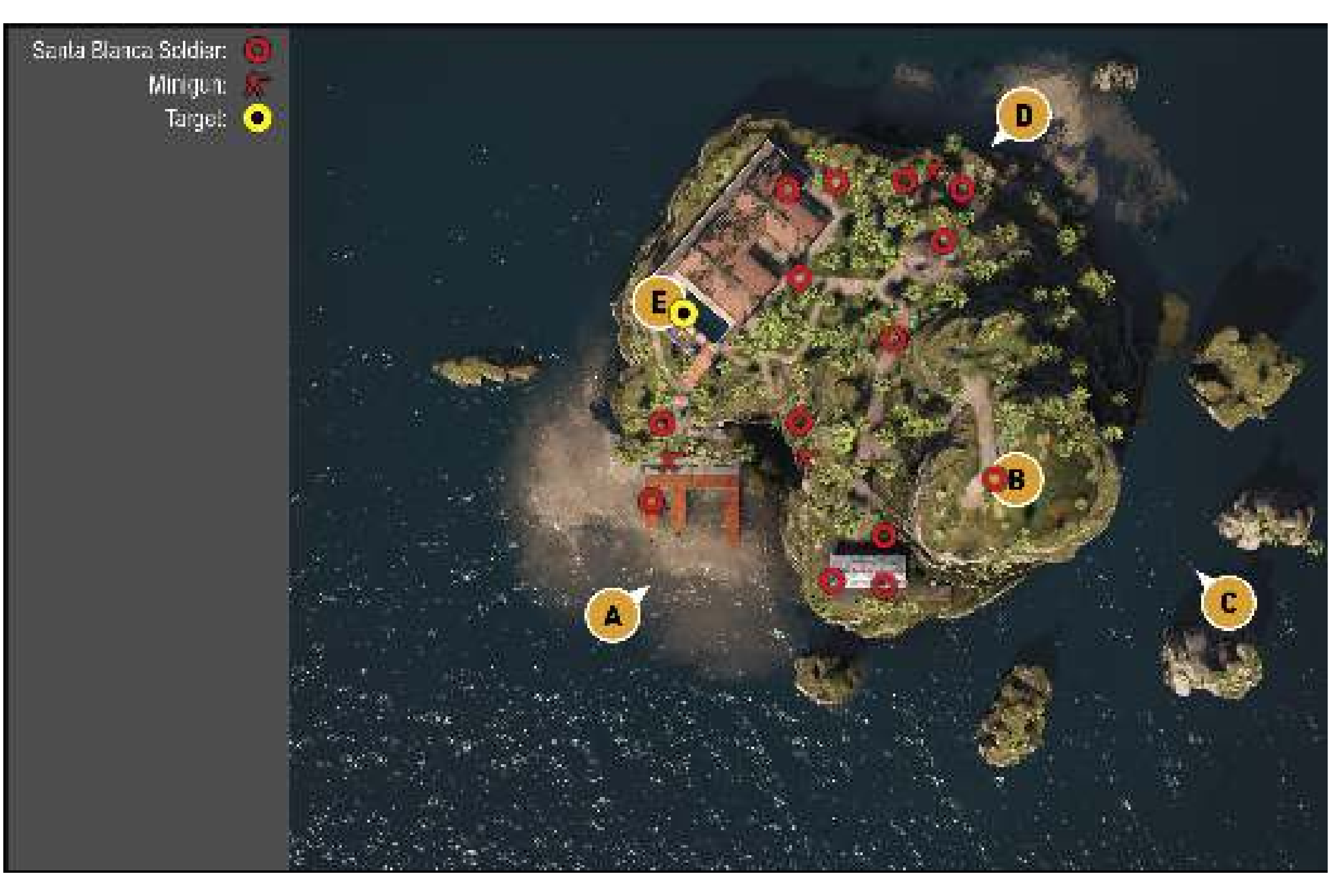
CAUTION: A TRIO OF MINIGUNS

One of the biggest concerns is spotting the three minigun nests dotted around the island; two overlook the south docks, and one guards the steps cut into the island on the northeast shore. Remove the foe manning each or avoid these areas.

MOST RECON: UNACCEPTABLE COLLATERAL DAMAGE

Be aware that as there's a party in full swing, there's a concentration of party-goers on the terrace above the south docks, at the northwest hacienda building, where Carzita is initially found. Lower your weapons, and prospects for a massacre, when moving around this area.

BUCHON HOUSE: RECON



TACMAP

Access to the island involves flying, swimming, or boating there, so bear in mind that a helicopter landing can occur wherever there's enough flat ground. Southeast, atop the cliff plateau, is where the guest choppers are parked. There are also steps up from a docks where speedboats are moored (southwest), flanked by two minigun turrets as well as a large lookout shack on the south edge of the island. The main party (and Carzita) can be found at the northwest hacienda and swimming pool. There's also a small private beach on the northeast side of the island, with stone steps up past a minigun nest. Other than that, the sheer rock face of the island means you have limited access from the water. Of course, you can parachute in and land anywhere you wish (though that risks being spotted).

SOUTHWEST DOCKS

The jetty and boat dock southwest and below the party hacienda favors a quick and full-frontal assault. Storm the docks from the west, stopping your boat under the rock formations near the tiny spit of sand to the west of the jetty (removing the guard by the boats), then rush east, and up the steps. Before you reach the hedge arch atop the steps, you need to have neutralized the minigun operators to the west and east with quick, competent takedowns. This can be done with suppressed fire, during the dark, to minimize additional carnage. Now one of you can ascend to the swimming pool area, and grab Carzita. As you're doing this, another Ghost can send up a drone to tag Carzita's location, making the search quicker. Leave the same way you came.

SOUTHEAST HELIPAD (AND ENEMY SHACK)

If you're arriving by air, even if you've dropped off parachuting Ghosts beforehand, land here as there's only a single foe to deal with (at least, initially), and you have the height advantage as you advance down the island. You can quickly descend to the shack on the south perimeter and overwhelm the foes there, dropping grenades on the minigun nests above the jetty, and generally causing havoc. Or, you can sneak down, tagging foes using suppressed weapons, and enter the hacienda with minimal casualties.

The helipad is an excellent extraction point if you can't find a boat and don't want the embarrassment of swimming kilometers to safety; there are four helicopters to choose from up here!

SOUTHEAST ISLANDS

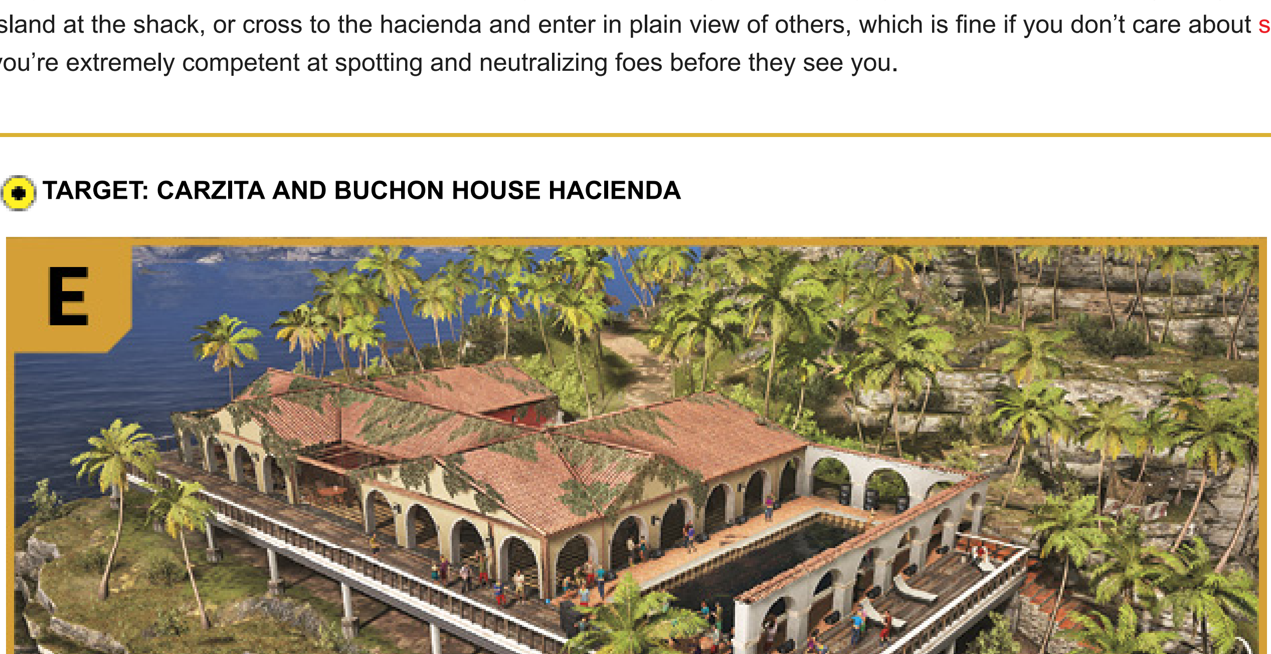
Can you parachute onto one of these islands and snipe foes from there? Yes. Should you? No. The vantage points aren't as impressive as you'd be hoping for.

NORTHEAST SHORE

As long as you spot the enemy patrolling the steps above you, and can neutralize the minigun operator here, this is a great clandestine infiltration point. Climb the stairs, then head right, under the rock lip and minigun nest, and along the cliff ledge, westward to the hacienda's north balcony. Then you can easily find Carzita (and hide under the balcony if you need to use the drone to locate him).

Or, you can continue up the steps from the minigun nest, heading south to engage foes on the opposite (south) side of the island at the shack, or cross to the hacienda and enter in plain view of others, which is fine if you don't care about stealth, or you're extremely competent at spotting and neutralizing foes before they see you.

TARGET: CARZITA AND BUCHON HOUSE HACIENDA



Carzita begins his partying by the pool in the southwestern area of this compound, but can wander anywhere on the island (to the shack for example, where he usually goes if he hears gunfire). If you're playing it stealthy, look for him somewhere on his balcony (the southwest or north ends). Note his home features two main interior spaces separated by a fountain courtyard; they can be snuck into if need be (if you're locating Carzita and need to stay out of sight of patrolling cartel thugs, for example).

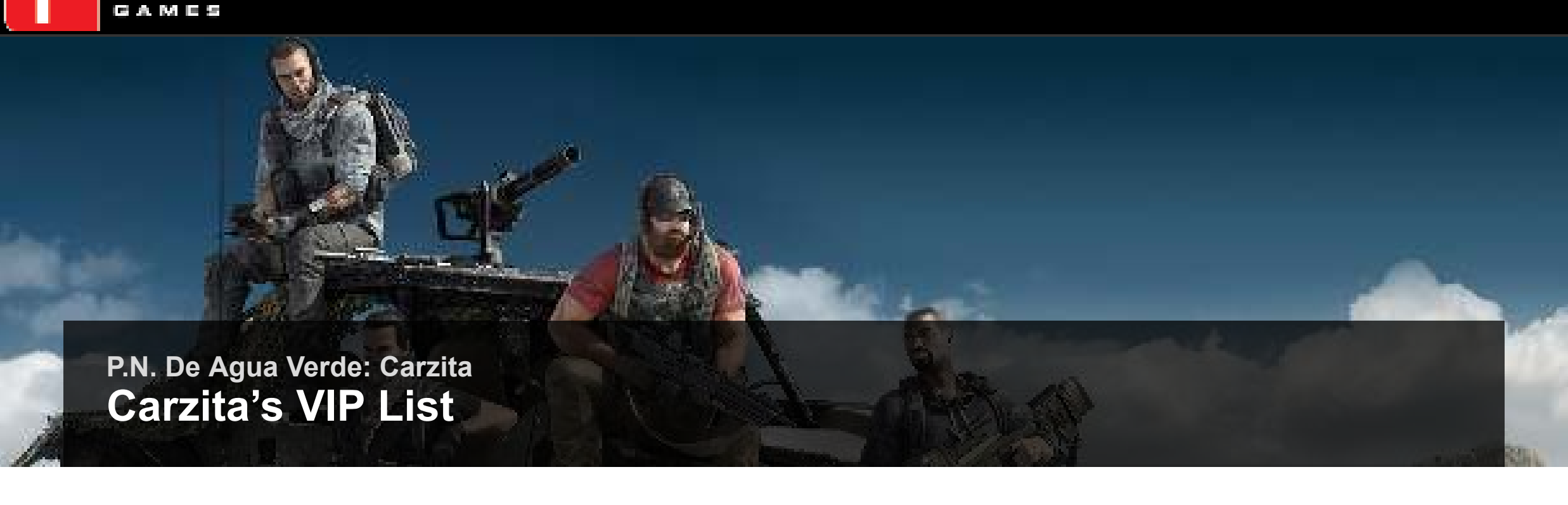
BUCHON HOUSE: OTHER TACTICAL ADVICE

SOLO: Applying a stealth plan, enter from D, concentrating on the foe heading down the steps, and the one behind the minigun. Assuming you dealt with them silently or avoided them, head up the steps, turn right and under the minigun, sneak west along the cliff ledge, up to the hacienda balcony, and find Carzita. Extract in any direction, or back the way you came.

A quick route to take is via the jetty at A, storming the steps, taking out both minigun operators, and vaulting over the low walls into the swimming pool area to quickly apprehend Carzita. Afterward, retreat to either the jetty (to claim a boat), the helipad (to fly), or to the vehicle you came in. Alternatively, you could simply parachute directly into the swimming pool, and grab Carzita immediately.

Cooperative tactics follow the same general game plan, though you can infiltrate from two separate locations to cause confusion among the enemy forces (head in from A and D). Have one of your team ready to depart in either a boat or chopper, landing at a pre-determined location to pick up the rest of the team.

For stealth planning, you may only need one Ghost to do the majority of this work, with the others waiting off-shore (or circling above in a chopper) and providing drone support.



P.N. De Agua Verde: Carzita

Carzita's VIP List

OBJECTIVES

- **Locate the server**
- **Hack the server to obtain the VIP list**
- **Defend the position until the hack is complete (03:00)**
- **Retrieve the VIP list**

LOCATIONS

- **Agua Verde Base**

REWARDS

- **+ 350 XP**
- **Assault Rifle: Llamativo**
- **Gold Sunglasses**

BRIEF

We've got a location on the server containing a detailed list of every VIP that has been a guest of the cartel at Agua Verde. We need to hack the server and obtain that list.

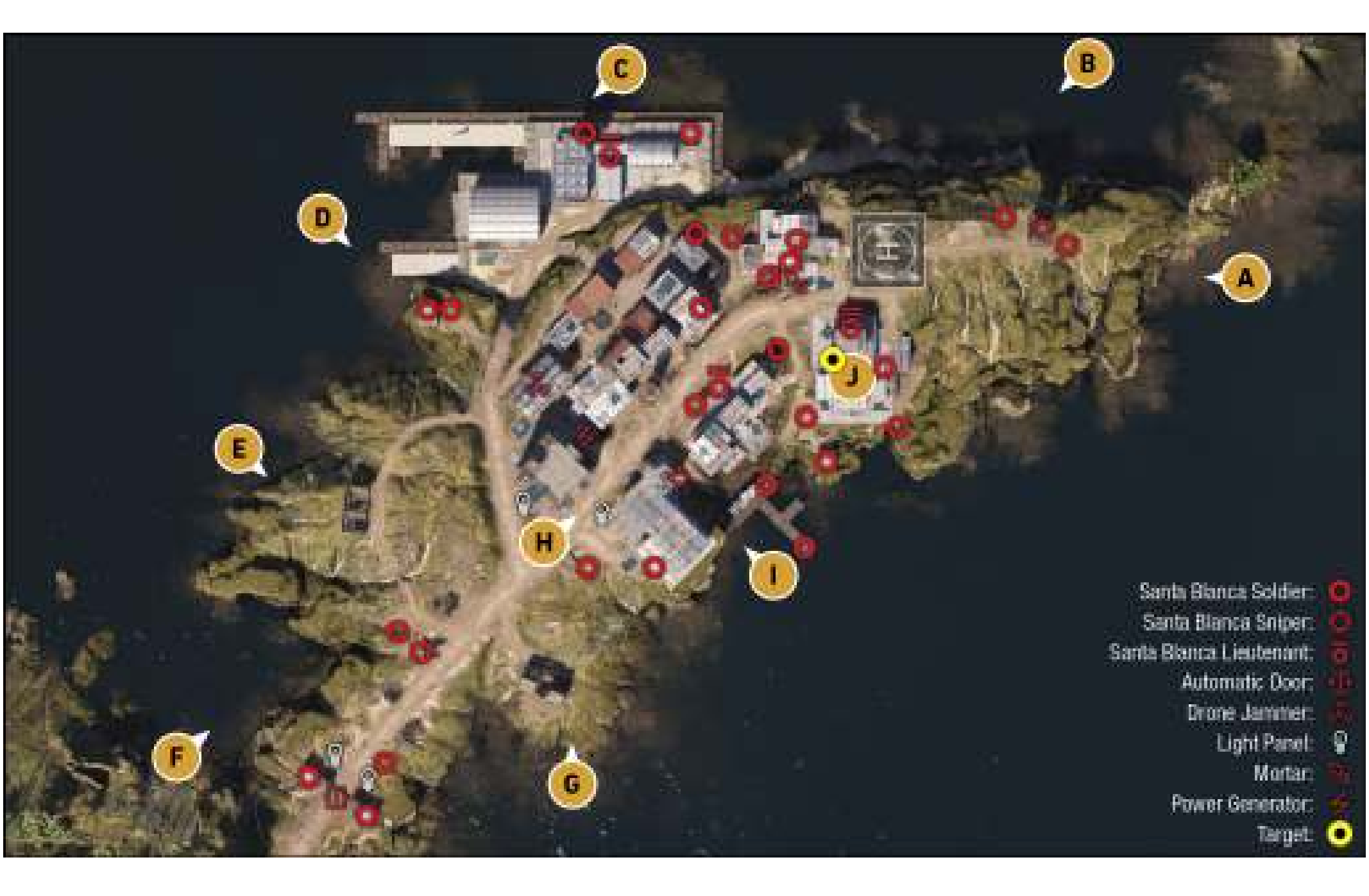
MISSION ACCESS

Complete Main Mission: Carzita in P.N. De Agua Verde Province to access this Mission.

VIOLENT INFILTRATIONS ON THE PENINSULA

The VIP intel list is on a laptop in the server building on this partially-dilapidated base. The building itself is a partly-constructed brick tower. It's vital you don't overly rush the completion of the first two objectives, as you have an additional three minutes to wait, defending the server building from attackers, while the VIP list downloads. So plan a water or airborne assault, and take out major threats (enemy vehicles, mortar, the alarm, snipers, and lieutenants) as you encounter them.

AGUA VERDE BASE: RECON



TACMAP

Though there's a road to the Agua Verde base, it's guarded by three enemies behind substantial cover, and it's much easier to simply ignore this area and attempt an airborne or water assault. Find the server building on the south side of the peninsula, at the far end of the main thoroughfare, just south of a comms building (where the mortar is) and a helipad. The base is teeming with cartel enemies, and the going is especially tough along the main road. Gain height, skirt the interior of this base, and prepare for defending the server building before accessing the laptop for best results.

MOST RECON: REBEL ROUSING

It's worth bringing enough weaponry and ammunition to destroy a small city, as the battle here is protracted and tricky. Don't forget to augment your tactics with longer-range or additional options, courtesy of the various Rebel Support actions you should have unlocked.

CAUTION: RAPID REINFORCEMENTS

This is the cartel's main base and protects the resort; you're poking a hornet's nest and should expect heavy enemy presence and reinforcements throughout this mission. Simply clearing the area in its entirety is possible, but more enemies arrive when you're defending the objective building while the download is happening. Add that to the fact that there's an alarm to shoot and a mortar to remove, and you'll find simply waltzing in here and hoping for the best isn't what will get you a victory.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

The enemy has floodlights (two at the checkpoint near F, outside the mission area, and two at H); shooting the electrical boxes on the light poles means these can't be used. Couple this with night vision, and your mission suddenly becomes a whole lot easier. If you can deactivate, destroy, or commandeer the drone jammer (in the warehouse north of H), the electrical generator (just north of H), and the mortar (just north of J), so much the better.

BEACH LANDING (EAST)

Access the base from this optimal location, and circumvent any battles you may be expecting (at least initially) with the majority of the cartel members on this peninsula. There's a sniper in the wooden tower and two guards on the rocks. Providing you silently take them down, you can move across to the helipad, to route B, or to J itself. The inlet path between the outcrops is better to ascend than frantic rock climbing farther to the west.

NORTH CLIFFS

Once you've tackled the sniper tower on the western tip of this peninsula, use the cliffs to the north to skirt the helipad (keep the wire fence on your left), and then access the comms building to neutralize the mortar. This enables you to hold the north end of town on the higher ground, and it's simply a matter of crossing the road to the objective building, and holding it.

NORTH DOCKS

The concrete platform and wooden decks stretching along the north side of the mission area aren't necessary to access, unless you're wanting to make a long counterclockwise sweep of the entire area and clear all foes before entering the server building. There are a few enemies here, but not an overwhelming number (around three), meaning you can keep the element of surprise intact for as long as possible. Have one of your lone wolf teammates creep down from B to clear the area out. Because the area is lower than the rest of the base, it isn't advantageous to hold, though the main tower is a good sniping point as it offers direct views of the objective building (look southeast).

PILL BOX AND DRONE JAMMER

The northwest shoreline has few foes, but a couple are dug in at the pill box overlooking the harbor. Heading under, around, or attacking from C is the best plan to remove them (or a long-range sniper shot from a boat out of view of your foes). Then venture towards H and the drone jammer radar to deactivate it (assuming you want to use your drones), as well as the electrical generator (after you smash the lock).

LOW LOGGED HILLS (WEST)

This is another relatively safe disembarking place if you're assaulting from the water, as the remains of the old house and hill of cut-down trees offer reasonable cover with few foes to tackle. You can quickly remove enemies at the checkpoint (F) too, before heading to H and working your way through the streets, as well as removing the sirens.

SOUTHWEST CHECKPOINT

There's only around five foes (two near the burned building at E, and three at the checkpoint) here, so assaulting the base outside the mission area, at the checkpoint, makes more sense if you can hit them behind their defenses (which isn't possible if you approach on the main road). Climb up the inlet beach and tackle the checkpoint foes from behind. There's likely to be an armored vehicle to cause havoc with, if you're wanting to drive up the main thoroughfare with a minigun blazing.

Don't forget to shoot the electrical box on both the floodlights to plunge the area into darkness during a night assault.

SOUTH BEACH ASSAULT POINT

The low beach and gently sloping ground around the other shell of an old building makes this a good assault point to try, though you're exposed between G and H if you try to reach the main thoroughfare. Instead, sneak along the eastern shore, up into the large open garage, and conduct building sweeps as you gradually tackle enemies en route to the target building.

MAIN THOROUGHFARE AND HELIPAD BUILDING

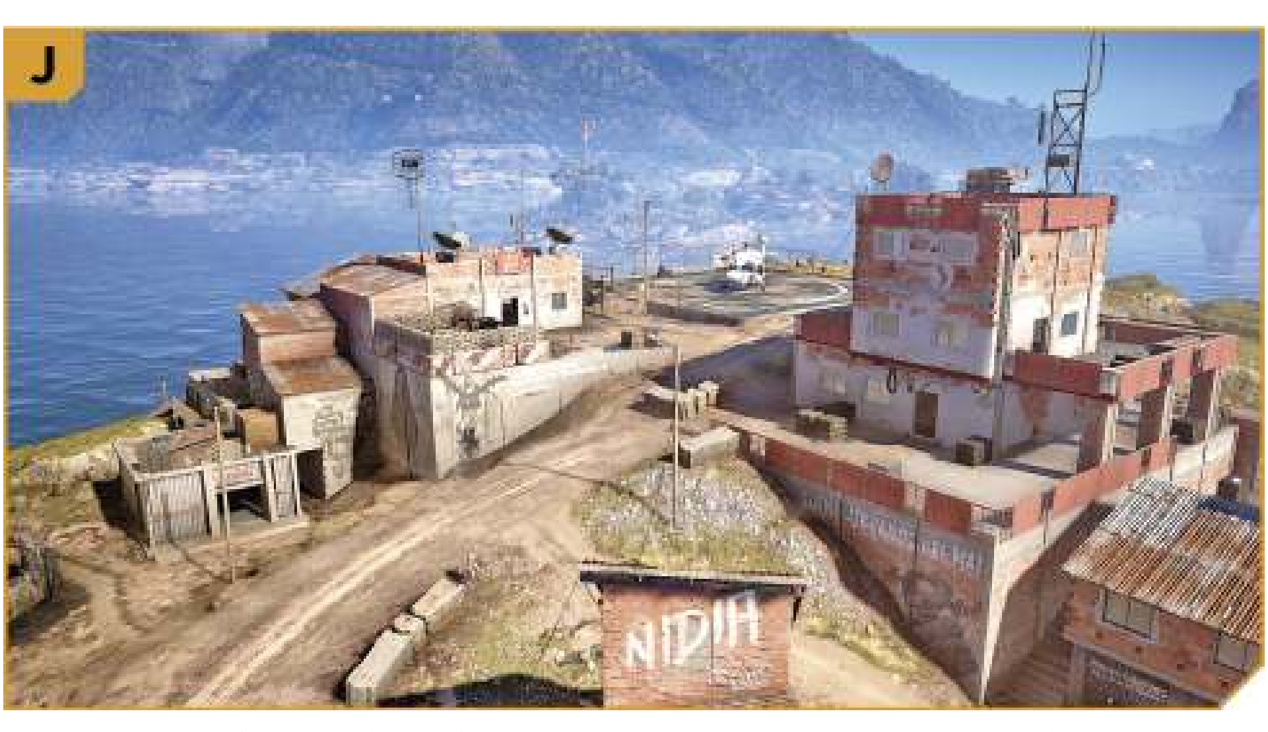
The largest and tallest building in the base is the cube-shaped warehouse tower with a helipad on top, and two floodlights to shoot on the ground nearby. It's at the start of the main thoroughfare, and it's a key building to hold. This is due to the exceptional views from the roof. You can remove the troublesome sniper on the partly-built structure to the east, see foes both on and below the remaining buildings on the street, and completely cover the target building. Furthermore, landing a chopper here offers an alternate extraction point.

The street to the left (northwest) has the electrical generator to power down, the drone jammer radar to deactivate under a large open warehouse, and various brick buildings to stay out of (they can offer sniping opportunities, but nothing as good as the helipad or target buildings).

WESTERN SHORE AND JETTY

There's a majority of enemies on the right (southeast) side of the main thoroughfare, so assaulting from this area of water means you're likely to engage hostiles and not have the advantage of higher ground. Plus, there's a pill box just south of the target building, and a sniper on the partly-built structure just left of the jetty. Save this for an extraction point rather than an infiltration one.

TARGET: SERVER BUILDING



This three-floor tower (with no roof access) is the objective to reach. It is most easily accessed from the main helipad and peninsula to the east, after removing foes on and around the sniper tower. The laptop and server is on the ground floor. Expect foes to attack from below the balcony, and use the close (but separate) building with the metal roof, and the pill box area as cover.

Don't just hack the laptop; make sure you and your team are advantageously positioned first; you have three minutes to defend this building as the download completes.

AGUA VERDE BASE: TACTICAL ADVICE (TO SERVER BUILDING)

SOLO: There's no real need to methodically engage every single enemy on the peninsula, as this impedes on ammunition, safety, and time. Instead, maintain and defend the northeastern part of the island, from the end of the main road to the helipad. Simply infiltrate from A, and move to J immediately after securing the comms building just north of J, and the mortar. Going in guns blazing is only helpful if you want to knock out the enemy's generator, drone jammer, and floodlights.

Or, you can work your way slowly and methodically in a counterclockwise loop, while your foes engage the enemy in the streets as soon as your cover is blown. Head in from A, then to B, C, and across to H.

CO-OP: Correct preparation for the three-minute defense of the server building is the key. While one Ghost knocks out the sniper and foes at A, and cleans up around the mortar and comms tower, a second Ghost should focus on foes at C and D, with the eventual plan of deactivating the drone jammer and generator. A third Ghost approaches from E, F, or G, takes out the floodlights and foes at the checkpoint to the southwest, then moves to ascend H and offer sniping support from the roof. The final Ghost can strafe using a chopper, remain active on a boat, or aid in street-to-street sweeps between H and J.

While your teammates cause a disturbance elsewhere, two of you can pilot a plane and drop in via parachute, aiming to land as close to the server building as possible. Doing this at night allows this to occur with fewer foes spotting you, though your teammates should have tagged the snipers on the rooftops first.

AGUA VERDE BASE: TACTICAL ADVICE (DEFENDING SERVER BUILDING)

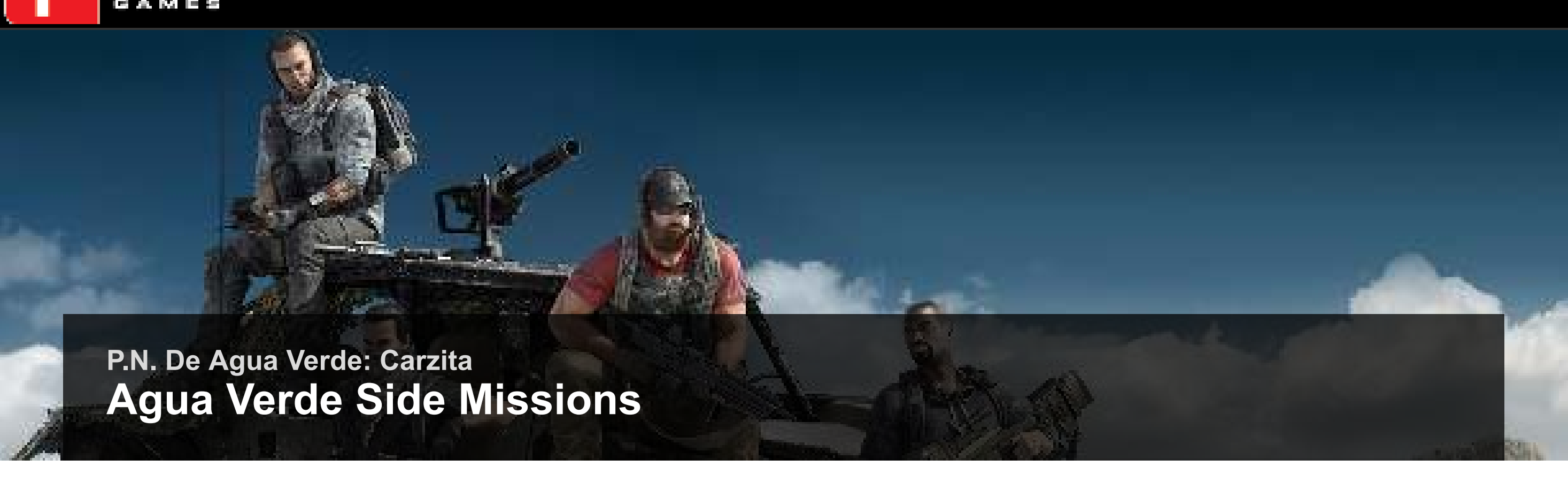
SOLO: Holding the server building for three minutes is fraught, but not impossible. Move your teammates to advantageous positions with good views over the main thoroughfare to the southwest before the hack begins. The majority of the foes are heading from that direction, so mines, vehicle blockades, and using the mortar (and Rebel Support) is key.

Flit from the server building up to the mortar and comms building. Feel free to climb atop the corrugated metal roof of the comms building for extra views and height as you neutralize threats below (southwest of) you.

CO-OP: Have two Ghosts inside the server building; one at ground level, and the second on the balcony. Optionally move one to the mortar if necessary, or to widen the scope of your long-range takedowns. A third (and fourth) Ghost should offer fire support from the tower at C, or the helipad roof at H.

Extract at I, where there's already a boat, or the main helipad north or J. Or have a Ghost land a chopper close to J to make your escape competent, rather than chaotic.

See that attack helicopter on the helipad close to the server building? Perhaps flying it around, raking the enemies with rocket fire, and slaughtering everyone in a fiery maelstrom who isn't defending the server building would be a great idea!



P.N. De Agua Verde: Carzita

Agua Verde Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

FOOD PACKAGE RAID

OBJECTIVES

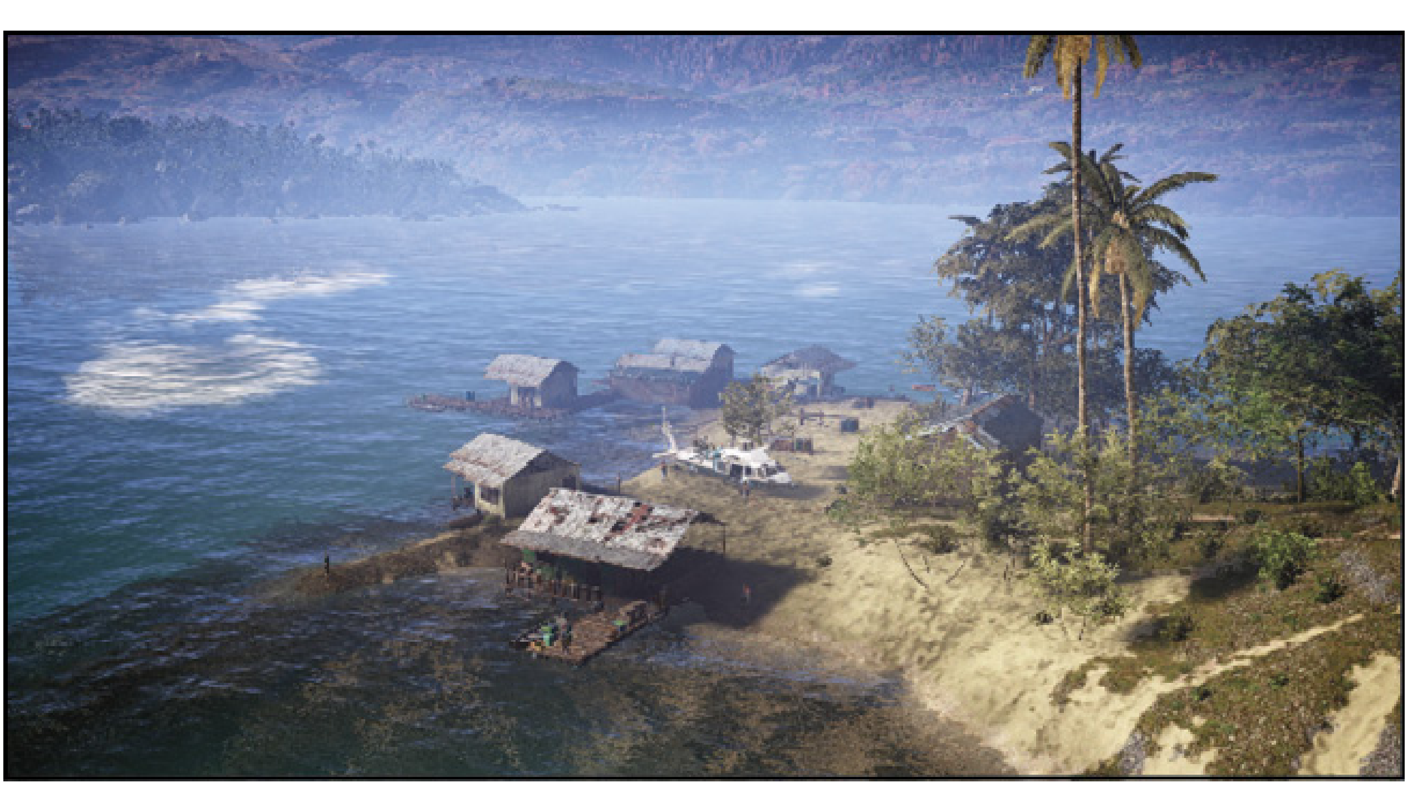
Steal the helicopter

LOCATION

Playa Tajibo

REWARDS

+2500 Food Parcels



A helicopter, carrying Food Parcels, is parked at Playa Tajibo—a small peninsula on the northwest side of the lake. If approaching by boat, take a wide berth around the chopper to avoid being spotted. They will take the chopper away if they feel threatened, causing a mission failure. Approach from the north and take cover behind the first cabin. Recon the area, take the sicarios out, and board the helicopter. Fly to the landing area, over three kilometers to the south on the other side of the golf course.

REBEL OP: BREACH COMM CENTER

OBJECTIVES

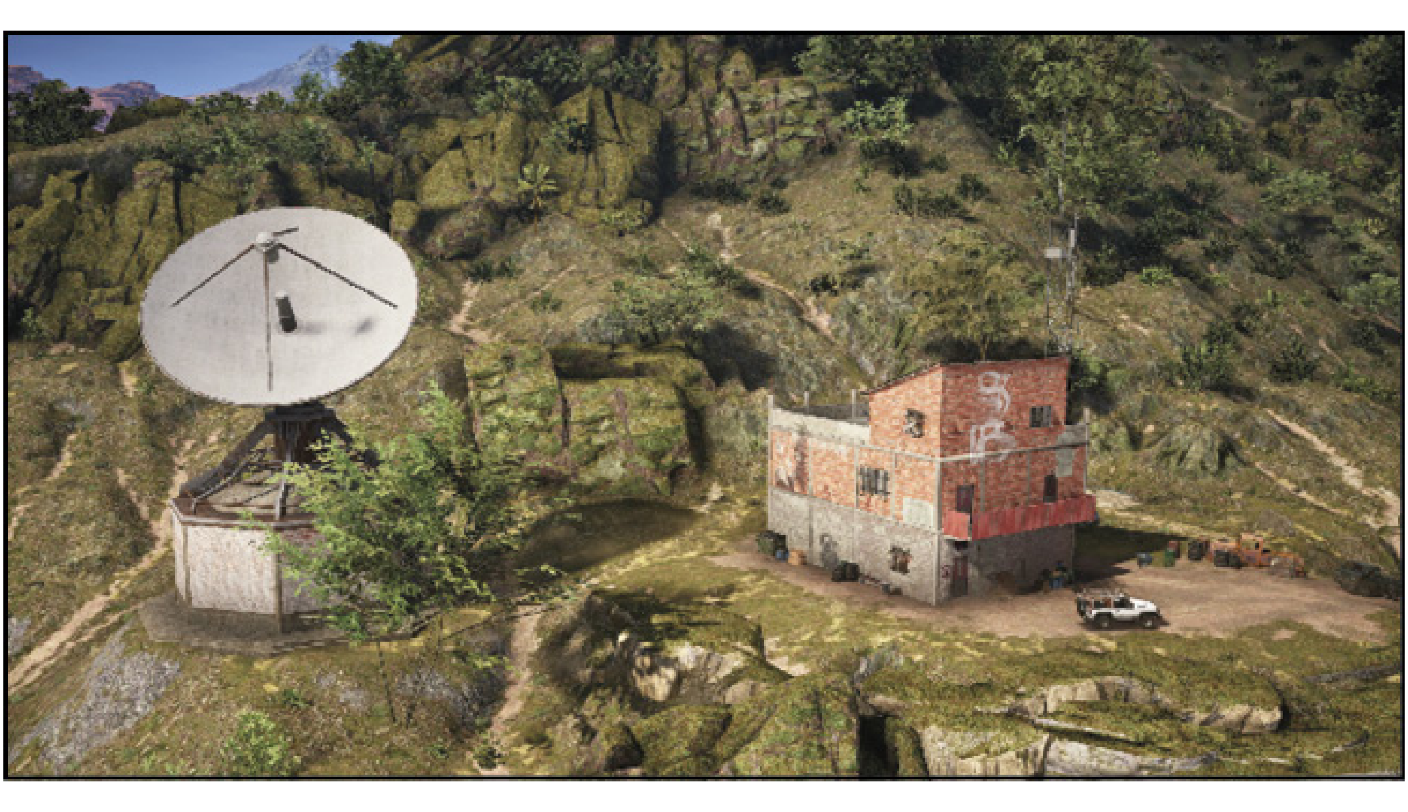
Blow up one of the station's entrances and then hack the network relay

LOCATION

West of the Mansions (north of the lake)

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



A network station sits on the hill west of the Tajibo Mansion. From the ground, there are two ways in—the front and back. Blow the back door open with an explosive for quickest access to the objective. Now you have 60 seconds to eliminate the thugs inside and hack the network relay. Head straight up the stairs and make a U-turn to find the computer.

MEDICATION RAID

OBJECTIVES

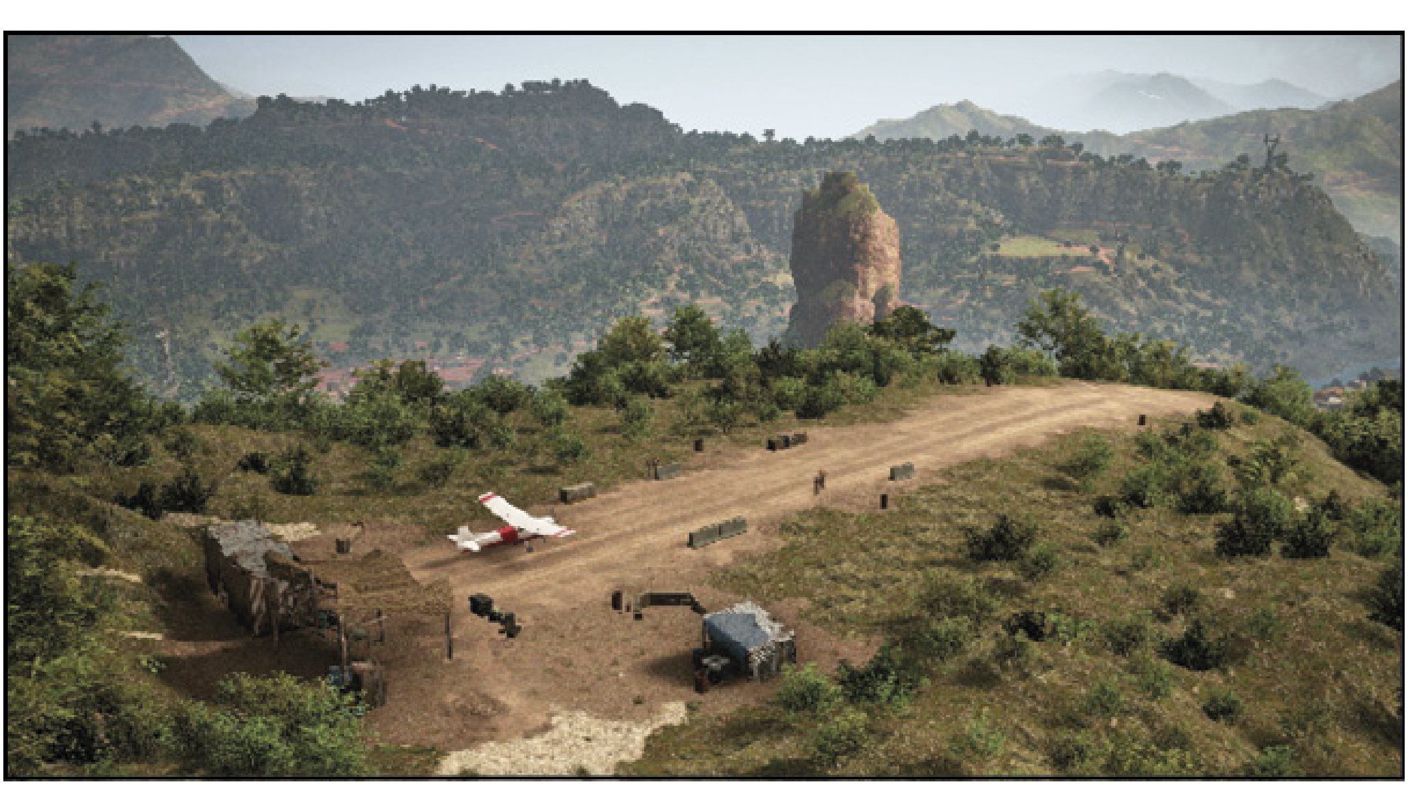
Steal the plane

LOCATION

North of Agua Verde Bravo Rally Point

REWARDS

+2200 Medication



In the northeastern regions of the province, west of the northeast outpost, a plane loaded with medication is ripe for the picking. The runway sits high on the side of the hill, making it tough to reach on foot or motorcycle, but it is possible—especially if you approach from the state of Monte Puncu. Parachuting in to the area is also an option. Four members of the Santa Blanca cartel guard the loot, so recon and methodically take them out. Board the plane and fly it west to the tiny Siren Island. Line up your approach from the northeast and deliver the supplies.

REBEL OP: DEFEND RADIO

OBJECTIVES

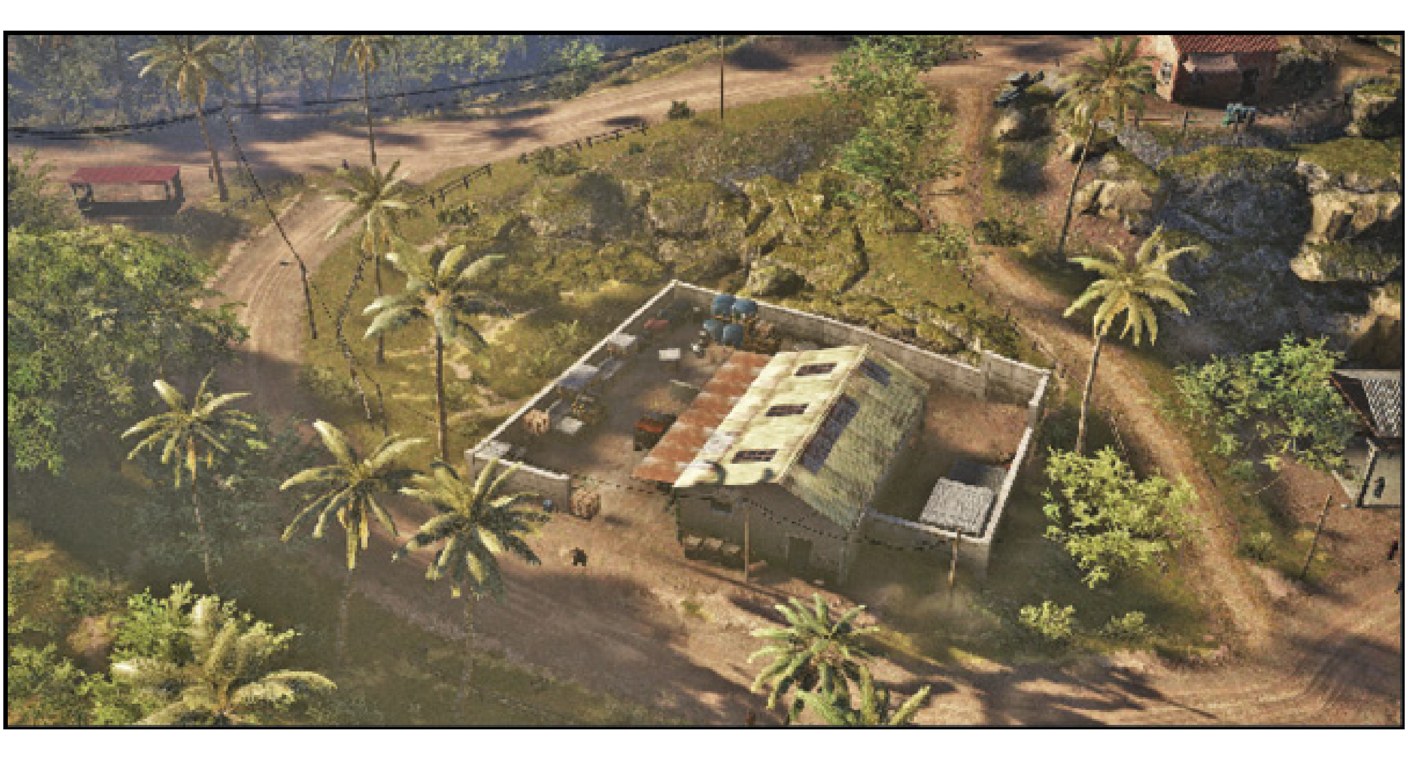
Start the radio and defend it

LOCATION

Alicia Town

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



Travel to Alicia on the west side of the lake and find the radio that sits on the south side of town. Starting it up displays a two-minute timer, signifying how long you must defend the device before completing the side mission. The radio is fairly enclosed, but the enemy attacks from the south road and the hill to the north. If playing alone, move your team to the action whenever possible. They tend to get distracted and move too far away to be useful. A couple of ammo crates can be found in Alicia Town, but they are too far away to access during the fight, so be sure to top off before beginning the mission.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVES

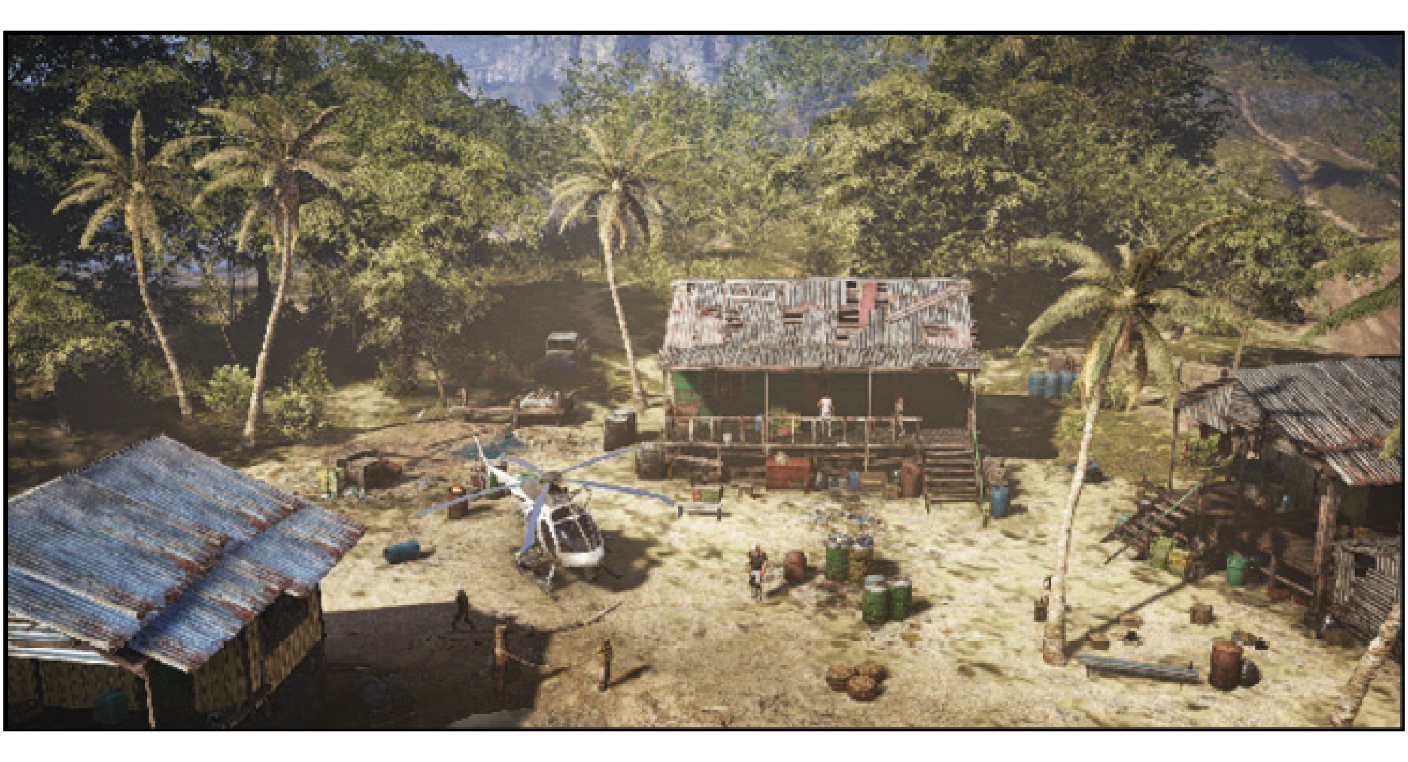
Grab and intimidate the Sicario

LOCATION

Playa Sirena

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



The target sicario is held up at the Playa Sirena fishing spot, located west of Arroyo Baya. He tends to hang out in the northwest hut, but he will wander around the beach. Behind his shack is a great place to recon from. If you're lucky enough, you find him alone at that location for an easy grab. If you are discovered, the target takes cover and it becomes tougher to get to him. In co-op, surround him, allowing a player to nab him from behind.

REBEL OP: PARACHUTE DROP

OBJECTIVES

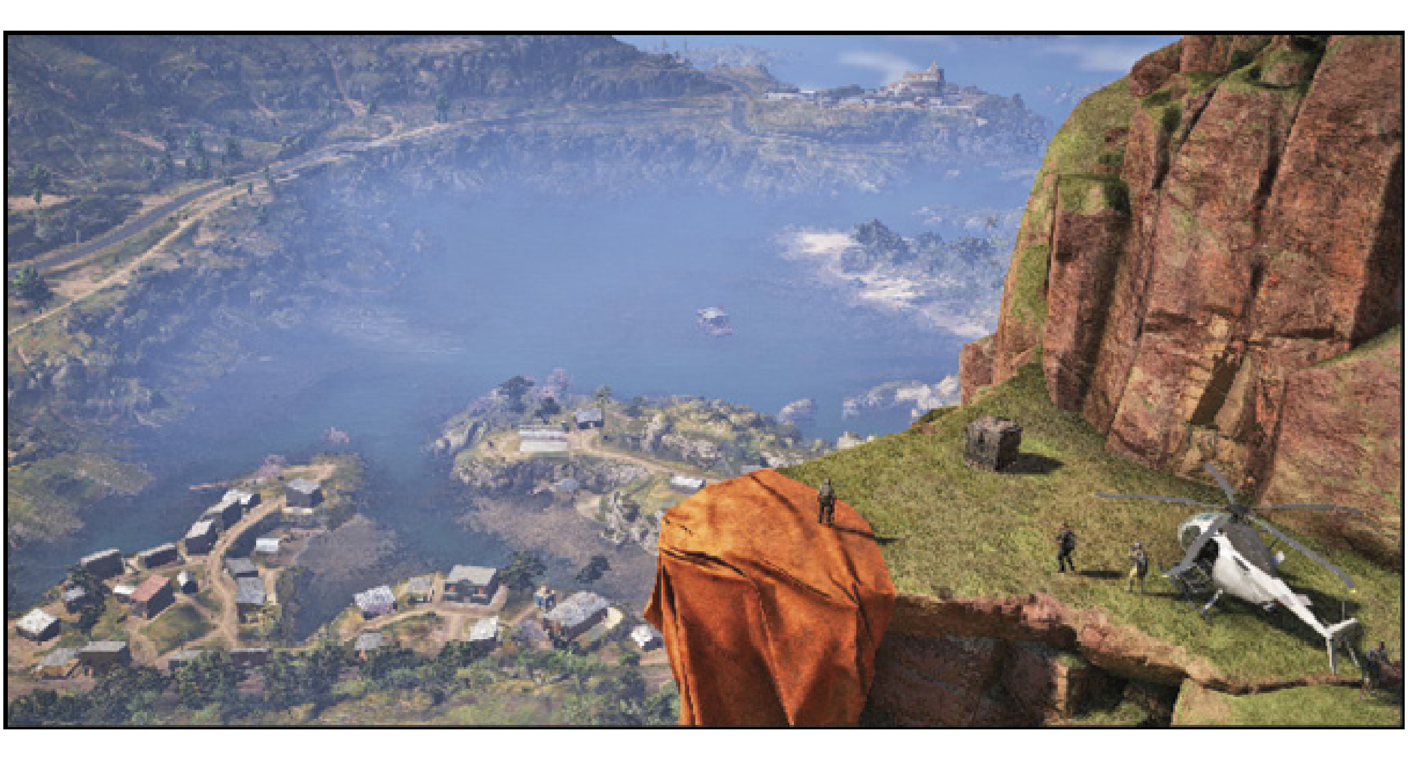
Tag the drop site supplies

LOCATION

La Torre De Arroyo Baya

REWARDS

Support Unlock/Upgrade – Rebel Recon



Located high on a rock tower, northeast of Arroyo Baya, a supply drop has landed on the most precarious of locations. Grab a helicopter, which can be found to the west at Playa Sirena, and land it on the small ledge. Tag the supplies to complete the mission.

REBEL OP: HACK ANTENNA

OBJECTIVES

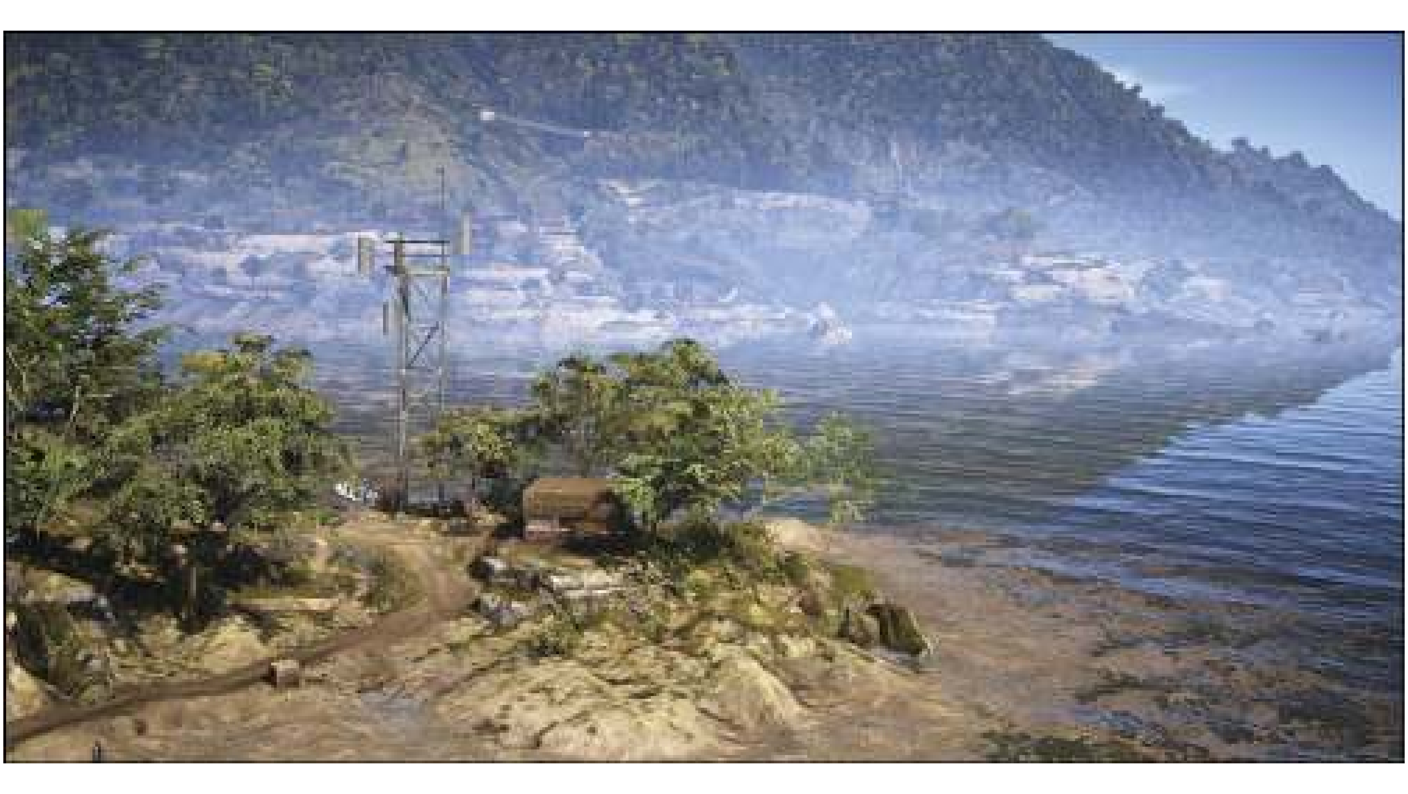
Deactivate the two antennas within 1:30

LOCATION

Riverine Checkpoint

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Approach Riverine Checkpoint above Goyo and spot the antenna on the east side. Before attempting the mission, take out the lone guard that mans the nearby minigun. Sneak over to the transmitter and deactivate it to begin the 1:30 timer. The second antenna is located just across the water to the northeast, so immediately sprint to the boat parked to your left and drive it straight at the objective marker.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVES

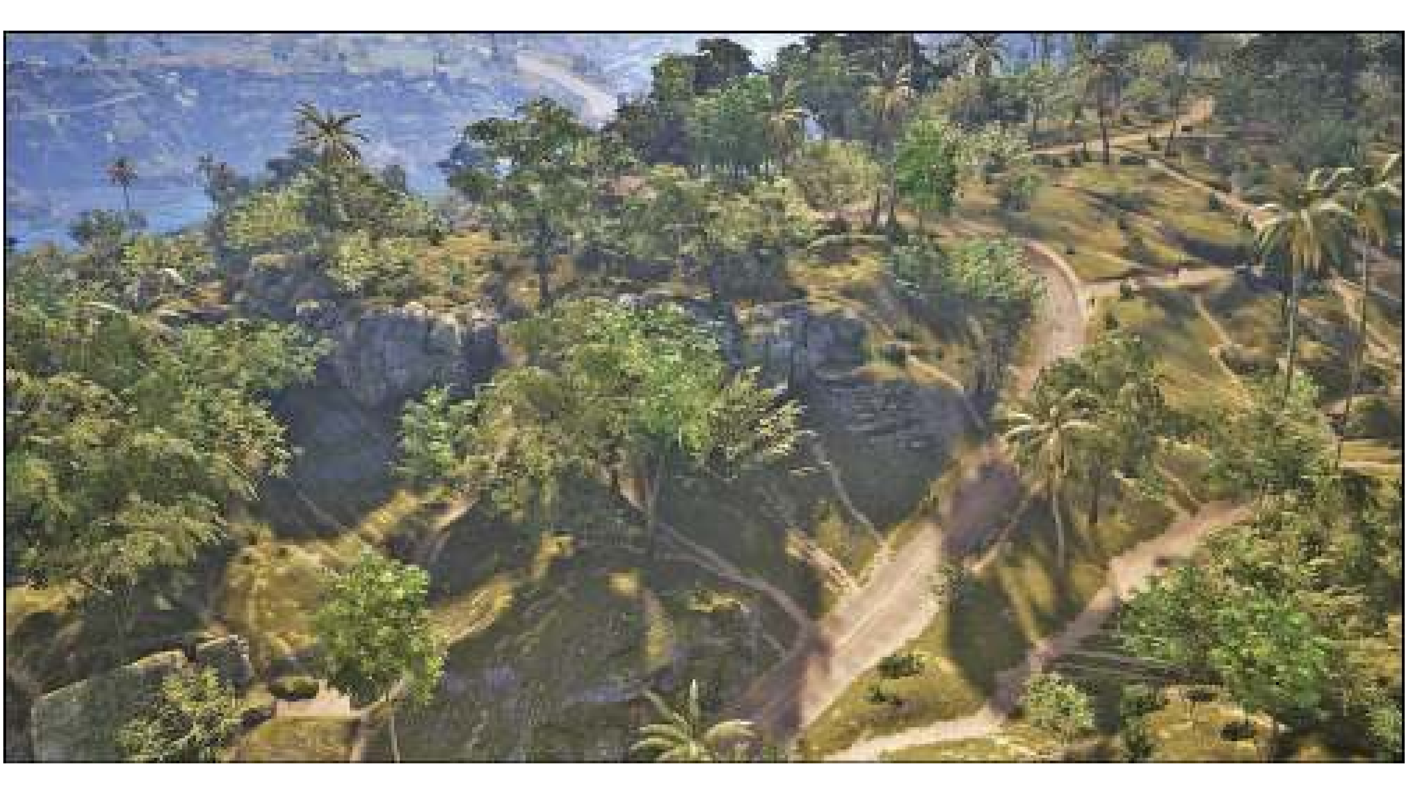
Grab and intimidate the Sicario

LOCATION

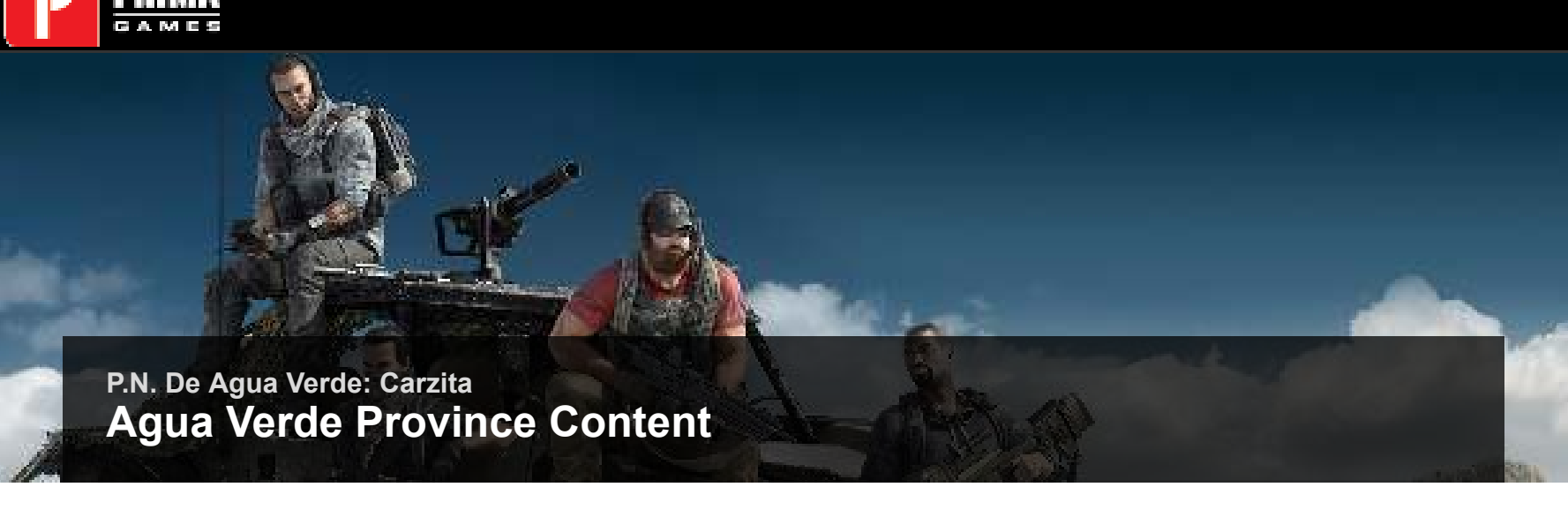
Halcone House

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



The Halcone House sits on a hill, southwest of Paraiso Casino, at the end of a dirt road. It is surrounded by wilderness with enemies patrolling throughout. Fortunately, most of these guys are alone, so you just need to stay alert and recon the area every so often. If the enemy is alerted to your presence, the target will leave the comfort of his home and take cover outside. This does make it tougher to nab him, but by distracting him, you can move in and intimidate him.

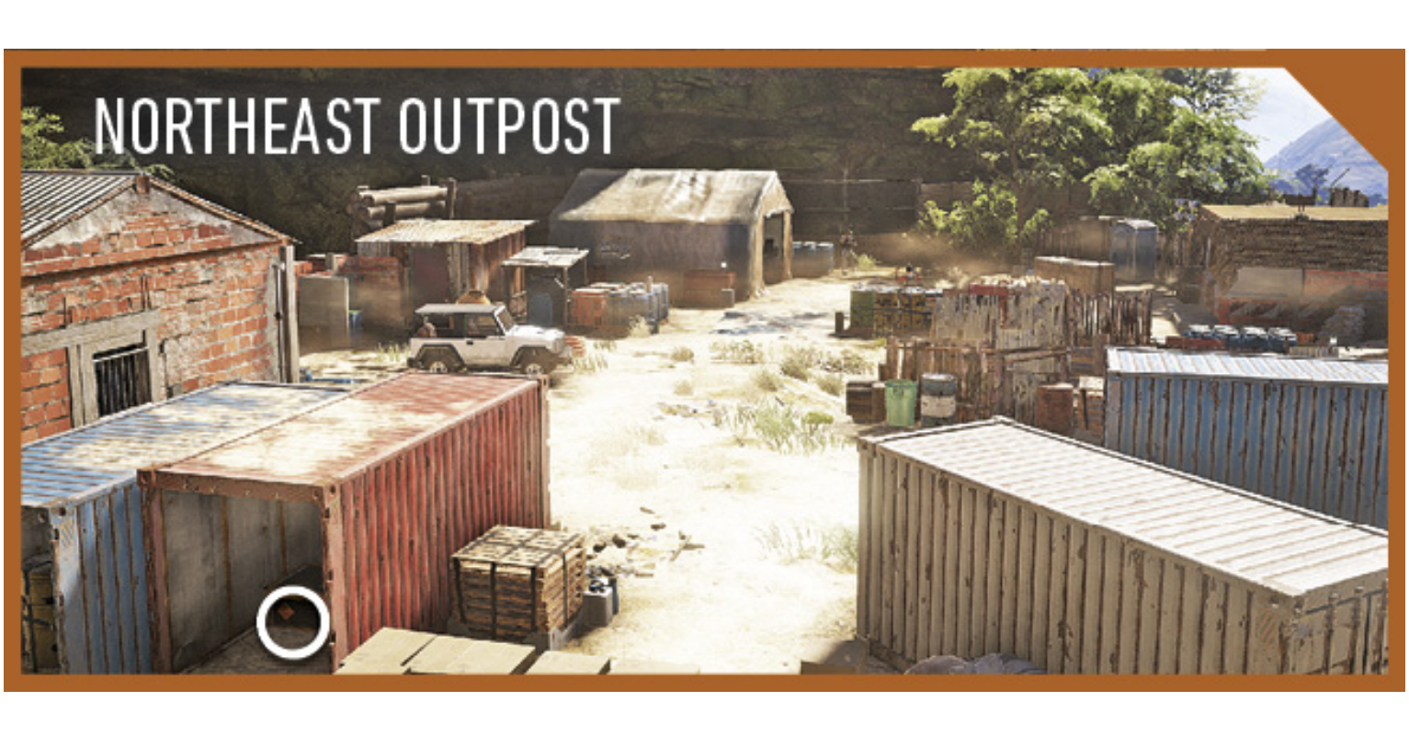


P.N. De Agua Verde: Carzita

Agua Verde Province Content

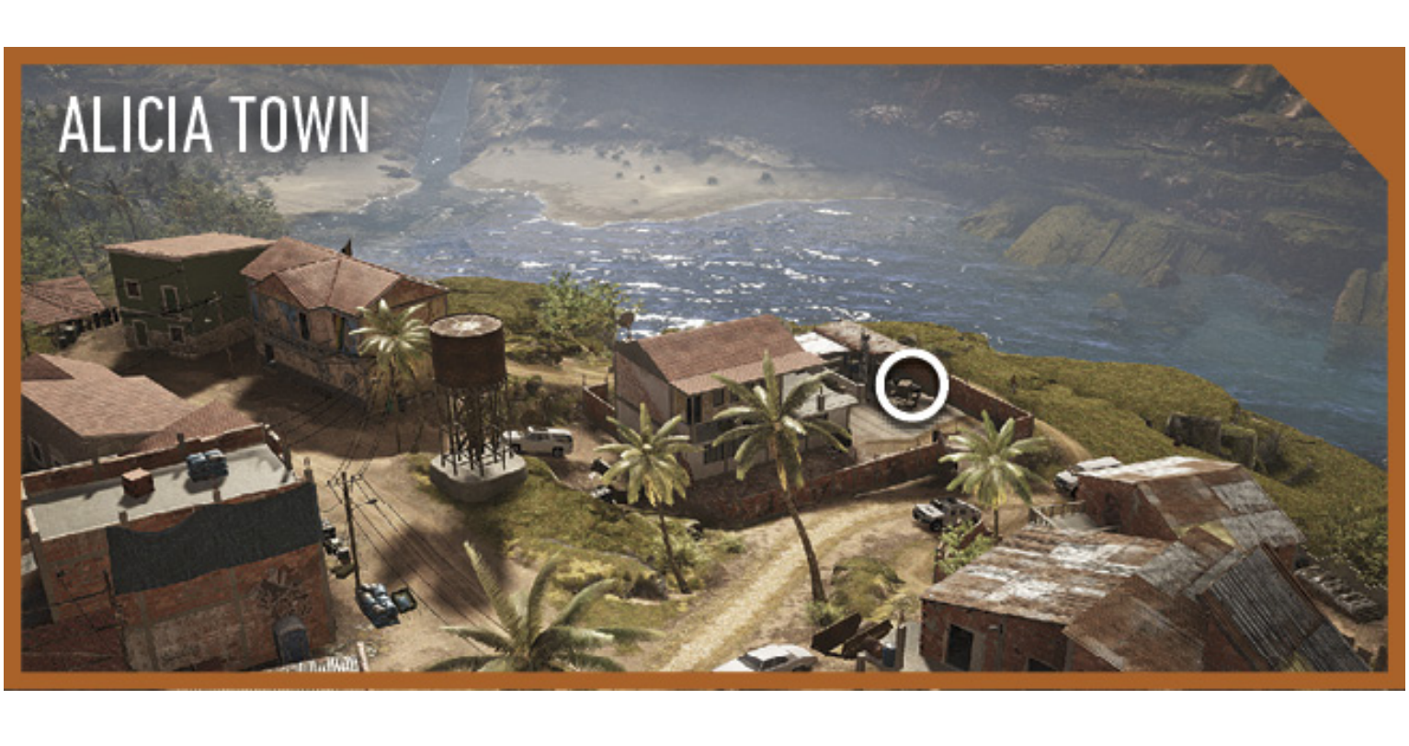
WEAPON CASES

WEAPON: SASG-12 SHOTGUN



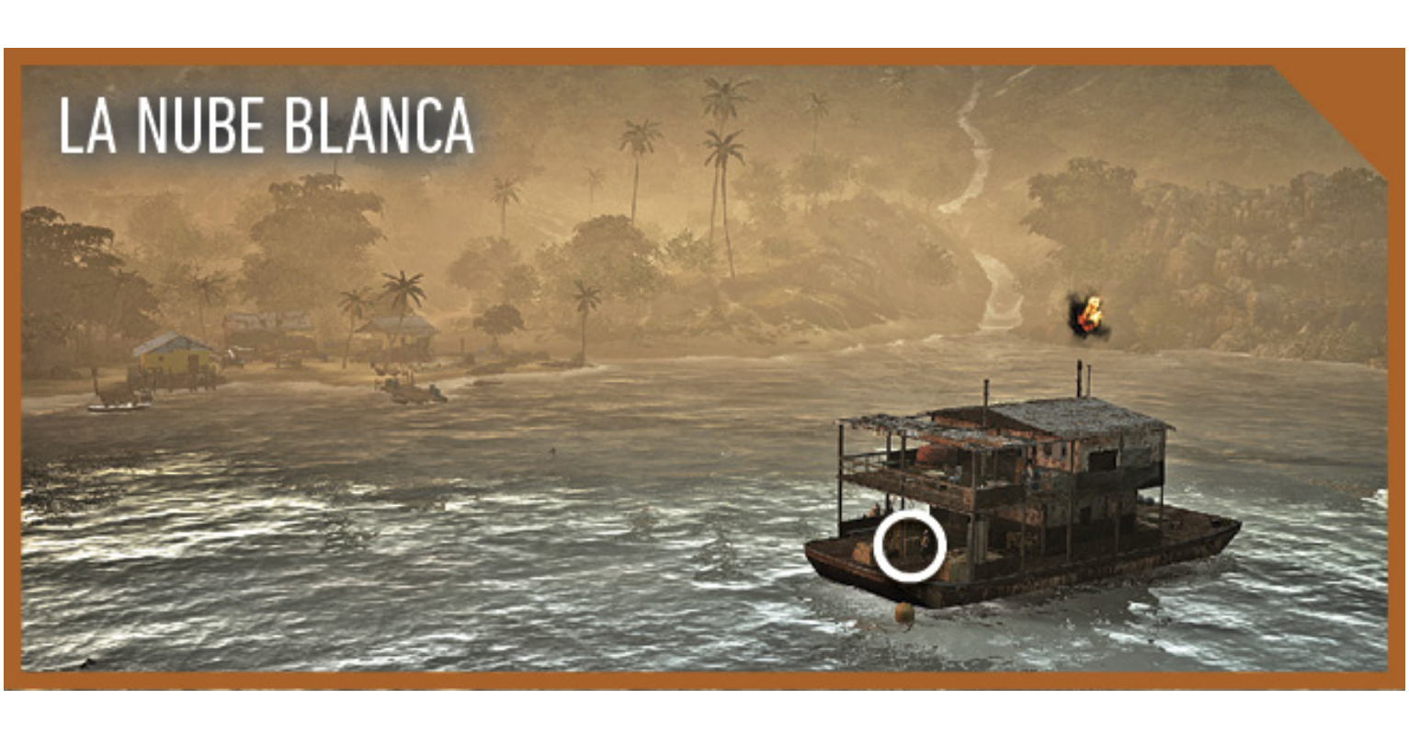
Tucked into the side of the mountain in the far, northeastern corner of the province, the Santa Blanca outpost is protected at its main entrance by miniguns in a watchtower. There is a stealthier way in though. A narrow trail runs up to the cliffs from the north and south. Just east of the outpost, climb down the cliff into the back of the camp. Sneak around the right side of the brick building and search the second storage container for a Weapon Case.

WEAPON: SR3M ASSAULT RIFLE



In Alicia, spot the smaller water tower on the west side of town. Just west of there, the Santa Blanca heavily guards a compound. The Weapon Case sits inside against the far wall. You can fight or sneak your way through the main entrance, but gaps in the barbed wire allow you to climb over the fence—giving you quicker access to the case. Just be wary of the enemies' patrols.

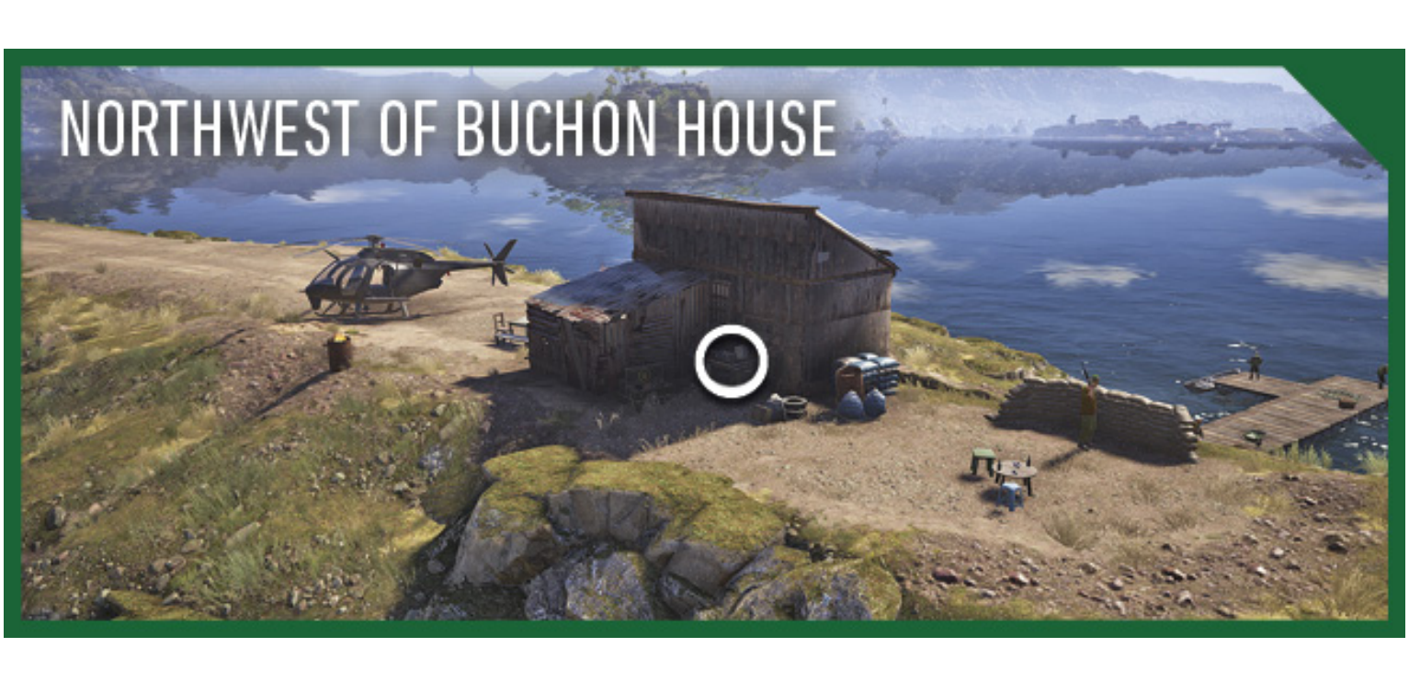
WEAPON: PP19 SUBMACHINE GUN



A mobile cocaine laboratory floats in the water between Playa Sirena and Arroyo Baya. Sitting at the bow is a Weapon Case.

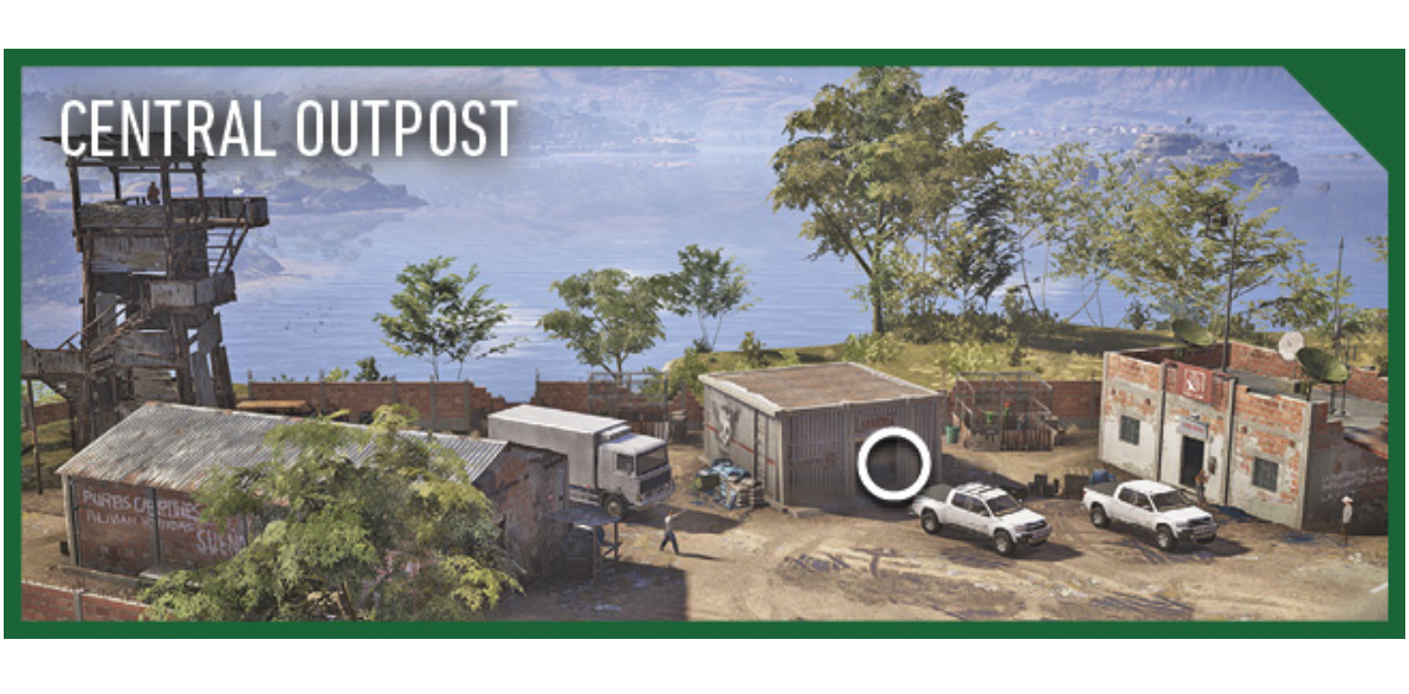
ACCESSORY CASES

ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN)



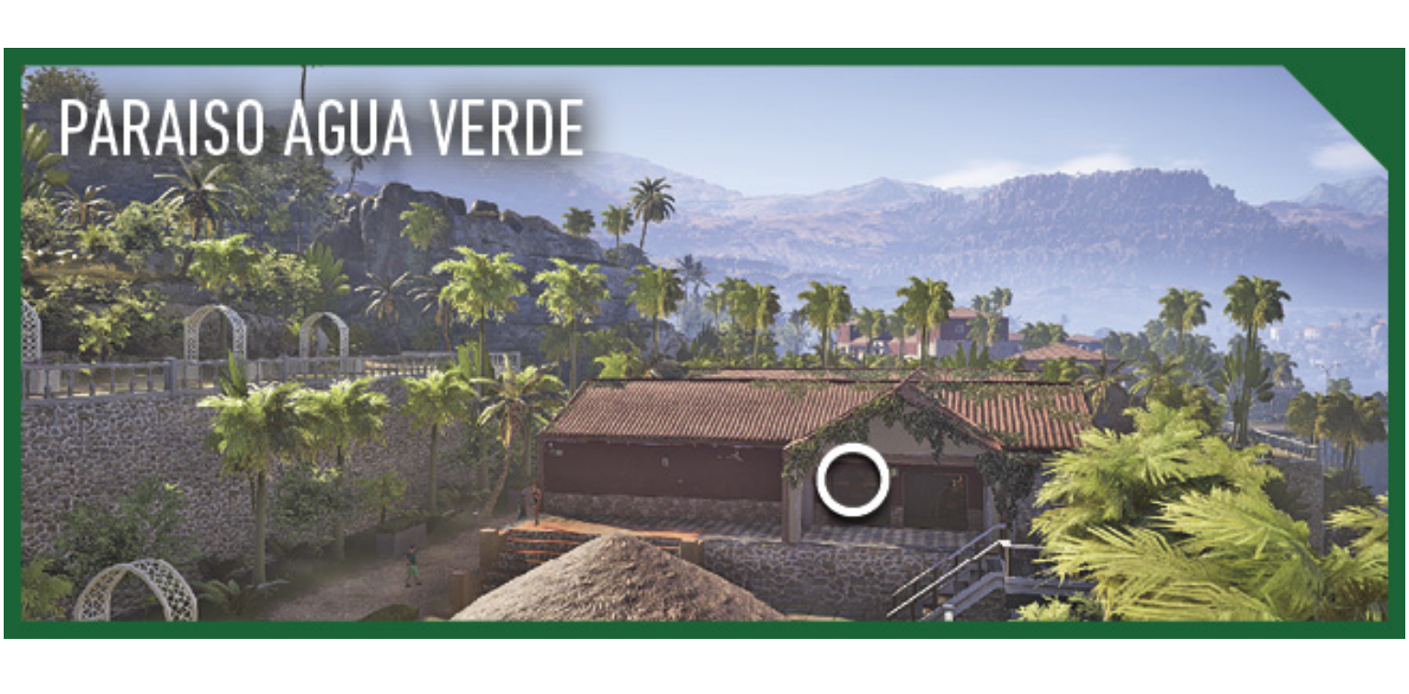
Travel by boat or air to the small island northwest of the Buchon House. The Accessory Case sits on a workbench behind the small hangar on an island that rebels use as a landing strip.

ACCESSORY: SHORT BARREL (SNIPER RIFLE)



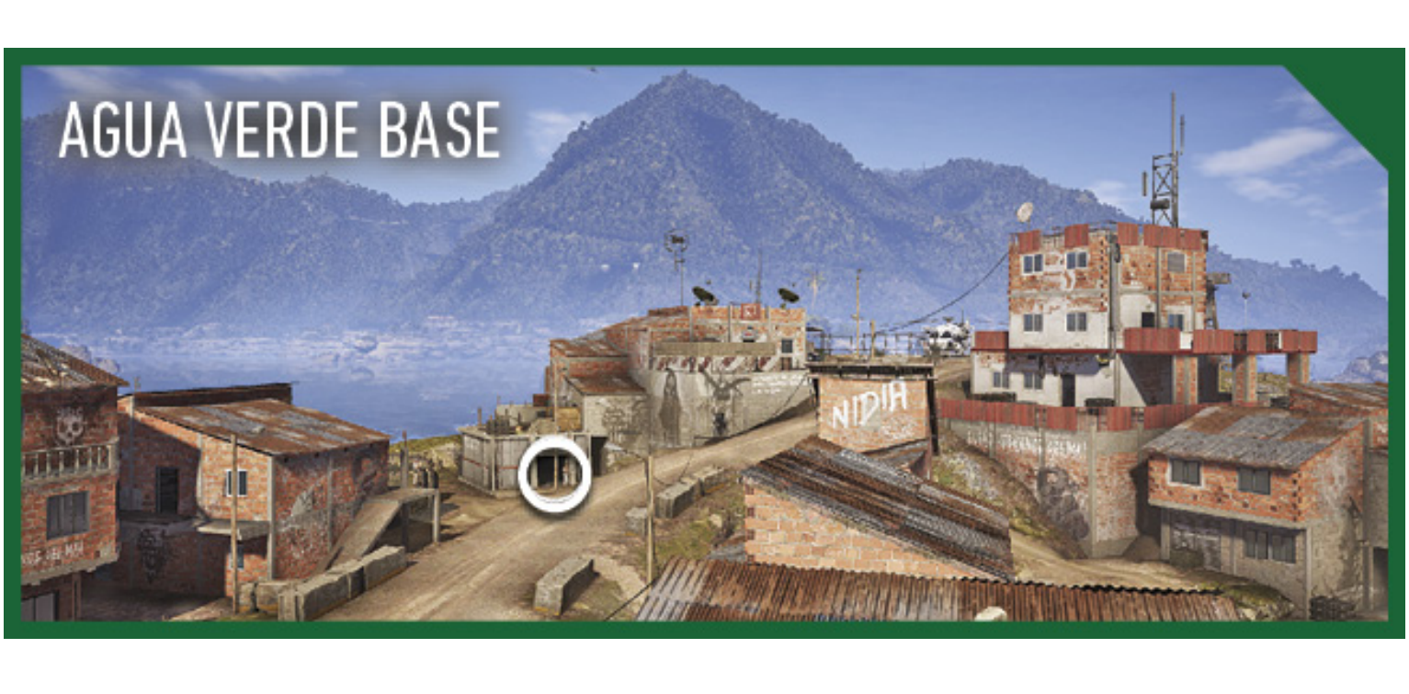
Santa Blanca has setup an outpost northeast of Goyo on the east side of the lake. Just inside the armory, an Accessory Case sits on the right shelf.

ACCESSORY: EXTENDED 9X39 MAGAZINE (30-ASSAULT RIFLE)



Take a trip to the Paraiso Agua Verde resort on the south side of the lake. Look for the big Agua Verde sign, located in the middle of the property and head directly south until you reach a central residence with a fountain in the middle. From the fountain, enter the right doorway and grab the Accessory Case off the dresser to score an extended magazine for an assault rifle.

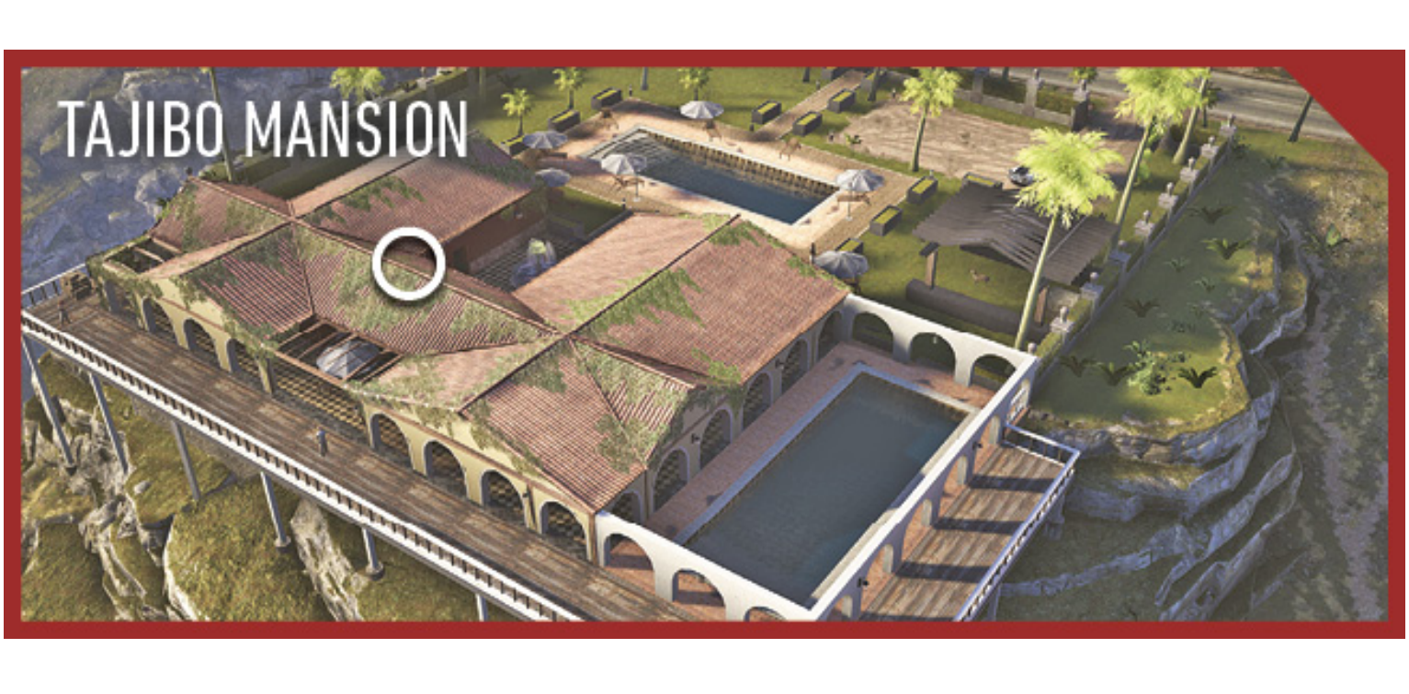
ACCESSORY: SHORT BARREL (ASSAULT RIFLE)



Infiltrate the Agua Verde Base, located southwest of Goyo, and find the armory west of the comm center and helipad. Collect the case off the crate inside.

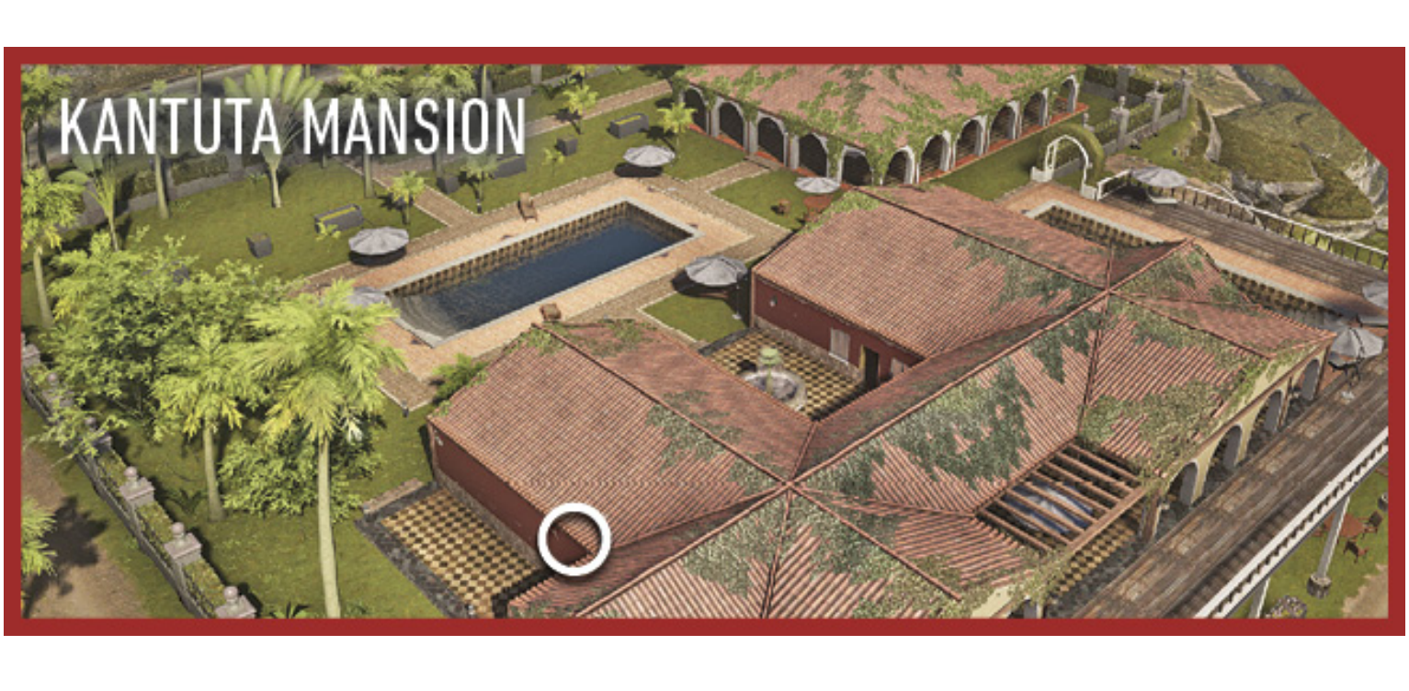
SKILL POINTS

SKILL POINTS: +1



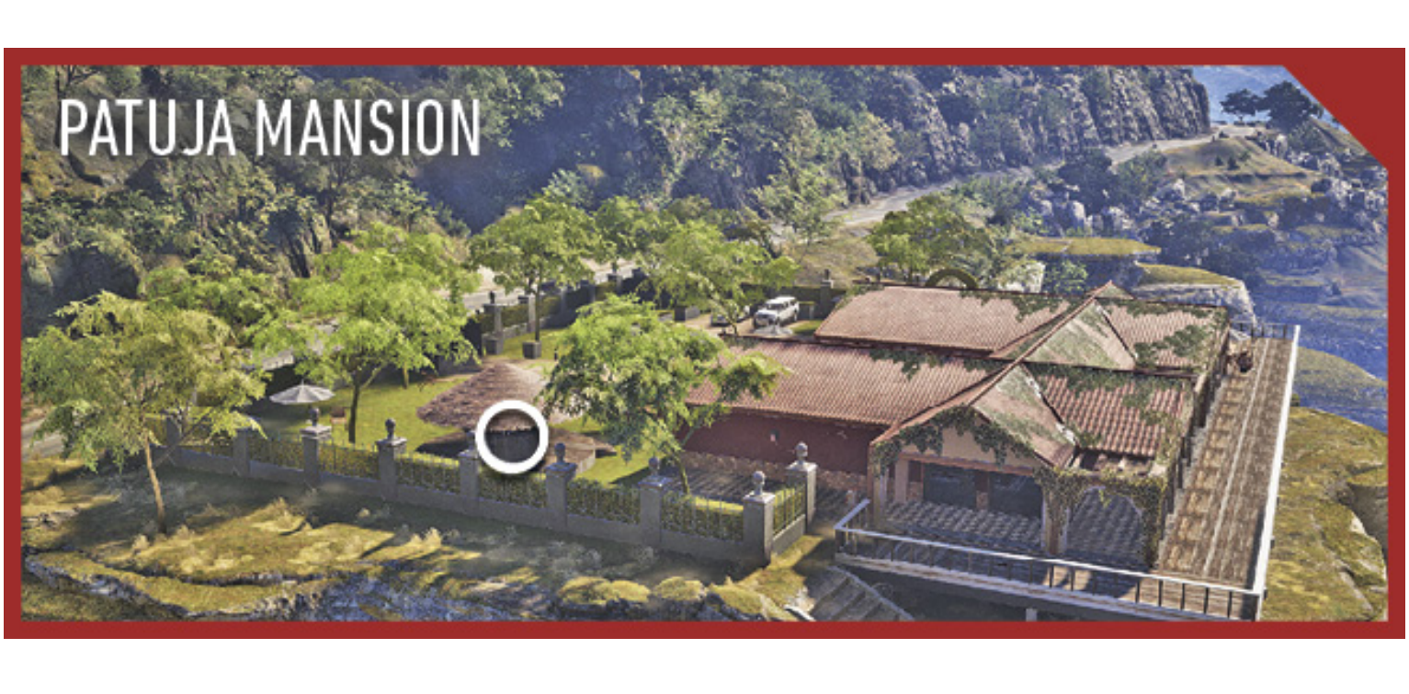
Two posh mansions sit on the north side of the lake. Enter the west home through the north gate or climb the rock cliffs for a stealthier approach. Sneak or fight to the fountain and enter the doorway to the west. The Skill Point is found on a dresser to the left.

SKILL POINTS: +1



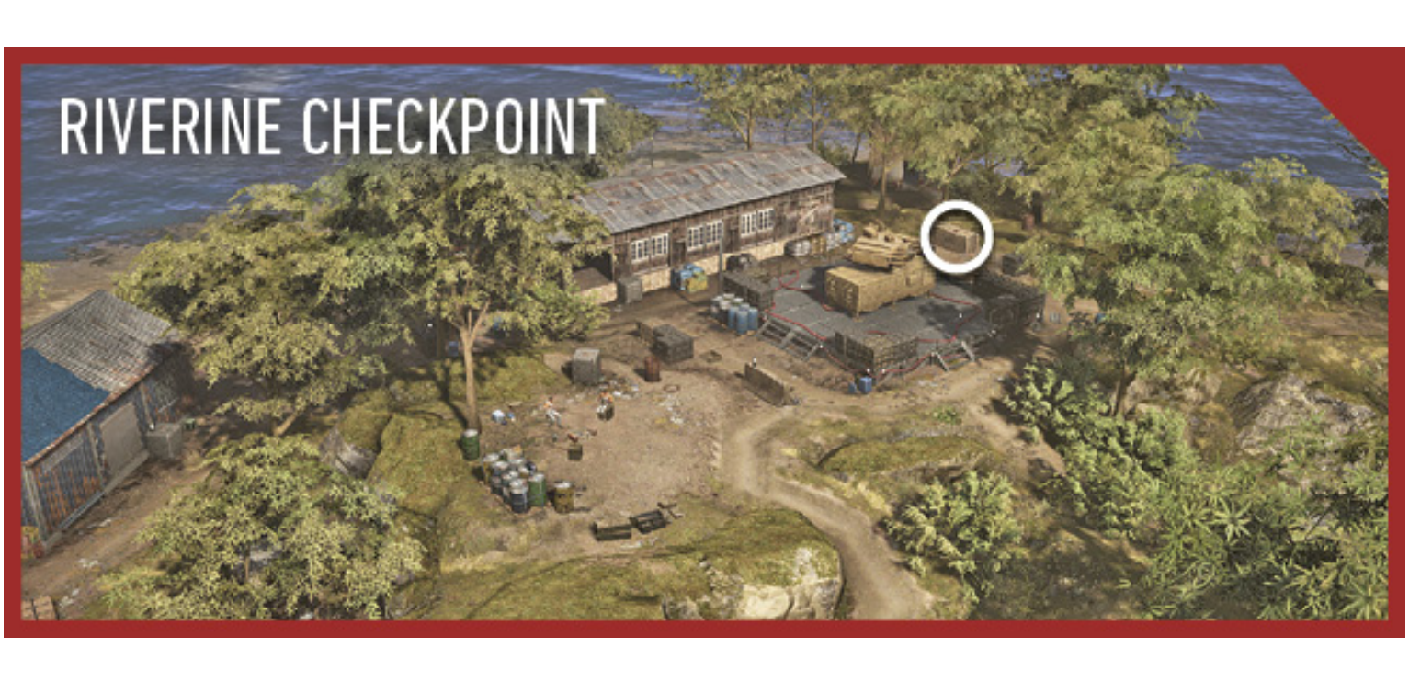
The front gate at the Kantuta Mansion is closed up tight, but you can climb over or simply enter through the east opening. Sneak into the mansion and make your way to the kitchen on the west side of the house. Sitting on a half-circle table is another Skill Point.

SKILL POINTS: +1



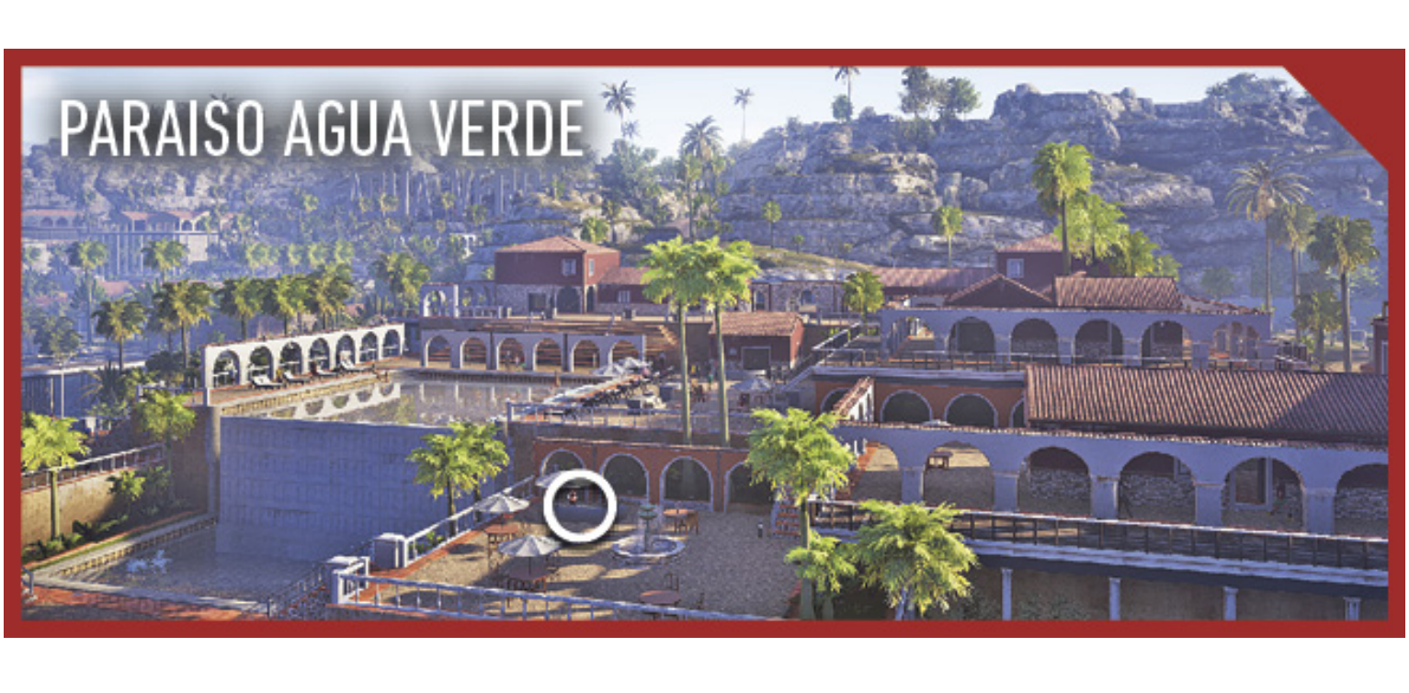
Patuja Mansion, situated directly north of Goyo, sits on prime real estate as it overlooks a good portion of the lake. Travel by boat or air to get there quick, but be careful as you enter the wide open front gate. Check out the tiki bar behind the house to discover another Skill Point.

SKILL POINTS: +1



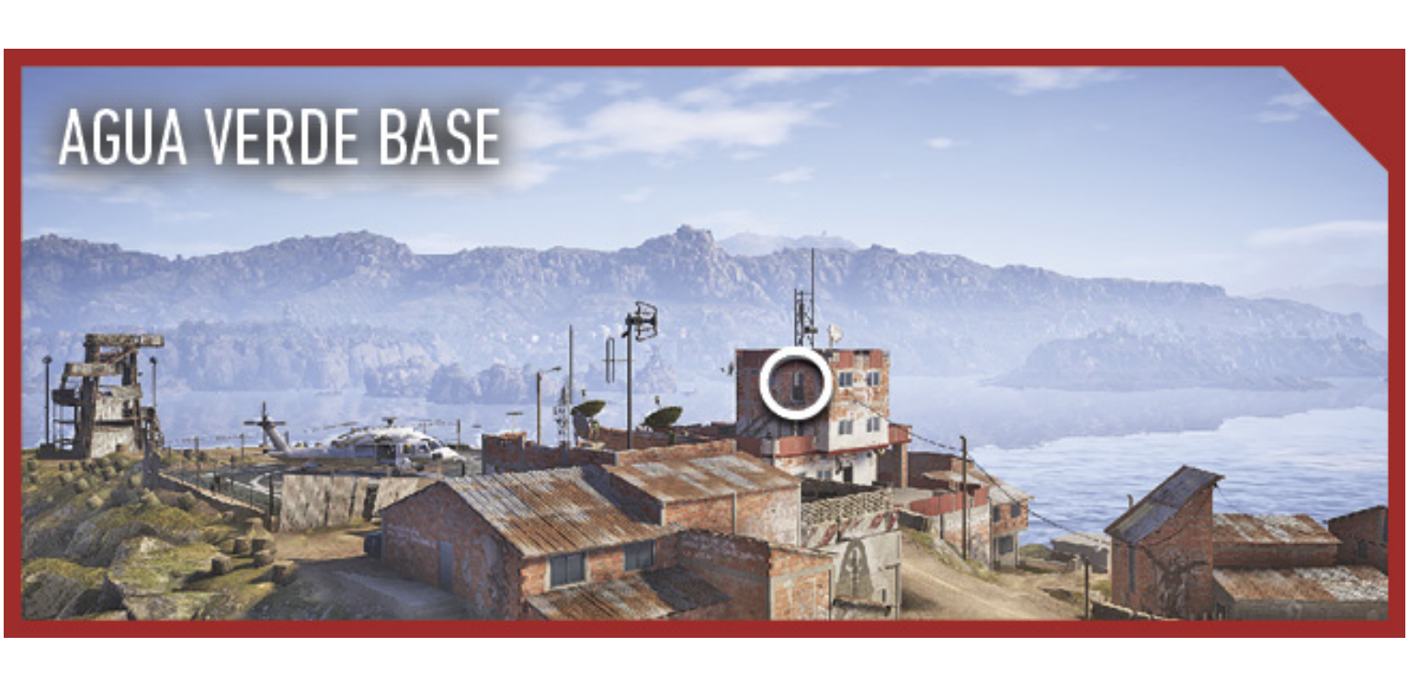
Just northeast of Goyo Village is a smaller island, which houses the Riverine Checkpoint. Sneak or fight onto the island, staying clear of the miniguns that patrol the surrounding waters. The Skill Point rests on a concrete barrier, just east of the SAM system.

SKILL POINTS: +3



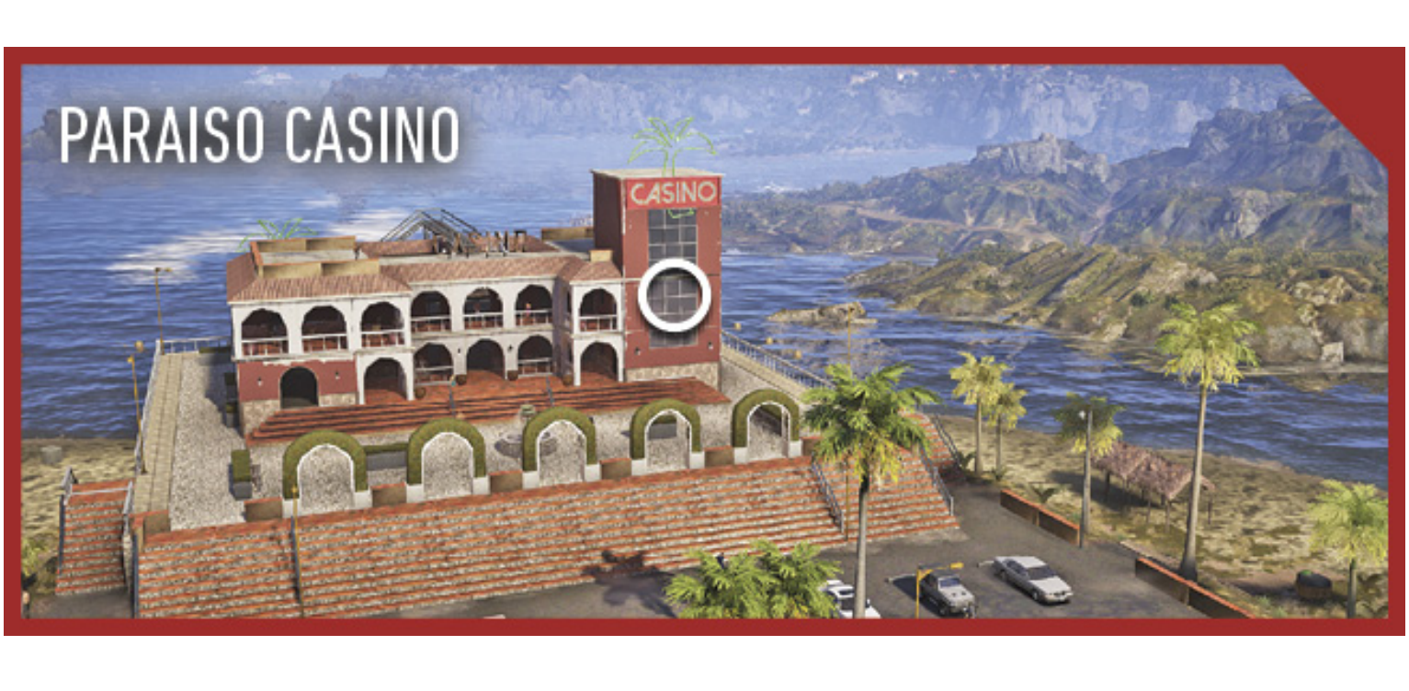
At the posh Paraiso Agua Verde resort, a Skill Point sits out in the open at the back of the main building on the west side of the property. Look for the fountain nearest the lake and nab the reward off the nearby bar.

SKILL POINTS: +5



At the Agua Verde Base, located on a peninsula on the south side of the lake, enter the 3-story building south of the helipad and climb to the third floor. Grab the Skill Point sitting on the desk.

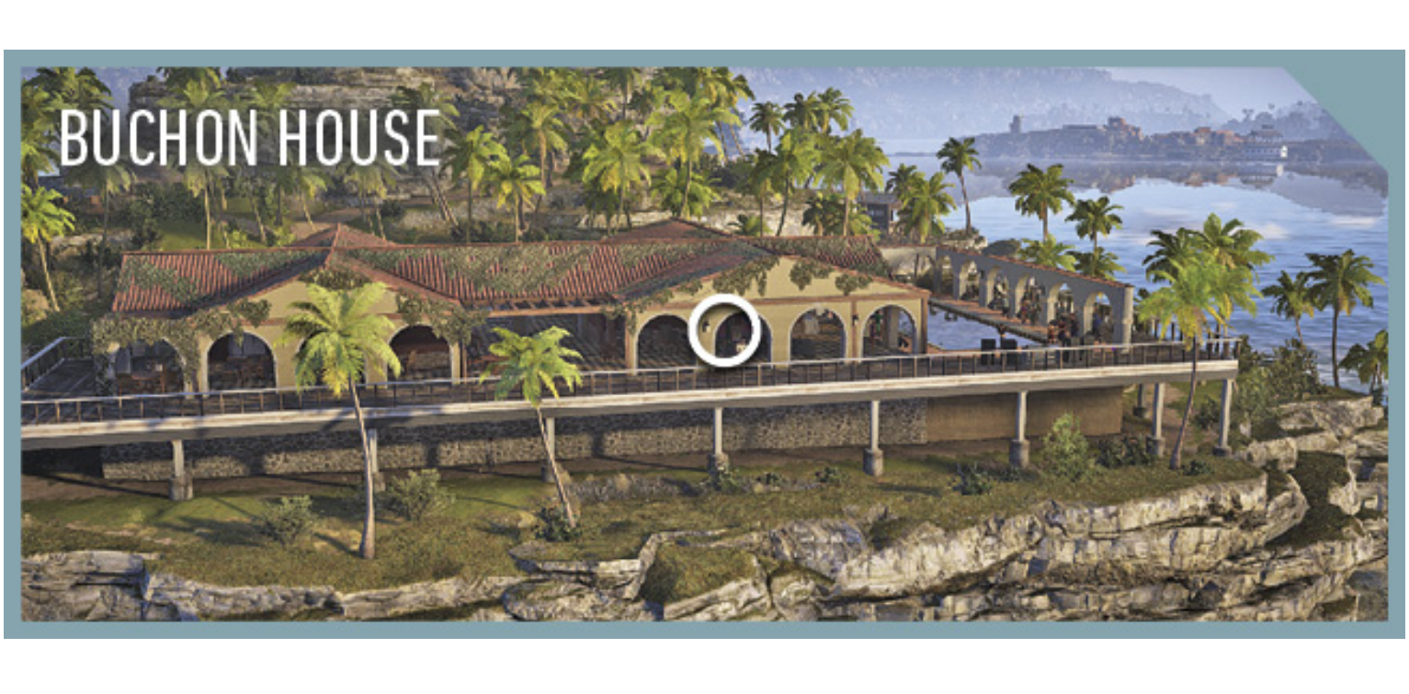
SKILL POINTS: +3



A pleasure palace for friends of the Cartel, the Paraiso Casino sits on the far south side of the lake at an inlet. Move inside through the eastern back door and cautiously head upstairs. Quietly take out the guards in the left room and collect the Skill Point off the cabinet.

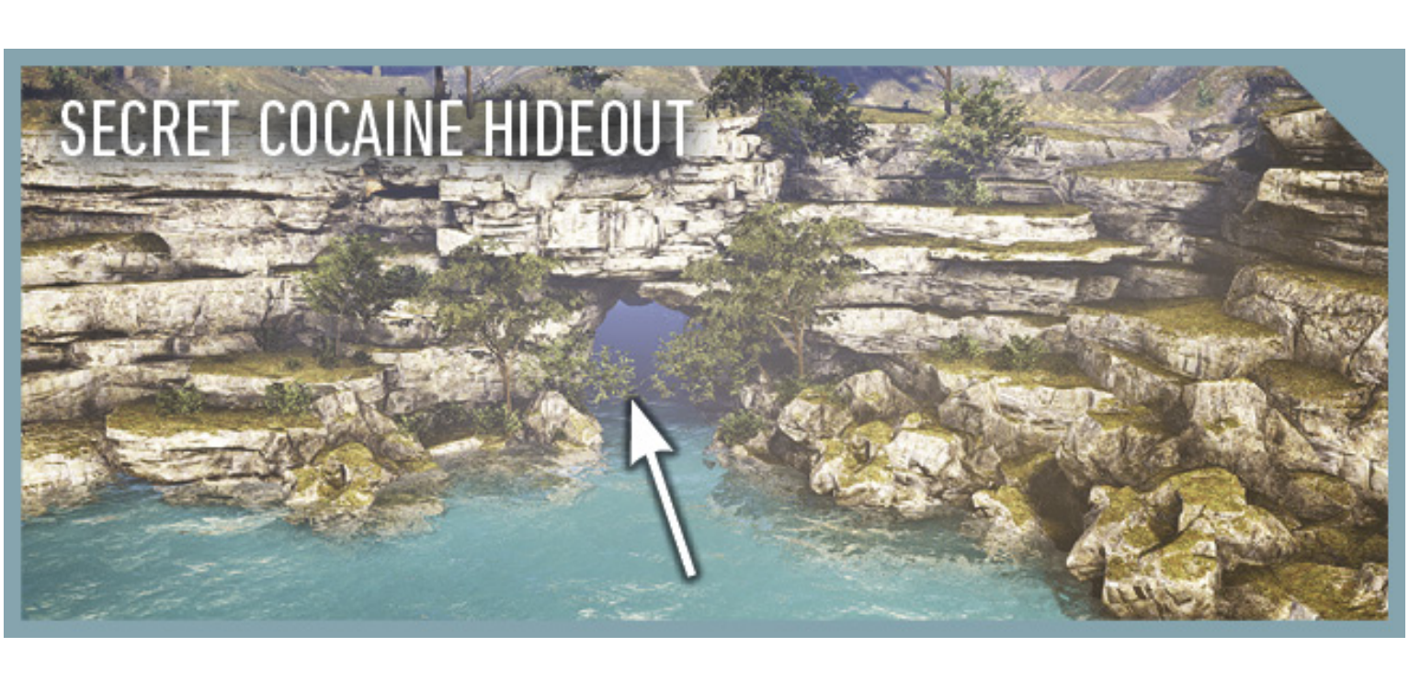
BONUS MEDALS

BONUS: NO PAIN



Boat or fly out to the Buchon House Island in the middle of the lake. The property is well guarded so cautiously make your way to the mansion on the northwest side. A party is being thrown for the VIPs, so watch your fire. Sitting atop the bar at the back of the house is a valuable Bonus Medal.

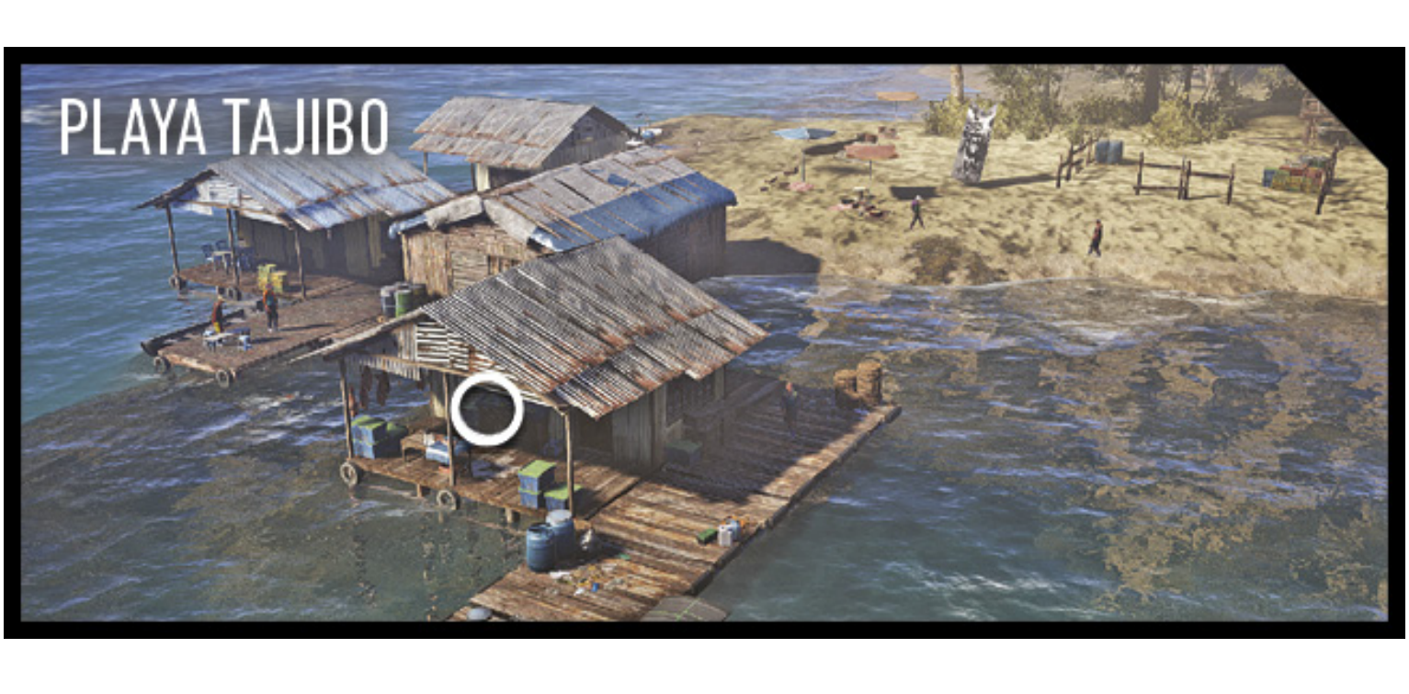
BONUS: TRAINED REBELS



Look for a secret tunnel, directly north of Riverine Checkpoint, that leads to a cocaine hideout. Follow it deep inside until you reach a fenced-in area on the right. Watch out for enemies as you turn left and search behind the concrete barrier for a Bonus Medal.

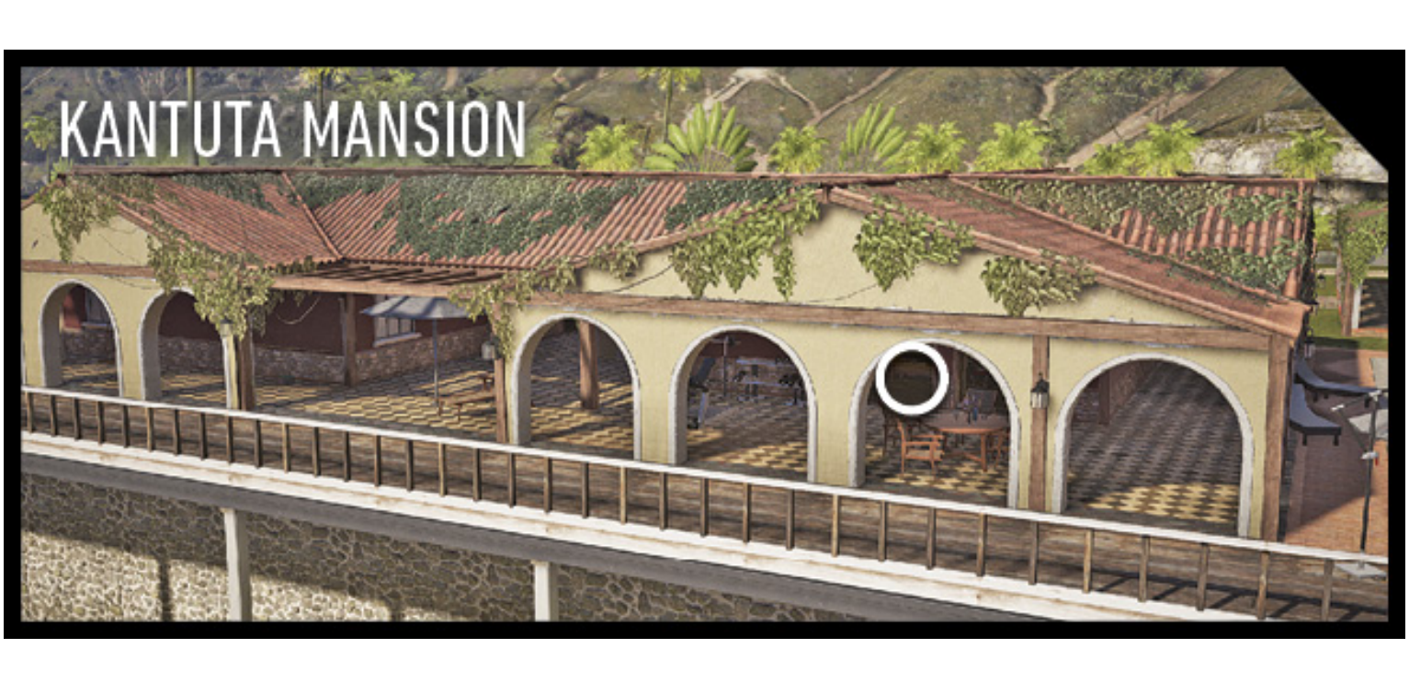
KINGSLAYER FILES

DOCUMENT



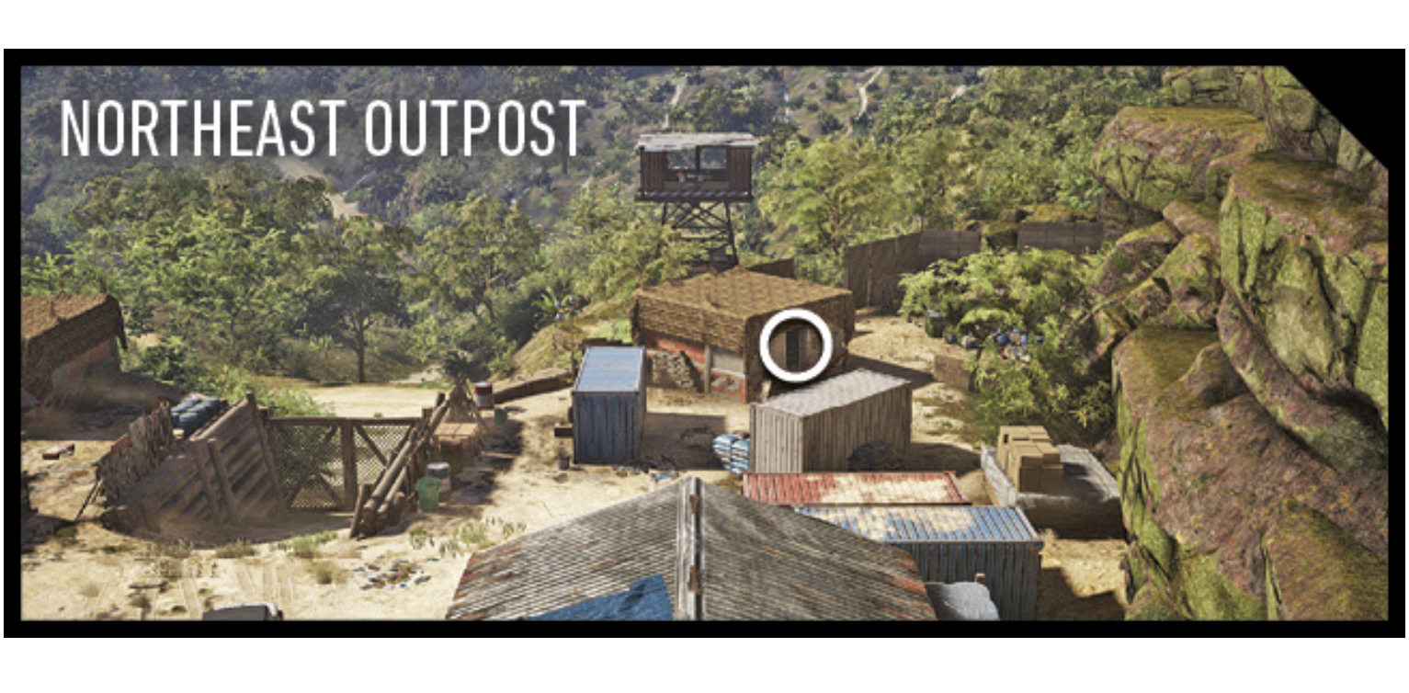
Playa Tajibo is a small fishing spot on the northwest side of the lake. Take a boat or fly there and search the huts on the docks. Inside the southernmost shack, find a Kingslayer File on the bed.

DOCUMENT



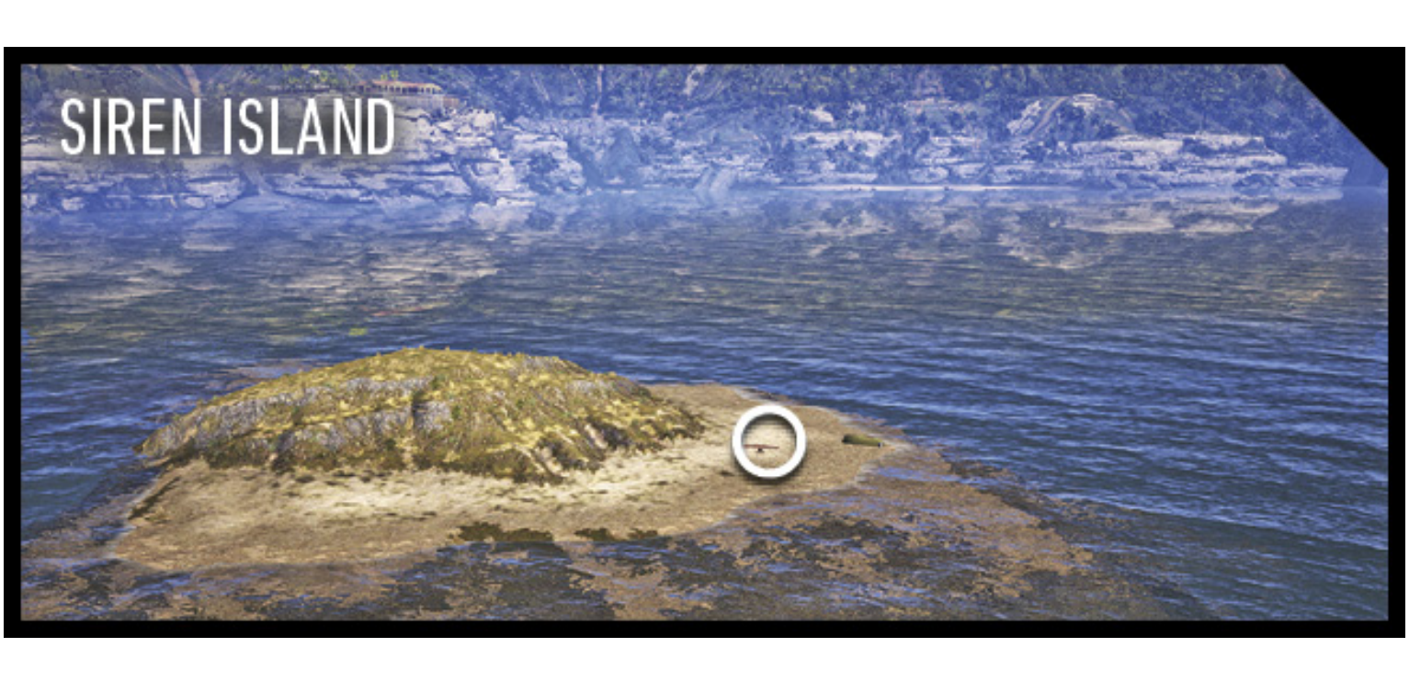
Climb the front gate, the west railing, or enter through the east entrance to access the Kantuta Mansion. Once inside the house, go to the east room and grab the file that sits on the chair, next to the lake view French doors.

DOCUMENT



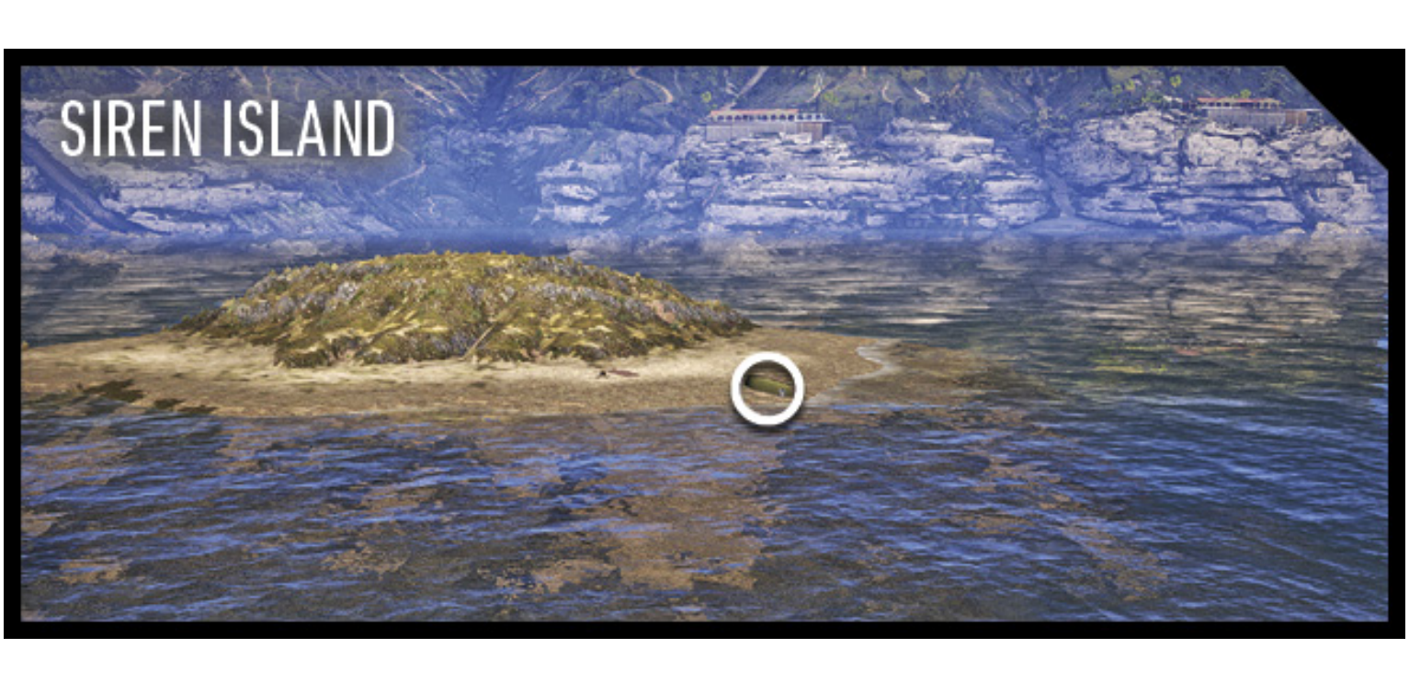
Enter the northeast Santa Blanca outpost from the east, via the dirt trail. Sneak along the north edge of the camp until you reach a small bunker with a minigun. The file can be grabbed from the pile of crates inside.

DOCUMENT



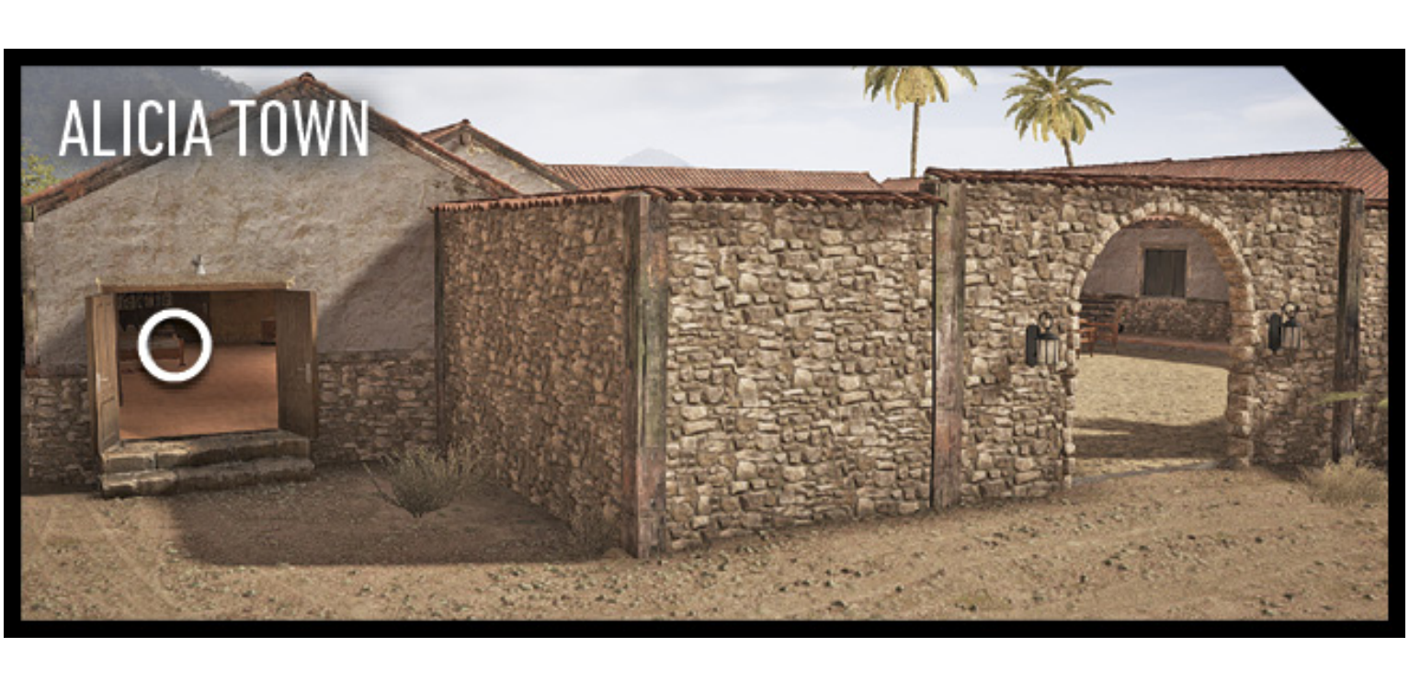
Only accessible by boat or air, Siren Island is an insignificant island just off the northern coast of the lake, south of Tajibo Mansion. Find the file sitting on a towel by the fire.

DOCUMENT



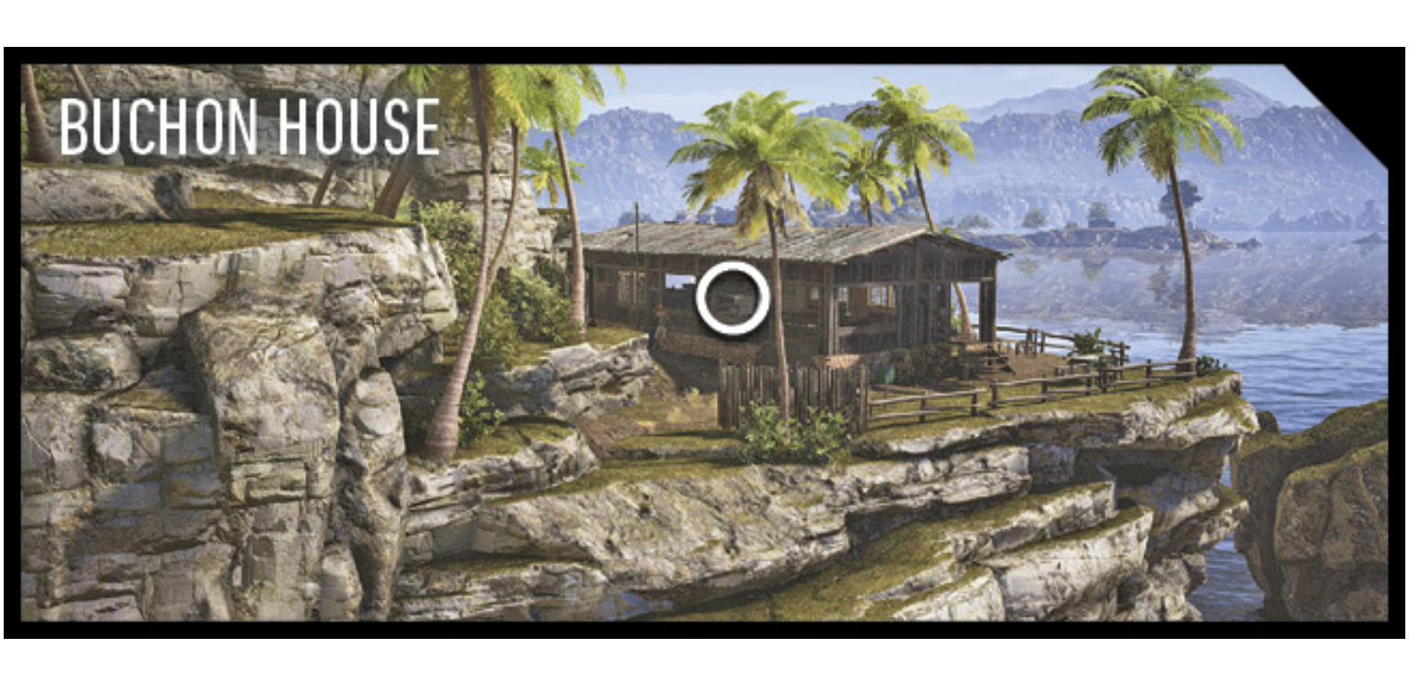
Grab a second Kingslayer File off tiny Siren Island lying in the sand next to a boat and supplies.

DOCUMENT



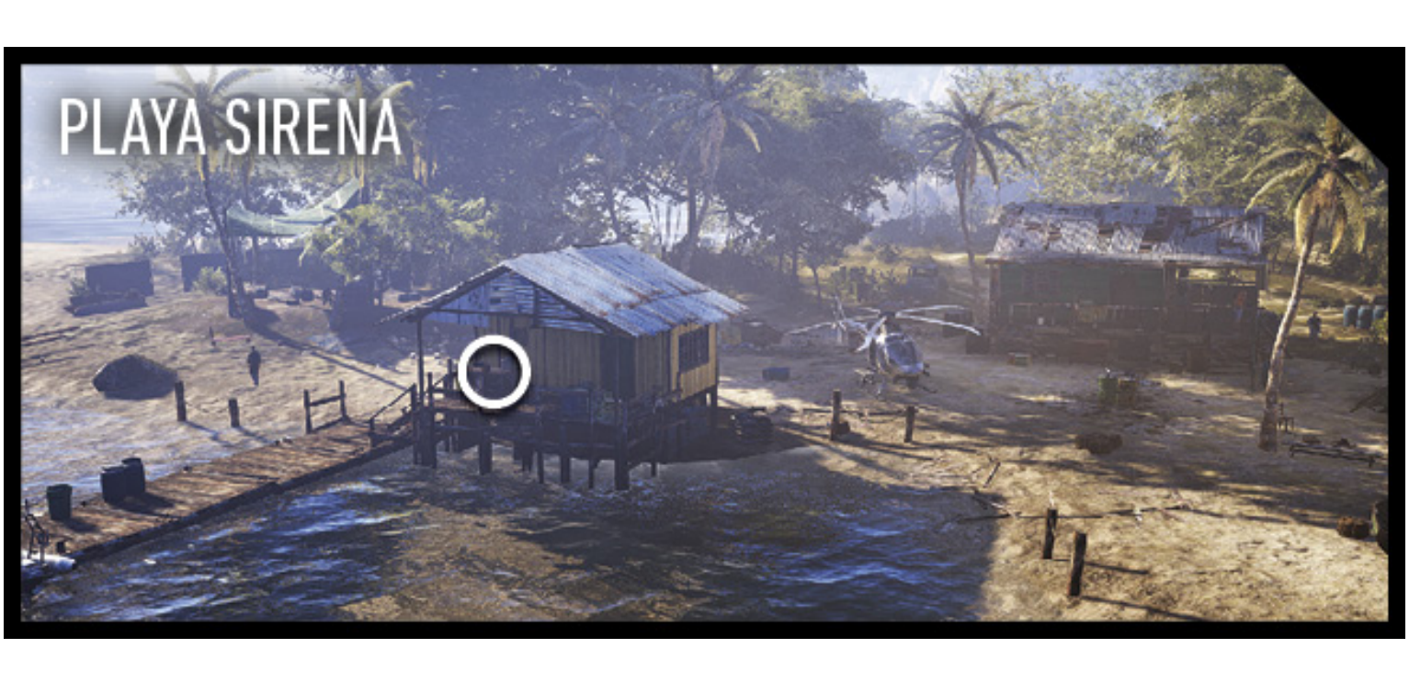
In the northeast corner of Alicia Town, a walled-residence is wide open for easy exploration. Enter through the northwest door and collect the file that sits on the bed.

DOCUMENT



An island located in the middle of the lake, northwest of Goyo Village, holds the Buchon House. Well-guarded at the southwestern docks and north steps, it can be tough to infiltrate. It is possible to land a helicopter or parachute on the eastern cliffs, but watch out for another thug who patrols the area. Once on the island, make your way to the cantina on the south side and search next to the stovetop for the file.

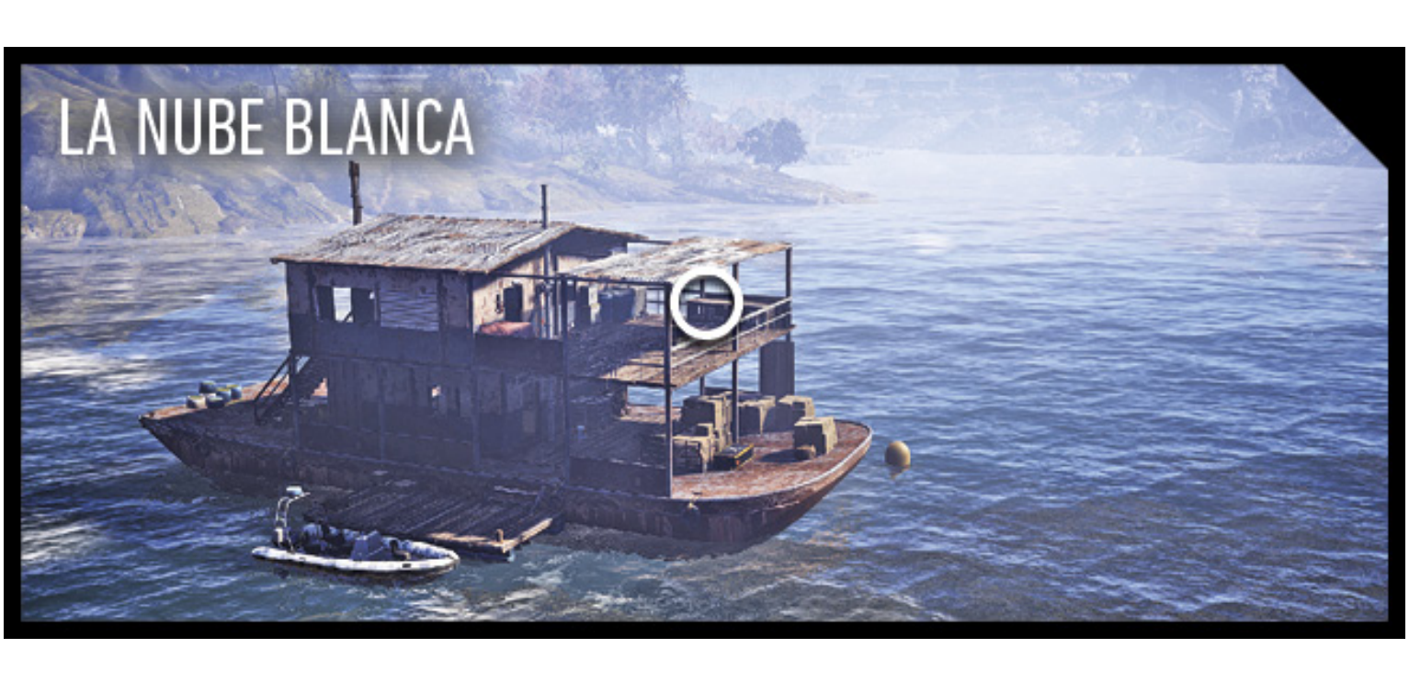
LEGEND



West of Arroyo Baya, a helicopter is parked on the beach, surrounded by huts. Collect the Kingslayer File that rests on the front porch of the waterfront shack.

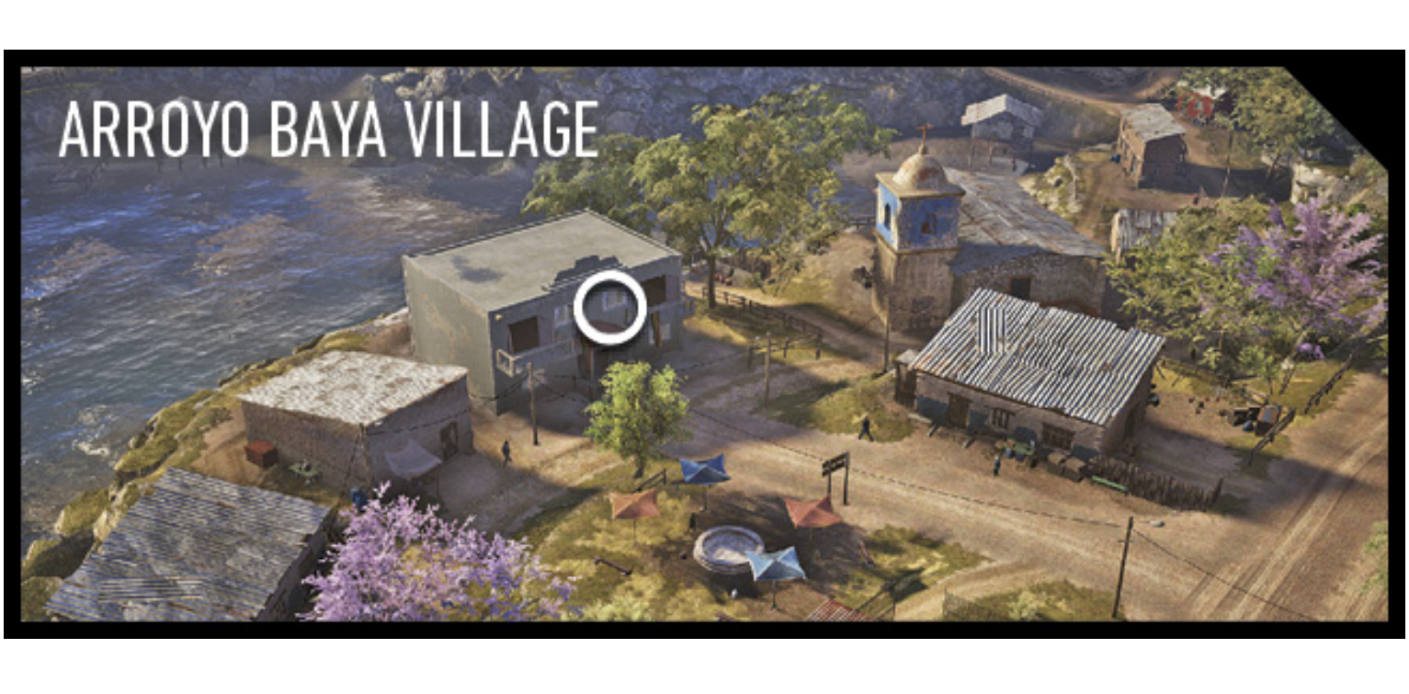
The Legend of the Siren: Elderly people living near the river banks and lake shores of Bolivia, whether on the Altiplano or in the lowlands, often tell stories about sirens. As the ones from ancient Greece, they are said to seduce the fishermen with their song in order to kill them. They allegedly disappeared a long time ago, but, from time to time, you can still read testimonies in Bolivian newspapers of people who saw sirens.

DOCUMENT



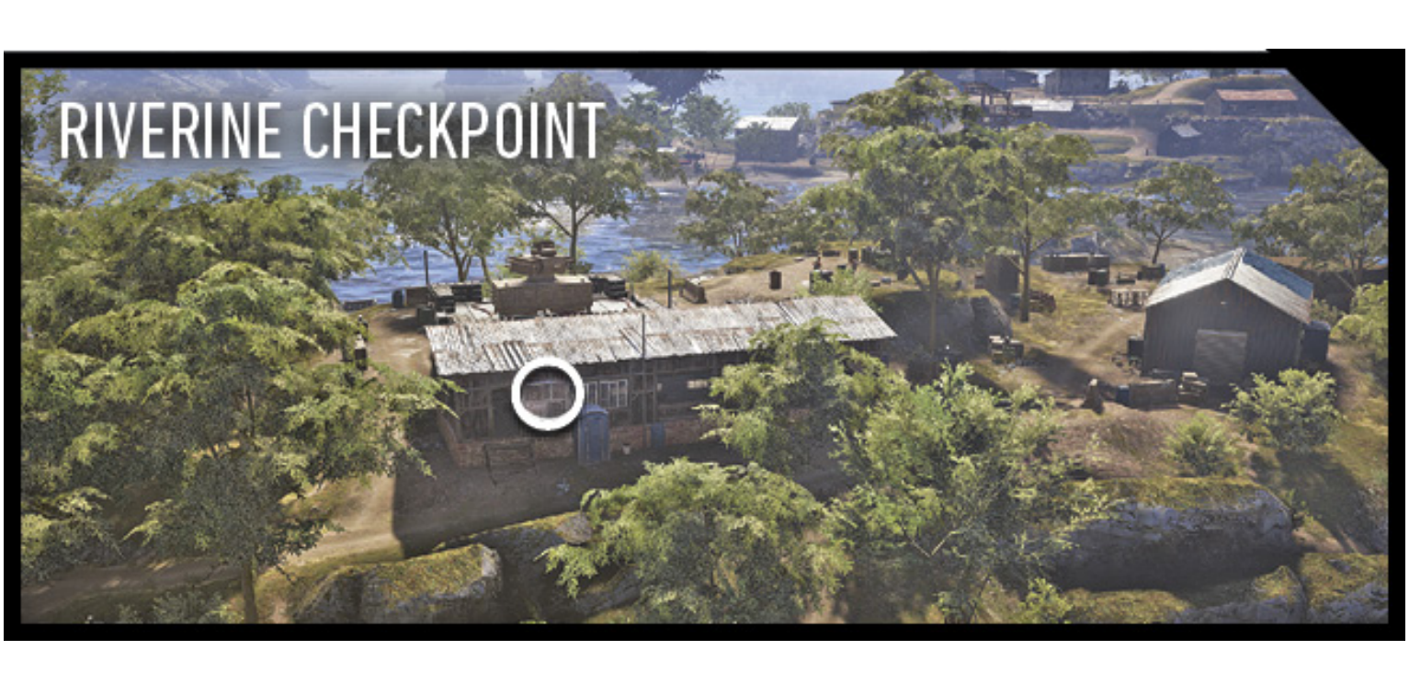
Drive a boat out to the mobile cocaine lab that floats between Arroyo Baya and Playa Sirena. Make your way to the second level and collect the file that sits on a table near the bow.

DOCUMENT

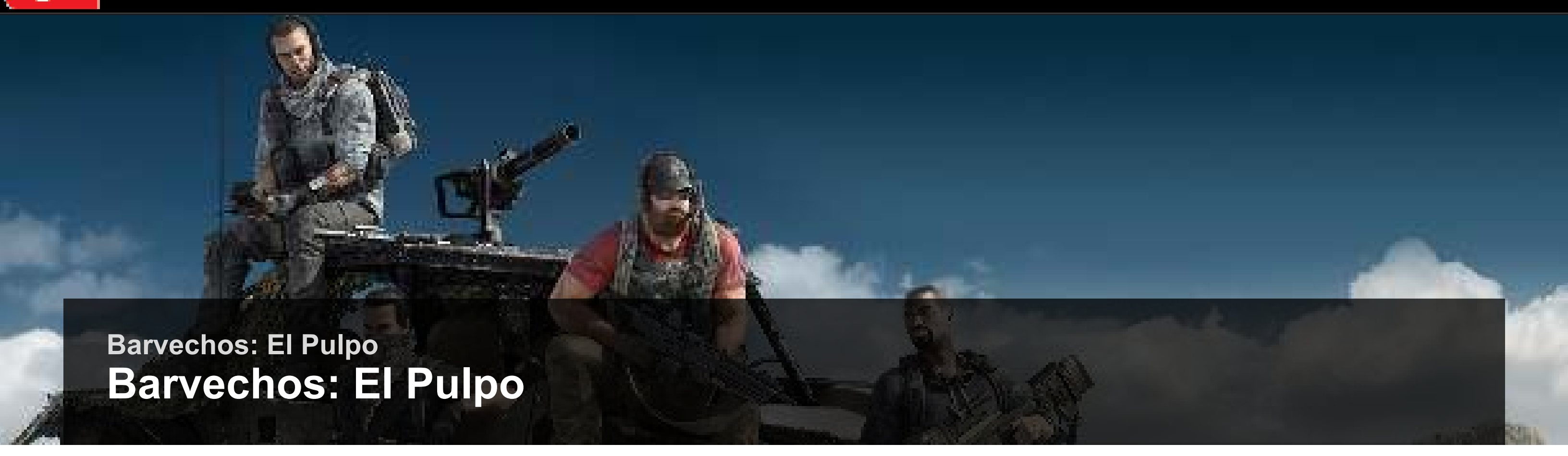


Arroyo Baya Village sits on the bay in the farthest regions of Agua Verde province. Follow the main road into the village until it comes to a dead end, where it intersects with the smaller town roads. At the intersection, enter the two-story building that displays two Bolivian flags. Head upstairs and collect the file that rests on a counter inside the office.

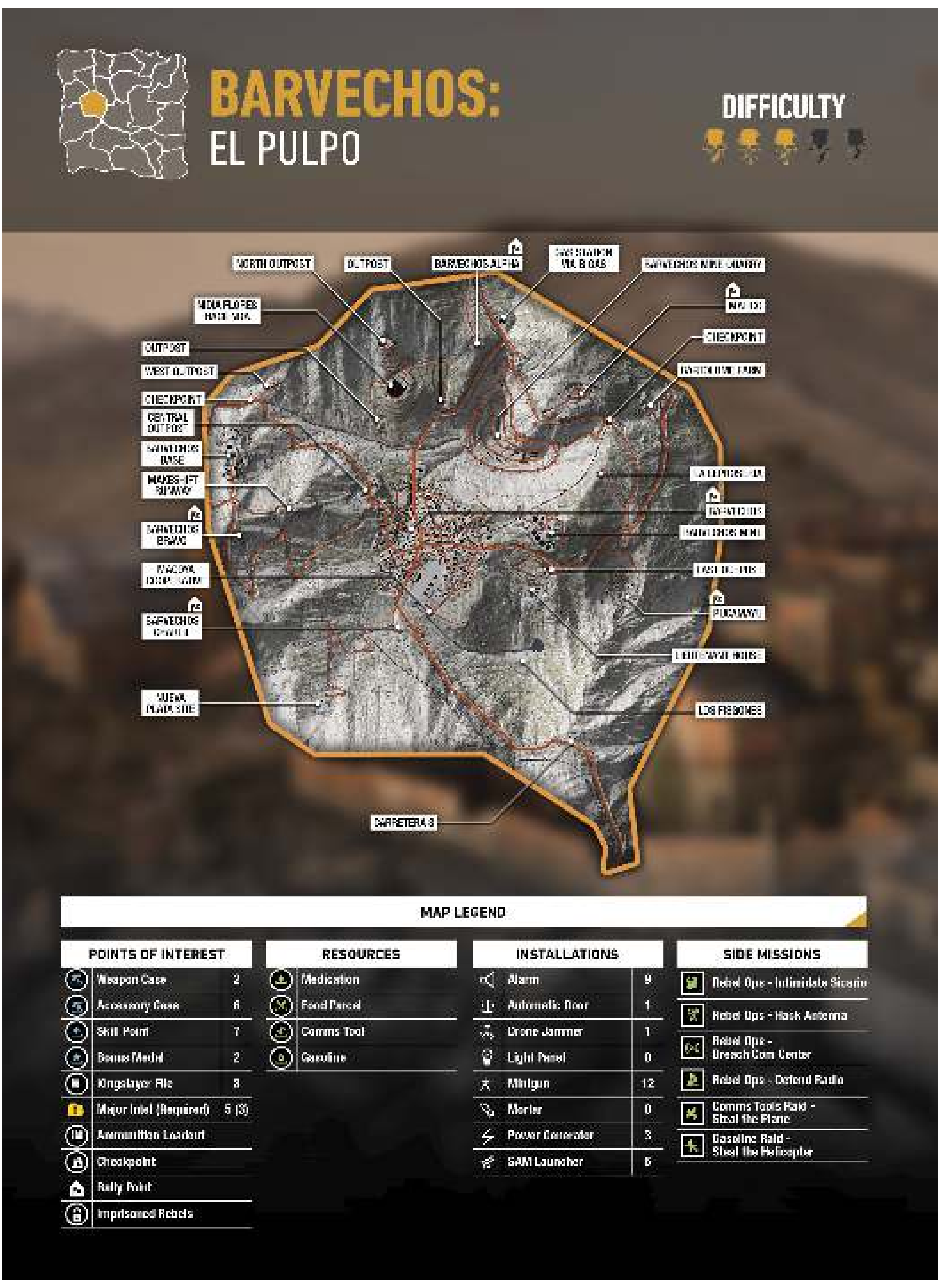
DOCUMENT



Take a boat or aircraft to the small island that sits northeast of Goyo Village. Make your way to the mess hall that sits just north of the SAM site and grab the file next to the stovetop.



Barvechos: El Pulpo


BARVECHOS:
EL PULPO
DIFFICULTY
NORTH OUTPOST
OUTPOST
BARVECHOS ALPHA
NIDIA FLORES HACIENDA
OUTPOST
WEST OUTPOST
CHECKPOINT
CENTRAL OUTPOST
BARVECHOS BASE
MAKESHIFT RUNWAY
BARVECHOS BRAVO
BARVECHOS CHARLIE
NUEVA PLATA SITE
BARVECHOS MINE QUARRY
MATICO
CHECKPOINT
BARVECHOS MINE
EAST OUTPOST
PUCAMAYU
LIEUTENANT HOUSE
CARRETERA 8
MAP LEGEND

POINTS OF INTEREST	
Weapon Case	2
Accessory Case	6
Skill Point	7
Bonus Medal	2
Kingslayer File	8
Major Intel (Required)	5 (3)
Ammunition Loadout	
Checkpoint	
Rally Point	
Imprisoned Rebels	

RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline

INSTALLATIONS	
Alarm	9
Automatic Door	1
Drone Jammer	1
Light Panel	0
Minigun	12
Mortar	0
Power Generator	3
SAM Launcher	6

SIDE MISSIONS
Rebel Ops - Intimidate Sicario
Rebel Ops - Hack Antenna
Rebel Ops - Breach Com Center
Rebel Ops - Defend Radio
Comms Tools Raid - Steal the Plane
Gasoline Raid - Steal the Helicopter

A silver mining province, where Santa Blanca monitors money laundering.

Content	Number in Province
Main Missions	5
Side Missions	7

- **OperatioN: Smuggling**
- **Chief: El Pulpo**
- **Ecosystem: Altiplano**

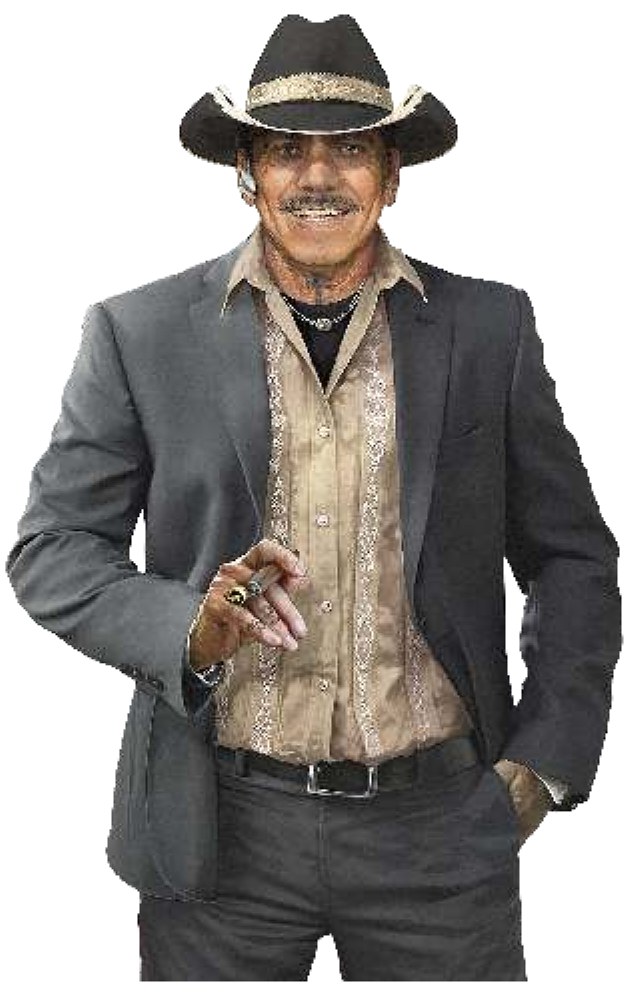
This province is located in the region of Altiplano and is focused on silver exploitation, llama breeding, and barley cultures, one of the few cereals capable of growing at this altitude. Barvechos, a vast city home to many miners, is the capital of this province. The villages of Matico and Pucamayu are focused on agricultural activities.

The area also has important mineral resources. The Barvechos Plata Company operates a large silver mine where the Santa Blanca has had an office since the cartel entered its capital.

The central position of Barvechos, the presence of an airport, and the friendship of Barvechos Plata's boss were reasons for Nidia Flores to settle there. She restored and modernized a big hacienda to live in when she stays in Bolivia. From there, she controls smuggling activities while having a comfortable and luxurious life for her and her daughter.

The friendly accounting practices of Barvechos Plata and Barvechos bank allow Nidia Flores to launder the cartel gains. She has built a camp to house the millions of dollars passing through the province. In normal times, a hundred million are kept there. Sueño asked Pulpo, one the cartel's accountants in which he has the most confidence, to come. His mission is to verify that no one steals from the cash register of the drug lord.

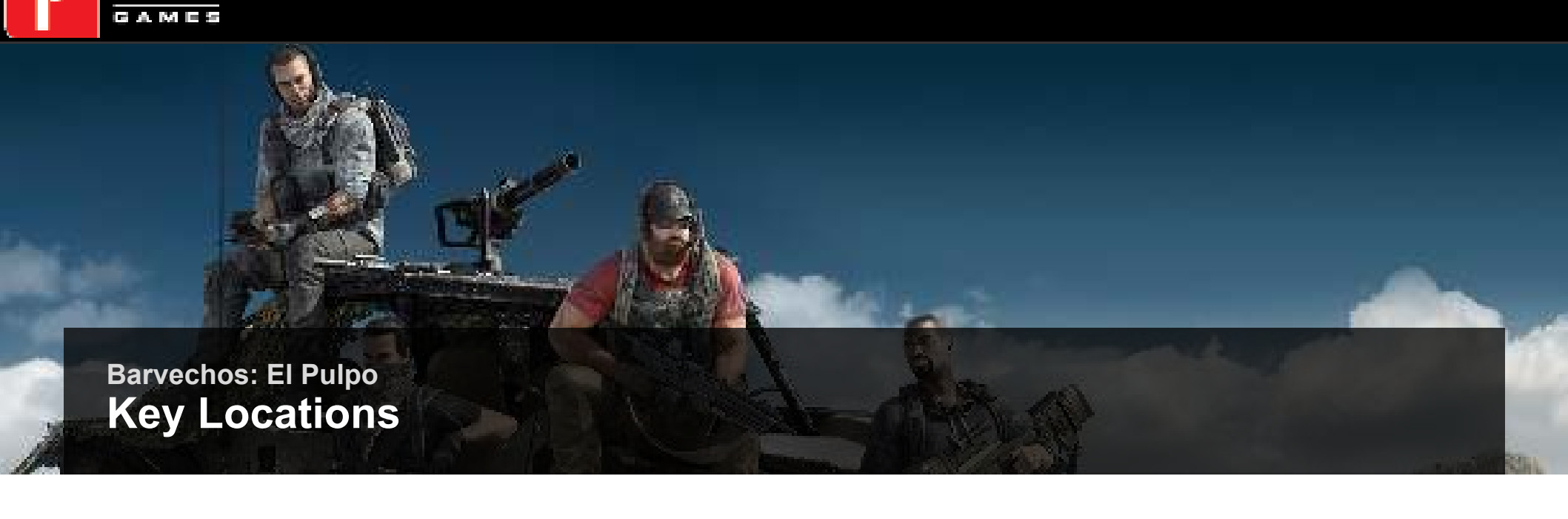
OCTAVIO ALLENDE, AKA EL PULPO (THE OCTOPUS)



BORN: 23/12/1974, Mexico City, Mexico

CARTEL POSITION: Accountant

His father was a lawyer for Santa Blanca narcos in Mexico, while he befriended a bunch of narco juniors. After his father was killed, El Pulpo took his place as lawyer and accountant to Santa Blanca in 2010. El Sueño asked El Pulpo to develop the needed relations for laundering money in Bolivia and to keep an eye on money flows within the cartel.



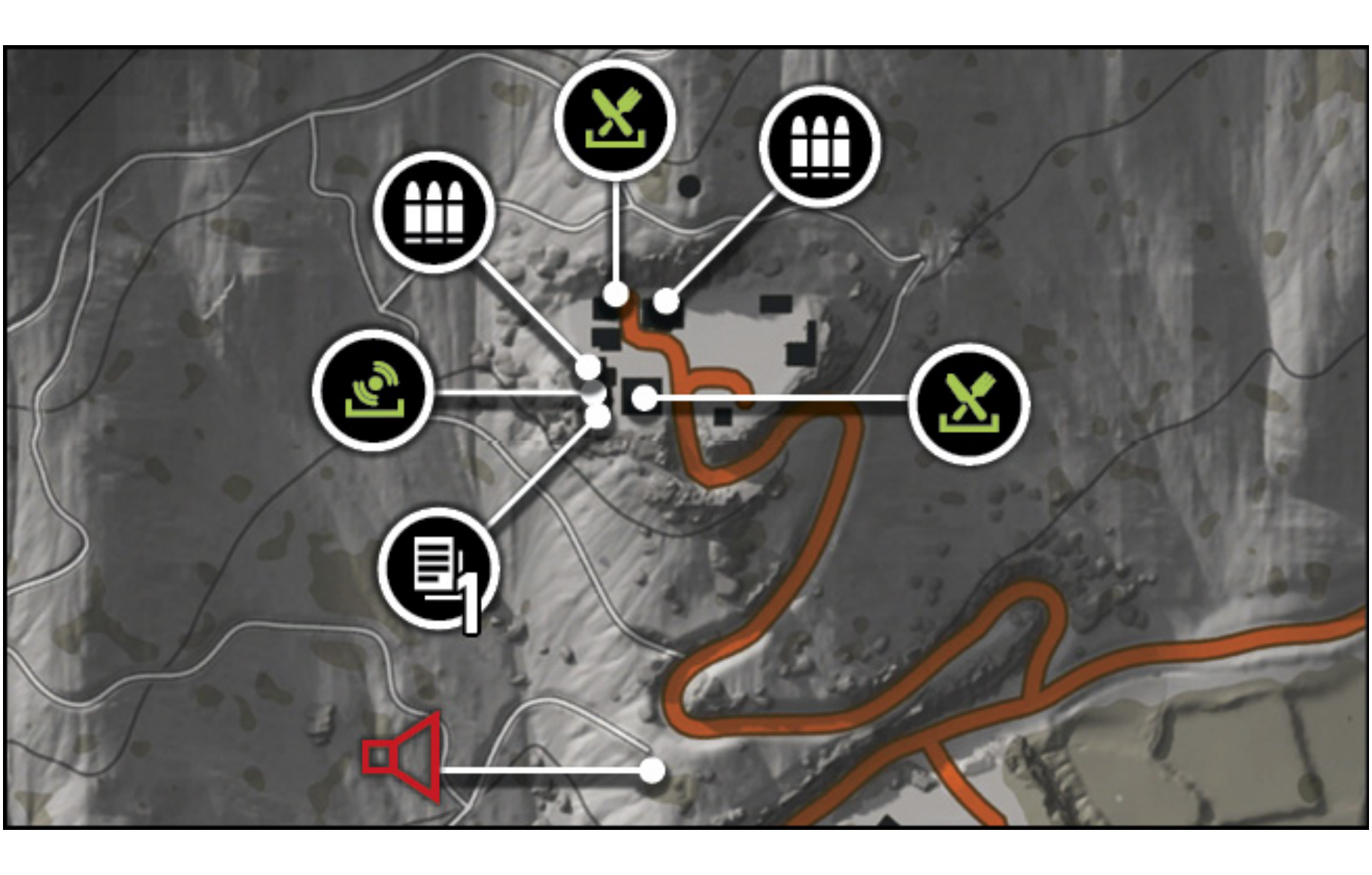
Barvechos: El Pulpo

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

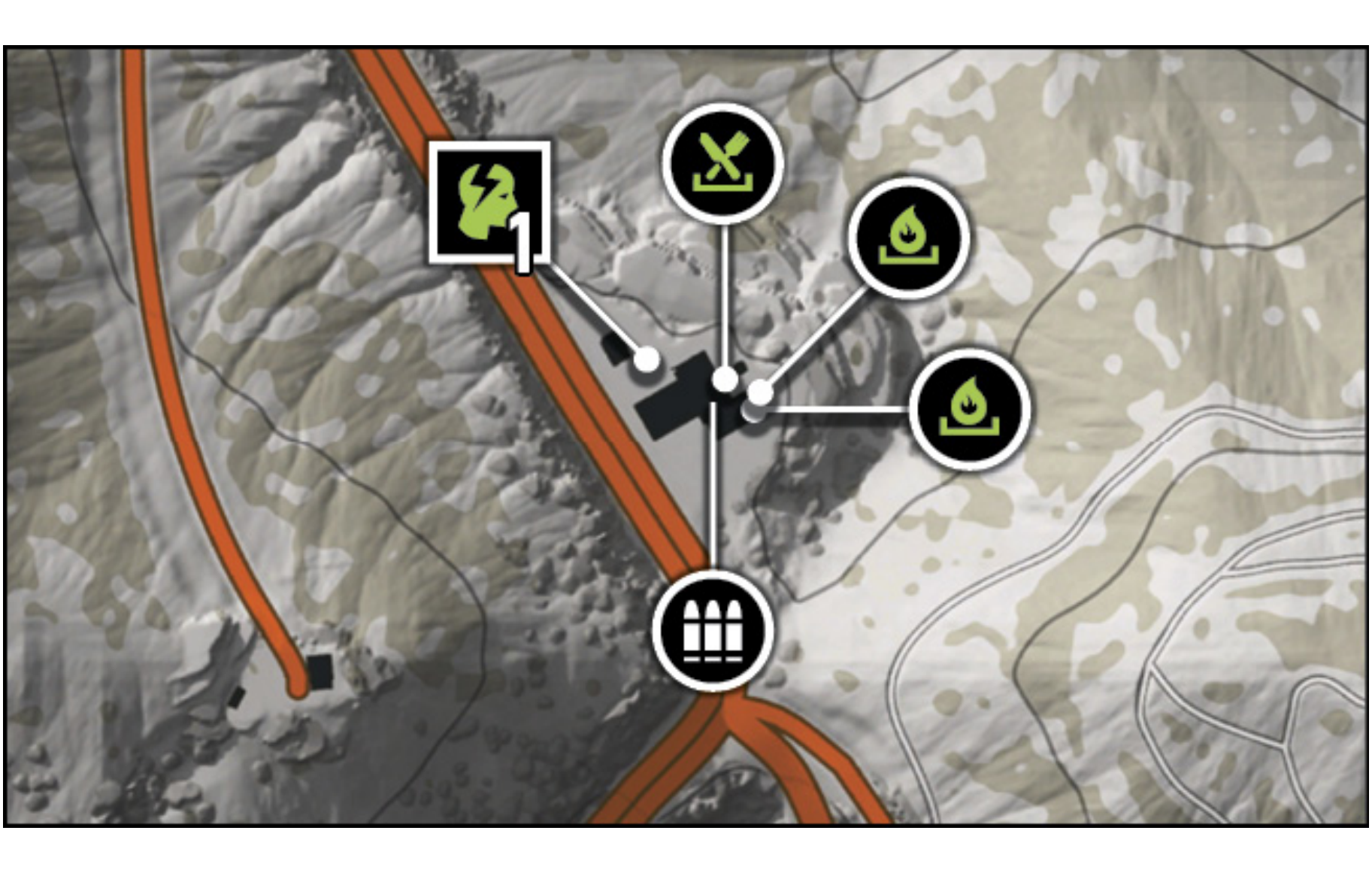
NORTH OUTPOST

Secures Nidia's hacienda, north sector.



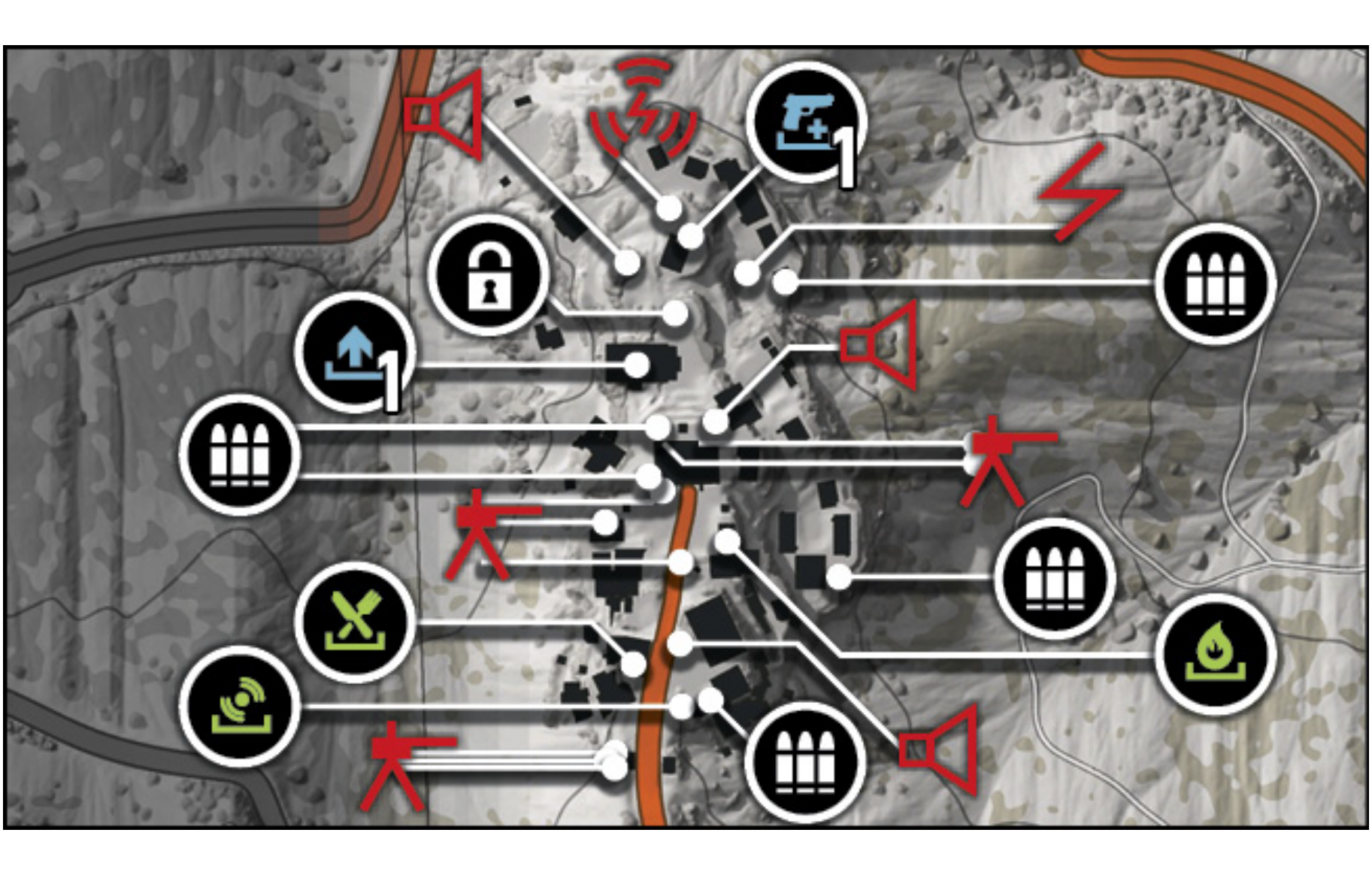
GAS STATION VIA-B GAS

An isolated gas station.



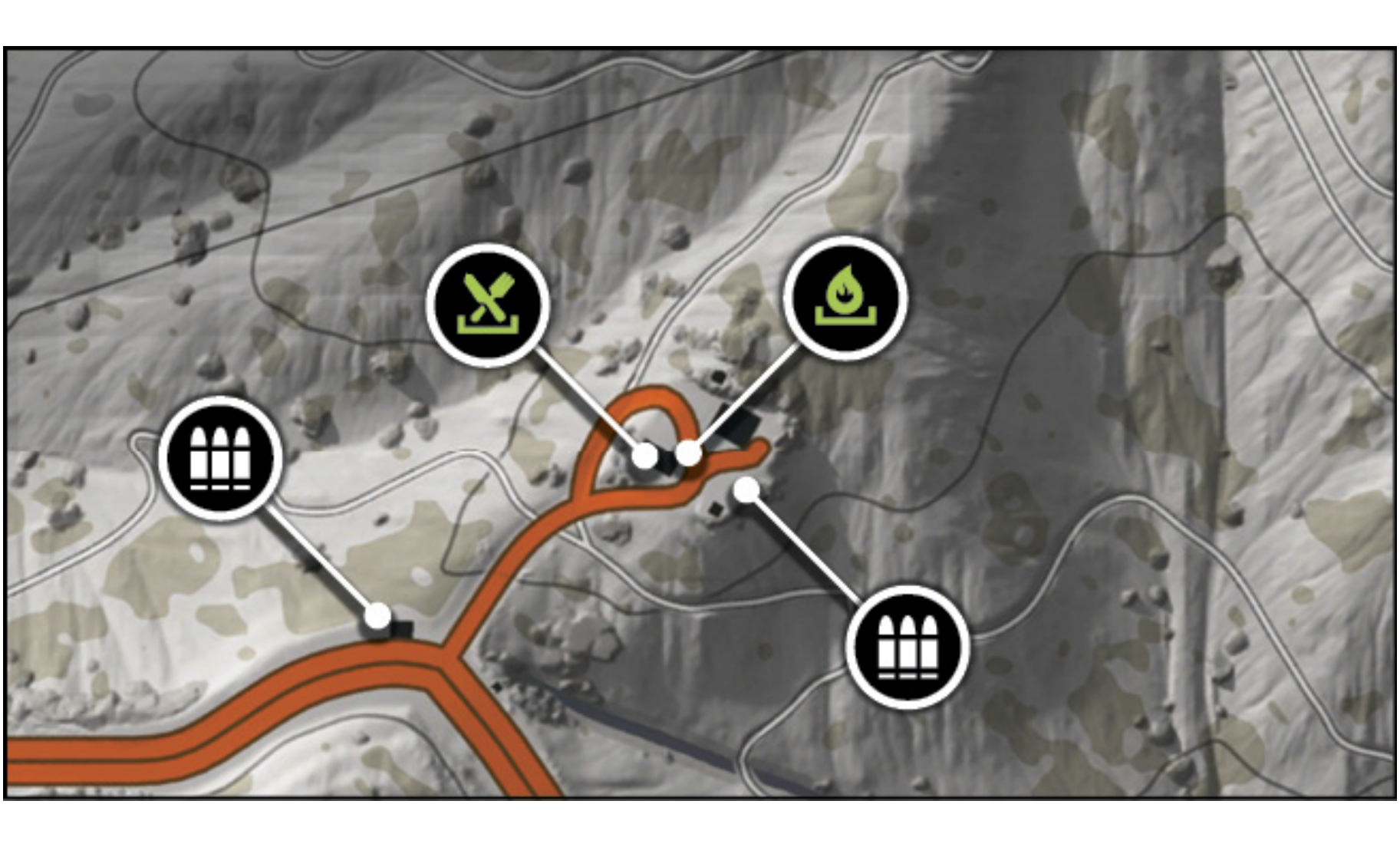
BARVECHOS BASE

Brazilian cocaine market profits are stored here.



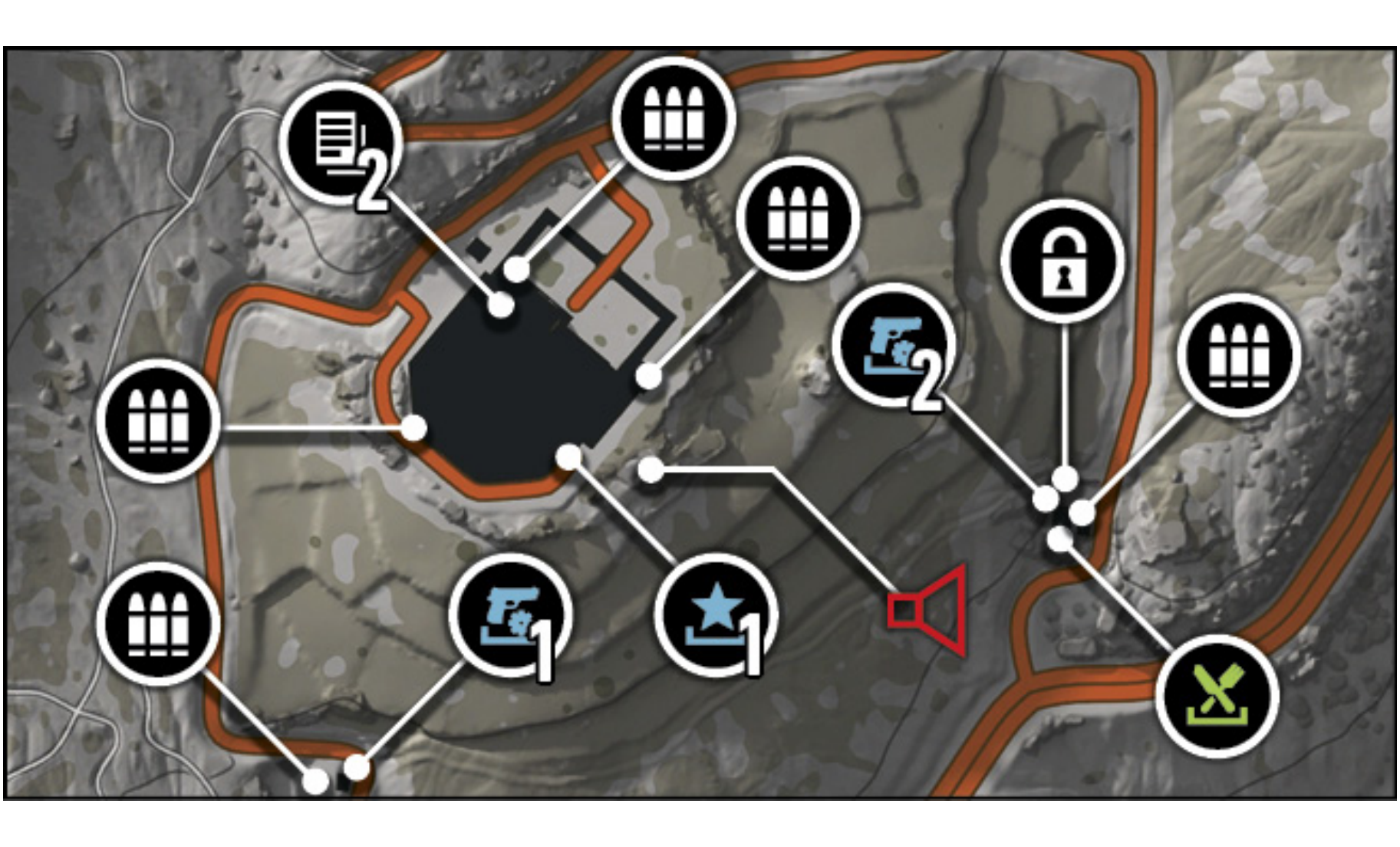
WEST OUTPOST

A relay for the cartel's convoys. A nearby checkpoint controls Road 5.



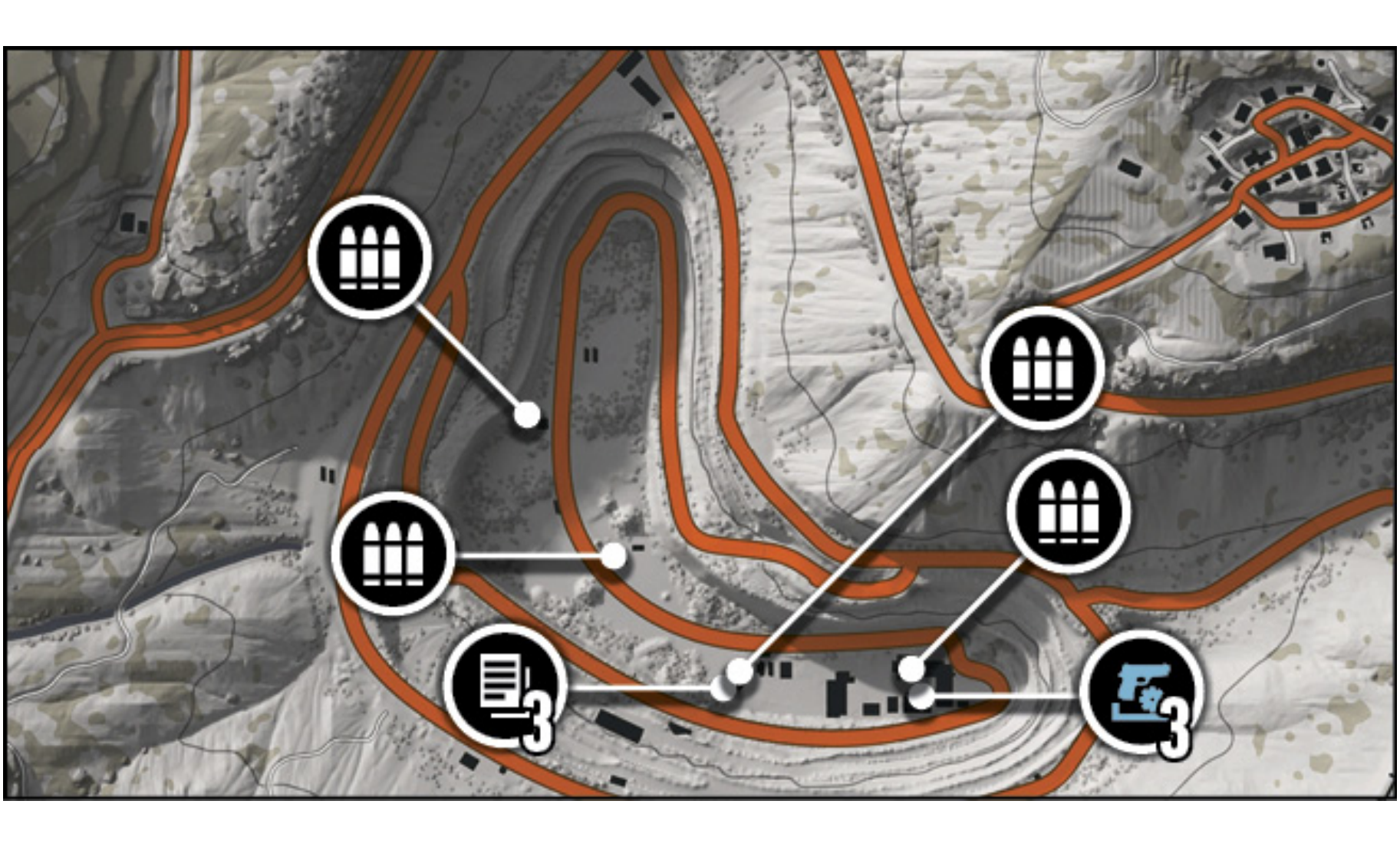
NIDIA FLORES' HACIENDA

Home of Santa Blanca's head of trafficking. Outposts secure the north, south, and east sectors.



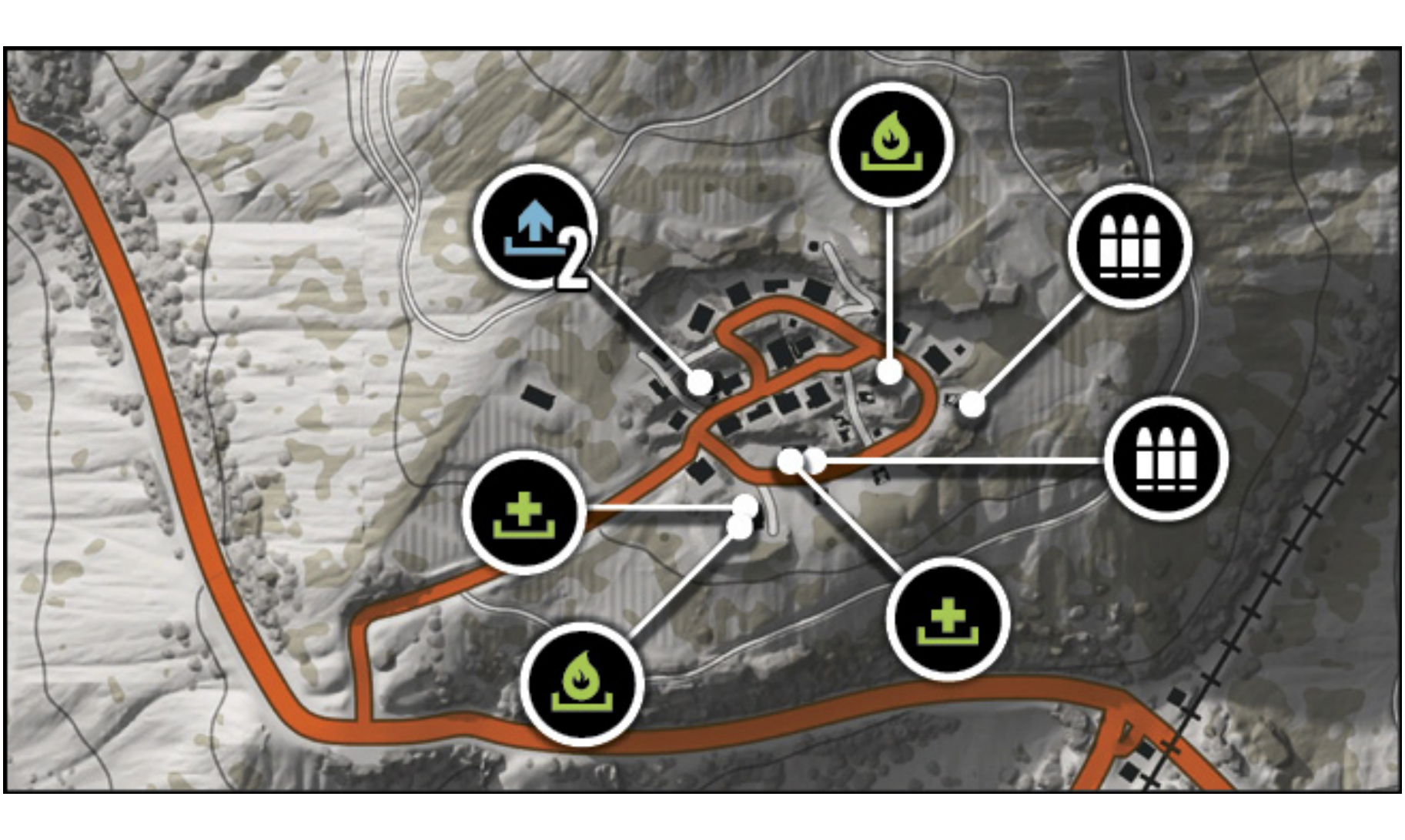
BARVECHOS MINE QUARRY

Largest open-pit mine in Bolivia.



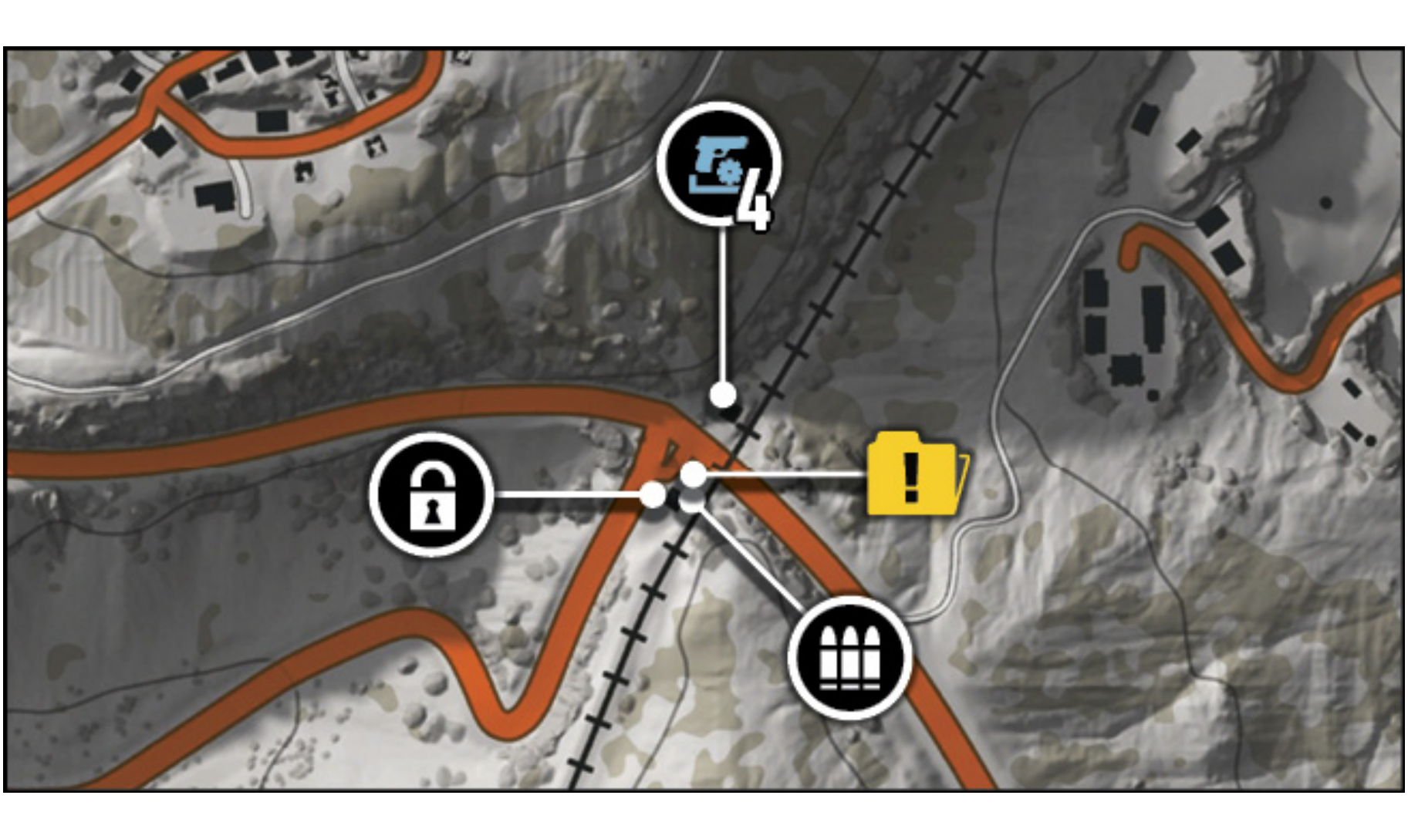
MATICO VILLAGE

A retired farmers' village.



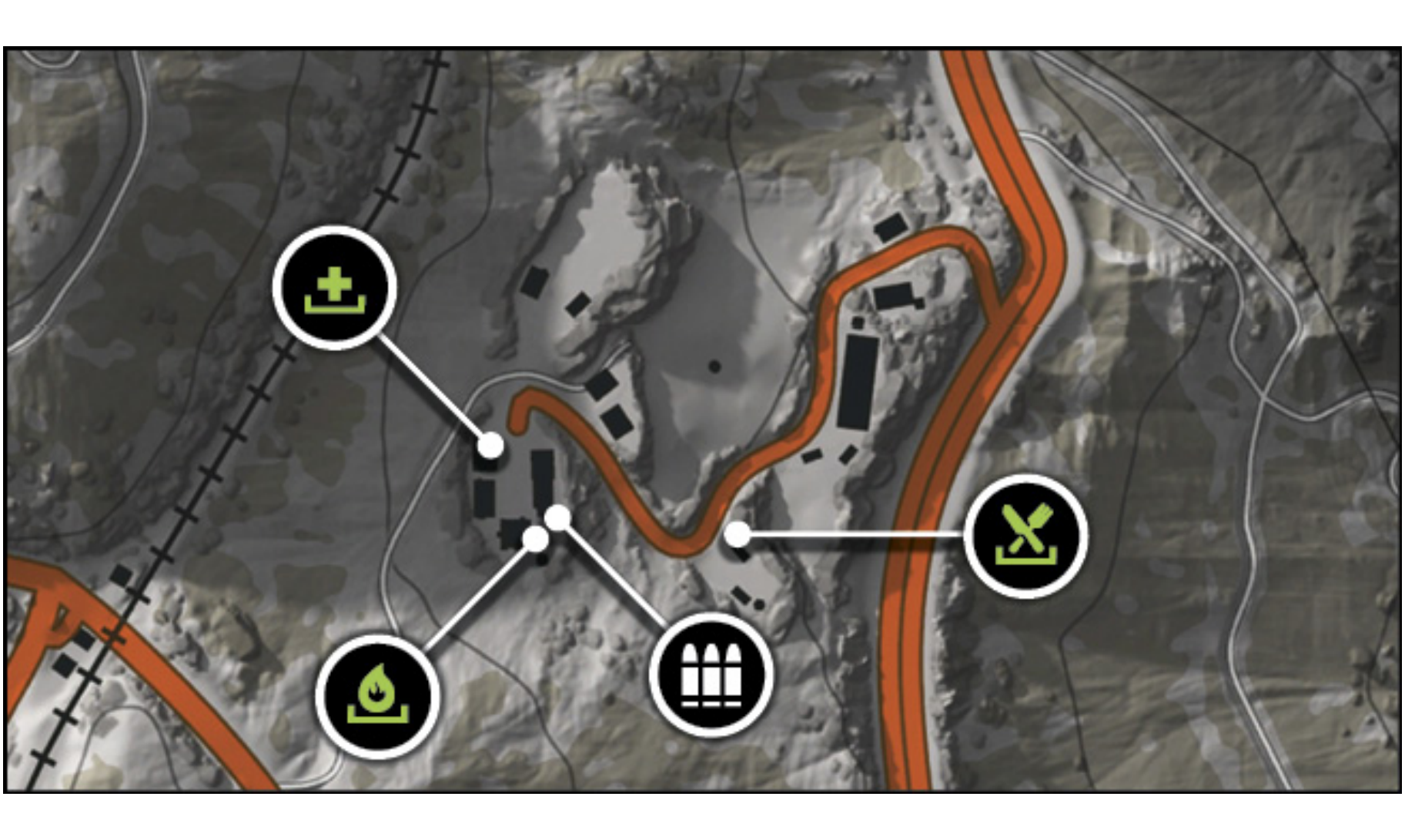
EAST CHECKPOINT

Controls the silver mine road.



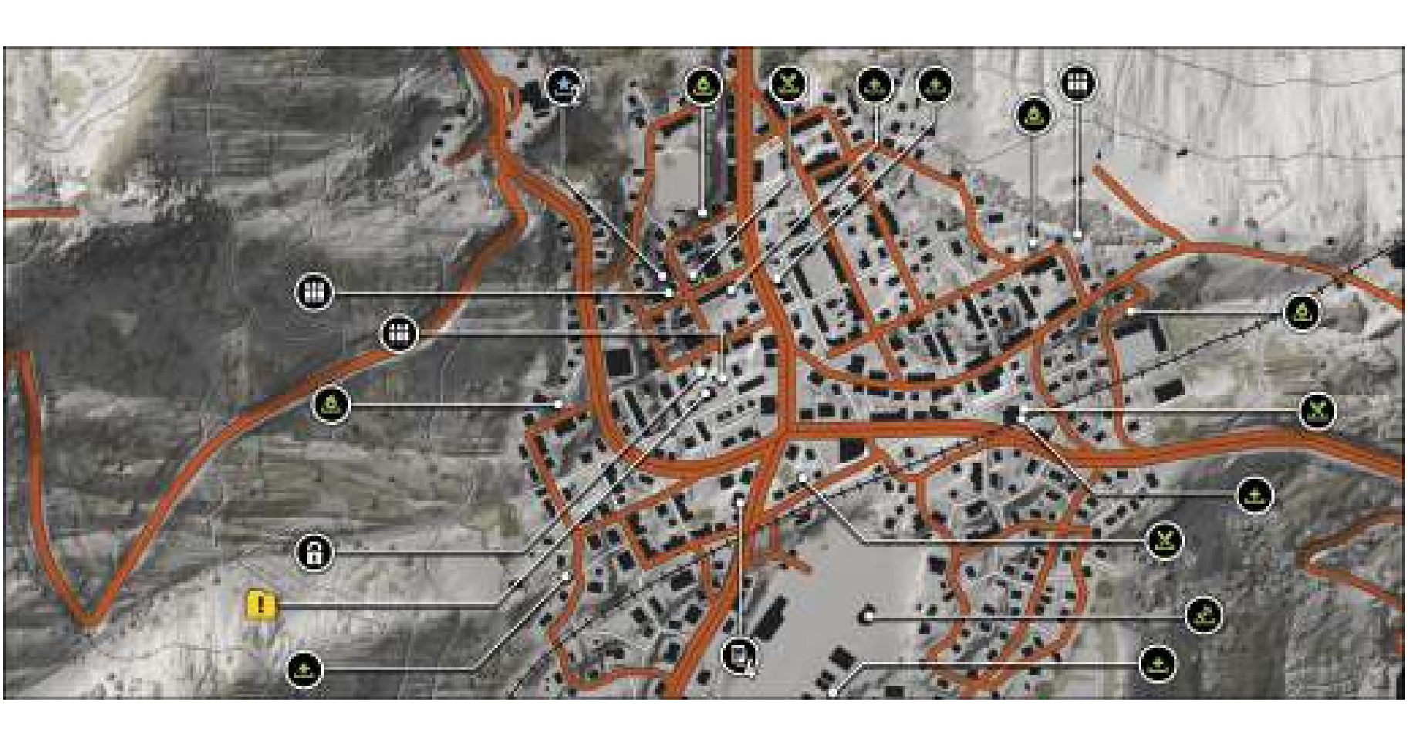
BARTOLOME FARM

A barley farm.



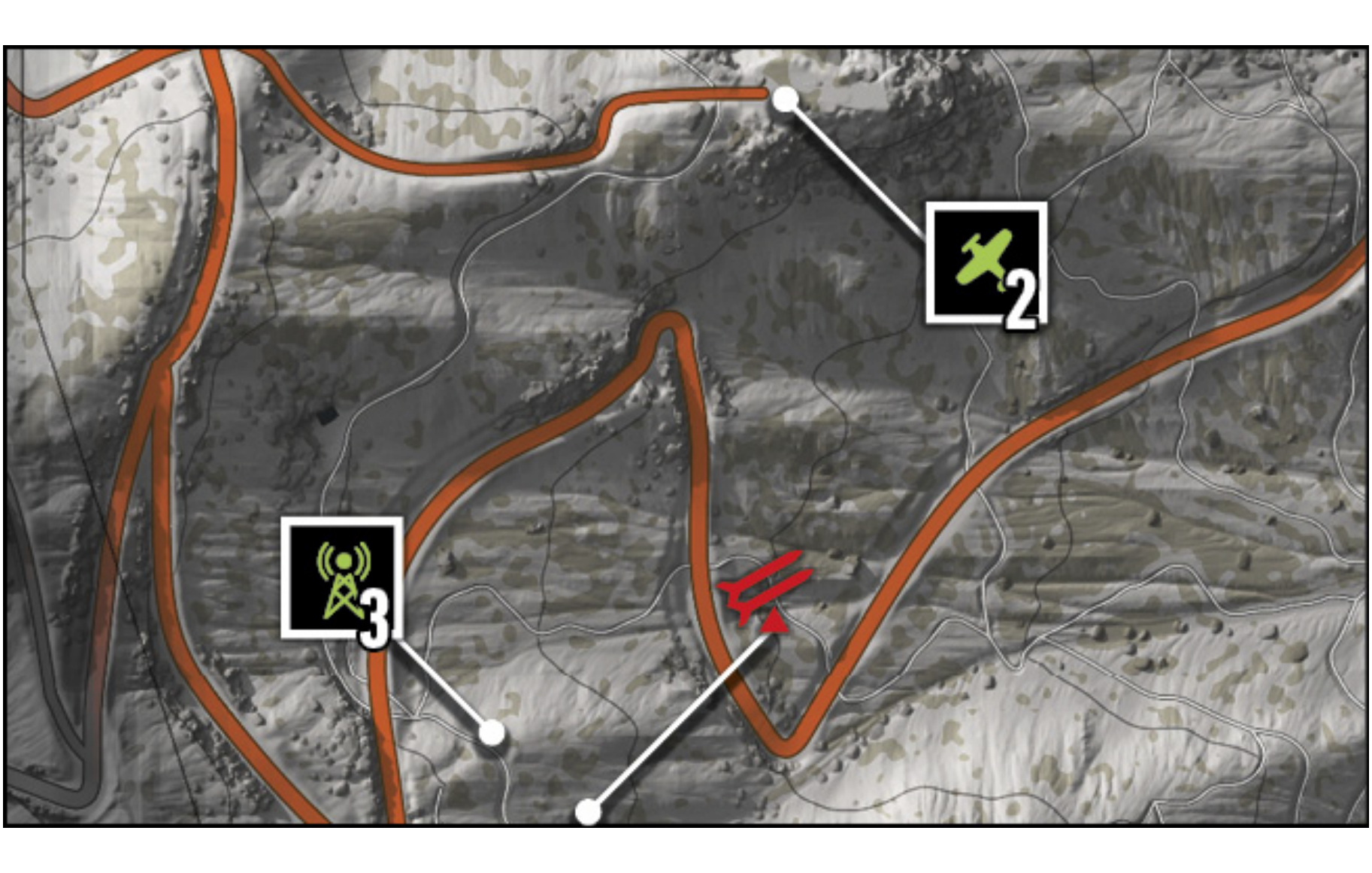
BARVECHOS

A city built to support silver mining.



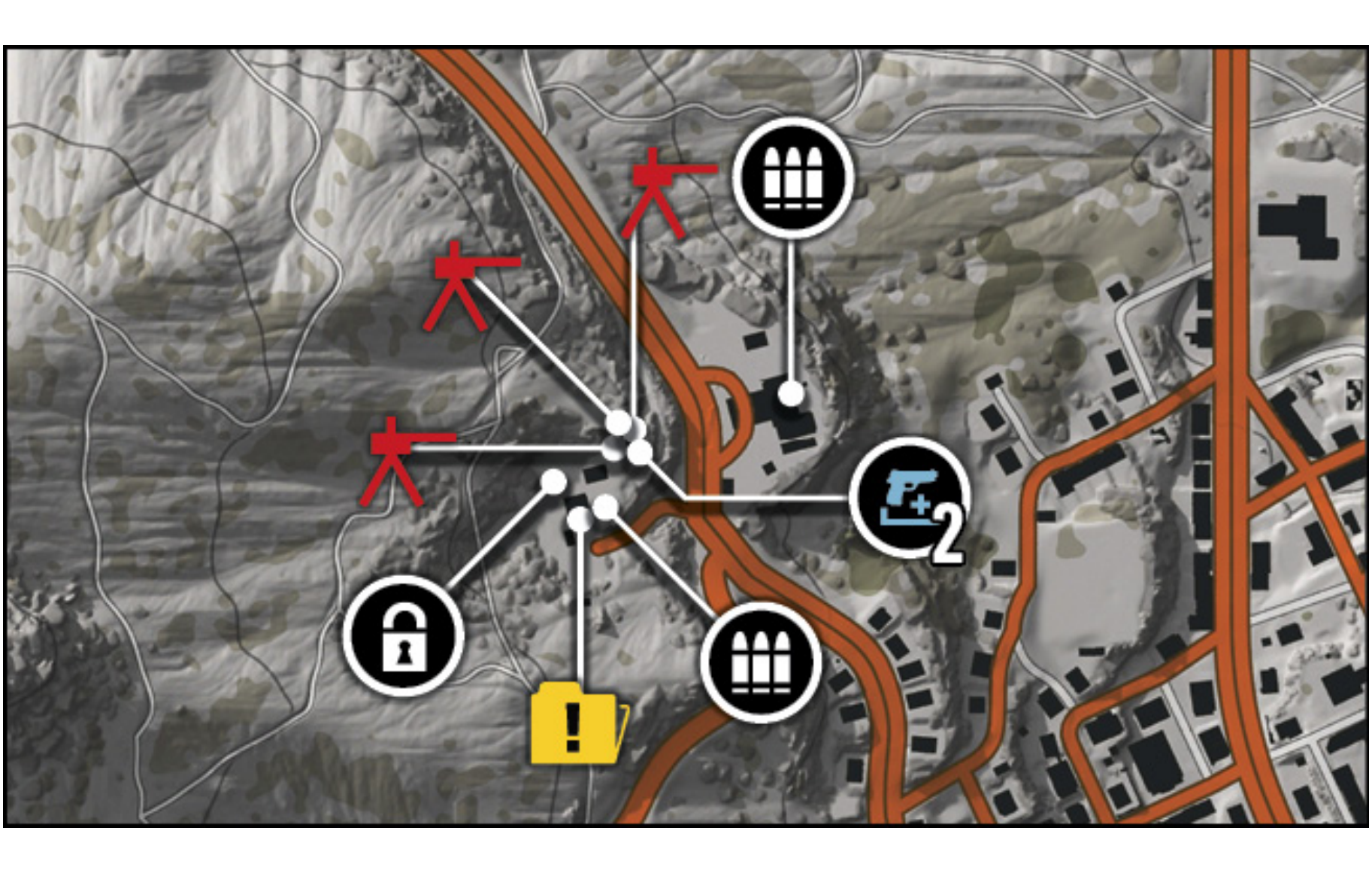
MAKESHIFT RUNWAY

A runway improvised by the cartel.



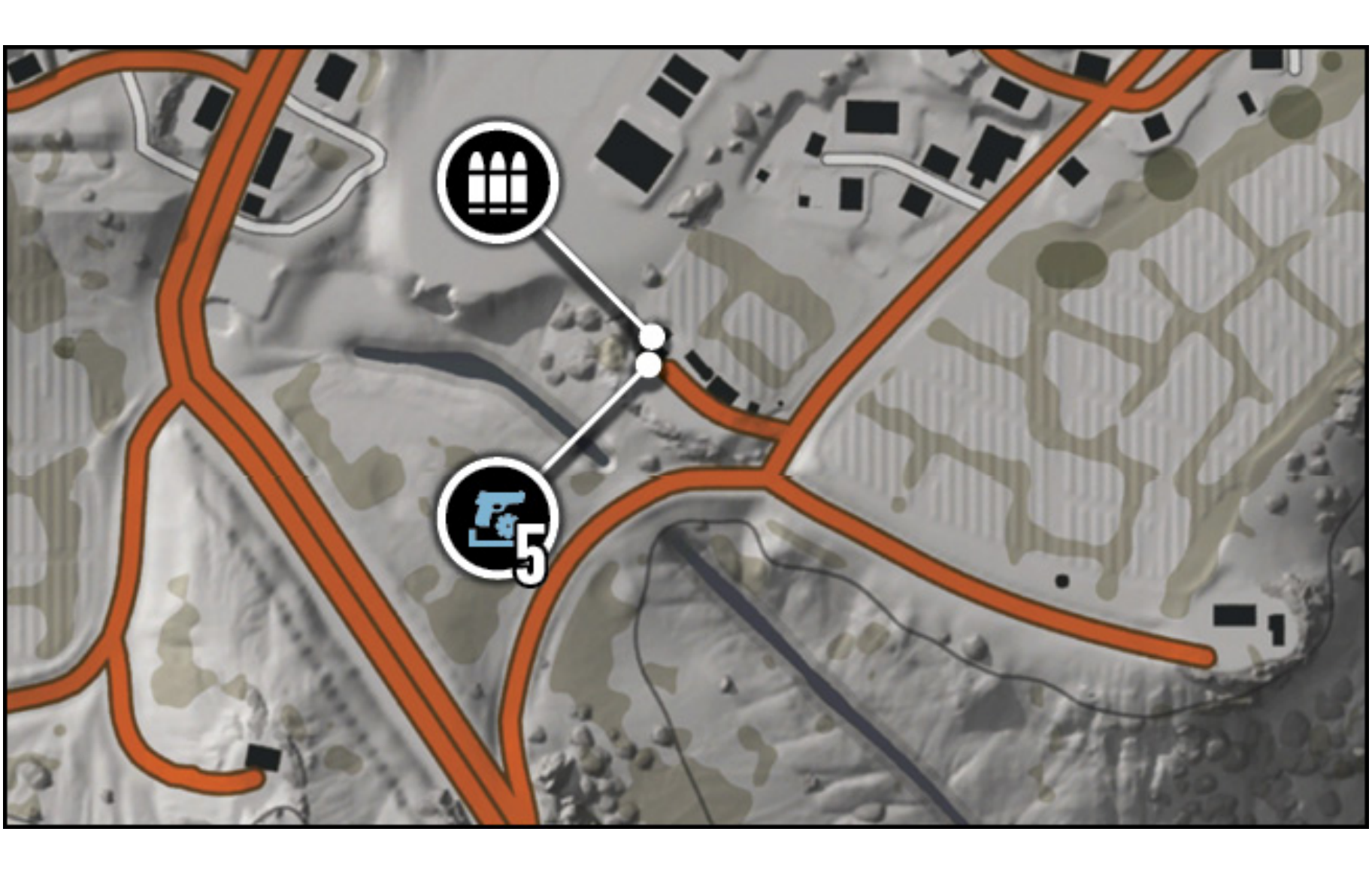
CENTRAL OUTPOST

Monitors road traffic.



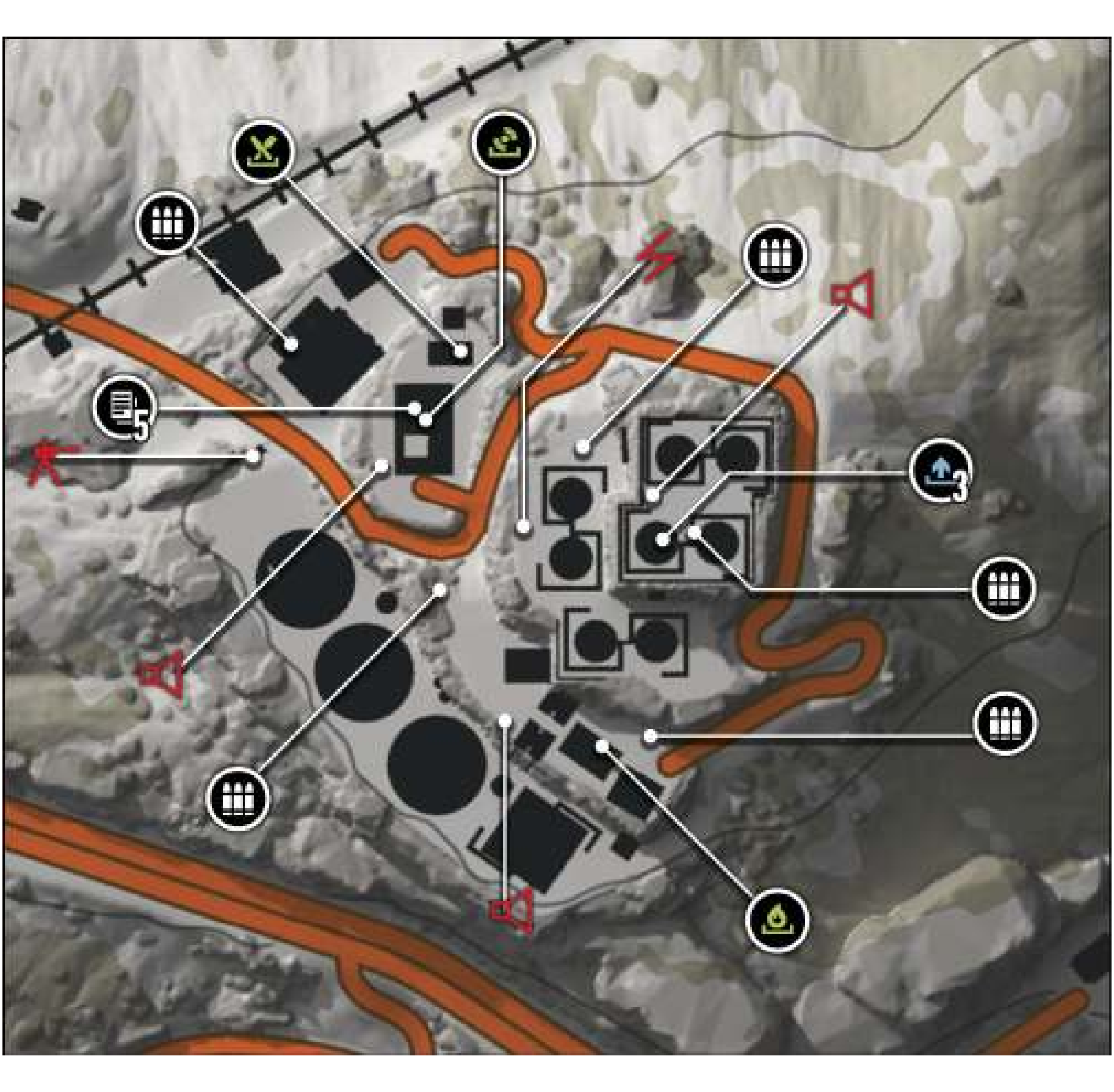
MACOYA COOPERATIVE

The barley farmers' cooperative.



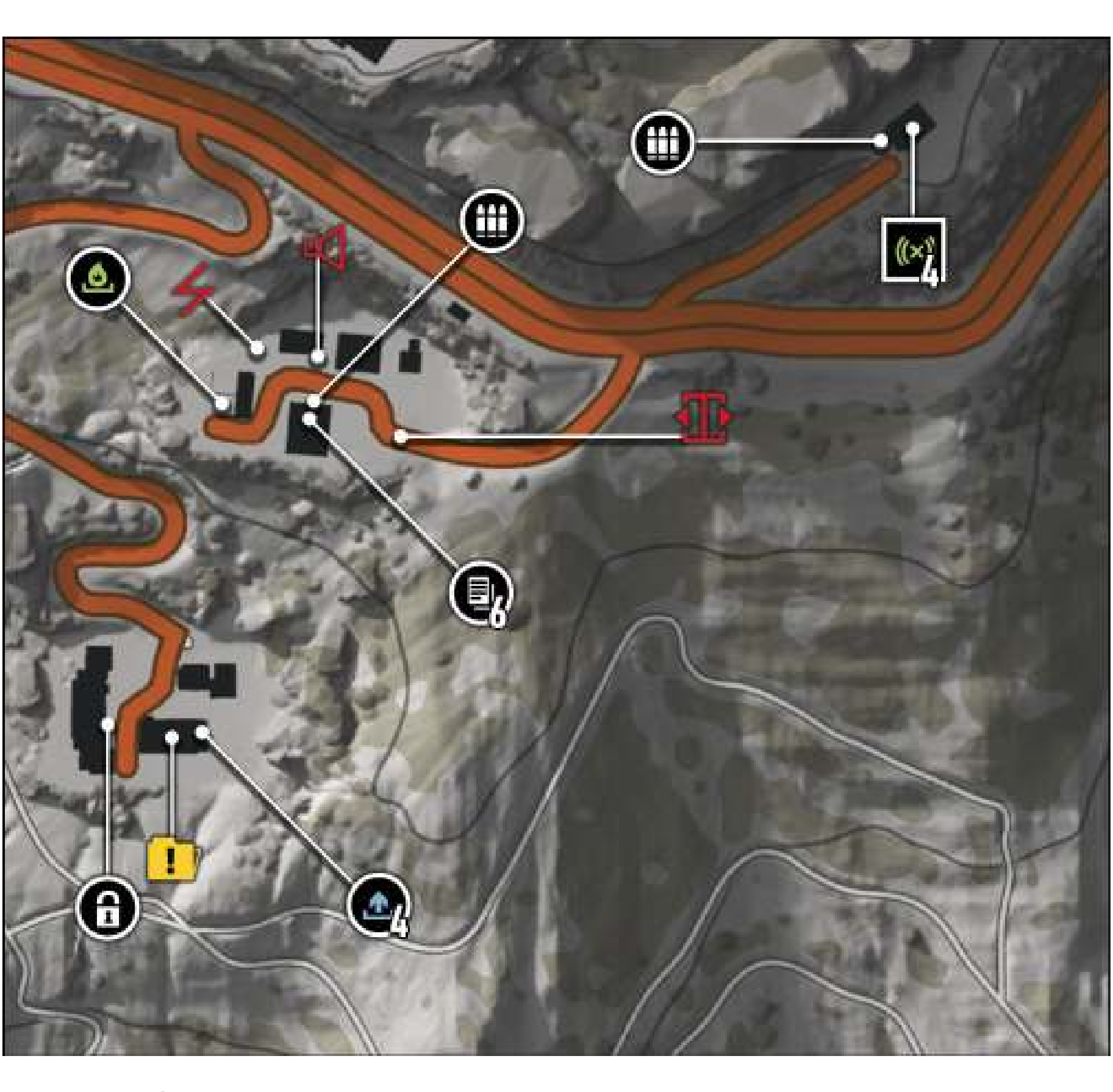
BARVECHOS MINE

Produces 4,000,000 ounces of silver per year.



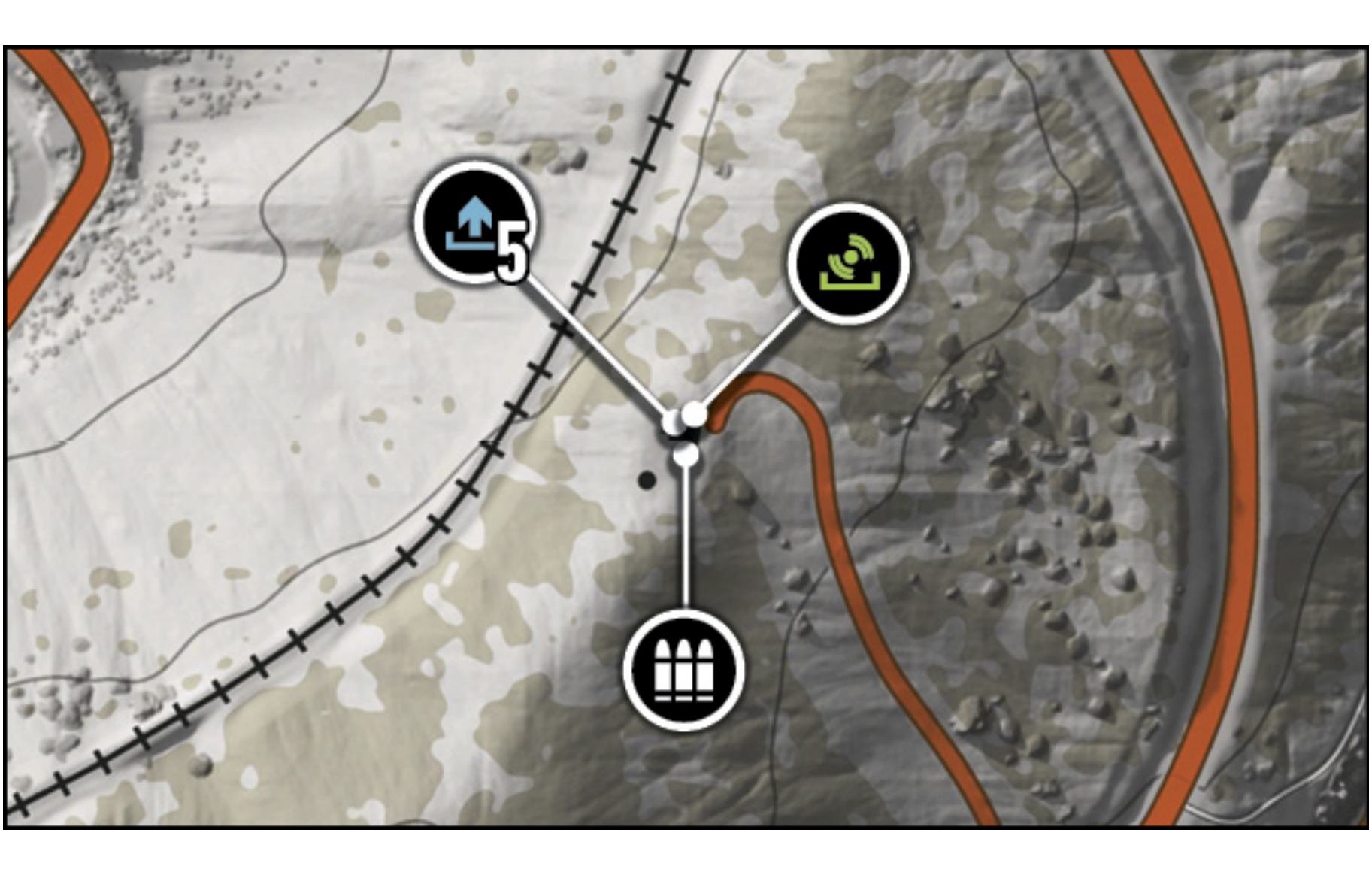
LIEUTENANT HOUSE

The house of a top cartel member. An outpost serves as his personal warehouse.



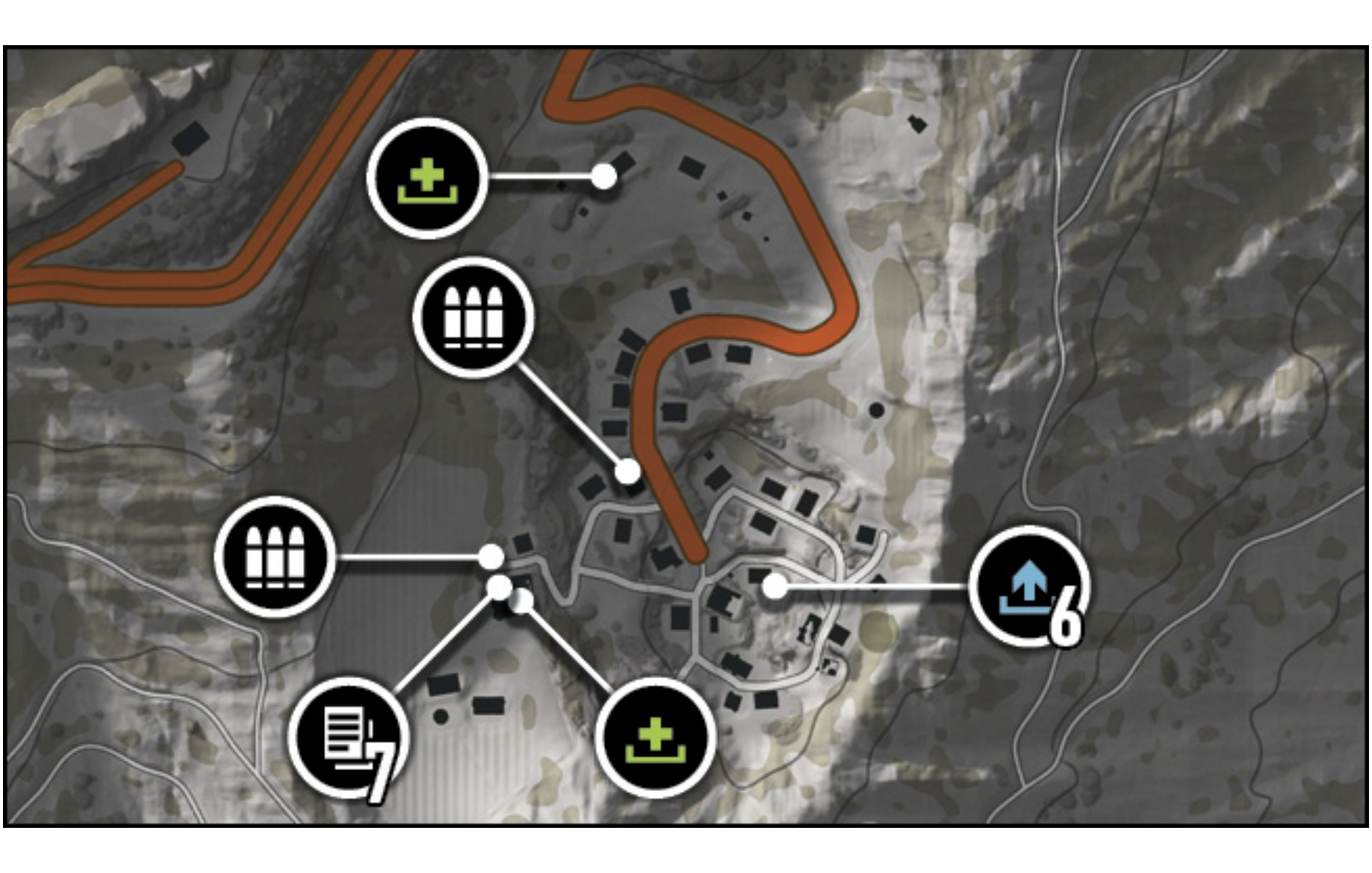
LA LEPROSERÍA

A rebel hideout now controlled by hostiles.



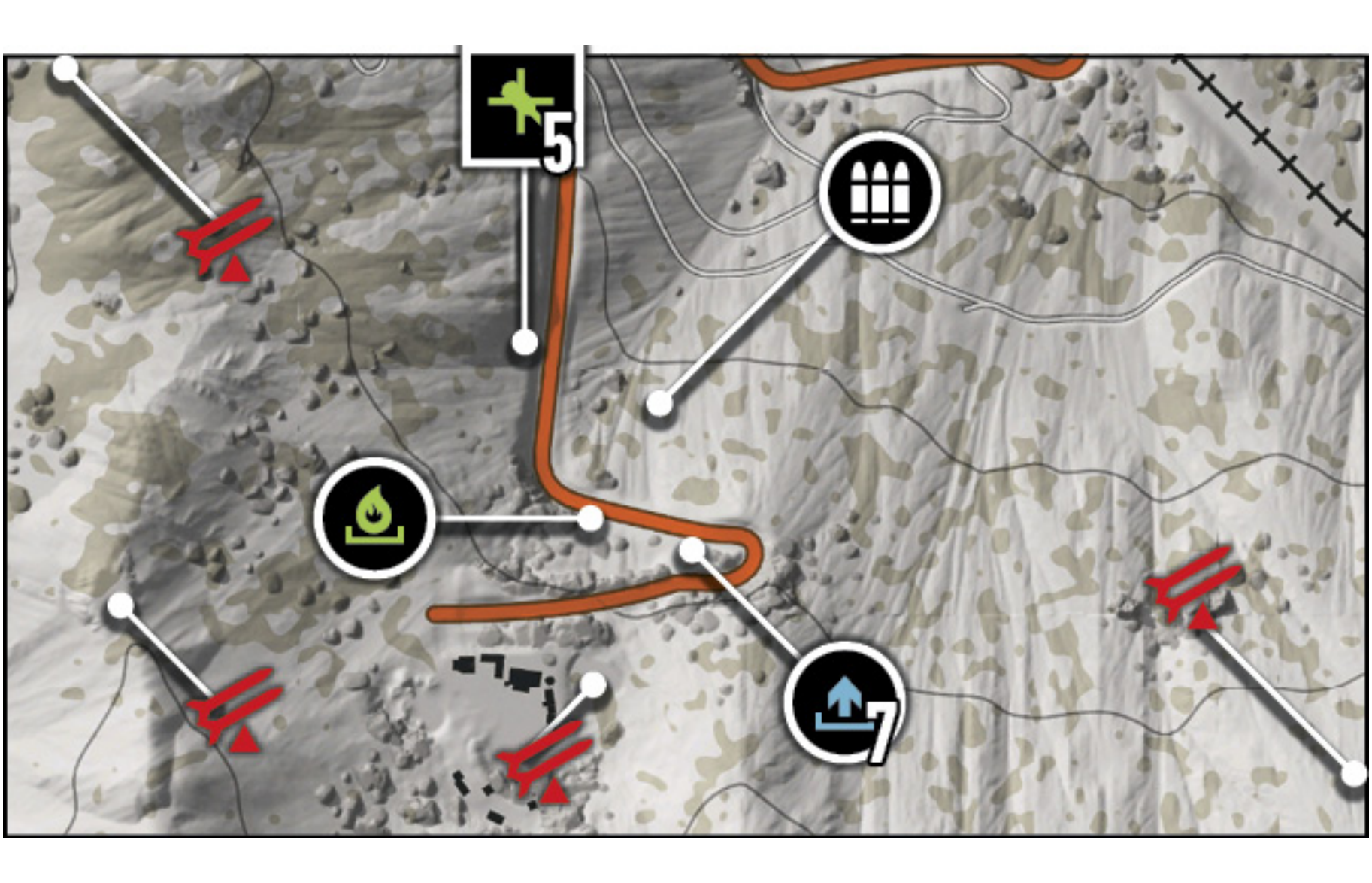
PUCAMAYU

People here scavenge from the Barvechos dump.



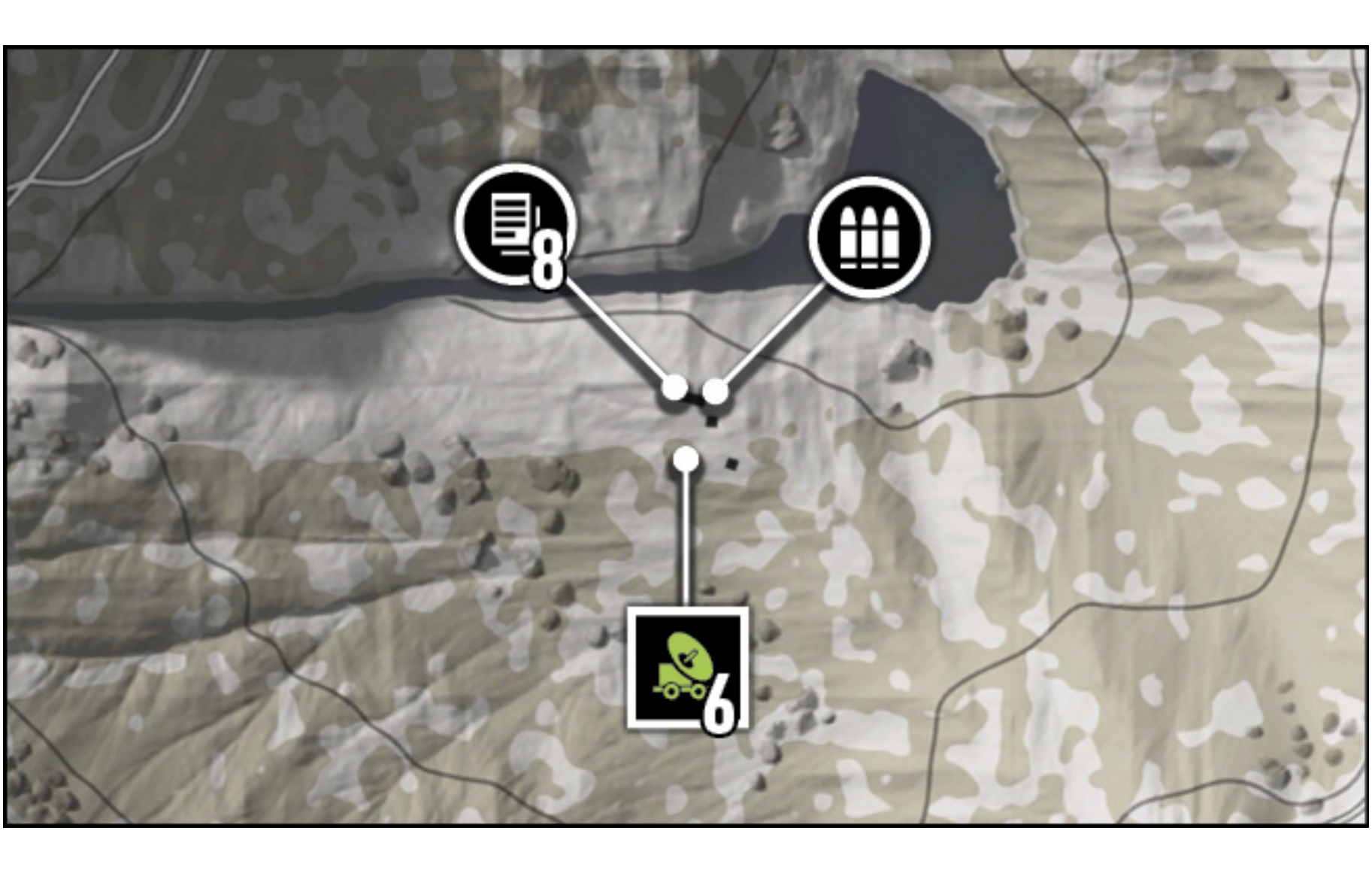
NUEVA PLATA SITE

A silver prospecting site.



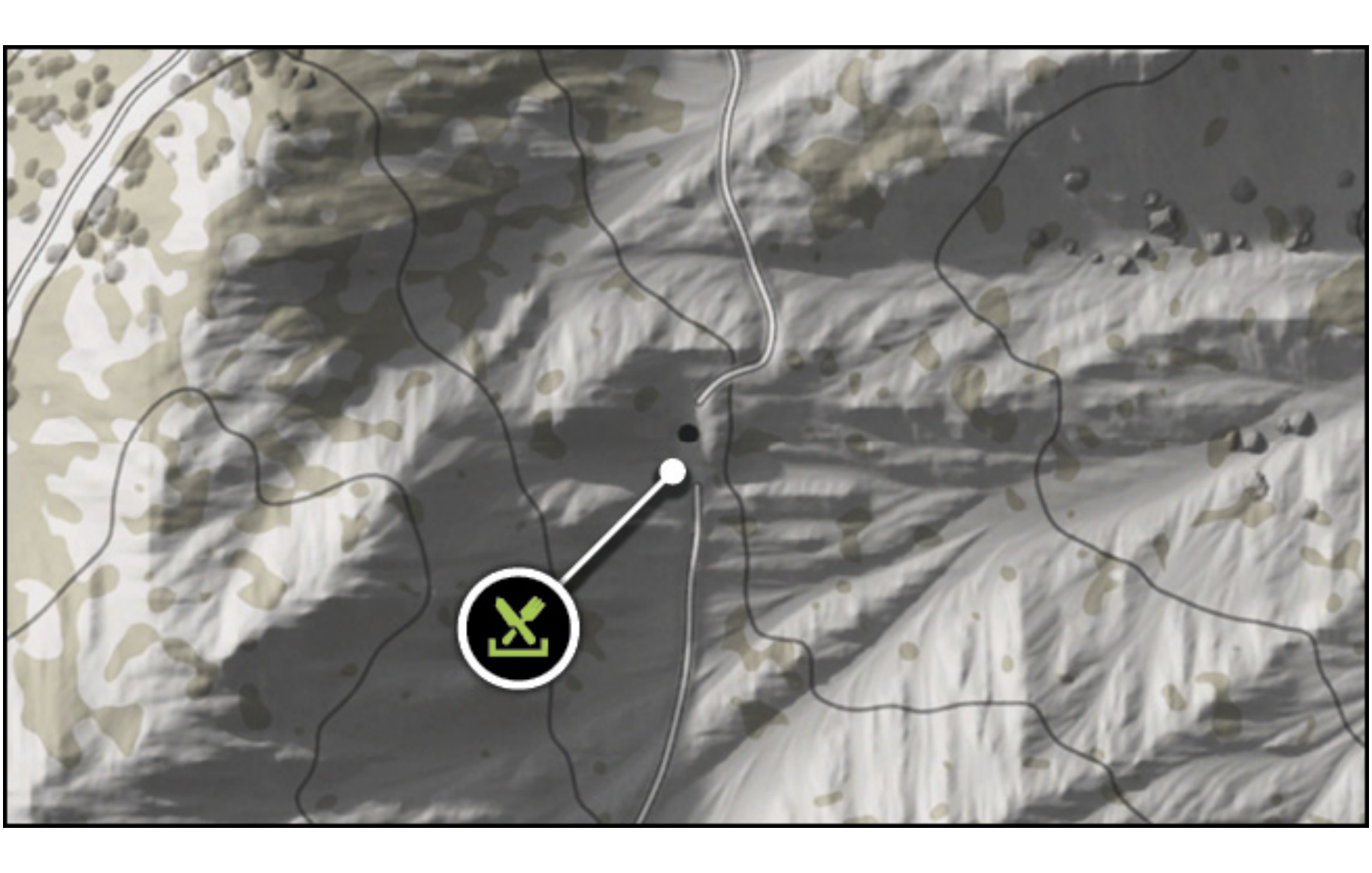
LOS FISGONES

The huge Barvechos city dump.



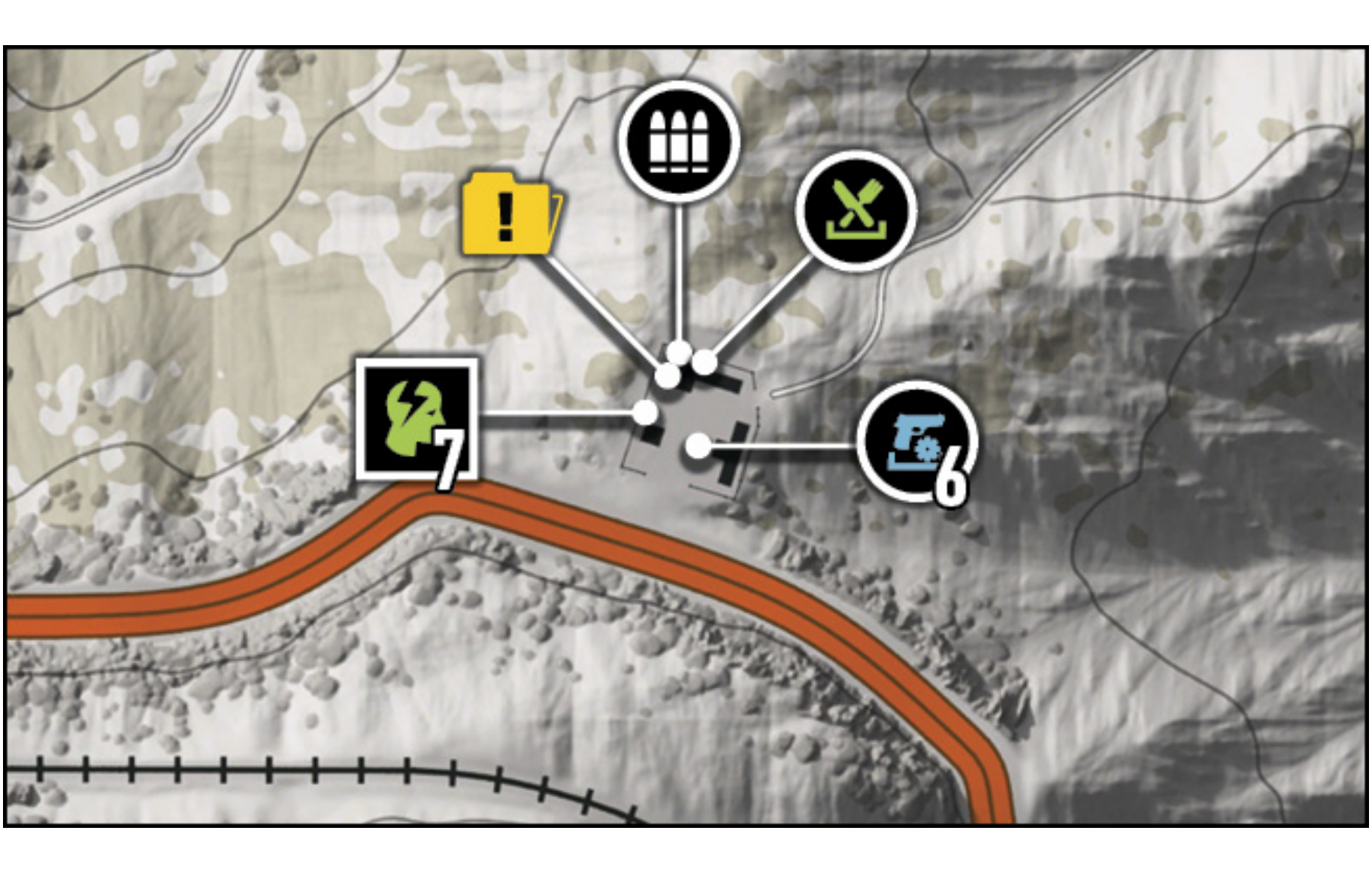
SANTA MARIA FARM

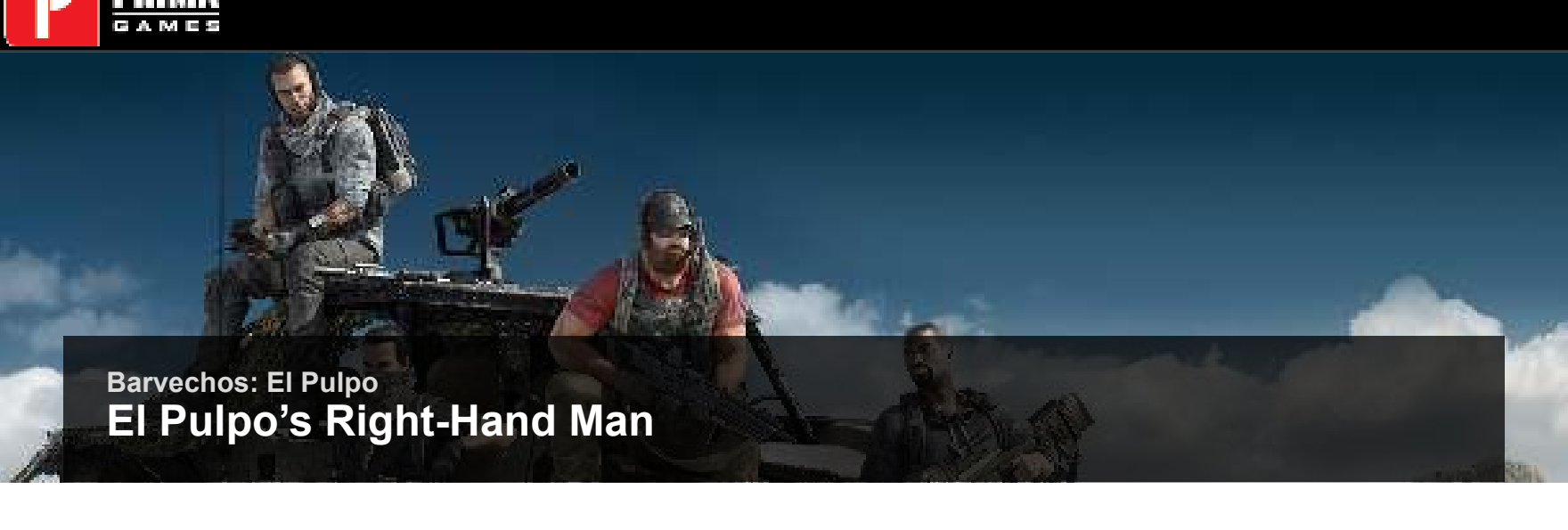
A llama farm



CARRETERA 3

Built for tourists, now occupied by the cartel.





Barvechos: El Pulpo

El Pulpo's Right-Hand Man

OBJECTIVES

- Reach the Sipuco silver mine
- Interrogate the mine manager
- Free Wagner (04:00)
- Grab Wagner
- Extract Wagner to Barvechos Charlie

LOCATIONS

- Barvechos Mine
- Barvechos Mine Quarry
- Barvechos Charlie

REWARDS

- + 500 XP

BRIEF

Sueño has sent his accountant, El Pulpo, to audit Nidia Flores' books. It's possible that Sueño suspects Flores of skimming off cartel funds. Pulpo's assistant is currently at the Sipuco silver mine. We need to grab him and find out what he knows.

MISSION ACCESS

Arrive at Barvechos Province and receive a briefing from Bowman to start this mission.

FINDING YOUR QUARRY

The silver mine facility, tagged on your Tacmap as "Barvechos Mine", is a sprawling set of industrial cooling towers, vats, and structures on a hill just south of the mine quarry itself. In the three-story structure with the helipad on the roof is the mine manager; he knows where Wagner is being held. Unfortunately, he's well-guarded.

CAUTION: A MINIGUN, BUT NOT MUCH MORE

The sheer size of the mine, the hilly terrain, and the half-dozen snipers on various towers (both of the brick and cooling variety) make this an intimidating infiltration. However, when you realize there's a generator on the west side of the cooling tower area, three alarms you can easily spot from the air, and a minigun by the entrance just west of the target building, the only remaining problems become reaching the mine manager without killing any innocent workers.

You may notice the enemy has started wearing bullet-proof vests, and using binoculars a little more frequently. React by attempting headshots, and being more subtle when sneaking into these bases.

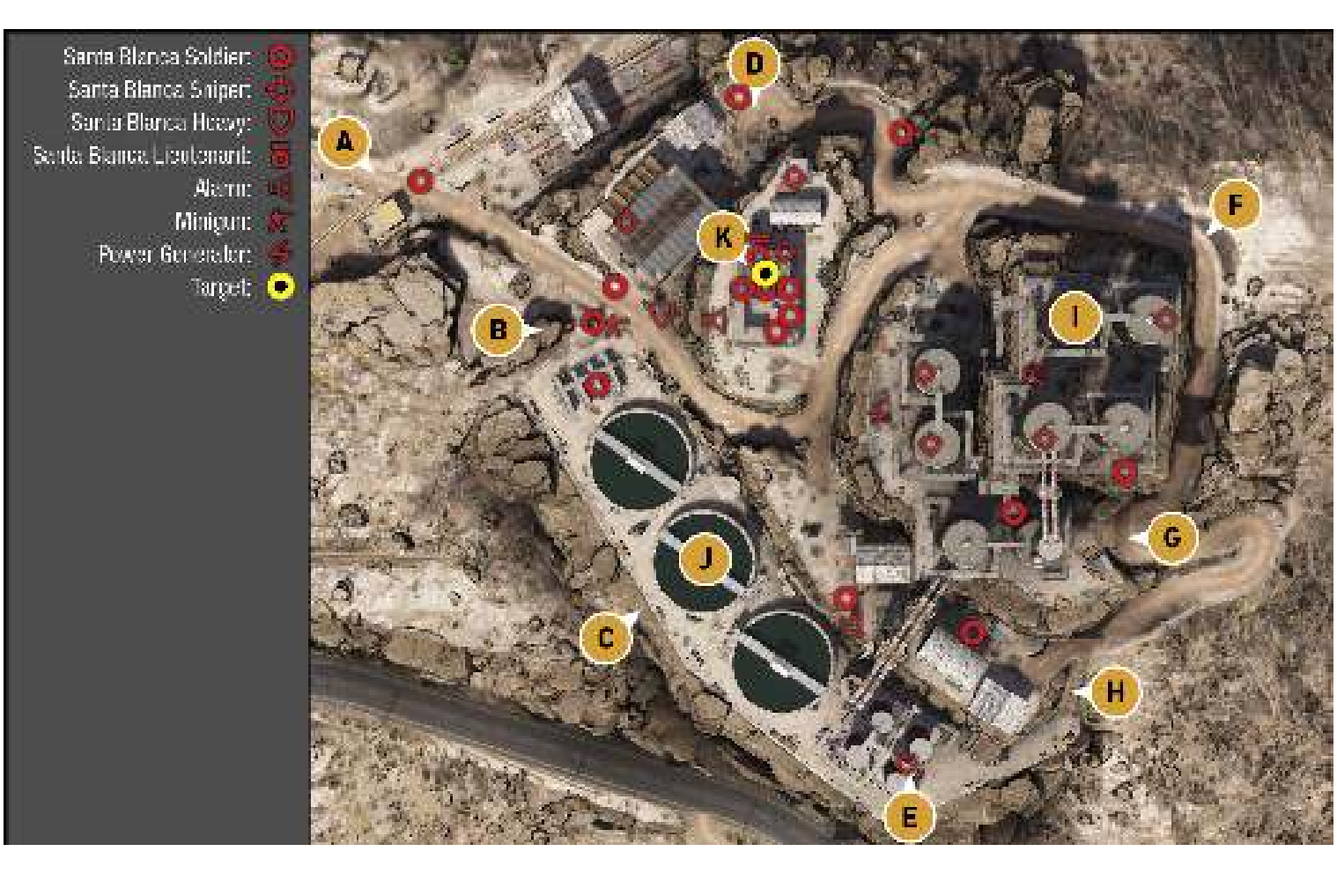
MOST RECON: THE FINAL COUNTDOWN

With a timer running during the latter part of this mission, and a journey to Barvechos Mine Quarry, and back to Barvechos Charlie to conclude proceedings, it's worth studying the terrain outside the Barvechos Mine itself before starting this mission. Or, just take a helicopter everywhere.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

You're fortunate that El Sueño hasn't invested in any night vision goggles for his snipers, making this infiltration much easier at night.

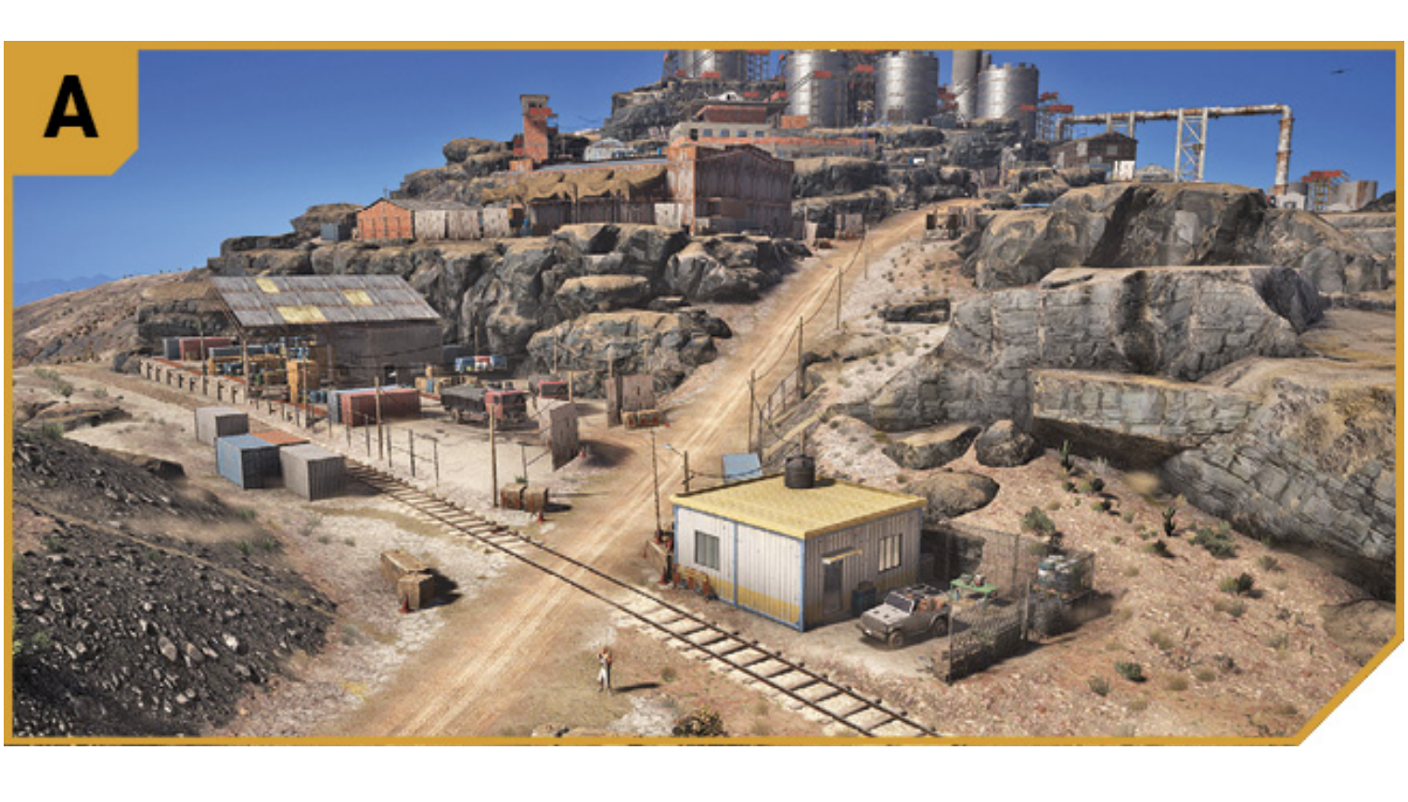
BARVECHOS MINE: RECON



TACMAP

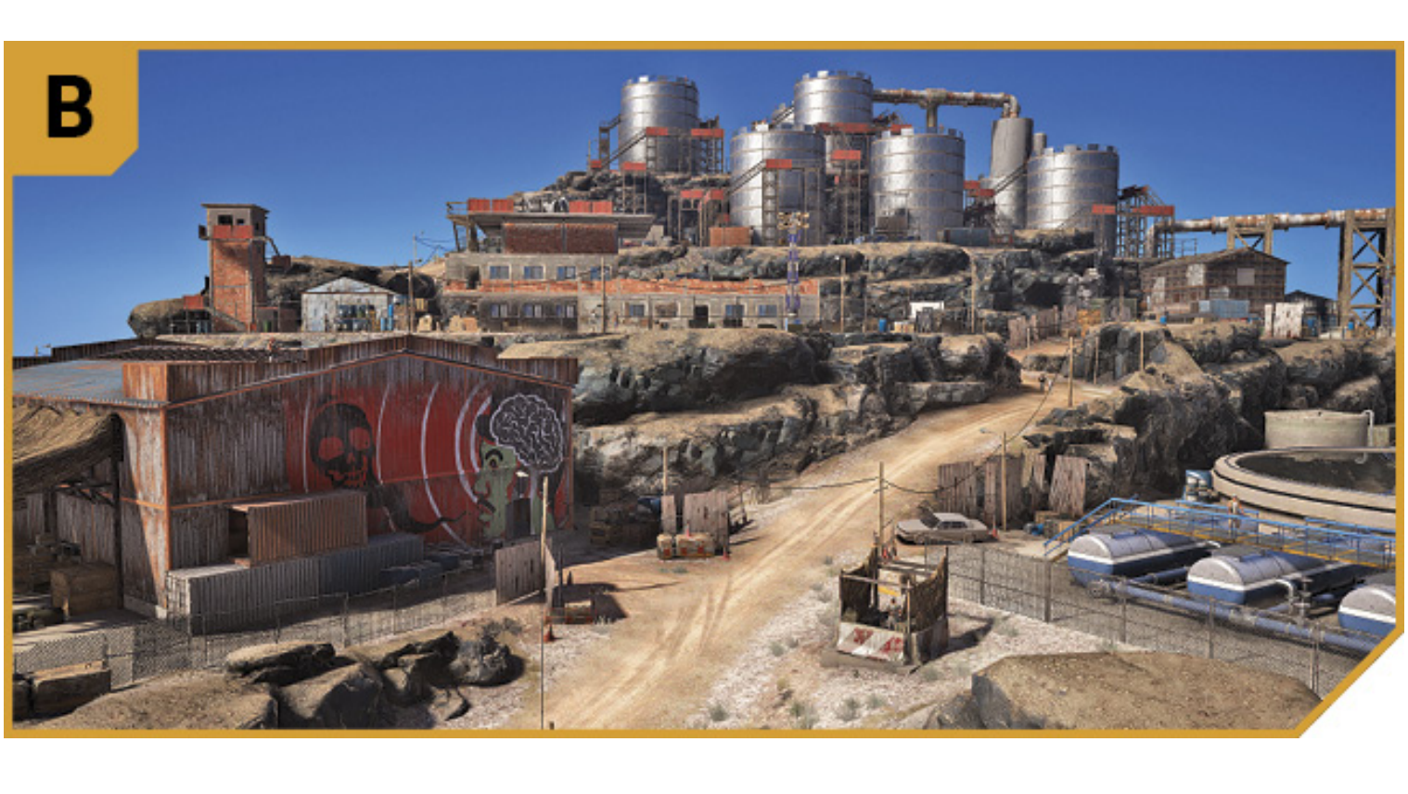
Even a cursory check of the map reveals there are more snipers than many other missions you may have completed before, and that a large cluster of foes are in and around the target building, out of a total of 25 or so in the area. This creates a number of logistic problems, such as getting to the mine manager without accidentally shooting him, and engaging foes that have a huge height advantage. The trick is to utilize some of the Skills you've acquired, along with infiltration through routes that aren't immediately obvious.

NORTHWEST RAILROAD CHECKPOINT



A lone foe, usually with binoculars, is in this area, which is downhill from the target building. This location is great for driving down when you're attempting the next objective, but heading into the mine, you're easily overwhelmed by the minigun nest farther up the hill. Snipe the foe from the ruined cottage on the hill to the north, then sneak to B or D away from the road, unless you're attempting a multi-vehicle frontal assault.

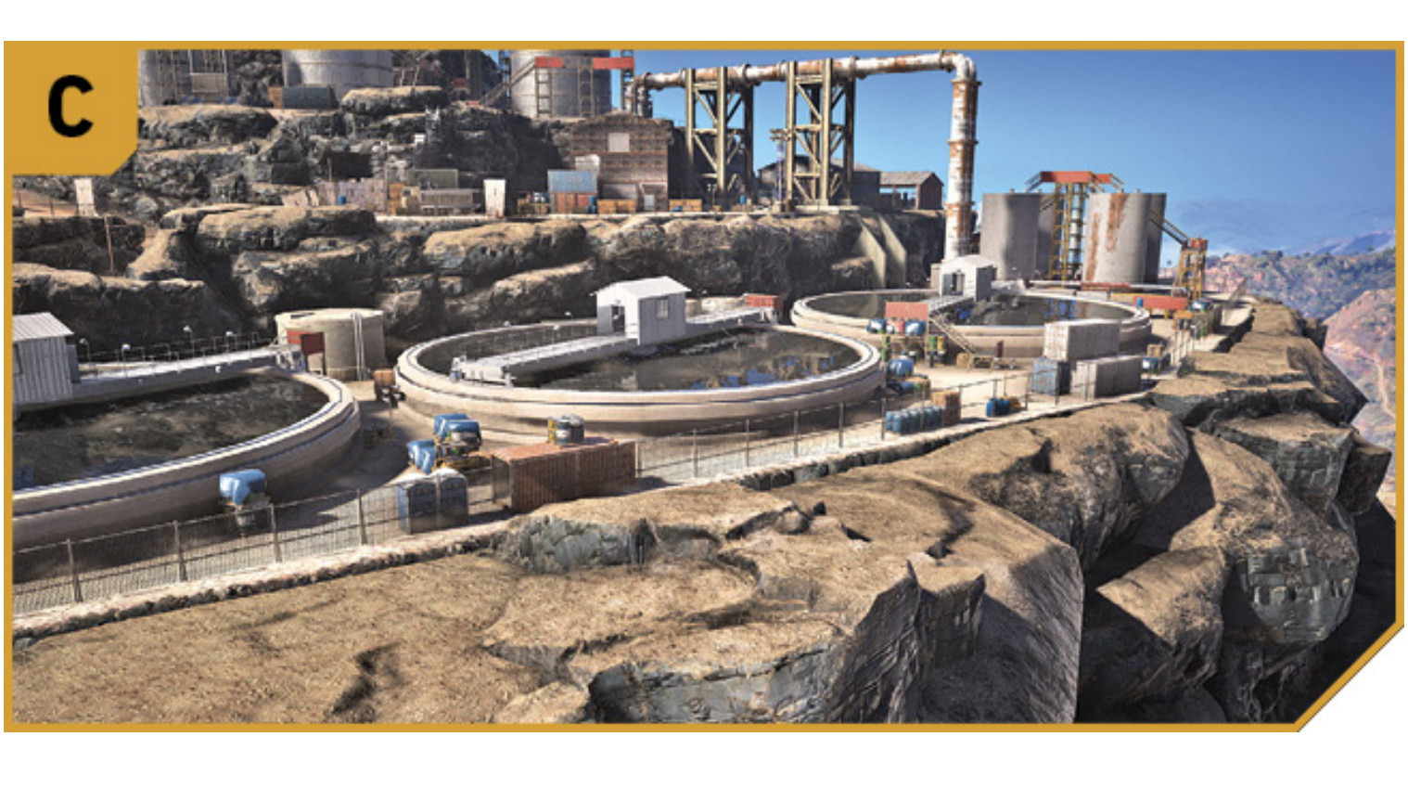
NORTHWEST ENTRANCE AND MINIGUN NEST



Near the corrugated machine warehouse with the red and green graffiti is a minigun nest with draped tarp, no roof (making it easy to snipe from above or a helicopter), and a number of foes (including an armored one) along the hillside road into the mine. Just southeast is the start of the vat area (J).

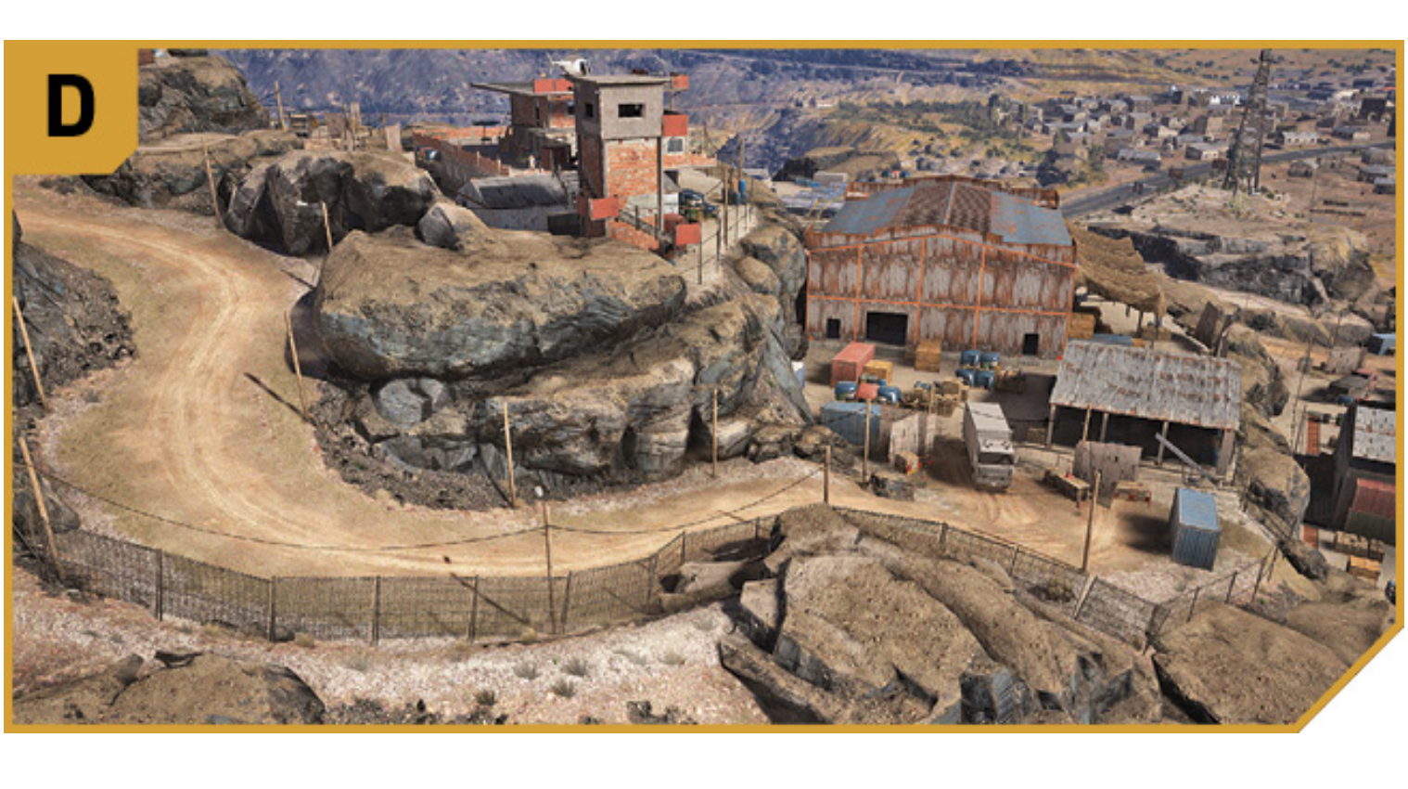
A run directly up the road is almost suicidal, so use the large rock clumps near the vats, climbing to the vantage point to tag the minigunner, and the sniper atop the machine warehouse, as well as foes near and around the vats. Or ignore foes if you're slipping in toward J.

SOUTHWEST VATS PERIMETER FENCE



It's quite a hike around the southwest perimeter of the mine facility, but you're able to move along the mesh fence, and climb over it (and back again) at any point if you're wanting to move to and from J. Head around this perimeter to reach E, H, and G, or if you're moving from there.

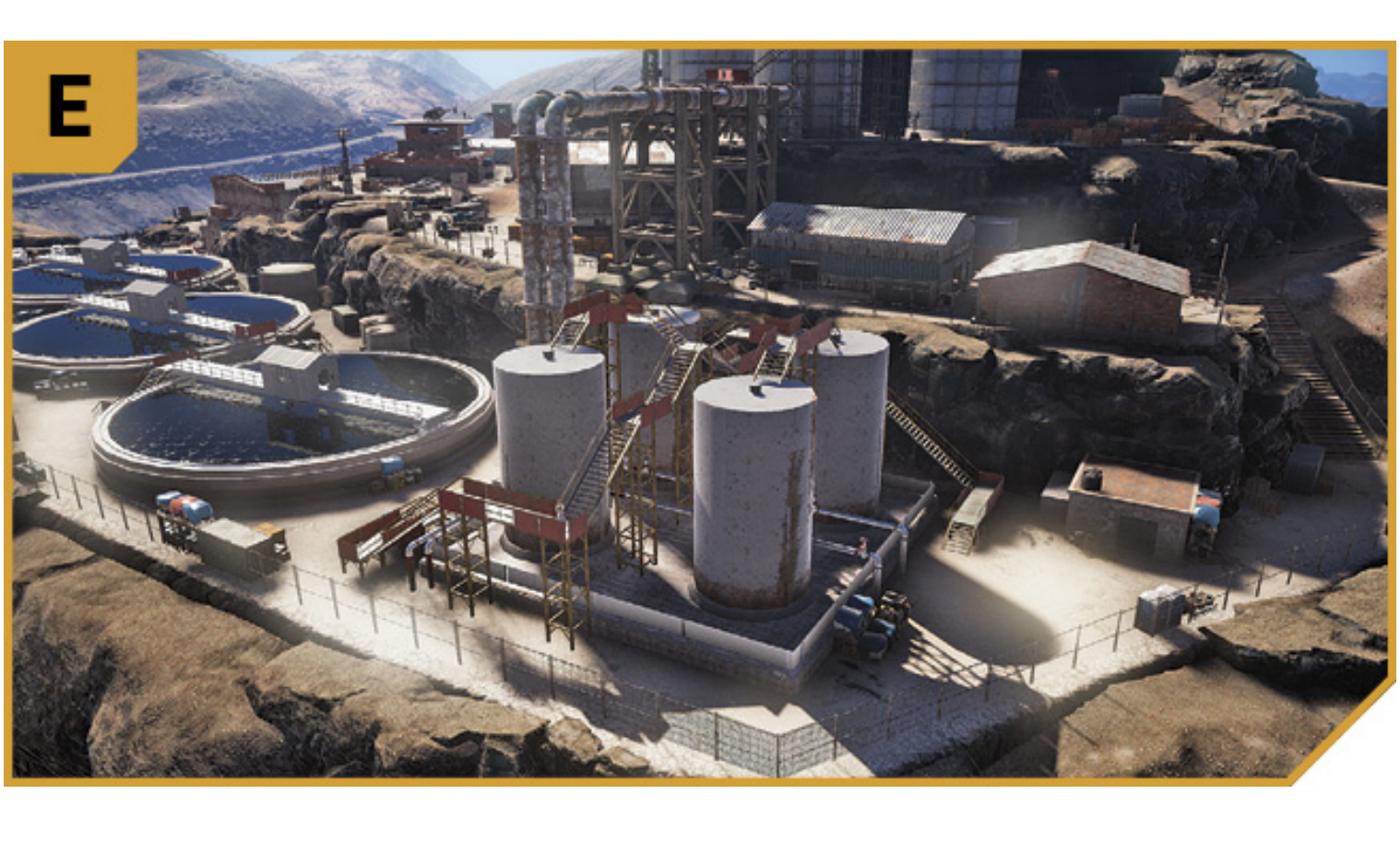
NORTH RAILROAD TRACKS AND SNIPER TOWER



There are two snipers to worry about: one on the machine warehouse roof, and the other atop a brick tower. However, both can't see you if you remain close to the rock wall and head east along the tracks, peeling off to D by climbing the rocks and the low mesh fence. Move up the winding dirt road (watching for one or two lone foes you can easily drop with suppressed fire while maintaining silent running). Tag the sniper atop the nearest cooling tower above you if there's a danger he'll spot you.

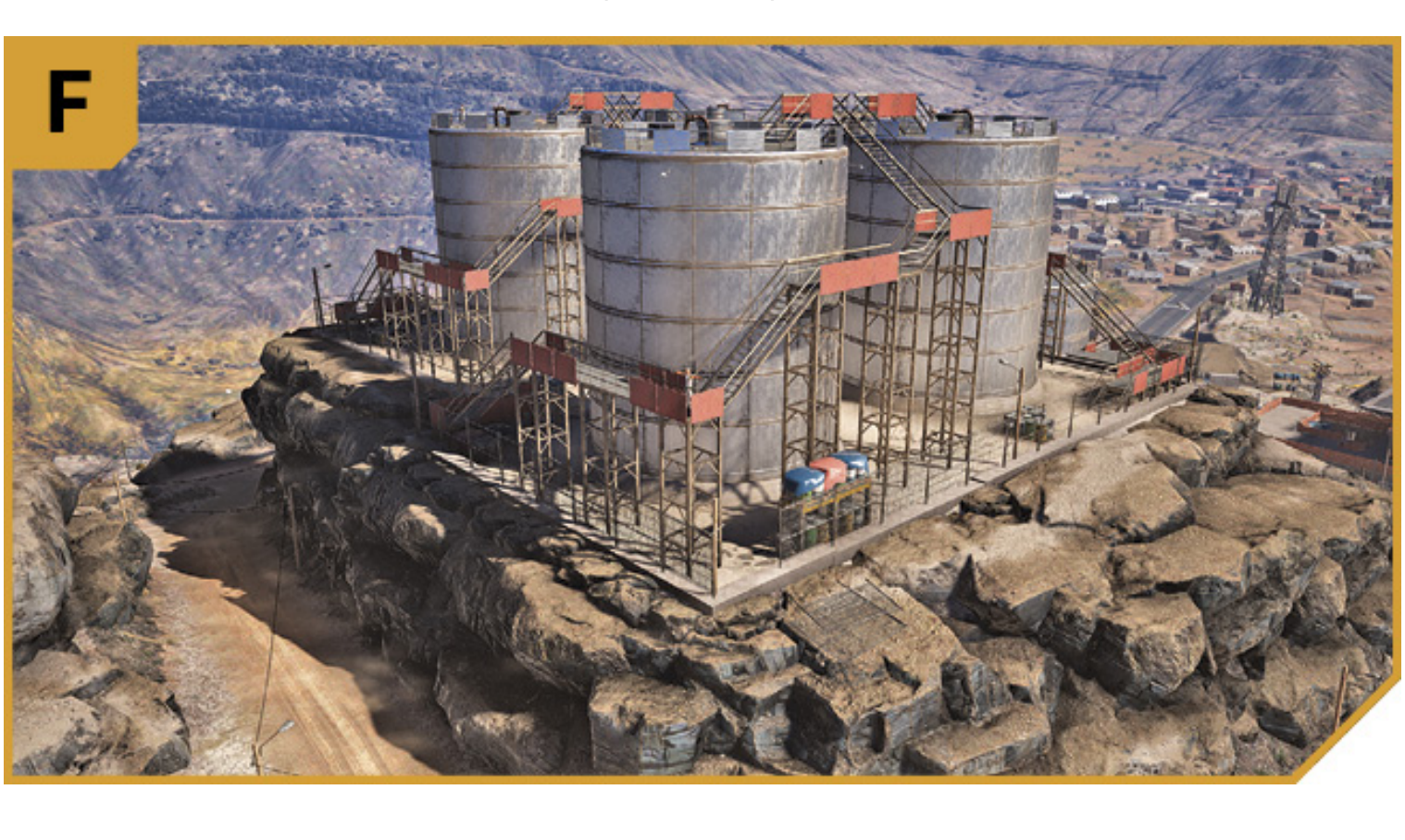
From the road, climb the rocks between the road and the sniper tower, and you have access to the tower itself. Climb up, remove the sniper, and you have a commanding view of the target building yard, and access onto the roof of the machine warehouse (where you can snipe the sniper much more easily). This is a great place to hole up and cover other Ghosts as the assault on the target building commences, especially as you're usually low enough not to be bothered by the snipers at the cooling towers (I).

SOUTH PERIMETER: SMALL TOWERS AND STEPS



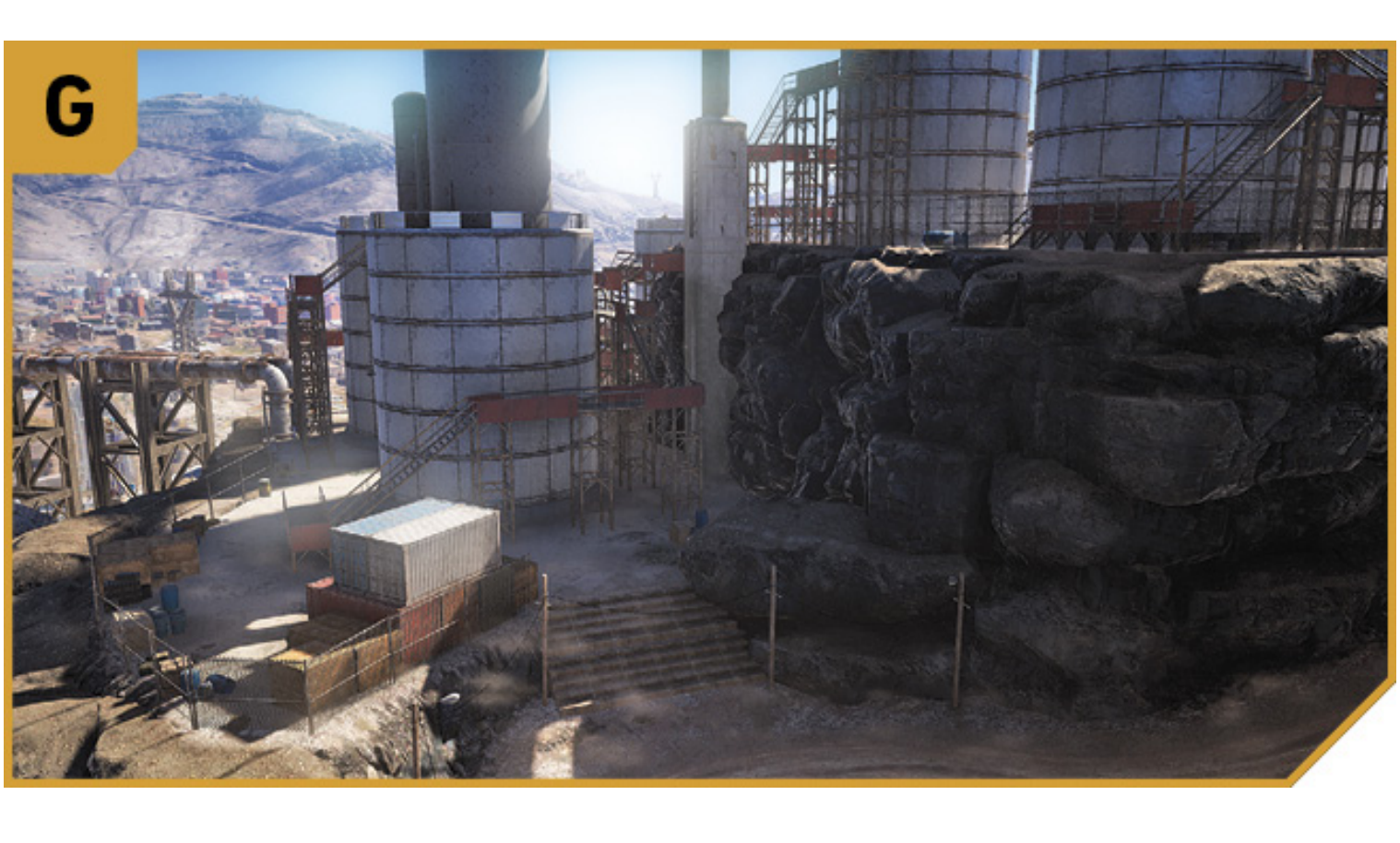
There are fewer enemies as you skulk around the south perimeter of the mine, but the sniper on the gantry connecting the cluster of four smaller cooling towers can cause trouble. This gantry doesn't lead anywhere, but you're close to the steps up to the warehouse and access to H.

NORTHEAST COOLING TOWER PERIMETER (FENCE GAP)



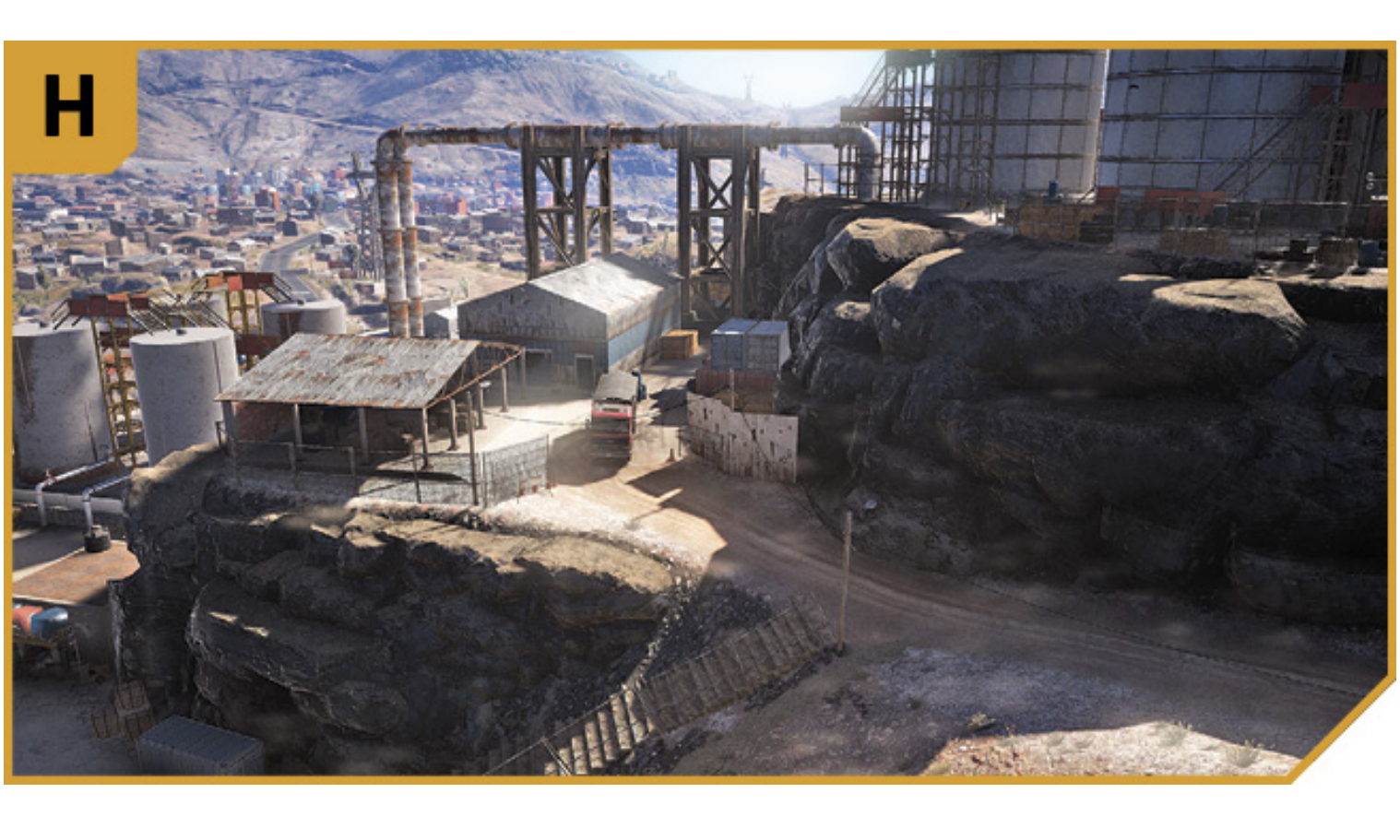
Though you have difficulty climbing the fence (it's just too tall), the northeast corner of the cooling tower area (I) atop the hill has a section of fallen fence, making it an exceptional infiltration point. From here you can quickly scale the cooling towers, and take out the troublesome snipers here. You can also vault over the fence halfway along the eastern perimeter side, too.

WEST PERIMETER: SOUTH COOLING TOWER GANTRY



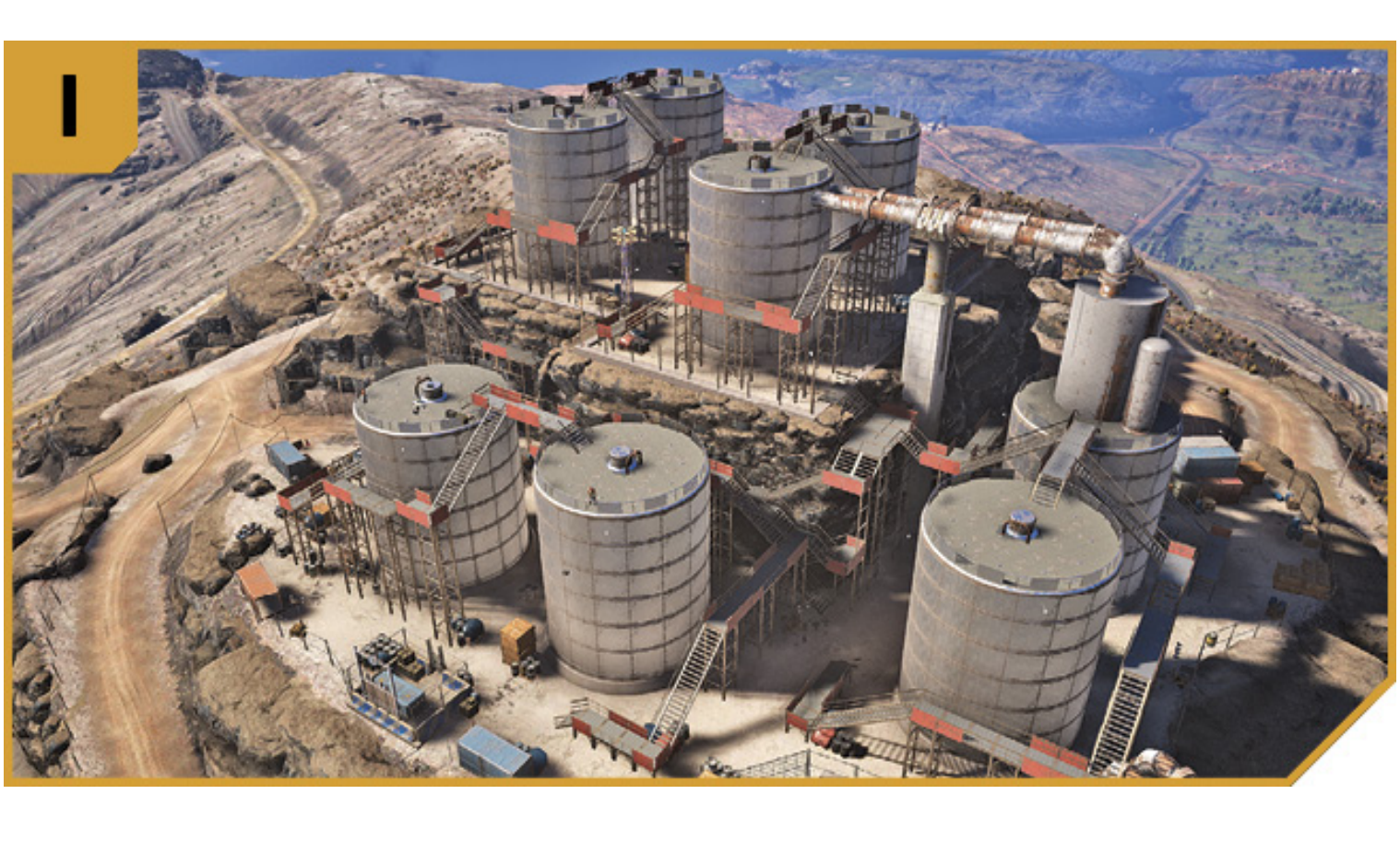
The winding road ends at H, but more important is the next section of rock outcrop above it, where the twin cooling towers to the south of the main cluster are. Enter here, and you can find the gantry steps up to the top of these towers. Use the red metal fencing on the bridge between the towers to view and snipe at the foes atop the towers northwest of you. Then move into the main quartet of towers and start a final ascent, until the area is neutralized.

SOUTHWEST PERIMETER: UNLOADING WAREHOUSES



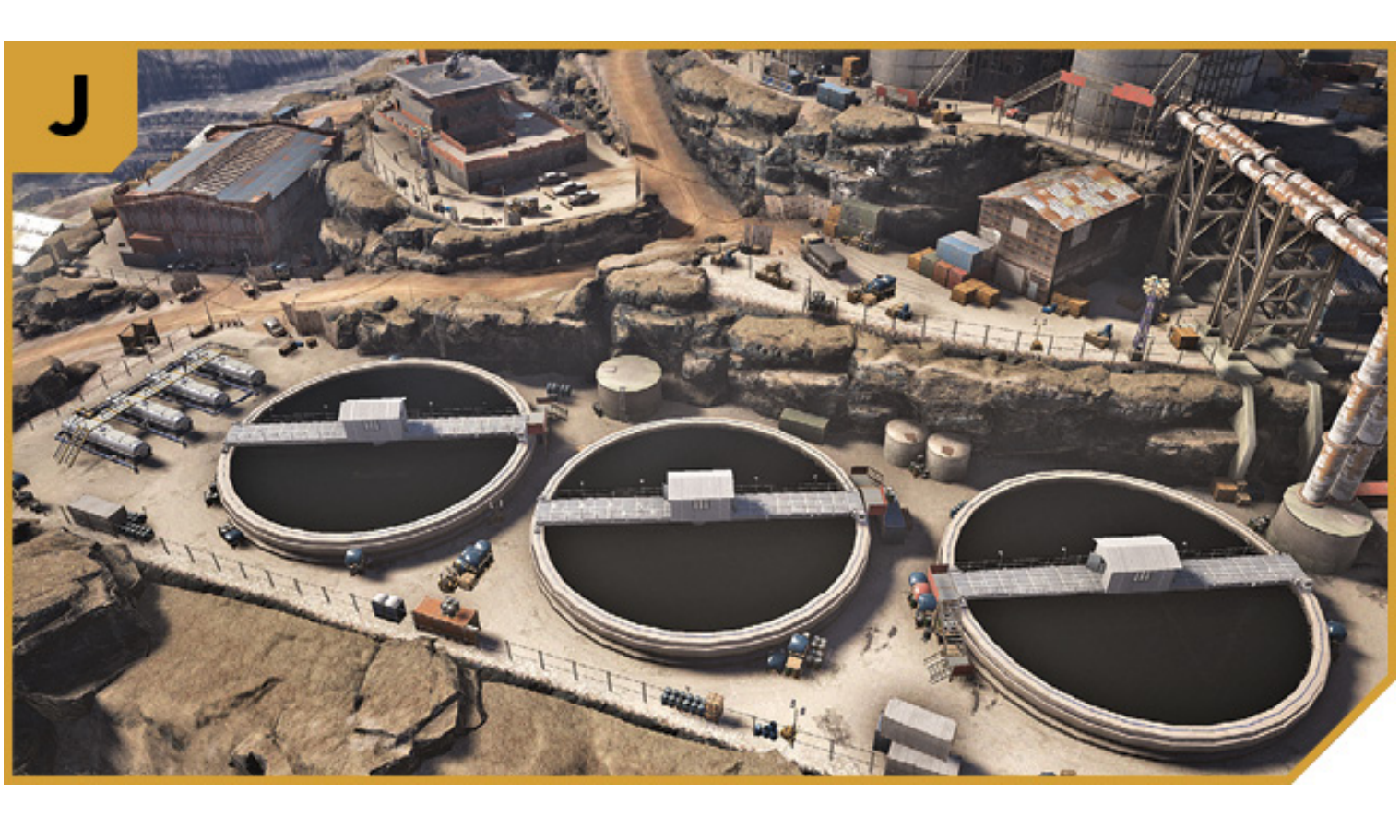
The two warehouses here are lightly guarded, and allow you access northwestward, along the middle plateau between the vats (west) and cooling towers (northeast). From this container yard you can destroy one alarm pole (floodlight), use containers to stand on and snipe at the target building, or climb up by the cartel flag, up to the west edge of I, where the generator is, and shut it down.

COOLING TOWERS



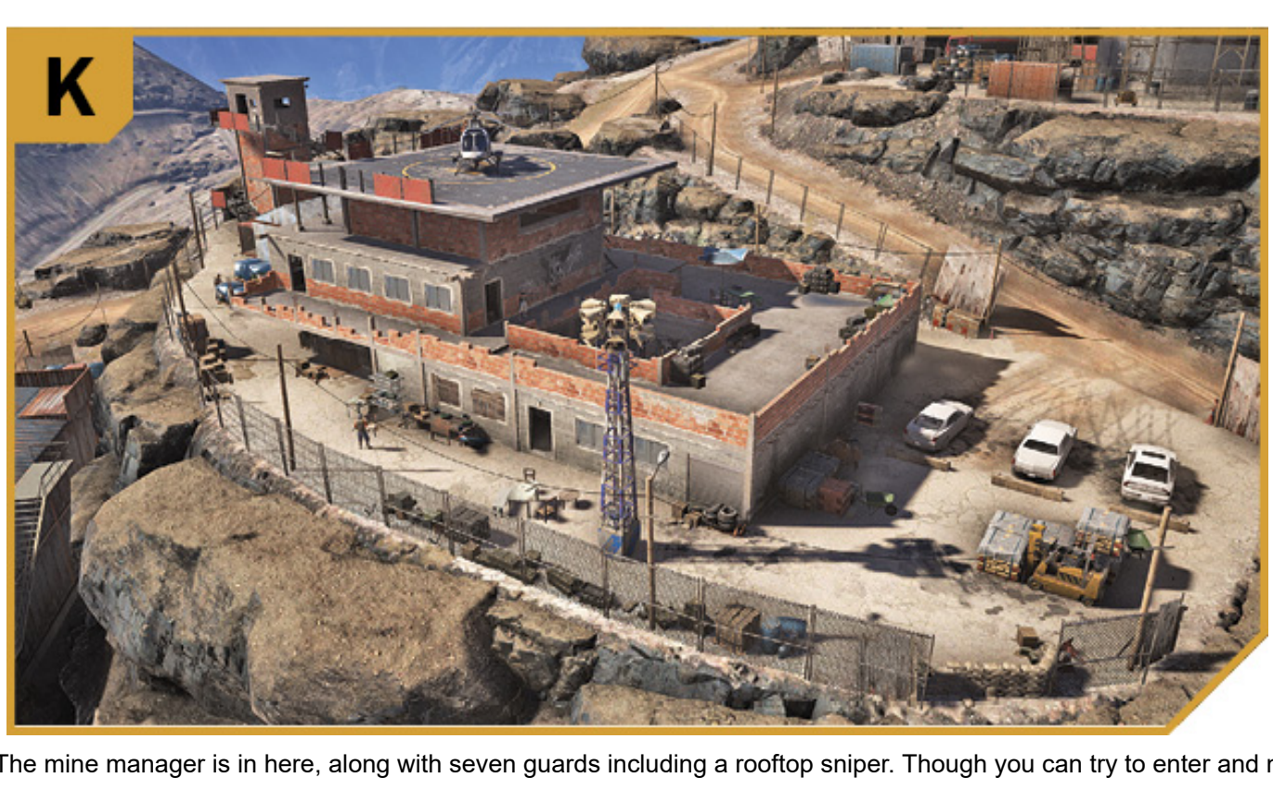
A cluster of four towers, two more to the west, and two to the south make up the top of the mine hill. Foes are mainly snipers, and spread out from tower to tower, making them difficult to remove, but you're usually not overwhelmed by foes. Enter via F, G, or climb up from the containers after moving northwest from H. Note the alarm floodlight and generator on the western side of this area. Climb the gantries, remove the guards and do it quietly so the mine manager isn't spooked into escaping.

VATS



Roughly on the same level as the target building, the southwest portion of this area consists of three huge (but flat) vats. There's little here but a couple of foes, and a place to block the escaping mine manager if he flees in a vehicle, and you haven't foreseen this eventuality. Usually though, this area is rarely traversed.

TARGET: MINE MANAGER BUILDING (HELIPAD)



The mine manager is in here, along with seven guards including a rooftop sniper. Though you can try to enter and neutralize all enemies with suppressed fire, this is extremely difficult, and as soon as any violence occurs, the manager flees downstairs, and out of the doorway on the west side of the building. He then gets into one of the three parked cars, and hightails it into Barvechos.

Immediately secure a vehicle and follow the manager if he succeeds in finding a car to escape in. Follow him into Barvechos, to the Santa Muerta Chapel. Expect light to medium resistance at the Santa Muerta Chapel in the middle of town. Apprehend and interrogate him there.

BARVECHOS MINE: OTHER TACTICAL ADVICE

SOLO: If you're attempting a clean sweep of the area, start by tagging the foe at A, moving to D, heading up to F, and clearing the entirety of the cooling towers (I) of foes. Head down to remove enemies near H and E. Then retreat back to D, climbing over the rocks to neutralize the sniper at the north end of K near the helipad building, and the sniper atop the machine warehouse (near B). Then head down the main road after tagging the three cars with C4. Remove the armored foe, and remaining enemies near and around the minigun nest.

Assuming the alarm hasn't been raised, you can now assault the building. As the manager has no car to escape in, he surrenders outside the doorway on the west side of the helipad building. After interrogation, use the helicopter to reach Wagner.

Other plans include assaulting the main road using a digger parked along the road before you reach A (west of A). This is ludicrously dangerous, but blocking the path the manager could take is always helpful. Using a helicopter and watching for strafing innocents is another plan, especially as you can easily track the manager if he escapes.

CO-OP: A much more comprehensive tackling of this mission area is possible with four human squad-mates. Have one start at A, moving to D, then to the north sniper tower and secure it with a view of the target building just south of the tower.

Ghost #2 can run to F, and start neutralizing snipers across the cooling towers, and remain up here to provide fire support, as well as clearing the southeast area of the mine facility.

Ghost #3 should follow the first Ghost, but break off at D and move to the three cars parked outside the target building, and prime them with C4, destroying them before the manager reaches them, so he gives up rather than your needing to chase him.

Ghost #4 can clear B, then use the truck (or a digger parked west of A) to block the road just to the east of the railroad, so even if the manager escapes, he doesn't get far.

Parachuting onto the target building roof is possible, but usually after another Ghost has removed the sniper up here. Then the Ghost can descend and flush the manager and foes out.

Have one Ghost prepare a chopper for the next part of the mission, ideally stealing the one atop the helipad roof of the target building.

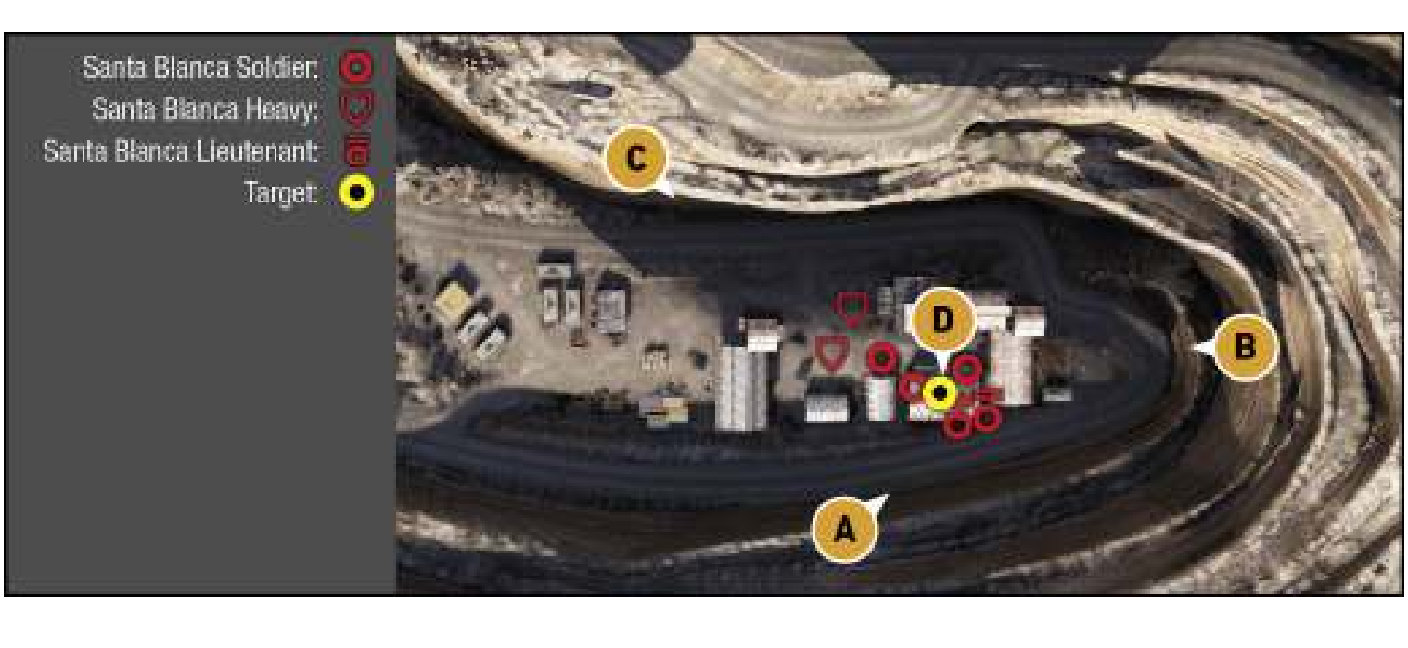
DOWN IN THE HOLE

After the manager is interrogated, it seems Wagner, Pulpo's right-hand man, is about to suffer an execution down at the base of the massive quarry just north of the mine facility (and northeast of town, if you interrogated the manager at the Santa Muerta chapel). Speed is of the essence! Take a chopper, or drive a vehicle down the hill directly north, and into the quarry hole. Get there as fast as you can!

CAUTION: LESS THAN FOUR MINUTES TO GO

Your recon won't be tidy as there's four minutes between getting the information from the manager, and the cartel ending Wagner's life. Storm the warehouses at the eastern bottom of the quarry without delay.

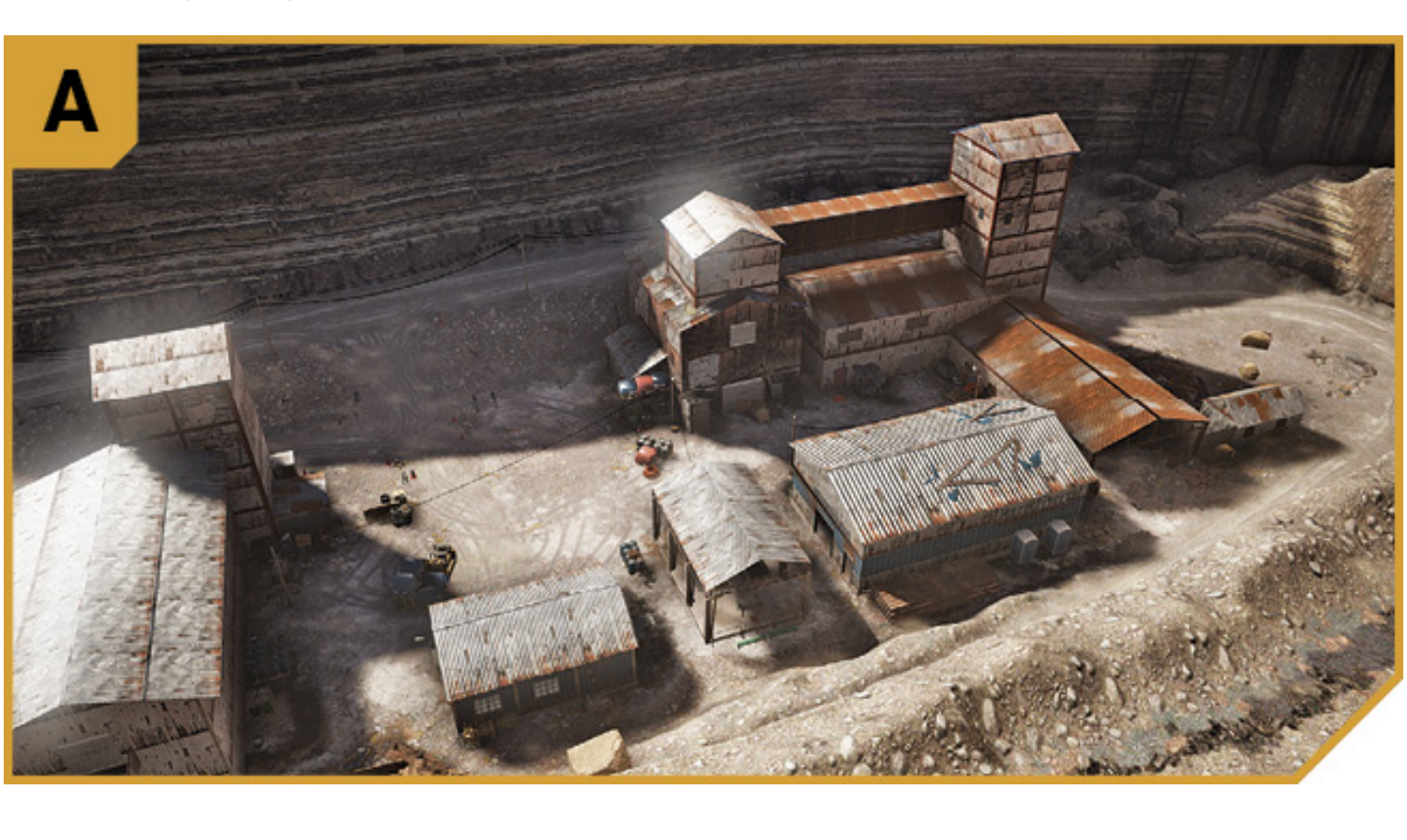
BARVECHOS MINE QUARRY: RECON



TACMAP

The massive silver quarry has numerous roads around the ridges, but these take too long to utilize (though they are recommended when extracting Wagner to the rally point). Simply land your chopper west of the building cluster (south of C), and investigate the warehouses. Aside from two heavily-armored foes in the middle of the building yard, most foes are in the southeast warehouse.

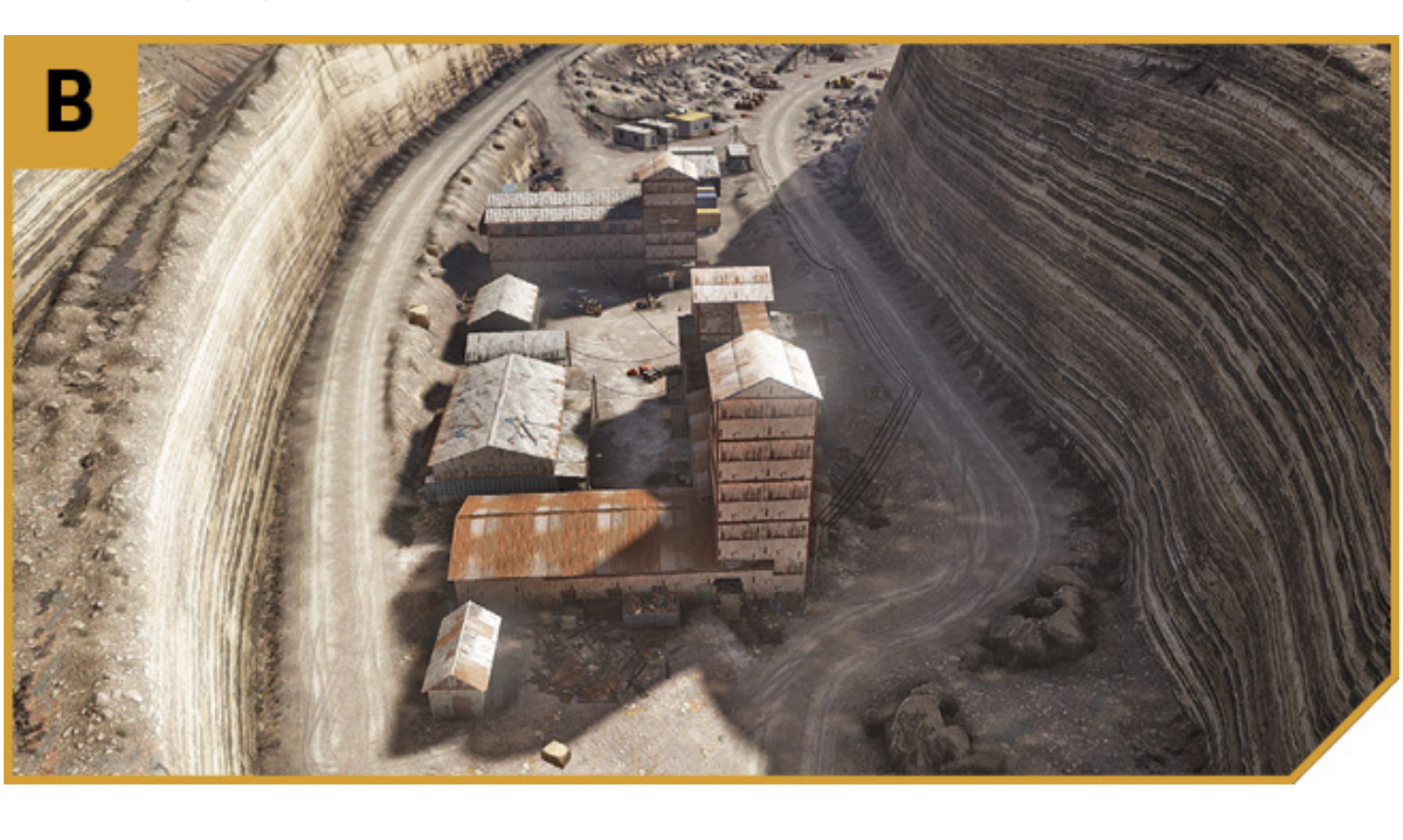
QUARRY LIP (SOUTH)



Head for this point if you're using a ground vehicle to reach the quarry. One of the fast cars is preferable, over a truck. Drive to this point, launch off the side, and land in the yard after tumbling out of the seat. If you prime the car with C4 before leaping, and judge the jump, you can drop the car on the foes in the yard in a fiery explosion. Though you might want to keep the vehicle when extracting Wagner.

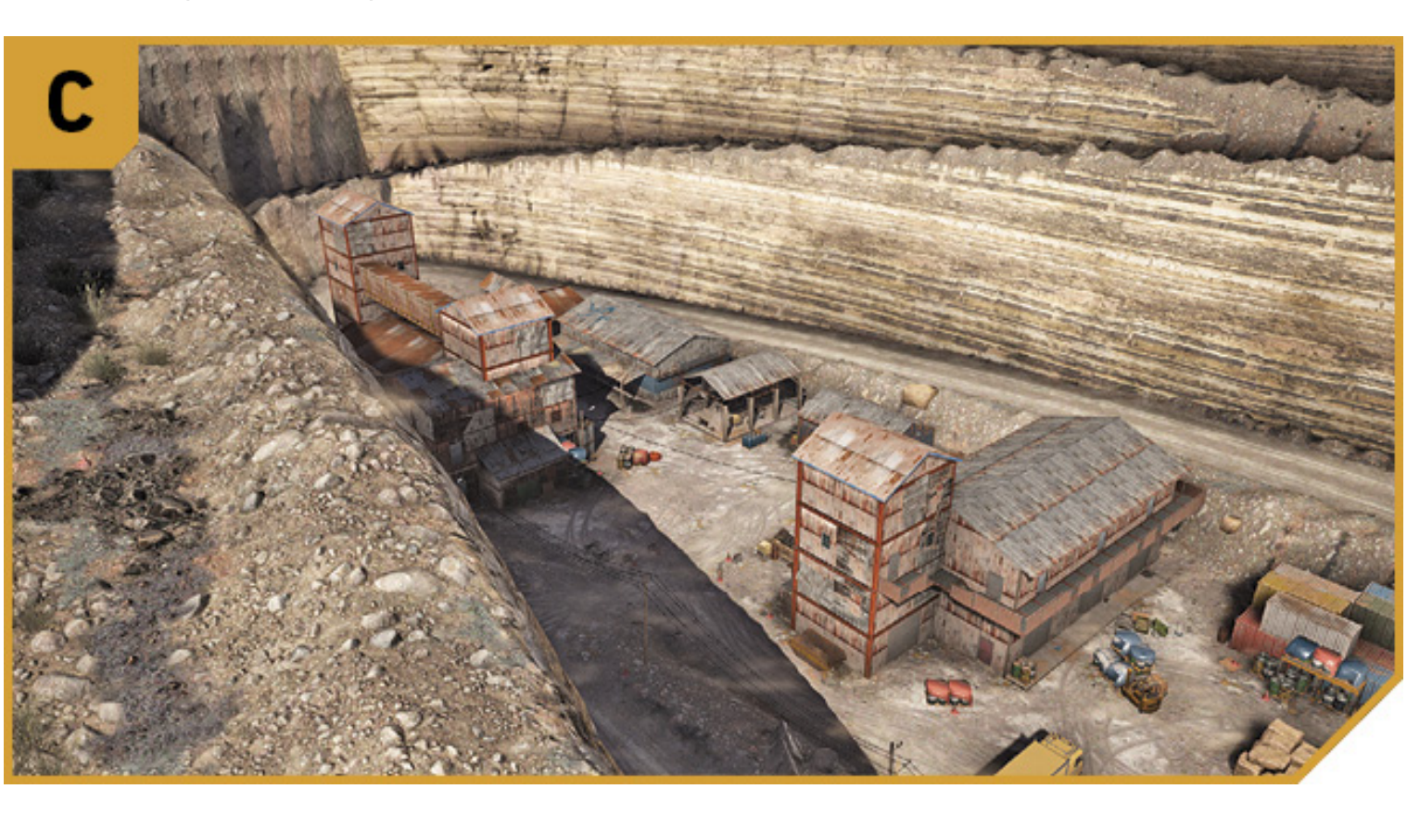
Otherwise, this makes a good sniping spot for shooting foes in the yard, and a lousy place to stand when assaulting the building Wagner is in.

QUARRY LIP (EAST)



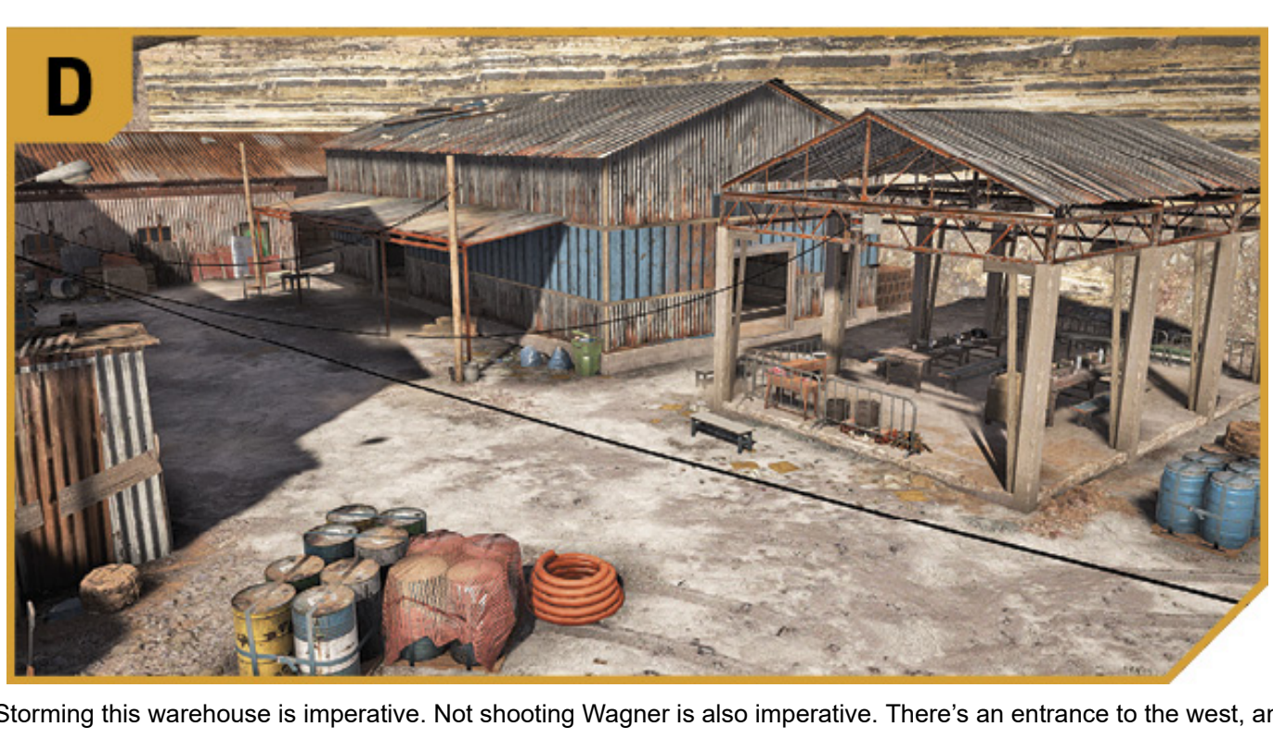
Manually falling down the lips of the quarry gets you killed, and though you can stand here and tag the foes in the quarry yard, there's little you can do to help during the assault on the warehouse itself. Why are you here, again?

QUARRY LIP (NORTHWEST)



Another good sniping spot to drop a teammate off if you're landing in the vicinity using a helicopter, though this position isn't helpful after the foes in the yard are dealt with.

TARGET: WAGNER'S WAREHOUSE



Storming this warehouse is imperative. Not shooting Wagner is also imperative. There's an entrance to the west, and one to the north. In addition, you can climb on the low roof of the building just east of the warehouse, and (optimally) use thermal vision to find targets, shooting them through the line of horizontal windows on the warehouse's east wall.

In the main though, you need to catch the enemies in a hail of crossfire from two or three directions.

BARVECHOS MINE QUARRY: OTHER TACTICAL ADVICE

SOLO: A helicopter gets you here quickly, and makes extracting Wagner afterward a breeze. Immediately have your teammates storm the warehouse while you deal with the enemies in the yard. It's usually better to land the chopper to the west, and assault the foes on foot, than strafing with the chopper (as it takes time for each fly-by).

Storm the warehouse via either entrance, or remain in cover behind a nearby building corner and let your teammates take the brunt of the enemy fire. A flashbang helps out nicely here.

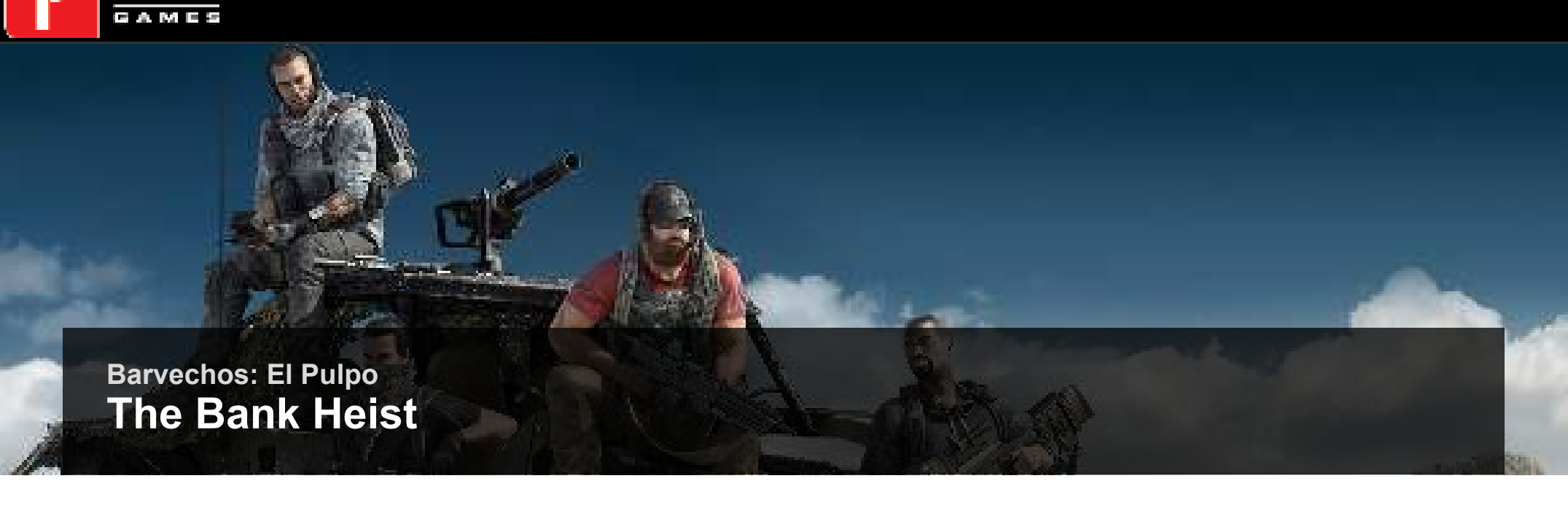
You could head here via a ground vehicle, but this takes longer, giving you less time to prepare for Wagner's warehouse rescue.

CO-OP: The same plan applies in Co-op, though you can drop foes onto rooftops surrounding the warehouse (including the warehouse itself). This does little to help, as you're better served storming from the ground via both entrances, advancing from the corners of adjacent buildings, with a fourth Ghost shooting from the roof of the east warehouse, through the windows.

While Wagner is getting interrogated, have two Ghosts check the quarry roads for incoming reinforcements, and lay mines to stop them, or otherwise neutralize these foes. Have another Ghost drive up in an escape vehicle so bundling Wagner into a safe truck or chopper involves the least amount of walking as possible.

EXTRACTION TO BARVECHOS CHARLIE

Assuming you didn't hit Wagner in the previous building appropriation, after a quick chat, you need to get him to Barvechos Charlie. The ideal way is via helicopter, which is short, uneventful, and easy. Or, you can drive him. Pass any enemies by the side of the road without engaging them.



Barvechos: El Pulpo

The Bank Heist

OBJECTIVES

- **Interrogate the bank manager to get the vault code**
- **Open the vault door**
- **Defend the vault until the rebels arrive (3:00)**

LOCATIONS

- **Barvechos Base**

REWARDS

- **+ 500 XP**

BRIEF

Flores keeps hundreds of millions of dollars in cartel profits in a vault at the Banco de Barvechos. The loss of this fortune will put Flores in a very dangerous position. We need to breach the vault and defend it until the rebels can clean it out.

MISSION ACCESS

Complete Main Mission: El Pulpo's Right-Hand Man, and acquire Major Intel in Barvechos Province to start this mission.

HIT THE VAULT, THEN THE ROAD

Less than 800 meters on the other side of the hill north of Barvechos Bravo is a fortified mountain village where the cartel stores all of its Brazilian cocaine profits. Not for long! After locating the manager hiding in the north of the settlement, you extract the vault door combination, allowing access into the bank, through three floors of enemies, to open the front doors. Then it's a tense three minutes as you defend yourselves from cartel reinforcements, until the rebels arrive.

MOST RECON: BULLET STORM

Unlike many other missions, there's less of a need to stealthily remove all foes, or stop alarms from sounding, as you will need to engage in a fierce firefight no matter what. While there are still benefits of clearing the base prior to raiding the vault (you have fewer enemies during the three-minute defending period), stealth isn't a necessity here.

Note this mission usually requires some rearming at an ammo box, so learn where the two are that are closest to the bank. One is on the interior west wall of the ground floor (in the adjacent room to where the gate in the south wall that you open is). The other is outside, by the minigun and vault door, on the north side of the bank exterior.

CAUTION: NINE, THREE, ONE

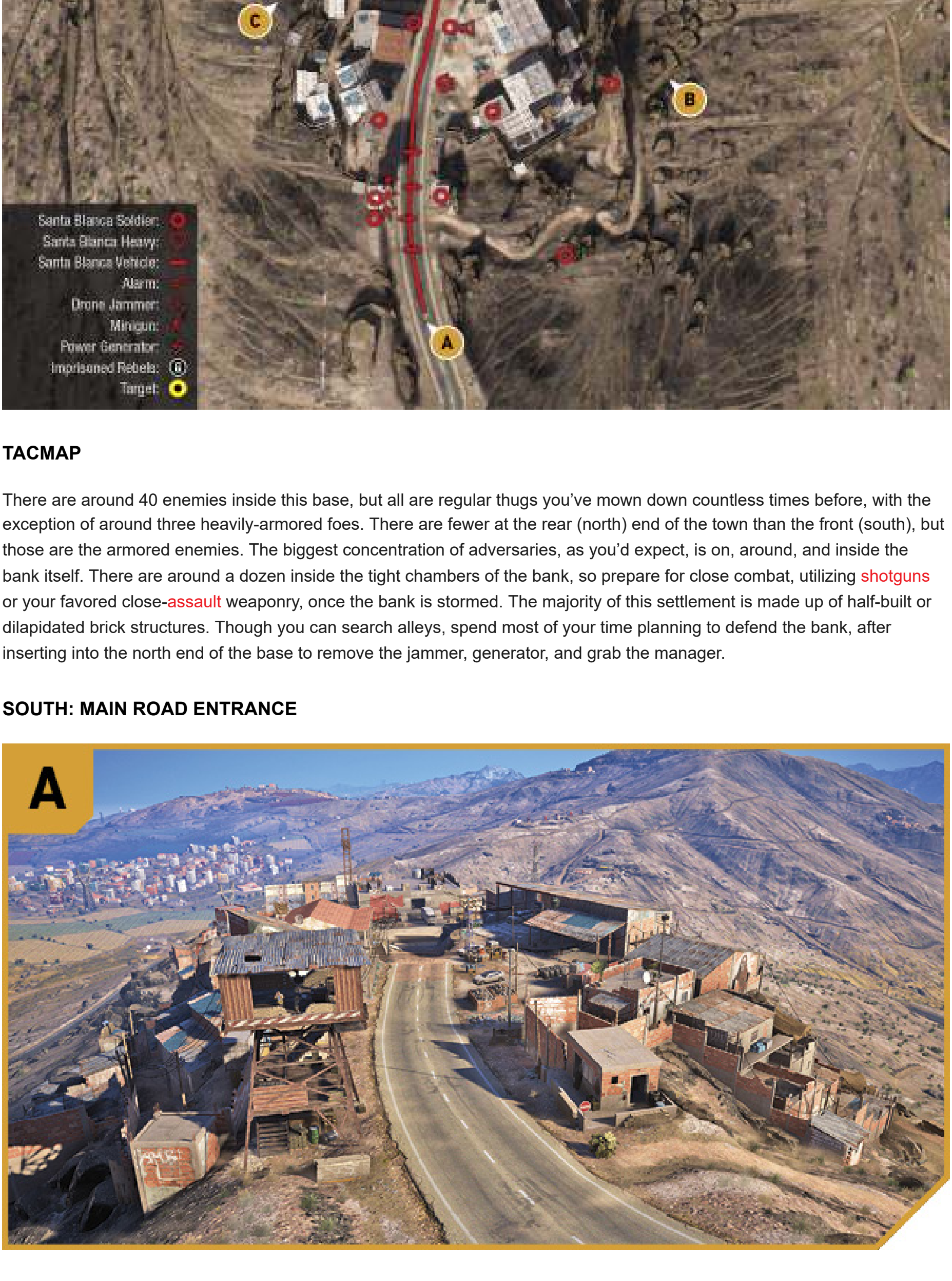
Nine miniguns, three alarms and a generator are areas of greatest concern at this mountaintop base, as well as a drone jammer preventing a clean scan of the area. There are three miniguns in the tower at the base's south road entrance. Another is at a tarp nest on the east side entrance to the bank yard by the road, another atop the roof of the brick building on the west side of the yard, and three on the bank roof. The last faces downhill (north) on the north side of the bank, near the vault door. The guns on the bank roof aren't manned, but they can be during the defensive phase of this mission.

The alarm panels are dotted along the spine of the base; there's one south of the minigun tower, on the east side of the road by the mechanic's warehouse. A second is at the northeast corner of the bank building, near the minigun. The last one is by the armory, on the central rock outcrop at the north end of the base.

The generator is the easier way to shut down the alarms, and is found on the northeast side of the base, near E. The jammer is behind the armory building and alarm pole, near the location of the bank manager (H).

When you're in the bank, either storming it to reach the south gate latch, or during the defending phase, there are bank workers that cannot be harmed. So behave accordingly.

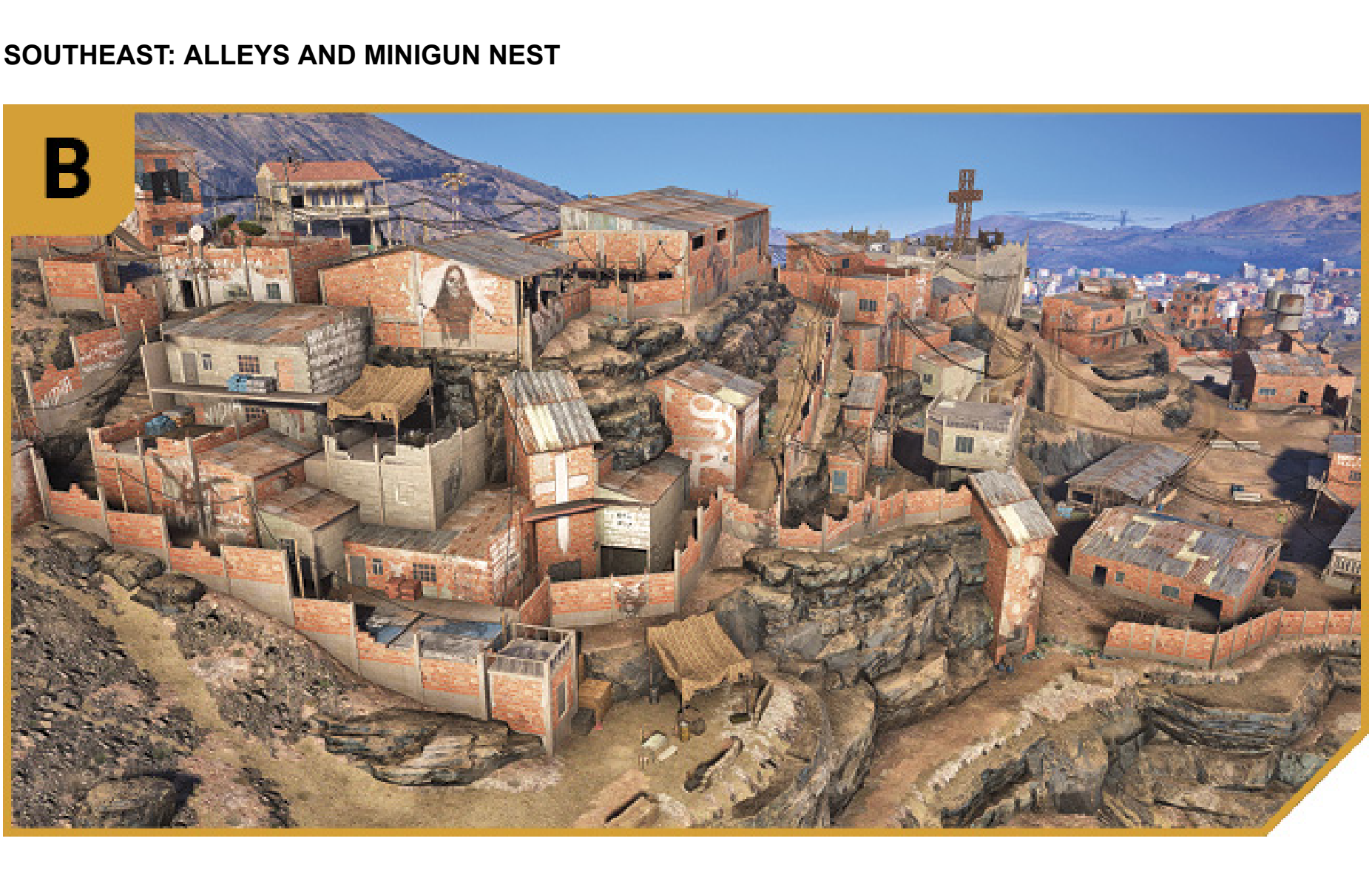
BARVECHOS BASE: RECON



TACMAP

There are around 40 enemies inside this base, but all are regular thugs you've mown down countless times before, with the exception of around three heavily-armored foes. There are fewer at the rear (north) end of the town than the front (south), but those are the armored enemies. The biggest concentration of adversaries, as you'd expect, is on, around, and inside the bank itself. There are around a dozen inside the tight chambers of the bank, so prepare for close combat, utilizing shotguns or your favored close-assault weaponry, once the bank is stormed. The majority of this settlement is made up of half-built or dilapidated brick structures. Though you can search alleys, spend most of your time planning to defend the bank, after inserting into the north end of the base to remove the jammer, generator, and grab the manager.

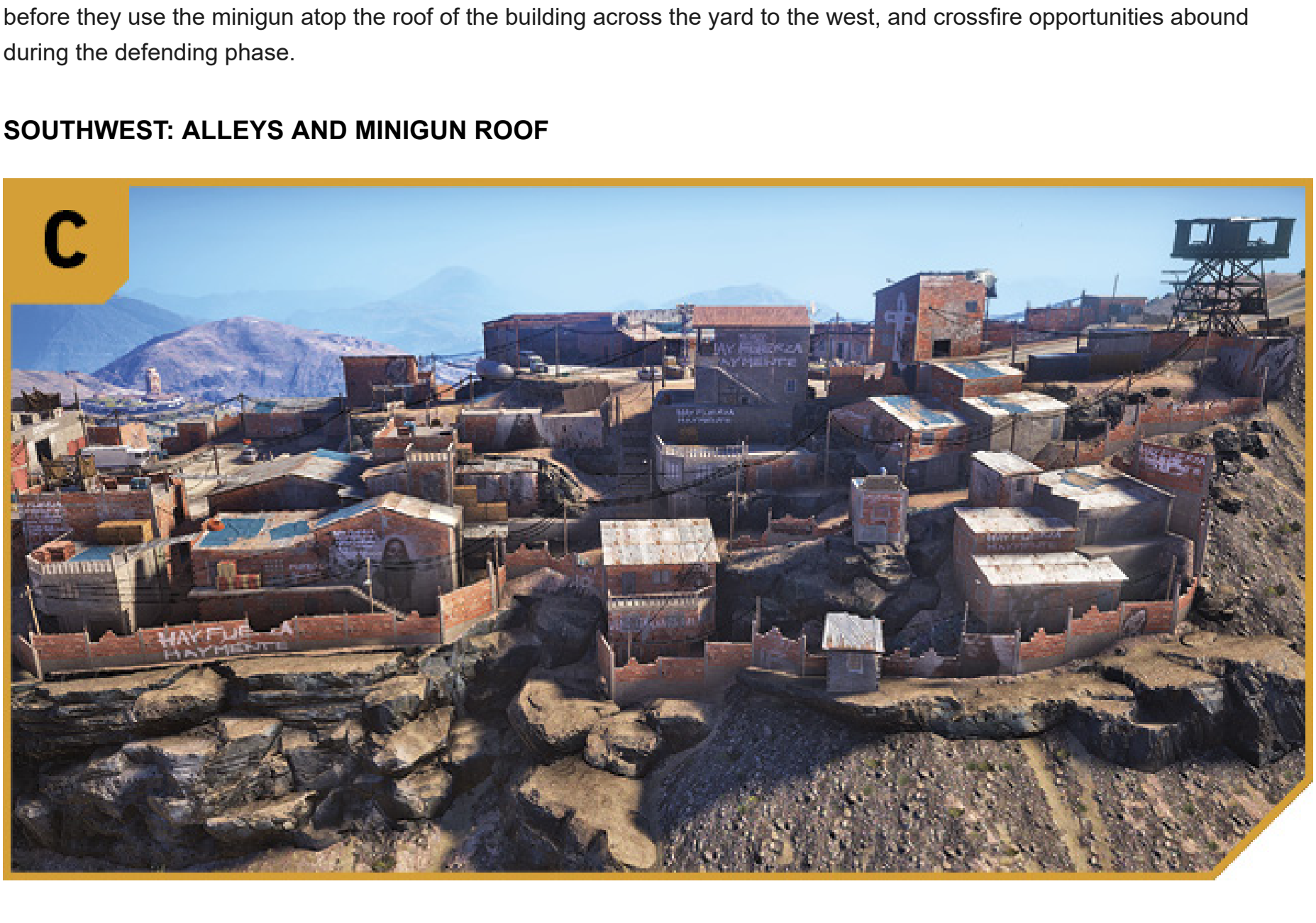
SOUTH: MAIN ROAD ENTRANCE



Along the only road in and out of the base, there's a security checkpoint hut and a minigun tower to worry about, along with scattered patrolling foes in the vicinity. It's worth holding back from heading into the base from this direction, at least until one of your team has sourced the vault code from the manager, or the base usually goes on alert and the manager leaves his initial location.

Just prior to the bank defense starting (while you've got the code from the manager, but before the timer starts), you may wish to clear this area of foes (assuming you haven't triggered the alarm). Work from building to building, and then place explosives on the road to soften up incoming vehicles during the defense itself.

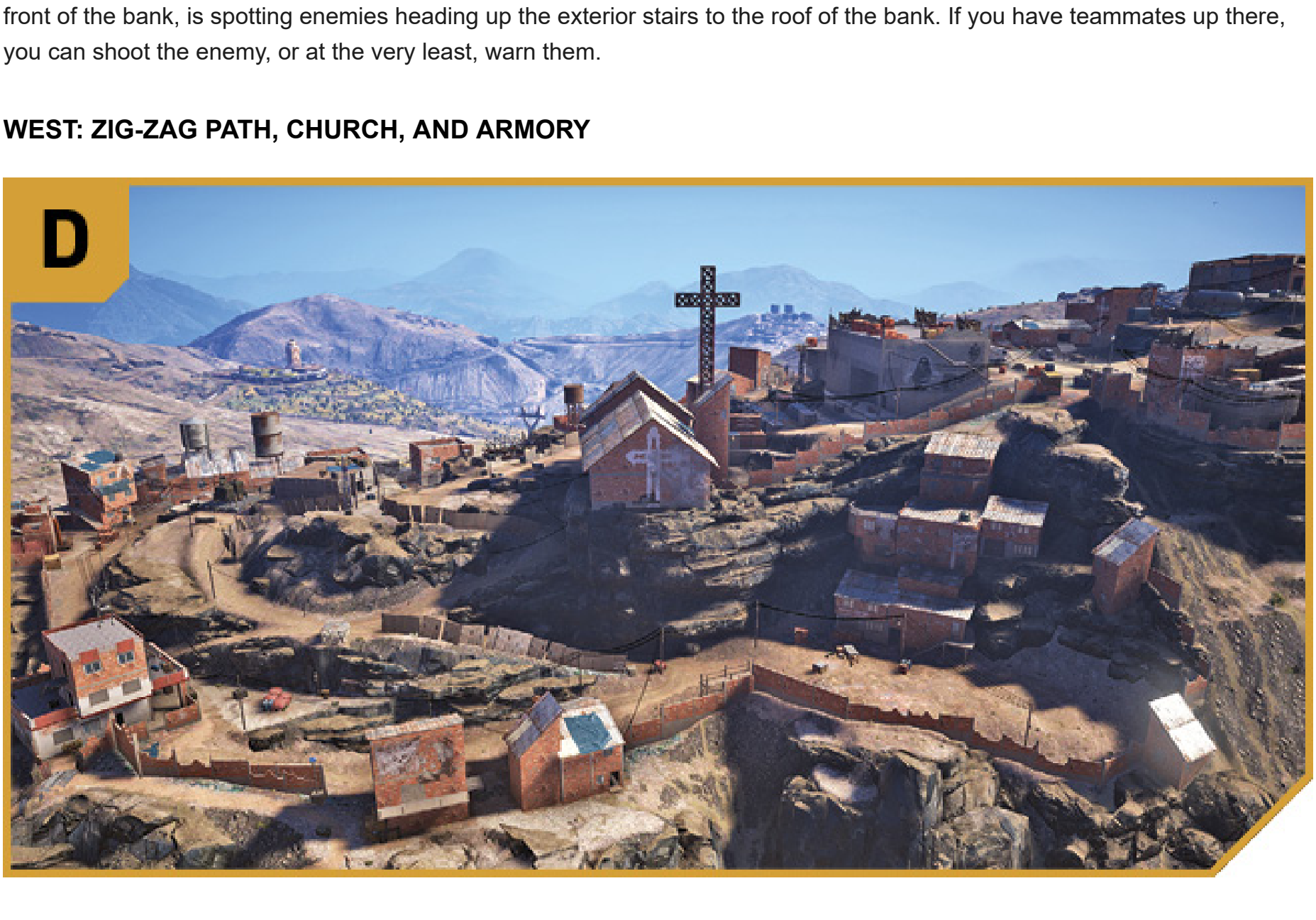
SOUTHEAST: ALLEYS AND MINIGUN NEST



This isn't a military base, so the perimeter is soft, the walls easily climbable, and the alleyways recommended for stealth infiltration. From here, you can head up the alley to the minigun nest on the right (east) side of the road, just before the bank yard. You can remove the foe with stealth here, if you're keen on keeping enemies to a minimum.

The building immediately east of the minigun nest has a flat roof you can climb onto, and a metal-roofed storage garage on the east side of the yard itself. While defending from the garage interior is questionable (you're easily overwhelmed), the extra height on the roof of either connected structure allows you to lob explosives down on foes parking up, shooting enemies before they use the minigun atop the roof of the building across the yard to the west, and crossfire opportunities abound during the defending phase.

SOUTHWEST: ALLEYS AND MINIGUN ROOF



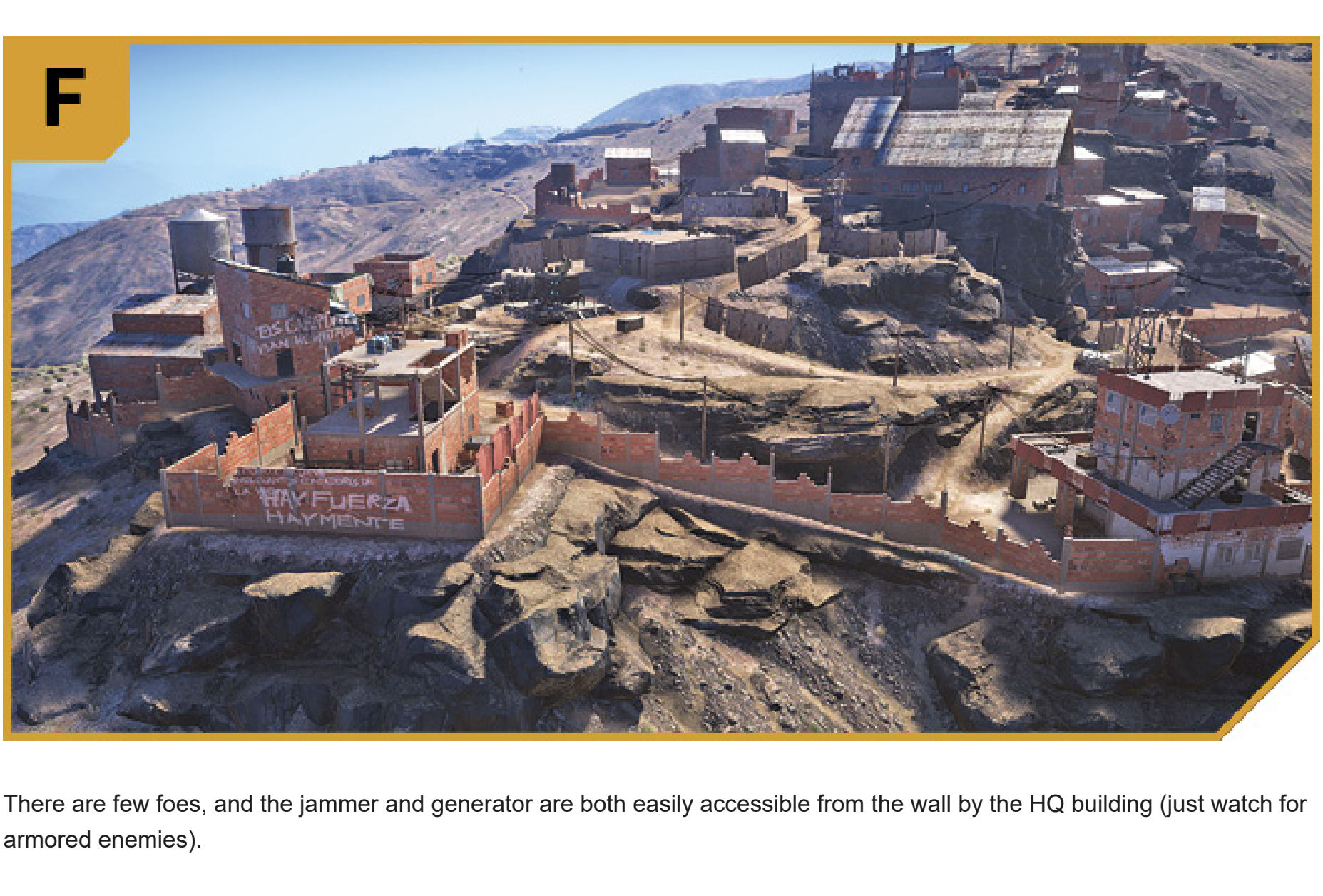
Though the rocky ground is steeper to climb from this side, the views of the bank are arguably better when you reach the cluster of brick storage buildings and shacks on this side of the bank yard. The building with the minigun on the roof (usually unmanned) is a good place to offer up cover during the defending of the bank, as you can watch enemies head down the road, and detonate traps, lob explosives, and shoot foes with immediacy. Just watch for enemies coming up the stairs from below, or along the corrugated metal roof sections linking the other structures.

The big advantage of defending from here, aside from stopping the enemy reaching a minigun nest that can fire right into the front of the bank, is spotting enemies heading up the exterior stairs to the roof of the bank. If you have teammates up there, you can shoot the enemy, or at the very least, warn them.

WEST: ZIG-ZAG PATH, CHURCH, AND ARMORY

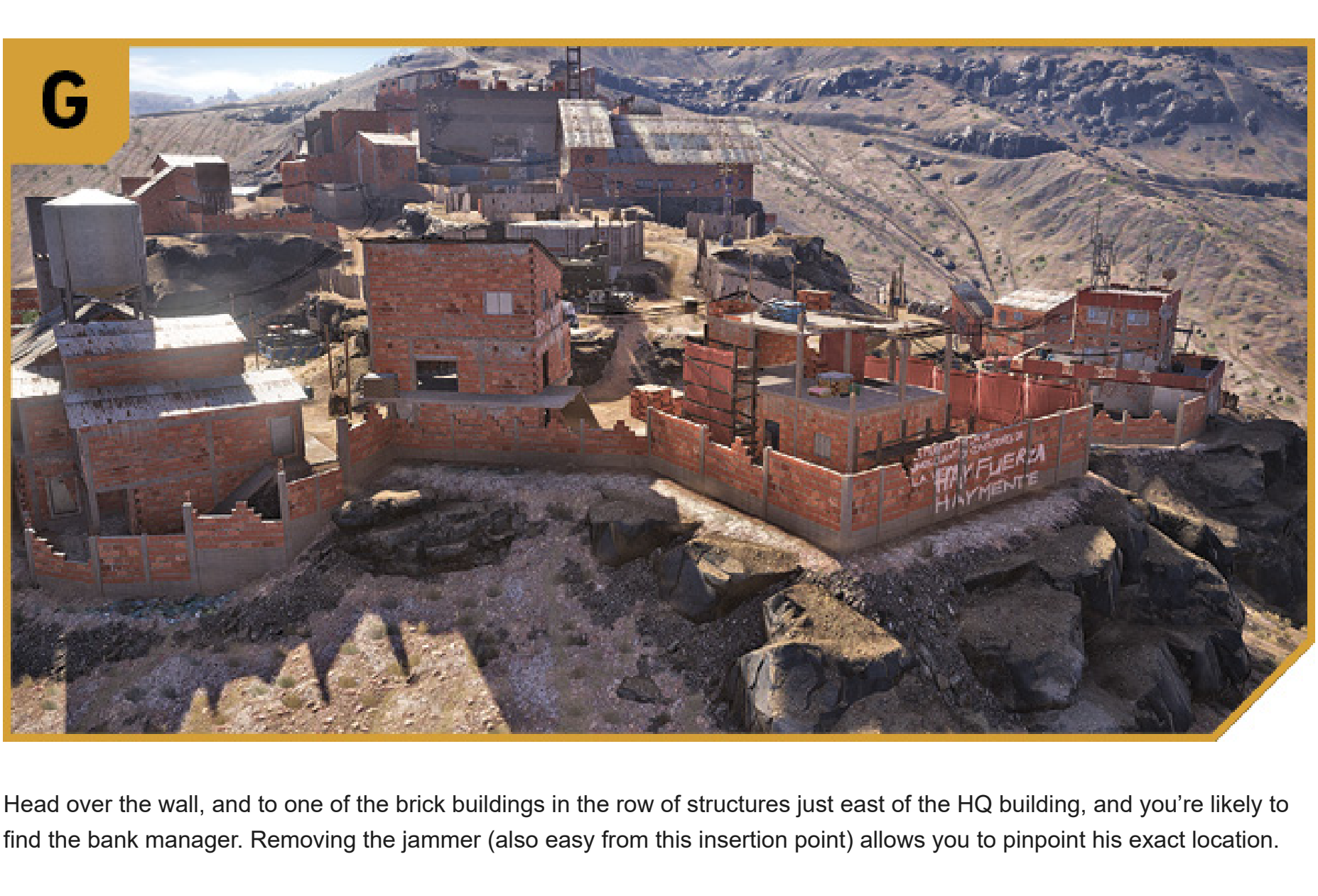
This route, below the cliff the church sits on, allows you to ascend the zig-zag path into the church, which is helpful if the bank manager is in this area. There are few enemies, an armory, and both the jammer and generator are easily accessible (destroy the generator first so no reinforcements arrive before the defending of the bank vault begins). Sending a Ghost in here first to remove the jammer is helpful, as you can then scan and plan afterward. Note the cage of rebels near the church. Freeing them can cause a distraction, though it's better to do this just before the defending phase, so they can help during this critical time.

NORTHEAST: GENERATOR INSERTION POINT



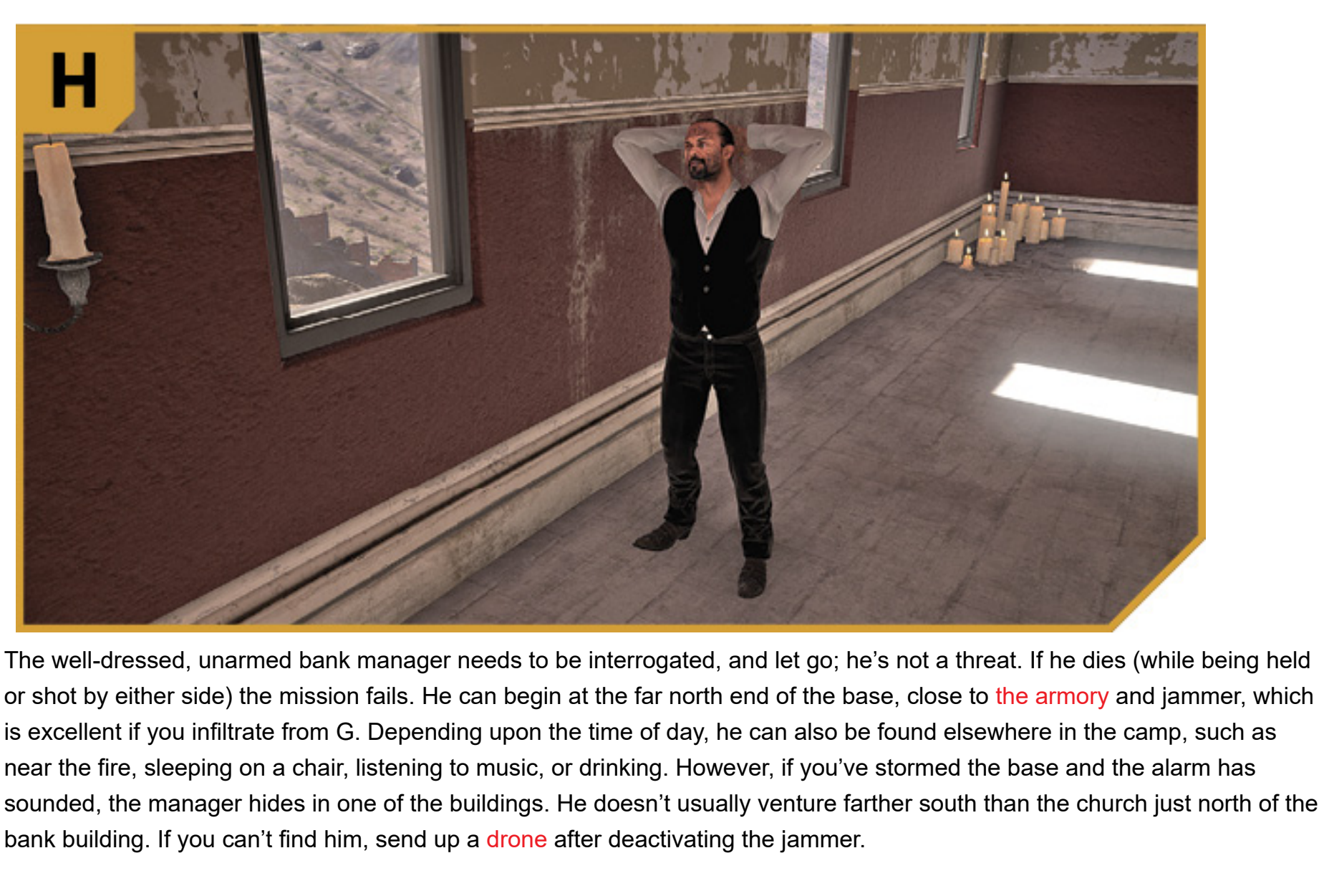
There's usually only a single foe between you and the deactivation (or destruction) of the generator, below a rocky outcrop in this part of the map. You're also close to the bank manager (if you managed to get here without alerting the enemy).

NORTHWEST: HQ BUILDING AND INSERTION POINT



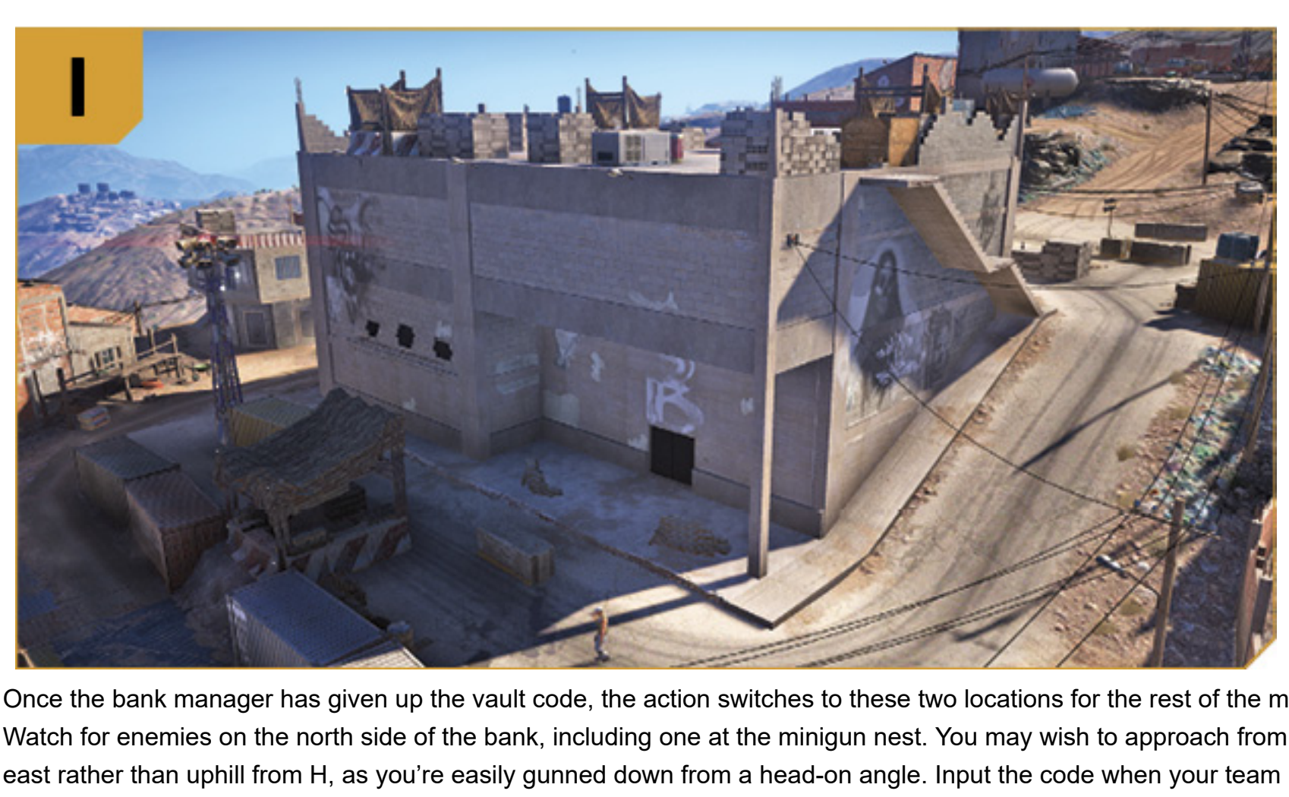
There are few foes, and the jammer and generator are both easily accessible from the wall by the HQ building (just watch for armored enemies).

NORTH: INSERTION POINT



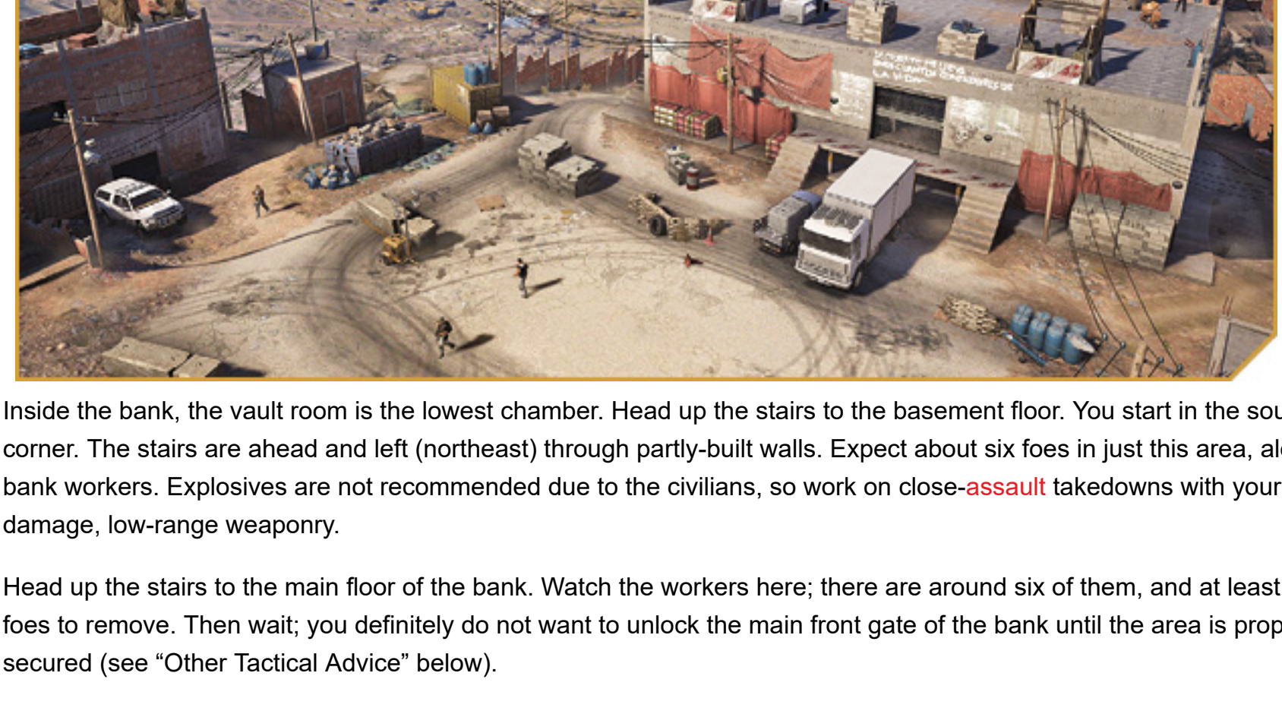
Head over the wall, and to one of the brick buildings in the row of structures just east of the HQ building, and you're likely to find the bank manager. Removing the jammer (also easy from this insertion point) allows you to pinpoint his exact location.

TARGET #1: BANK MANAGER

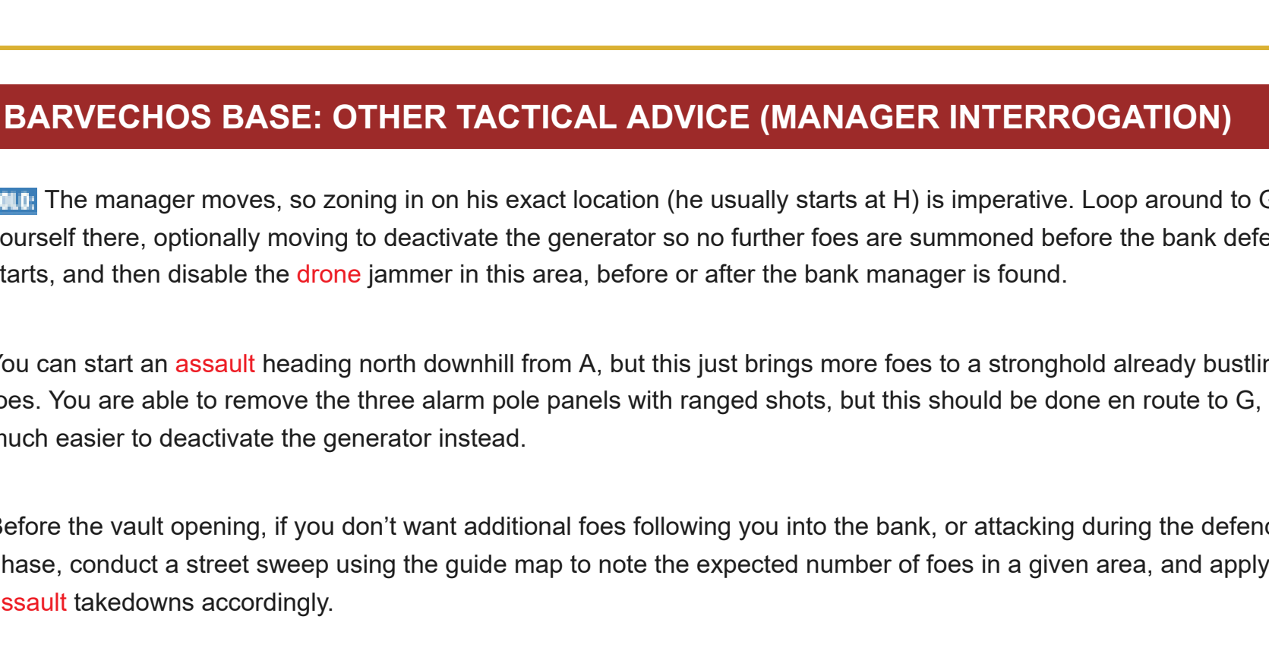


The well-dressed, unarmed bank manager needs to be interrogated, and let go; he's not a threat. If he dies (while being held or shot by either side) the mission fails. He can begin at the far north end of the base, close to the armory and jammer, which is excellent if you infiltrate from G. Depending upon the time of day, he can also be found elsewhere in the camp, such as near the fire, sleeping on a chair, listening to music, or drinking. However, if you've stormed the base and the alarm has sounded, the manager hides in one of the buildings. He doesn't usually venture farther south than the church just north of the bank building. If you can't find him, send up a drone after deactivating the jammer.

TARGETS #2 AND #3: BANK AND VAULT DOORS



Once the bank manager has given up the vault code, the action switches to these two locations for the rest of the mission. Watch for enemies on the north side of the bank, including one at the minigun nest. You may wish to approach from west or east rather than uphill from H, as you're easily gunned down from a head-on angle. Input the code when your team is ready to storm the bank. Once opened, this vault door remains so for the rest of the mission, so ensure it is properly guarded.



Inside the bank, the vault room is the lowest chamber. Head up the stairs to the basement floor. You start in the southwest corner. The stairs are ahead and left (northeast) through partly-built walls. Expect about six foes in just this area, along with bank workers. Explosives are not recommended due to the civilians, so work on close-assault takedowns with your high-damage, low-range weaponry.

Head up the stairs to the main floor of the bank. Watch the workers here; there are around six of them, and at least four more foes to remove. Then wait; you definitely do not want to unlock the main front gate of the bank until the area is properly secured (see "Other Tactical Advice" below).

During the defending phase, you have three minutes to stay alive until the rebels show up. Note the enemies have insertion points they can use, or fire into: the south wall gate overlooking the main yard (ground floor), the vault entrance (north wall, lower ground floor), and the roof (via the exterior steps on the west wall). While the roof doesn't lead into the building, foes can reach teammates defending there.

BARVECHOS BASE: OTHER TACTICAL ADVICE (MANAGER INTERROGATION)

SOLO: The manager moves, so zoning in on his exact location (he usually starts at H) is imperative. Loop around to G, insert yourself there, optionally moving to deactivate the generator so no further foes are summoned before the bank defense starts, and then disable the drone jammer in this area, before or after the bank manager is found.

You can start an assault heading north downhill from A, but this just brings more foes to a stronghold already bustling with foes. You are able to remove the three alarm pole panels with ranged shots, but this should be done en route to G, and it's much easier to deactivate the generator instead.

Before the vault opening, if you don't want additional foes following you into the bank, or attacking during the defending phase, conduct a street sweep using the guide map to note the expected number of foes in a given area, and apply close-assault takedowns accordingly.

Another reason to take out foes before opening the vault is that you can quickly escape the bank if the foes inside become too difficult to kill; you want to have this flexibility without worrying about foes you missed on the way in.

CO-OP: Use Solo tactics, with the added bonus of being able to infiltrate from multiple locations at once. For example, your priority is deactivating the generator (or alarms), then finding the manager, and finally conducting a sweep of the village to remove all enemies (enter from B, C, D, and E, removing foes around the bank, then to the north, then loop back to A to finish off the remaining stragglers after opening the cage and freeing the rebels near the armory).

BARVECHOS BASE: OTHER TACTICAL ADVICE (VAULT OPENING)

SOLO: Storm the armory once the foes throughout the town are neutralized, and there are no reinforcements incoming. The bank takedown is easier if only the foes inside the bank are left.

Make slow and determined progress from room to half-finished room once you're upstairs from the vault, and secure the vault, lower floor, main floor, and roof. Then start preparing for the defending phase. Do NOT access the south gate until the bank and surrounding area are fully prepared!

CO-OP: Storming the bank is tricky as the confined space means you can't really fan out to help the lead Ghost, though you should have three Ghosts heading through the bank while the fourth heads up to clear the roof, and causes a distraction for the foes peering out of the south gate.

BARVECHOS BASE: OTHER TACTICAL ADVICE (DEFENSE PREPARATION)

SOLO: CO-OP: Adequately preparing before opening the south gate is key to an easy victory. Attempt any or all of the following:

Note the infiltration points the enemy could use around the bank. There's the south gate (overlooking the yard where the enemy vehicles park). There's the vault door (northeast corner exterior). There's the exterior steps to the roof (west wall). Booby-trap all these locations with mines (automatic takedowns) and C4 (triggered takedowns). Make sure no one encroaches on you!

Take up defensive positions around the yard, including the minigun atop the west building (booby-trap the path to the minigun too, including the roof ramps). There's the rooftop to the east. To a lesser extent is the building on the west side of the road, across from the minigun nest.

Booby-trap and block the main road at its narrowest location; you're creating a chokepoint. Park two rows of vehicles across the road so enemy vehicles have to stop. The road just east of the minigun nest is ideal, as it's close enough to the bank and surrounding defenses for you to mow down or detonate traps or lob grenades at foes who stop there.

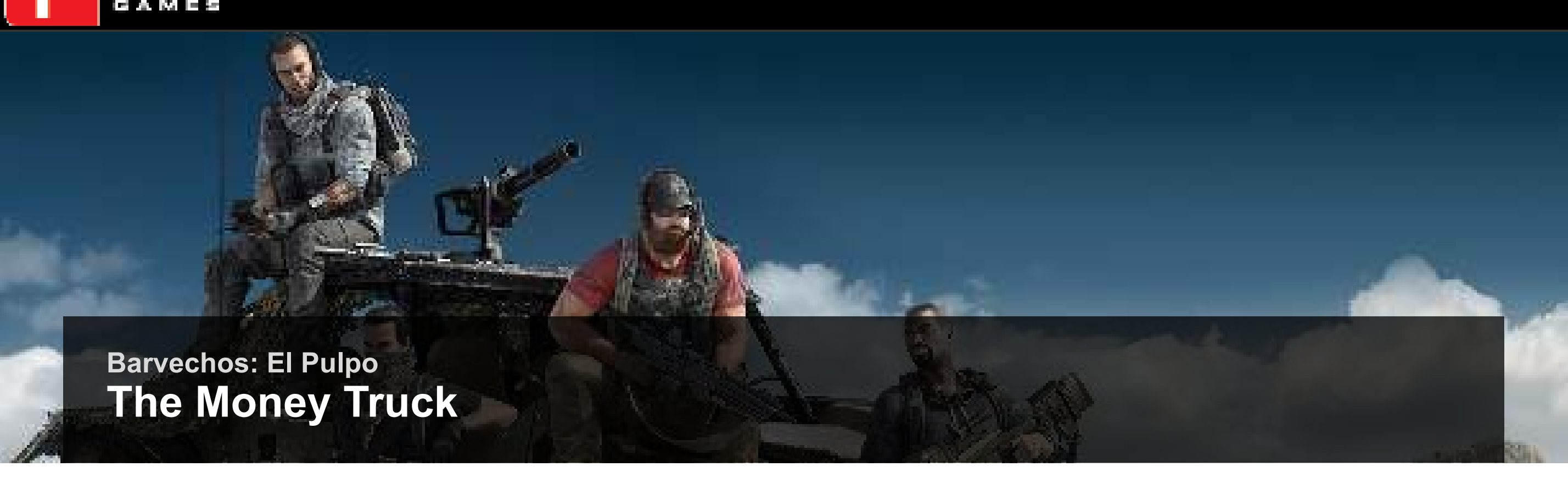
Make sure you've freed the rebels near the armory, and call on Guns for Hire from Rebel Support. Ten heads are better than four!

BARVECHOS BASE: OTHER TACTICAL ADVICE (DEFENDING PHASE)

SOLO: When the area around the bank is prepped, trapped, and able to be defended to your satisfaction, open the south gate and start the defense. Additional foes on foot appear, usually to the south, and up to five ground vehicles and a helicopter appear. For Solo players, stay inside the bank at the ground floor, placing a mine on the stairs down to the basement, and use the cover here while ordering your team out into the main yard, and the buildings around to the east and west. The bank interior is somewhat safer; there's an ammo box, and you can quickly repel foes, and back away from the main door. Heck, you can even step behind innocent bank workers and use them as a human shield (which is fine as long as the enemy shoots them!).

Prep the yard with C4 so you can detonate them when a vehicle passes over them, as well as at the entrance. Resupply again and again from the ammo box; once you use up C4 and mines, use frags.

CO-OP: In Co-op, you have the luxury of placing Ghosts in four different tactically-helpful locations. Have one at J playing the Solo role. Have another at I, stopping foes at the vault, with the option to run to the exterior roof steps to help a foe there if necessary. Have a third Ghost on the roof, able to lob grenades down, shoot foes before they man any miniguns, and detonate traps (as well as acting as a spotter if you call on a Rebel Mortar, for example). The fourth Ghost can camp on the rooftop of the building west or east of the yard.



Barvechos: El Pulpo

The Money Truck

OBJECTIVES

- **Hijack a cartel money truck**
- **Take the money truck to Pulpo's hideout, remain undetected**
- **Leave Pulpo's hideout without being detected**

LOCATIONS

- **Money Truck (Convoy)**
- **Outpost (East)**

REWARDS

- **+ 500 XP**

BRIEF

Nidia Flores launders the cartel's profits through the Banco de Barvechos. Convoys carrying large amounts of cash roll in from Brazil every week. If we can seize one of those trucks and plant it at Pulpo's hideout, Flores will blame him for the theft.

MISSION ACCESS

Complete Main Mission: El Pulpo's Right-Hand Man, and acquire Major Intel in Barvechos Province to start this mission.

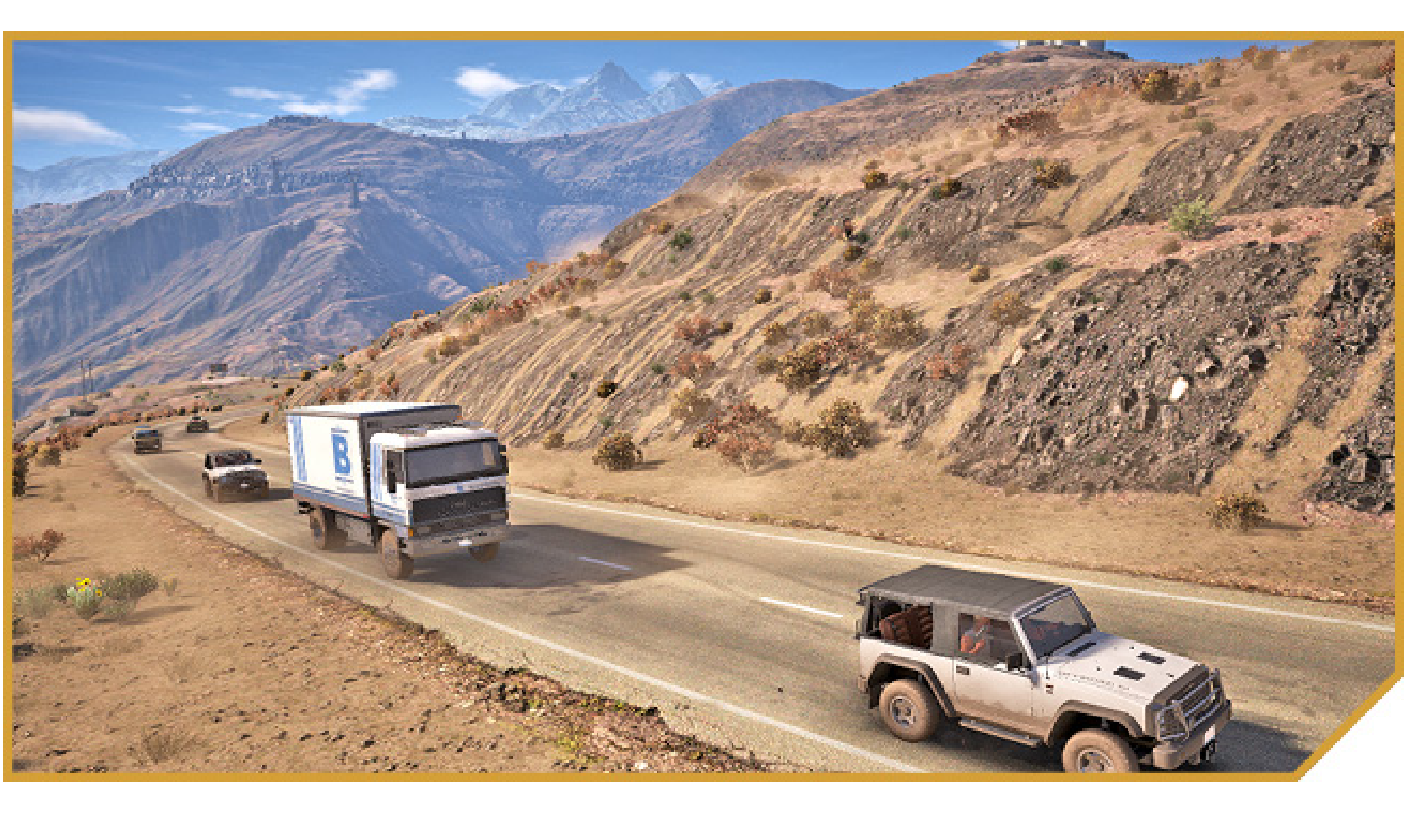
BANG ON THE MONEY

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. But if it catches fire, it's game over.

Head to a vehicle and locate the truck convoy, which is driving the roads in the northern part of this province. You're here to steal the truck. Whatever you wish to do to the cartel thugs inside the vehicle, and the two SUVs bringing up the rear of the convoy, is up to you.

CARTEL MONEY TRUCK: RECON



The convoy consists of a truck full of money, and two SUVs. Sometimes the truck is the lead vehicle, and sometimes it's in the middle, between the two small Landrock SUVs. Each vehicle usually has two occupants, and the SUVs give chase if you don't deal with all hostiles before fleeing in the truck itself.

CARTEL MONEY TRUCK: TACTICAL ADVICE

SOLO: All the previous convoy-stopping tactics you've used apply here, with the exception of mines, though those can be used to halt the lead and rear SUVs. To prevent the money truck from becoming too battered, and due to the fact that the SUVs aren't bristling with miniguns, the best plan is to get ahead of the convoy, park across a narrow stretch of road (ideally one with a drop to the side that's difficult to move around), and use your vehicle as cover.

Aim at the truck driver and shoot him. Quickly aim at the SUV drivers, so all vehicles come to a halt. Then mow down the other occupants as they exit their vehicles. It's important to hit the truck driver first, so he doesn't escape and require a chasing, which can result in the truck taking too much damage.

CO-OP: The same technique is recommended here too, though splitting up your team into multiple vehicles, and dividing up Ghosts to take out each SUV, with two Ghosts on the truck, ensures the convoy is halted with minimum damage and fuss.

NEXT STOP, THE ACCOUNTANT'S GARAGE

CAUTION: PLAN #1: NO MESS. NO FUSS.

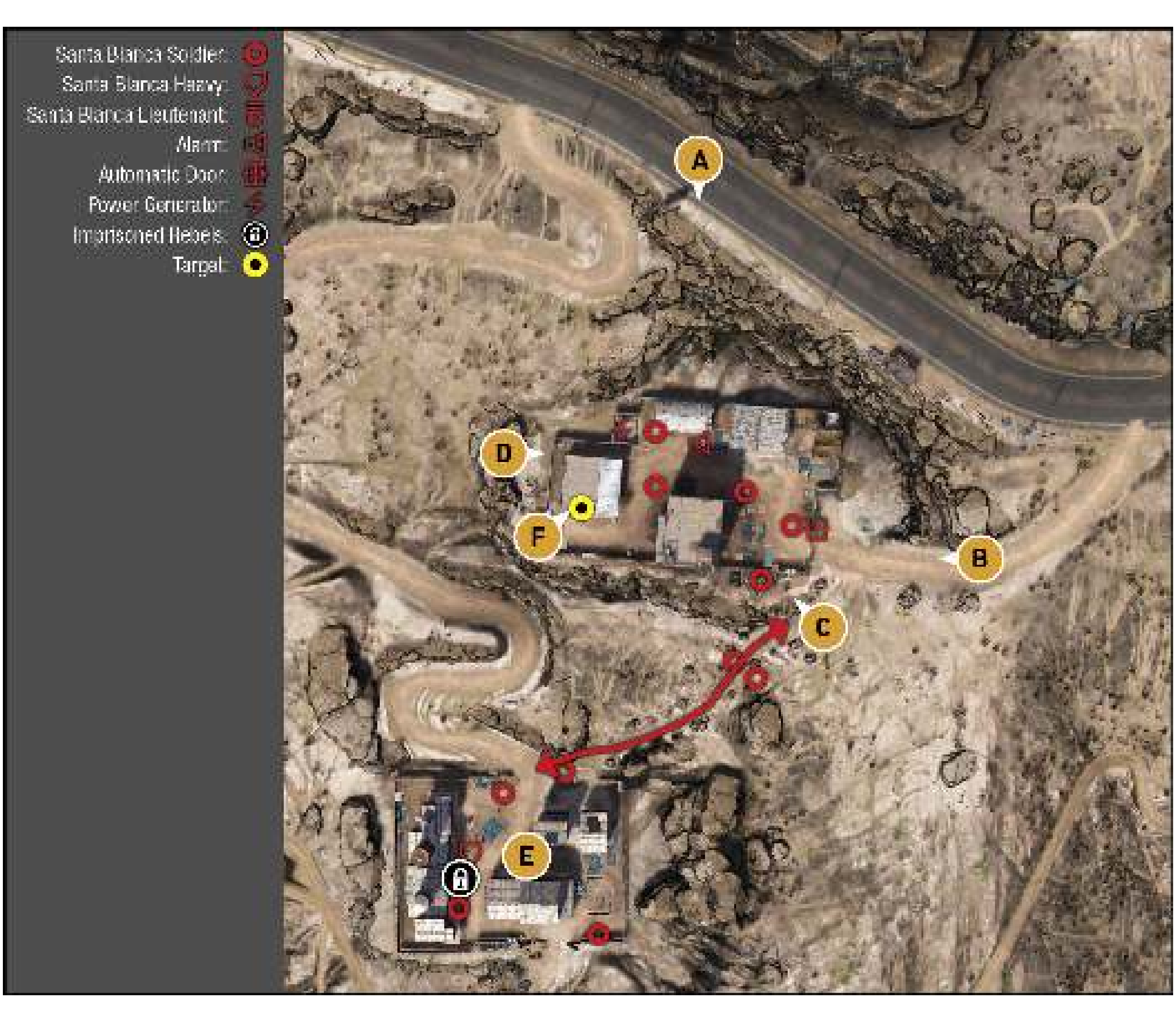
You're now inside the outpost, and need to get out again. If you're even seen by an enemy, the mission fails. Obviously, gunfire attracts foes, and sometimes airborne reinforcements, and this outpost also has an alarm and power generator to worry about. So removing yourself from the base without combat is by far the best policy. Can you execute a perfectly-timed stealth takedown of everyone? Possibly, but it's nigh-on impossible, and doesn't help convince Nidia Flores that the money truck is Pulpo's.

With the convoy neutralized, you're to take the truck to the Outpost just south of Barvechos Mine. With no time to recon the area, you must drive it (carefully) down the dirt track off the main road, park it inside the walled area at the west end of the compound, and extricate yourself from the Outpost without being detected.

MOST RECON: EARLY WARNING

Though you can drive into the Outpost with no forewarning of the enemies you need to avoid, why not park the truck on the main road just above (north of) the Outpost, and use your drone to tag foes, and study the terrain of the base? That way you know where everyone is, and can adjust your exiting accordingly.

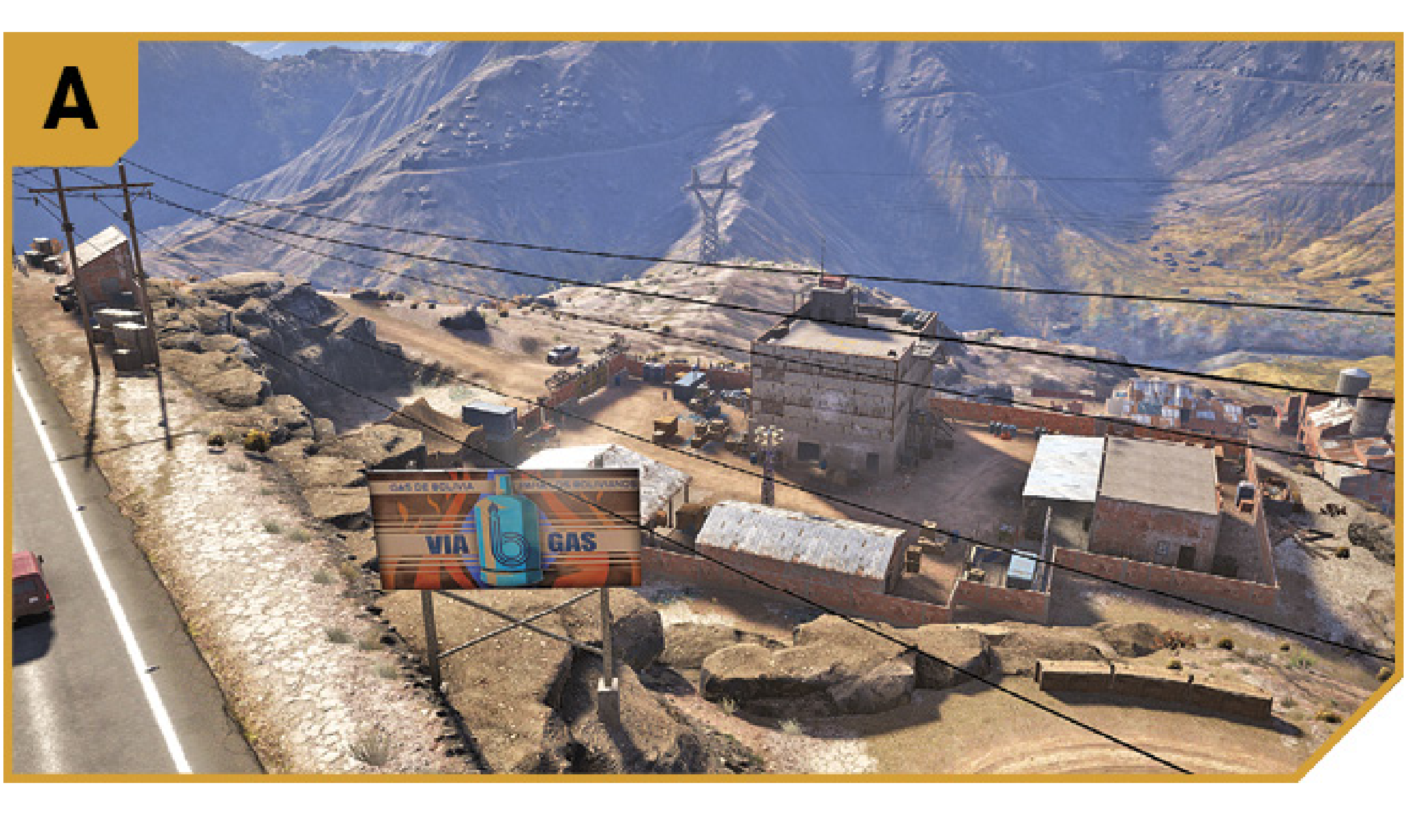
OUTPOST (EAST): RECON



TACMAP:

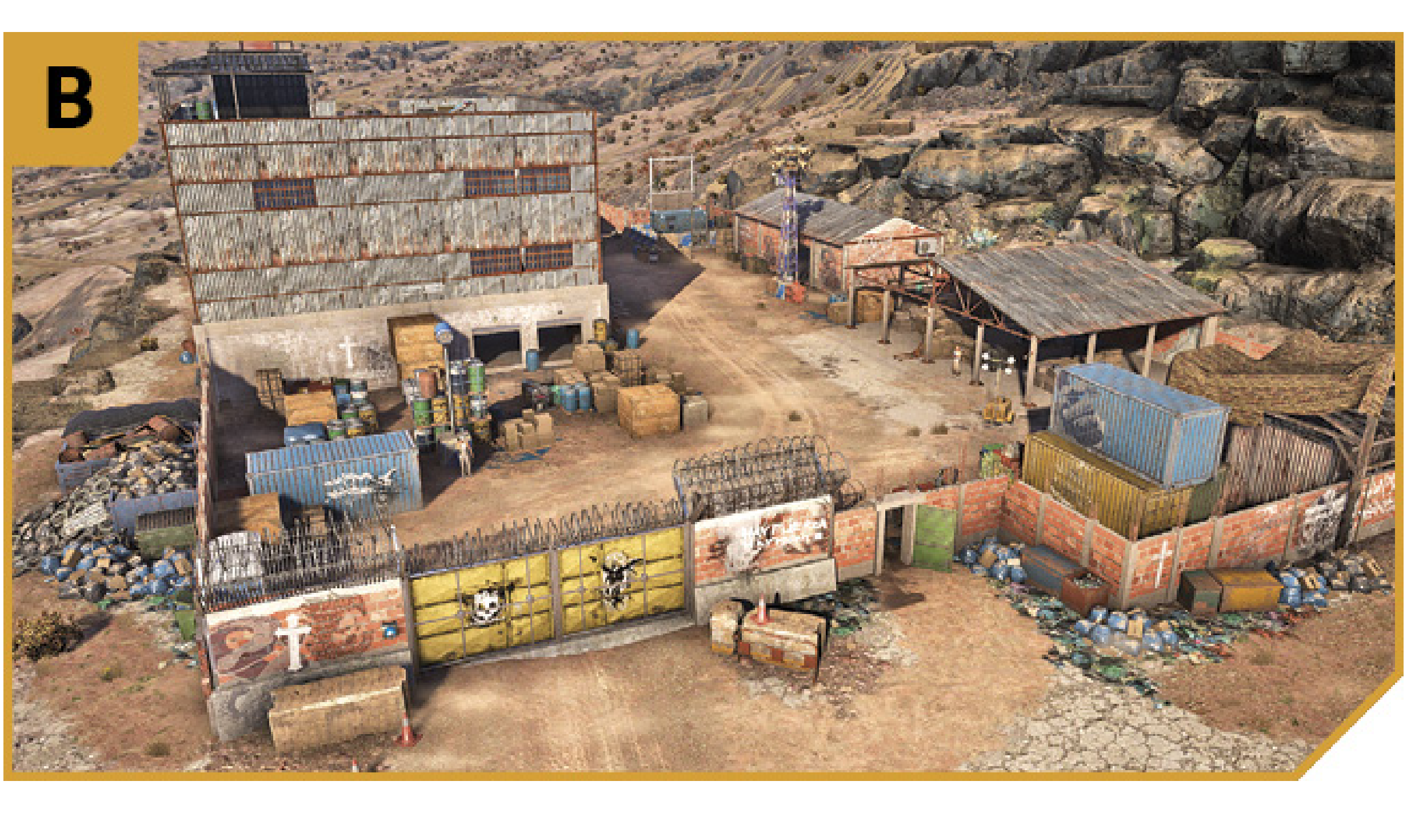
The Outpost is lightly-guarded with well-armed goons in bullet-proof vests, but without any structured leader. Aside from them seeing you (and mission failure), the biggest concern is the alarm in the middle of the base; shoot that or deactivate the generator. If the alarm sounds, your mission fails (if you aren't attempting Plan #2). If the alarm sounds during Plan #2, prior to dropping off the truck, at least two attack helicopters arrive, and ground troops move north, up the slope from the Lieutenant House. Is the extra hostile-removal worthwhile? Not really, but it's entertaining to try! The following recon locations show what to expect, if you're trying Plan #2:

NORTH: MAIN ROAD



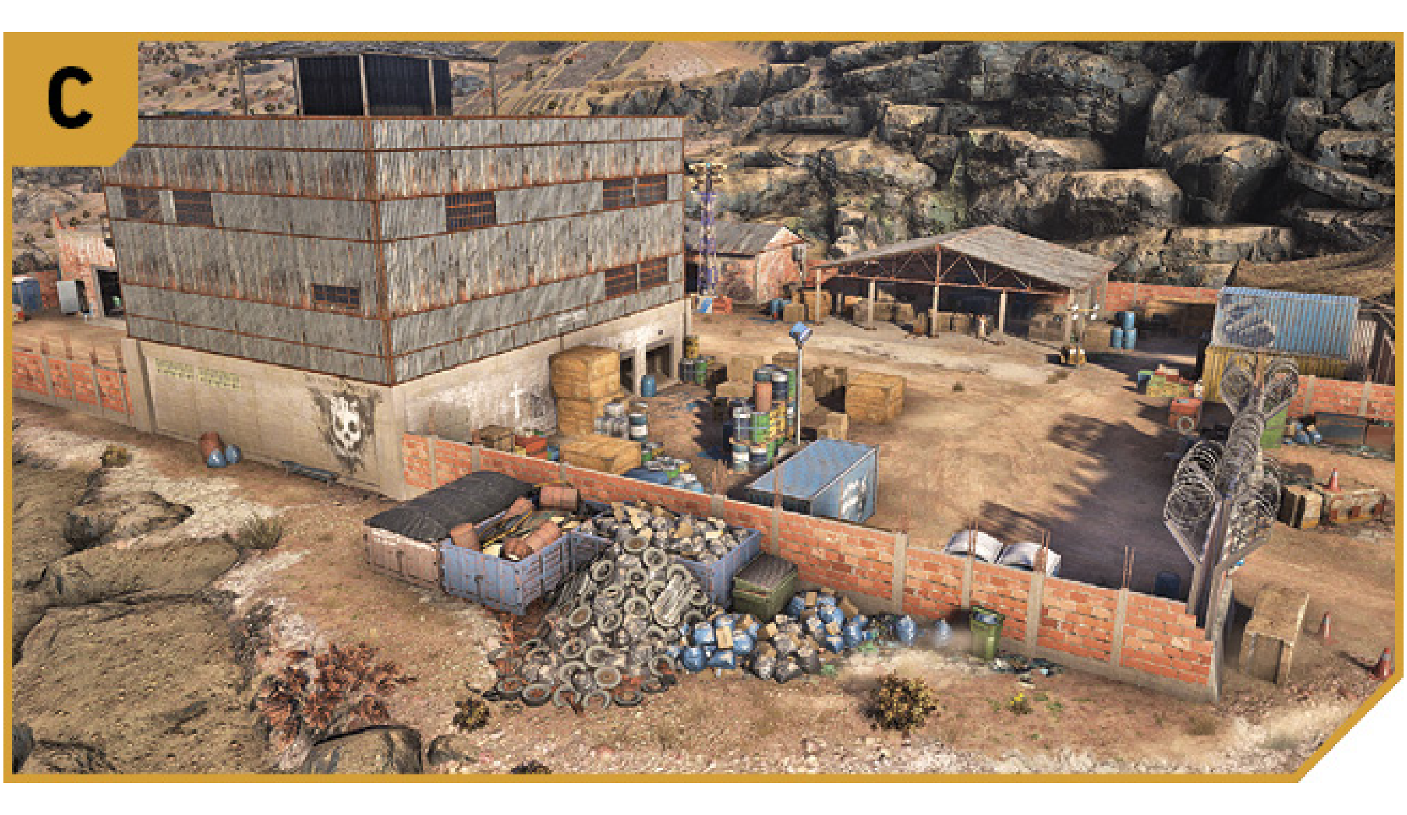
This offers excellent visuals of the entire Outpost, so you can plot an escape route, shoot out the alarm, or start sniping foes depending on your plan preference.

EAST: MAIN GATE



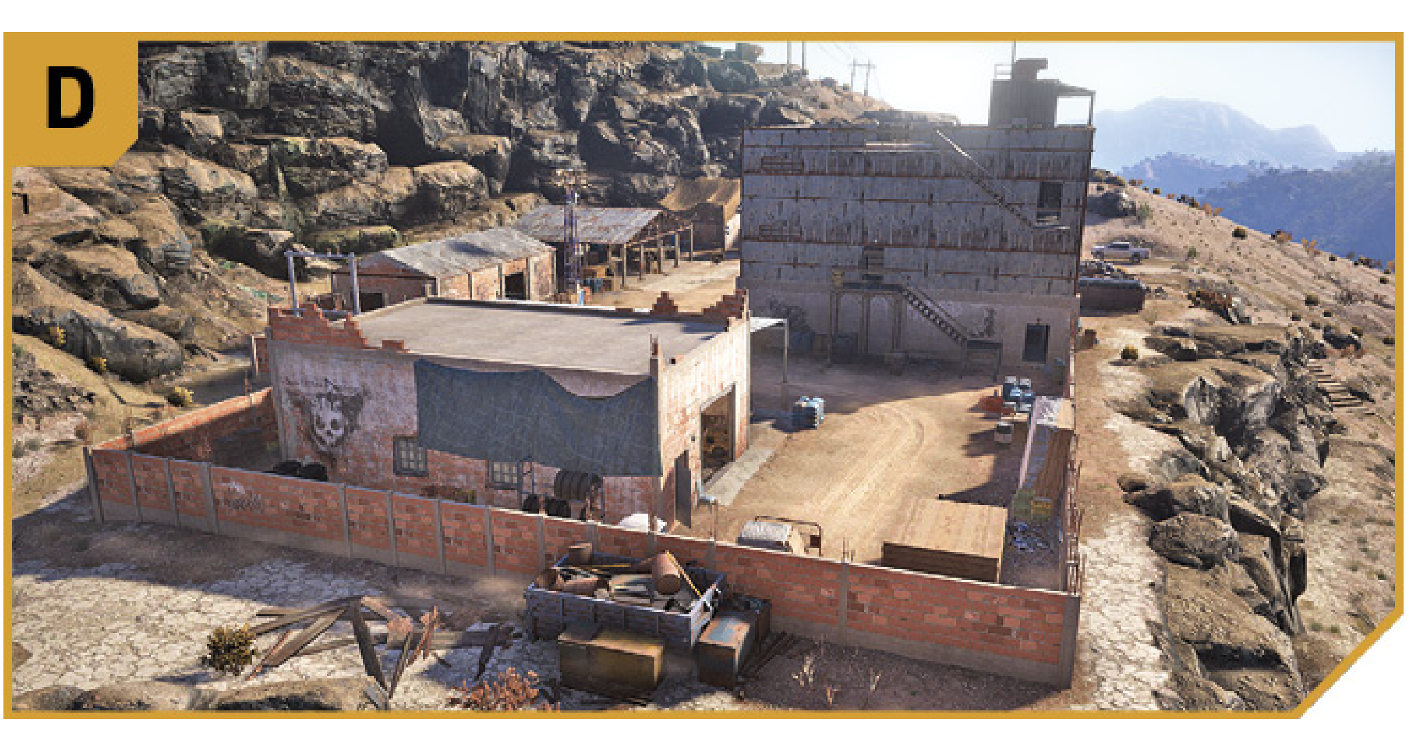
Drive the truck toward this gate, which opens automatically. When you're exiting this Outpost, use the open doorway just to the side of the gate. This is the only exit (unless you're wanting to climb the south warehouse and have a fellow Ghost land a chopper on the roof, which is almost impossible to complete without being seen).

SOUTHEAST: TIRE PILE



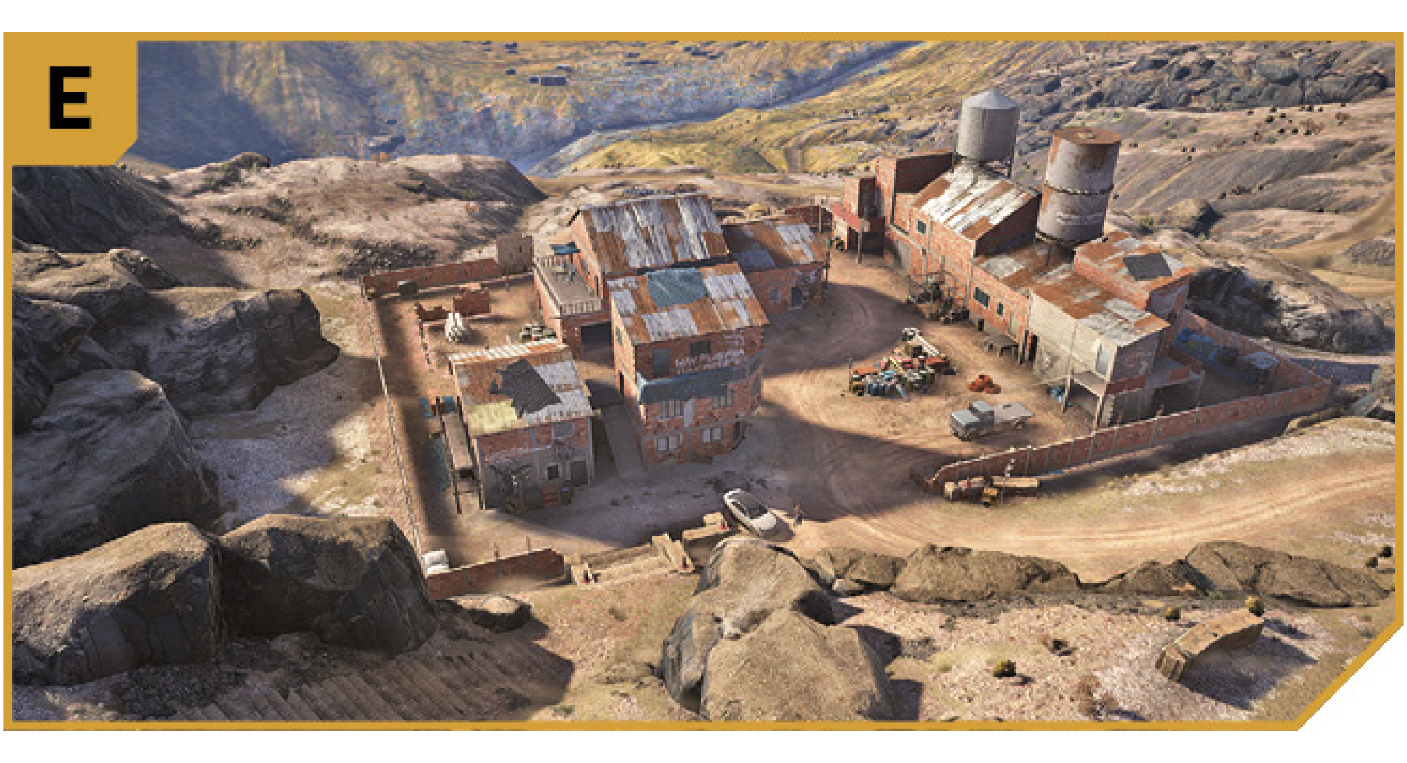
The walls of this Outpost can't be leapt over or breached, but you can climb this refuse container and pile of tires to shoot over the walls from the outside.

WEST: TIRE PILE



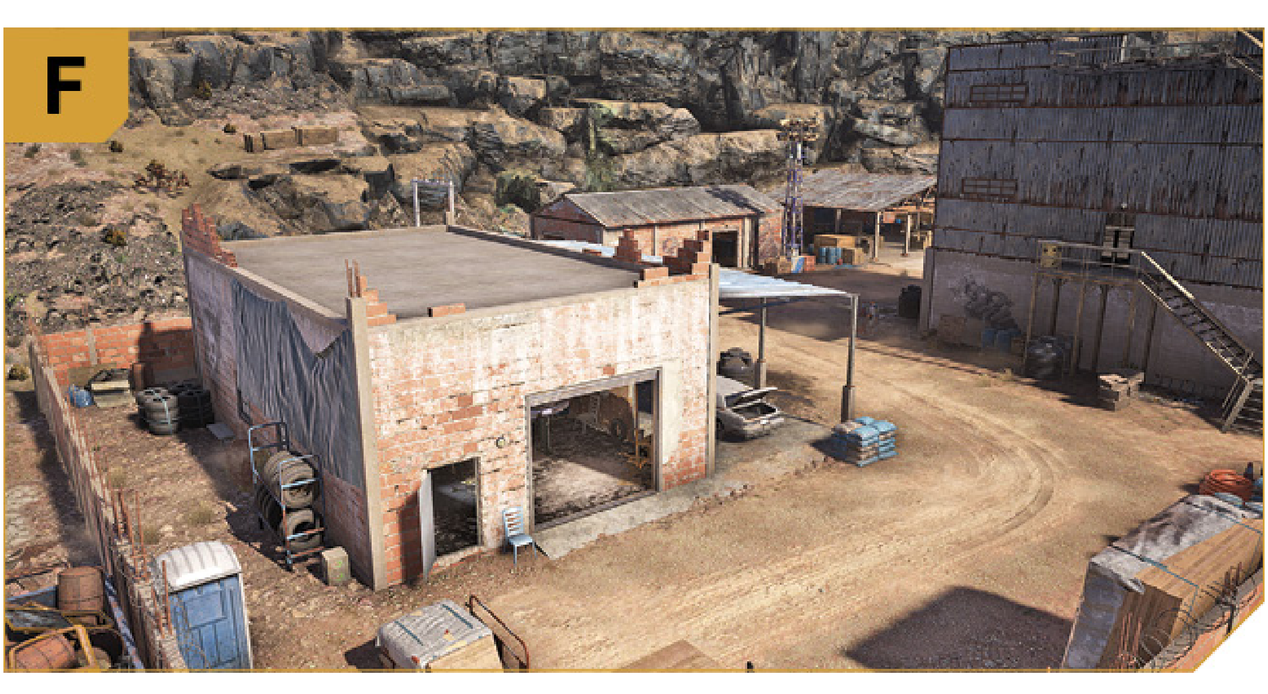
The western perimeter wall also features a tire pile and refuse container to fire from, into the base from the outside, though this is rarely used.

LIEUTENANT'S HOUSE



South of the Outpost is a small compound with around six foes (one armored). You have no reason to engage these hostiles, though it's worth knowing they are there; you don't want to run south after escaping the Outpost, and tumble into them. Check their location if you're employing Plan #2, and your incompetence has resulted in the alarm being raised; these enemies will ascend to help.

TARGET: OUTPOST PARKING



Once you've parked the money truck here, you need to utilize cover like no mission before, and sneak out of this Outpost without being seen. The methods are discussed below. Note there are around seven enemies, most lurking in and around the dotted and open warehouses. The numerous crates and boxes mean you can crouch and sneak out with relative ease.

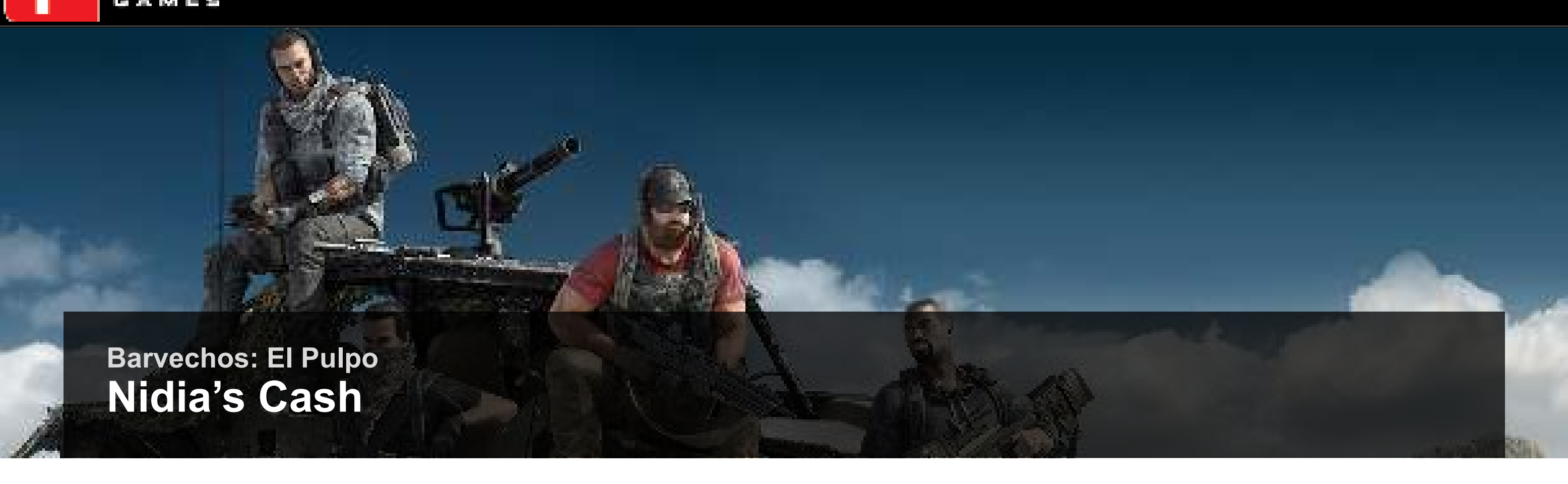
OUTPOST (EAST): OTHER TACTICAL ADVICE

SOLO: **Plan #1:** Drive the truck into the Outpost, as the mission objective indicates. Park up at the indicated spot, turning the truck so the driver's door opens close to the west perimeter wall, offering you cover. Ignore your teammates, or keep them out of the mission area. Then sneak north through the open warehouse, turn right (east), hugging the inside of the perimeter brick wall, passing through another warehouse, to the pedestrian opening just left (north) of the automatic gates, on the east wall. Then head east (ideally southeast down the hill and out of the mission area, as you can be spotted if you climb the hill or steal the pickup truck parked near the entrance).

Plan #2: Stop the truck on the main road before the right (south) turn into the base. After a spot of recon, shoot out the electrical box just below the sirens on the floodlight alarm to stop helicopter reinforcements. Remain on the upper main road, and start to tag the foes in the base from this vantage point. Keep this up until they all fall. Enter the base (on foot) and flush out any stragglers, then check the Lieutenant's House to see if those enemies have been alerted. If they have, head slowly down the hill and engage them. If they haven't, stop the enemy takedowns. When all is clear, drive the truck into the base, and simply walk out again—like a Boss.

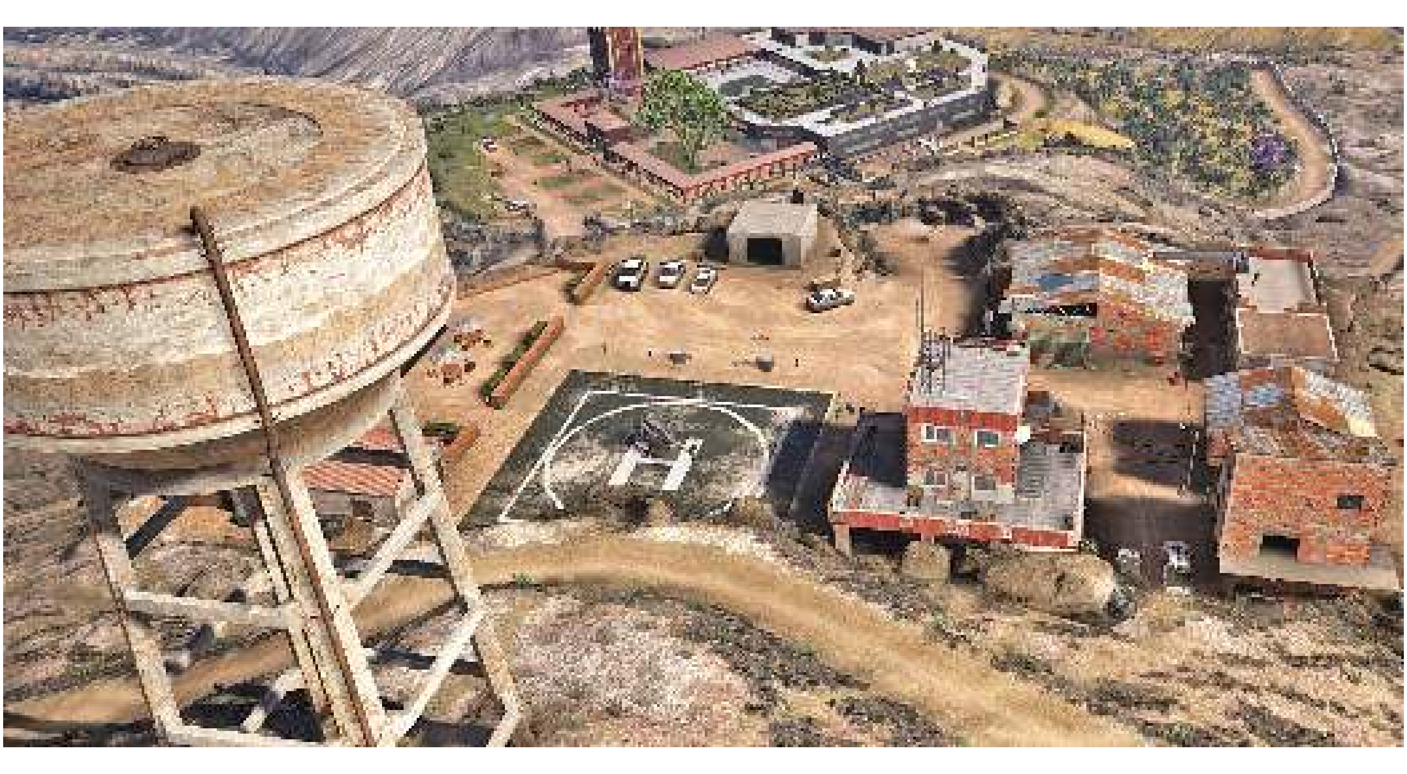
CO-OP: **Plan #1:** There's only the need for one Ghost to drive into the Outpost base; why jeopardize the mission by having all four hanging onto the truck and attempting to sneak out? The single Ghost driver should sneak out using the inside of the north perimeter to guide them, exiting from the pedestrian doorway just as a Solo player would.

Plan #2: This is essentially the same plan as for Solo players, though you have more vantage points to attack from, and more elaborate schemes to try, like parachuting onto the highest warehouse in the Outpost, and descending to mow down foes while another Ghost snipes from a different direction. The biggest concern is still the alarm; shoot it at once so no reinforcements are called, and try to remove threats with a semblance of stealth.



Barvechos: El Pulpo

Nidia's Cash



OBJECTIVES

- **Locate Nidia Flores' personal computer**
- **Hack Nidia Flores' personal computer**

LOCATIONS

- **Outpost (North)**

REWARDS

- **+ 500 XP**

BRIEF

Nidia lives in a palatial hacienda near the Santa Blanca headquarters in Barvechos. Locate her personal computer and use it to empty Flores' bank accounts.

MISSION ACCESS

Complete Main Mission: El Pulpo's Right-Hand Man, and acquire Major Intel in Barvechos Province to start this mission.

MORE MONEY, MORE PROBLEMS (FOR NIDIA)

Drive toward Nidia's Hacienda, but ignore the main compound building here, and use the compound's roads to access the Outpost above (north of) the Hacienda. You're here to find a laptop, hack it, and leave after the mission concludes. As long as you don't attract unwanted attention to the south, this is straightforward.

CAUTION: NO HASSLE IN THE HACIENDA

Despite your briefing, this mission doesn't actually take place in the Hacienda itself. Though the properties are linked by a road, the north Outpost and Nidia Flores' sprawling hacienda grounds should be treated as separate locations (and feature in separate missions). Concentrate all your recon on the compound of buildings further up the mountain, by the water tower.

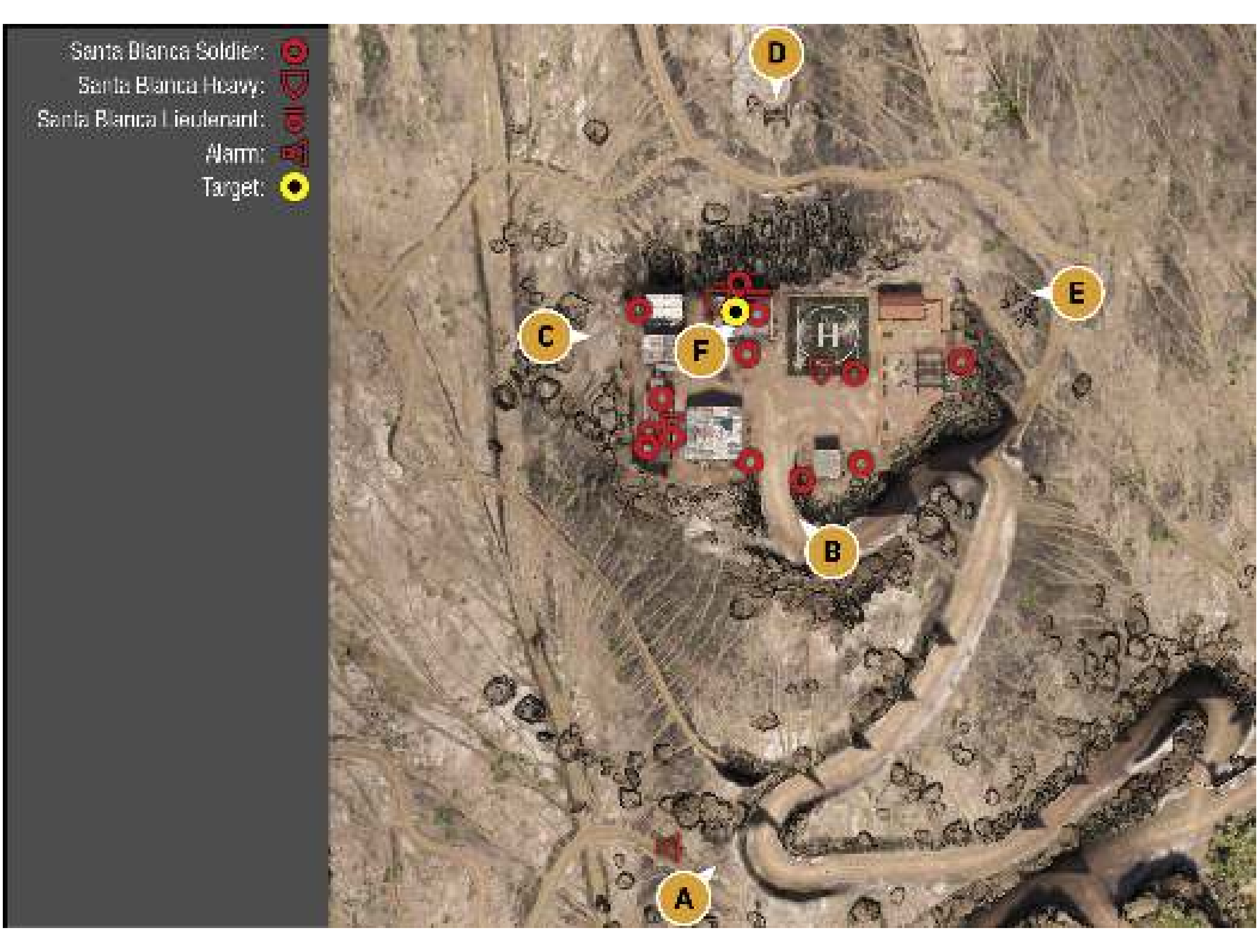
CAUTION: AN ALARM

The north Outpost has an alarm, but it's farther down the hill to the south (A); cunningly positioned so you'll overlook it. Make sure that doesn't happen.

MOST RECON: AN ALARMED LIEUTENANT

The Outpost also features a Lieutenant who takes off in a vehicle when he sees shots being fired. He can be ignored or chased; attempt the latter and, when interrogated, he reveals the location of Nidia's laptop. However, a simple search of the HQ building's top floor produces the same results, making this lieutenant wrangling an optional plan.

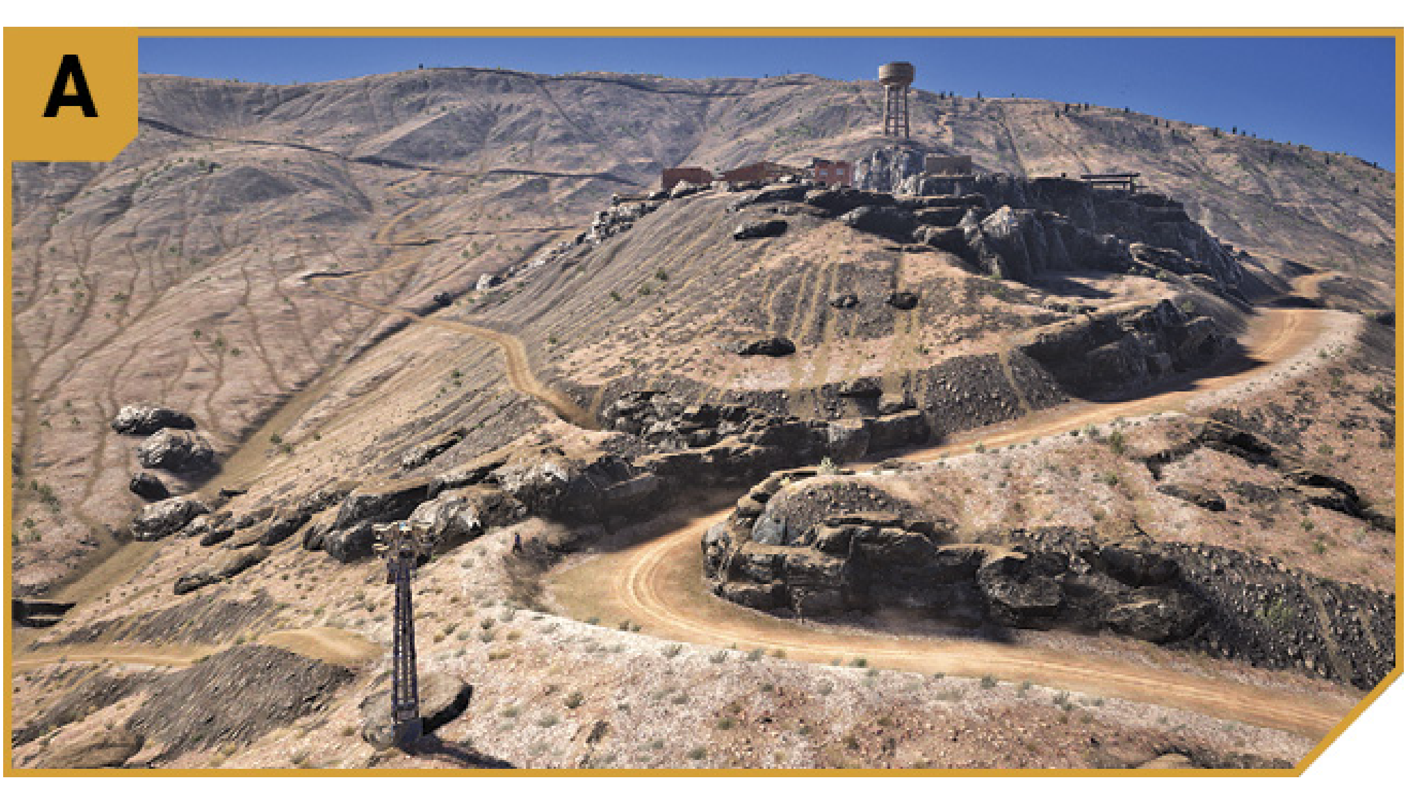
OUTPOST (NORTH): RECON



TACMAP:

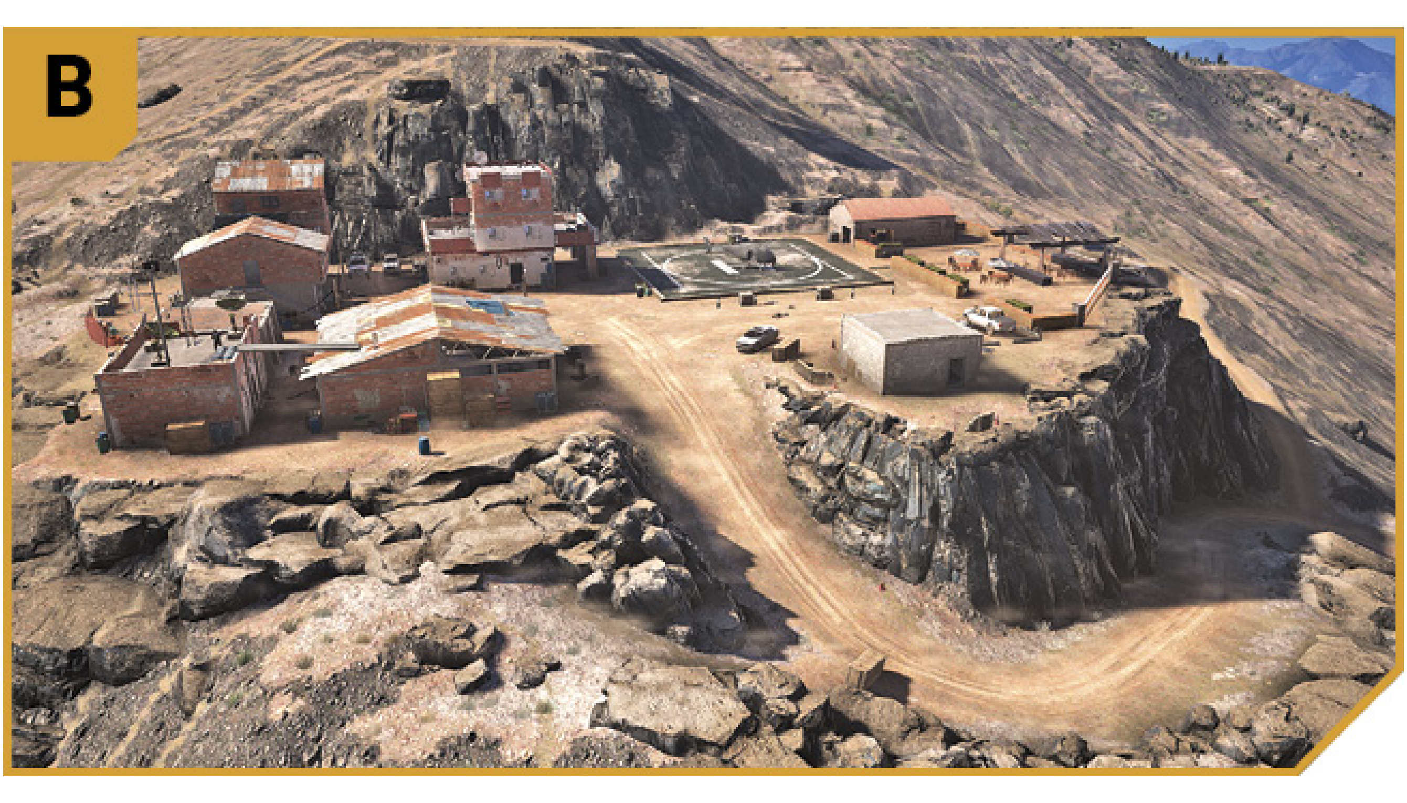
This is a compact and reasonably open Outpost, with the majority of the buildings along the northwest, west, and southwestern sides. The target laptop is on the top (third) floor of the HQ building in the northwest area. Otherwise, expect just over a dozen foes. For better and safer results, ditch your vehicle and approach via any of the hiking trails to the east, north, and west of the compound; you have some excellent vantage points, especially to the north.

SOUTH: ALARM POLE



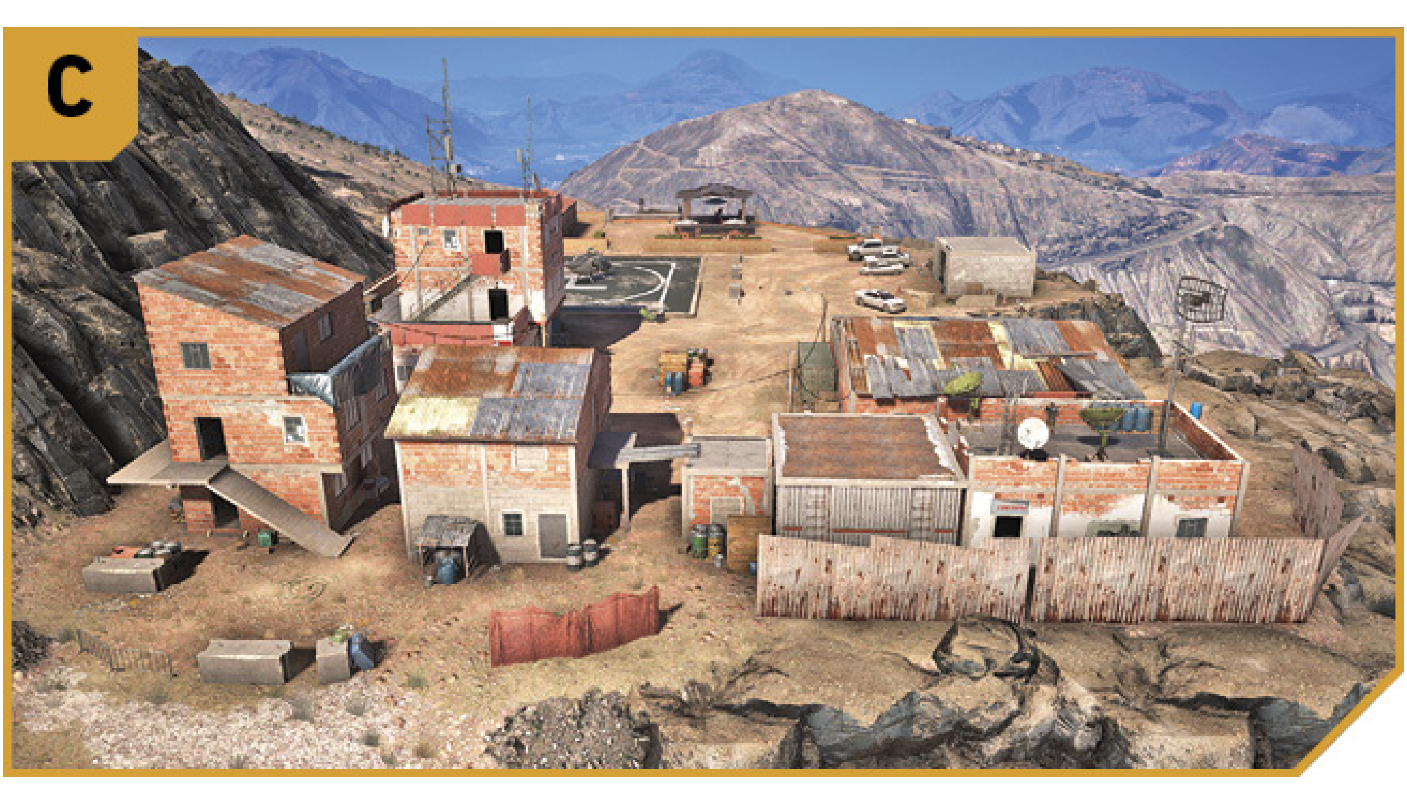
Before everything gets too messy and the enemy call in helicopters to thwart you, deactivate the alarm by shooting this pole. It's south of the Outpost, between it and the Hacienda. This is one good reason for using the main road.

SOUTH: BASE ENTRANCE



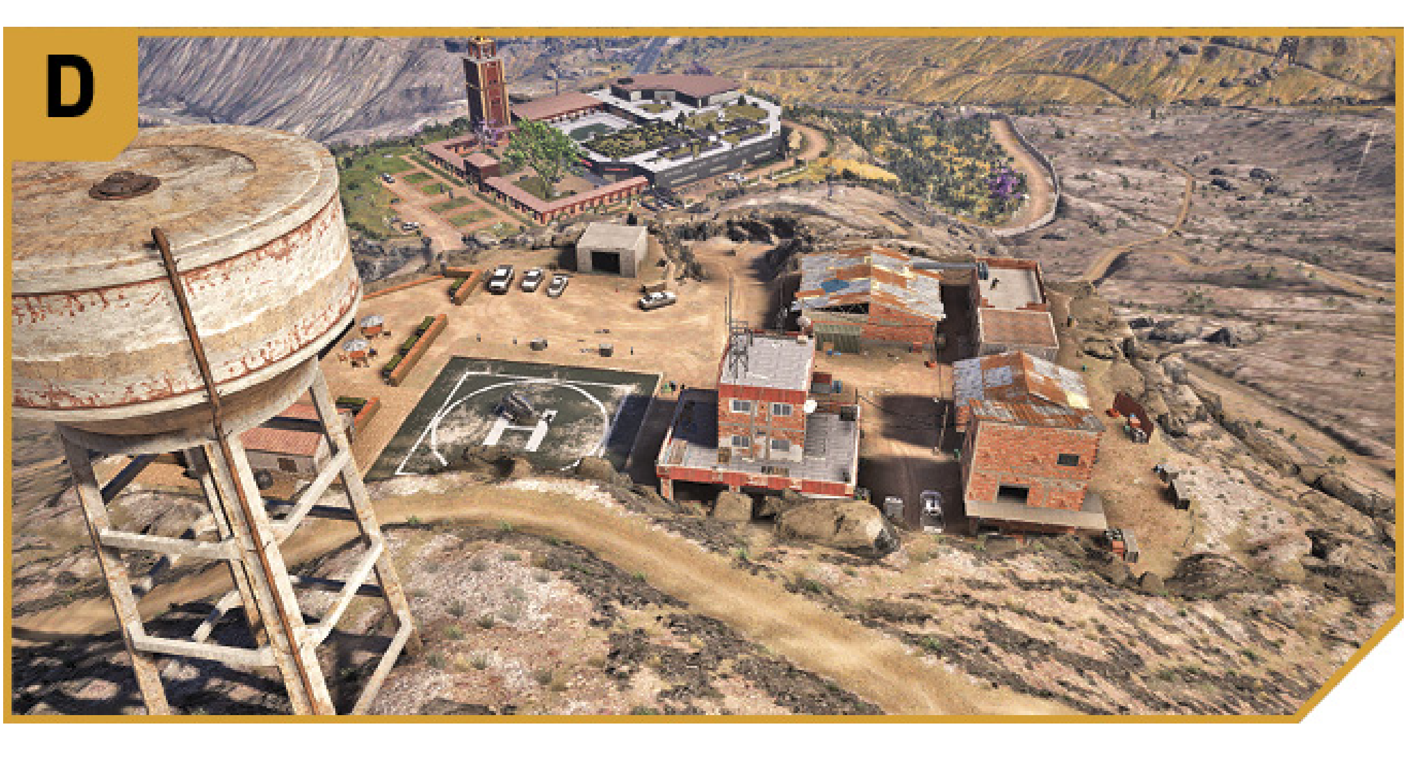
The lip of the plateau the outpost sits on means you can actually use the rock outcrops on the north side of the road as cover, and advance into the base while still maintaining stealth and dropping foes at the front (south) entrance, which is completely open. Doing this at night time is preferable.

WEST: PERIMETER



Buildings are clustered more densely on this side of the outpost, and the rudimentary fence is easily navigated around. Just watch for the lieutenant in the southwest corner of the outpost, and a foe or two around the building to the west of the HQ structure. This is a good infiltration spot as you're able to hide while moving to the target building.

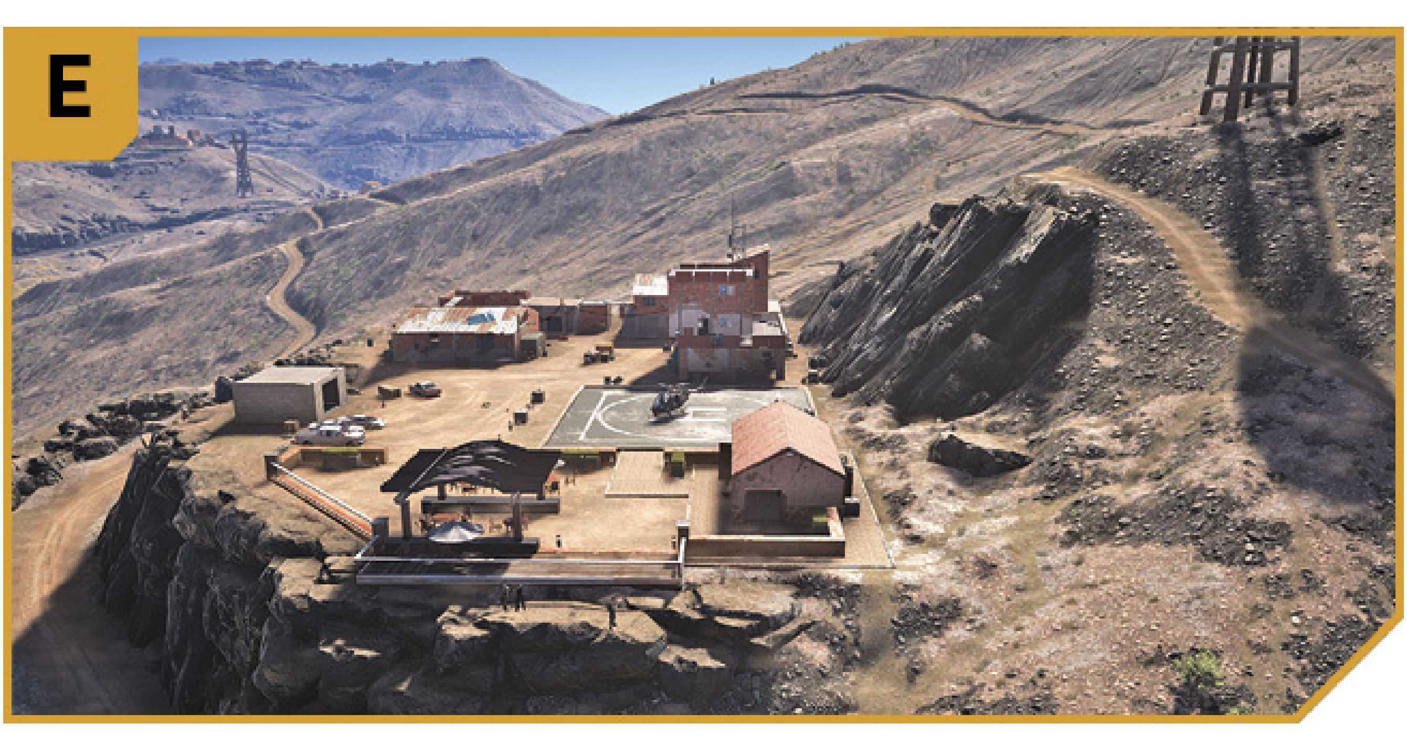
NORTH: WATER TOWER OUTCROP



This is the preferred spot from which to begin this mission. Use the hiking trails or a helicopter to head down here from the north, using the water tower as a landscape marker. Then crouch by the low wall overlooking the base and tag all the foes in the open. You can whittle down the base's population by 60 percent, before moving in to remove the rest.

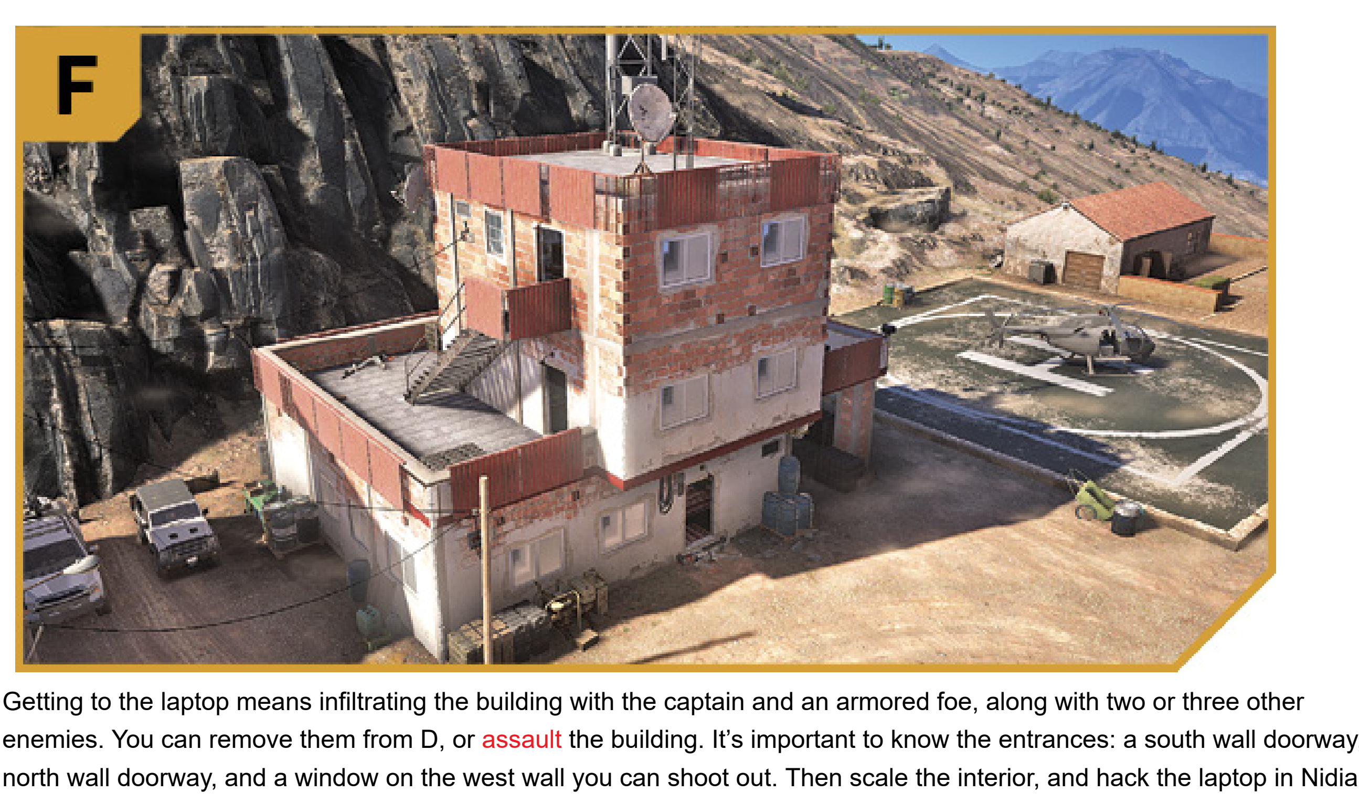
Should the lieutenant try to escape and you're here, lob a grenade at the vehicles so he can't use them, and rattle off some bullets at his feet so he surrenders. Don't shoot him though; that's mission failure!

EAST: THE PATIO AND DECK



East of the helipad is an open area with some patio furniture and a deck with a view. This isn't a great location to storm in from, as the ground is rough, and you're exposed, though dropping down from the northeast and using the lone building in the northeast corner is a good plan.

● TARGET: LAPTOP (THIRD FLOOR, HQ BUILDING)



Getting to the laptop means infiltrating the building with the captain and an armored foe, along with two or three other enemies. You can remove them from D, or assault the building. It's important to know the entrances: a south wall doorway, a north wall doorway, and a window on the west wall you can shoot out. Then scale the interior, and hack the laptop in Nidia's office. It only takes a couple of seconds. After the mission concludes, pick a vehicle or the chopper to escape in, if you haven't brought your own.

OUTPOST (NORTH): OTHER TACTICAL ADVICE

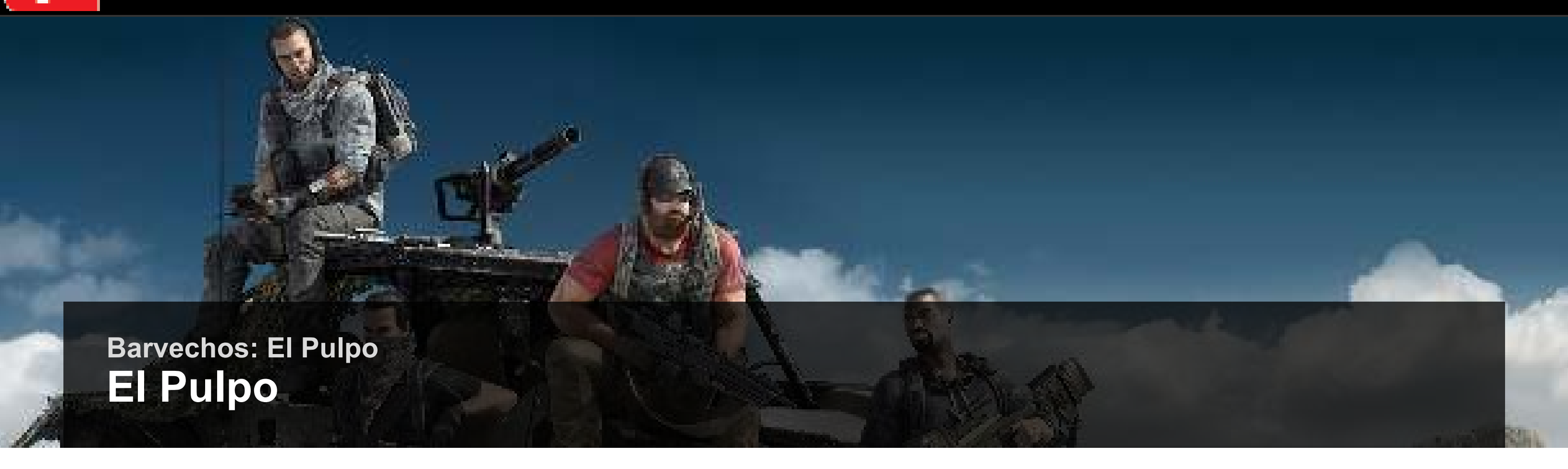
SOLO: Drive up via the hacienda road, stopping at A to shoot the panel out at the alarm pole (with suppressed fire). Then loop around the Outpost to D, crouch behind the low stone wall in front of the water tower, and start sniping. Keep this up until only a handful of foes are left. Station your team at B to stop the lieutenant escaping (if you wish, though shooting near him forces him to give up when he tries to escape). Then mop up any stragglers, and hack the laptop.

You could drop on the roof of the HQ building via parachute or a chopper crash, hack the laptop and fight down from the roof, or flee to one of the nearby cars and drive off, but that's more dangerous.

Grenades and C4 lobbed in close proximity to groups of foes, inside the tight confines of some of the buildings, and flash-bang grenades as you make the final assault, are all helpful. A drone carrying explosives can also remove the more troublesome threats, such as the captain, armored foes, or groups of enemies close together.

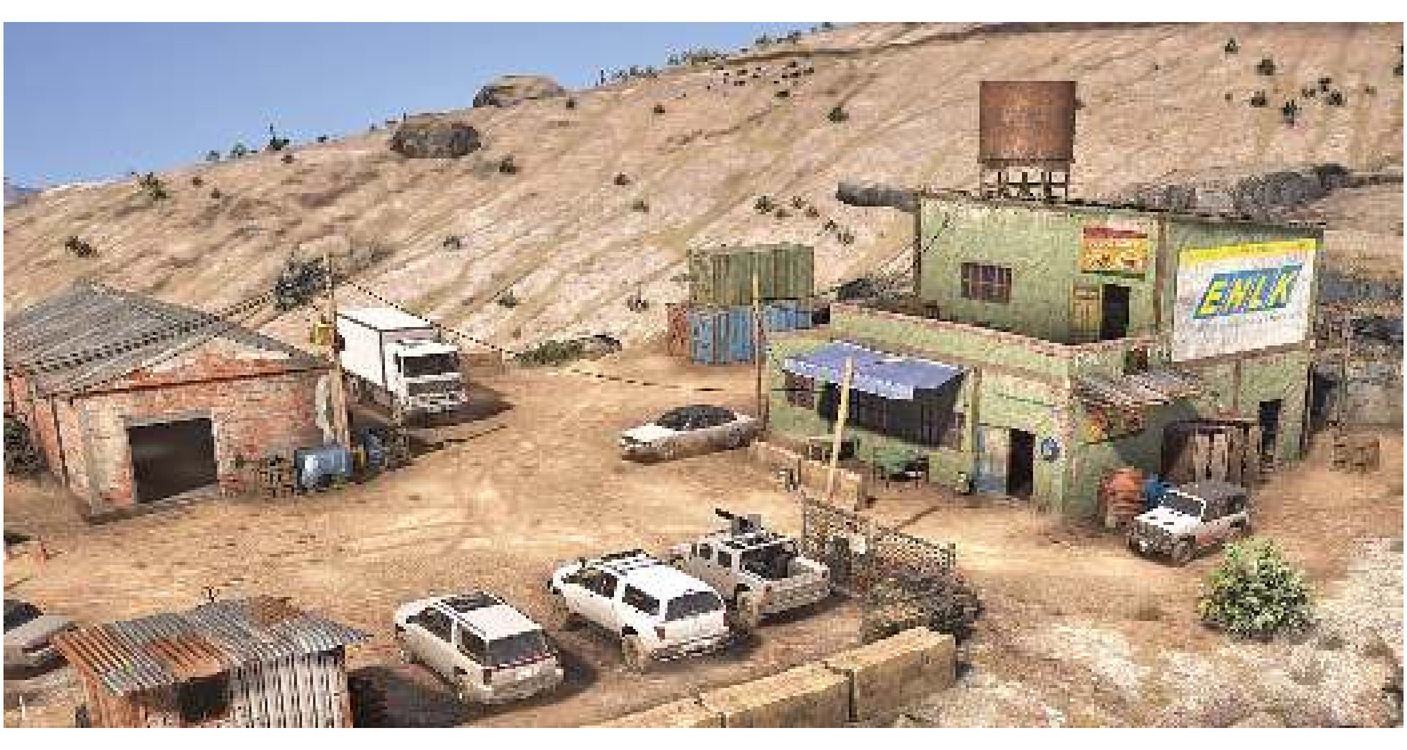
This mission can also be completed by sneaking into the HQ building and up to the laptop without firing a shot. After hacking the laptop, the quickest way out is to smash the window on the east wall, leap through and down to the lower balcony, and down to the helipad.

CO-OP: Variations on the Solo plan are just as relevant here, though having a Ghost at C and E to push into the base means the enemy stands even less of a chance. Have one Ghost roving to act as a chaser for stopping the lieutenant, as well as getaway driver (or pilot) for extraction duties.



Barvechos: El Pulpo

El Pulpo



OBJECTIVES

- **Reach El Pulpo's hideout without being detected**
- **Protect El Pulpo on the way to the airport**

LOCATIONS

- **Outpost (West)**
- **Barvechos Airport**

REWARDS

- **+ 500 XP**
- **+3 Skill Points**
- **Shotgun: El Obsequio**
- **Headgear: El Pulpo's Hat**

BRIEF

Wagner's given us El Pulpo's cell number and the location of his hideout. We'll have an agent call Pulpo, posing as one of Flores' sicarios, and threaten his life. Pulpo's sure to panic and make a run for the airport. Make sure he gets there alive.

MISSION ACCESS

Complete Main Missions: The Bank Heist, The Money Truck, and Nidia's Cash in this province, to start this mission.

PLANE SAILING FOR EL PULPO

Head to the hideout where El Pulpo is staying, and remain out of sight until the cartel underboss finishes his phone call. He immediately heads to his vehicle, and drives it southeast, passing the Central Outpost and into the center of Barvechos itself. He then makes a sharp right turn, and after reaching the airport, swerves left and reaches the aircraft. Assuming you've protected him along the way.

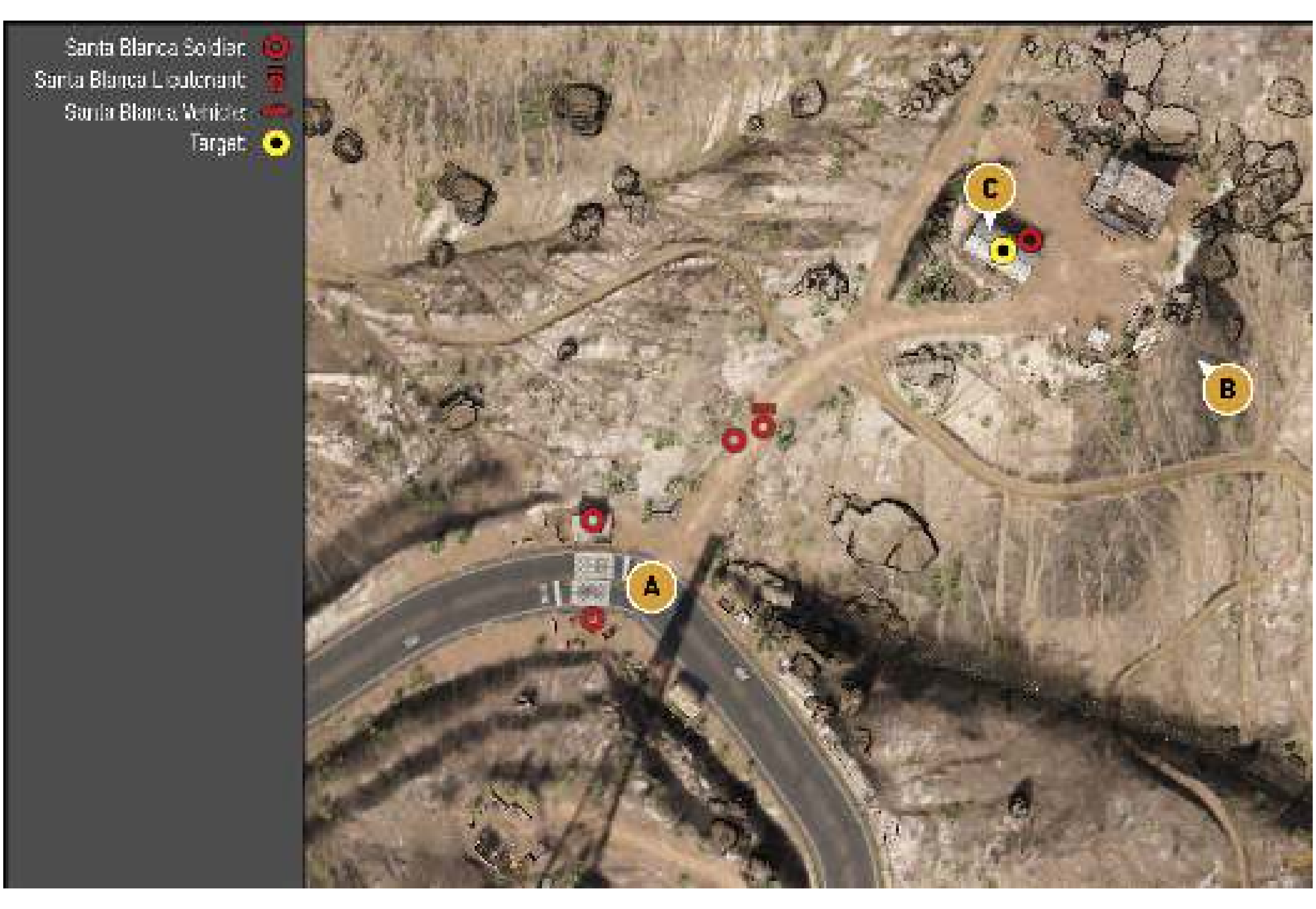
CAUTION: DRIVERS WANTED

There's just a little recon, and a lot of offensive driving to be done during this mission, so come prepared with your favored vehicle, and have your teammates choose secondary vehicles or firearms if they're sitting with you. Keeping El Pulpo safe at all times is the overriding plan, here.

CAUTION: THE 100 METER DASH

When you're chaperoning El Pulpo on his hill descent into Barvechos and to the airport, make sure one of your vehicles is within 100 meters of the target, or you'll be too far away to effectively shield him from enemy fire, and the mission fails.

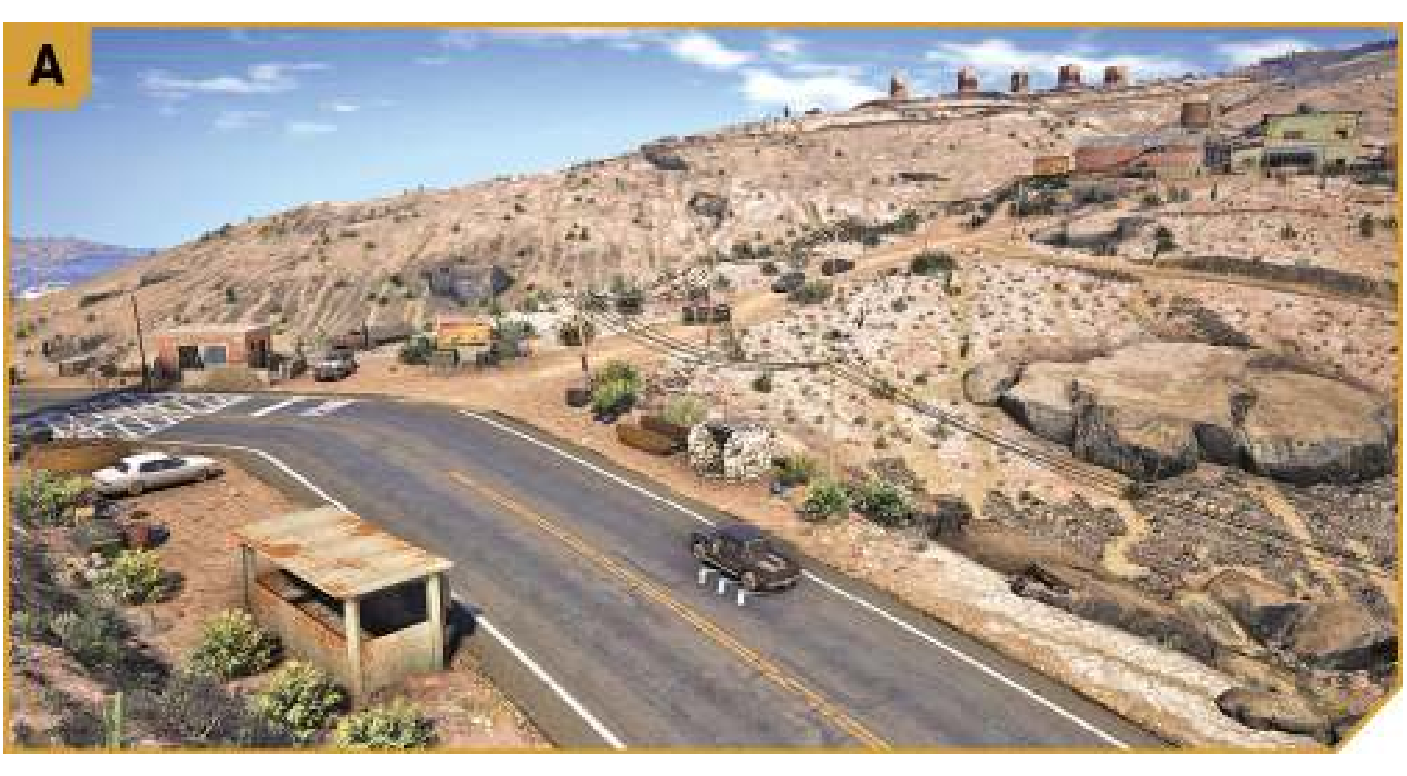
OUTPOST (WEST) AND CHECKPOINT: RECON



TACMAP

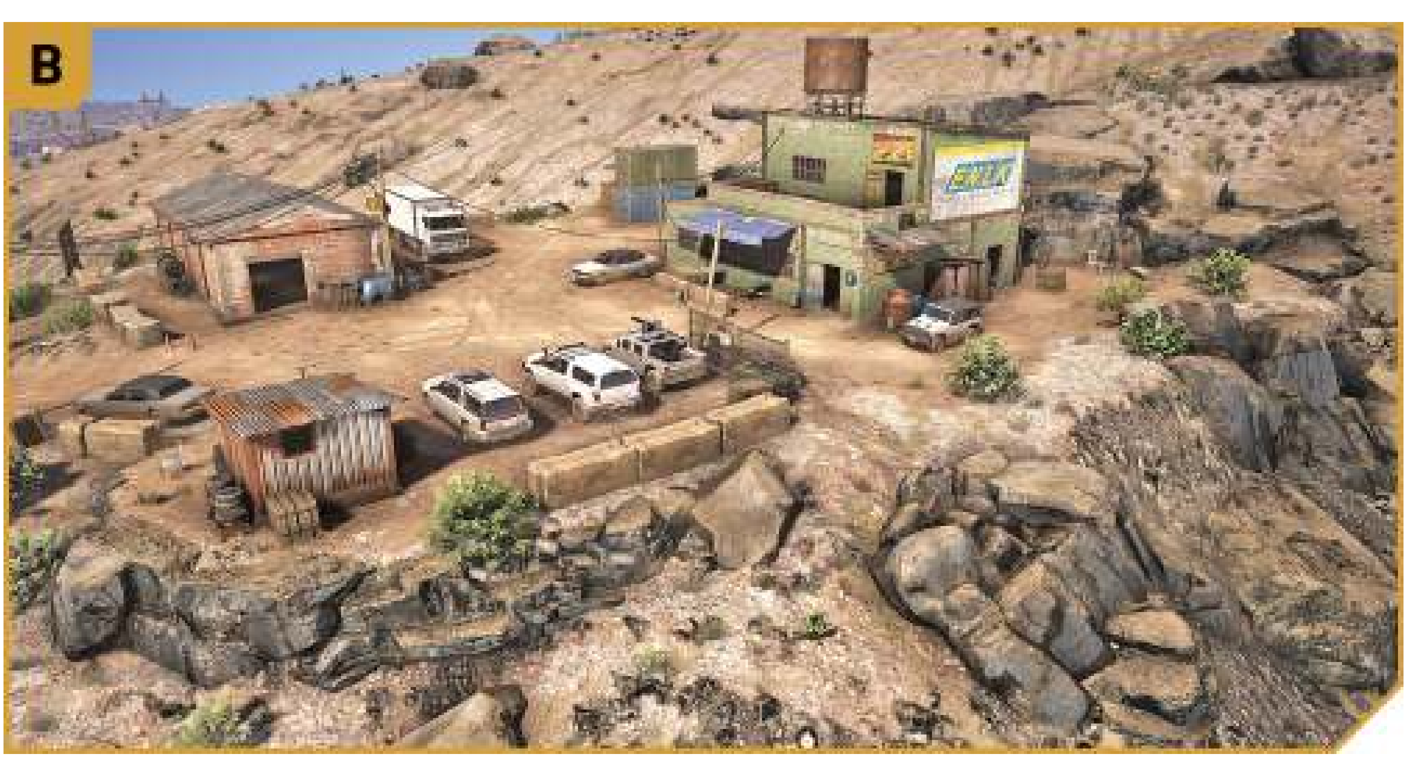
El Pulpo's hideout is a couple of outbuildings in the far northwest corner of the province, guarded by a small checkpoint and rudimentary barricade farther up the dirt road to the Outpost itself. As remaining undetected is the key to mission completion, engaging the enemy before El Pulpo attempts to escape in his Landrock SUV is out of the question. Lower your weapons and ensure your vehicles are ready.

CHECKPOINT



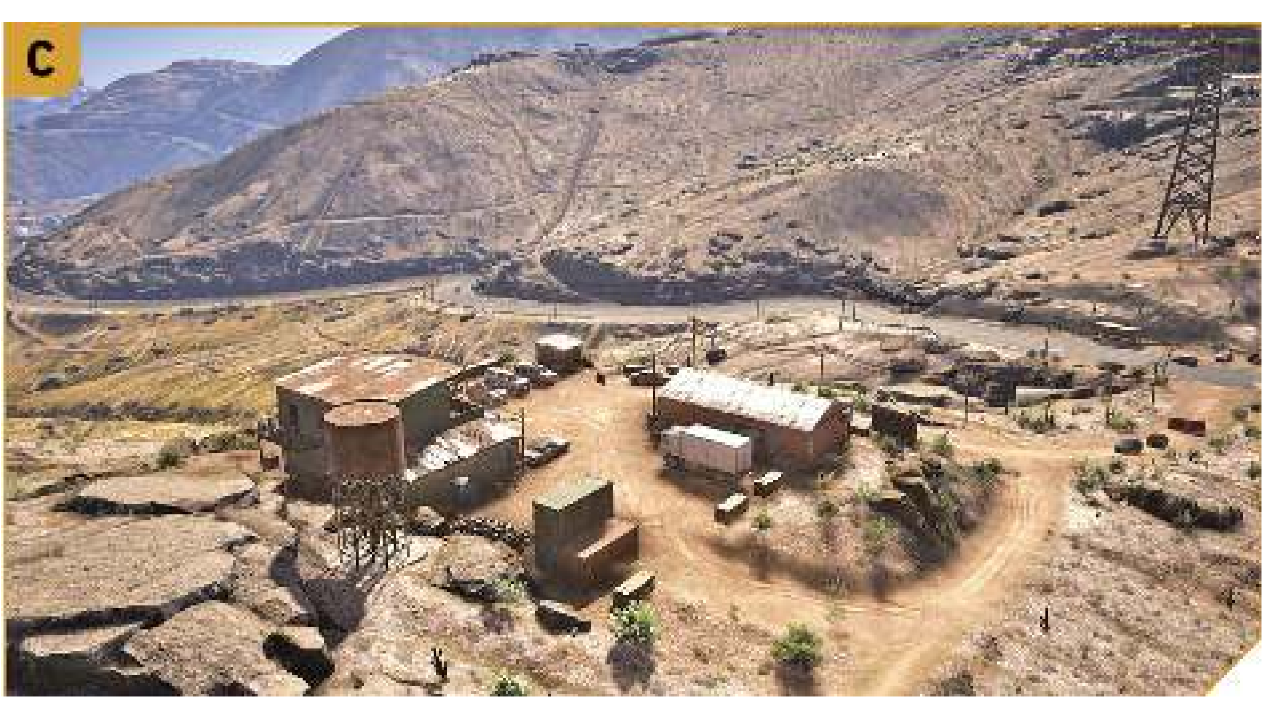
There's a captain, and a trio of idiots here, in two separate locations. Two of the foes are on a makeshift barrier between the checkpoint and hideout. Simply ignore these hostiles completely, as there's no need to engage them (and risk mission failure) until El Pulpo departs.

SOUTHEAST HILL: INFILTRATION POINT



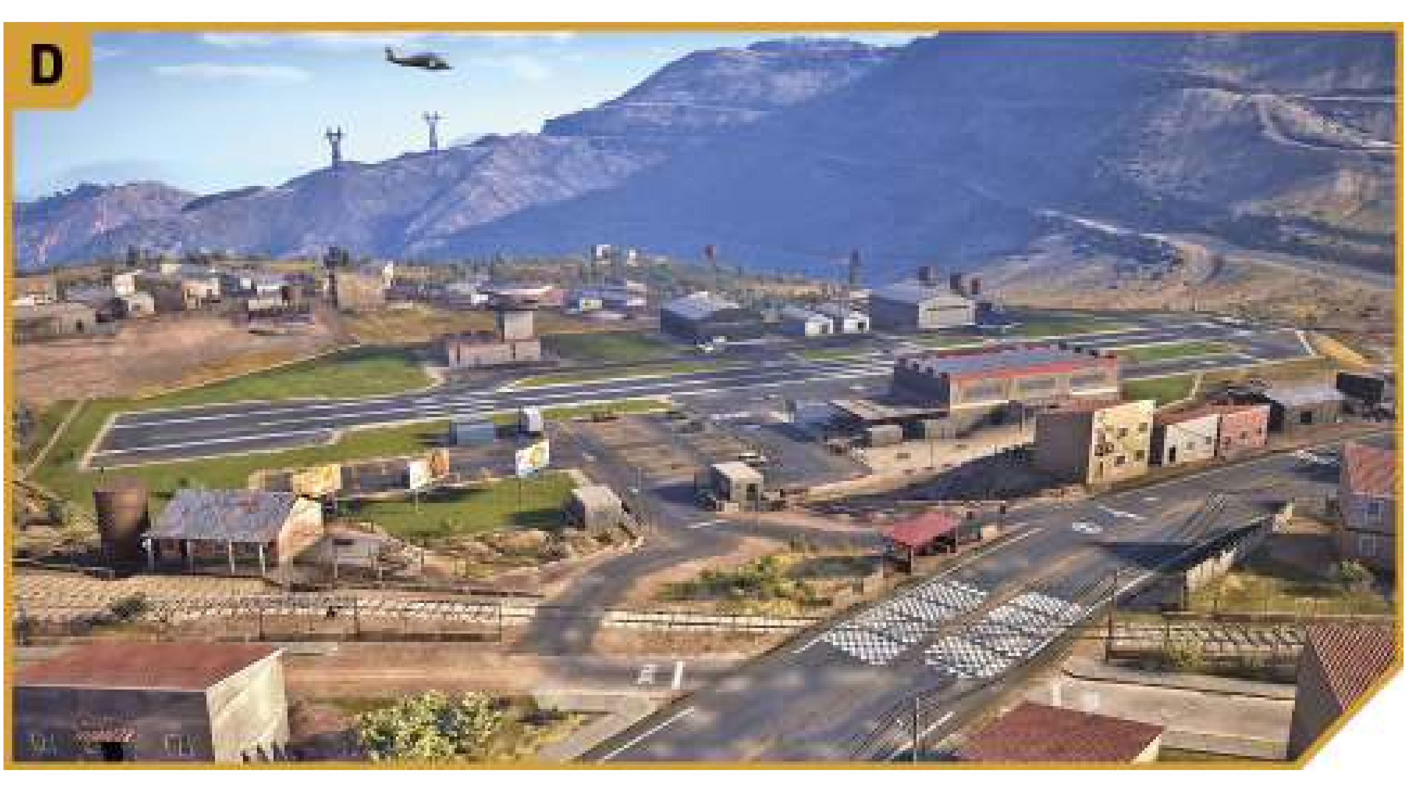
You don't need to sweep the north side of the hideout. This is where you should head in from; up the hill to the parking lot there are three suitable chase vehicles parked. Then simply sit in one of them until El Pulpo finishes his call, so you can follow him when he drives away as closely as possible.

◉ TARGET: OUTPOST AND PULPO'S HIDEOUT



This small hillside mechanic's depot has a couple of scattered buildings, and a main structure where El Pulpo is receiving the phone call. He heads out to the Landrock SUV parked in the southeast corner of the location. Follow him as closely as possible.

BARVECHOS AIRPORT



Located on the southern edge of the main town of this province, El Pulpo's final destination before he takes off in a waiting chopper is this airport. Maintain your escort services and shield him from all enemy gunfire as he reaches the chopper. Once he's away, simply retreat or attack any stragglers or reinforcements the cartel calls.

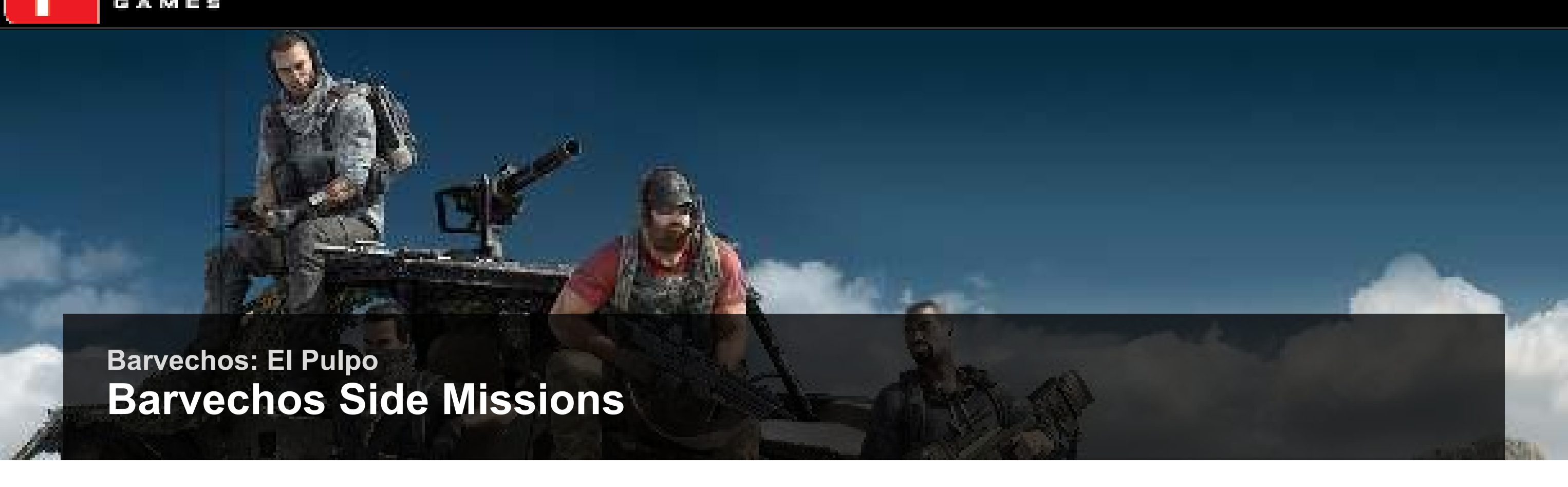
OUTPOST TO AIRPORT: OTHER TACTICAL ADVICE

SOLO: Head into the hideout via B, sit in your favored military vehicle already parked in the hideout, and wait for El Pulpo's SUV to head out. Follow it to the main road, running over foes, but don't stop and engage the enemy; it wastes time and your target gets too far away. He isn't shy about accelerating!

Now have your crew fire at any and every foe while you concentrate on driving as close to El Pulpo as possible, while blocking enemy vehicles from hitting the target vehicle. Intervene by swerving, but keep your speed up, passing by every enemy pickup, SUV, or truck parked on the way into town. Speed is of the essence. Periodically check your mini-map to see who's pursuing you.

In the center of town, El Pulpo stops and makes a hard right (south) toward the airport. Simply stop, let him make the turn, and follow him into the airfield with a final sharp left (east) turn. Assuming you've arrived here in a military-grade vehicle and not a Bolivian sedan car, engage any further enemies on the airfield. Keep any pursuers in the main entrance area, and concentrate firepower on the helicopter attacking you. Break out a grenade launcher to quicken the fight if you need to. Then simply wait for El Pulpo to fly off in his chopper, constantly checking the area around the target in case a few infantry foes try to sneak in and kill the target. Disengage after the mission completes.

CO-OP: The exact same tactics work well in Co-op mode too, though you can split up into more vehicles. Two ground military SUVs makes the extraction easier, or a ground SUV and a chopper. It's not worth having three or four vehicles active, as the additional firepower you have from your teammates shooting from a vehicle is more helpful at destroying enemy vehicles compared to ramming and shunting them.



Barvechos: El Pulpo

Barvechos Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

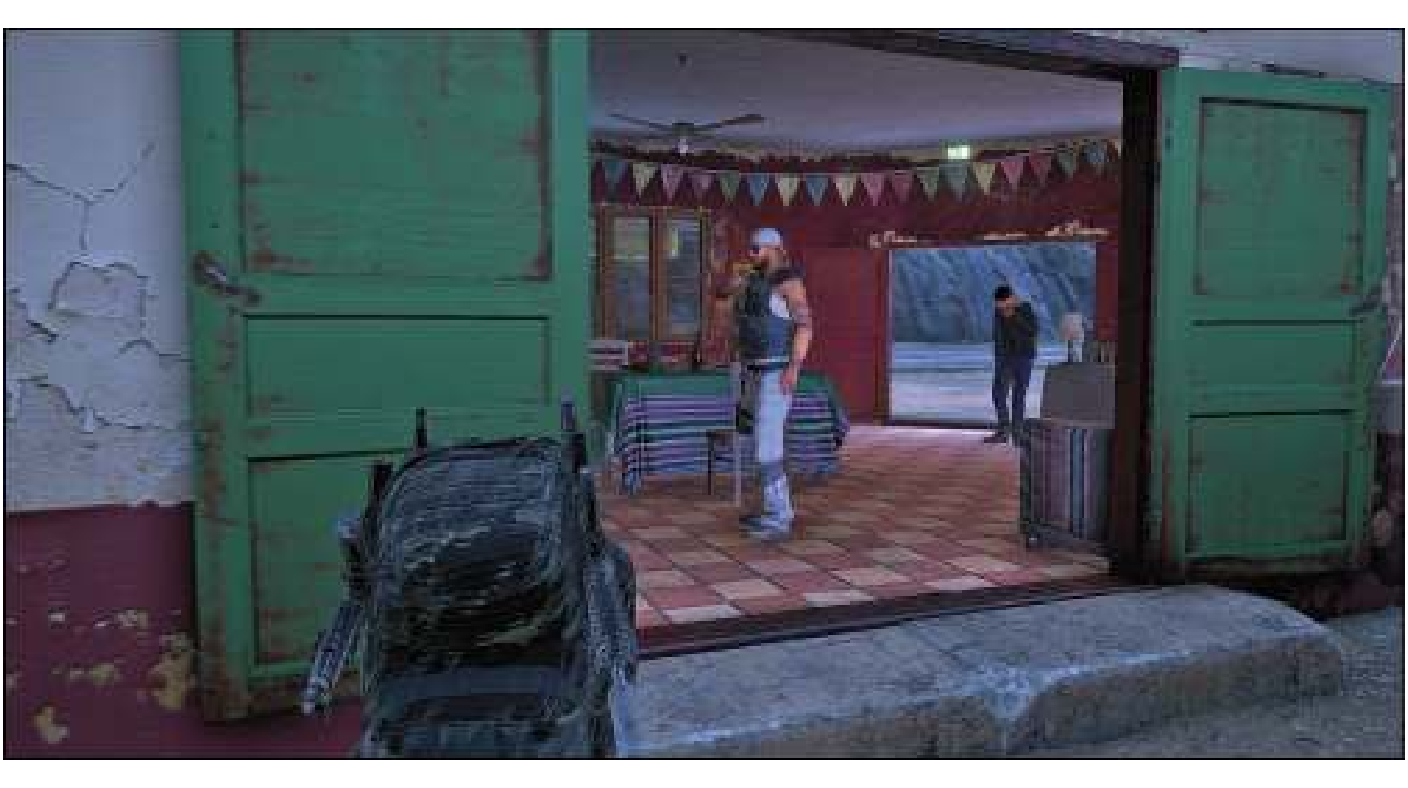
Grab and intimidate the Sicario

LOCATION

Gas Station Via-B Gas

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Your next Guns for Hire target currently hangs out at an isolated gas station not far from Barvechos Alpha Rally Point in far north Barvechos province. He bounces between the store and restaurant while most of his fellow cartel members stand guard outside. One may be hiding inside the convenience store, so be sure to recon the area thoroughly. Setup Sync Shots on three of the guys and wait for the sicario to enter the restaurant before engaging the others. Now approach him through the back door and intimidate him to complete the mission.

COMMS TOOL RAID

OBJECTIVE

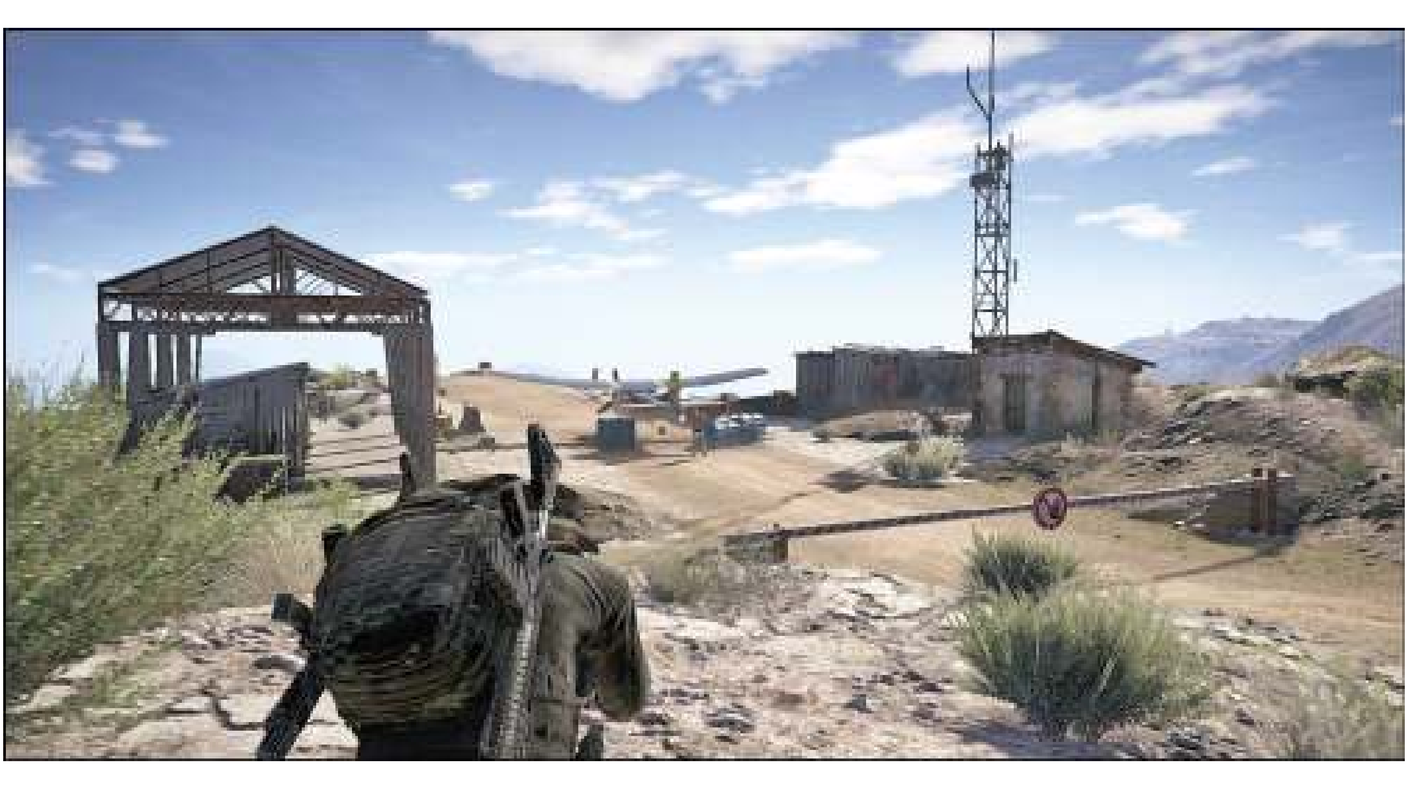
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2200 Comms Tool



From the Barvechos Bravo Rally Point, follow the dirt road to find a makeshift runway and a fully loaded plane. Stealing the plane from the Santa Blanca gives a big boost to the rebels with a much-needed supply of comms tools. Five narcos guard the area, but they tend to remain fairly spread out. Set up Sync Shots on the middle three enemies and then engage with a headshot to the nearest foe. This may or may not get the attention of the furthest guy. Nonetheless, take him out before boarding the aircraft and flying south to a runway in Montuyoc province.

REBEL OP: HACK ANTENNA

OBJECTIVE

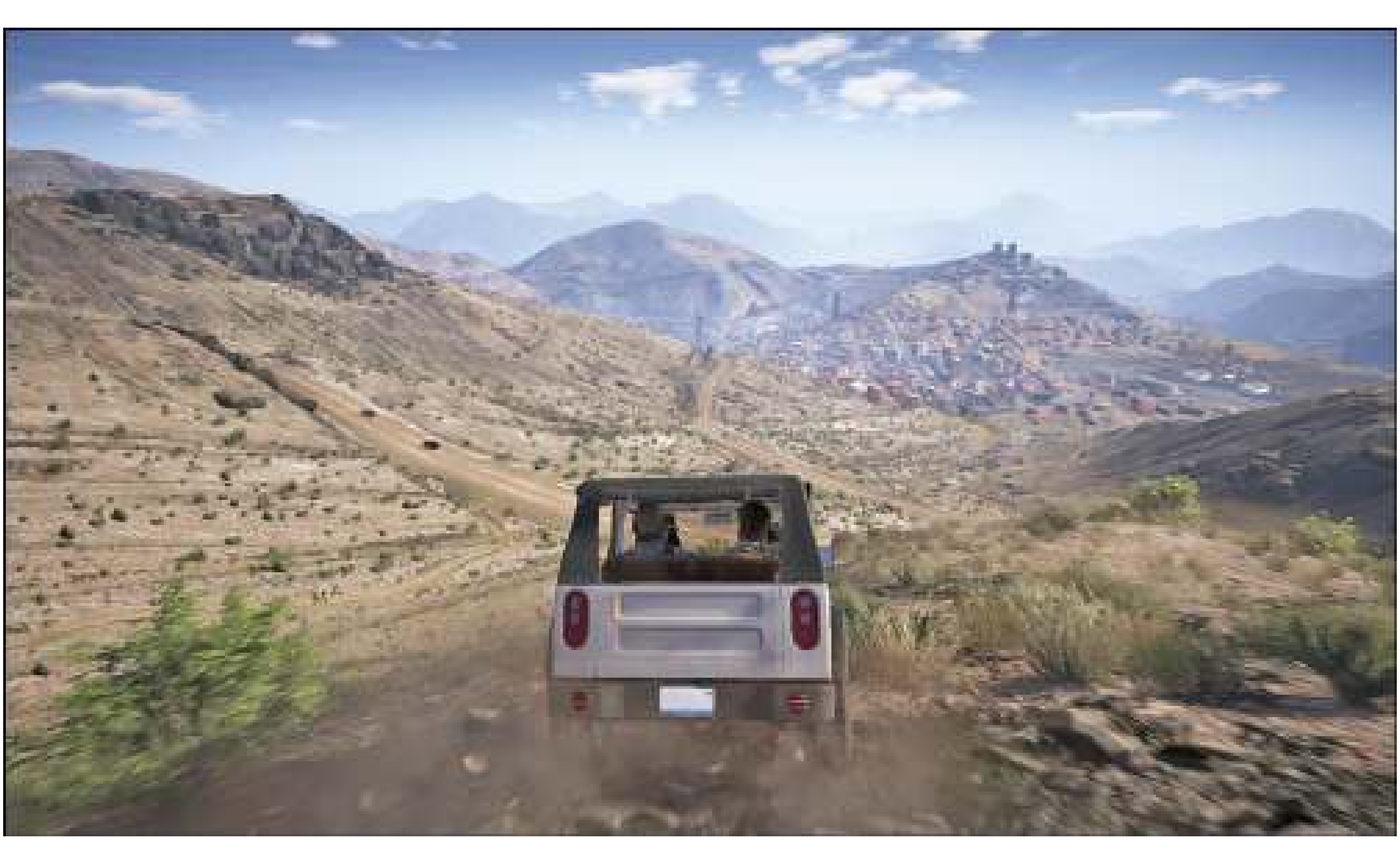
Deactivate the two antennas within 1:10

LOCATION

South of Barvechos Bravo Rally Point

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Meet up at Barvechos Bravo Rally Point and head southeast to find a network antenna. Nobody guards the area, so head over to the switch and deactivate it to begin a two-minute timer. Over two kilometers is a long distance to cover in that amount of time when a sprawling city sits in your way. Jump in the nearby 4x4 and immediately drive down the hill, crossing one road before turning left onto the next. If you are more comfortable on a motorcycle, bring the one from the rally point and use it instead. Keep glancing at the radar to spot upcoming turns and stick to the recommended route, unless you see a turn that can be cut off. Use the handbrake to slide around the corners. Otherwise, keep the pedal to the metal.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

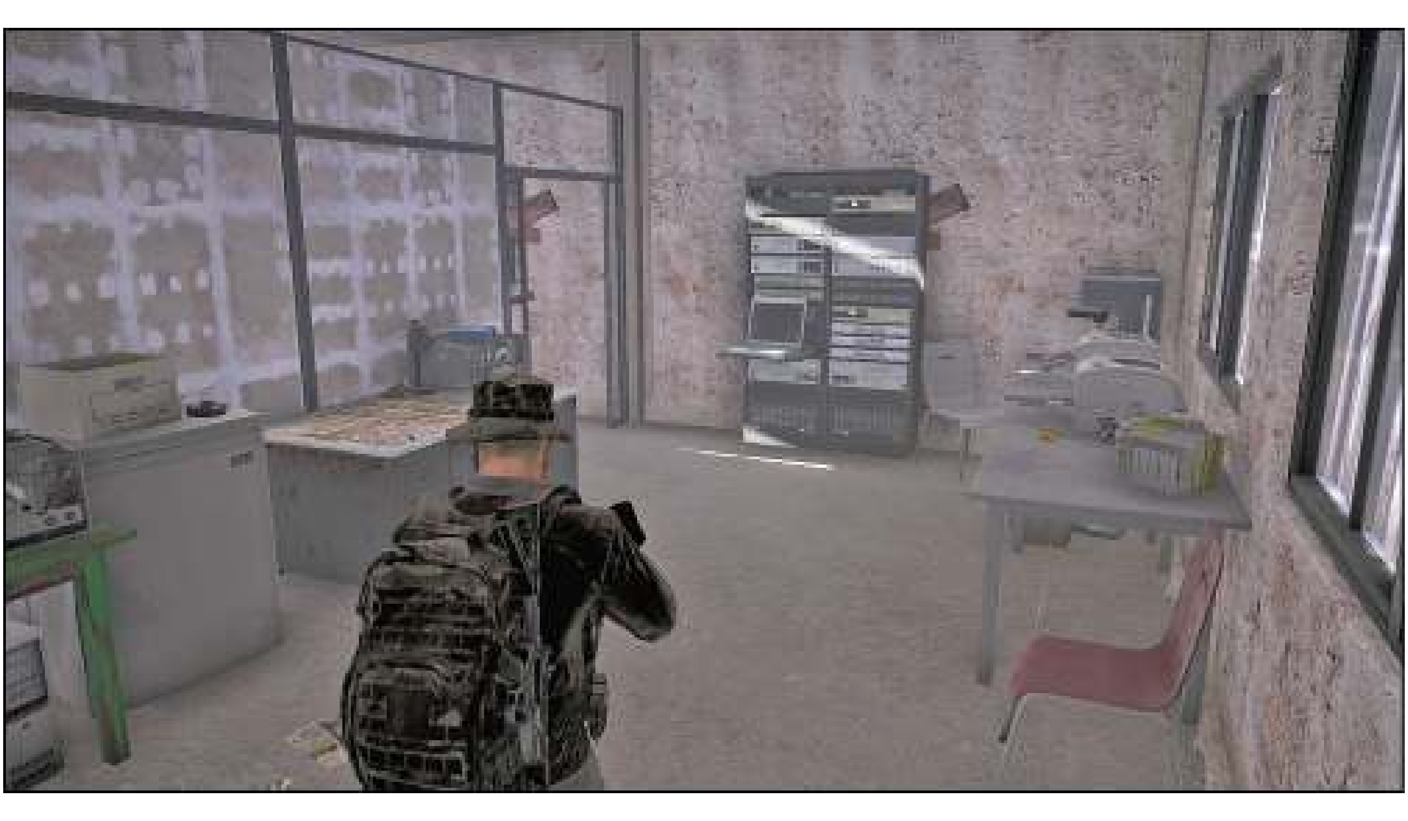
Blow up one of the station's entrances and then hack the network relay

LOCATION

Southeast of Barvechos Mine

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



From the Barvechos Mine, head up the hill to a network station and approach the back door. Blow it open with your choice of explosive, fight off the enemies that spew out, and then fight your way up the stairs. Make a hard left and sprint to the northernmost corner to hack the computer.

GASOLINE RAID

OBJECTIVE

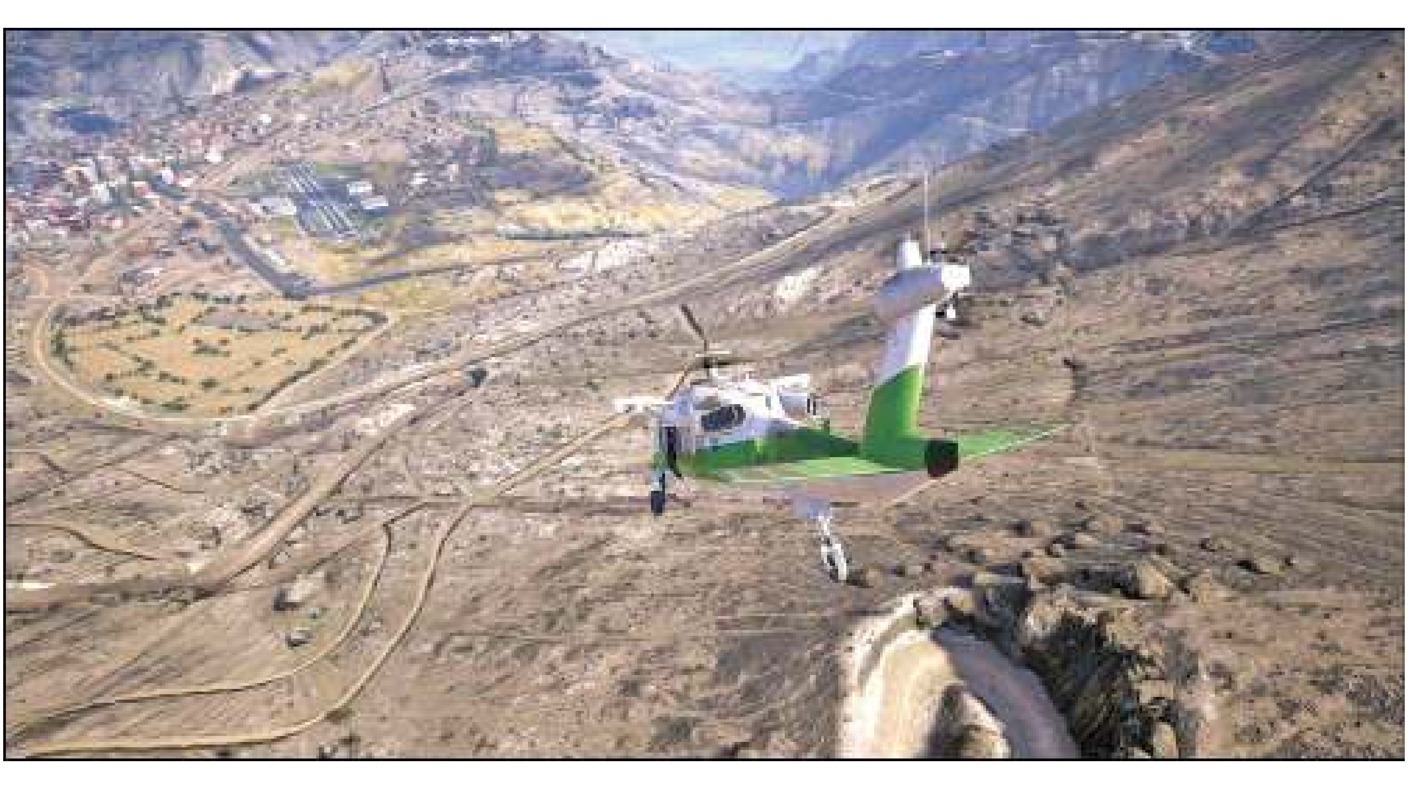
Steal the helicopter

LOCATION

Nueva Plata Site

REWARDS

+2500 Gasoline



Head toward the new silver mining site in southwestern Barvechos province, but before making the final left turn, go off-road to the right and approach the helicopter from the north. Survey the area and spot the guards around the chopper, one in the watchtower at the front gate, and more beyond the fence. Take care of the sniper first and then have the four Ghosts team up on those around the supplies. Once the immediate area is clear, run to the aircraft and fly it northeast to the fields east of Macoya Cooperative.

REBEL OP: DEFEND RADIO

OBJECTIVE

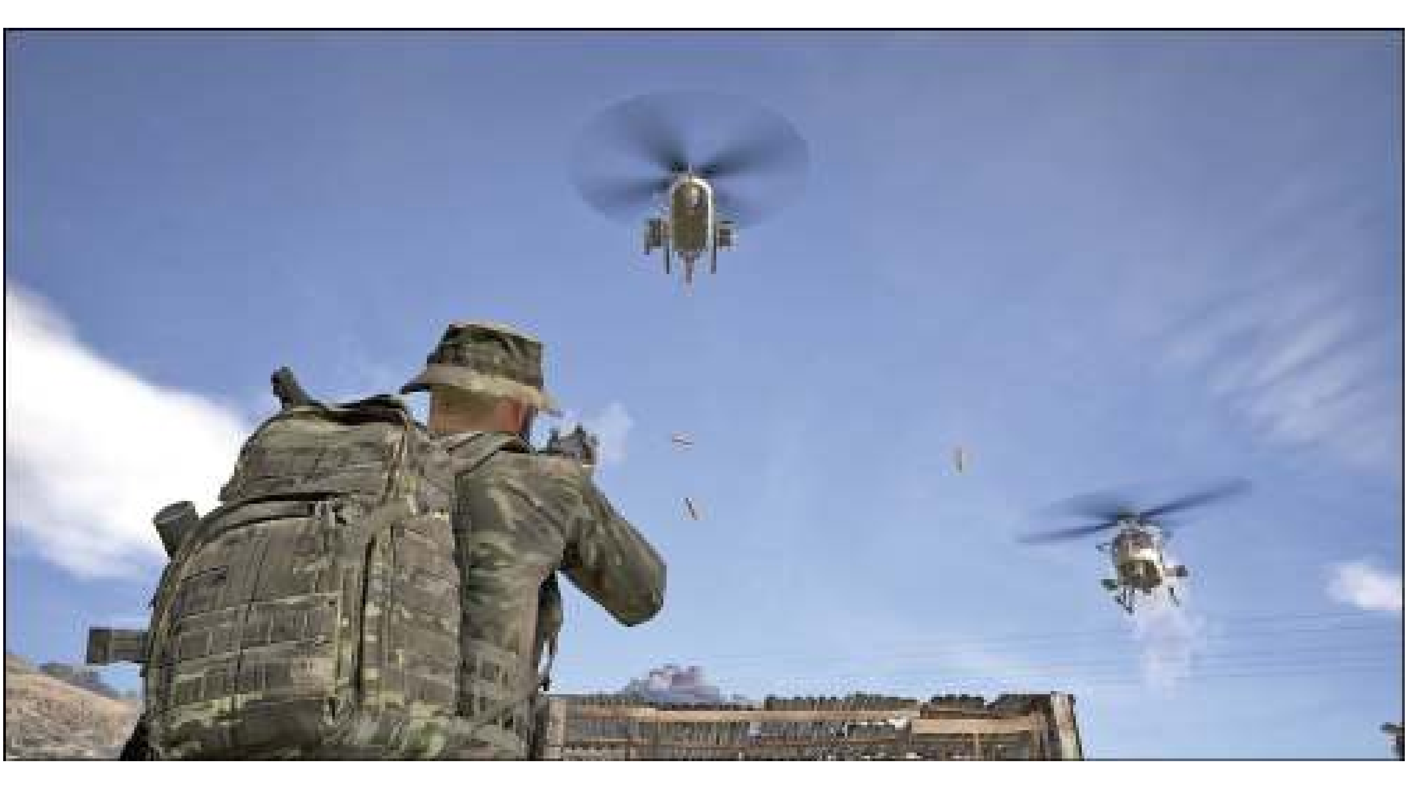
Start the radio and defend it

LOCATION

Los Fisgones

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



Head to Los Fisgones, the city dump, to find a radio—ready to be used in spreading rebel propaganda. Soon after the radio is started, three Santa Blanca helicopters arrive above the dump. Before beginning, visit the nearby ammo crate and check your loadout. Equip a couple of high damage, high rate-of-fire weapons that are effective against the aircraft. Once started, a two-minute timer appears, signifying how long the objective must be defended. Concentrate fire on one chopper at a time and fill the machine with bullets until it catches fire and falls to the ground. Be sure to take shelter inside the shanty when hurt. Being downed not only wastes your time while waiting to be revived, but it takes another team member away from fending off the choppers. It is possible for a Santa Blanca crew to survive a crash landing, so occasionally glance at the radar to check for enemies.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

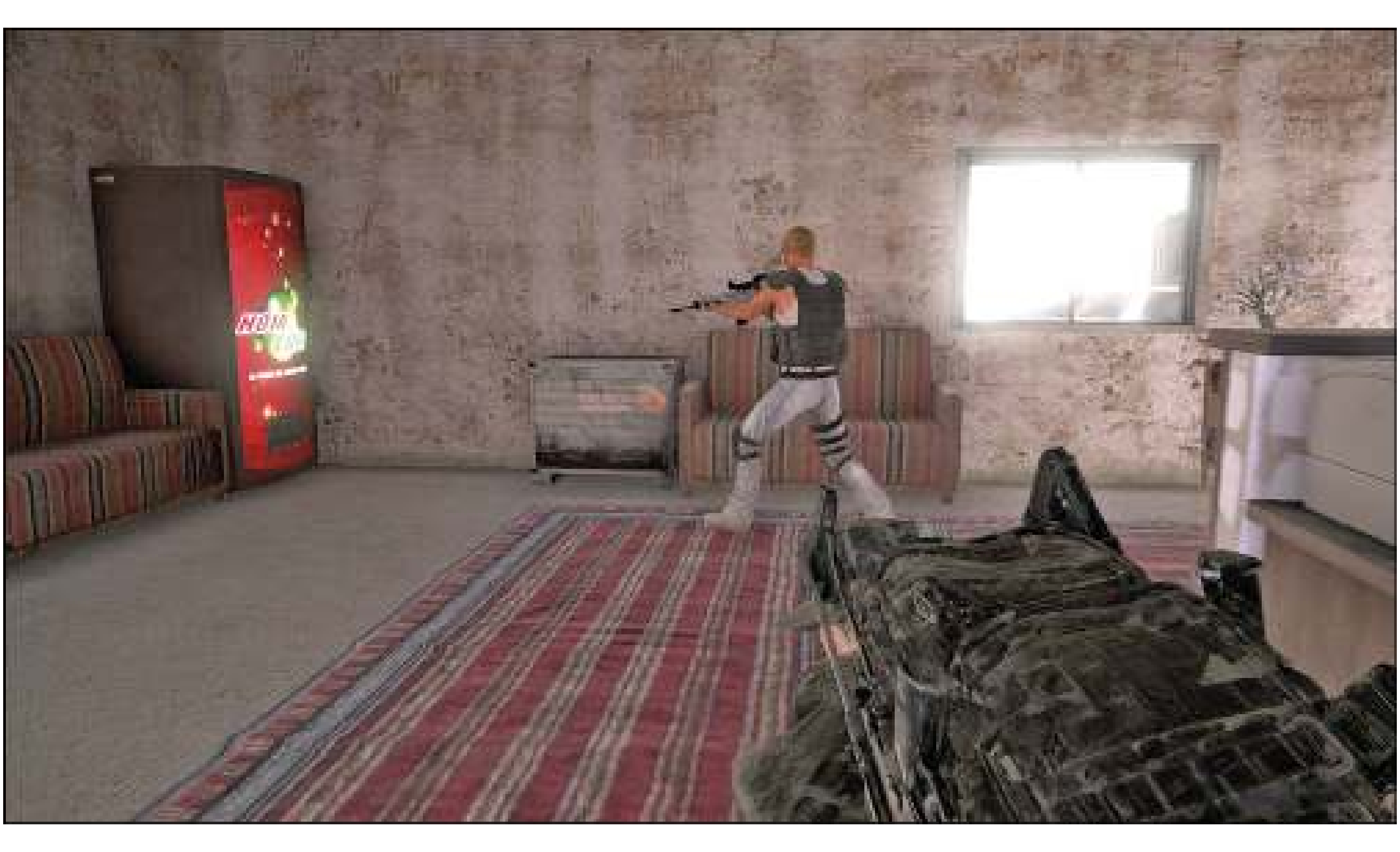
Grab and intimidate the Sicario

LOCATION

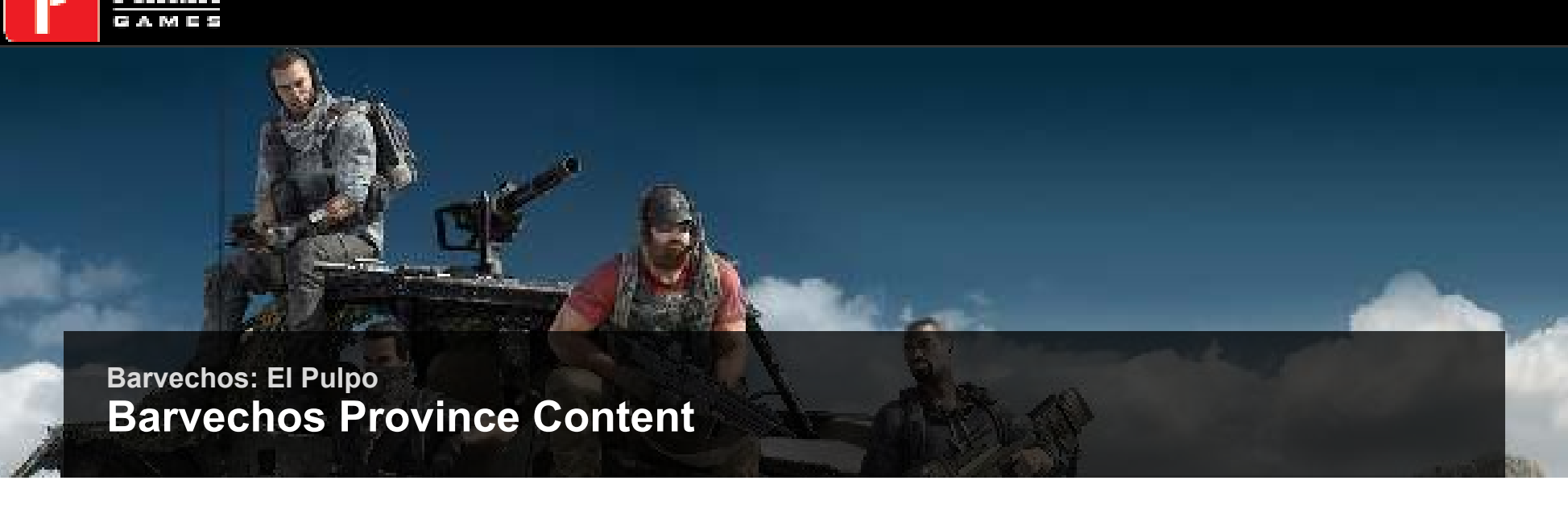
Carretera 3

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



A motel sits on Highway 3 in the southeast corner of the province and another Guns for Hire target resides inside the grounds. Several fellow cartel members roam outside while the sicario in question occasionally steps into the lobby, located in the north corner. Quietly move around the wall and slip through the opening in the back. Head right and step inside the lobby through the side door. Now wait for him to stop nearby, before tossing a Diversion Grenade toward the vending machine. Grab and pull him outside and around to the back of the building. Quickly intimidate him to complete the mission while your team fends off his buddies. Note that there is a civilian who frequently enters the lobby and then attempts to alert others of your presence if you are spotted. If no Santa Blanca are nearby, it goes unnoticed.

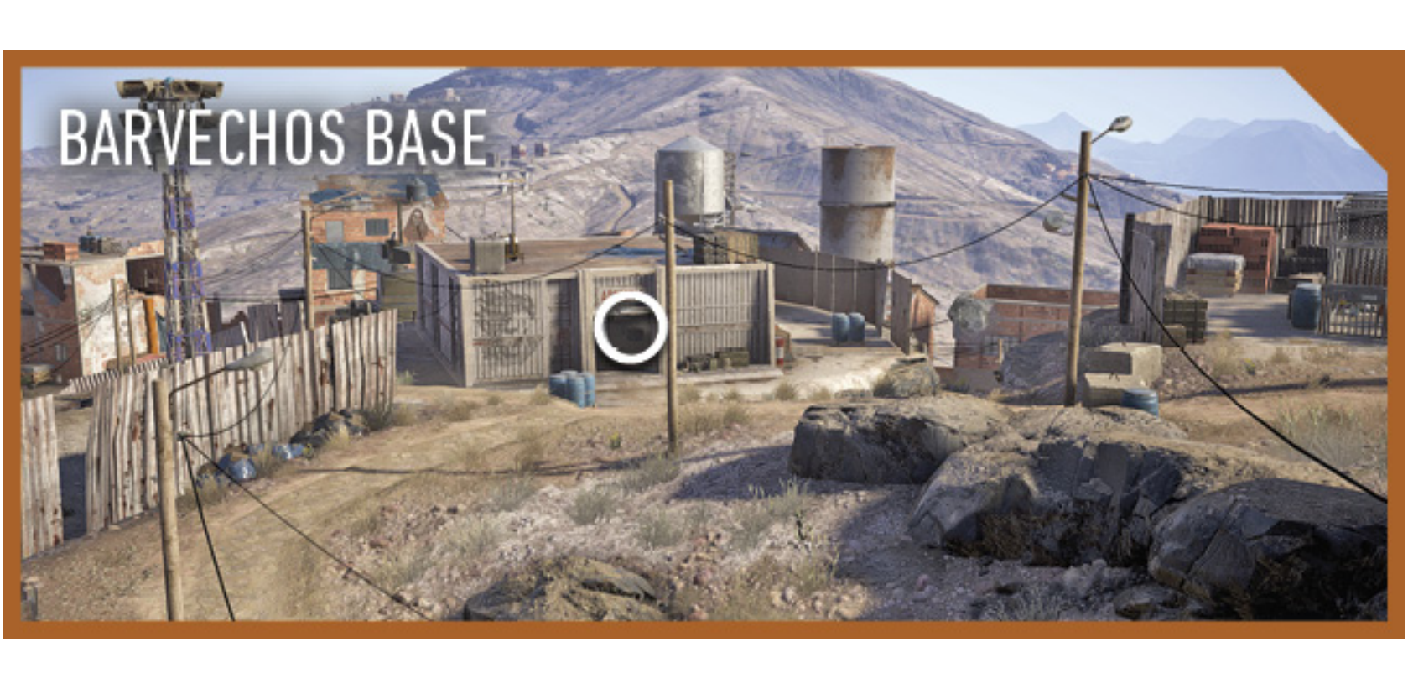


Barvechos: El Pulpo

Barvechos Province Content

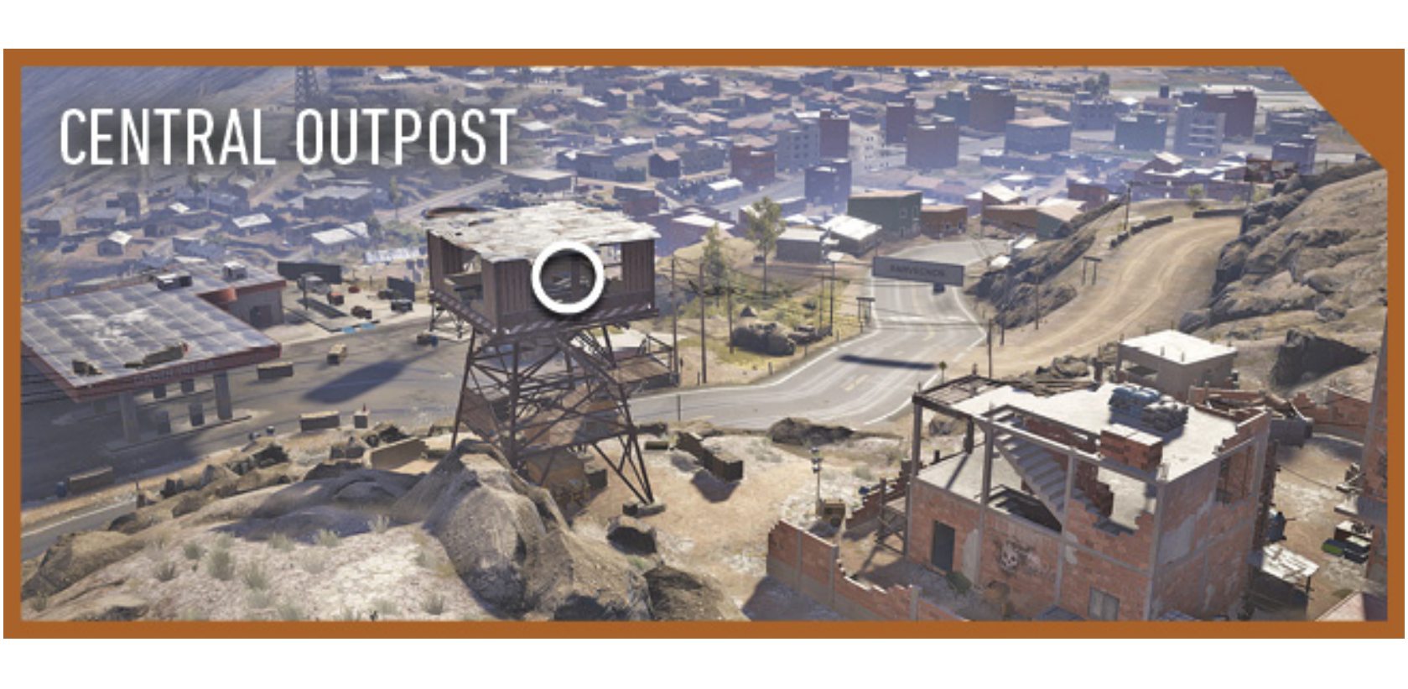
WEAPON CASES

WEAPON: AUG A3 ASSAULT RIFLE



On the north side of the base, the armory sits next to a jammer, just down the hill from the chapel. A Weapon Case inside provides a new assault rifle for your collection.

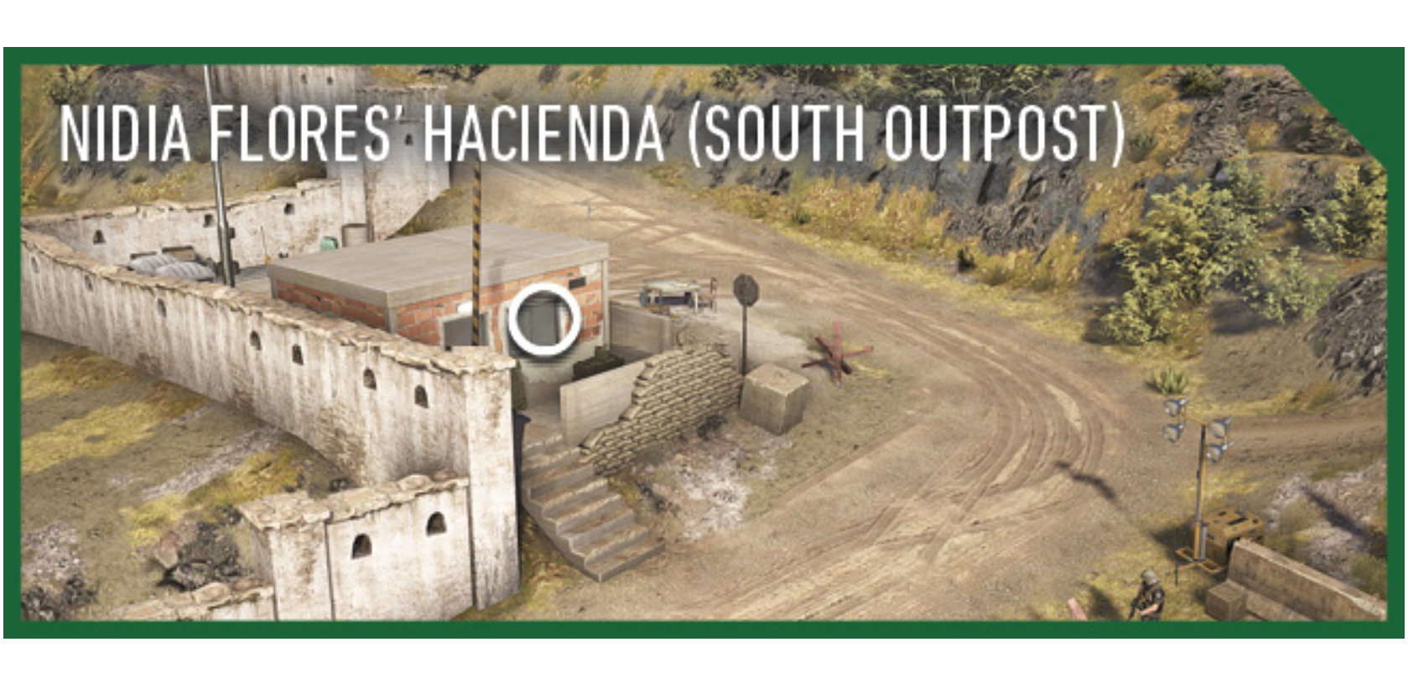
WEAPON: MP7 SUBMACHINE GUN



Head to the Santa Blanca outpost on the northwest side of Barvechos and recon the area. If you approach from the north, you need only worry about the guard in the watchtower and on top of the gasoline station across the street. With them out of the way, sneak up the watchtower and open the weapon case to receive a new SMG.

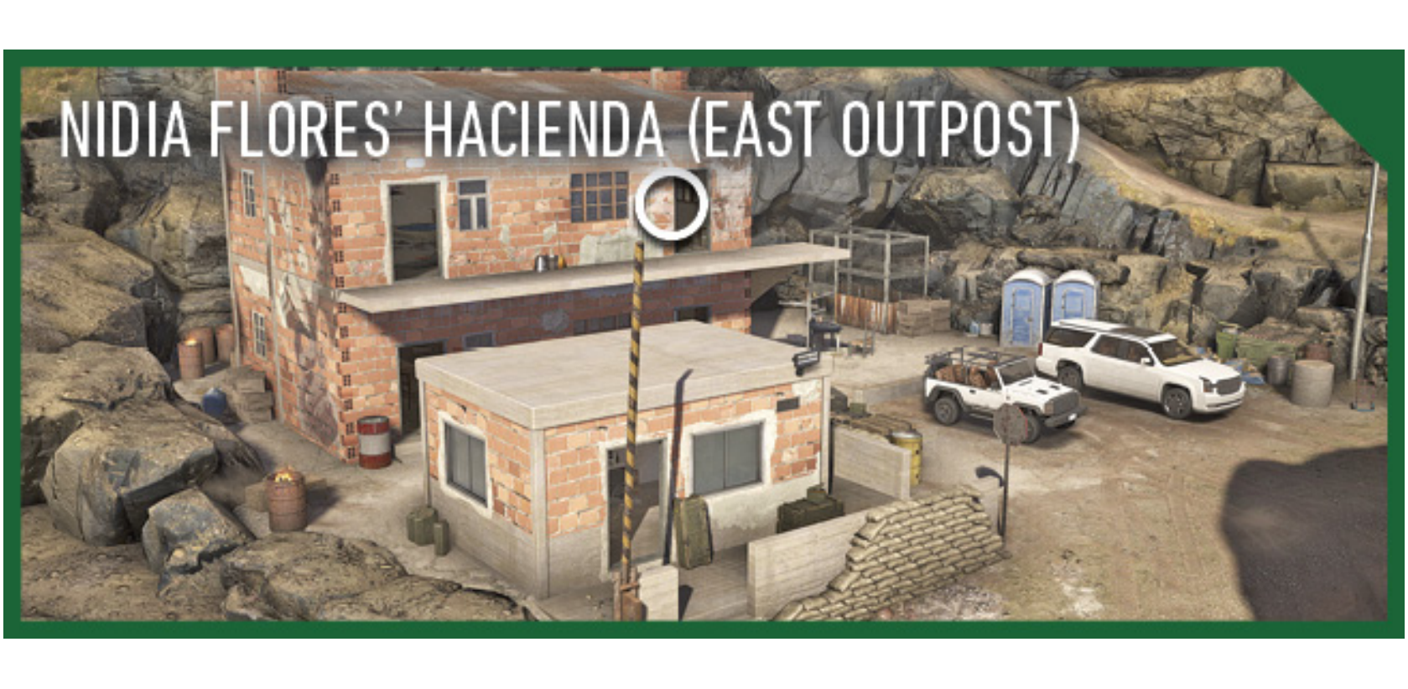
ACCESSORY CASES

ACCESSORY: SHORT BARREL (SMG)



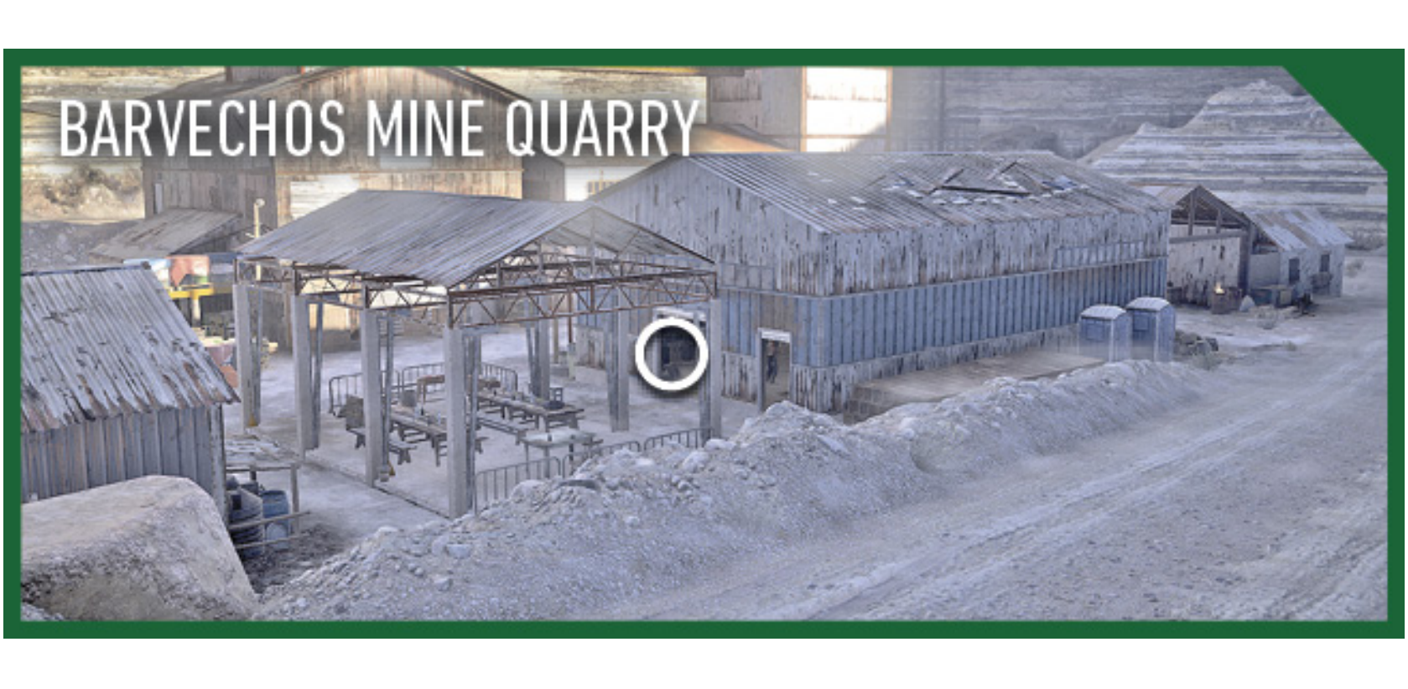
Along the western driveway to Nidia Flores' Hacienda, an outpost keeps undesirables out. Inside the office, an Accessory Case sits on the metal shelves.

ACCESSORY: COMPENSATOR (SMG)



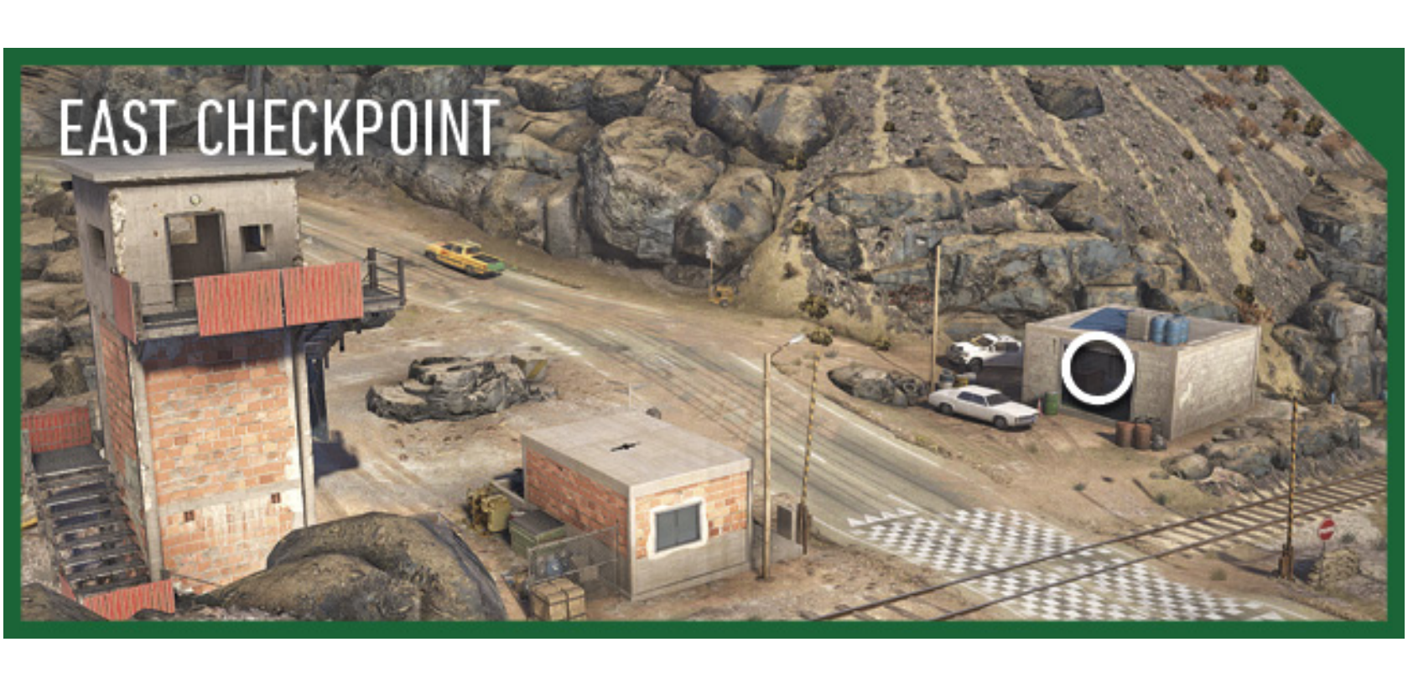
East of Nidia Flores' Hacienda, an outpost controls the traffic coming in from the east. Climb the steps on the right side of the living quarters and collect the compensator that sits on a small cabinet in the corner.

ACCESSORY: SHIFT SHORT ANGLED GRIP



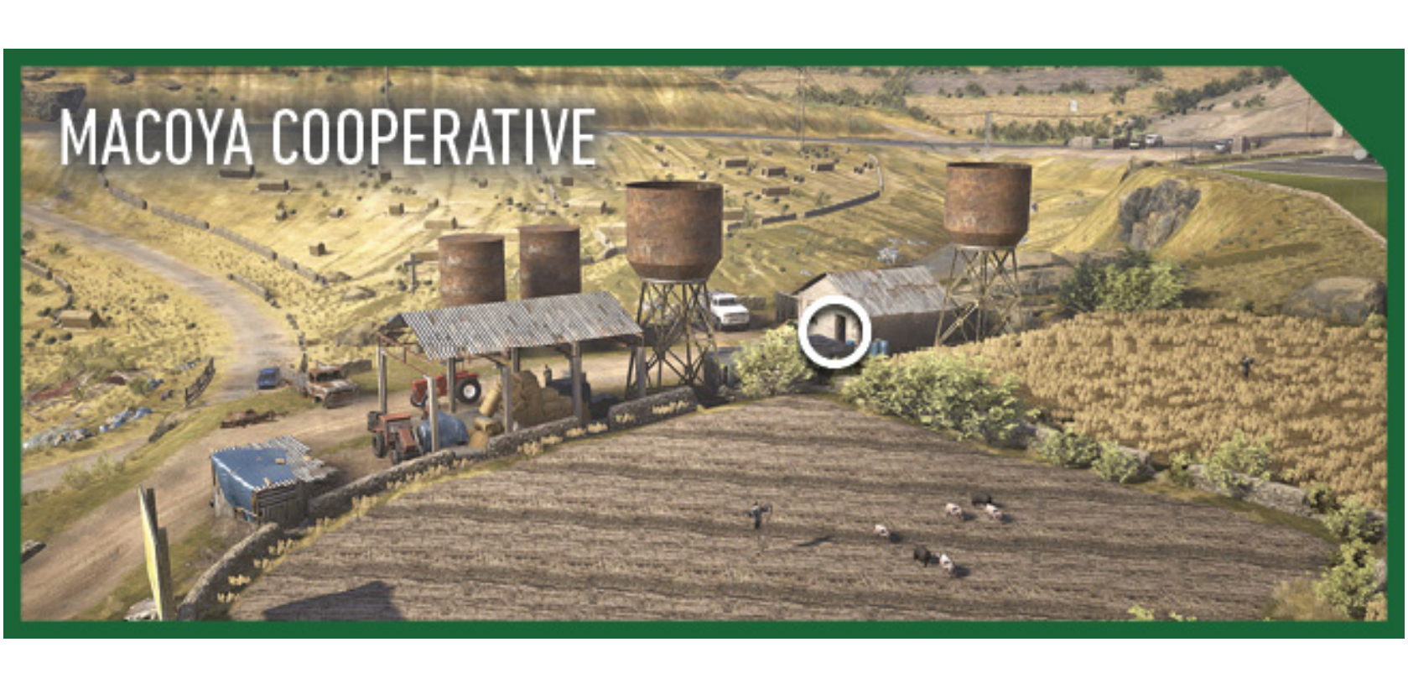
Descend into the southeastern side of the Barvechos Mine Quarry. Cautiously enter the open warehouse and collect the grip from the metal shelves in the northwest corner.

ACCESSORY: AFG UNDERBARREL



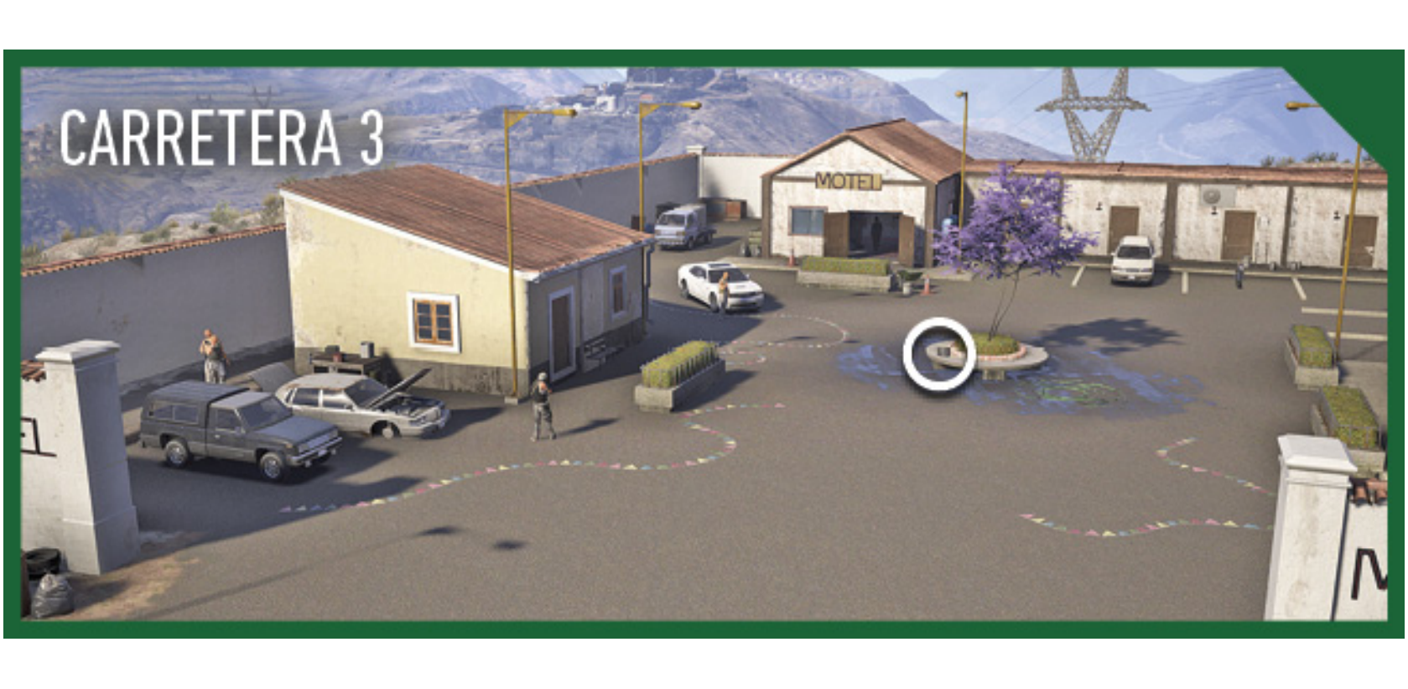
A checkpoint on the east side of Barvechos controls the silver mine road. Sneak into the back of the garage on the north side of the road and collect the Accessory Case inside.

ACCESSORY: LONG BARREL (LMG)



A barley farmers' cooperative is conveniently located just south of Barvechos city. Enter the house at the end of the road to snag a long barrel for your light machine gun.

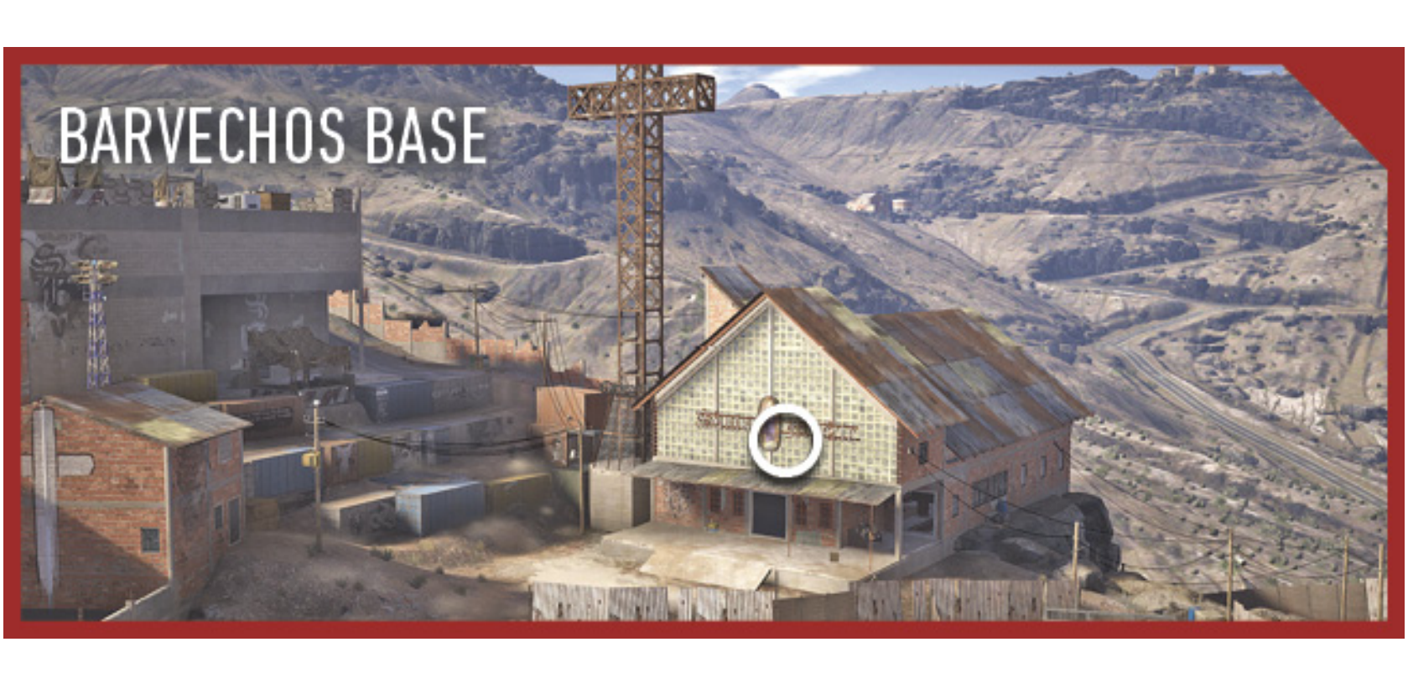
ACCESSORY: ATPIAL LASER SIGHT (HANDGUN)



The Carretera 3 motel sits in far southeastern Barvechos province. A targeted sicario in a Guns for Hire side mission hangs out at the establishment with several of his buddies, so play it cool if you haven't completed it yet. The laser sight sits on the circular planter in the middle of the parking lot.

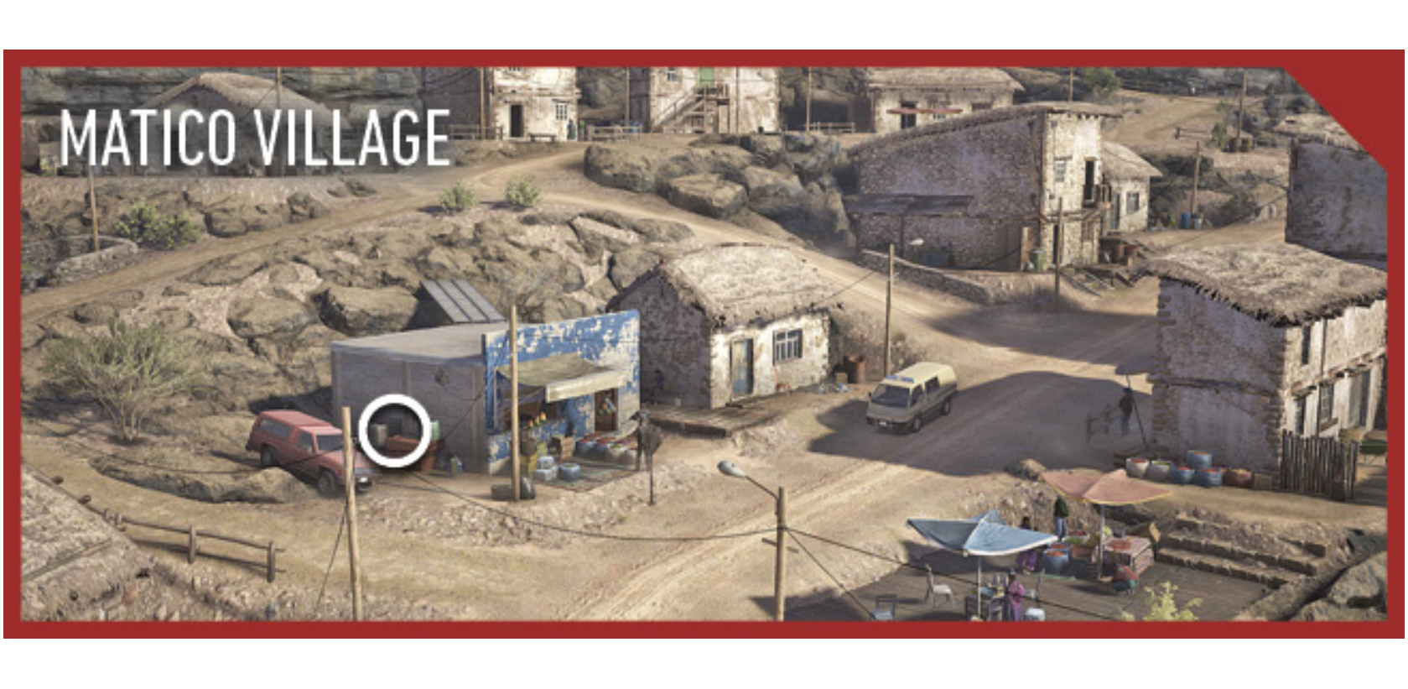
SKILL POINTS

SKILL POINTS: +5



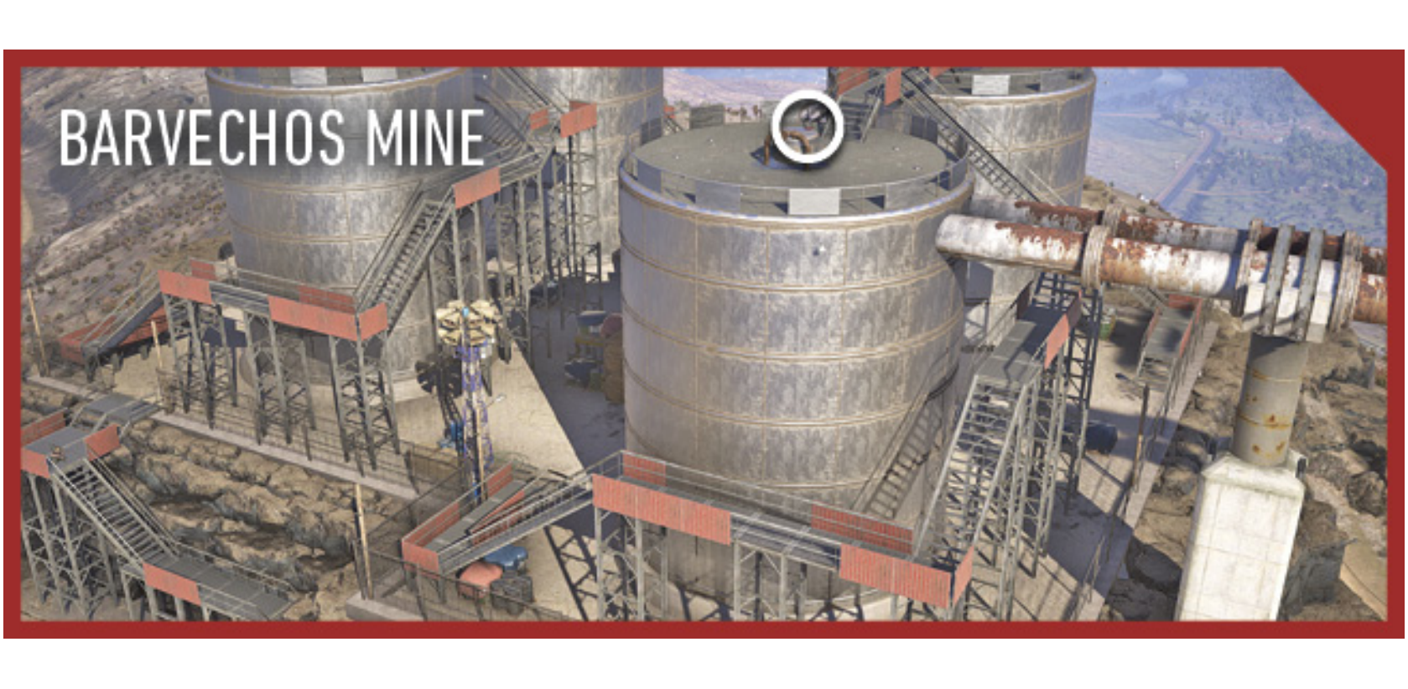
The Santa Muerte chapel is hard to miss at the Barvechos Base with its towering metal cross. Head upstairs and search the front room for a medal that sits on a half-circle table.

SKILL POINTS: +1



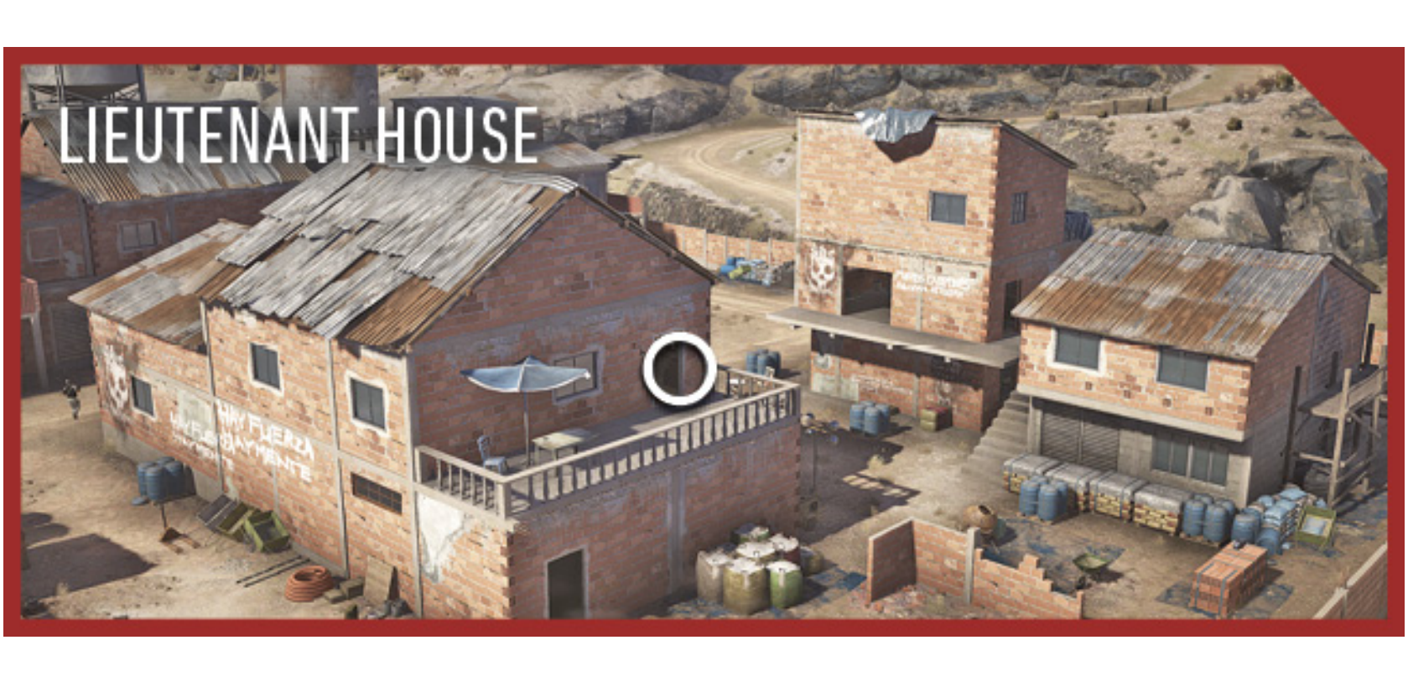
Look for the blue shop with the awning out front on the west side of the village. A medal sits on a red container on the left side of the building.

SKILL POINTS: +3



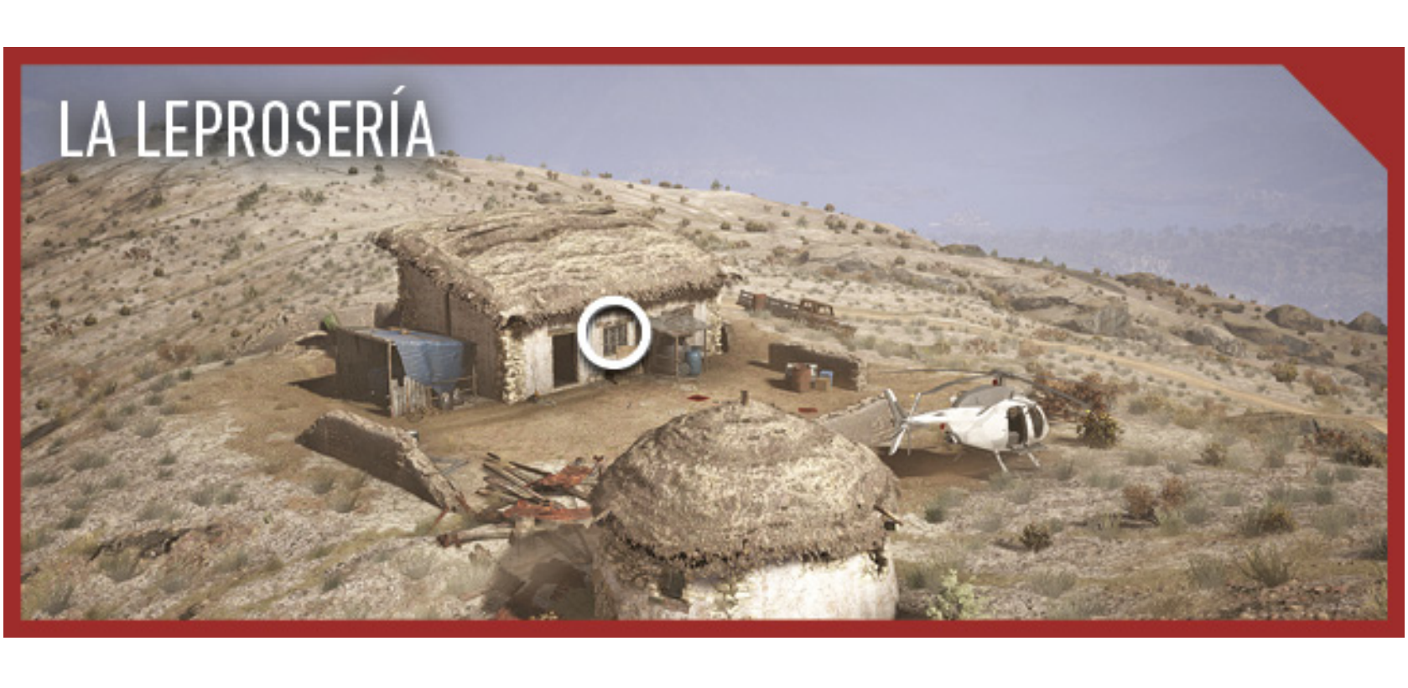
Four enormous tanks sit at the top of the Barvechos Mine, with walkways and staircases leading between them. A Skill Point sits atop the southwest of these structures. Take out snipers who watch the area from above as you follow the intricate path up to the top of the tank. Use the Drone to find the correct route and mark the enemies.

SKILL POINTS: +3



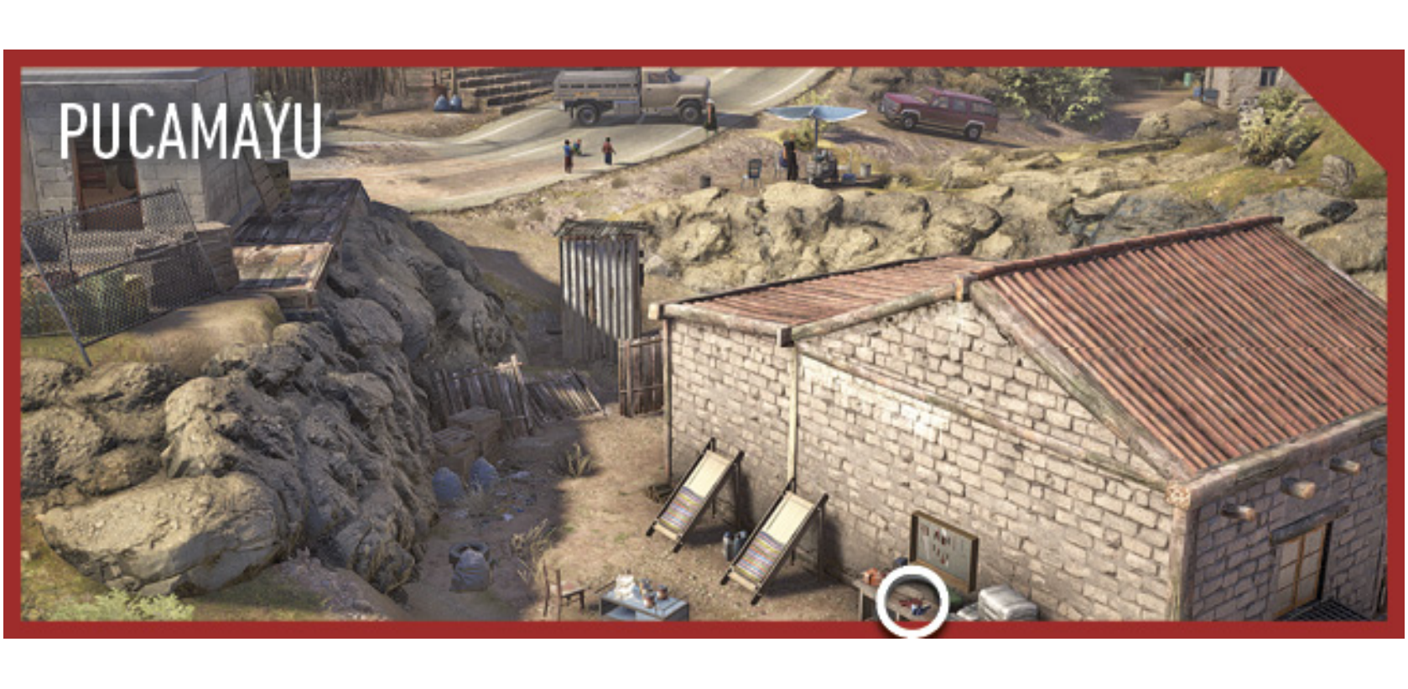
Infiltrate the lieutenant's property from the south. Sneak inside the western half of the house and ascend to the second floor, where a medal sits on a small cabinet in the northeastern corner.

SKILL POINTS: +1



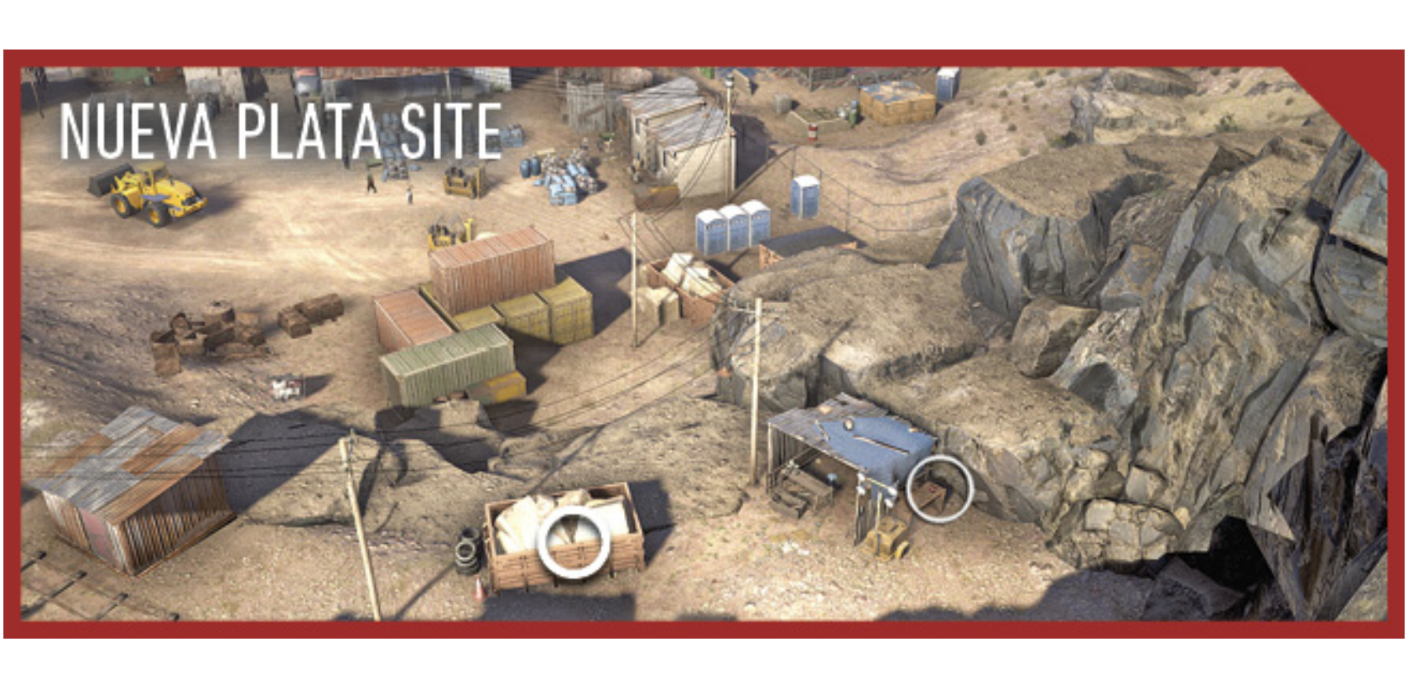
Sitting atop the mountain ridge that runs alongside the eastern side of the quarry, an old rebel hideout now gives the cartel another location to just hang out. Clear out the gang members who loiter out front, kick the front door open, and collect the Santa Blanca commendations off the table.

SKILL POINTS: +1



Follow the paved road south through Pucamayu until it comes to a dead end. Go downhill to the left, past the blue market. A medal sits on a workbench on the right side of the stone house ahead.

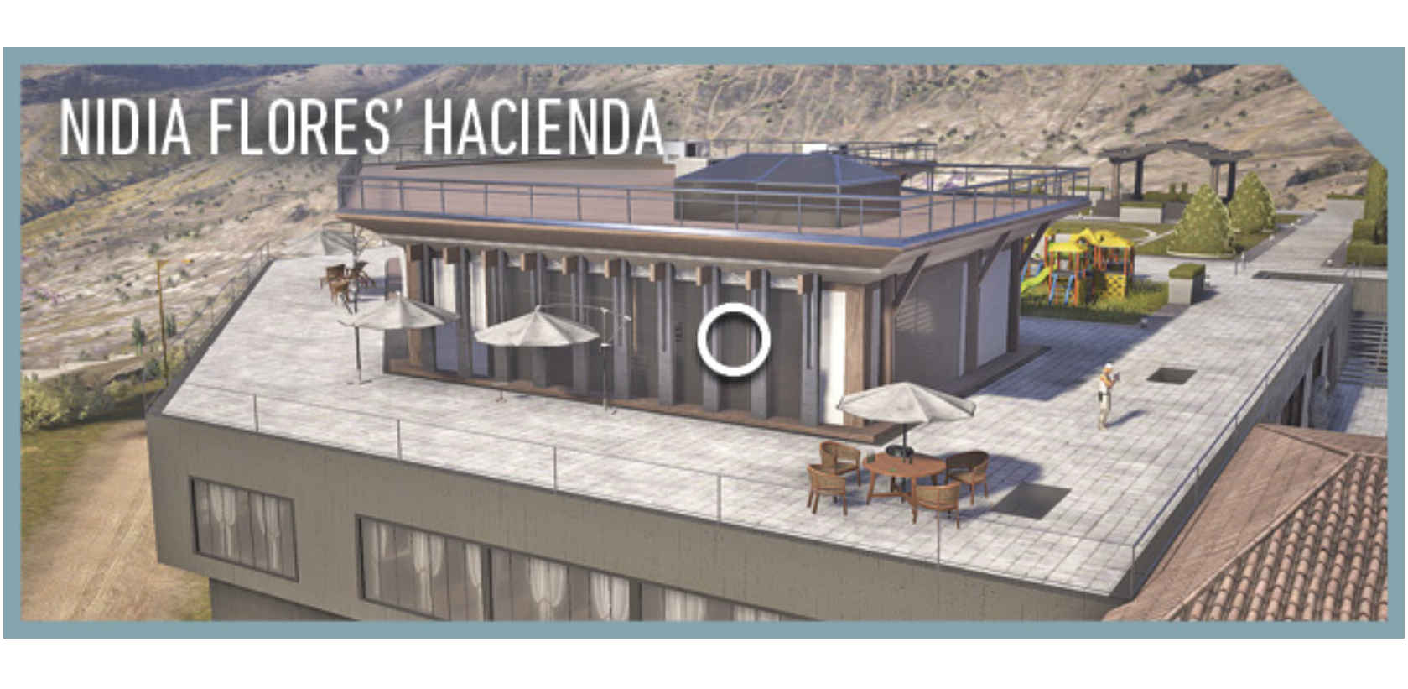
SKILL POINTS: +1



Travel to the new silver mine, Nueva Plata Site, in far southwest Barvechos province. Stick to the base of the mountain as you climb the fence and rocks. Search behind the portable lights on the opposite side of the makeshift shelter to find another Skill Point.

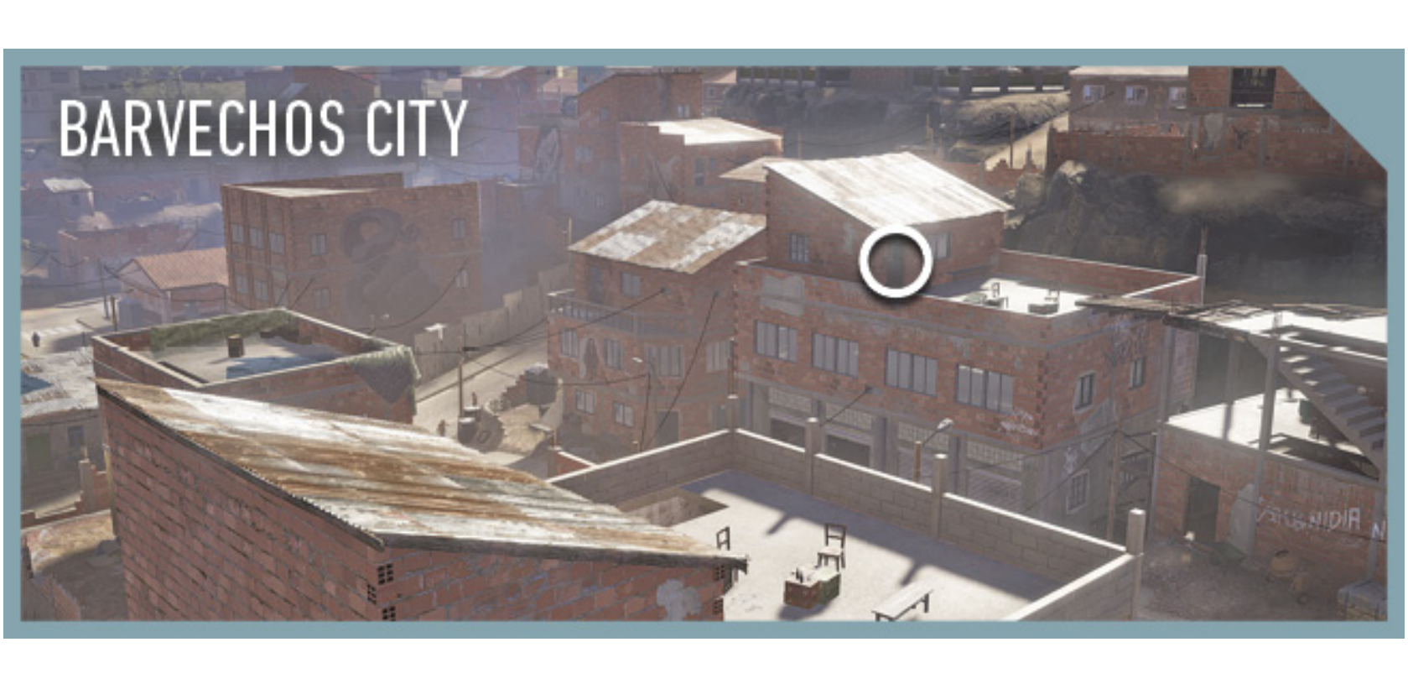
BONUS MEDALS

BONUS: AIRCRAFT SHIELD



Enter Nidia Flores' Hacienda through the open door on the northwest side. Head to the right, move through the locker room, and climb the steps to the top floor. Move through the kids' play area and bathroom to reach the bedroom in the far corner. Here a Bonus Medal sits on the executive desk.

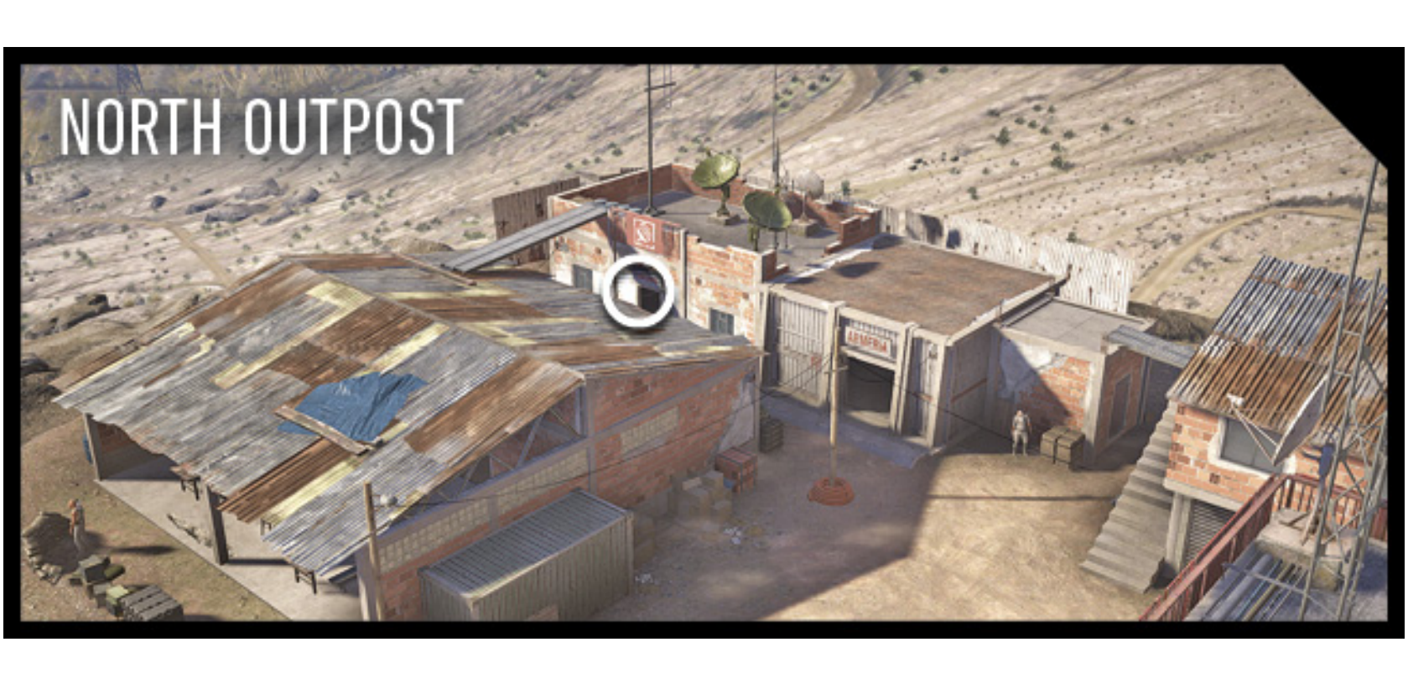
BONUS: AMMO CAPACITY



In the northwestern quadrant of the city, look for the comms center located near the hospital and helicopter. From that intersection, head northwest a block and a half until you reach a house with four garage doors. Climb to its roof and search the room to find the Bonus Medal on a small filing cabinet in the corner.

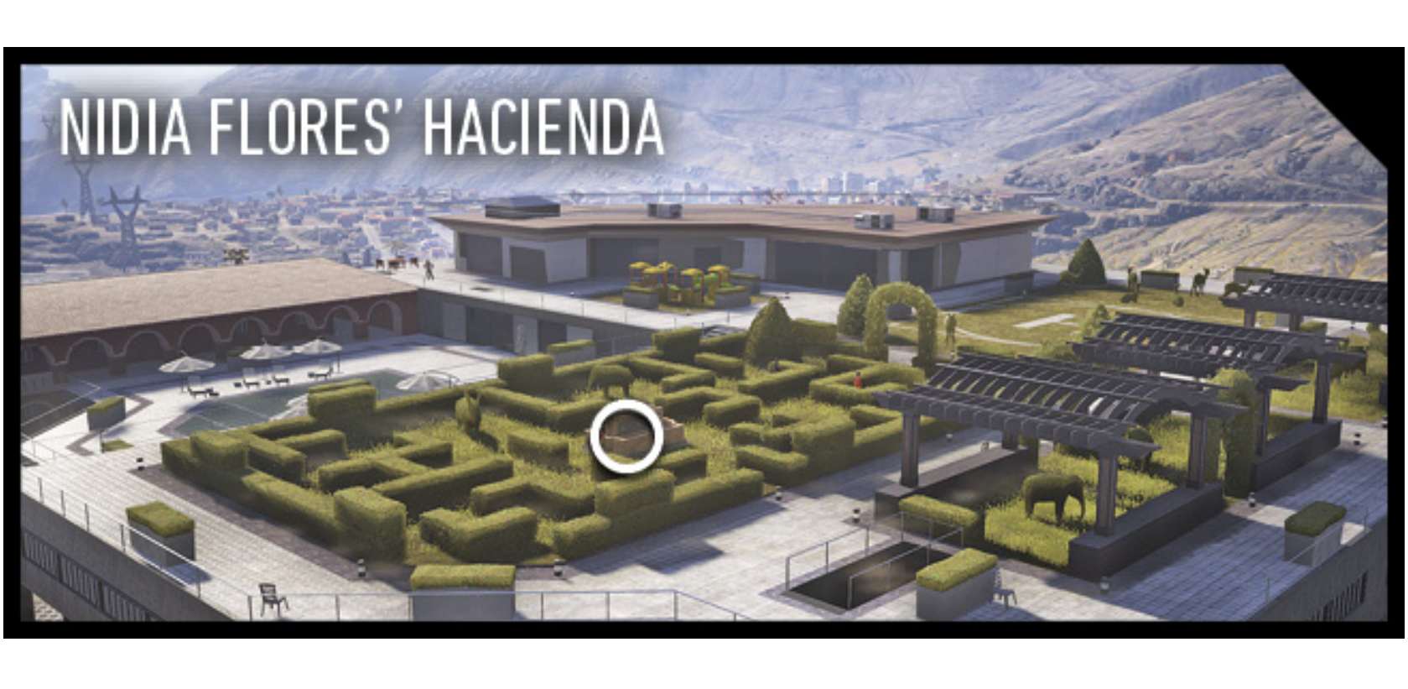
KINGSLAYER FILES

DOCUMENT



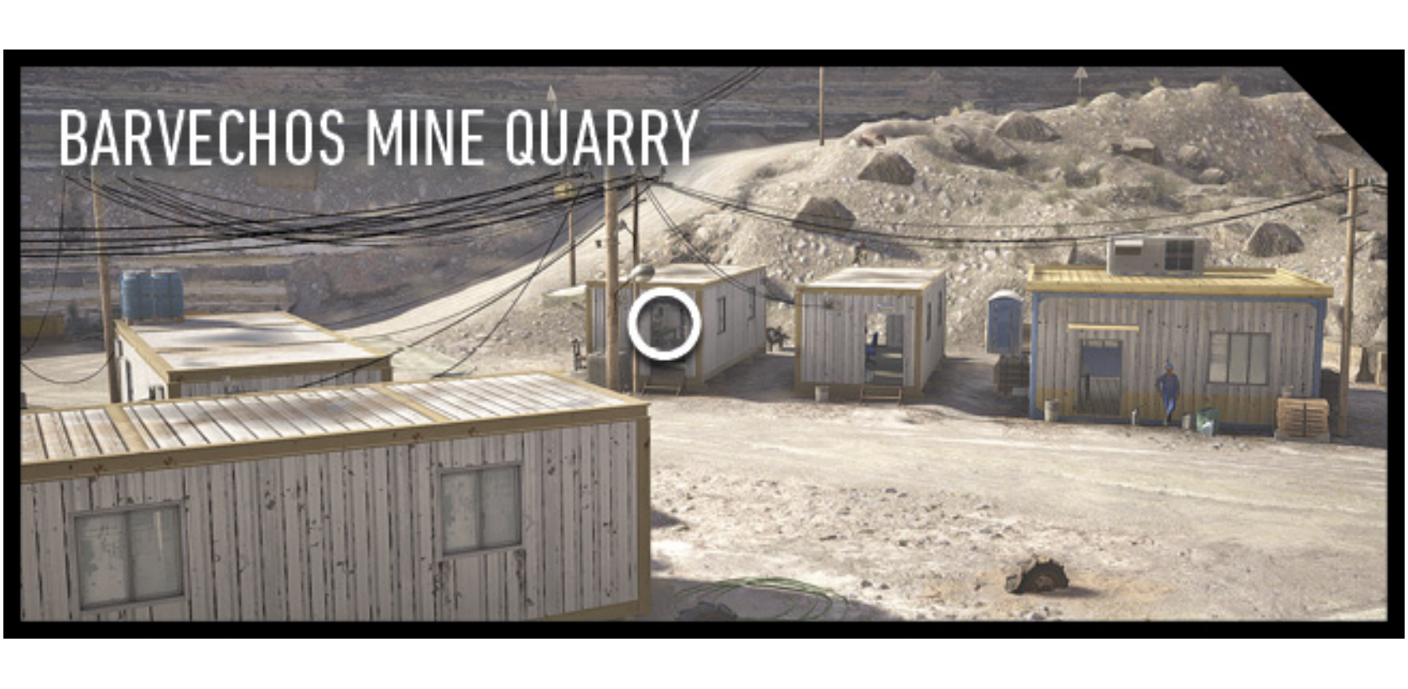
Head to the outpost north of Nidia Flores' Hacienda and enter the comms center in the southwestcorner. Grab the document off the left bunk.

DOCUMENT



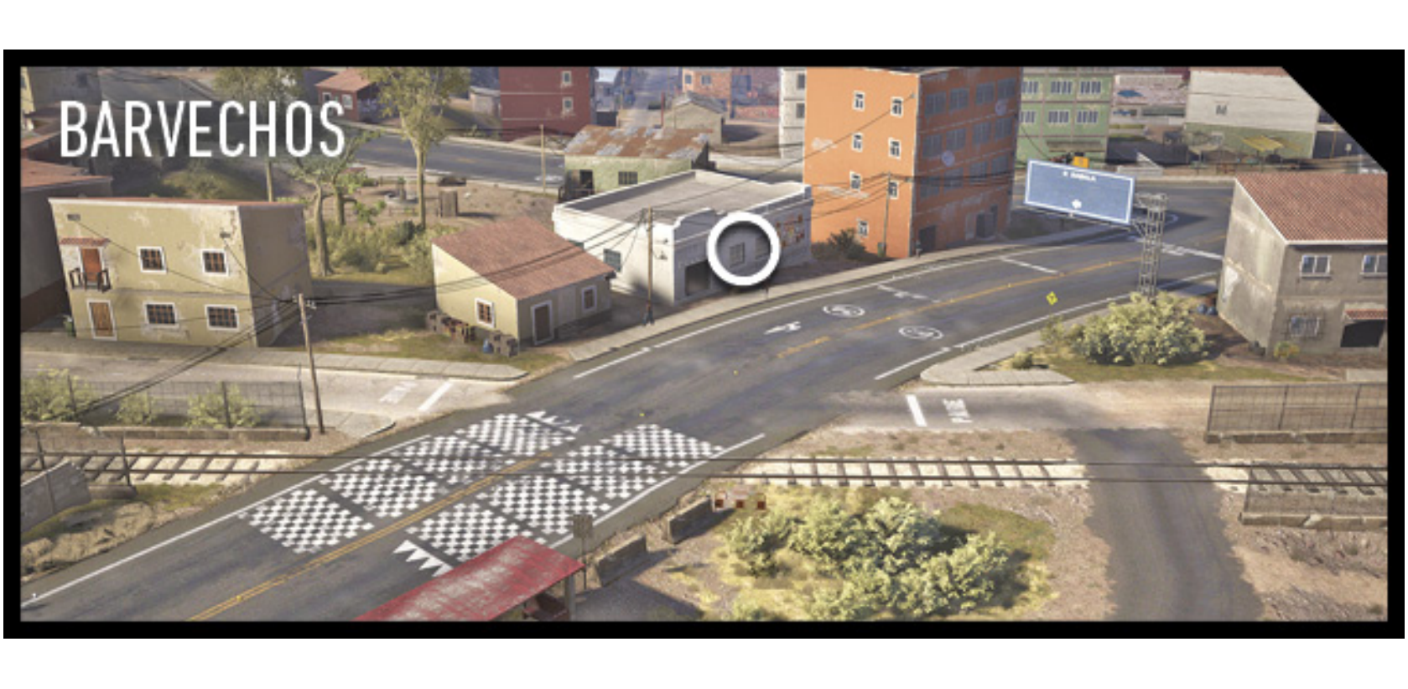
Reach the rooftop of Nidia Flores' Hacienda by entering through the open back door and following the path to the right. Survey the roof for enemy positions and then sneak into the garden maze. Use the hedges to conceal your location and work your way to the fountain in the middle. A document rests on the north corner.

DOCUMENT



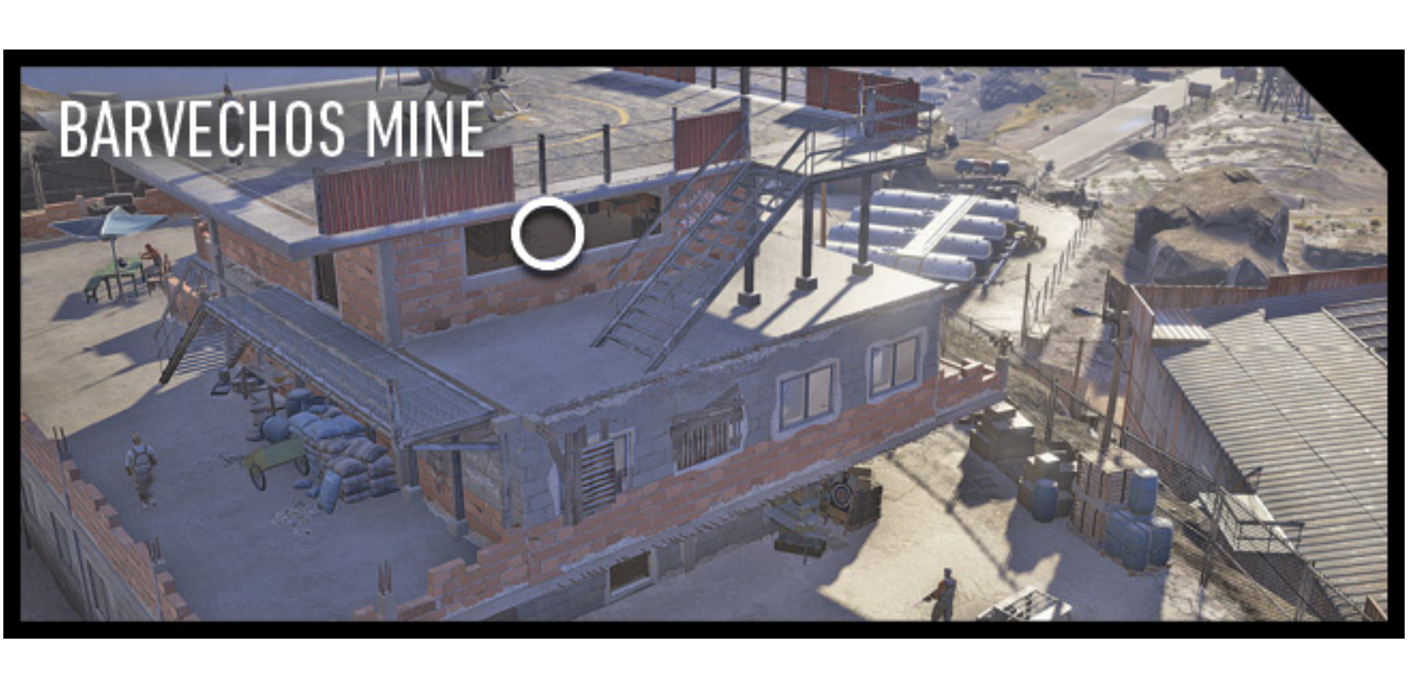
At the bottom of the Barvechos Mine Quarry, spot the trio of angled structures. Search inside the food trailer to find a document on the corner of the prep table.

DOCUMENT



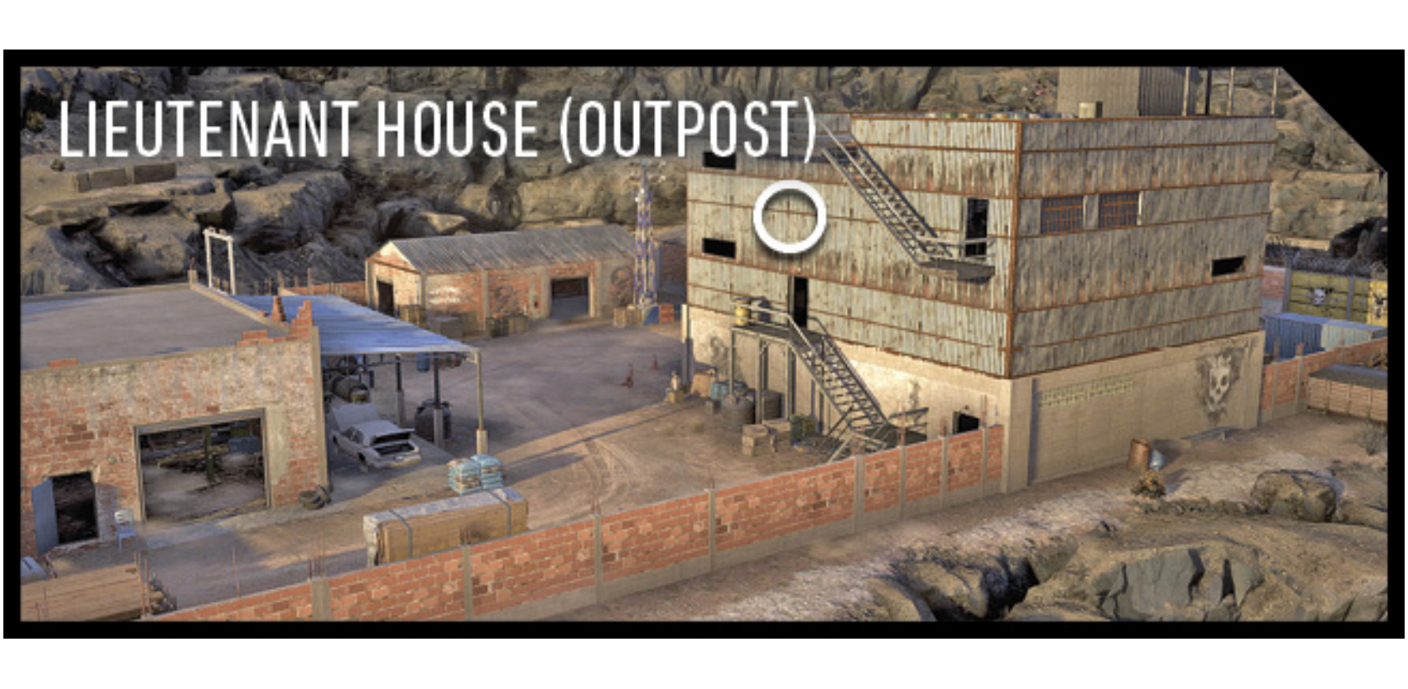
As you enter the sprawling city of Barvechos from the south and travel up the main thoroughfare, stop when you reach the overhead traffic sign that leads to Rancho Sabala. Enter Banco de Barvechos on the left and swipe the document from the counter.

DOCUMENT



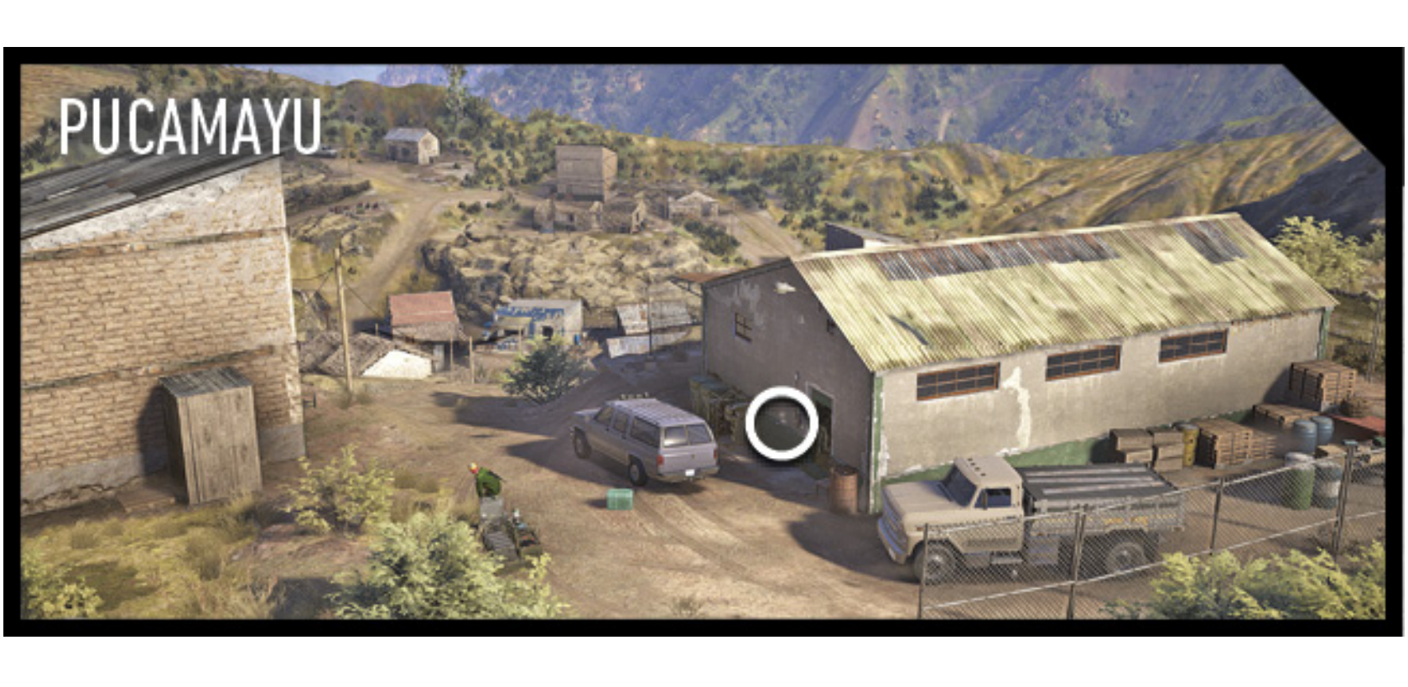
Alertly, enter the Barvechos Mine property from the northwest…keeping your eyes peeled for snipers. Climb the rock and fence on the left to reach a three-story brick building with a rooftop helipad. There are civilians all over the interior, so watch your fire, as you ascend the interior staircase. Head outside and take more steps up to the third floor. A document lies on the floor inside the lookout room.

DOCUMENT



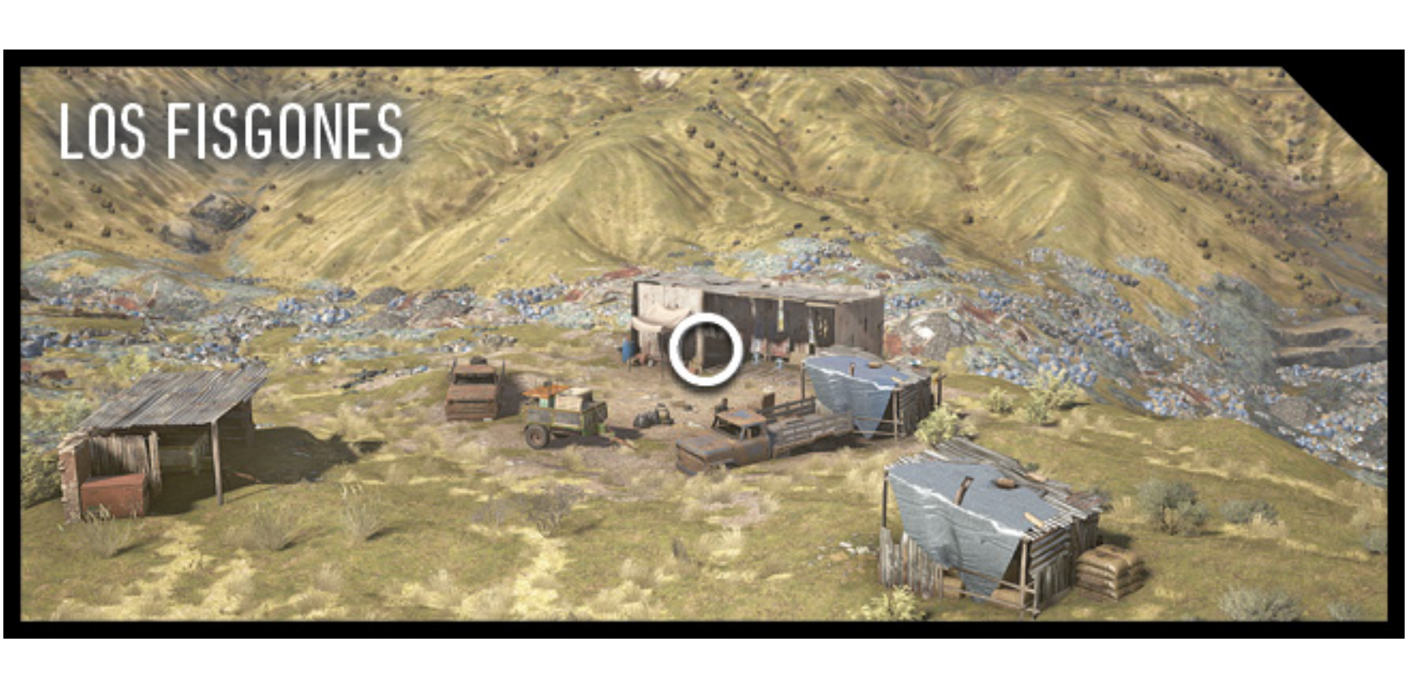
South of the mine, an outpost watches over the lieutenant's property. Move inside the area through the east opening and approach the warehouse on the left. Use the interior or exterior staircases to reach the third floor. A document rests ona red chest.

DOCUMENT

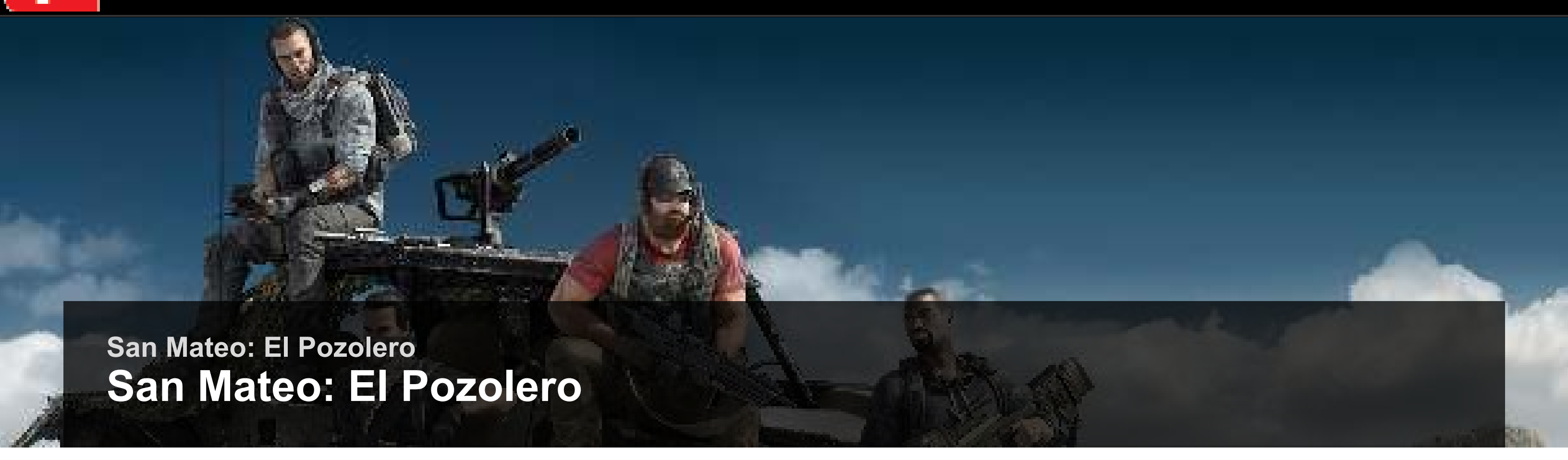


Deploy your team to Pucamayu to meet up at the rally point. Step inside the concrete warehouse on the right and search next to the supplies on the left for a briefcase.

DOCUMENT

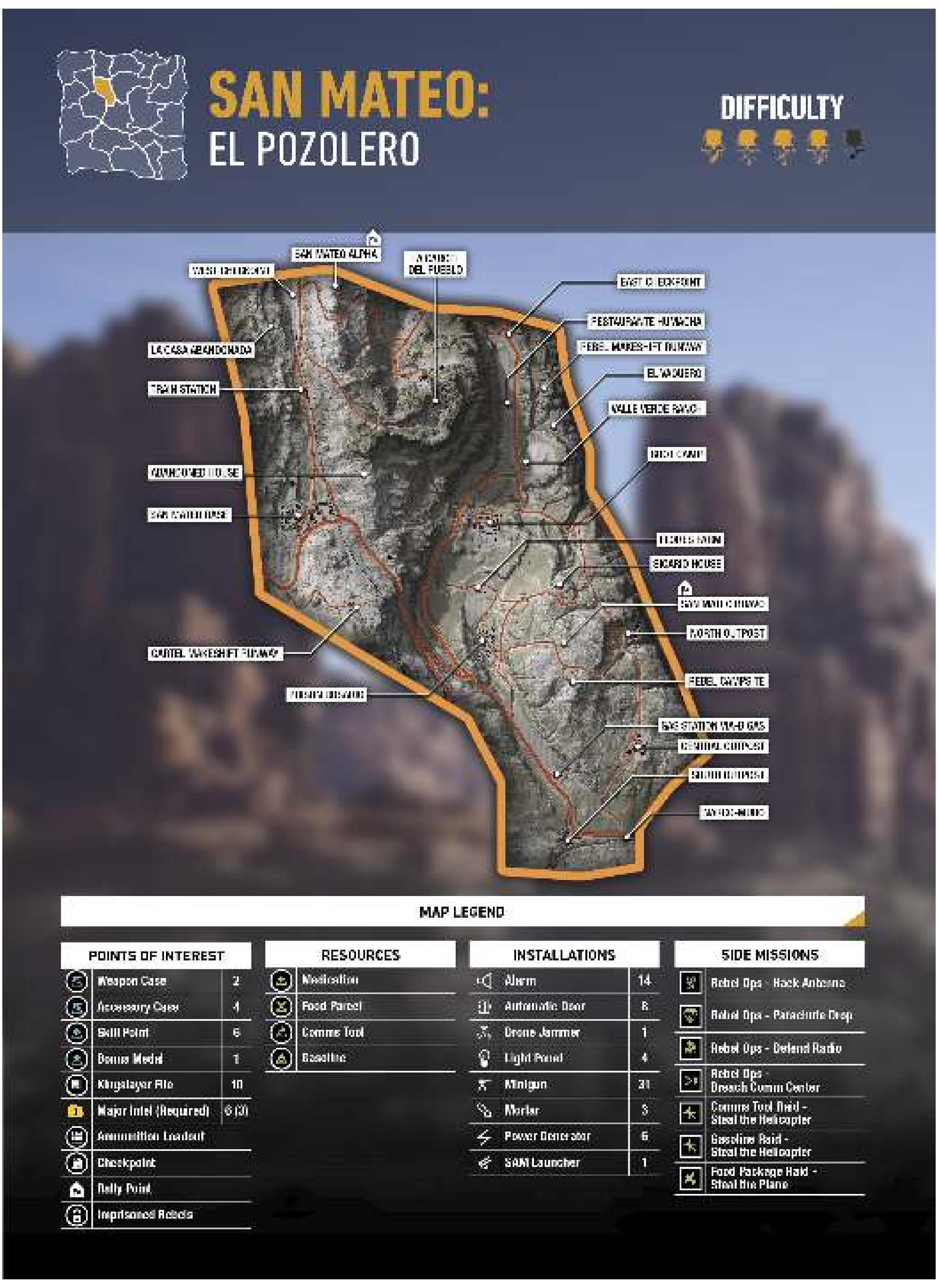


The Barvechos city dump sits next to a small body of water, southeast of the city. Search inside the nearby shanty to find a file.



San Mateo: El Pozolero

San Mateo: El Pozolero


SAN MATEO:
EL POZOLERO
DIFFICULTY
WEST CHECKPOINT
SAN MATEO ALPHA
DEL PUEBLO
EAST CHECKPOINT
RESTAURANTE HUMACHA
REBEL MAKESHIFT RUNWAY
EL VAQUERO
VALLE VERDE RANCH
LA CASA ABANDONADA
TRAIN STATION
ABANDONED HOUSE
SAN MATEO BASE
SICARIO HOUSE
SAN MATEO BRAVO
NORTH OUTPOST
REBEL CAMPSITE
CARTEL MAKESHIFT RUNWAY
CENTRAL OUTPOST
SOUTH OUTPOST
MAP LEGEND
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Santa Blanca made of this fertile valley a vast prison camp.

Content	Number in Province
Main Missions	6
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- OperatioN: Security
- Chief: El Pozolero
- Ecosystem: Canyon

San Mateo consists of several canyons located at the foot of the eastern mountains. Due to heavy rains, the vegetation is lush. The economy is based on coffee growing and cattle breeding.

The village of Rosario is the capital of San Mateo. It is also the center of the coffee culture.

This peaceful province was spared by the Santa Blanca. When the rebellion began to manifest in the province of Itacua, residents of San Mateo contacted by emissaries agreed to help it. Wounded people were brought into Rosario for treatment, while food was sent to Itacua.

La Plaga discovered the complicity of the inhabitants of San Mateo. To end it, he occupied the province. Rosario became a jail village. Barbed-wire fences were laid around Rosario. Some sicarios at the entrance of the town watched the comings and goings.

In a maze of narrow canyons, the sicarios captured fleeing villagers. La Plaga got these gorges transformed into a prison in the open air. There are held all residents of San Mateo suspected of complicity with the rebellion. Many other prisoners were sent from other provinces to this jail.

Finally, on the border with Itacua, La Plaga built a wall intended to prohibit any infiltration of the Rebellion to San Mateo. In the base built by the cartel in the north of the province, El Pozolero is the most feared person. He's in charge of making the bodies of civilians disappear.

The people of San Mateo hope for one thing: a victory of the rebellion.

RAUL MURILLO, AKA EL POZOLERO (THE STEWMAKER)

BORN: 04/11/1973 in Durango, Mexico

CARTEL POSITION: Body Disposer

A socially awkward hermit, very shy and self-conscious, El Pozolero has the emotional range of a child. He doesn't really understand right and wrong.

He worked in construction until he lost his job, then he got hired by the cartel, which taught him how to dissolve bodies when they discovered he had a strong constitution for it.

The cartel delivers dead bodies that need to disappear. Wearing latex gloves and a gas mask, El Pozolero places the bodies in oil drums with caustic soda (sodium hydroxide) then stirs them for about 24 hours until they turn to liquid. He dumps the 'stew' and crushes up the remaining bones and teeth.

He's never really hurt anybody, but has probably melted about 600 bodies.

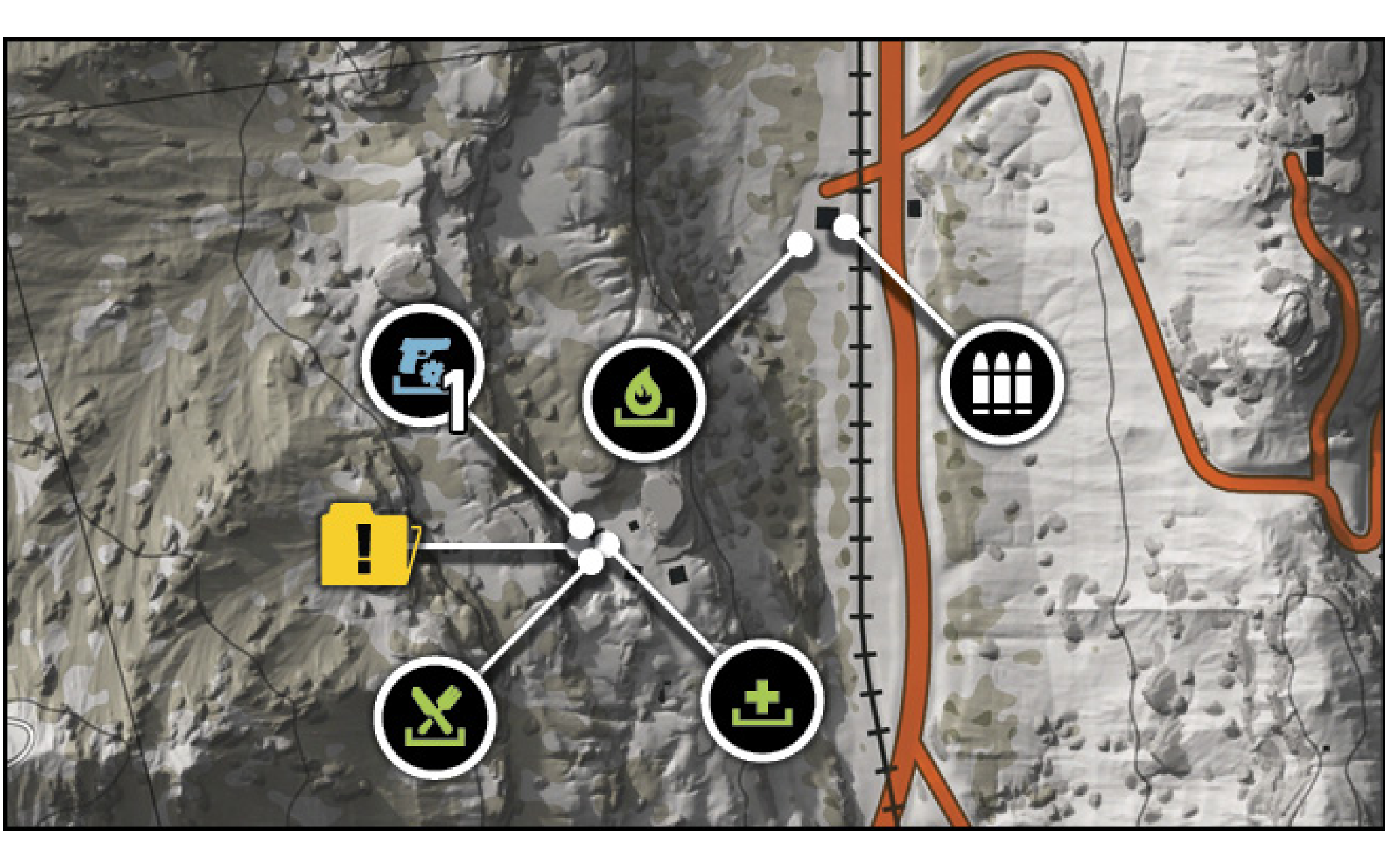
San Mateo: El Pozolero

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

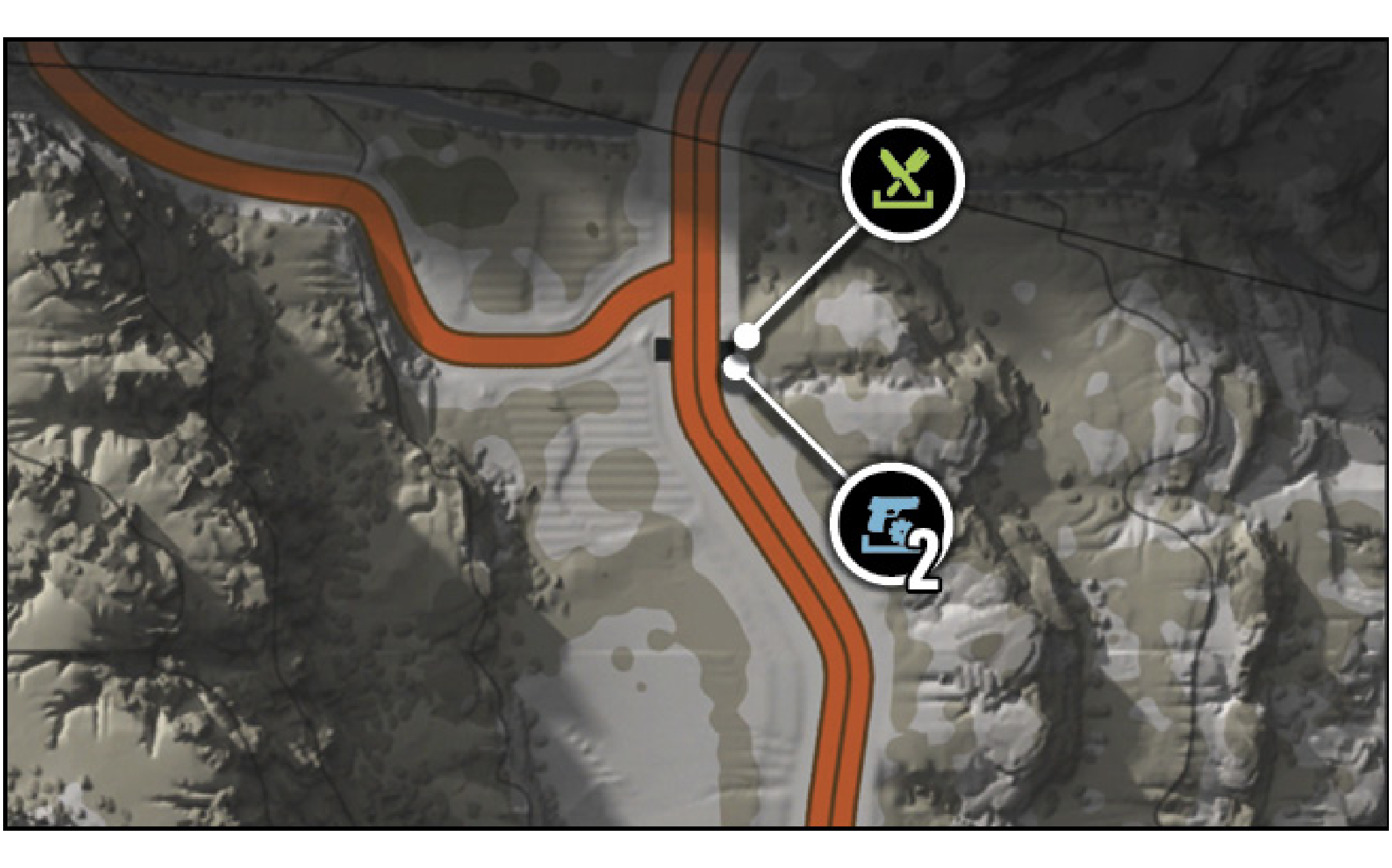
LA CASA ABANDONADA

A rebel hideout now controlled by the hostiles. A nearby Unidad checkpoint controls road traffic.



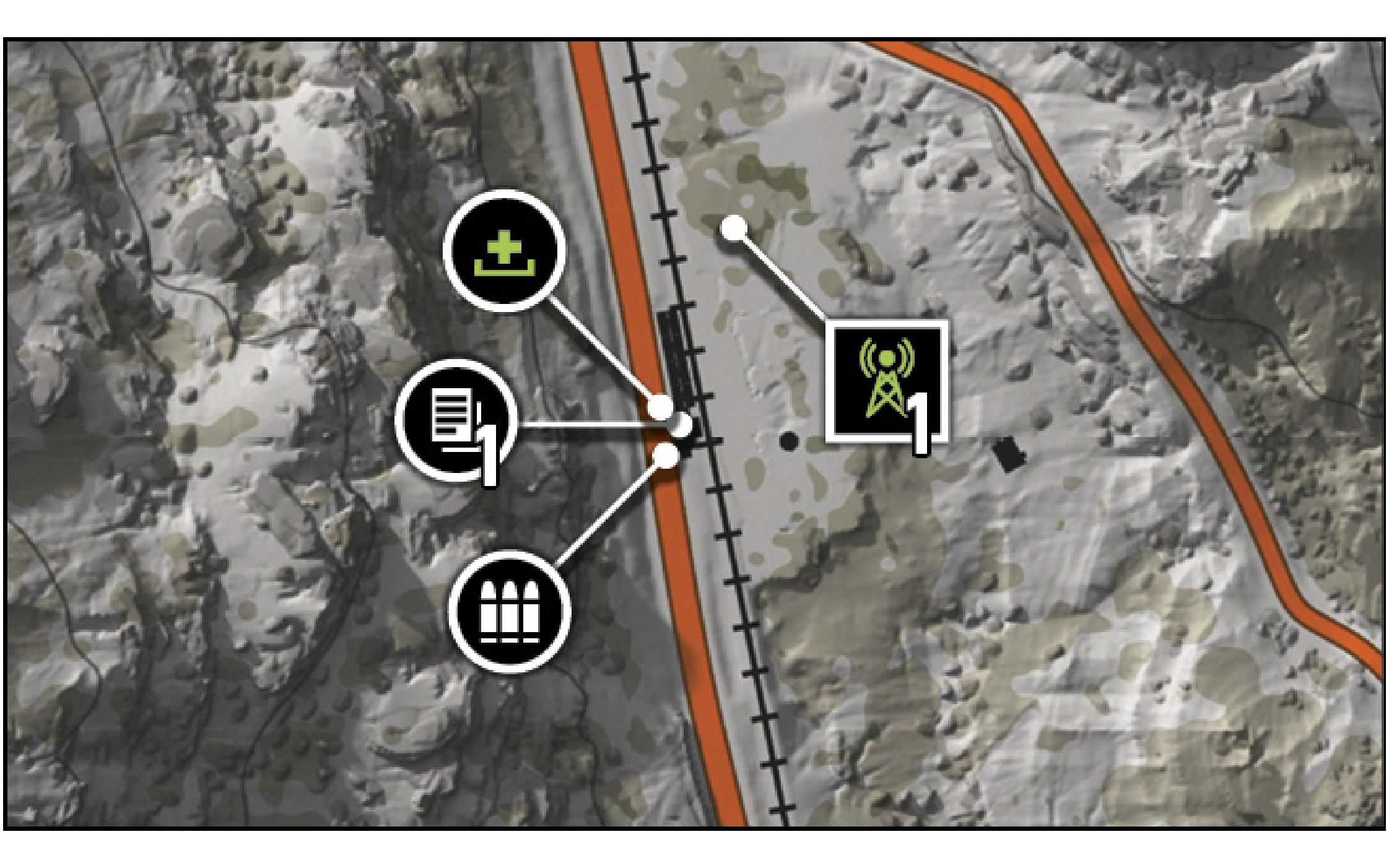
EAST CHECKPOINT

Controls National Road Nine.



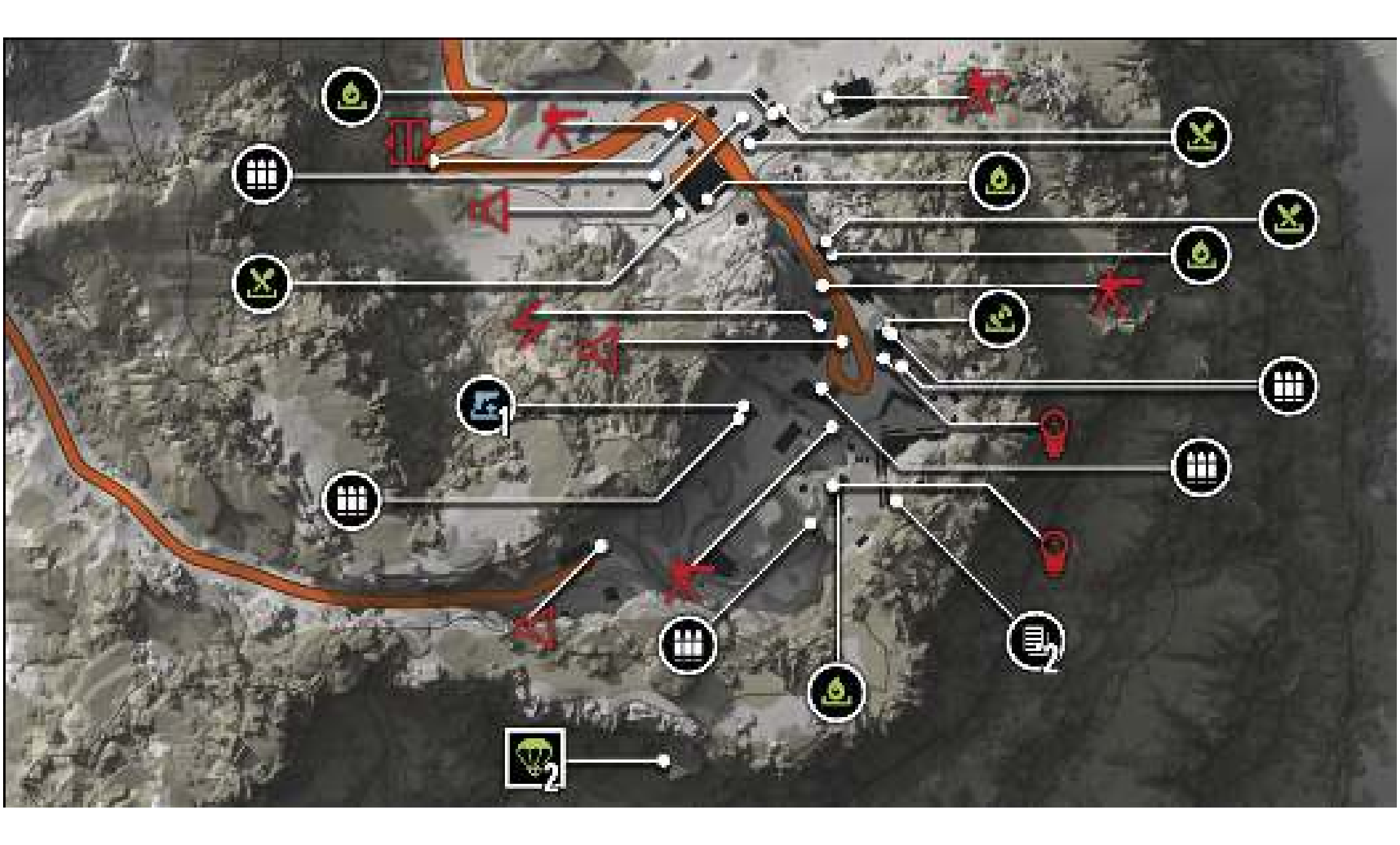
TRAIN STATION

San Mateo train station.



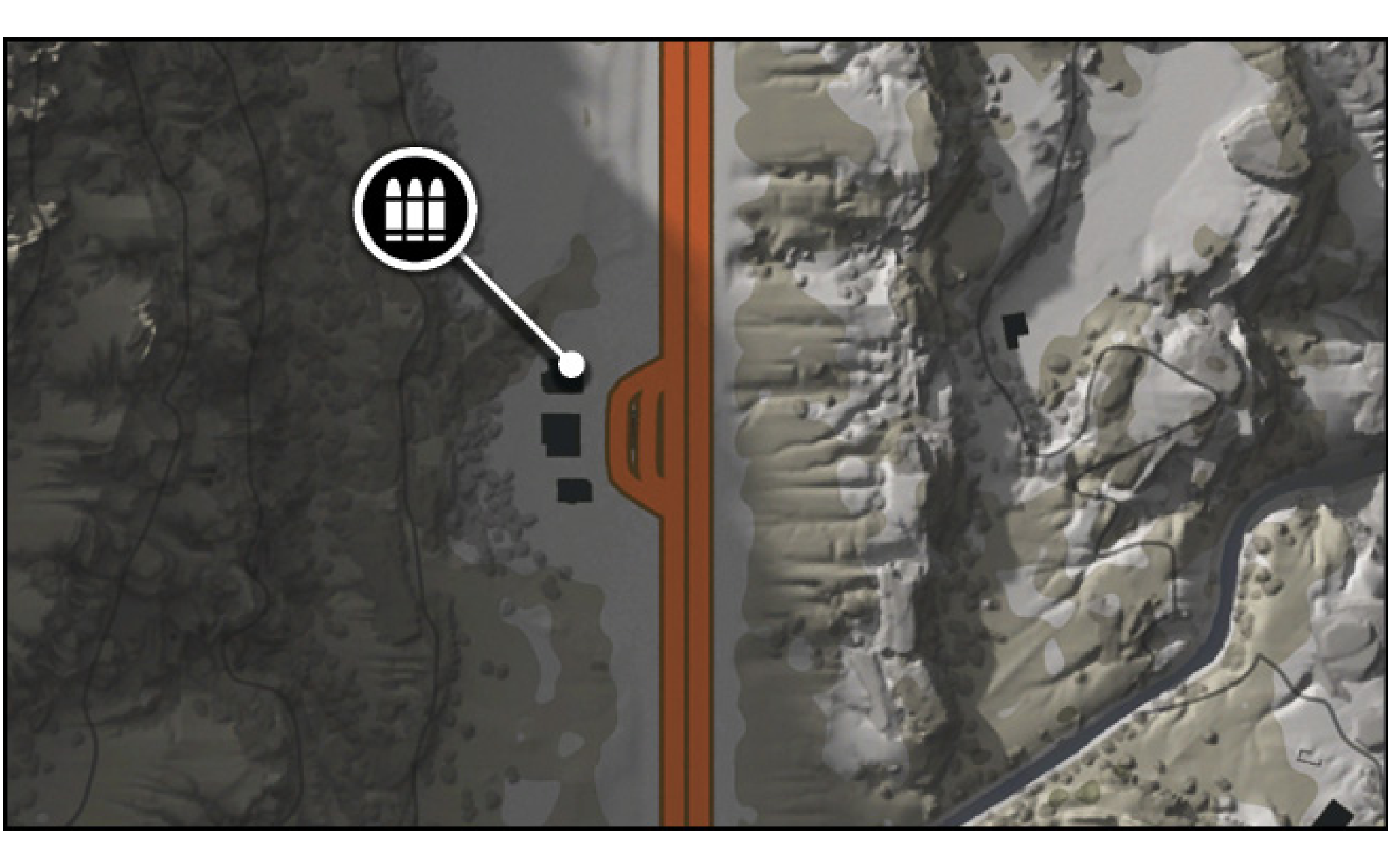
LA CARCEL DEL PUEBLO

Bolivian pro-rebels are imprisoned here.



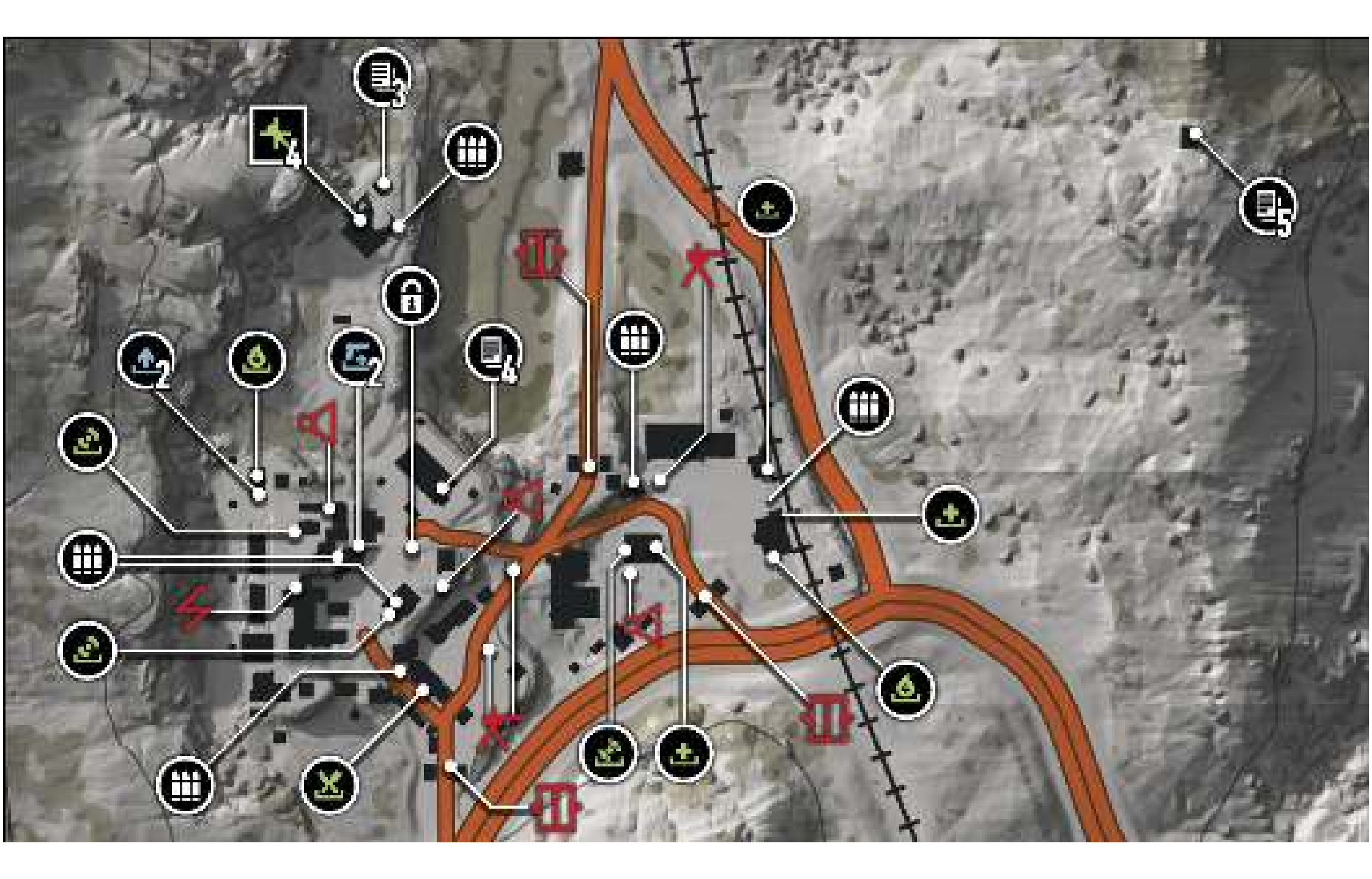
RESTAURANTE HUMACHA AND REBEL MAKESHIFT RUNWAY

A truck stop and runway improvised by the rebels.



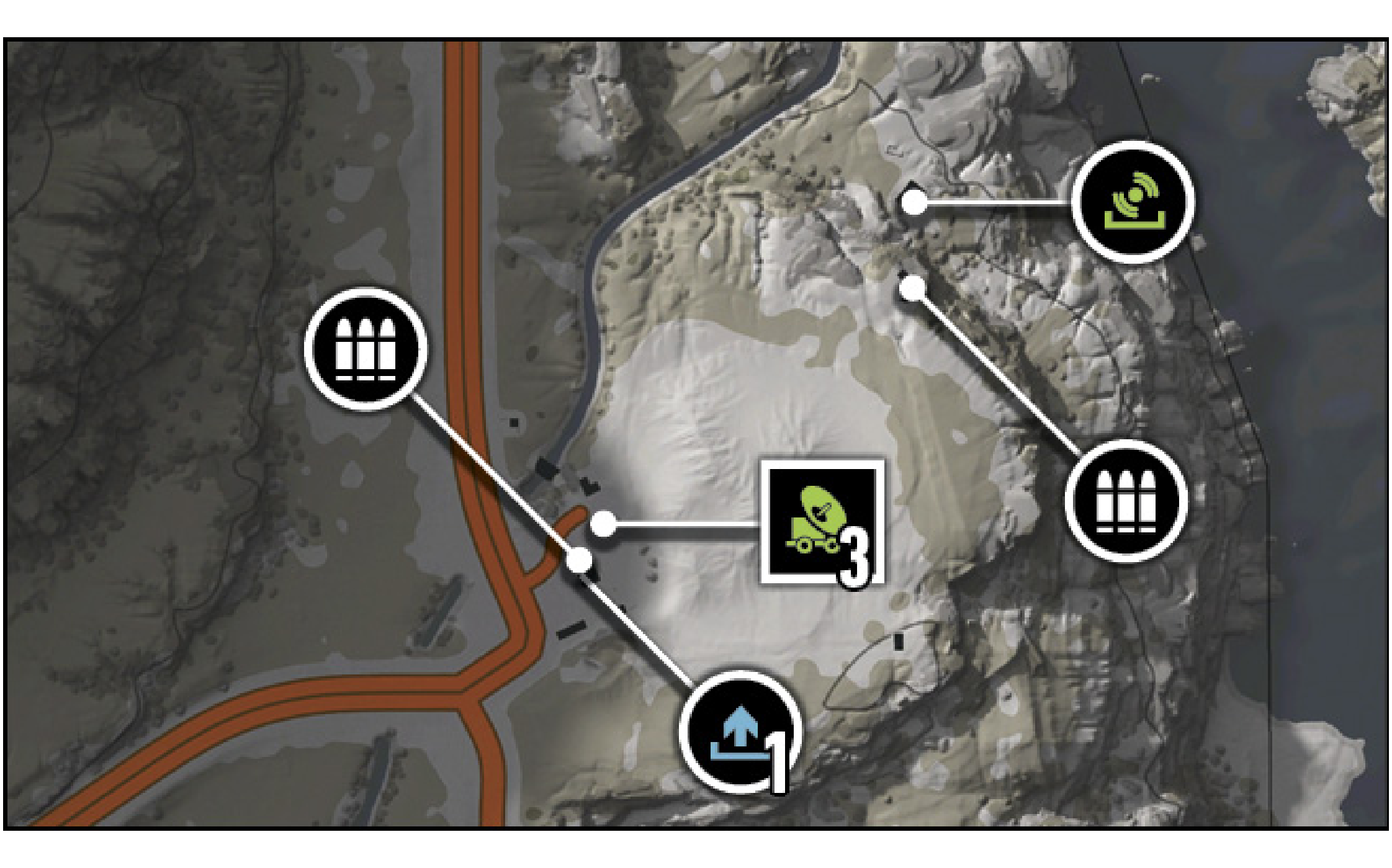
SAN MATEO BASE AND ABANDONED HOUSE

The center of the counter insurrection in San Mateo. The inhabitants of an abandoned house mysteriously disappeared.



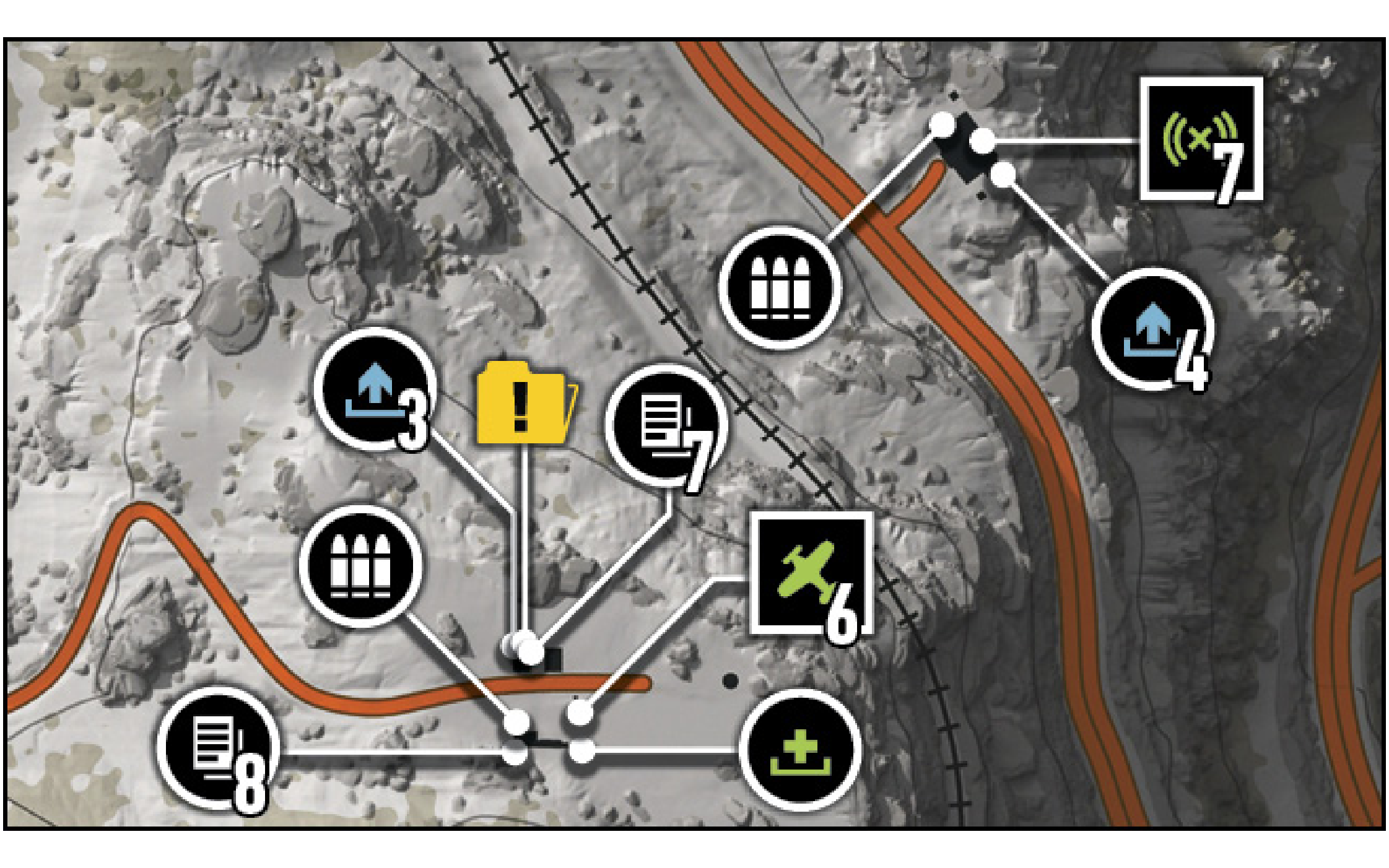
VALLE VERDE AND EL VAQUERO

A cattle breeding ranch and rebel hideout now controlled by the hostiles.



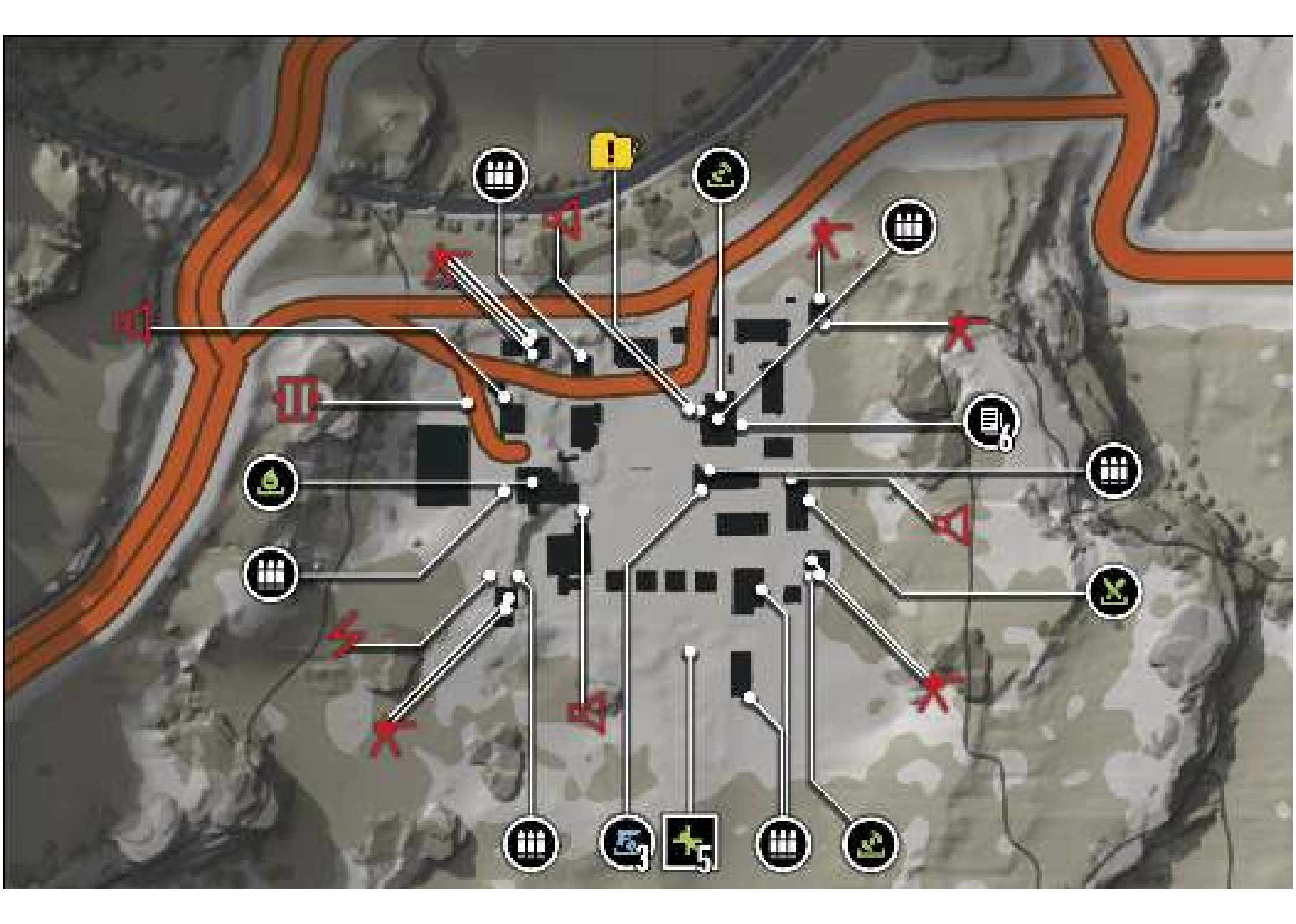
CARTEL MAKESHIFT RUNWAY

A runway improvised by the cartel.



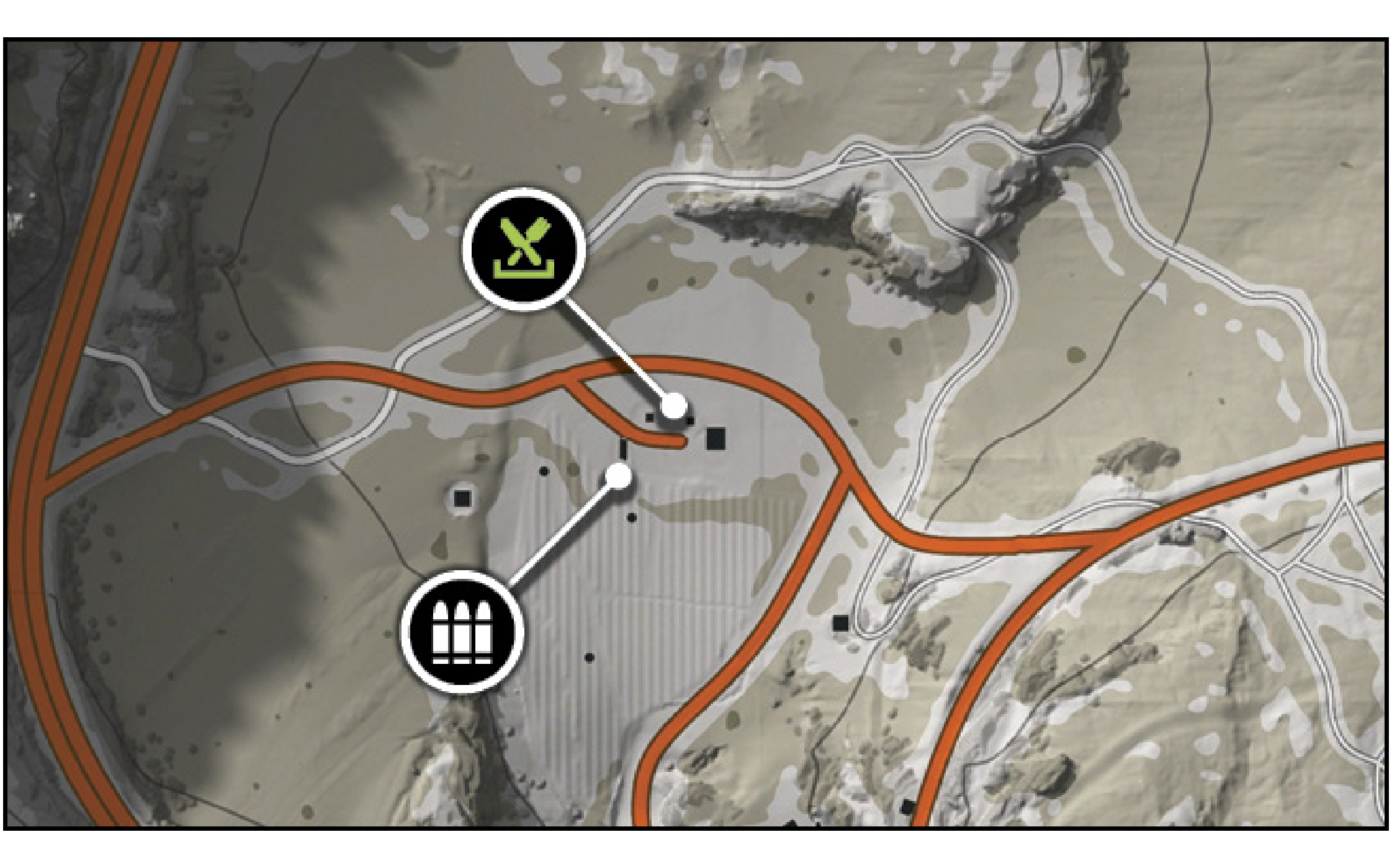
BOOT CAMP

Sicarios are trained here to fight the rebellion.



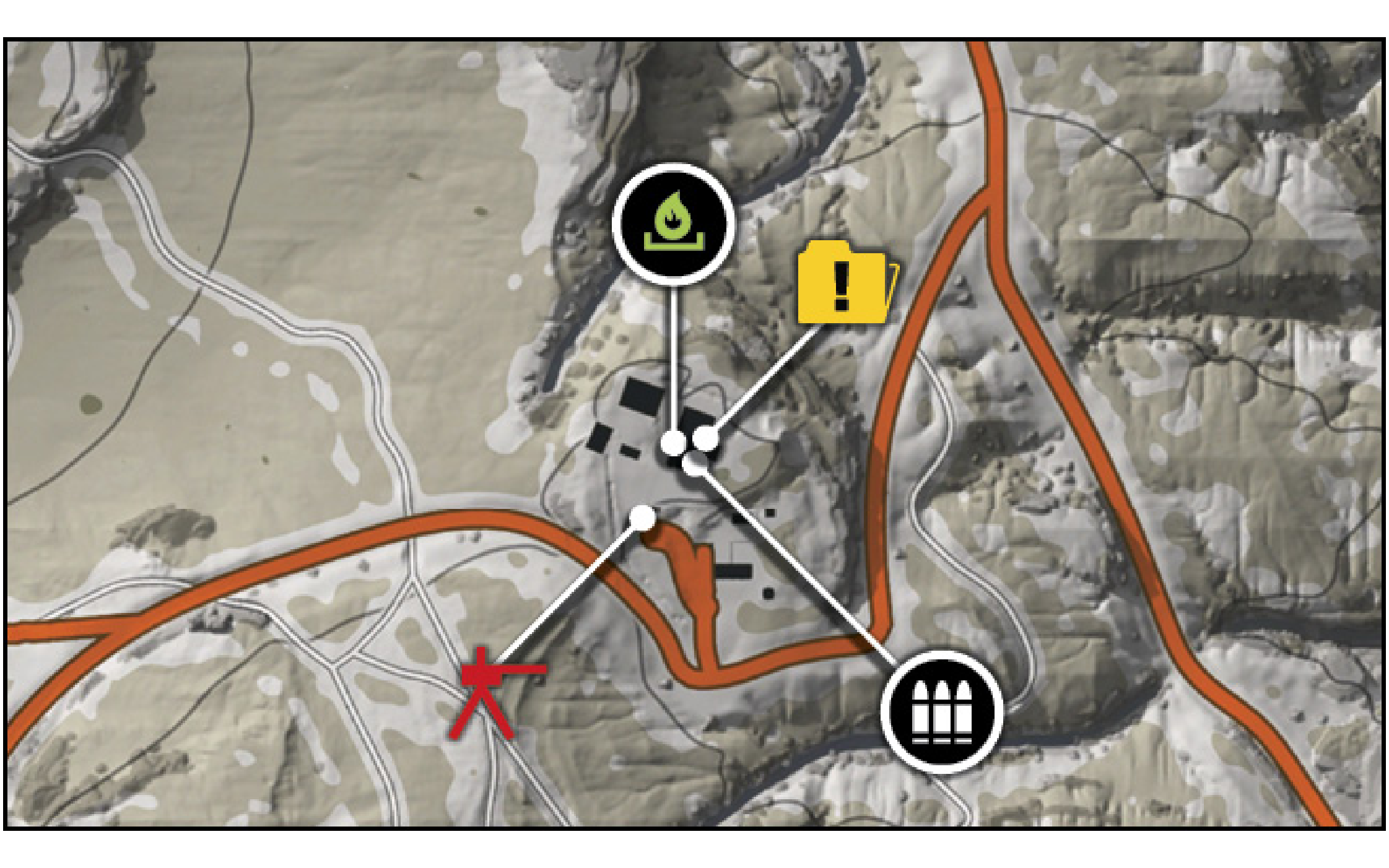
FLORES FARM

Civilian prisoners farm the fields.



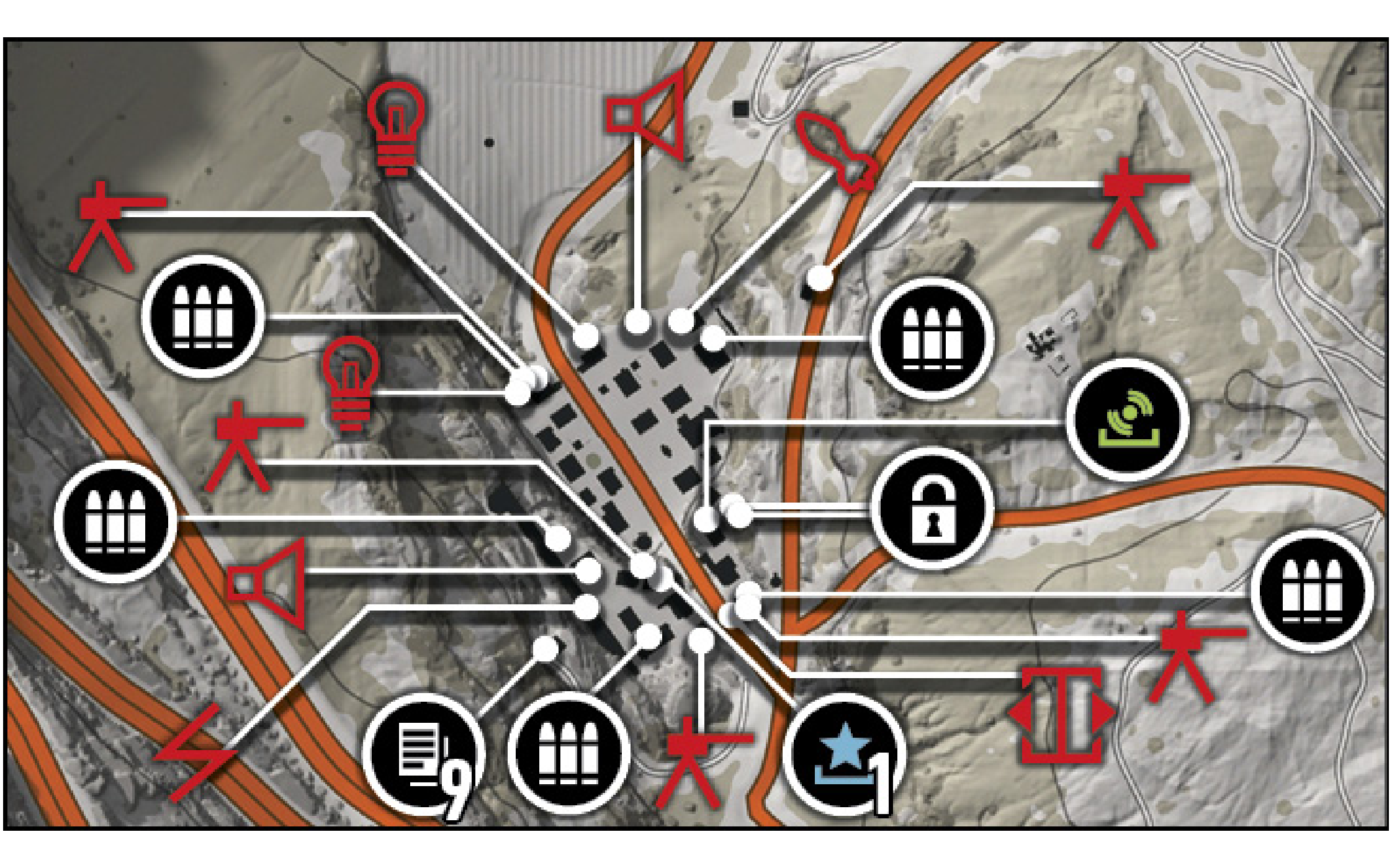
SICARIO HOUSE

Hunt the rebel agents.



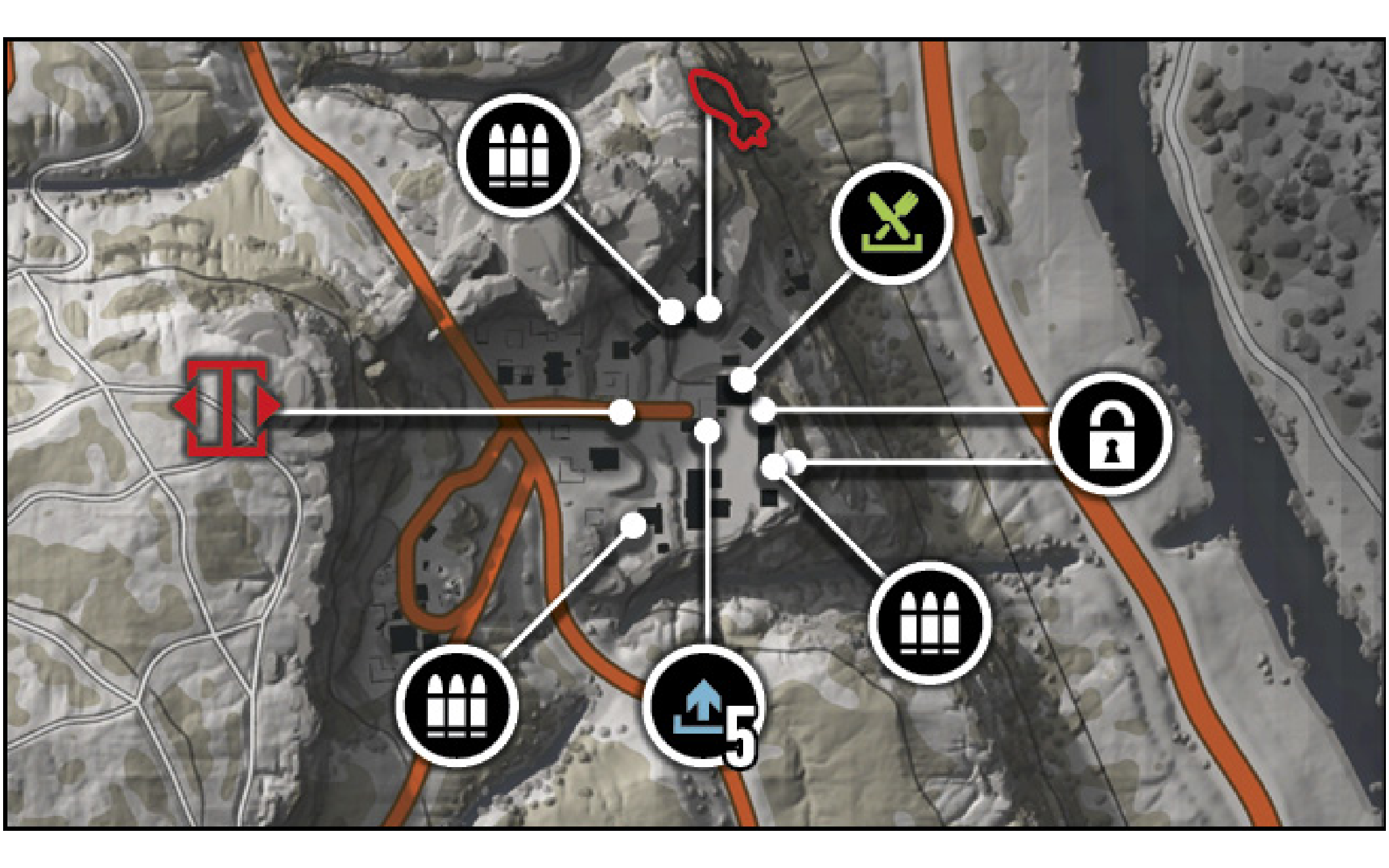
PRISON ROSARIO

Prison village housing cartel penitentiary administration.



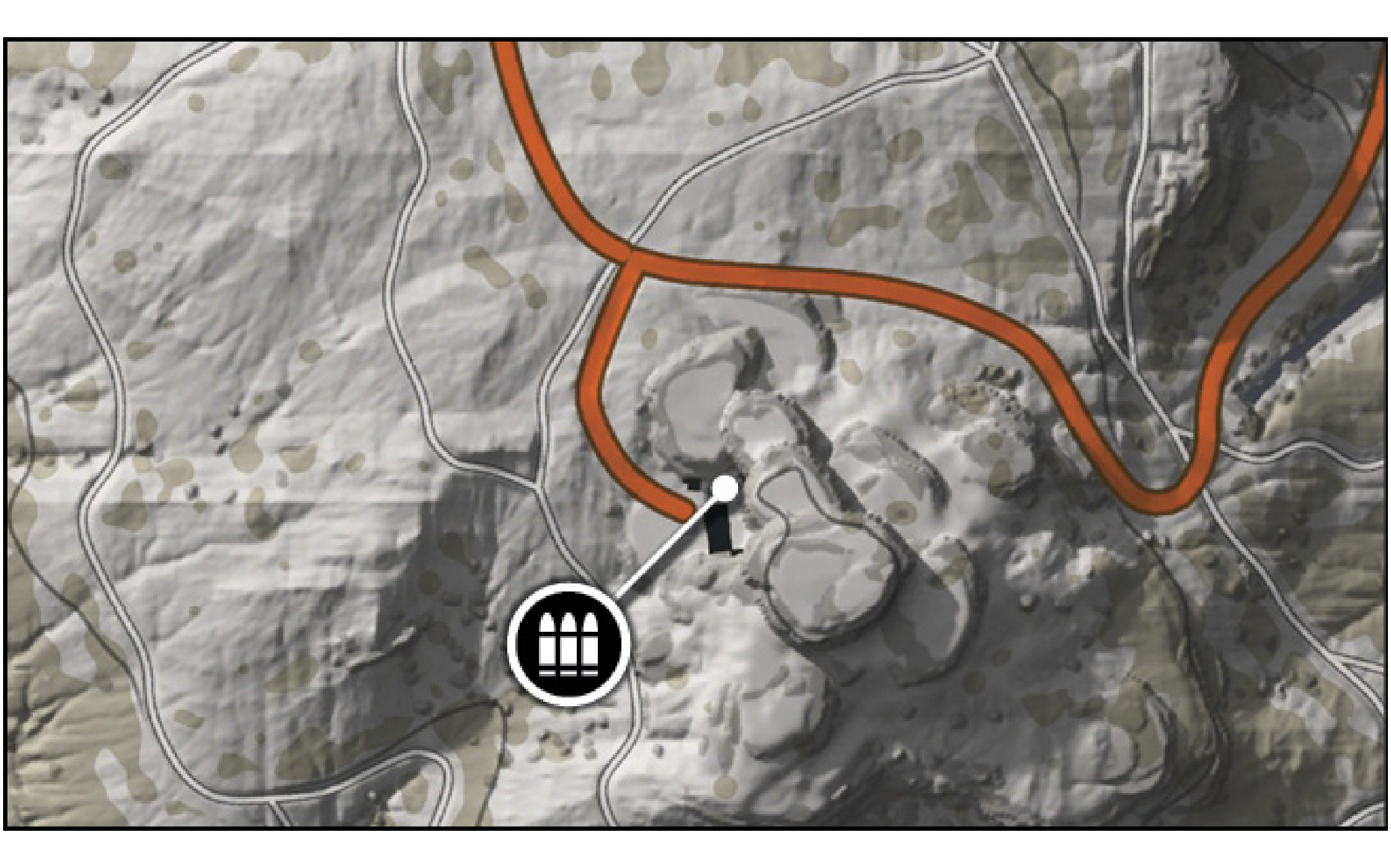
NORTH OUTPOST

Monitors the river border.



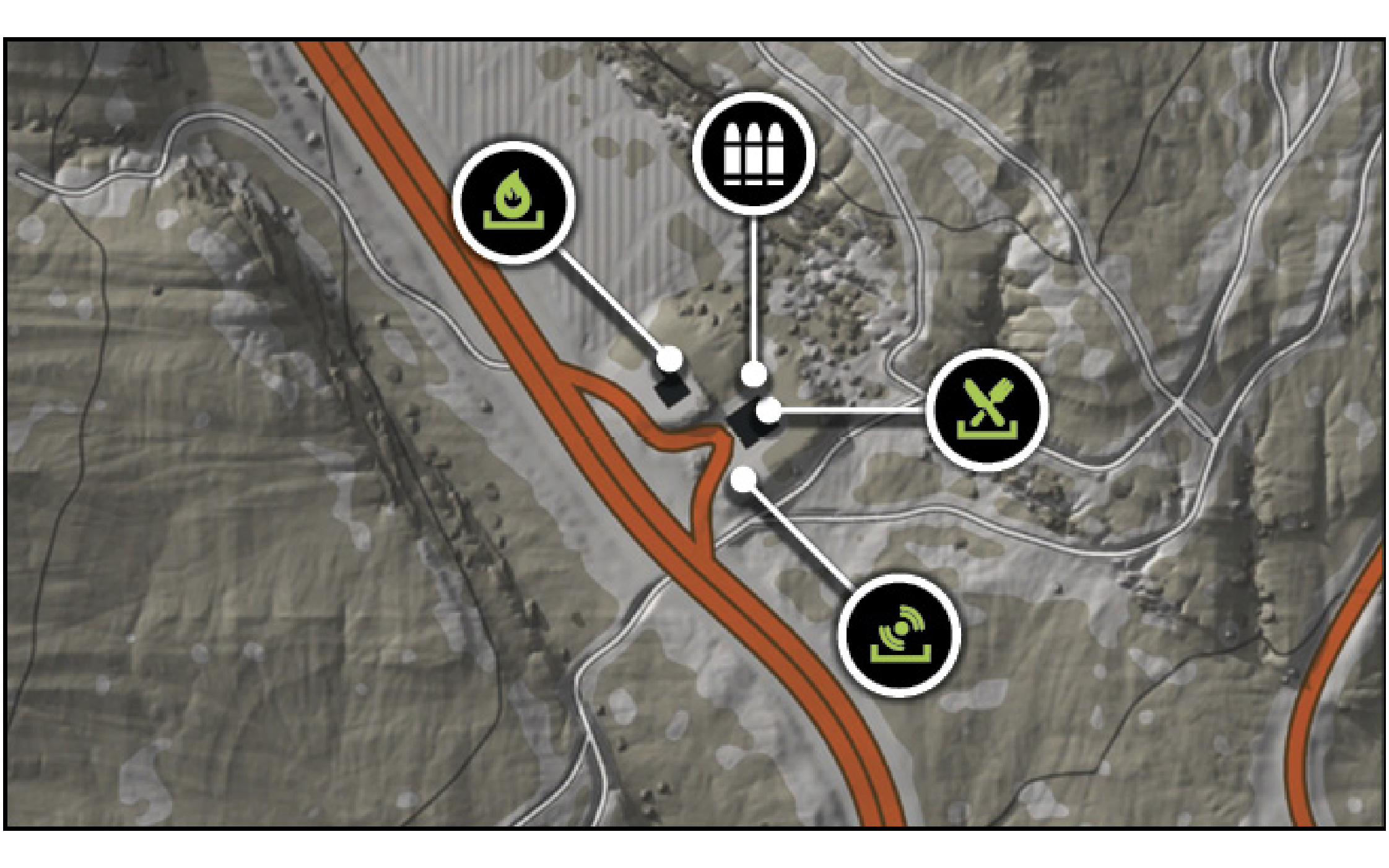
REBEL CAMPSITE

A temporary rebel campsite.



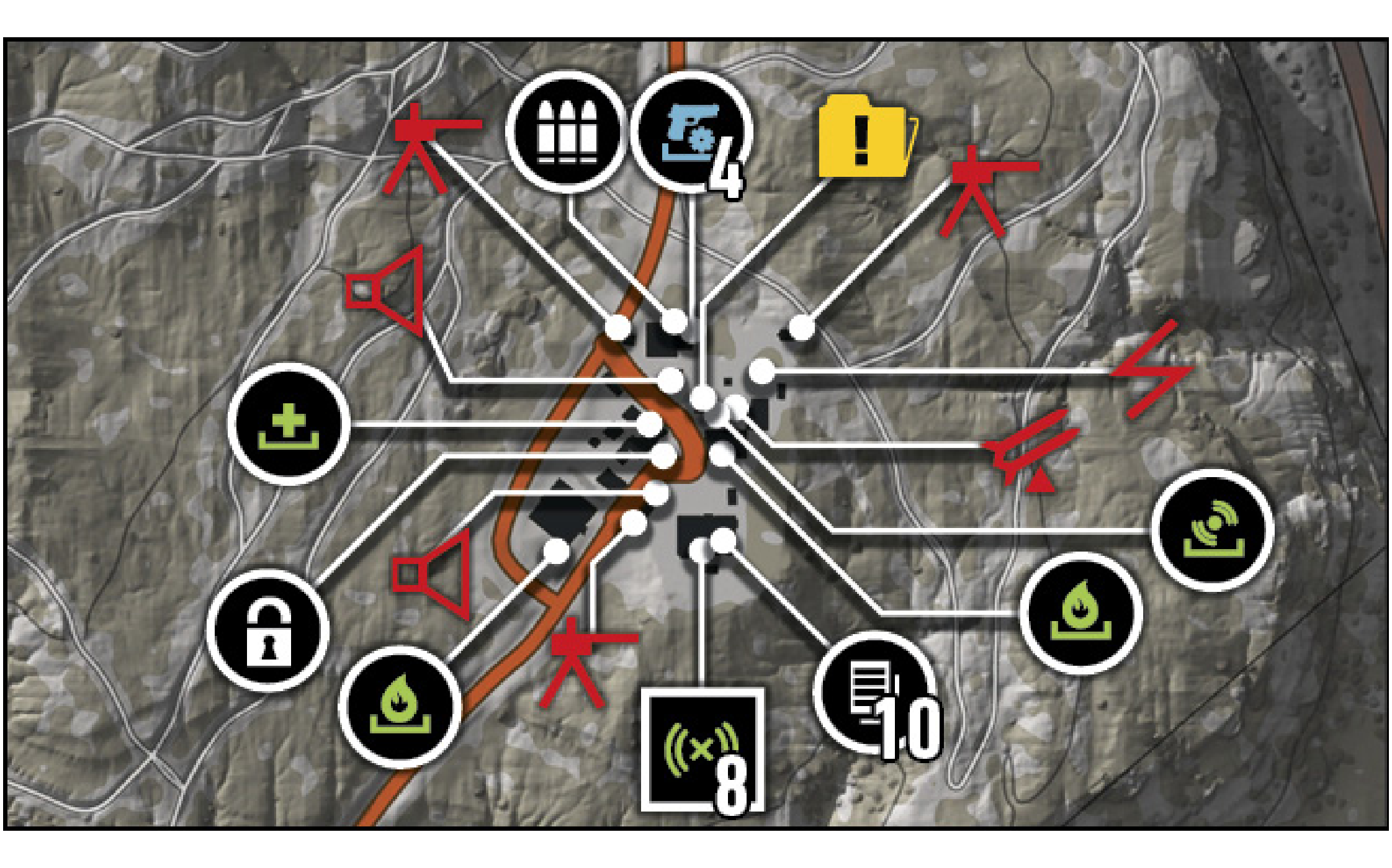
GAS STATION VIA-B GAS

An isolated gas station.



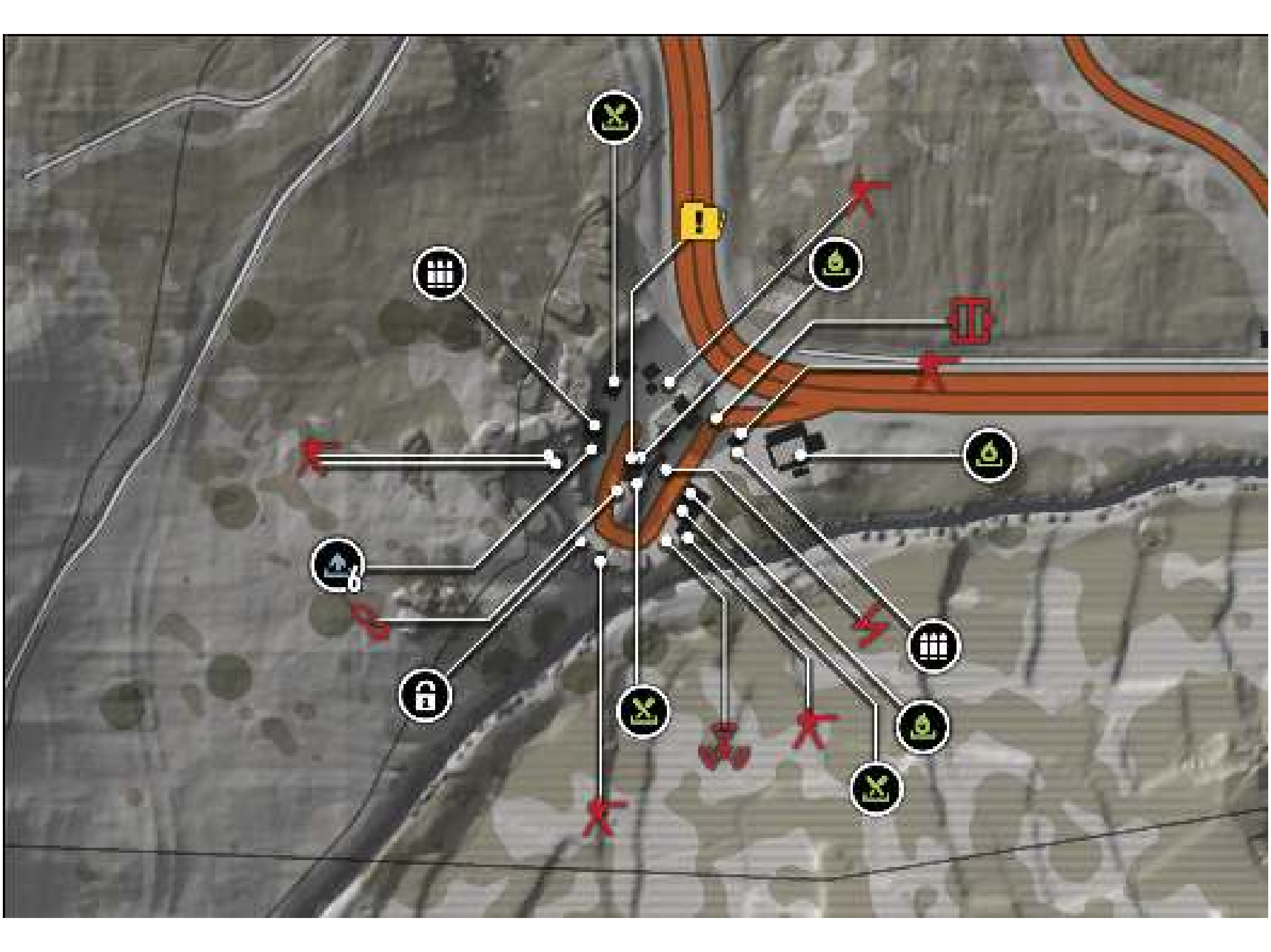
CENTRAL OUTPOST

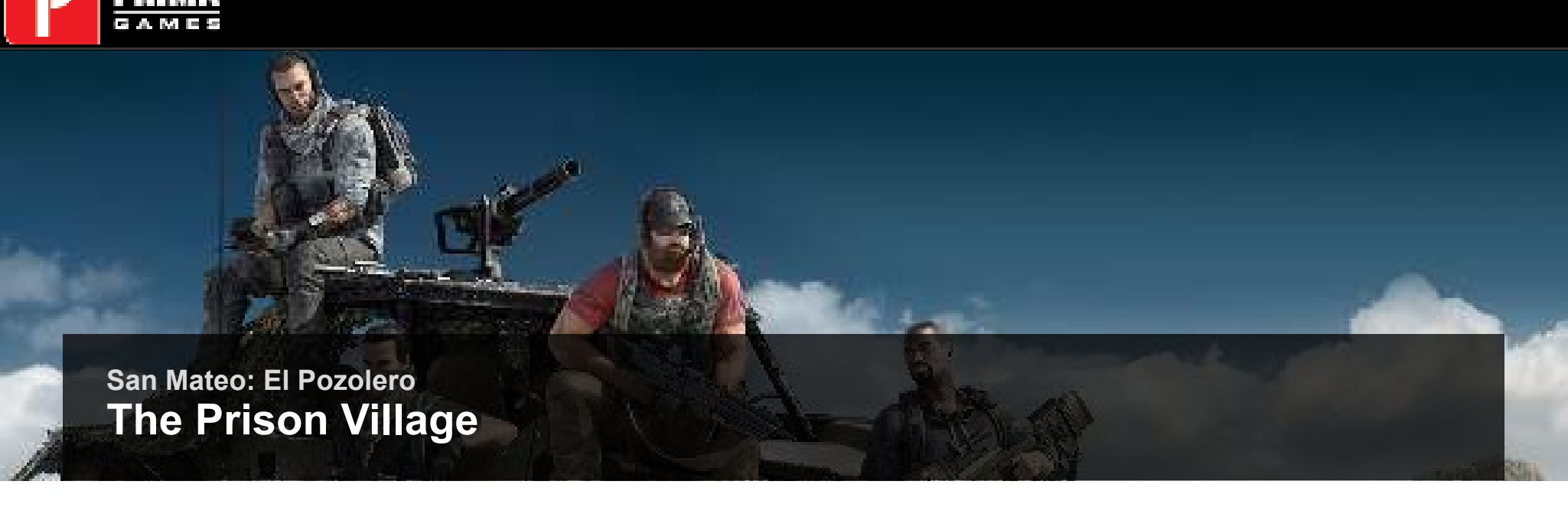
Communications center controlling the southern border.



SOUTH OUTPOST

Prevents rebel infiltration from Itacua.





San Mateo: El Pozolero

The Prison Village

OBJECTIVES

- Locate the warden's computer
- Hack the warden's computer

LOCATIONS

- Prison Rosario

REWARDS

- + 500 XP

BRIEF

Santa Blanca has turned the entire village of Rosario into a prison camp. The office of the camp warden is likely to contain records of prisoners who have been detained there. Enter the camp, reach the warden's office, and search it for intel.

MISSION ACCESS

Locate Major Intel in San Mateo Province in order to access this mission. You can also unlock this mission by proximity.

JAIL BREAK

Just over half a kilometer west of San Mateo Bravo is a prison village in a fissure-like valley between two cliffs. The place is simultaneously difficult to breach, but easy for snipers to fire into, given the rather unique topography. The place is large, with impressive installation defenses, and around 30 cartel thugs to worry about. You need to find the HQ building where the warden resides (he's not there at the moment), find the laptop, and hack it. Then extricate yourself after mission completion.

CAUTION: THIS ONE'S GOT IT ALL!

Aside from sniper towers in and around the area, high walls, cliffs to either side of the prison, and four adjacent areas to infiltrate within the walls, this prison has a number of problematic installations you should prioritize when neutralizing the area. The mortar is in J, at the north end of the prison. There are five miniguns: There is one on either side of the south gate, there's one at the top of the wooden tower near the HQ building at L. There's also one atop the wall, at the north gate defenses (northwest corner), and the final minigun is on the north-south road to the east of the prison, inside the firing post.

The fun doesn't end there, either! There are two light panels (along the north perimeter wall near both the mortar and one of the miniguns) and two alarms (both easy to spot; one is by the HQ building and minigun tower at L, and the other is along the north perimeter, near the mortar). Finally, there's a generator, adjacent to the HQ building, in the southwest corner of this sprawling compound.

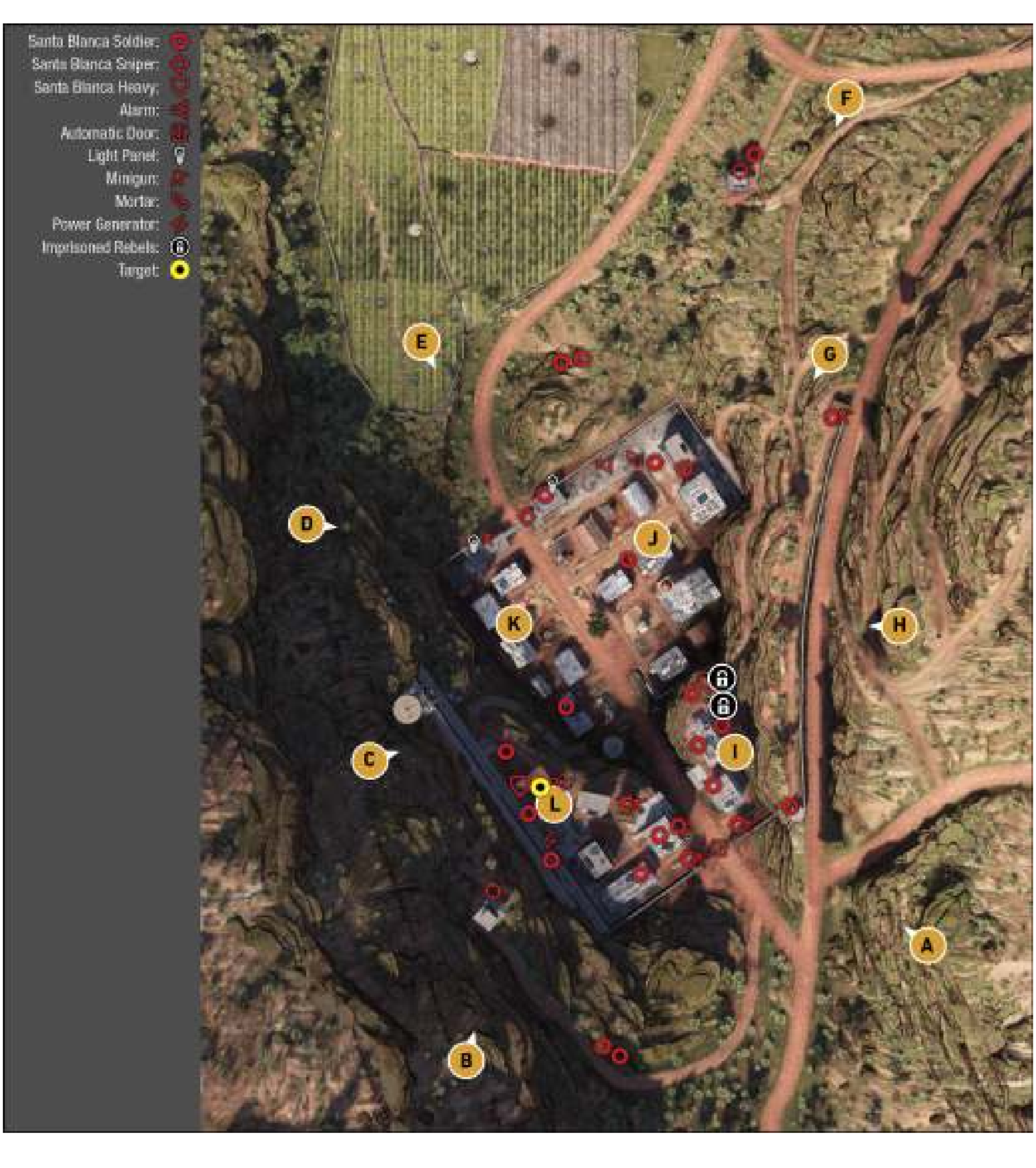
Don't forget the sniper towers outside the base perimeter. With the exception of the one across the fields to the north, these towers have snipers to worry about, too!

Oh, and there are innocents inside this prison, making overly-eager use of projectiles and itchy trigger-fingers something of a no-no.

MOST RECON: SILENT RUNNING

Though this looks like a crazy amount of work to retrieve information from a hacked computer, it's possible to complete this mission in seconds, providing you aren't here to shoot absolutely everyone with cartel tattoos on their faces. It's also wise to destroy both alarm pole panels as an absolute priority, so only the enemies flagged on this guide's map are faced. If not, expect two to four enemy vehicles and helicopters to arrive, which can really ruin your day. Remember you have the ability to call on your rebel friends, as well as rescuing some from the small cages along the east side of the prison (I).

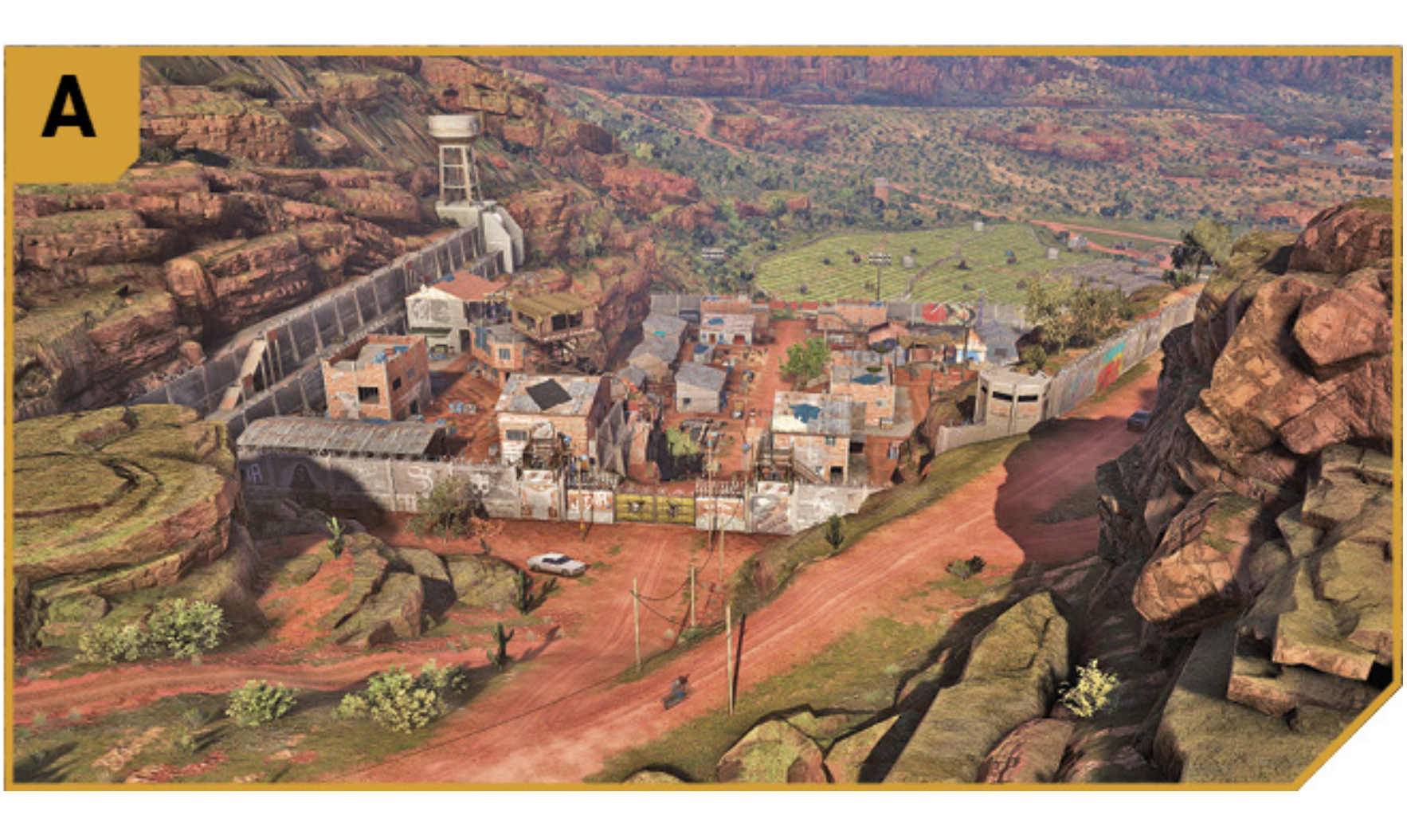
PRISON ROSARIO: RECON



TACMAP

The prison consists of four main sections divided by height. There's an upper area to the southeast (I) with a comms building and sand bag overlook. To the north (J) is the old village with few foes but a mortar. Bisecting the base is a main road, accessible via the north gate (which has easy access) and the south gate (which requires a cartel-approved vehicle). To the northwest (K) are various shacks and few foes, above which is a minigun nest and the main buildings, including the HQ (L) where the laptop resides. Surrounding this are walls, sniper towers, pillboxes, and cliffs, giving you a variety of options.

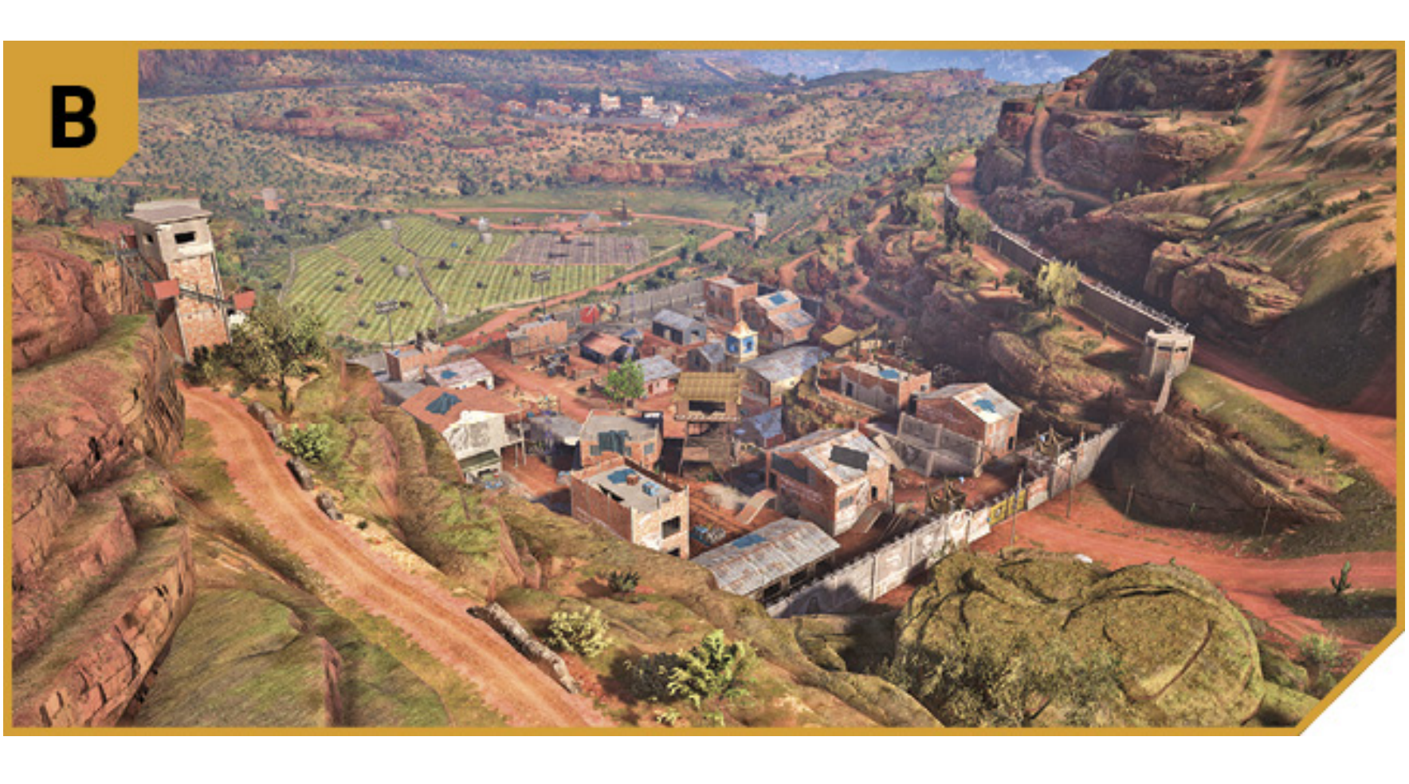
SOUTHEAST: CLIFFS AND MAIN GATE



Hike up the rocky bluffs to the southeast of the prison, and you have a commanding view of the area (and a great place to release a recon drone to cover the southern part of the mission area, including the HQ building). You can take out the foes at each side of the main gates (at the minigun nests), though this can be attempted at ground level, too.

Down at ground level, on the grassy ledge just southeast of the gates, there's a pill box with a foe inside. Lob a grenade or fire through the slit to silence him (this is best achieved from B using a silenced ranged rifle if stealth is important).

SOUTHWEST: OUTCROP AND SNIPER TOWER PATH



It's important to beware of two foes patrolling the pathway between the front gates that bends around to the sniper tower on the west cliffs above the base. Avoid or remove them simultaneously, to keep them from raising the alarm.

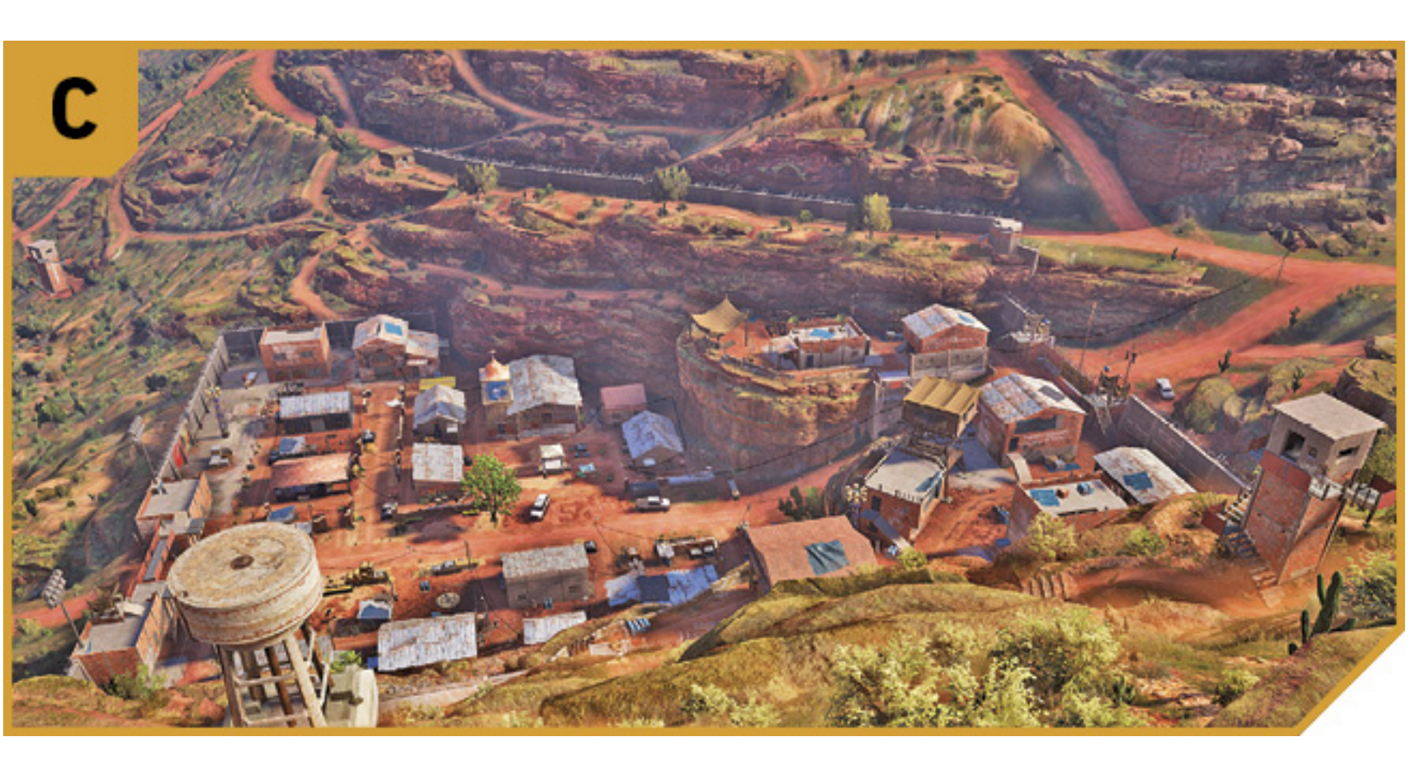
The outcrops around this area are excellent for recon, especially the area around the target building (L), and the front gates. You can snipe the foe inside the pill box by the east road (near A), but you may need a more head-on position to tag the two minigun nest enemies on either side of the gate.

The gate itself is accessible if you use a cartel-approved vehicle. There's a car parked in front of the gate that's suitable, but only use this if you're throwing caution to the wind, can take the reinforcements (or you've shut the base down previously), or want a prolonged firefight.

Alternatively, you can enter the base by removing the sniper at the west tower, dropping down from the pathway to the concrete ledge that runs alongside the HQ building, and cross to the balcony (at the northwest corner of the HQ building) and around to the upper floor of the building where the laptop is located. This can be done with zero kills, and without anyone even noticing you. When the mission concludes, leave via the far south end of the concrete ledge, climbing up and onto the rocks, near the parked car.

Climb farther up the cliffs to the west, above the sniper tower, and you have phenomenal views of the most important buildings in the prison (L), as well as both alarm pole panels. Head up to the top of the tower, and you can even (from 280 meters away) shoot the foe at the mortar, way off at the north end of the prison, enabling you to remove all threats and even cause a slight disturbance away from where your teammates need to go.

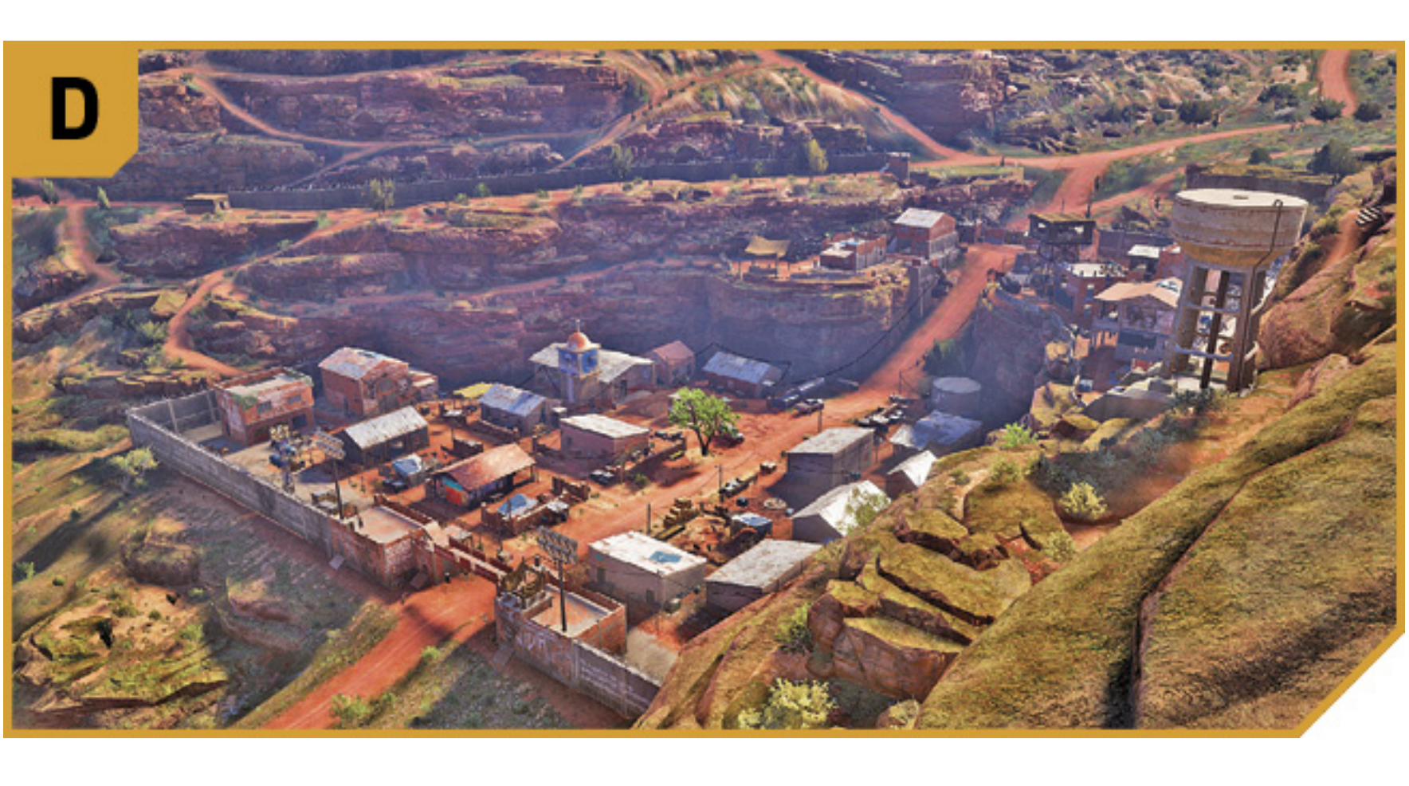
WEST: WATER TOWER AND CLIFFS



This offers similar views to the area just south of the western sniper tower; head down from the road above (and west of) you and set up camp here. Drop any foes at the north gate near E, and those around J and K, as well as L.

Drop down to the north end of the concrete ledge running along the west perimeter of the prison. Head between the barbed wire, eventually dropping down to the same ground level as the target building. You can continue down to K, or head southeast to L and complete the objective. Obviously, watch for foes, and circumvent the alarms and mortar first.

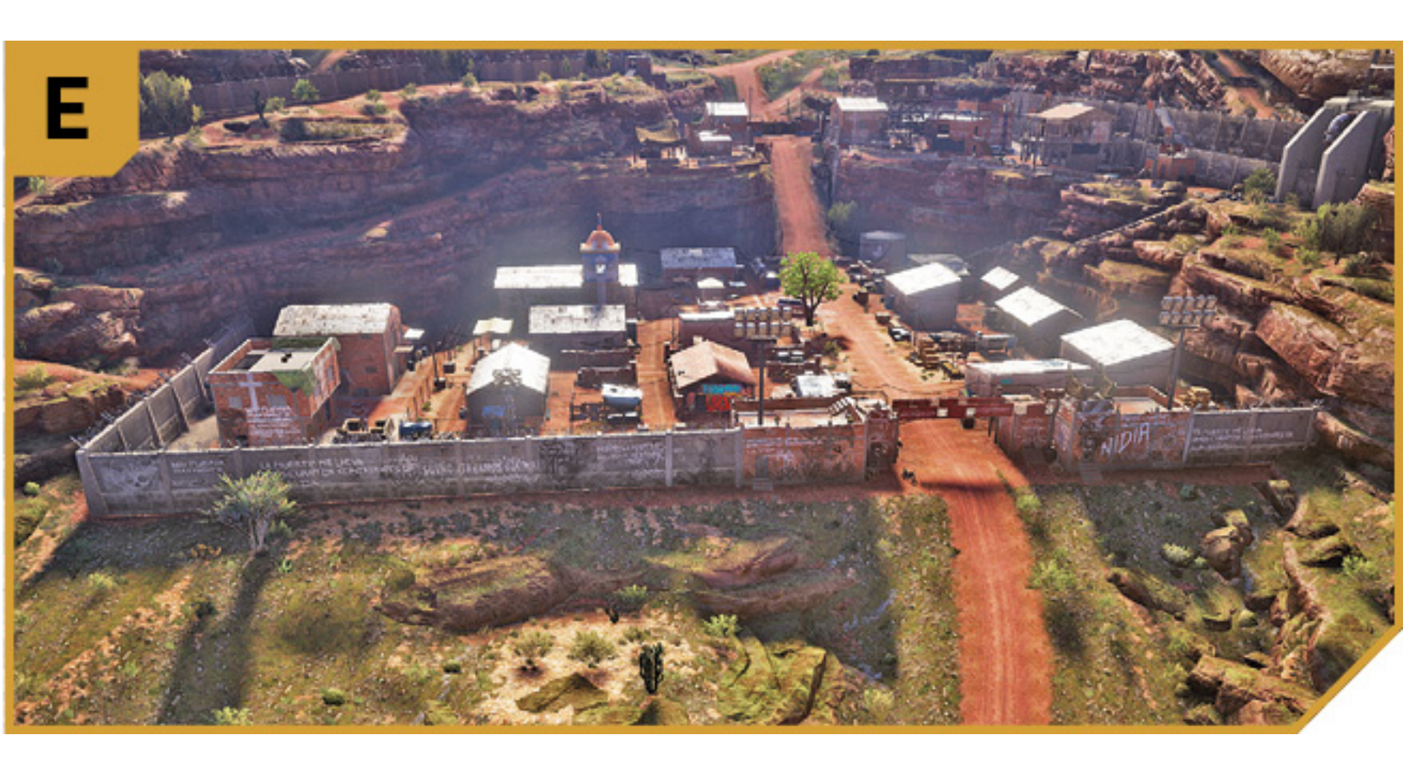
NORTHWEST: CORNER CLIFFS



Climb down from the road to the west, or up from Flores Farm to the north, to this sloping cliff face that allows good views of the north end of the prison. Scour the area for enemies to drop (the foes above the north gate, and the west sniper tower enemy, for example), as well as the two light poles and north alarm pole. Though, you need to shoot each individual light panel out, which isn't recommended; shut the power down at the generator next to the HQ instead, if you're worried about too much light.

You can also descend and drop down into the western corner of the base, just the other side of the perimeter wall, or move along the rock outcrop to the foundations of the water tower. It's worth staying as high as possible, so you can see more foes, and aim at them more easily, but you can sneak up to the enemies on the north gate from ground level too, if that's your bag.

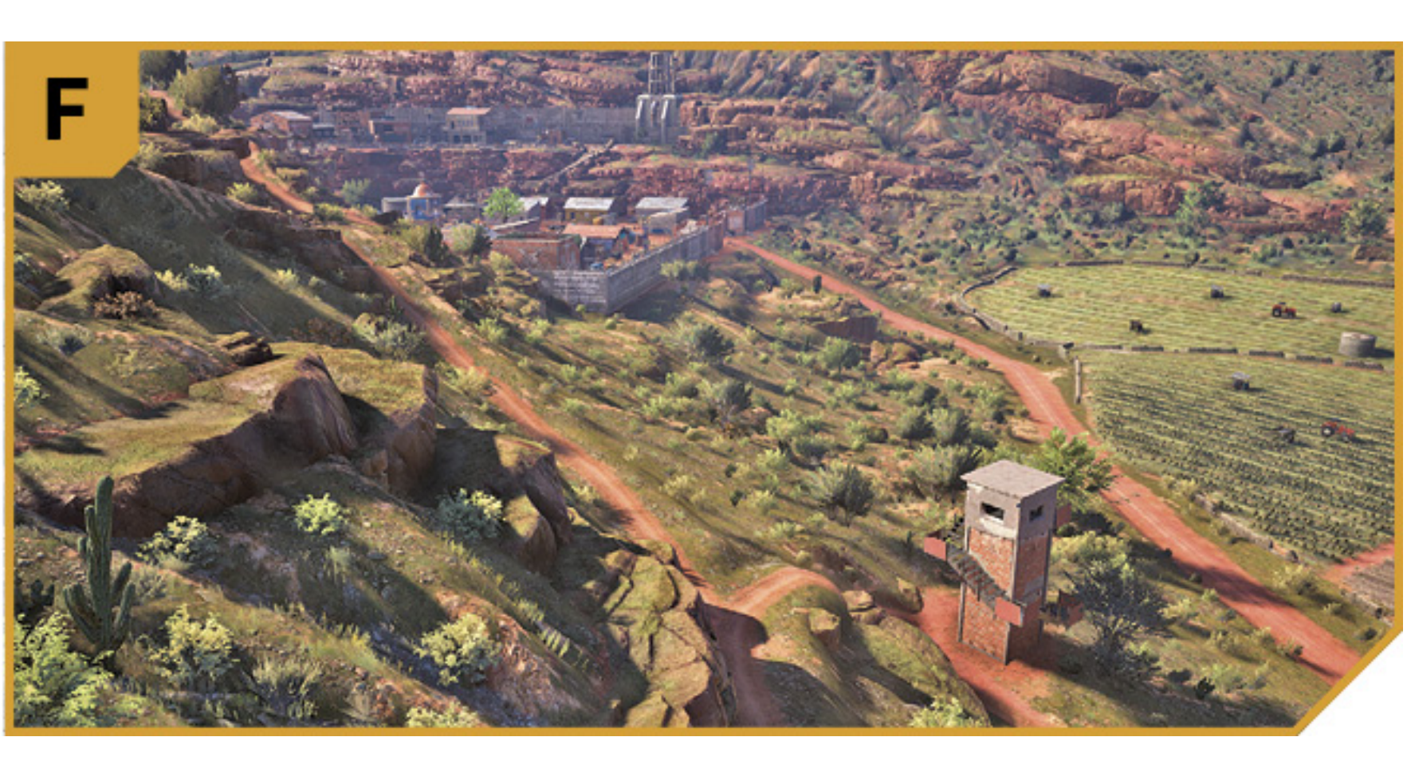
NORTH: NORTH GATE



This is more of a bridge than a gate, but it does allow non-cartel vehicles into the camp if you drive in from the north. There are a couple of foes patrolling the area beyond the north perimeter walls, so watch for them, as well as the sniper at F, and the sniper on the gate bridge itself. You can also (just) hit the alarm panel near both light panels in this area, too.

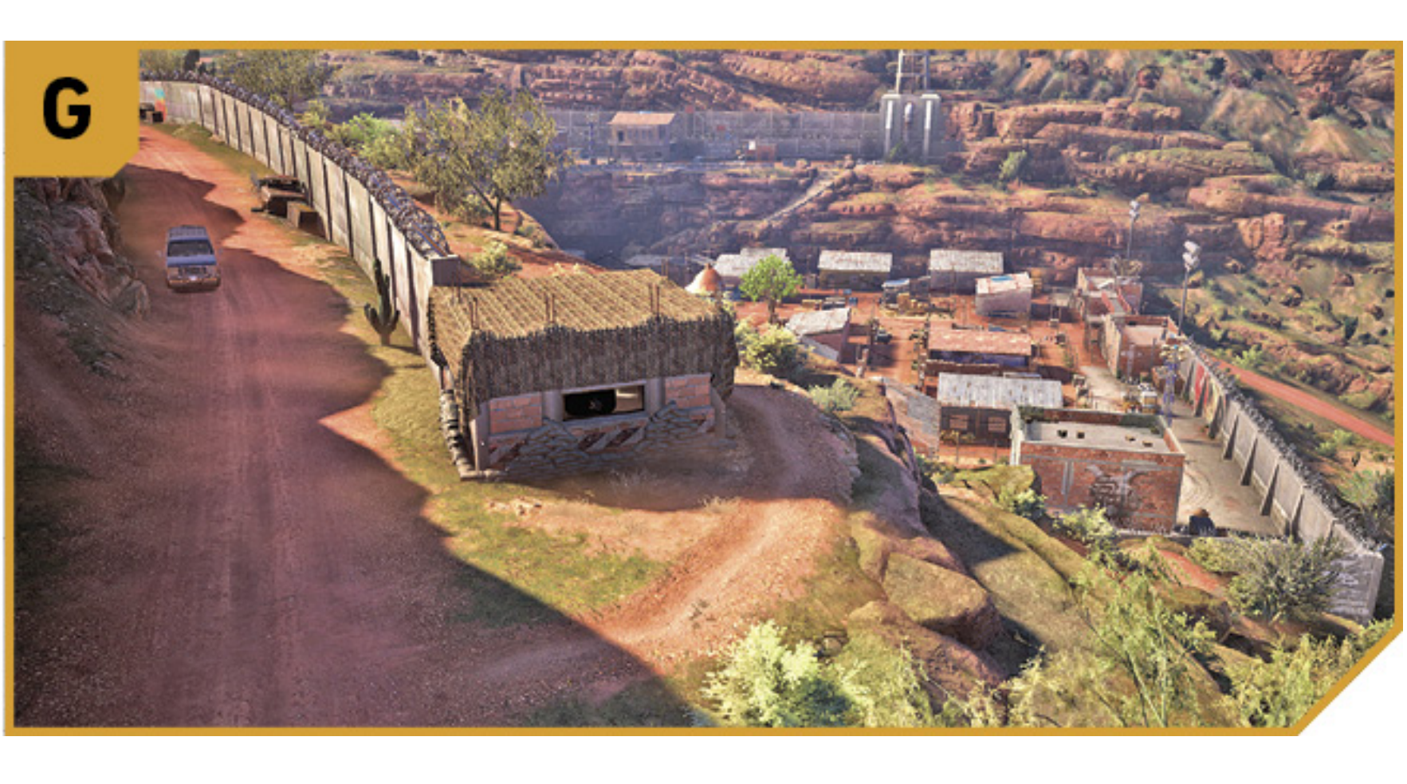
The perimeter wall is too high to breach, and this isn't a recommended insertion point unless you're using vehicles, and have bloodshed on your mind.

NORTH: LONE SNIPER TOWER



Expect a sniper, and a second infantry foe at this lone sniper tower near the road and paths. These aren't necessary to defeat unless you're moving in this part of the outskirts of the base. The tower doesn't offer enough height, and is too far away to help assist your team, so spend as little time here as possible.

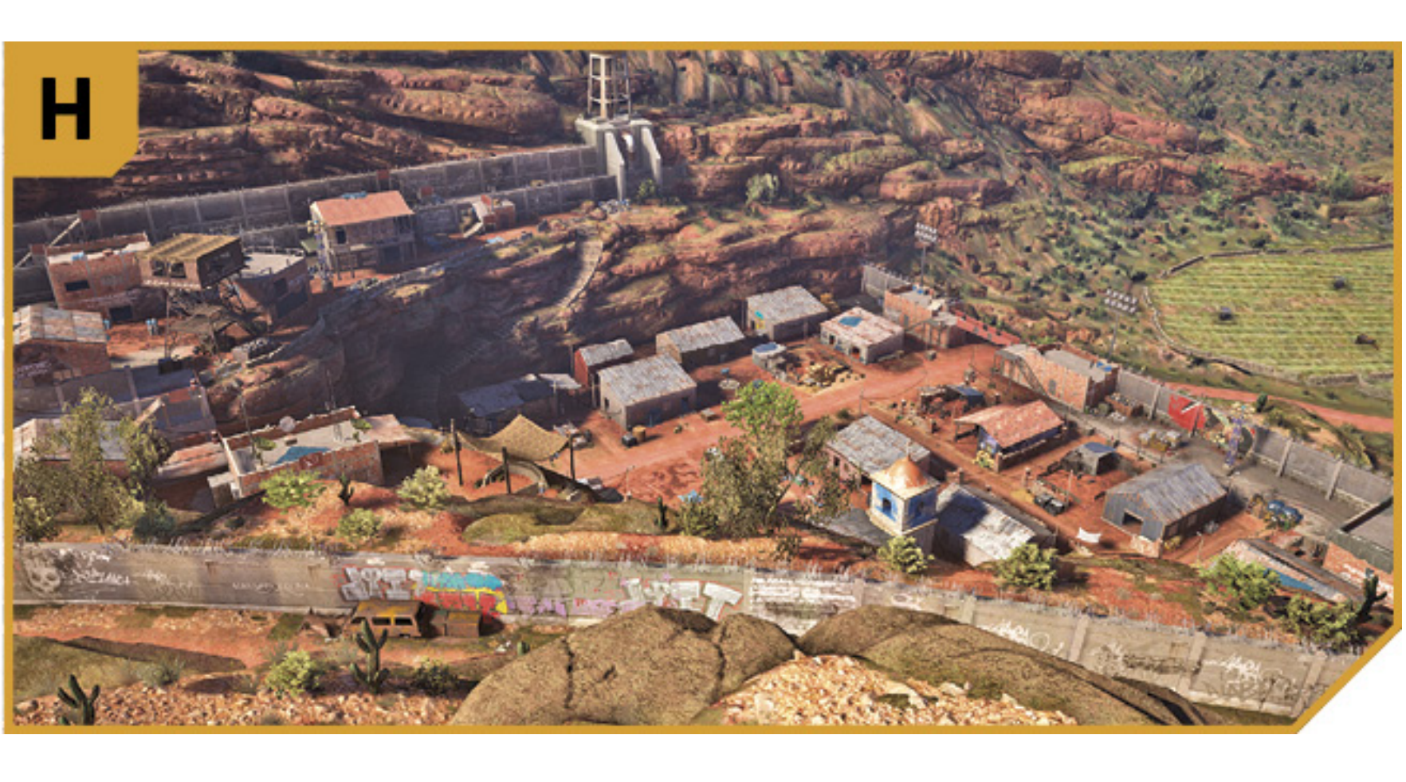
NORTHEAST: FIRING POST AND PERIMETER WALL



Situated on the main road, you can outfox the minigun operator in this firing post by sneaking under the window slit, and shooting him from the rear entrance (or lob in a grenade if you don't care about stealth). This structure is at the start of the east perimeter, which allows you to jog (or drive) along the inside of the wall to the pillbox near A (allowing easy takedowns of the foe here). From here, you can drop down into J, or better yet, I, and cause havoc, or distractions.

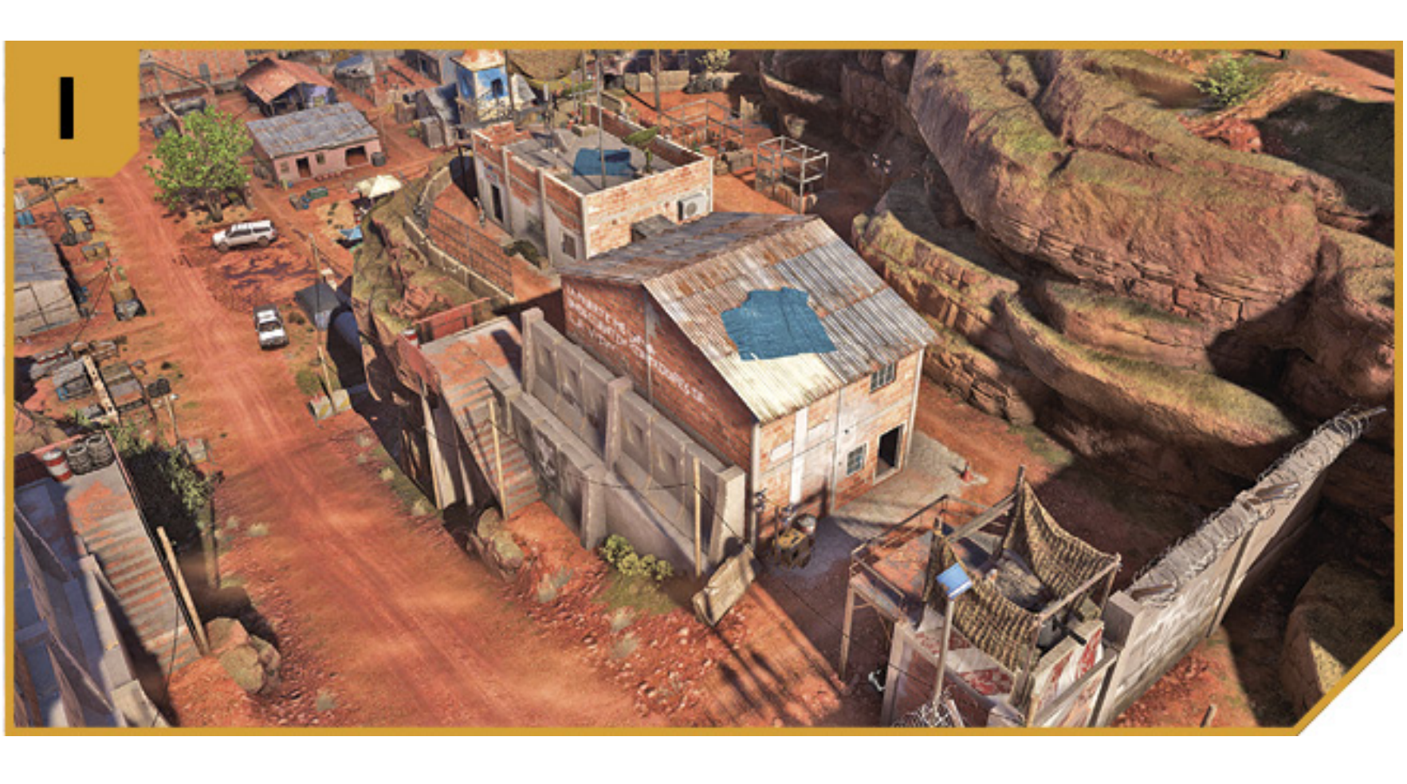
Don't forget the views from this perimeter allow you to snipe most of the large threats in this base: the snipers , the foe in the minigun tower, the alarm panels, and the mortar enemy, are all fair game.

EAST: ROAD AND CLIFFS



Though the cliffs above the road to the east offer a great view of the prison, you're a little too far away to offer meaningful sniper help. Instead, locate the graffiti on the exterior concrete wall by the burned-out van. Stand atop the van, and you can cross into the perimeter, and execute long-range plans detailed in "G".

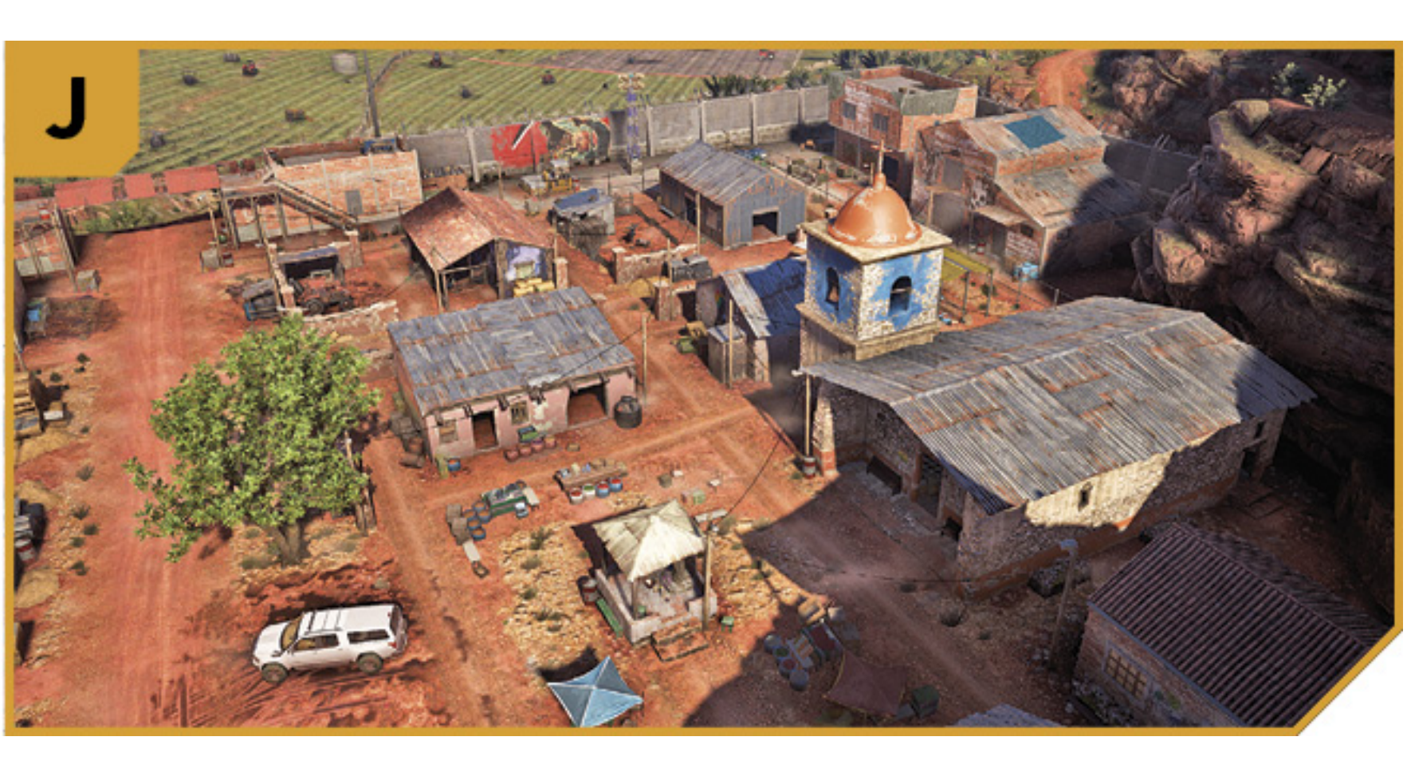
INTERIOR: COMMS CENTER AND CAGES



Approach this after entering using a vehicle at A, sneaking in from B or C (difficult, but not impossible), or dropping down from G (recommended). There's a cluster of foes, three buildings, a sandbag emplacement, and two small cages with rebels to free. You can also reach the minigun operator by the gate (east side) if you want to strangle him to death.

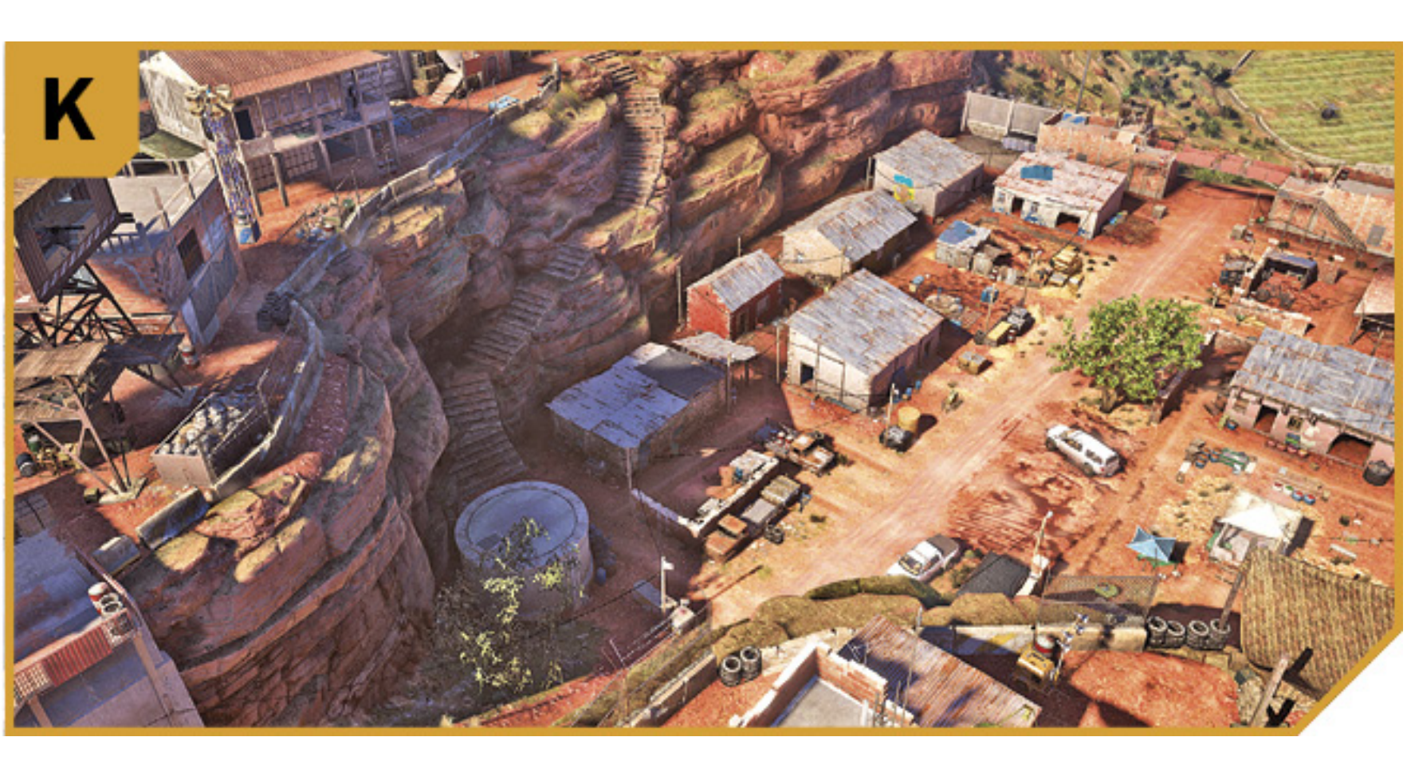
Try to remove all foes and release the rebels if you're planning to completely obliterate the enemy from this location; this is tactically advantageous as you can use the comms center and sand bags as cover, and fire at foes down at J and K (mainly the north gate enemies) as well as L. It's relatively secure too; foes can't really reach you except from the south gate; so lob in projectiles or set traps if you're here for a while.

INTERIOR: COMMS CENTER AND CAGES



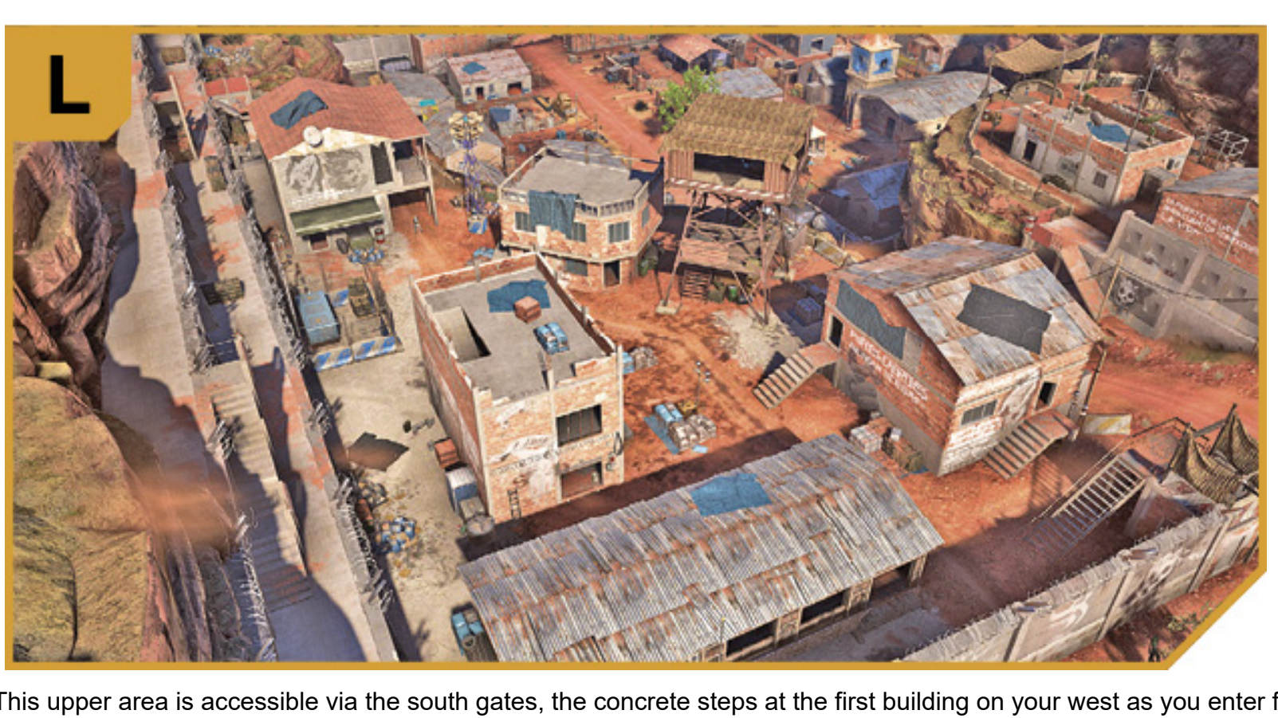
It isn't particularly helpful to lark around in this area, unless your plan is to coax enemies here with a distraction grenade or flare. There are few foes, and the area is open enough for them to be dropped at range from the previously-discussed locations. Remember to remove the alarm pole panel and mortar foe as a priority. If you're trying to infiltrate, there's a gap in the barbed wire in the northeast corner, down the hill from G, allowing you in behind the two buildings adjacent to the mortar. Use this if you favor stealth kills at close range, and you're here during Co-op. Unfortunately, you can't get out from inside the prison using the same access point, so find a different way out.

INTERIOR: COCA SHEDS

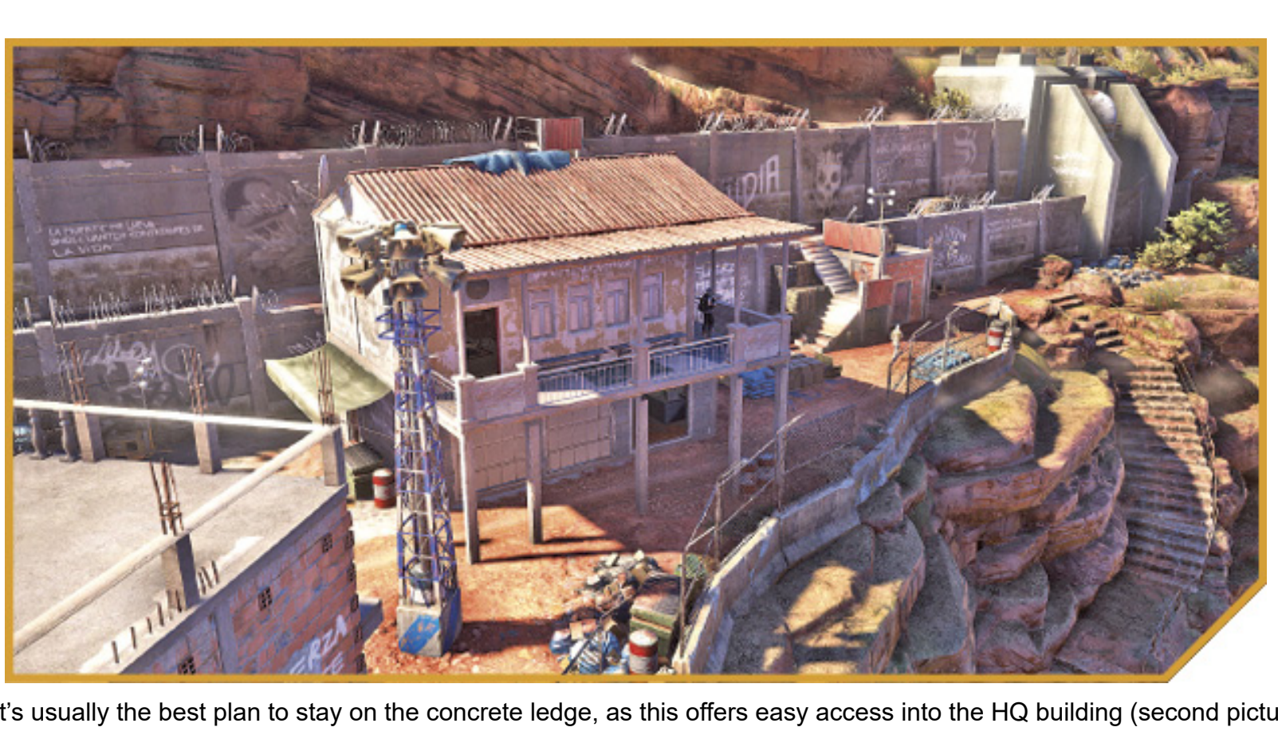


An unnecessary area to scout, unless the battle is going awry and you need a place to hide. It contains six shacks, a few exploding barrels, and very bad positioning if you're trying to assault the HQ building above you. Head here if you need to hide during an escape, and you're heading for the north gate.

TARGET: HQ BUILDING AND MINIGUN TOWER



This upper area is accessible via the south gates, the concrete steps at the first building on your west as you enter from these gates, or via dropping down at B or C. The generator, HQ building, and largest concentration of foes are here, so it's usually better to defeat them from above, sneak past them, or at the very least remove both alarm pole panels so no reinforcements arrive.



It's usually the best plan to stay on the concrete ledge, as this offers easy access into the HQ building (second picture). You can also lob grenades and snipe the minigun operator from the roof of the brick structure south of the HQ building, which is the other multi-story building of note in this area. You can snipe down, place mines on the building stairs to stop you from being attacked from behind, and cause a bit of havoc before the target laptop is hacked.

The HQ building itself has a garage door to enter on the northeast side, a doorway by the trash on the southeast side, a smashable window and stairs on the southwest side, and a breakable window on the northwest side. The stairs are ideal, as they take you up to the exterior balcony, and around into the warden's bedroom office where the laptop is.

PRISON ROSARIO: OTHER TACTICAL ADVICE

SOLO: Infiltrating this base is deceptively easy as long as you take care of the installations that can really affect your team's chances of victory: the alarms and mortar. Wipe these out as soon as possible, and you only need worry about the foes on the ground, and outside the north perimeter.

For a stealth op with no kills, enter via the concrete ledge at B, over the gap in the barbed wire directly to the HQ balcony, and in to hack the laptop. Sneak out via the south end of the concrete ledge, at about the moment the enemy realizes what's going on.

For a series of competent takedowns, head to B, C, or D, remove the sniper at the west tower, climb it, and lob a grenade to destroy the generator, or snipe both alarm pole panels as your first plan. Then tag the mortar enemy, and send your team in to I, J, or K while you head down to the HQ building.

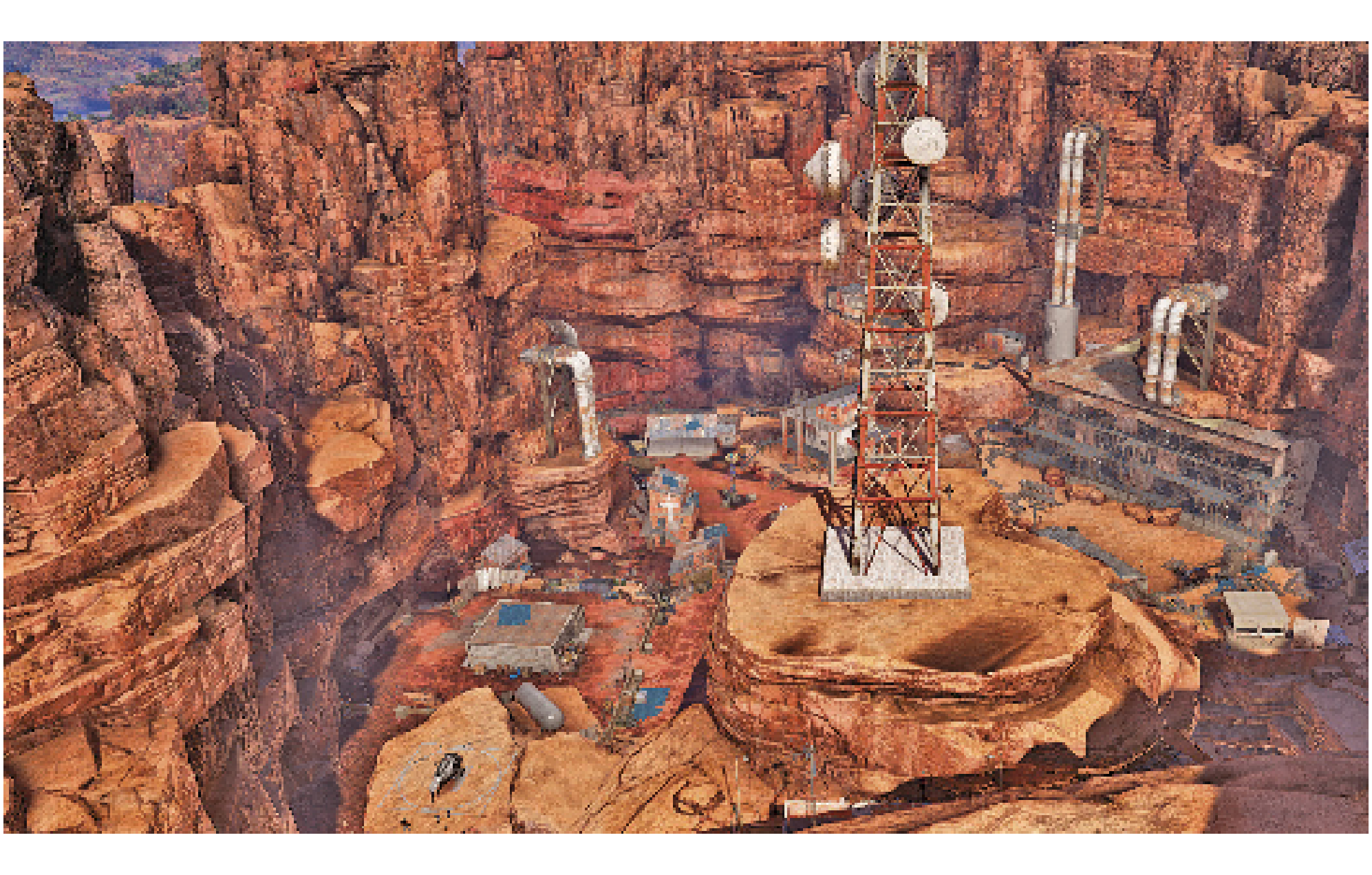
Don't forget you have Rebel Support options to try (Diversion and Guns for Hire can help), as well as rebels you can actually free to help you, at I.

A classic outflanking maneuver is always a pleasure to attempt with three friends. Have one come in from B, removing the alarm and generator at L, along with the west tower sniper and foes at L. Ghost #2 should head to D and drop enemies at the north gate, and anyone milling about the main lower yard (J and K). Ghost #3 should remove the sniper and foe at F, anyone outside the base in the farm area, then move to G, remove the pillbox foe, and head along the inside of the east perimeter to join Ghost #4, who's hopped over the graffiti-covered wall at H, and is laying waste to foes at I. Once everyone is dead, complete the mission.

Or, approach in two separate vehicles, one driving in from the north, the other (cartel-approved) vehicle approaching from the south, and cause as much havoc as possible. A more measured Ghost should probably tackle the alarms before this happens, and then complete the objective while the others act as distractions.

San Mateo: El Pozolero

La Carcel Del Pueblo



OBJECTIVES

- **Locate the prison**
- **Deactivate the prison’s generator**
- **Talk to the rebel leader**

LOCATIONS

- **La Carcel Del Pueblo**

REWARDS

- **+ 500 XP**

BRIEF

La Carcel del Pueblo is a prison high up in the mountains where high-ranking rebel prisoners are taken for interrogation. Free the rebel prisoners and find one that can provide information about the disappearances.

MISSION ACCESS

Locate Major Intel in San Mateo Province in order to access this mission. You can also unlock this mission by proximity.

GENERATING AN ESCAPE PLAN

Around 1.4 kilometers southeast of San Mateo Alpha, “the town jail” is slightly more imposing than you might be expecting. This is a massive set of cliffside cells cut into a huge gorge, overlooking a brutal hangman’s square at the north end of the interior, with the ground heading up a series of ridges to the southwest, to a supply exit. You’re here to kill the lights, kill any guards you need to, and free rebels so they can help kill the cartel. Killing is definitely assured.

CAUTION: MINIGUNS DON’T MATTER

There are four miniguns (at A, close to B, in the main road through the gorge entrance below D, by the generator at E, and a fourth inside the base on the ridge overlooking hangman’s square near the cliff wall cellblocks). There are also three alarm poles, too (one at the base entrance near A, one by the generator at hangman’s square, and a third below I at the supply entrance). However, the base is vast enough, and the objectives far away enough from the miniguns, for them not to play a major role in stopping you. As for the alarms, though you’re able to shoot them, they deactivate after you remove the generator anyway, so concentrate on that, first.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

As the second objective is to deactivate or destroy the prison generator, why not make the most of this advantage by attacking during the night, and using night and thermal vision? Fewer foes are about (compared to the enemies shown on the guide map), and the previously well-lit base is plunged into darkness.

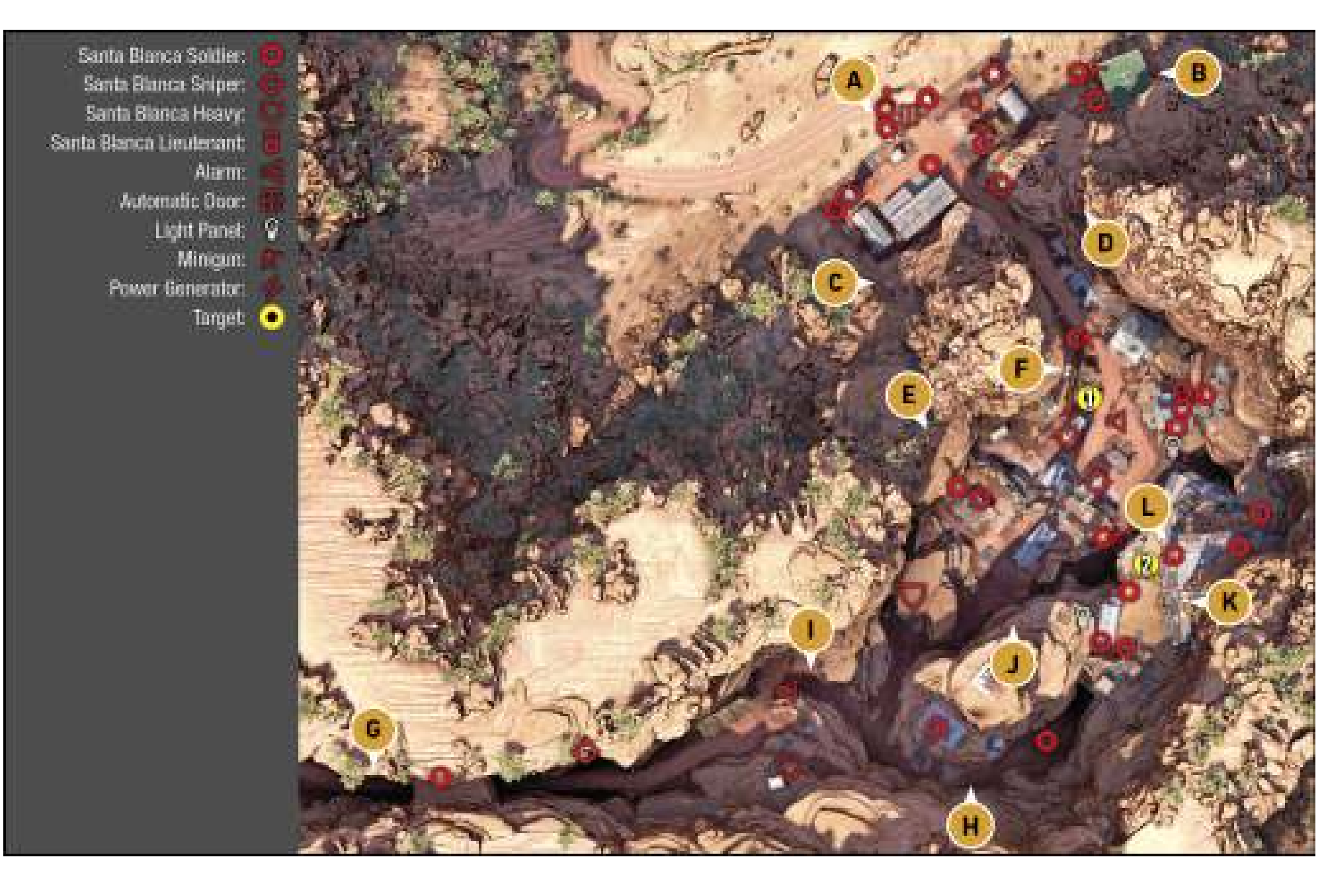
MOST RECON: SQUEEZING THE CHOKEPOINTS

Don’t think of this vast gorge as a huge and imposing enemy location, but as a death-trap for the cartel. Though there’s a sprawling, stepped base in here, there are only two narrow ways in and out; controlling these roads, even if reinforcements are called, and attacking from the cliffs above, are the keys to success.

MOST RECON: GOING CAMPING

The size of this location means weapons with a poor range (like shotguns) should be stowed in favor of high-powered, long-range weapons. This is a sniper’s paradise.

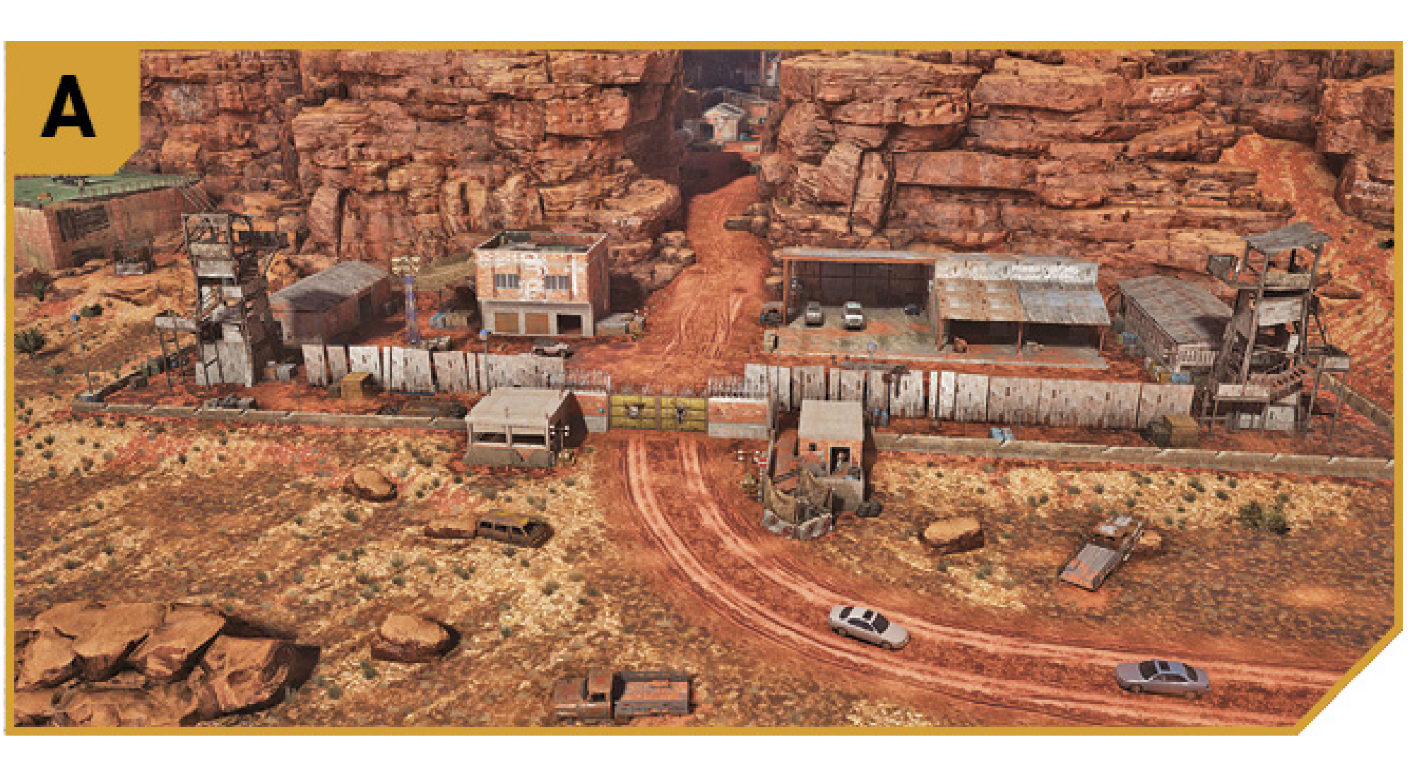
LA CARCEL DEL PUEBLO: RECON



TACMAP

Starting in the northern area, there’s a fortified base structure that’s reasonably easy to infiltrate, but leads to a gorge and the massive prison complex. There’s a hangman’s yard near a generator, across from an HQ building and gantry ways across to the two cellblocks carved into the huge cliffs that tower on either side of you. Farther south and west, the prison continues up a series of rock plateaus, to a supply entrance in the southwest.

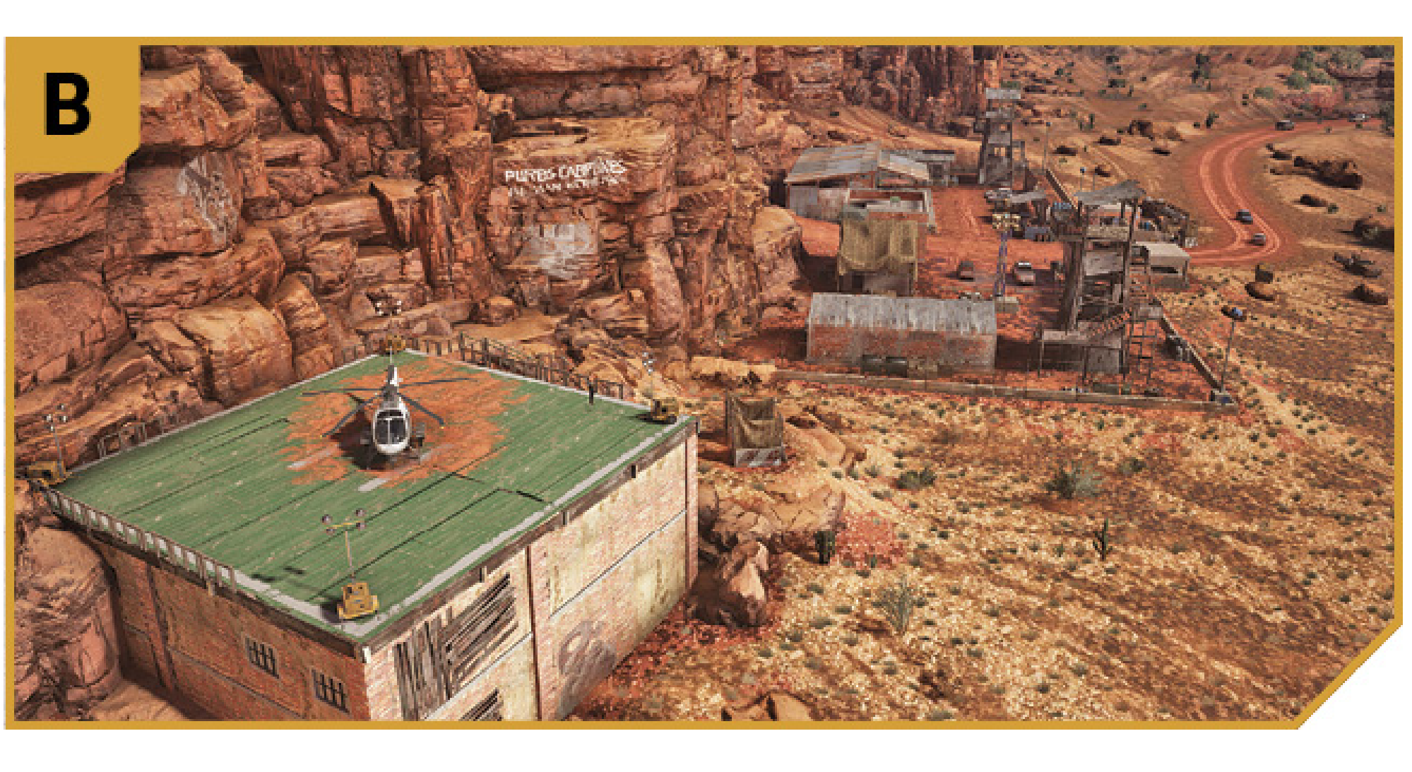
NORTH: COMPOUND ENTRANCE



This is the well-defended entrance to the prison, which isn’t anywhere nearly as easy to infiltrate as the supply entrance (G) or the cliffs (D, E, H, I, or K), so if you’re having problems getting into this stronghold, your “head-on” approach is likely the problem.

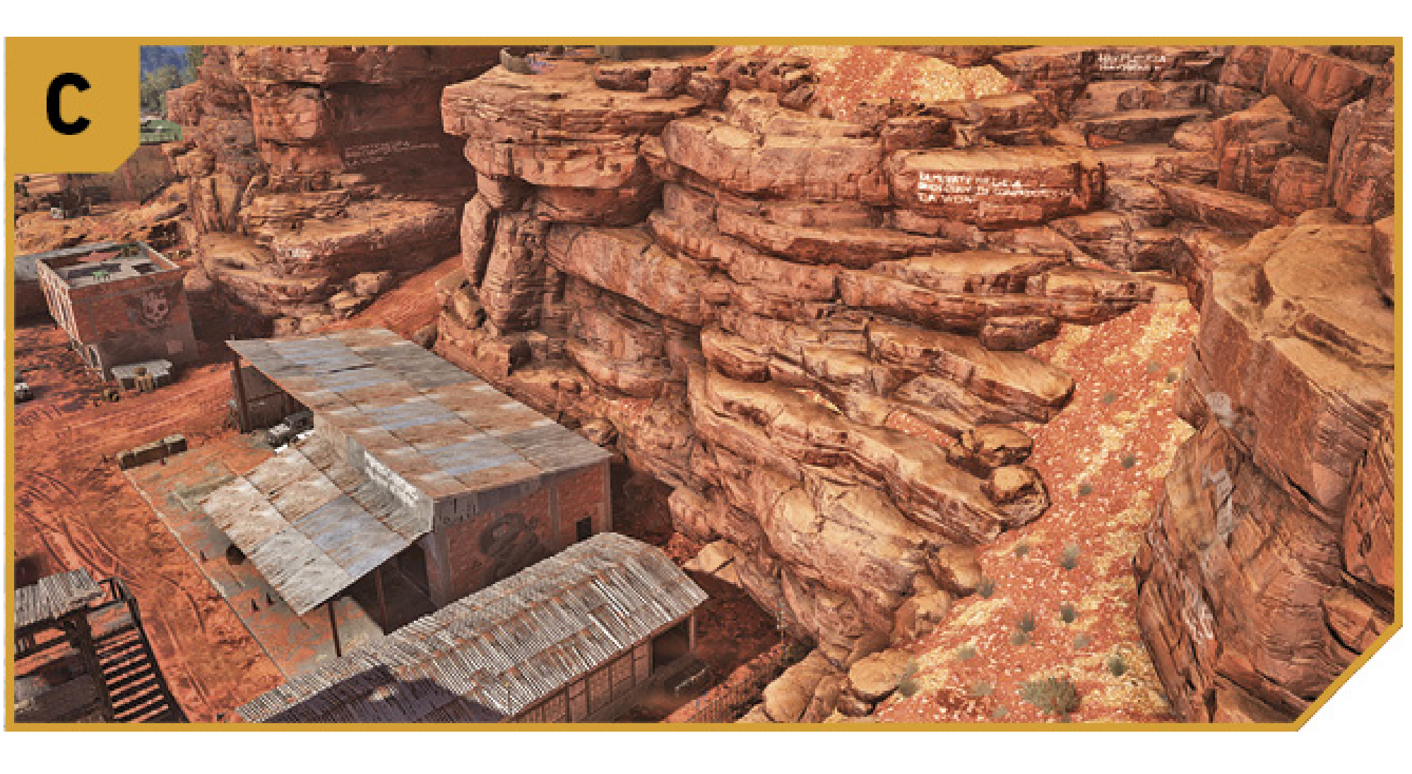
There’s a minigun nest at this entrance, another just to the side of the elevated helipad at B, and two sniper towers flanking the front gates (which also have a minigun nest to worry about). Ignore this area if you’re on foot, and only venture here if you’re tackling enemies, or you’re driving a cartel-approved vehicle through the gate, past the two security huts. Remember there’s a third sniper up on the rocks that’s even more troubling to neutralize.

NORTHEAST: HELIPAD, FENCE GAP, AND ROCK WALL



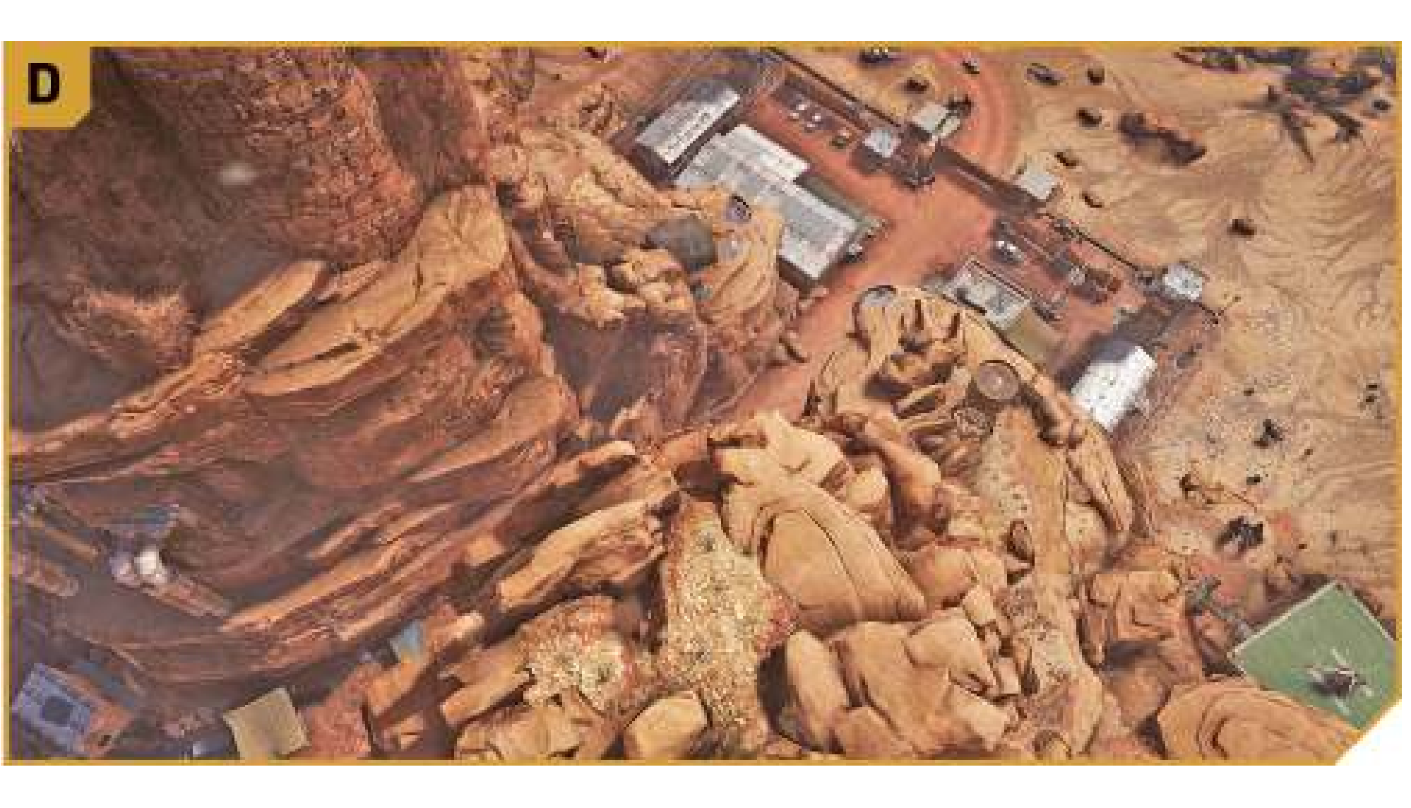
Approach from this direction if you’d like to remove the minigun operator from behind, then either enter the base at ground level via the small gap in between the side fence and the rock wall, or climb that rock wall to the promontory with the water tower and a sniper behind sand bags. You can take the place of the sniper after defeating him, allowing good aiming options down to A, the minigun inside the base near F, and the generator (F) itself, which you can snipe from this range, completing the second objective without having to step through into the prison.

NORTHWEST: FENCE GAP, AND ROCK WALL



This offers similar options to heading in from B; breach the gap in the perimeter fence and rock wall, and you can enter the base and check the mess hall for foes, working from west to east. Or, you can climb the rock wall to a promontory on the opposite side to the sniper’s overlook. This side doesn’t have a good view into the gorge, and the main part of the base though, so only head up here if you want to snipe the sniper, and the foes down below at A.

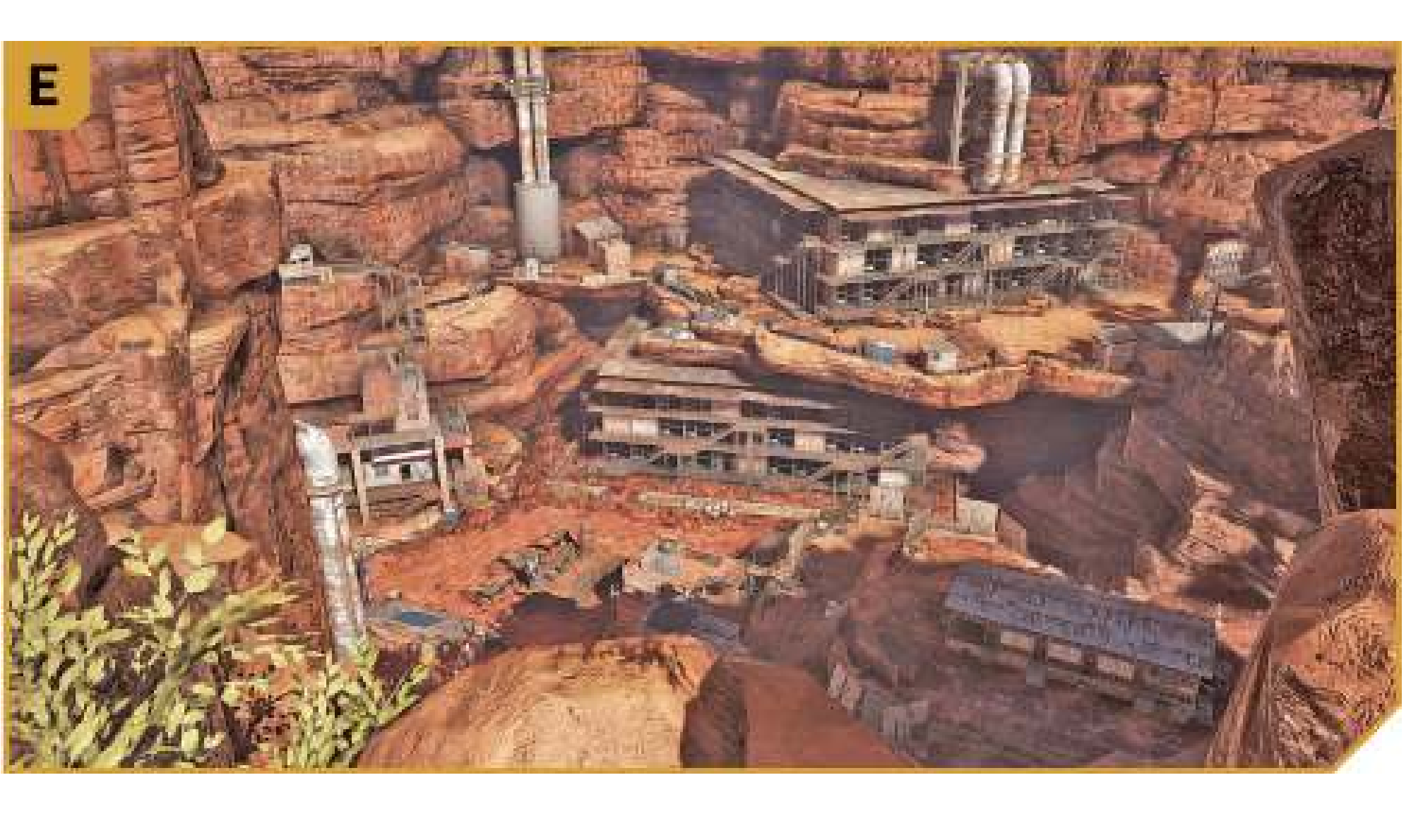
CLIFFTOP: SUPREME OVERLOOK



Take a chopper, or work your way in a giant counter-clockwise arc from G, past H and K, to this location high above the action. You can look down on the sniper at his sandbag overlook, at the ant-like enemies down at the base below (A).

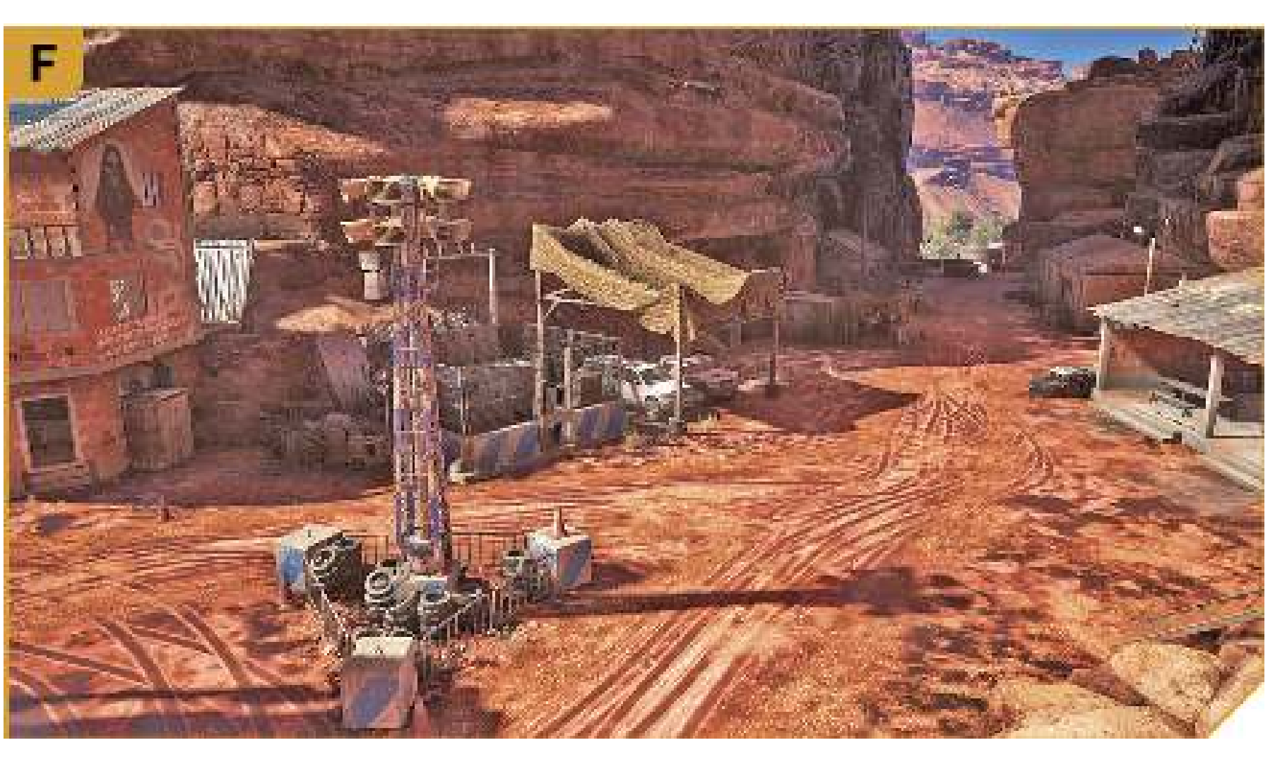
You also, more importantly, have sniping views of almost the entire base from extreme range, and can even see all three alarm poles if you move slightly (though the one near I is too far to destroy). Even better, you can snipe the generator, then work your way to K, carefully drop to the cells, and speak with the rebel leader, all without stepping onto the ground.

NORTHWEST CLIFFTOP: LOWER OVERLOOK



Head here by landing a helicopter on the flat rock outcrop, or descend after hiking here from I. Though you’ll die if you try descending down to the main prison area from here (though you can easily head down to C, but can’t get here from C), this offers an excellent sniping view of much of the prison. More useful during Co-op, you can create crossfire opportunities from here, firing at foes to distract them from others on the gorge floor. You can just about fire at the very edge of the generator from here, too (completing the second objective).

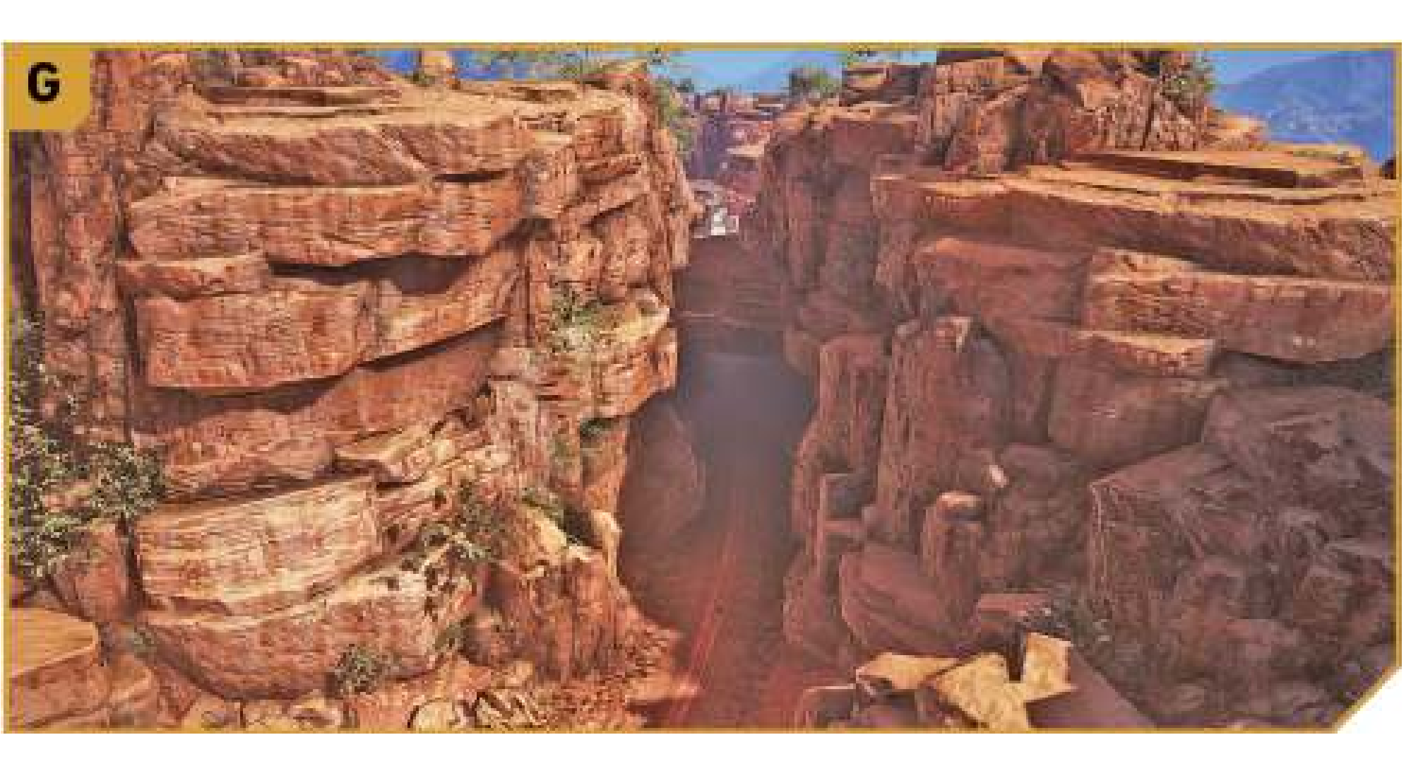
● TARGET #1: GENERATOR AND HANGMAN’S SQUARE



This is on the gorge floor in the northern part of the main prison area. Just north of it is a minigun nest, and it is adjacent to an alarm pole, and the main hangman’s square. A large cluster of the prison’s foes are in this immediate vicinity, including a couple of snipers. The good news is that once the generator is offline, 16 rebel prisoners from the cellblocks at L join your cause. You just need to figure out whether you want to be on the ground or on the cliffs above.

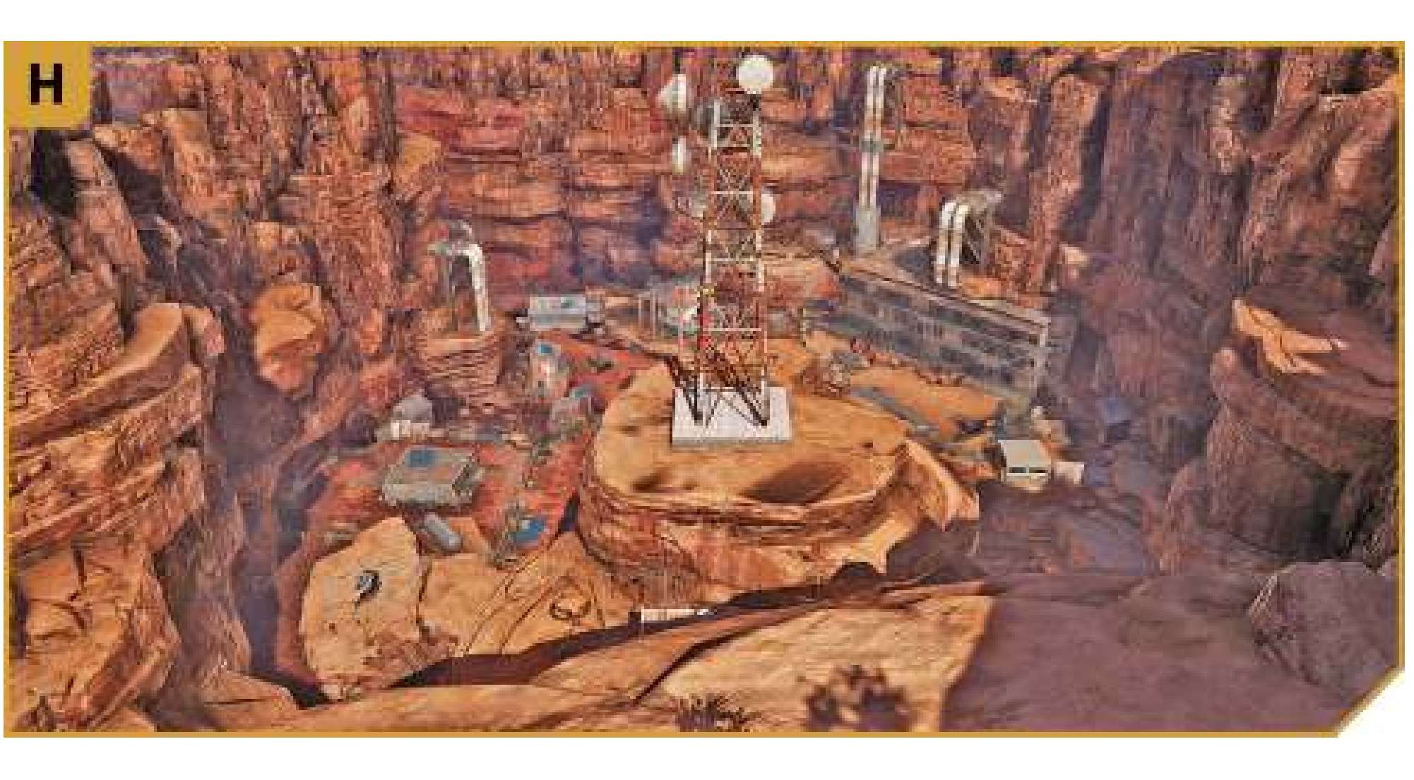
The HQ building to the east, across the gorge, has gantries to reach the upper cell blocks (though the rebel leader is down below), and the ridges to the southwest offer increasingly elevated ground locations throughout the gorge, toward the supply entrance.

SOUTHWEST: SUPPLY ENTRANCE



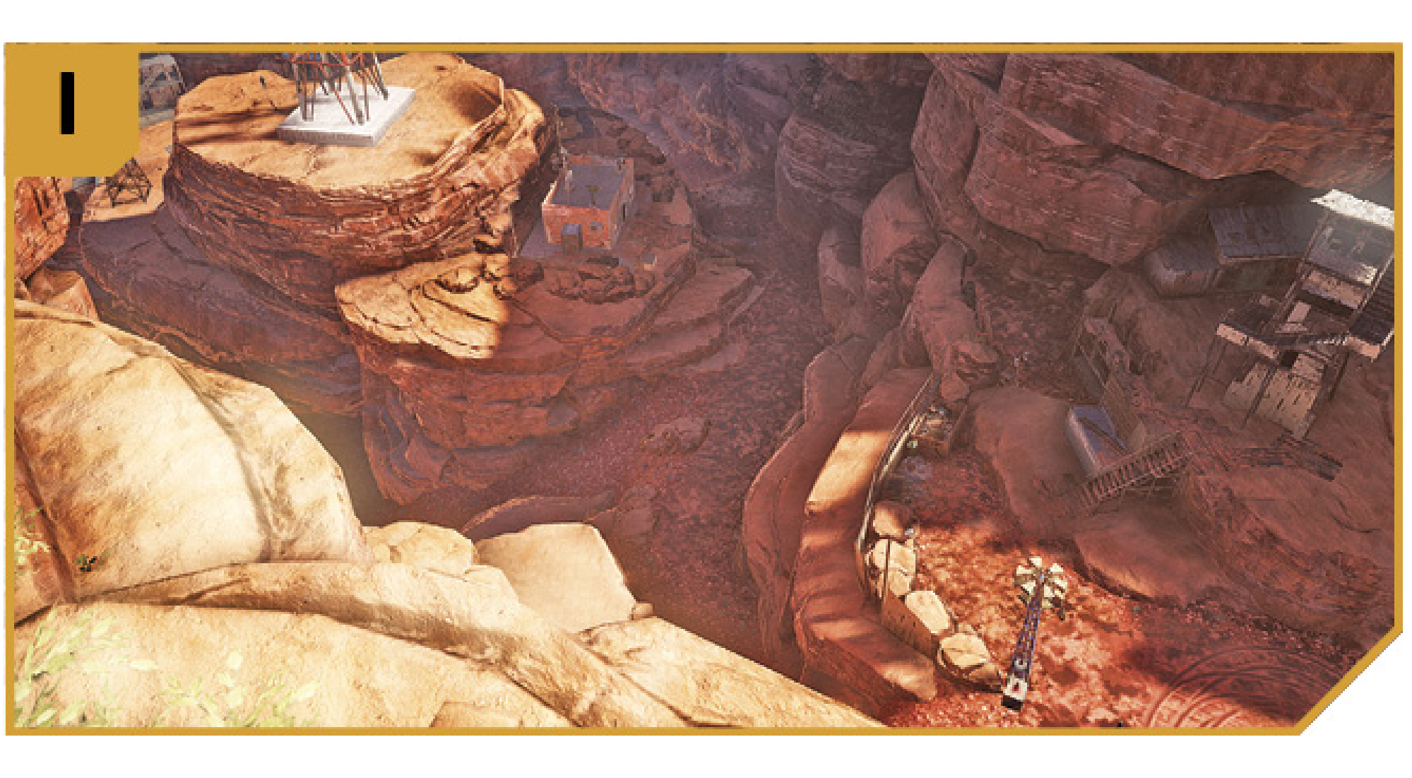
This is the recommended infiltration point for ground-level insertions (but usually once the generator is offline, so reinforcements don’t arrive if you’re seen and the alarms sound). There are few enemies here, especially compared to A, and the few that are here are spaced out enough for you to defeat them silently. You can also drive vehicles in through here, then stop near H or I, or continue and cause havoc as you tumble down the ridges to reach the generator (which isn’t a wise plan).

SOUTH CLIFFTOP: SUPREME OVERLOOK



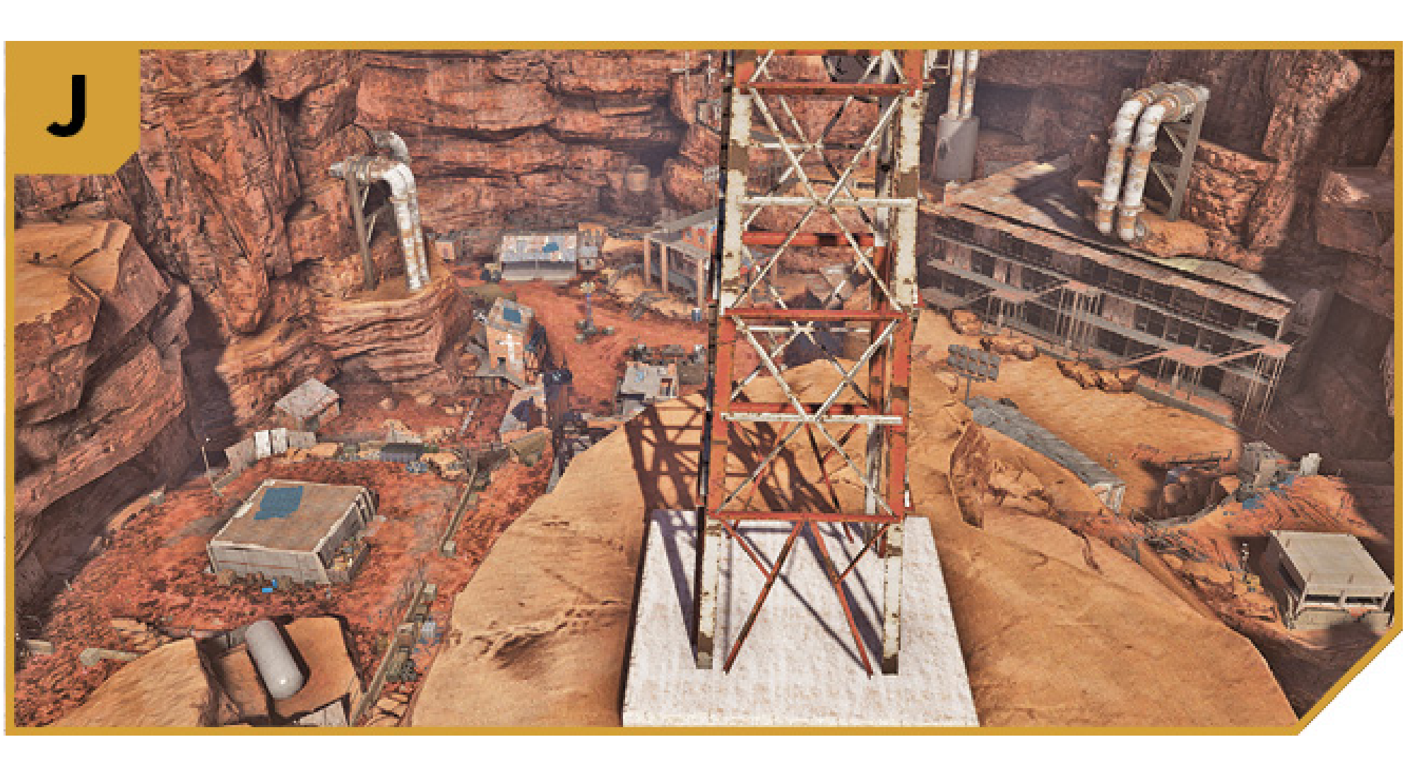
Get here by helicopter, then use this as the ultimate in safe recon locations, allowing you to see almost all of the base, and snipe from extreme distances. It isn’t as useful as the location at K (as you can’t drop down to the ground without killing yourself) but it offers great covering fire opportunities, and if you move northeast a little, you can see and shoot the generator.

WEST CLIFFTOP: SUPREME OVERLOOK



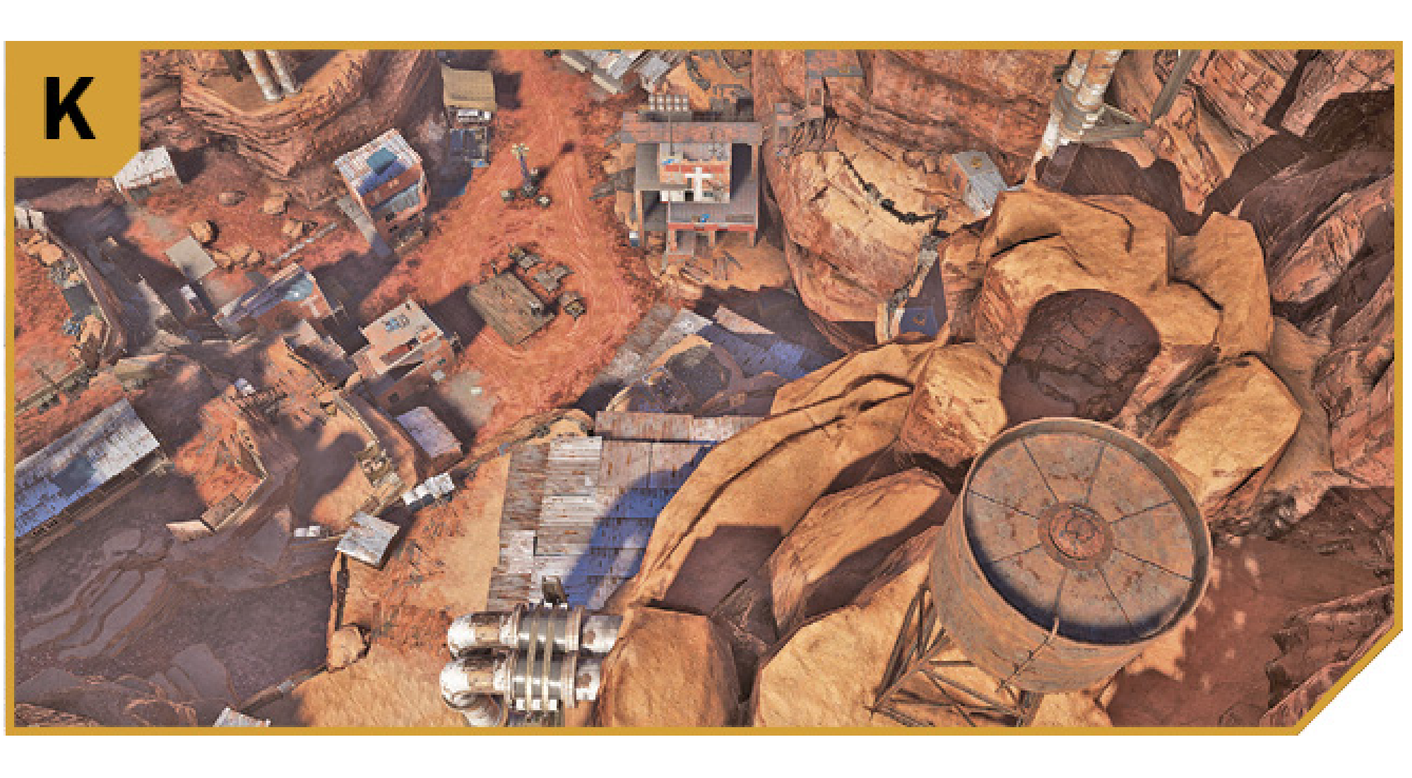
Get here by chopper. This offers views directly over the alarm pole at the supply truck parking area, which give you sniping opportunities to clear this side of the prison. This area is unique in that with careful dropping, you can land on lower ledges without killing yourself, and onto the ground, if you need to follow other Ghosts in. The dropping needs to be exceedingly precise so you don’t overshoot a ledge and kill yourself, however.

COMMS TOWER RADIO MAST PLATEAU



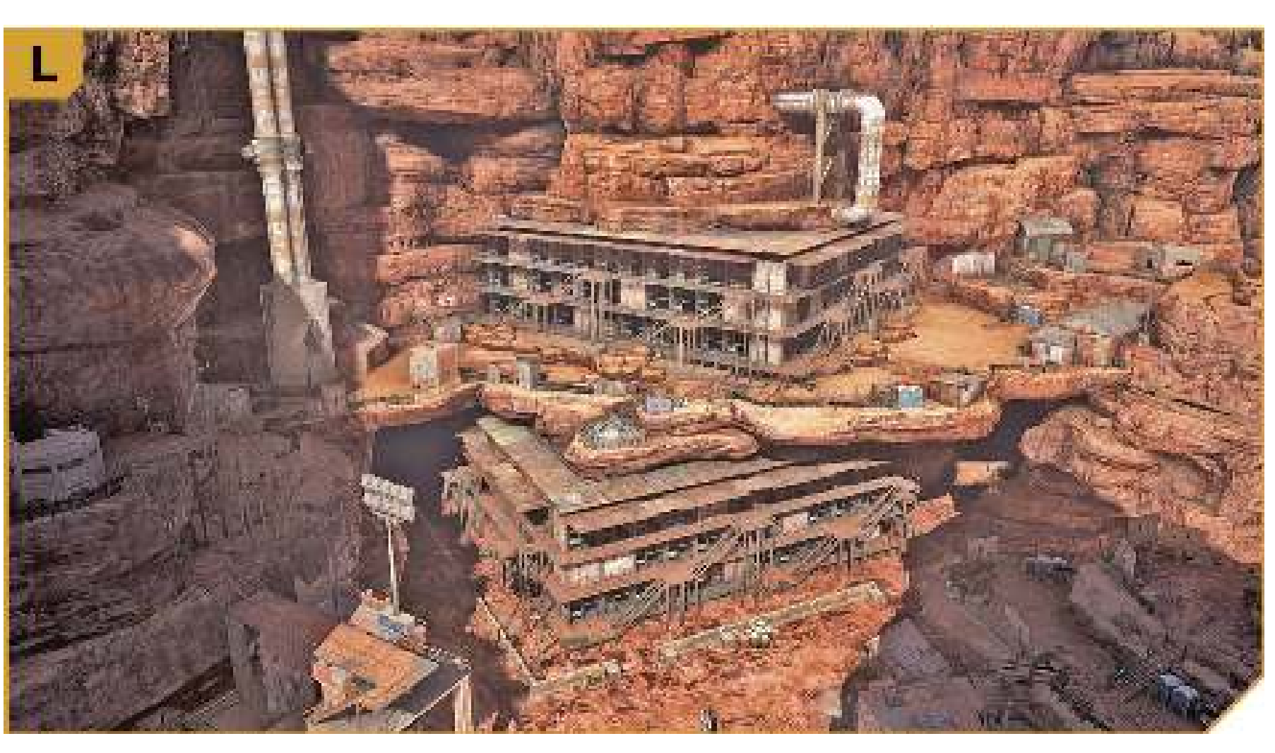
Though you can infiltrate each side of the rock island moving up or down between both prison entrances, heading here (ideally from G), and climbing up to the base of the radio mast allows you great sniping and covering options as the rebels assault the rest of the base.

EAST CLIFFTOP: SUPREME OVERLOOK



This is the optimal location for completing this mission with skill: Chopper in and move to the rusty water tower at this point which is directly above the prison. Snipe the generator, either before or after you (carefully) drop down the rock wall below you, landing on the metal roof of the cell block itself. You need to descend further to reach the rebel leader, but you’re able to get to him, and launch the insurgency, without using either of the road entrances.

● TARGET #2: PRISON BLOCK AND REBEL LEADER



The rebel leader is held in the bottom level prison cell, close to the edge of hangman’s square, and is always in the same location. Once the generator is shut down, the cell doors open, and 16 rebels join in the fight. The rebel leader says put, enabling you to reach and talk to him, where you receive pertinent information about how El Pozolero disposes of dead bodies. The mission then concludes, but you still need to get out of here!

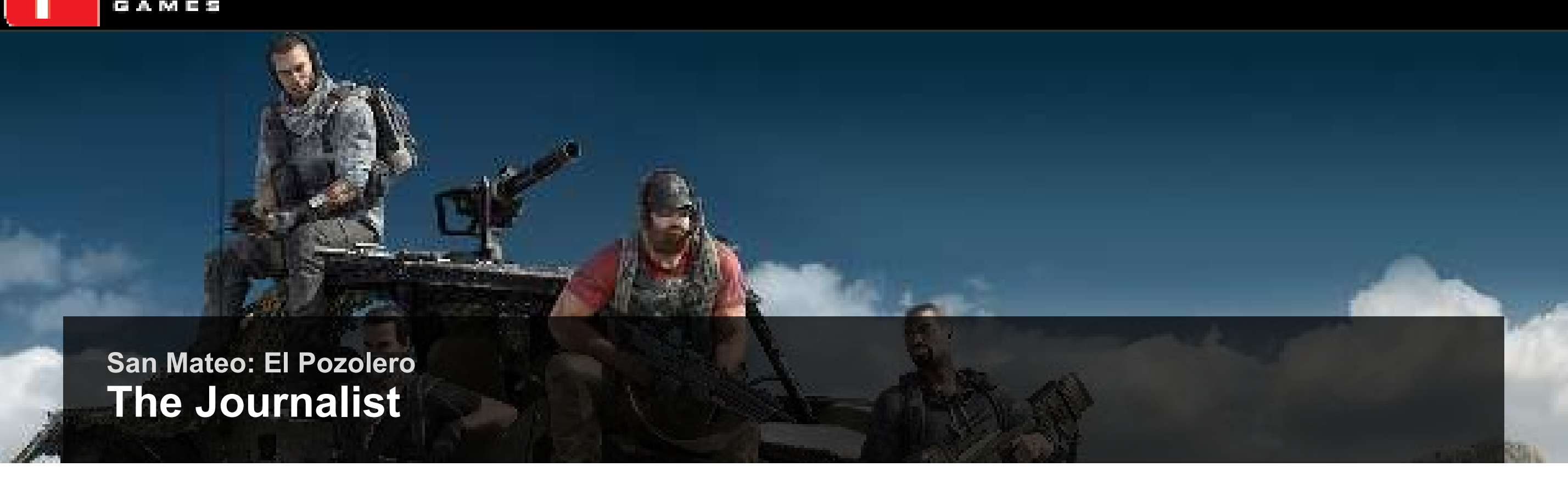
LA CARCEL DEL PUEBLO: OTHER TACTICAL ADVICE

SOLO: Remember that you need to physically reach the rebel leader, and then escape the prison, so you must be prepared with the knowledge of how to exit this place at the very least. The easiest way to reach the leader is to chopper in to K, drop down to the roof of the cellblock, then down to where the leader is, watching for patrols. Lob a grenade and destroy the generator (you can do this from very close to the leader’s cell), and then quickly speak to the leader. After the chat, sprint up toward J, locate a vehicle (there’s usually a bike) and drive out of the base, toward G. Or, you can push on with the assault if you wish to clear the prison entirely. Or, you can fly an explosive drone to the generator and destroy it remotely.

Another option is to start at G, and silently shoot down or melee strike the individual foes along the narrow supply road gorge, working down the ridges from G to J, until there’s only the foes across from the hangman’s yard left, as well as enemies at the base at A. Then you can storm the rest of the place. It’s obviously wise to do this with 16 additional troops helping you. It’s always easier to face the foes at A last rather than first; and if they try to head down to the generator, booby-trap the road with mines. Once you’ve removed the generator, you can attack with whatever additional forces you wish. How about a helicopter?

If you’re after a bit of biking fun, drive in from G, speeding down the ridges to the generator, which you can quickly destroy before biking to the leader. Ditch the bike when it becomes more of a curse than a blessing to your progress. Or, you can try this supply route with an armored vehicle, parking it above the hangman’s yard and using it as cover.

CO-OP: Use a Solo plan, or split up your crew with one on the clifftop at D, another at K, and two in a vehicle approaching from G. That way you have great coverage of the map, and can gradually work your way through the spread-out foes, with the clustered ones to the north and in the base at A left for last, or kept in check by your snipers. Feel free to call in a mortar strike, or even more rebels, once the prisoners are set free.



San Mateo: El Pozolero

The Journalist

OBJECTIVES

- **Reach the journalist's last known position**
- **Talk to the rebels**
- **Free the journalist**
- **Escort the journalist to the rebel safehouse**
- **Talk to the journalist**
- **Photograph the journalist's notes**

LOCATIONS

- **Rebels (Unmarked)**
- **Outpost (East)**
- **Rebel Campsite**

REWARDS

- **+ 500 XP**

BRIEF

We've learned that a Bolivian journalist named Lupe Vera has been in San Mateo investigating the disappearances for the past several months. We need to locate Ms. Vera and find out what she knows.

MISSION ACCESS

Locate Major Intel in San Mateo Province in order to access this mission.

HELLO, VERA

Locating the journalist means befriending a small group of rebels at a burned-out area of buildings just west of a cartel outpost. The outpost itself is just east of San Mateo Bravo, and you can ignore the rebels and assault the outpost, ignoring the first two objectives, if you wish. Free Lupe Vera from a cage on the cliff edge of this precariously-positioned camp, and extract her. She must be led to a waiting vehicle and extracted.

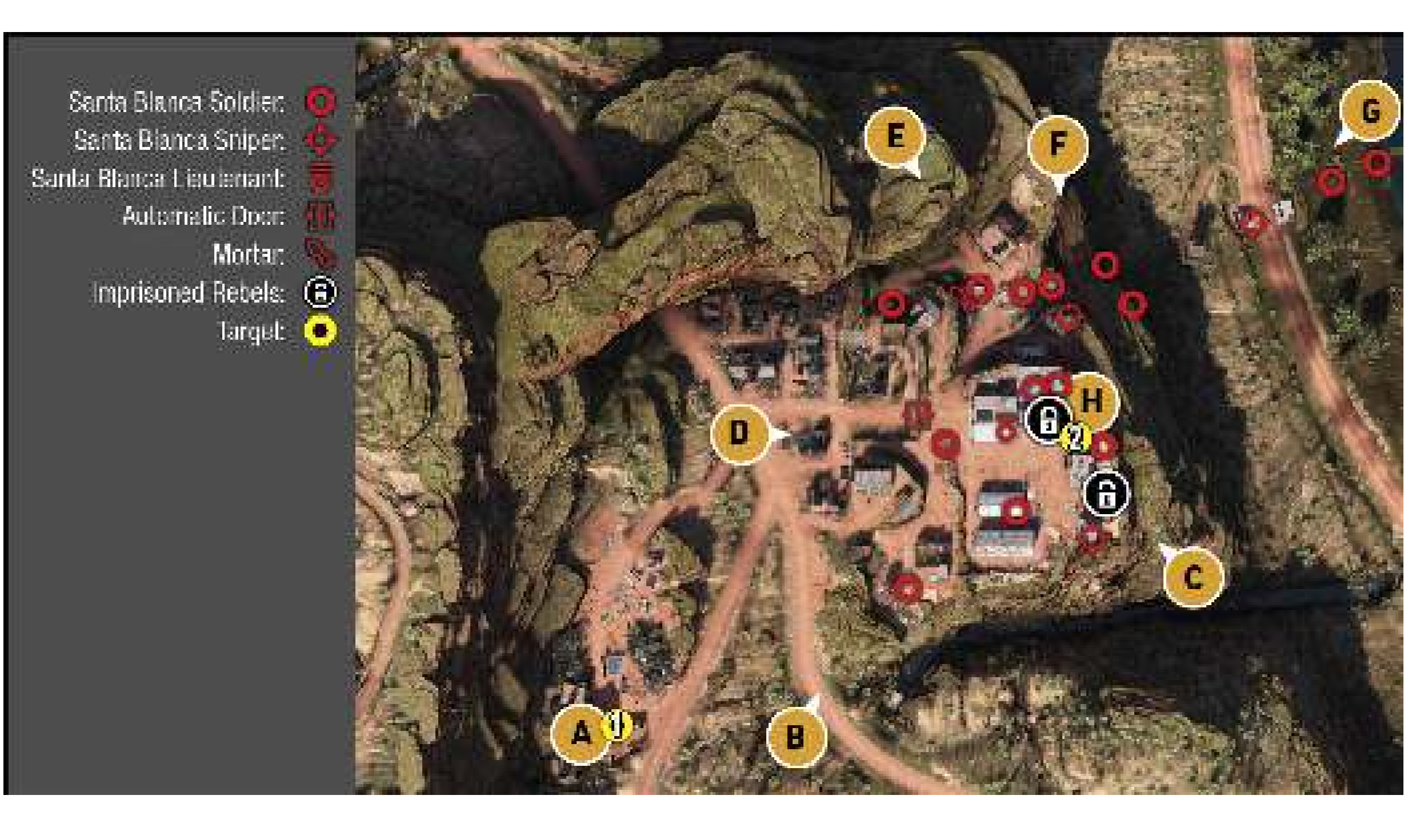
CAUTION: MORTARS AND LESS

You're in luck! The outpost monitoring the river border to the east doesn't have a large number of installations to worry about, only a mortar, manned by a cartel thug to the northeast of the main camp area (in the "dip" of the main dirt track through the camp, before the cliff steps down to the east road). Otherwise, the main problems come from the snipers.

MOST RECON: REBELLION IN FULL SWING

Should you reach the rebels in the burned-out buildings near the diggers, and speak to the rebel leader, they automatically head down to the Outpost and fight alongside you. If you don't want or need their help, skip the first two objectives and recon the outpost.

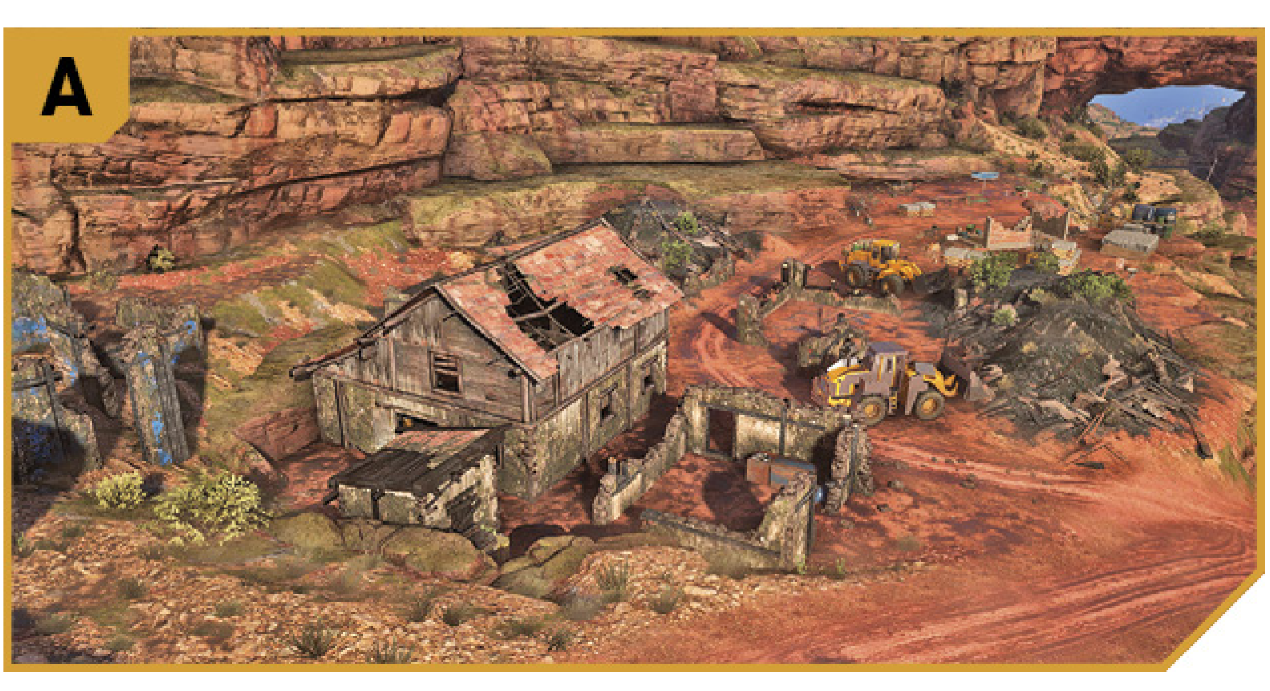
OUTPOST (EAST): RECON



TACMAP

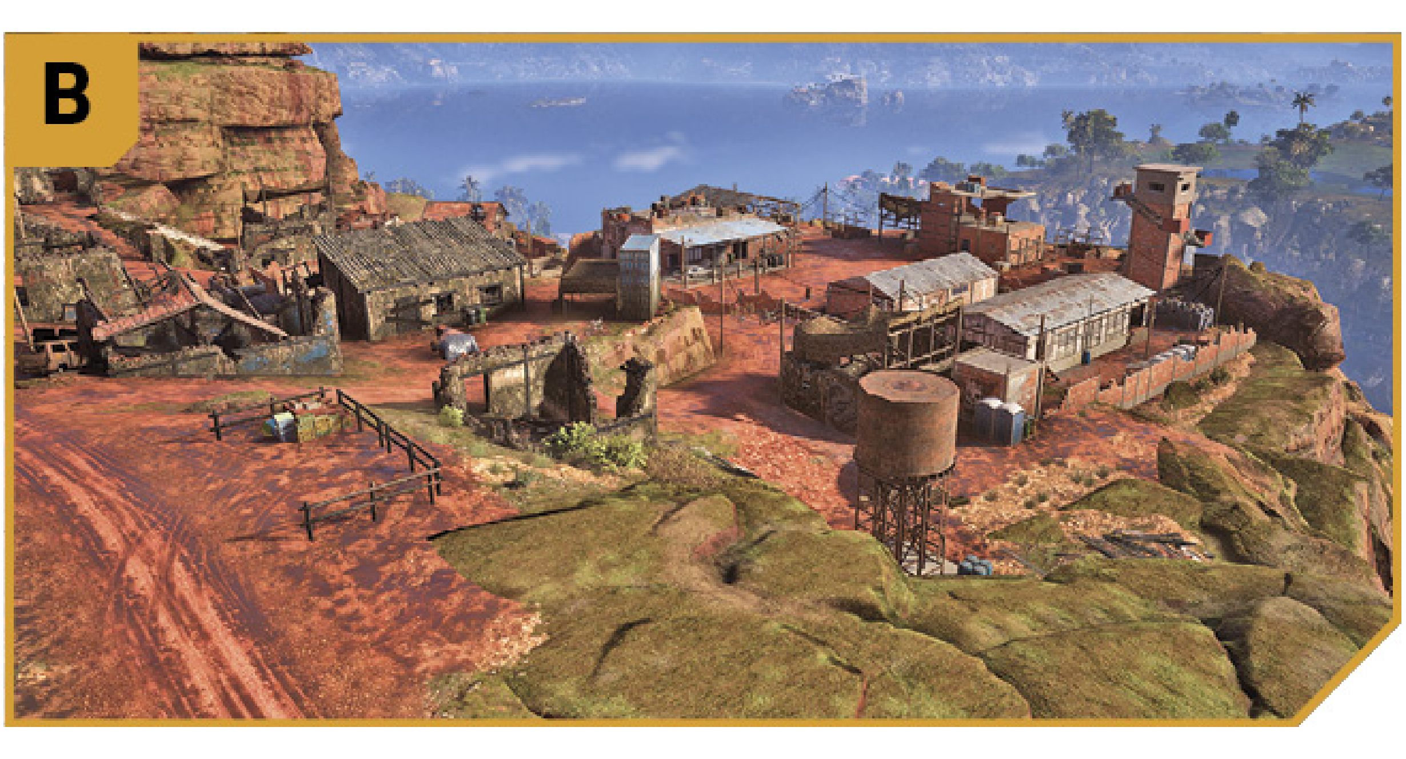
The small outpost where the journalist is being held (on the eastern edge of the upper area) features a single mortar installation, and a couple of sniper towers to worry about, along with a steep cliff-side path down to the road and river on the far eastern side of the area, where a third sniper tower and small checkpoint are. Simply concern yourself with the enemies on the upper area, unless you're wanting to extract the journalist in a more novel direction (down to the east road, and out).

TARGET #1: REBEL LEADER



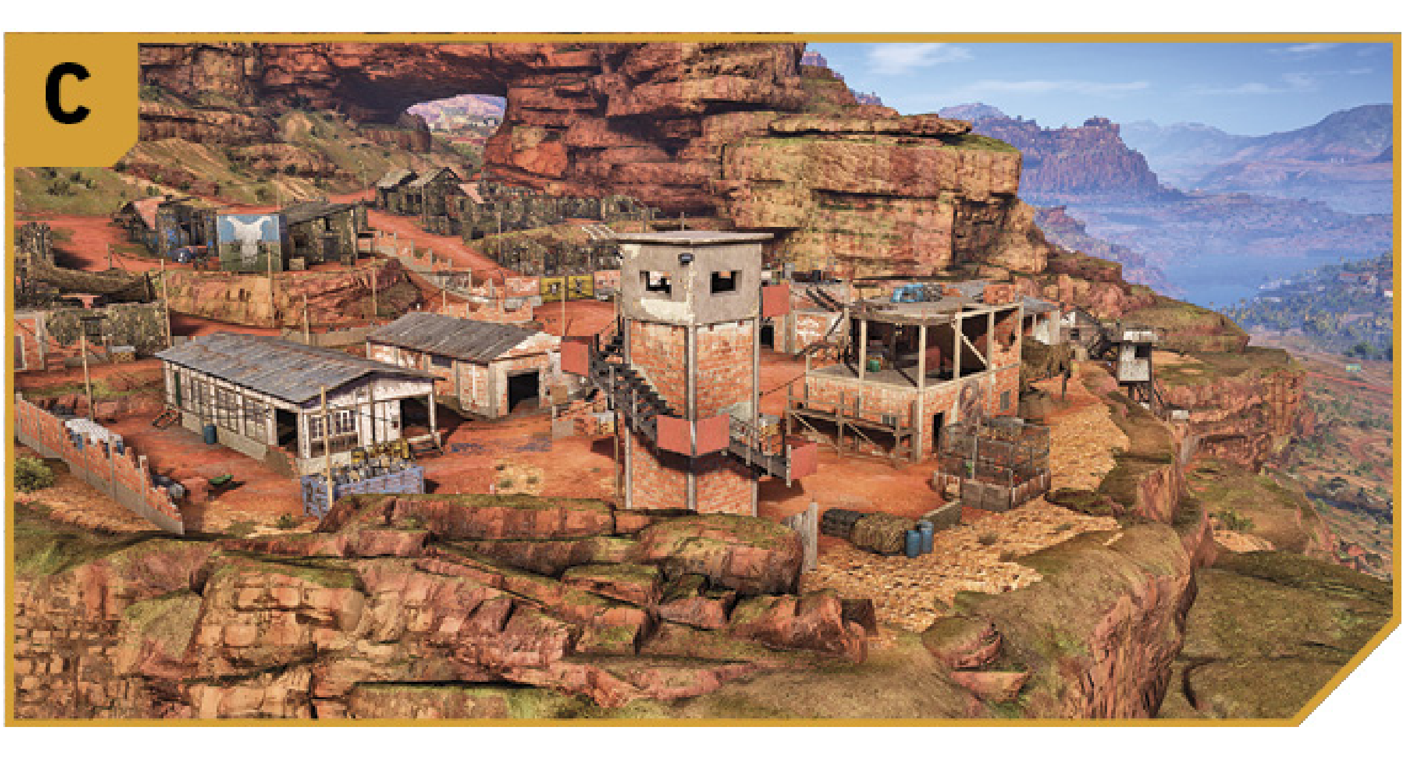
The rebel leader and a couple of friends are hiding in a small abandoned home near some ruined cottages and digging equipment. Use the diggers if you want to attempt a moveable defense and bring it into the base via B (or use it for protection). The rebels, after speaking to the leader, usually attack the outpost from D.

SOUTHWEST: WATER TOWER INFILTRATION POINT



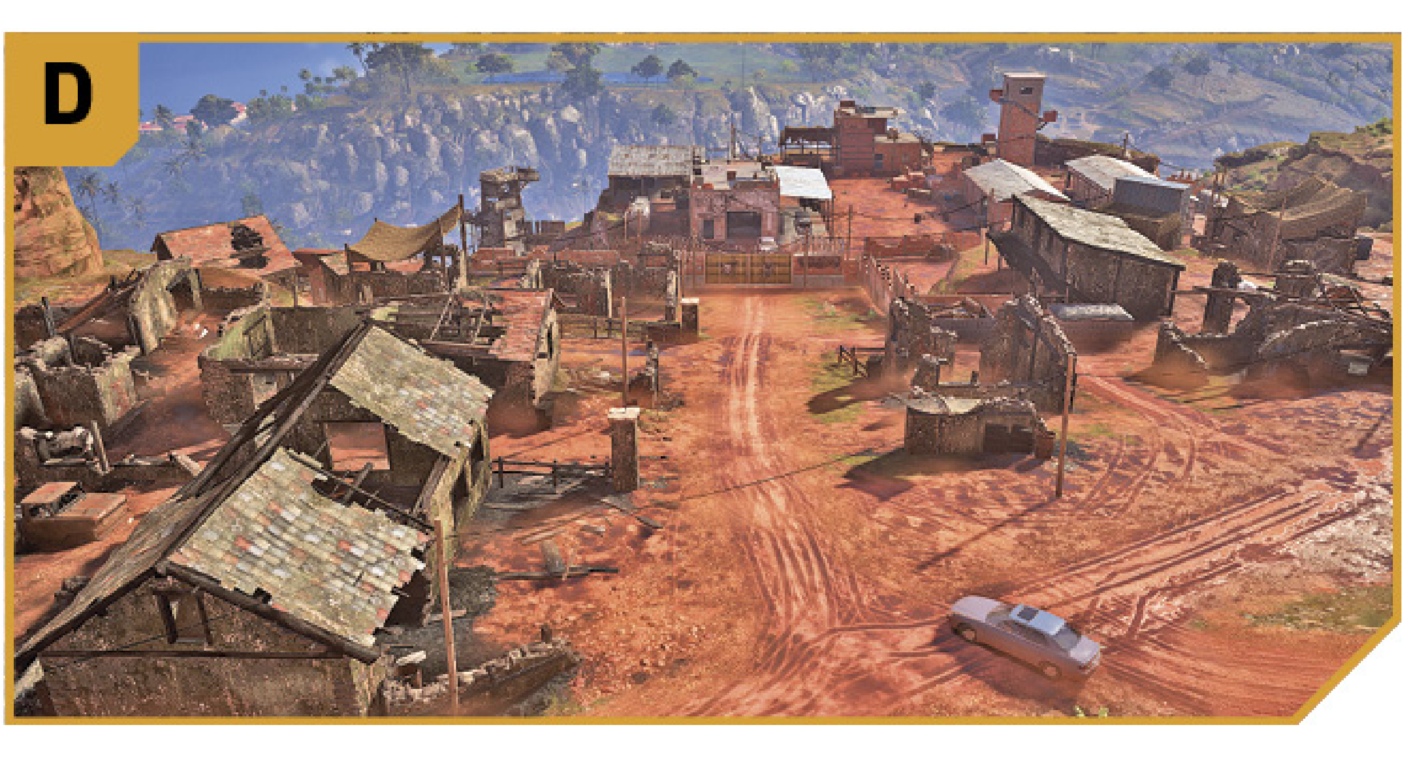
You have good height, actual visual on the target across to the northeast, and the ability to tackle the sniper on the southeast tower before you encroach into enemy territory. Sneak down here and either move along the south perimeter to C, or head into the mess hall and use the buildings as cover until you reach H.

SOUTHEAST: CLIFF EDGE



You can't climb the steep cliffs to the south, where the torrential stream is descending down the mountainside, but you can sneak here from B (or F). Head here first to climb the tower and remove the sniper (or wait for a foe with an easier aim to do it for you), then free a second cage of rebels nearby. The half-finished building by the target can also be used to fire down on foes from.

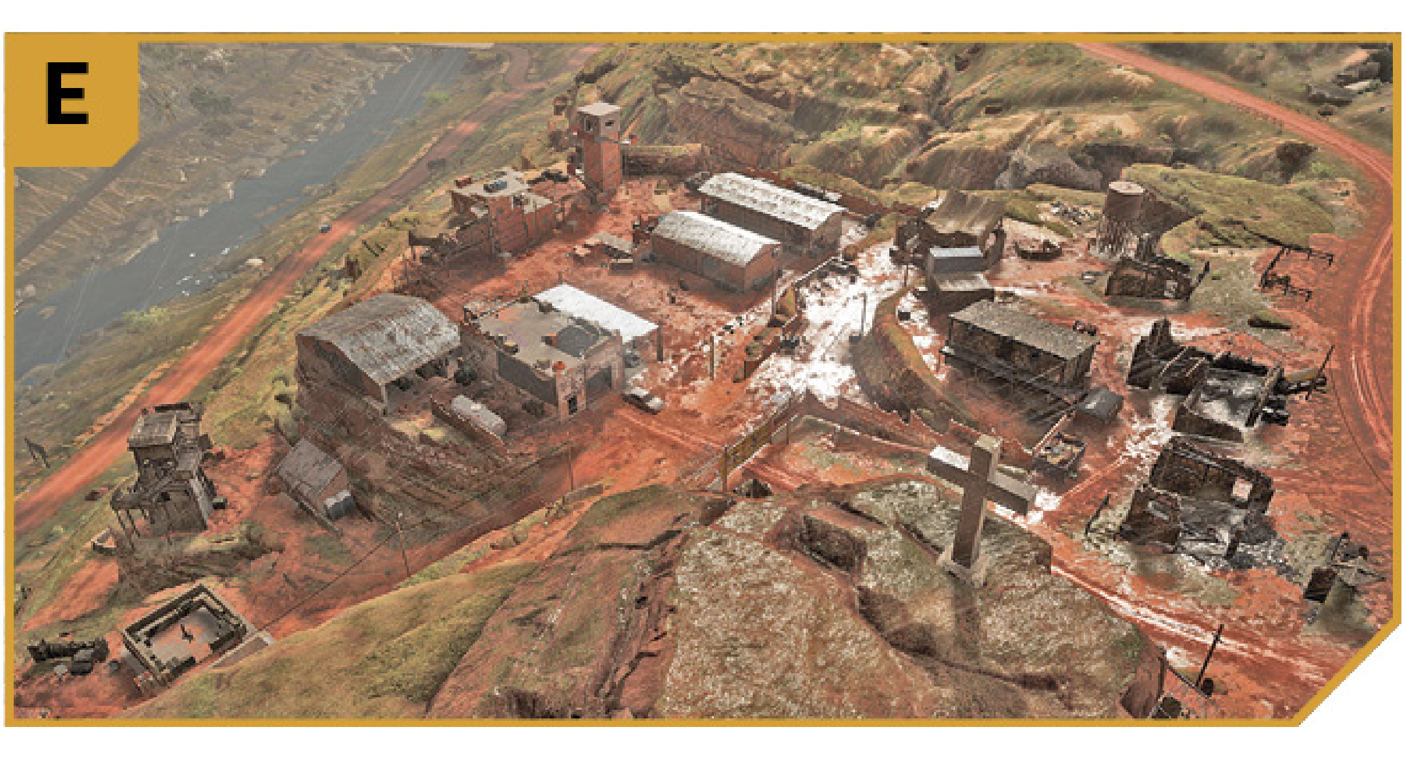
WEST: MAIN ROAD ENTRANCE



There are two parallel infiltration areas here, both running downhill from west to east. The main road allows a cartel-approved vehicle through the gates, and into the camp, after which you can gun foes down with a priority made to the mortar operator and snipers.

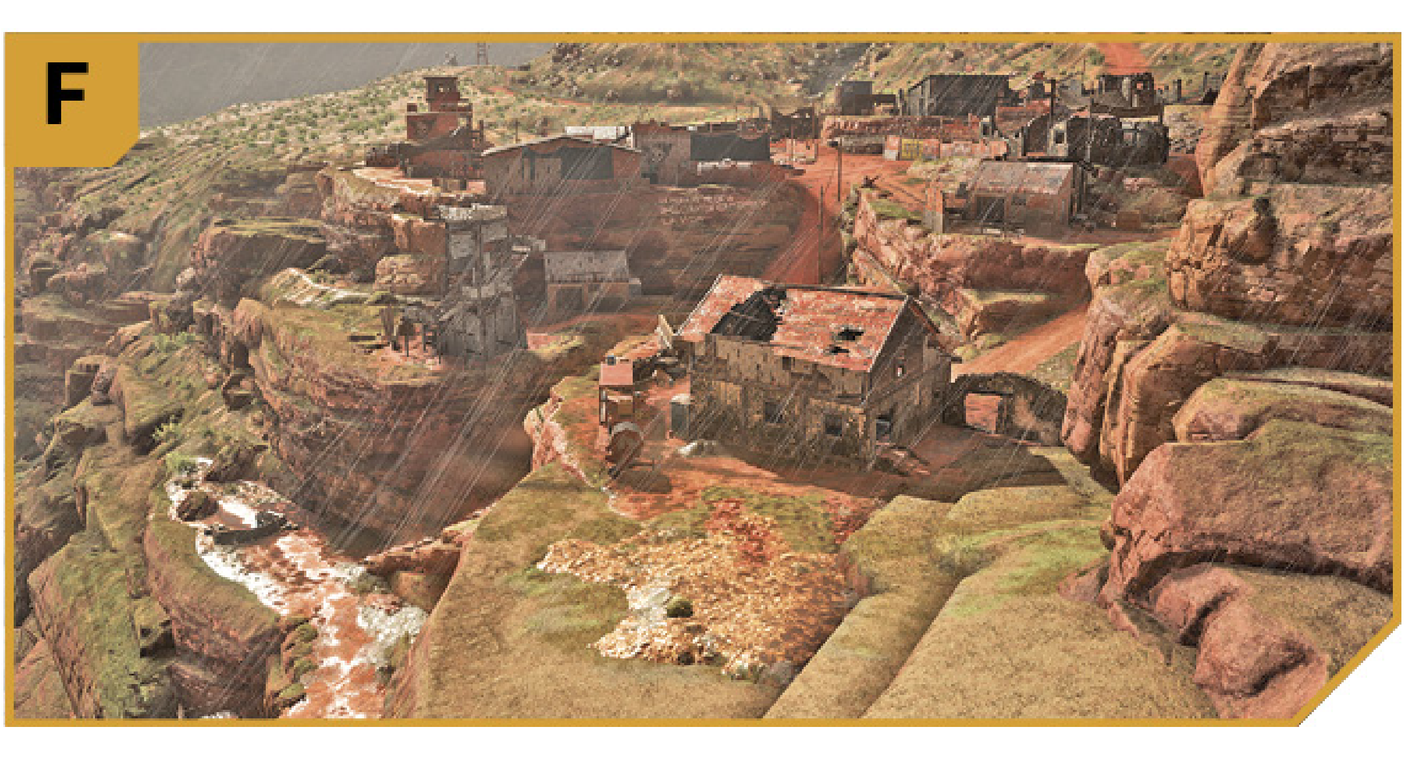
Or, you can head down through the ruined cottages, down the pathway by the foot of the cliff (E), and tag the sniper and adjacent mortar operator using stealth. Then sweep in heading south, to the target.

NORTH: CRUCIFIX BRIDGE



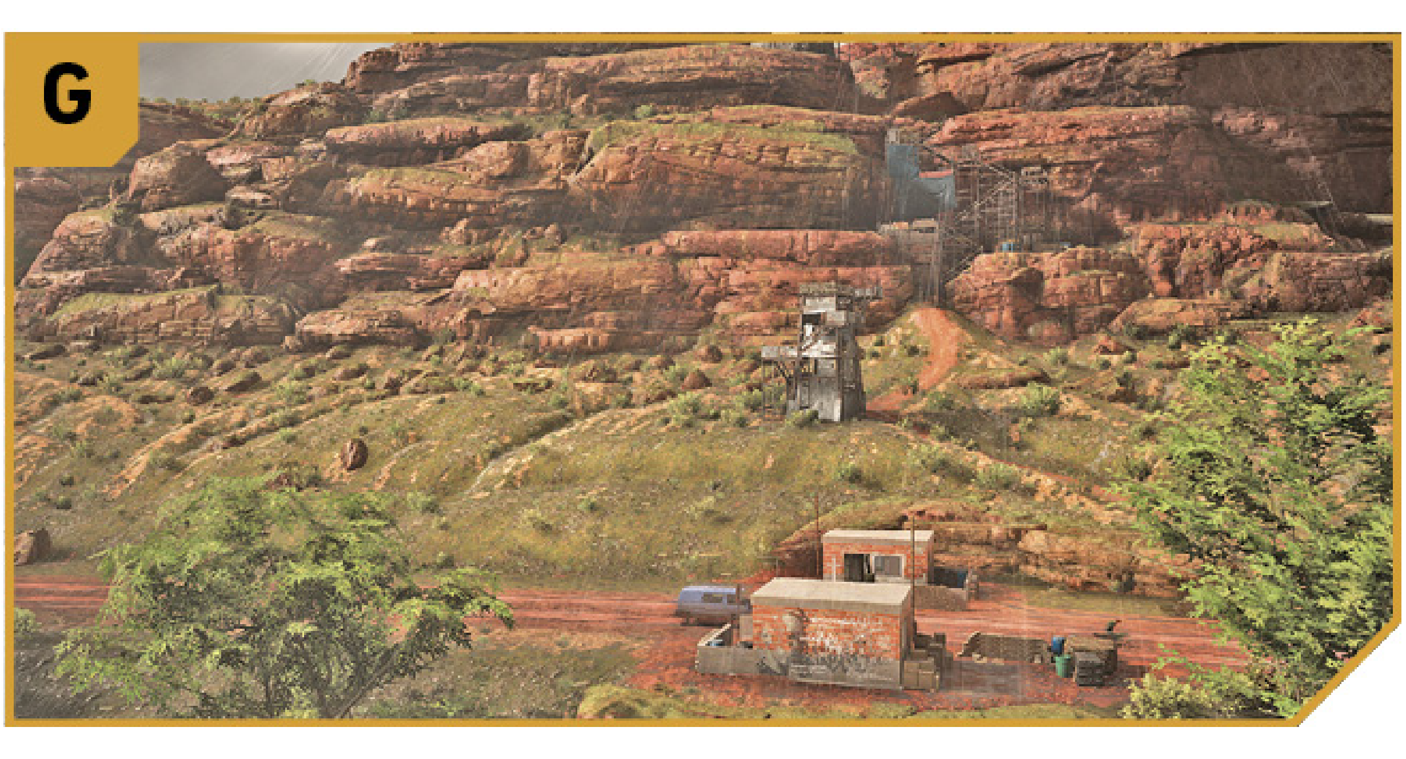
Head here by remaining on the upper ground after disembarking from the rally point, and locate the crucifix on the cliff edge. You can peer down, lob grenades, and create a huge amount of havoc with almost impunity, and can even snipe down to the tower near G. This is the ultimate support position, allowing you to cover teammates as they extract the journalist. A spot of careful falling allows you to reach F.

NORTH: CLIFF LEDGE



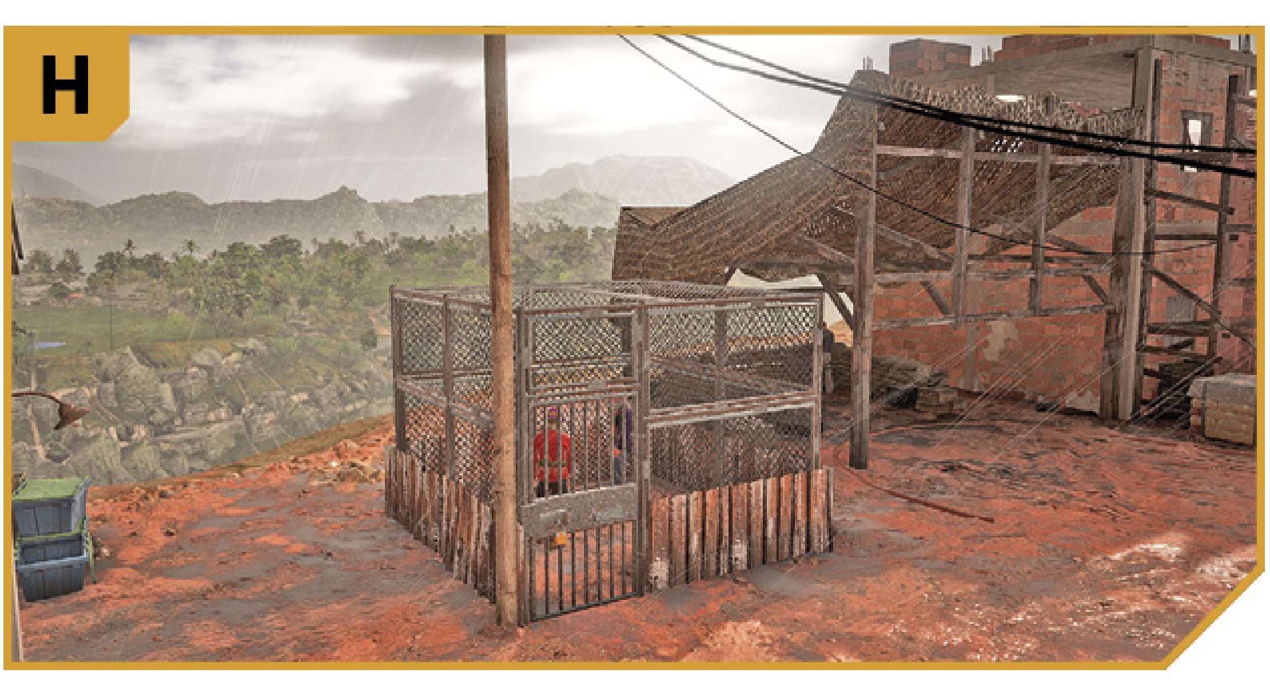
Either hike here from the road farther north, from E, or up the cliff path from G. From here, you can tag both snipers in the two main towers south of you, creep up and remove the mortar enemy, and clear the lower ledges atop the cliff of foes, in readiness for extraction. You can also look east to G, and try some long-range takedowns of the foes at the bottom of the cliff.

NORTHEAST: RIVER CHECKPOINT



This isn't necessary to head in from; but if you must clear everyone from the vicinity of the outpost, don't overlook the enemies at the checkpoint, and the sniper atop the low tower. Note the pathway up to H from here; it has foes above you, and attacking from this direction (up the cliff) is extremely unwise and unsafe. It is an alternate extraction plan, though.

TARGET #2: LUPE VERA (REBEL CAGE)



Lupe Vera is being held in this cage, close to an open warehouse and a half-built brick garage with a roof area that a captain likes to hang out at. The immediate area must be cleansed of foes as you're going to need to lead Vera out of the cage to an extraction vehicle, as hiking to the extraction point is a terrible idea.

Try removing all foes first (you have rebels you can call on with Rebel Support, or unlock in either cage). Though the cage can be unlocked while the fight still rages, wait until it is safe to lead Lupe out.

OUTPOST (EAST): OTHER TACTICAL ADVICE

SOLO: Use Rebel Support to call on a Mortar Strike to amusingly target the enemy's own mortar after conducting a quick drone sweep of the area. Then infiltrate from B, quickly clearing the sniper, southern foes, and order your team (and rebels if necessary) to the lower ground near F to remove enemies by the cliff edge.

Or, you can locate a military-spec vehicle belonging to Santa Blanca (any white vehicle), and drive it down from D, into the base, and create havoc before getting out and slaying the snipers and mortar enemy. You may wish to remove the snipers before the vehicular manslaughter begins.

Another option is to sneak along the northern edge of the outpost, below E, and start silently culling all the enemies, remaining close to the gate, then sneaking south, and around to C to remove the remaining foes.

After freeing Lupe, bundle her into a waiting vehicle. This can be a vehicle you parked near B, the white car you can drive through the gate that's parked adjacent to the brick garage (near the gate), or via a chopper you used to land in the main yard of the outpost.

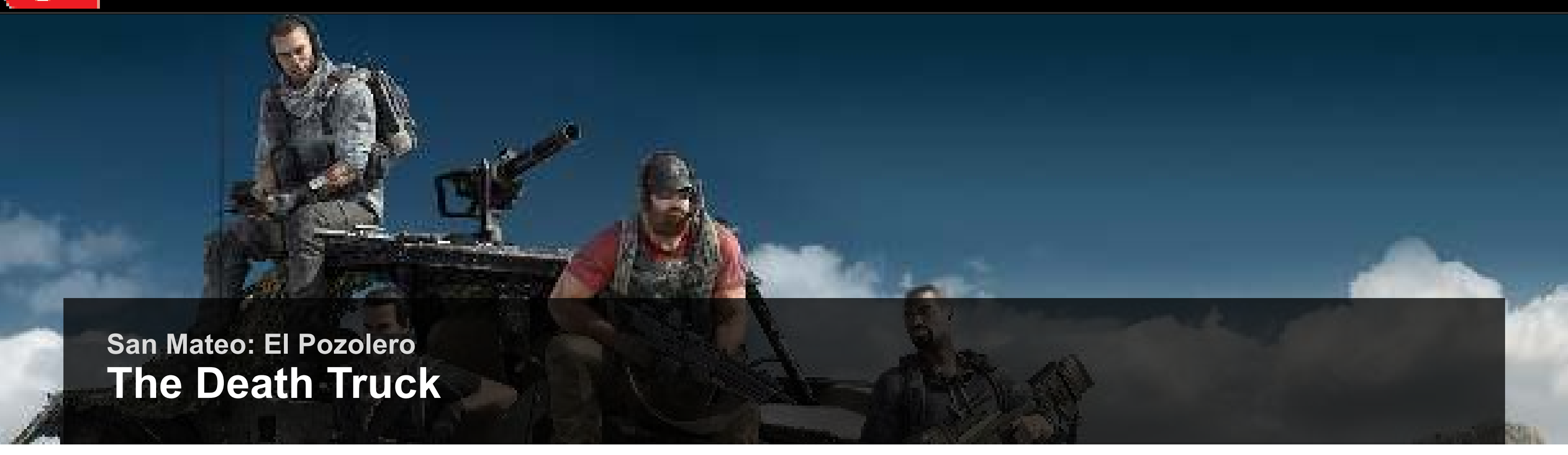
Or, you can lead Vera down the cliff path to G, to a waiting vehicle or flag down an innocent's car and use that.

CO-OP: Solo tactics are advisable, but it's also worth attacking simultaneously from different angles. Have one Ghost up at E, sniping and removing enemy sharpshooters and the mortar. Have a second Ghost partway down the hill at G, and tackle the foes at the checkpoint, the low sniper tower, then head up the cliff path. The remaining two Ghosts can figure out their preferred path; one from B and one from D works well, as you can outflank the foes and shoot them in a crossfire.

You can structure the extraction of Vera much more easily with other humans in your ranks. Have a teammate flying around in a chopper, landing it once the coast is clear, for immediate extraction from the main yard. Or use the digger, or a vehicle that's maneuvered close to Vera while another Ghost is leading her. You can also head down the cliff to G to a vehicle a Ghost has driven there.

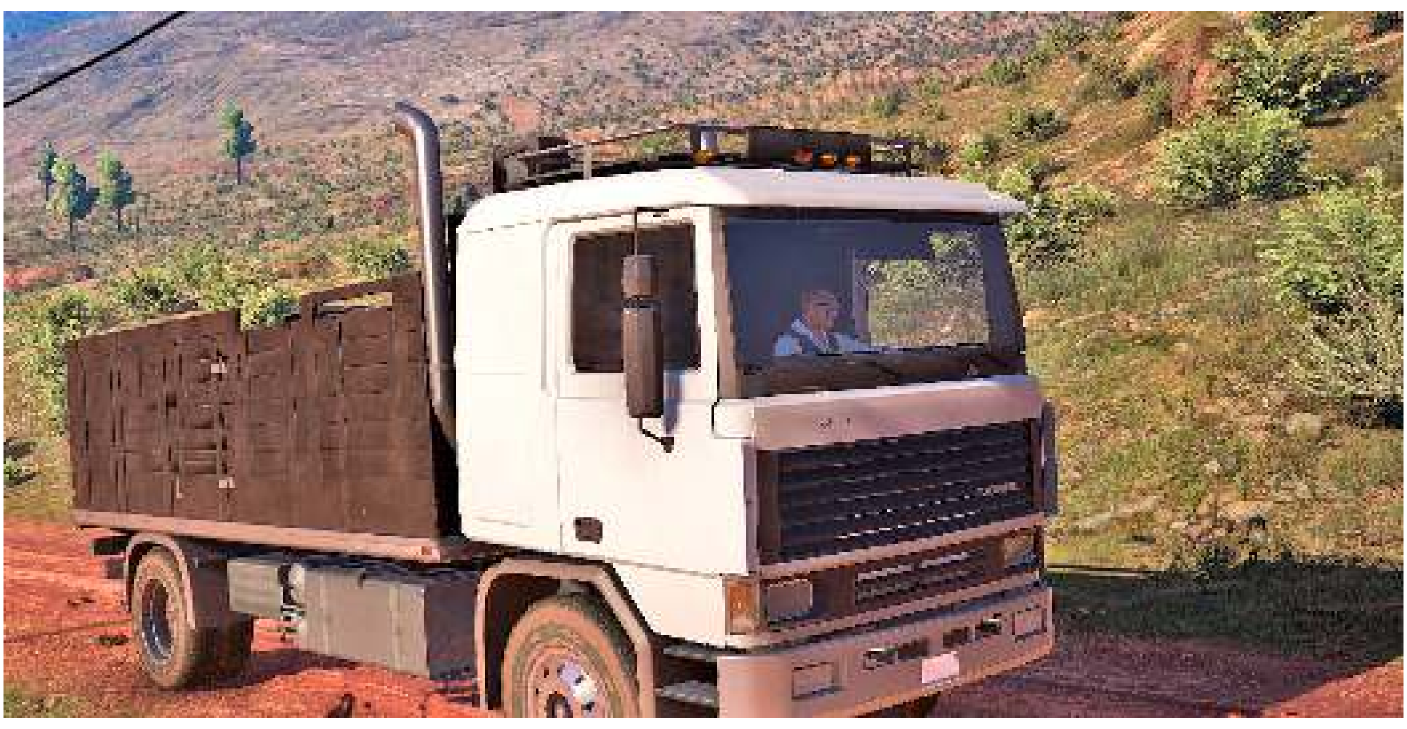
EXTRACTION TO REBEL CAMPSITE

After escaping the outpost in a vehicle, take Lupe to the rebel campsite to the southwest of your current location. During the journey, Ms. Vera explains the story she's working on. Park at the rebel campsite, speak to the journalist one last time, and she offers up some helpful information. Head into the hut inside the campsite, and simply photograph the notes on the desk to complete the mission.



San Mateo: El Pozolero

The Death Truck



OBJECTIVES

- **Interrogate the driver**

LOCATIONS

- **Death Truck**

REWARDS

- **+ 350 XP**

BRIEF

Our intelligence gathering efforts have revealed the existence of a "death truck" that transports corpses to El Pozolero. We need to intercept this truck and interrogate its driver for the location of El Pozolero's operation.

MISSION ACCESS

Complete Main Missions: The Prison Village, La Carcel del Pueblo, and The Journalist in San Mateo Province in order to access this mission.

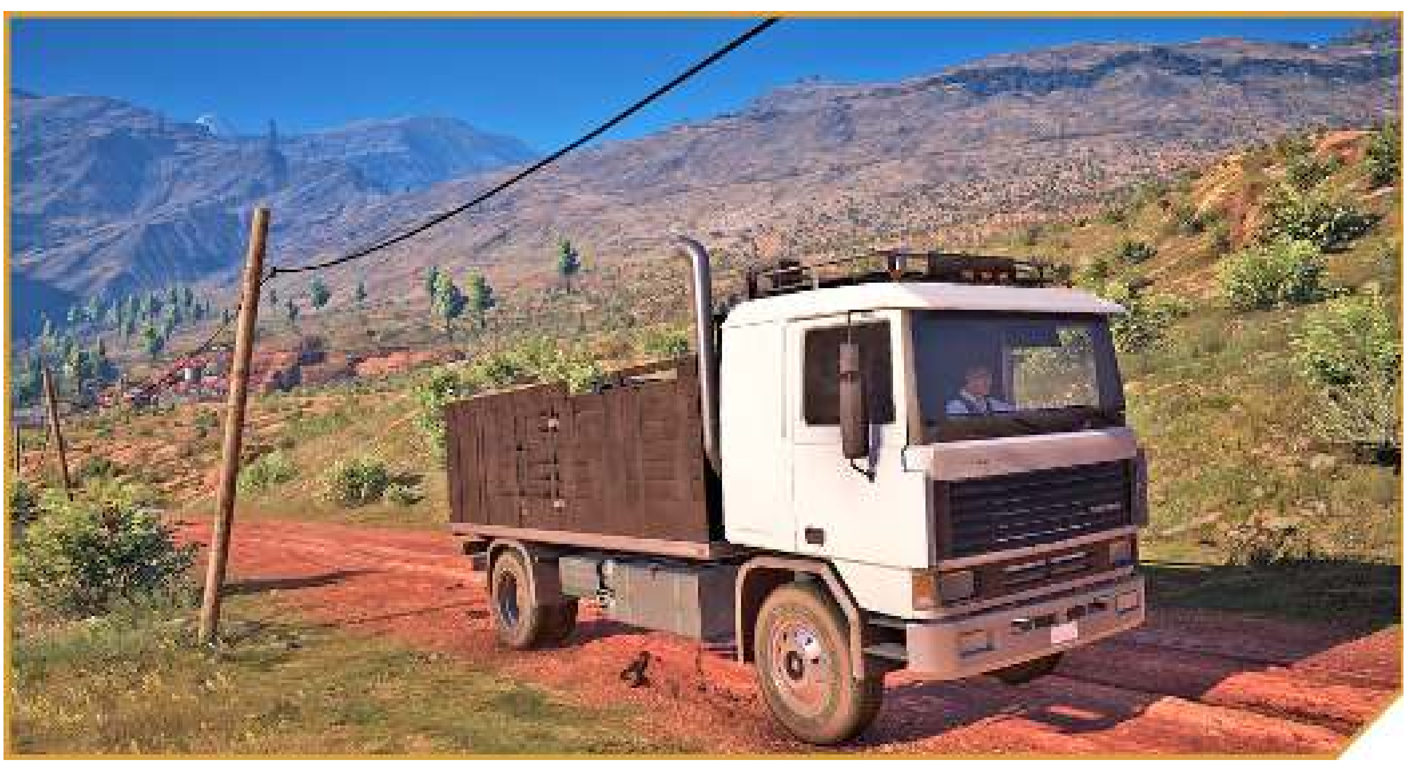
INTERCEPTION CALLED

Unlike the majority of the convoy missions you may have completed in the past, this one is surprisingly easier, as there's a single vehicle you need to bring to a halt. It isn't chaperoned by cartel vehicles, meaning that you don't need to fire a single shot if you don't want to. The only slight worry? You need that driver alive!

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. When it catches fire, the occupant should get out. Be warned; you need to start the interrogation away from the effect of the explosion once that truck goes up. For this reason, it's worth keeping the truck from catching fire, or dragging the driver away quickly. Don't try to grab or climb onto the truck. You'll end up dead.

DEATH TRUCK



TACMAP

The heavy truck can be found on the roads to the south of the province, though it takes a long circular route that covers much of the entire zone. Engage the truck until the driver leaves the vehicle, and interrogate him. Simple.

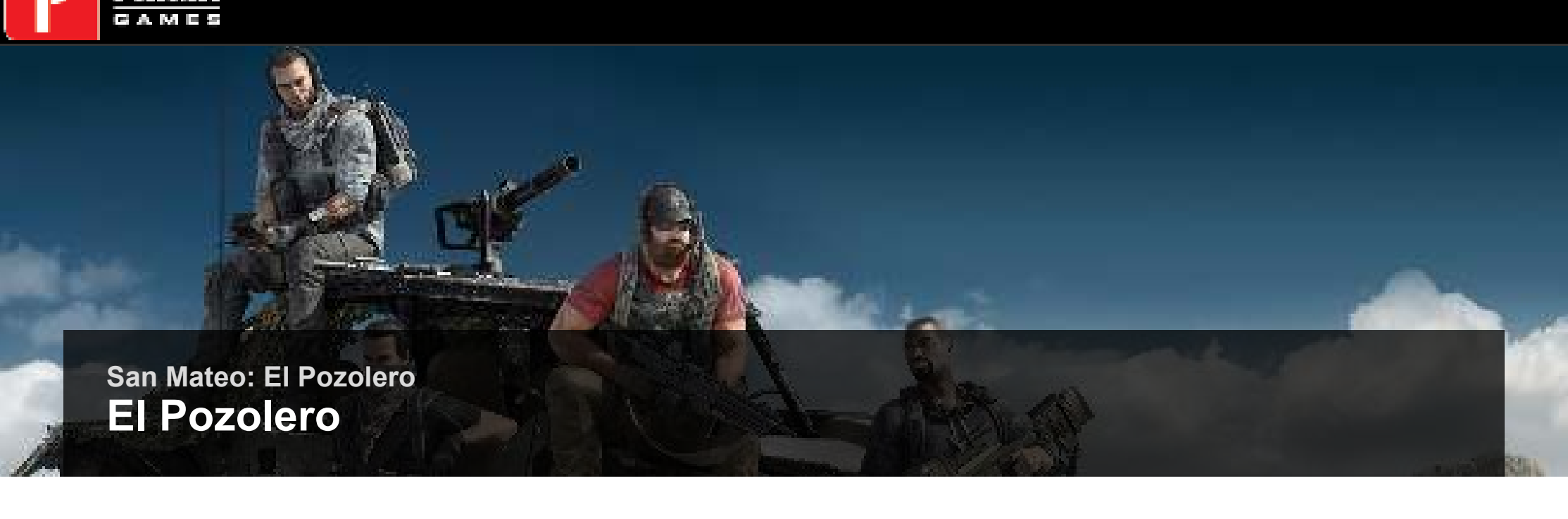
DEATH TRUCK: OTHER TACTICAL ADVICE

SOLO: CO-OP This gets a whole lot more simple if you ensure your ambush location isn't near an enemy stronghold. You don't need the extra and unwanted hassle of engaging cartel henchmen when all you need to do is drag a guy from his vehicle and slap him around a bit.

You can wave down the truck with your guns pointed at the driver, but he usually takes off, running you over in the process. However, you can grab him from his vehicle (this is possible, but difficult).

Or, you can ram him off the road (in Co-op, you can each use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or, you can all ride in an armored truck and ram the enemy vehicle while shooting at it (but not the driver).

When the driver exits the vehicle, bundle him into a second vehicle if you're too close to an enemy installation, or simply interrogate him. The mission then concludes.



San Mateo: El Pozolero

El Pozolero

OBJECTIVES

- Locate El Pozolero
- Extract El Pozolero to San Mateo Alpha

LOCATIONS

- San Mateo Base
- San Mateo Alpha

REWARDS

- + 500 XP
- + 3 Skill Points
- Submachine Gun: Residuos
- Facewear: Gas Mask

BRIEF

We now have a confirmed location on El Pozolero, the man behind the gruesome disappearances in San Mateo. It is vital we extract El Pozolero and learn the identities of his many victims.

MISSION ACCESS

Complete Main Mission: The Death Truck in San Mateo Province to access this mission.

THE STENCH OF DEATH

It's just under two clicks south from San Mateo Alpha (but closer if you head north from Barvechos Alpha instead) to San Mateo Base, where El Pozolero is hiding. The settlement is crowded with foes, but has few installations and good infrastructure routes in and out, making extraction relatively straightforward. Find this butcher, grab him, and extricate him to the rally point.

CAUTION: MINIGUNS AND MORE

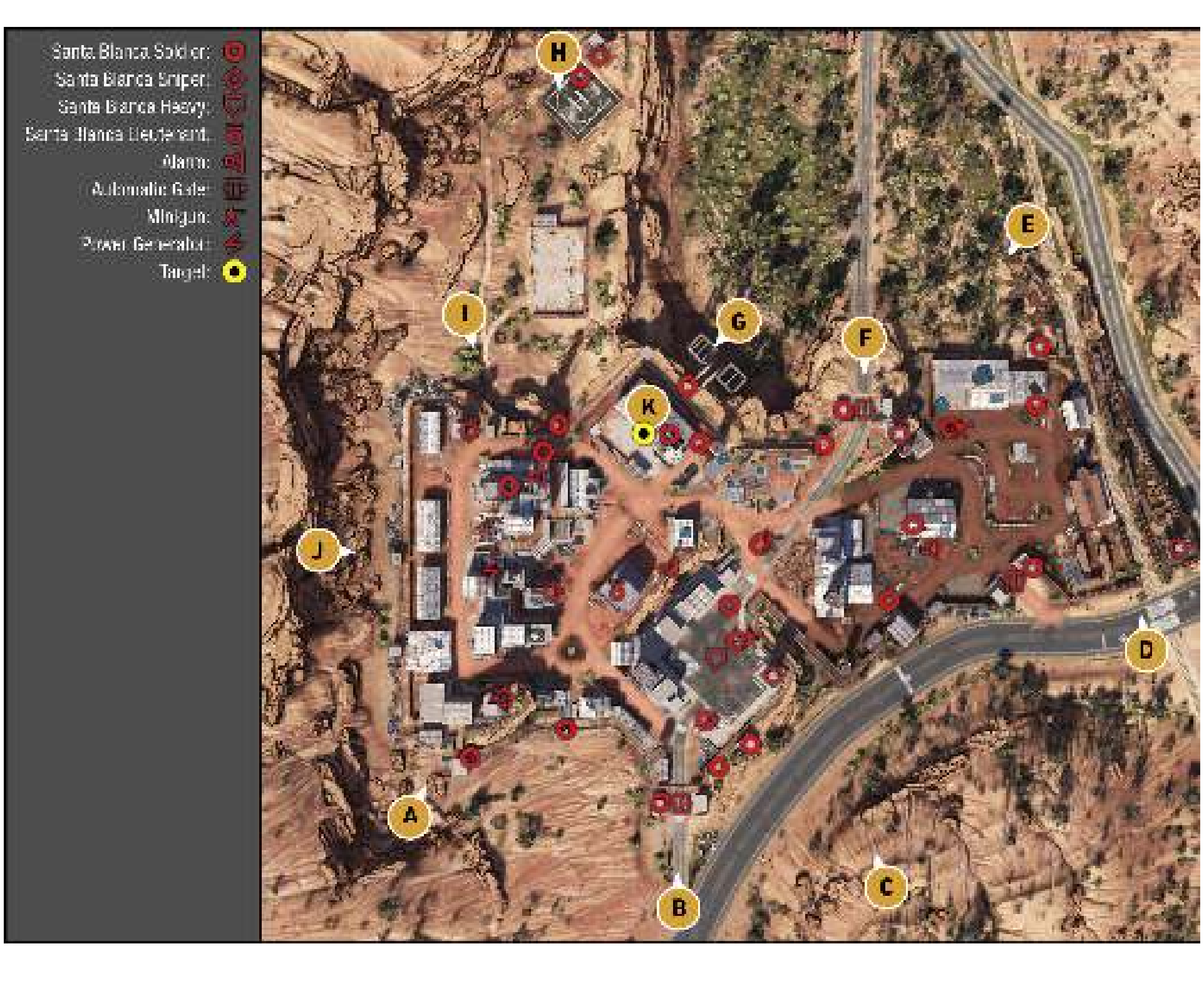
This base has three minigun turrets, all stationed at the side of the road inside the base, so you only need worry about being torn to shreds when you're inside, and moving across exposed yards. One is north of B, in the parking lot just north of the two security huts and automatic gate. Another is in the middle of the base, where the roads intersect. The third is in the eastern yard, on the north side pointing at the automatic gate at D.

More important are the three alarm poles and generator powering them. Each is on a separate "tier" or level of the base. The first is on the western side, close to the comms center and giant radio mast. The mast is a good landmark as the generator is adjacent to it, too. The second alarm pole is reasonably centrally located, close to the HQ building, near a cage of rebel prisoners. The last alarm is by the large open cargo warehouse, just northwest of the automatic gate (D) in the lower yard.

MOST RECON: NO MESS. NO FUSS.

This base's unique "patrol perimeter" running along its west and south sides (and between parts of the northeast side) simply means infiltration from the northwest or north is preferable.

SAN MATEO: RECON



TACMAP

This base is on three distinct hillside tiers, descending from west to east.

SOUTHWEST: SECURITY HUT AND PILL BOX

The rocks above this area make a good stealth recon point, and there are relatively few foes to worry about. Snipe the sniper from afar, and then the enemy inside the security hut on the corner. You can actually infiltrate in from this point by climbing onto the security hut (on the west wall by the trash bags), drop down behind the foe inside the base, and strangle the foe. Then you can navigate across the upper tier of the base, to the sniper tower to provide cover, or north weaving between buildings, watching for patrolling foes, and moving along the inner perimeter. Check the mess halls for foes, neutralizing the generator and/or the alarm pole by the radio mast. The target warehouse (K) is an easy downhill creep or run from the upper part of the base, too.

SOUTHWEST: AUTOMATIC GATE AND PERIMETER

Think of this as the southwest corner of the base, as these outer checkpoints (outside the main gate) not only allow cartel-approved vehicles to pass in and out of the mission area, but you're able to maneuver on foot (or at a pitch, on a bike) around the huts, to the inner perimeter, inside the fence, but outside the brick wall. There are numerous openings in the brick wall, allowing you to slip in unnoticed, or assault the base and create havoc (and ideally, distractions so your other teammates can get to the warehouse, as it's on the other side of the settlement).

Take the inner perimeter path behind the left (west) security hut, and you can enter the base at the water tower, or continue and climb the wall onto metal containers just behind the pill box. Then step onto the metal roof to your right (east); this is helpful as it offers sniping opportunities to take out all three alarm pole panels from a single location. Or, continue on up the hill (west) to A.

Take the inner perimeter path behind the right (east) security hut, and you can maneuver along the southern inner perimeter, all the way to the barracks (the brick structure north of C and west of D with exterior concrete steps). Along the way, you have two opportunities to enter the parking lot (mid-tier), a chance at hopping the fence near the minigun nest at the road junction (middle of the camp), and access to the southeast yard.

Drive a cartel vehicle through this gate and you have two main routes to the warehouse (or you can ditch the vehicle at any time, seek cover, and start a firefight). Make an immediate left up the dirt track, then across to the target warehouse and you avoid the two minigun nests on the tarmac road, which is also accessible. Don't forget this gate is a possible escape route, too (assuming you're taking El Pozolero out in a cartel-approved vehicle).

SOUTH ROCKS

Though seldom used, a good sniper worth her salt can utilize the rocks on the south side of the main road to remove the panels from all three alarm poles, as well as the snipers from the towers between A and D (along the south perimeter). You have marginal views of the minigun nests, and can drop foes milling about, but after your alarm panel destruction, you may want to head elsewhere.

SOUTHEAST: GATES AND RAILROAD TRACK

There are two ways into the southeast yard, which offers a tough slog uphill to the target warehouse, and numerous foes (including one behind a minigun) along the way. You can hop the wall behind the left security hut by the tires, or smash the inside window at the back of the right security hut. Or, of course, you can barrel through here in a cartel-approved vehicle. If you're after a fast but chaotic infiltration with no subtlety, this is the entrance to drive in at!

The railroad tracks just west of the gate are a better proposition (assuming the sniper in the nearby tower is removed) as the unloading platform between D and E is completely open, allowing excellent access and stealth opportunities as you creep westward. Non-cartel vehicles (such as bikes) can be driven up here easily, and if you're attempting to flee the base in a vehicle, but don't want to use the automatic gate, set yourself up to drive over the corrugated metal ramp at the perimeter wall between the gate and railroad tracks.

NORTHEAST: TRAIN JUNKYARD

The security hut here is dangerous, as there's no way to climb over and the wall is secure all the way west to F. Either snipe the foe from a distance, or head along the railroad tracks to the first graffiti-strewn platform building, infiltrate in, and sneak along the inner perimeter wall and tackle the guard from behind. Once inside, you can run along the inner perimeter wall, entering the large mechanic's garage, and continue to the propane tank and armory. Better yet, the minigun operator in the south yard can be tackled silent, from behind. From there, you can enter the yard, or remain on the perimeter and head up the road to double-back and kill foes at F.

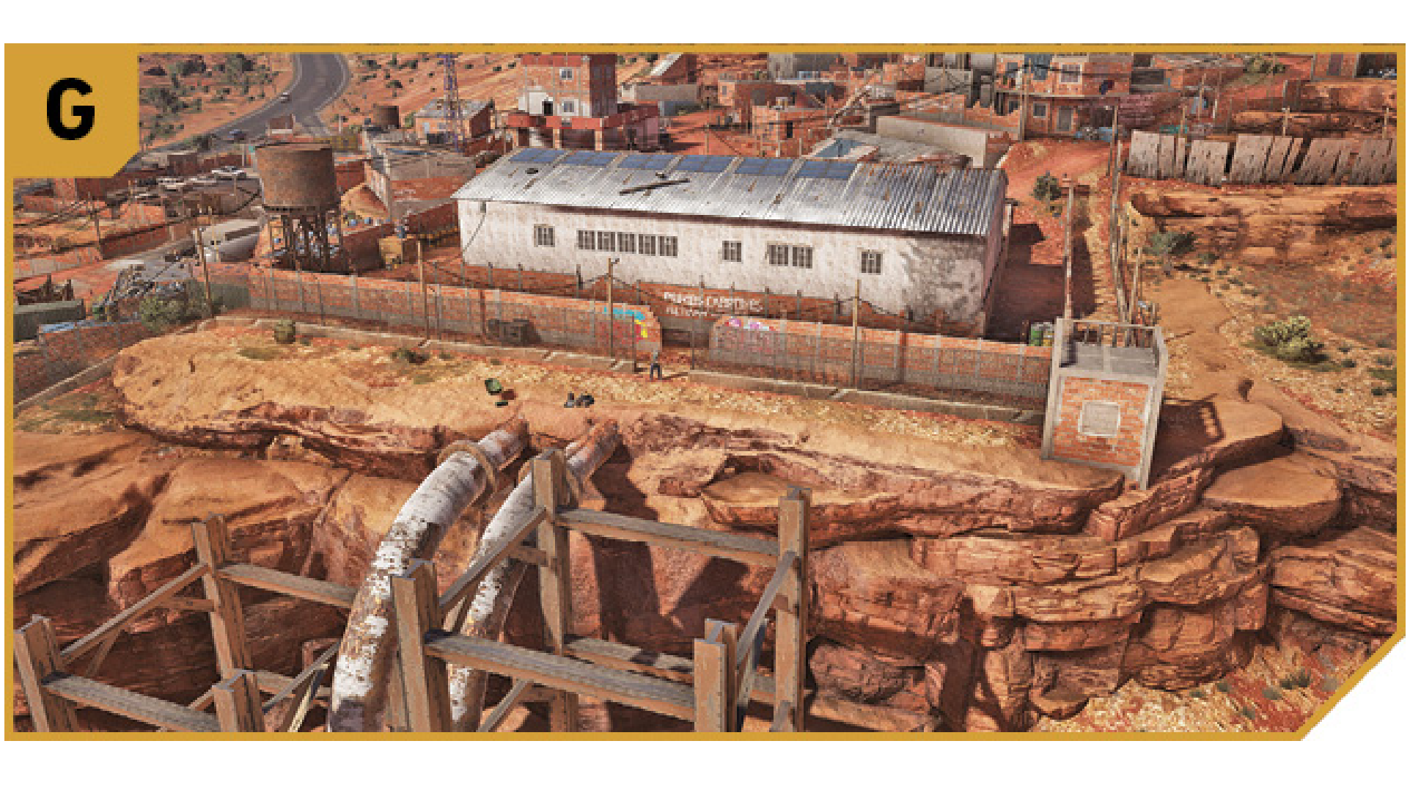
NORTH: AUTOMATIC GATE

Just like the others, this gate allows cartel-approved vehicles in and out of the base. If you're heading here by vehicle, this is the closest to the target warehouse, so it's preferable to use when heading in and out.

Just like the gate at D, the two security huts (each with a foe) allow infiltration access via an opening behind the left (east) hut and an interior window to break inside the right (west) hut. The left hut is a good choice as you can then climb the adjacent sniper tower, rid your team of this sharpshooter, and take up some long-range targeting yourself. Bag all three alarm panels and two of the minigun operators if you can, along with any other foes.

Choose the right (west) security hut, or just cross from the left if you're worried about the sound the breaking of the window makes, and you can pass a pill box (watch for the foe), and creep along the inner perimeter all the way to G, just outside the "container hill" area of trash, barrels, and metal containers.

NORTH: GIANT PIPES INFILTRATION POINT



A good landmark to tag, and featuring only a couple of enemies, this is the only break in the perimeter wire fencing, with a second break in the inner brick perimeter. It just so happens this is adjacent to the target warehouse, so if you're after a quick infiltration plan, and don't care about clearing the settlement of foes, this is a great option.

Either approach from F, sniping the foes at the security hut or pillbox, or sneak below the pillbox foe. Or, approach from H or I, carefully negotiating the cube-shaped brick post to the northwest. Now you can easily get into the warehouse, and out again if you're not the one extracting the target.

NORTHWEST: SNIPER TOWER AND HELIPAD

The base stretches north with a basketball court and helipad, as well as a sniper tower to watch for. Two foes are usually here. Land a chopper here if you work well with others, and you're part of a Co-op plan to get El Pozolero out at infiltration point I. You can also reach the target warehouse via a careful maneuver around the brick cube post to G.

NORTHWEST: CORRUGATED FENCE INFILTRATION POINT

The only part of the perimeter that isn't wire fencing and brick walls is a small section of curved metal, offering excellent infiltration planning just below the upper tier area of the base. Beware of the sniper above and west of this point, then sneak around the fence, make a sharp left (east) turn, and you have almost immediate access down the inner perimeter wall to the target warehouse. This makes a good possible dragging route out to a waiting helicopter at H, too.

WEST: ROCKY VANTAGE POINT

If you like sniping generators (or lobbing grenades over perimeter walls at generators), shooting alarm panels, and clearing snipers from towers on the upper tier of this base, this is the recon hillside to sit at. Offering excellent views of the western side of the base, you can then head down to help your teammates by entering at A, or moving northeast to the corner brick cube-shaped post, using the roof of a rusty vat to climb onto the roof of it, and over into the base. This is the only infiltration area on this side of the base.

● TARGET: EL POZOLERO AND LYME WAREHOUSE

The target buchon is busy dissolving folks inside this grim warehouse. Knowing the various infiltration points helps with the objectives at hand, so study both the outside wall as well as the entrances.

The south corner has a large opening, and parked vehicles (choose a white one if you're wanting to exit via a cartel-approved gate). You can also hop the brick wall along the southwest wall, the northwest wall (both the outer brick wall, and the inner one which joins onto the warehouse). The brick wall has an opening on the northeast side (G), and via the brick wall at the top of the "container hill" from F.

The actual warehouse itself has two doorway entrances: one at the west corner, and one at the southeast corner. In addition, all the upper windows on every side of the structure are breakable, useful only if you're shooting them and lobbing flashbangs to bewilder foes inside. Finally, there are skylights on the roof, all of which are breakable, and one is already smashed, if you want a clandestine parachute plan to work.

Inside, the structure has an antechamber at the northwest end, and a large vat chamber where El Pozolero is doing his dirty work. It's easy to find him. Extracting him is straightforward.

SAN MATEO BASE: OTHER TACTICAL ADVICE

SOLO: You need a vehicle close to the warehouse, the ability to stow El Pozolero into that vehicle without being shot, and knowledge of how to get out of the base, and that's pretty much it.

A basic stealth plan would be to drive any vehicle you wish south from H (removing all foes at the sniper towers and nearby from range before maneuvering here), parking near the corrugated metal fence at I, sneaking in, and dragging the target back to the vehicle. That vehicle could also be a helicopter, making extraction a little easier.

Or, you can employ stealth takedowns at G, enter via the pipe ledge through the open fence and wall, grab the target, and bundle him into one of the two cartel vehicles usually parked at the warehouse. Then simply choose any gate and drive out (or the ramp between the gate and railroad track at D).

Another option is to sneak in at the north gate (F), up the inner perimeter fence by the container hill, and into the target warehouse, using a cartel vehicle to escape in. Or, cause a commotion elsewhere in the base by ordering your team to attack from B, D, or E, while you head in from I.

You could also head in from A, take out the generator so no reinforcements are called, and fight your way down the tiered base levels from west to east, clearing the entire settlement of foes, and using your height advantage to tackle any particularly troublesome enemies.

Or, drive at speed through the gates at B, D, or F (B offers the easiest route with fewest short turns, though F is closest to the warehouse), park at the warehouse, sprint to the target, and bundle him in the nearest truck and extract him while your teammates defend the warehouse area. Do this quickly before the enemy knows what's going on.

Yet another choice is to drop from a helicopter, or skydive into the target warehouse roof, drop through the hole in any skylight, and grab El Pozolero, moving him to a cartel vehicle outside.

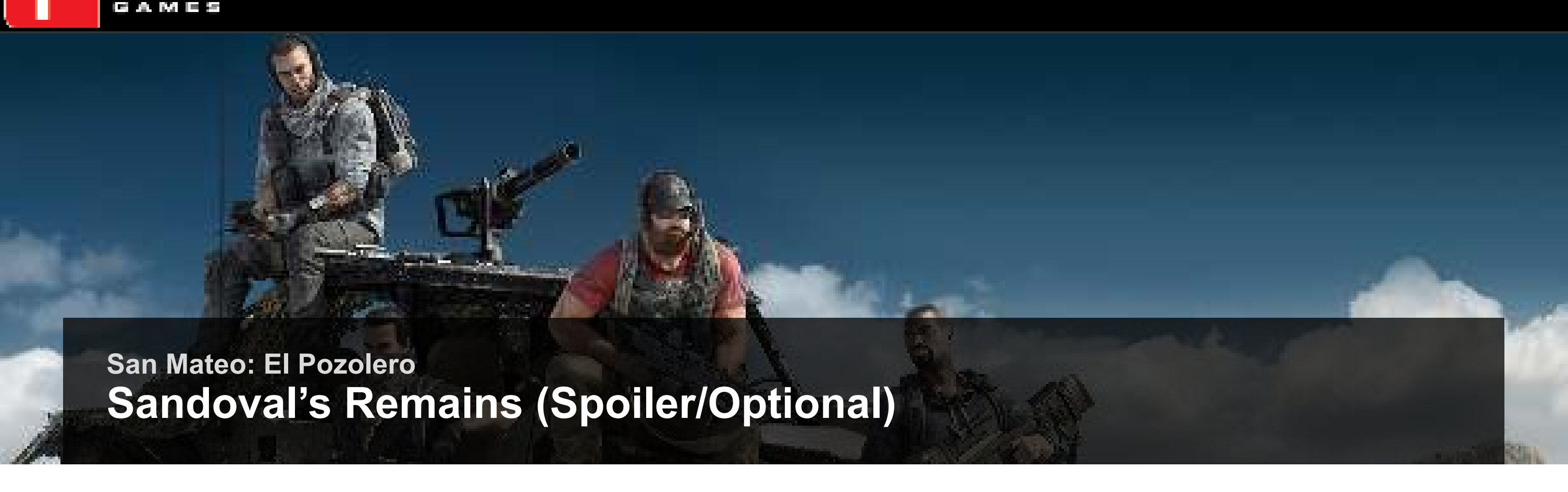
CO-OP: With real friends by your side, you have the obvious advantage of attacking from multiple directions, which can aid in removing the three alarms, the generator, the snipers, and the minigun foes, leaving only the foot soldiers milling about to massacre.

You can also have some redundancy, with multiple Ghosts each driving in a vehicle from a different direction, and the one getting to the target first having the prize of dragging El Pozolero to the safest and closest vehicle. Other teammates should create a barrier at the warehouse and defend it while El Pozolero is stowed.

A great plan is to land the chopper on the basketball court after a sniper has cleared the area, and another Ghost has already snuck in at I, grabbed the target, and is waiting at the basketball court itself.

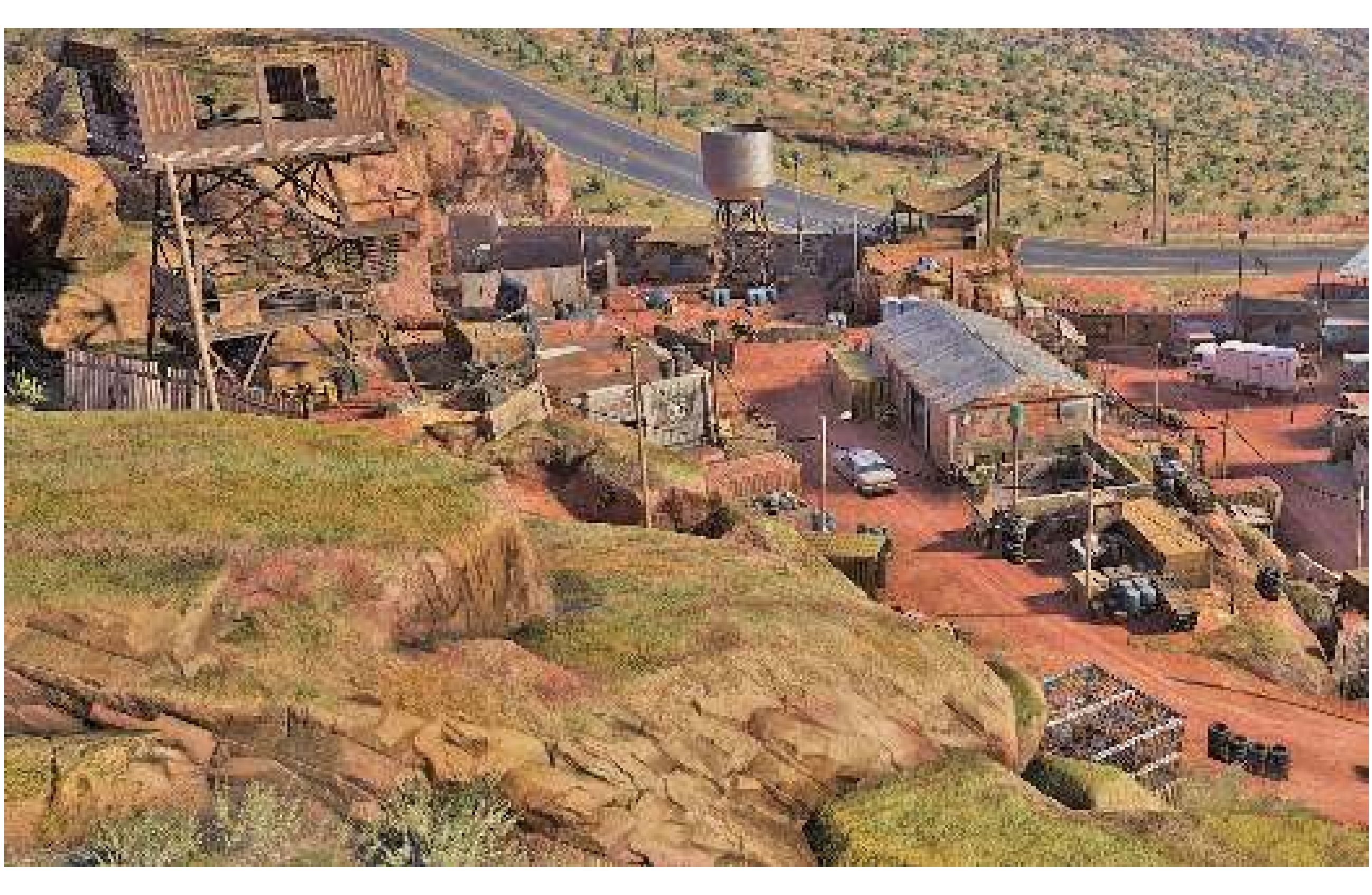
EXTRACTION TO SAN MATEO ALPHA

As long as you've stowed El Pozolero into a vehicle and you're heading to the rally point, even if you come under fire you should be easily able to reach San Mateo Alpha; just make sure the sharp turns are taken slowly to avoid tumbling down the hill close to the extraction point. With the Stewmaker in custody, the mission concludes.



San Mateo: El Pozolero

Sandoval's Remains (Spoiler/Optional)



OBJECTIVES

- **Locate Sandoval's body**
- **Identify the body**

LOCATIONS

- **Outpost (South)**

REWARDS

- **+ 350 XP**

BRIEF

We've received intel pointing to the possible location of DEA Special Agent Sandoval's body. The intel is unconfirmed, but if there's even a chance it's correct, we owe it to Sandoval to check it out. Search the site and locate Special Agent Sandoval's body.

MISSION ACCESS

This is an Optional Mission which occurs toward the end of your game. Complete any three of the four Operations to access this mission.

SANDOVAL, OUT

The mission you've been dreading is finally upon you; a possible identification of Agent Sandoval has been uploaded to your Tacmap. A small, but extremely defendable Outpost in the south of San Mateo has a number of corpses strewn across its grounds, all confined to large metal cargo containers. Insert your team into this location, and make a positive ID of Sandoval once and for all.

CAUTION: BIG ARSENAL, SMALL AREA

This place is bristling with weaponry and anti-Ghost measures: There are six miniguns: Two are each behind a concrete fire emplacement on the northern perimeter facing the main road. A third points out of a concrete emplacement on the eastern wall. A fourth is at a nest on the south edge. The last two are inside a minigun tower on the upper western perimeter. Then there's a mortar by a long storage shed in the middle tier of the stronghold. Don't forget the drone jammer (southeast corner, between the minigun emplacements), and a generator (on the ground level, below the long shed, close to the main entrance gates).

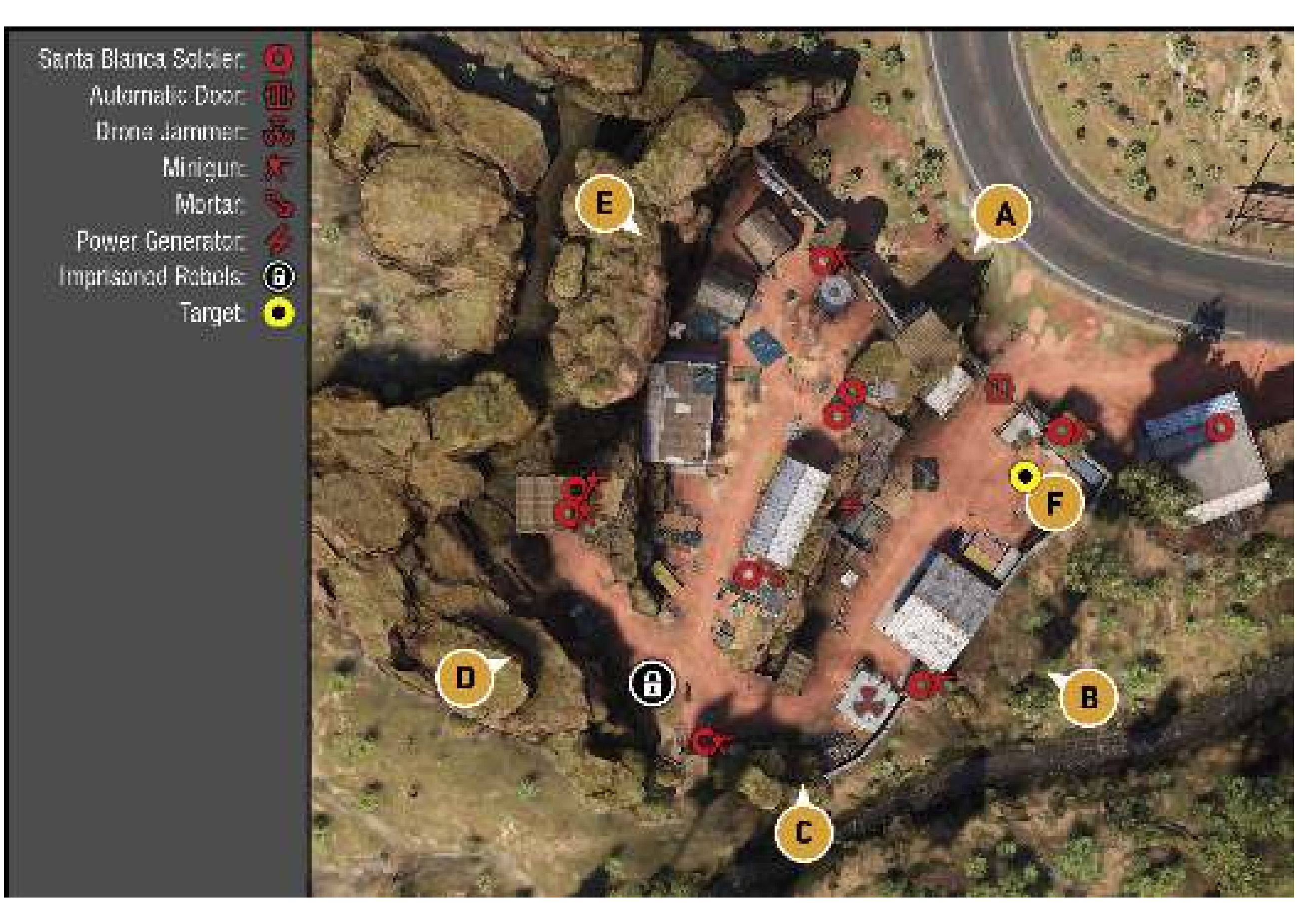
MOST RECON: NIGHT TIME IS THE RIGHT TIME

There are two barracks tents, and a generator you can shut down to kill the lights, making this operation go a whole lot more smoothly after dark.

SANDOVAL'S STORY

Completing Sandoval's Remains, Sueño's Proposition, and The Confession unlocks a different ending.

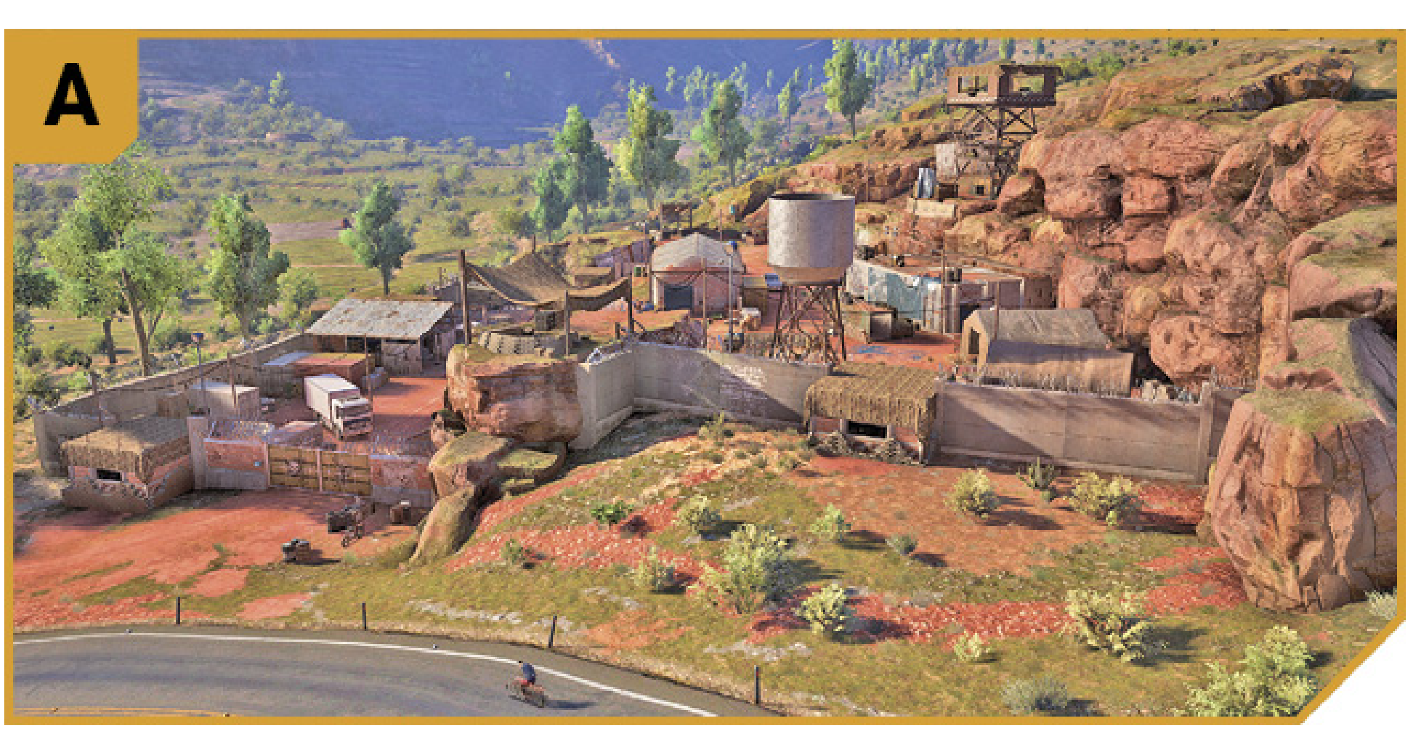
OUTPOST (SOUTH): RECON



TACMAP

Despite the impressive defenses this location has, there are no alarms, no snipers, and the cartel members aren't the brightest bunch. Don't underestimate them though; make the removal of the drone jammer (southeast corner) a priority. The base itself is on three tiered levels. The eastern side, south of the main automatic gate, features flat ground, a generator, and various warehouse buildings. The middle tier has a mortar and additional structures, including a cage with rebels, an armory, and a couple of barracks tents to the north. Over on the upper tier to the west is a minigun tower, with perimeter rocks along the western edge. It is here that you have the height advantage. All around the perimeter are minigun emplacements, so carry enough explosives to neutralize these.

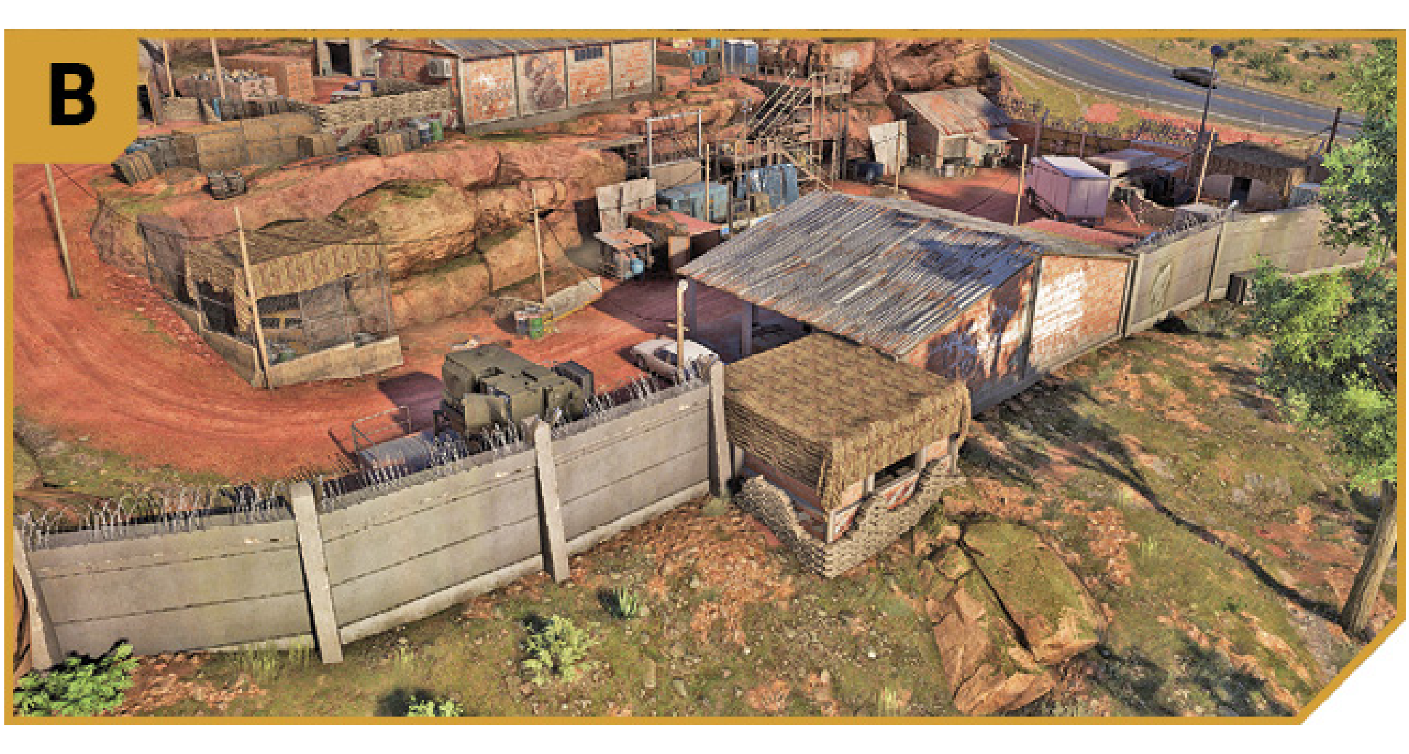
NORTH: PERIMETER DEFENSES



This perimeter features a gate you can only open if you're driving a cartel-approved vehicle (any white-colored one), which is a reasonable plan if you know exactly where Sandoval is located. You can park at the gate, and let your teammates in while the gates remain open. Be aware, however, of the two minigun firing posts on either side of the door; avoid them, snipe from a distance, lob in a grenade, or attack them from behind (heading in from B or E, for example).

Though the north wall looks impenetrable, you can climb the rocky outcrop just right (northwest) of the gate, maneuvering around the left side of the outcrop and onto a tin roof inside the base.

EAST: PERIMETER WALL AND MINIGUN NEST

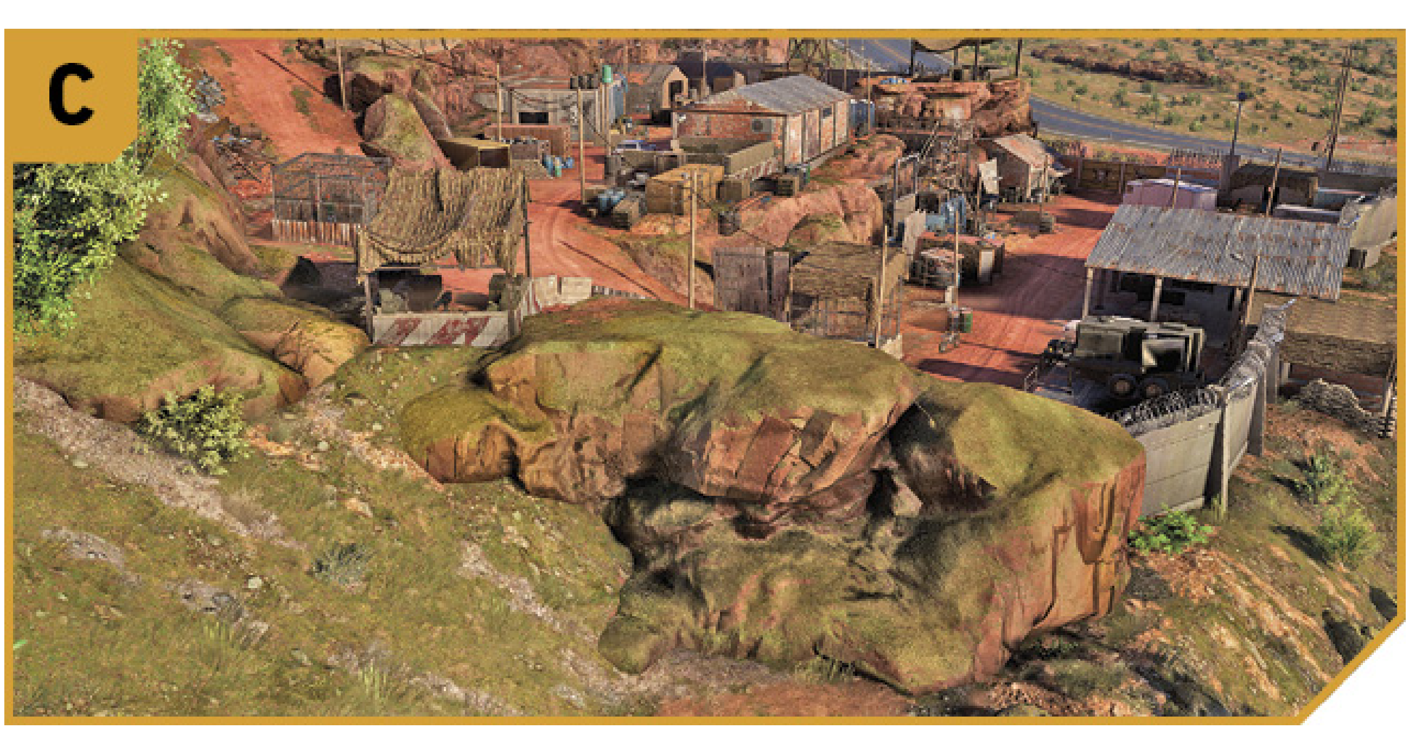


To the east, outside the base, are the remains of an old garage with exterior concrete steps up to a roof. Assuming you haven't been seen (as this roof is exposed), hide behind the remains of a brick wall; this affords enough cover for you to tag the minigun tower operator and three or four foes inside the base.

The firing post on the east side of the base faces a stream, and isn't really a problem, as you can creep under the window slit, and/or lob in a grenade to clear that foe.

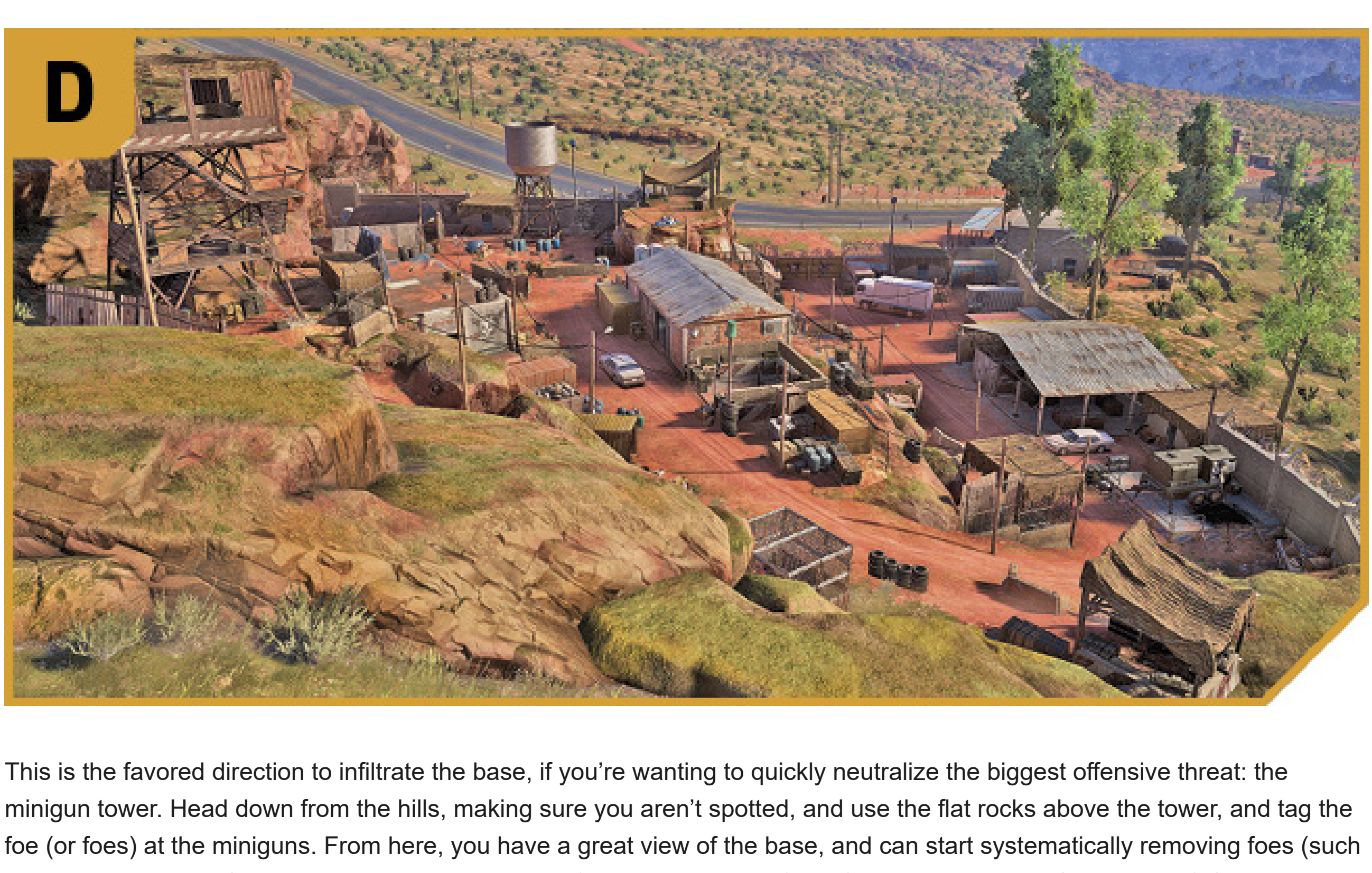
Of greater interest is a concrete block against the wall between the nest and the garage. Climb it (it's near a tree), and there's a gap in the barbed wire, allowing you to drop into the base, almost landing on the metal container Sandoval is locked inside. You're also across from the generator. This is obviously a hugely helpful route to take; just watch for the minigun nest foe nearby.

SOUTH: STREAM AND ROCKS (MINIGUN NEST)



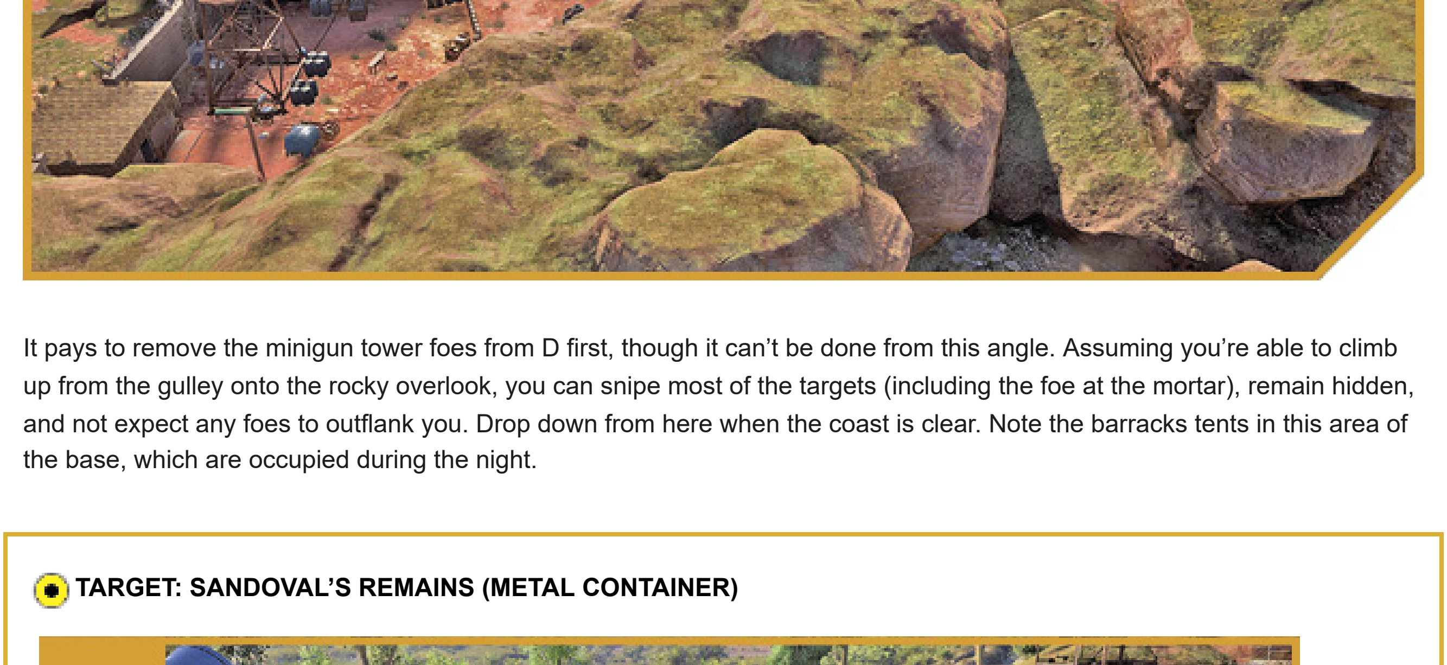
When the concrete wall ends at the southern edge of the perimeter, you can climb the rocks the wall connects to, and up into the base. Be watchful of the minigun operator at the covered tarp nest nearby; drop him, using the rocks as cover. You have partial visuals of the minigun tower foe, too. Head here to cause a distraction, release the rebel from the small prison cage adjacent to the nest, or to drop down and shut off the generator and/or the drone jammer. Remember the jammer can be deactivated, not just blown up (so you can stay stealthy).

SOUTHWEST: FLAT ROCKS AND MINIGUN TOWER



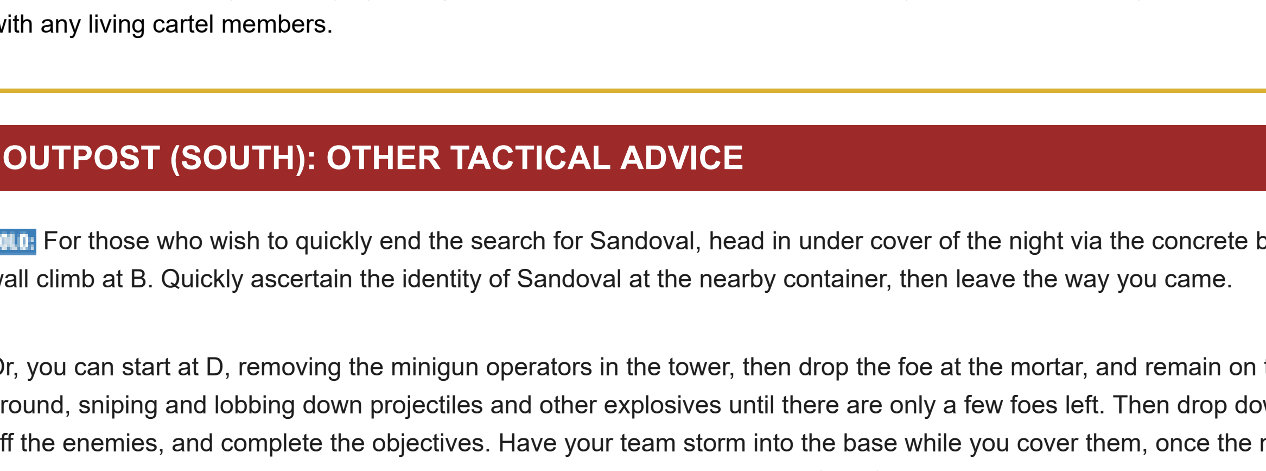
This is the favored direction to infiltrate the base, if you're wanting to quickly neutralize the biggest offensive threat: the minigun tower. Head down from the hills, making sure you aren't spotted, and use the flat rocks above the tower, and tag the foe (or foes) at the miniguns. From here, you have a great view of the base, and can start systematically removing foes (such as the mortar enemy) while remaining in cover. Feel free to head to the foot of the minigun tower (or the top of it), maintaining your height advantage. Then move to C or E and outflank the remaining enemies.

NORTHWEST: MINIGUN TOWER GULLEY AND OVERLOOK



It pays to remove the minigun tower foes from D first, though it can't be done from this angle. Assuming you're able to climb up from the gulley onto the rocky overlook, you can snipe most of the targets (including the foe at the mortar), remain hidden, and not expect any foes to outflank you. Drop down from here when the coast is clear. Note the barracks tents in this area of the base, which are occupied during the night.

● TARGET: SANDOVAL'S REMAINS (METAL CONTAINER)



Dotted throughout the base are container crates with gruesome contents inside—the corpses of those that have displeased the cartel. The indicated area, near the front gates, is the likely location of Sandoval's corpse. You need to step inside the container, then identify the body by taking a picture. Afterward, leave the area; it's your choice whether you leave the place with any living cartel members.

OUTPOST (SOUTH): OTHER TACTICAL ADVICE

SOLO: For those who wish to quickly end the search for Sandoval, head in under cover of the night via the concrete block and wall climb at B. Quickly ascertain the identity of Sandoval at the nearby container, then leave the way you came.

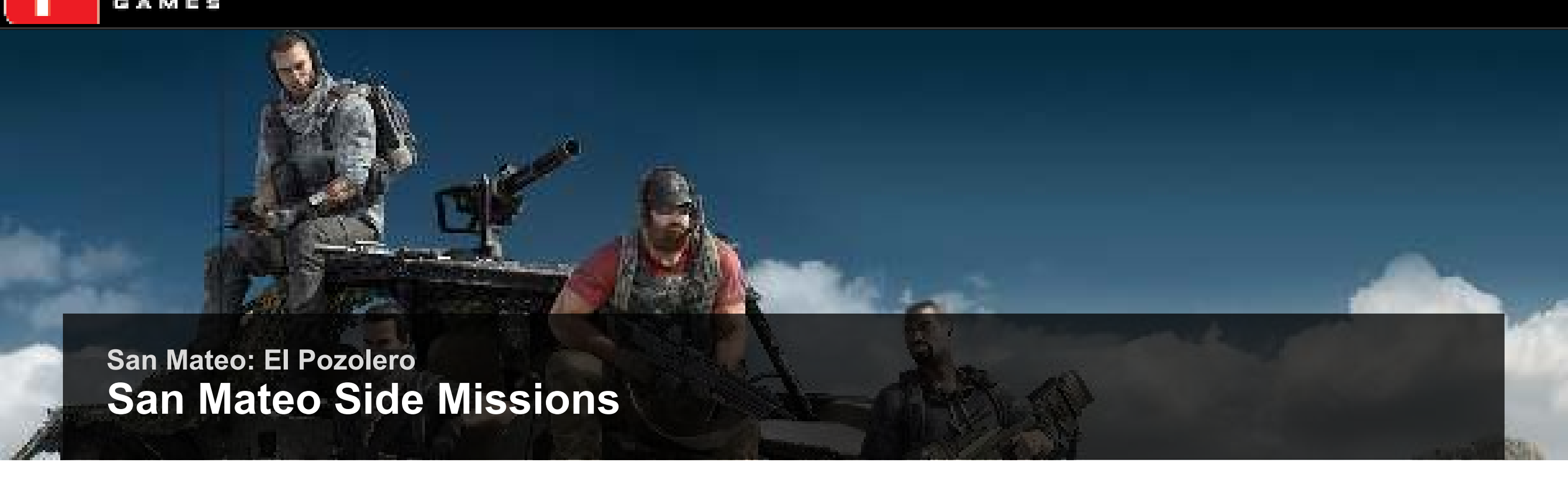
Or, you can start at D, removing the minigun operators in the tower, then drop the foe at the mortar, and remain on the high ground, sniping and lobbing down projectiles and other explosives until there are only a few foes left. Then drop down, finish off the enemies, and complete the objectives. Have your team storm into the base while you cover them, once the minigun threats are neutralized. Also try lobbing grenades into the rear entrances of the firing posts to trap and kill the minigun operators around the base perimeter.

Or, drive a cartel-approved truck in through the gates, park it next to the container Sandoval is in, and while using it as cover, check the corpse. Then drive it out of the base, or escape via B.

You could also approach at night, hop in via B, shut down the power, and attempt to strangle or bring down every foe using stealth tactics and night vision goggles. Work your way in a clockwise direction from B to C (shutting down the jammer), around to D, up the steps to the minigun tower, and across to the barracks to defeat any stragglers. Can you do this without any foes noticing? It's possible!

CO-OP: A variation on the Solo plan is fine to try in Co-op mode, though you have the added benefit of swarming in from different directions at the same time to neutralize minigun operators at different locations simultaneously. Move in from B, C, D, and E, with each of you responsible for different foes in various areas.

You can also drive more than one cartel vehicle through the front gates, and if you have two Ghosts per vehicle, with one operating a minigun or other weapon, you can waste a good proportion of foes, though the tight maneuvering around to the higher part of the base can cause you to abandon the vehicle sooner rather than later.



San Mateo: El Pozolero

San Mateo Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: HACK ANTENNA

OBJECTIVE

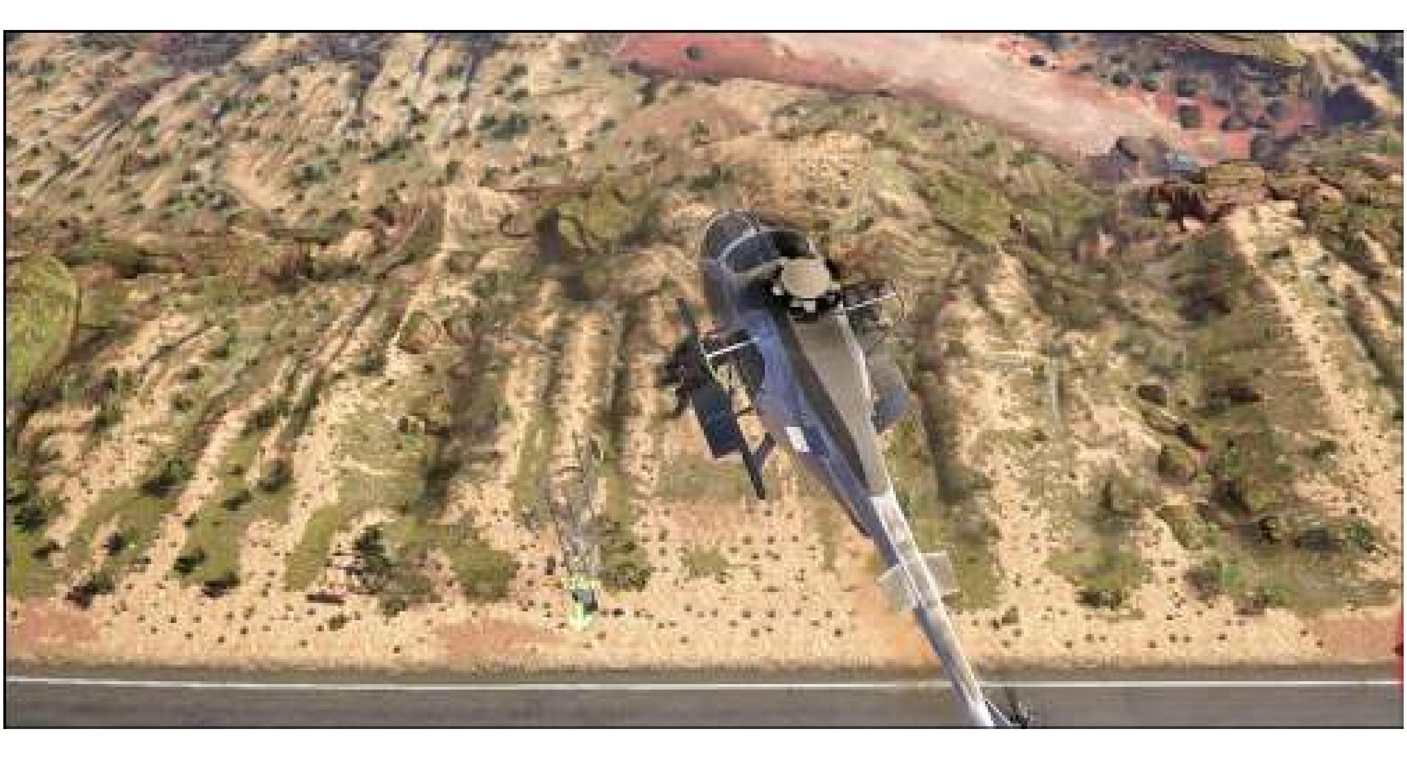
Deactivate the two antennas within 2:45

location

Train Station

REWARDS

Support Unlock/Upgrade - Rebel Diversion



The first antenna sits just north of the train station, while the second is found on the east highway—on the other side of La Carcel Del Pueblo. There are several ways to tackle this mission, such as grabbing the nearby sedan and driving all the way around the mountain or bringing a motorcycle and taking it off road. The simplest option is to grab a helicopter, such as the one at the rebel makeshift runway, and fly it between the two points. Clear out the nearby Santa Blanca soldiers before performing this mission or you will face a barrage of bullets as you take off.

REBEL OP: PARACHUTE DROP

OBJECTIVE

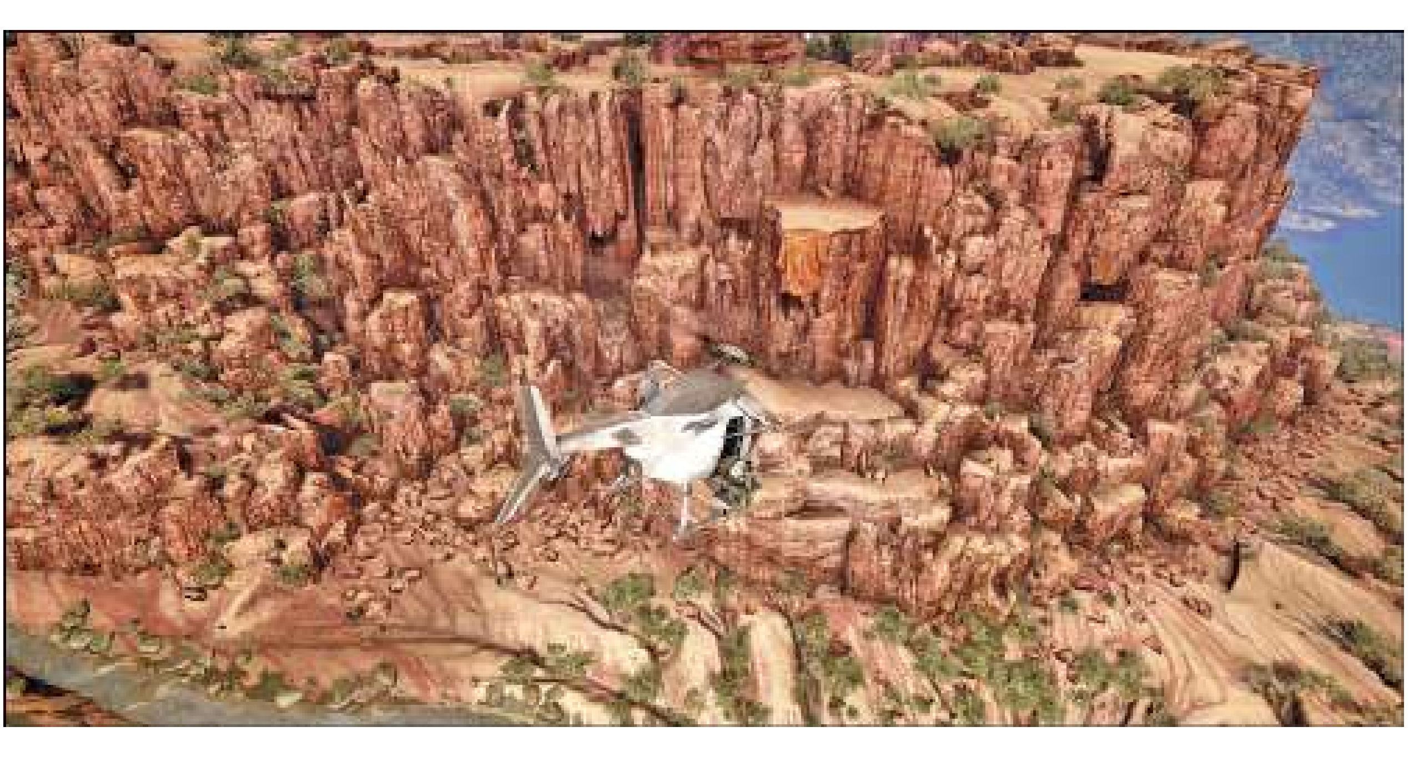
Tag the drop site supplies

LOCATION

South of La Carcel Del Pueblo

REWARDS

Support Unlock/Upgrade – Rebel Recon



A supply drop has come to rest on the side of a cliff, just south of La Carcel Del Pueblo. Borrow the chopper from the rebel's makeshift runway and fly it to the south side of the canyon. Spot the orange parachute draped down the side of a cliff and land the helicopter on the landing below. Hop out and tag the supplies to complete the side mission.

REBEL OP: DEFEND RADIO

OBJECTIVE

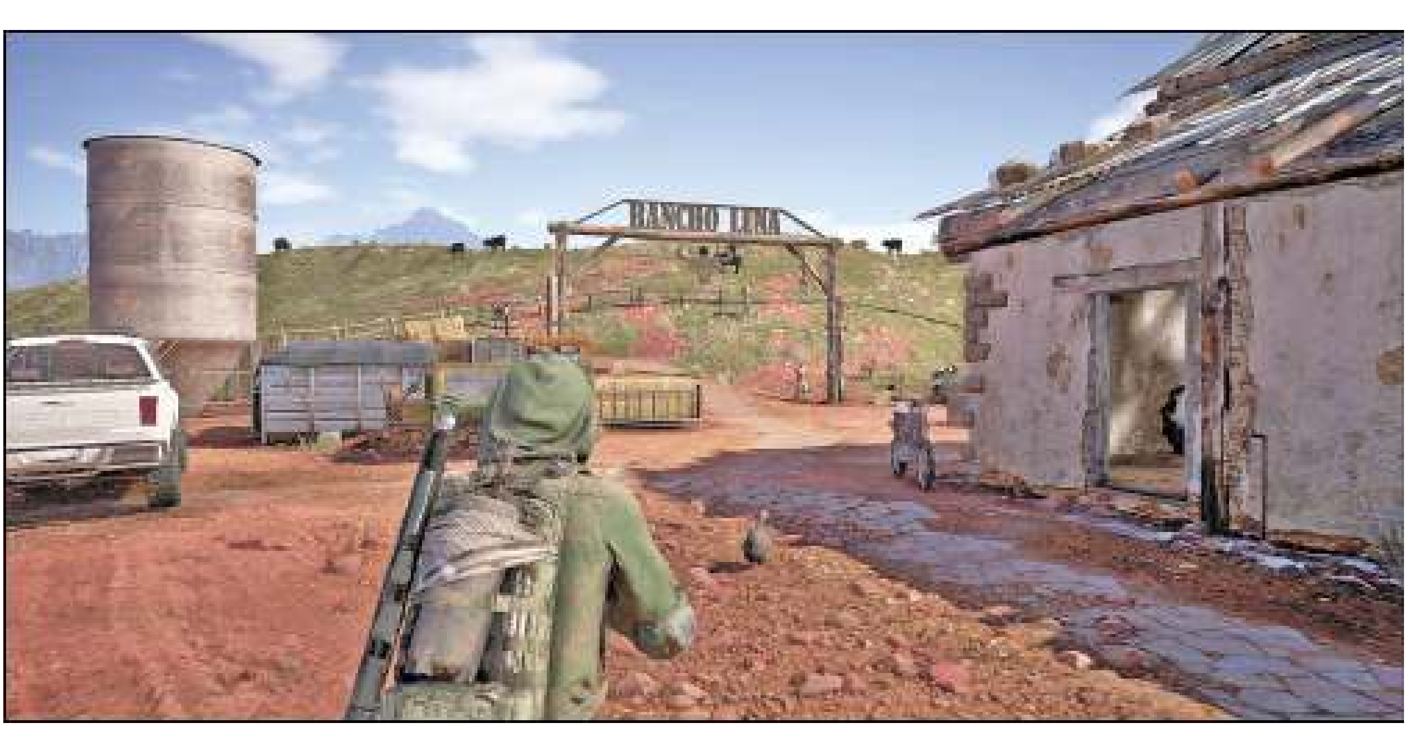
Start the radio and defend it

LOCATION

Valle Verde Ranch

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike



At the Valle Verde Ranch, call in rebel support and rally your team. The radio is tucked in between the barn and hay bales, but it is vulnerable to attacks from most sides. Civilians occupy the immediate area. To prevent accidently killing them, point a weapon their way to get them to flee. Flip the switch on the radio to begin a 3:00 timer and a broadcast from the rebels. This is a long time to defend the area, so visit the barn whenever possible to heal and stock up on ammunition. Explosive barrels litter the property. Use them to your advantage to take out the attacking hostiles. Listen for a helicopter to join the opposition and take appropriate action.

COMMS TOOL RAID

OBJECTIVE

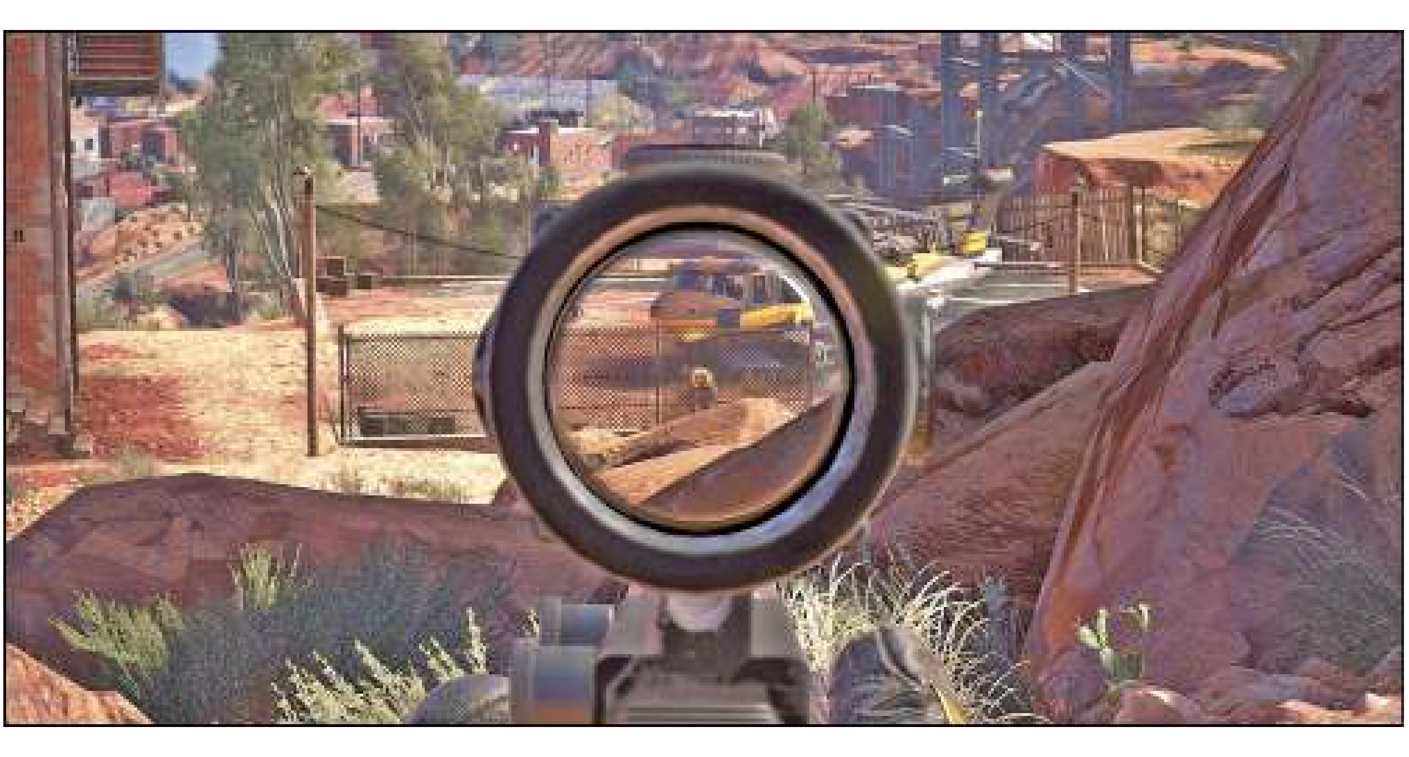
Steal the helicopter

LOCATION

San Mateo Base

REWARDS

+2500 Comms Tool



Approach the San Mateo Base from the north and recon the area from the cliff. First, eliminate the sniper from the watchtower. Next, use Sync Shots to eliminate four of the guys that surround the chopper, including the Lieutenant. Take out the remaining soldiers as you charge the helicopter and fly to the rebel makeshift runway to the east to complete the mission.

GASOLINE RAID

OBJECTIVE

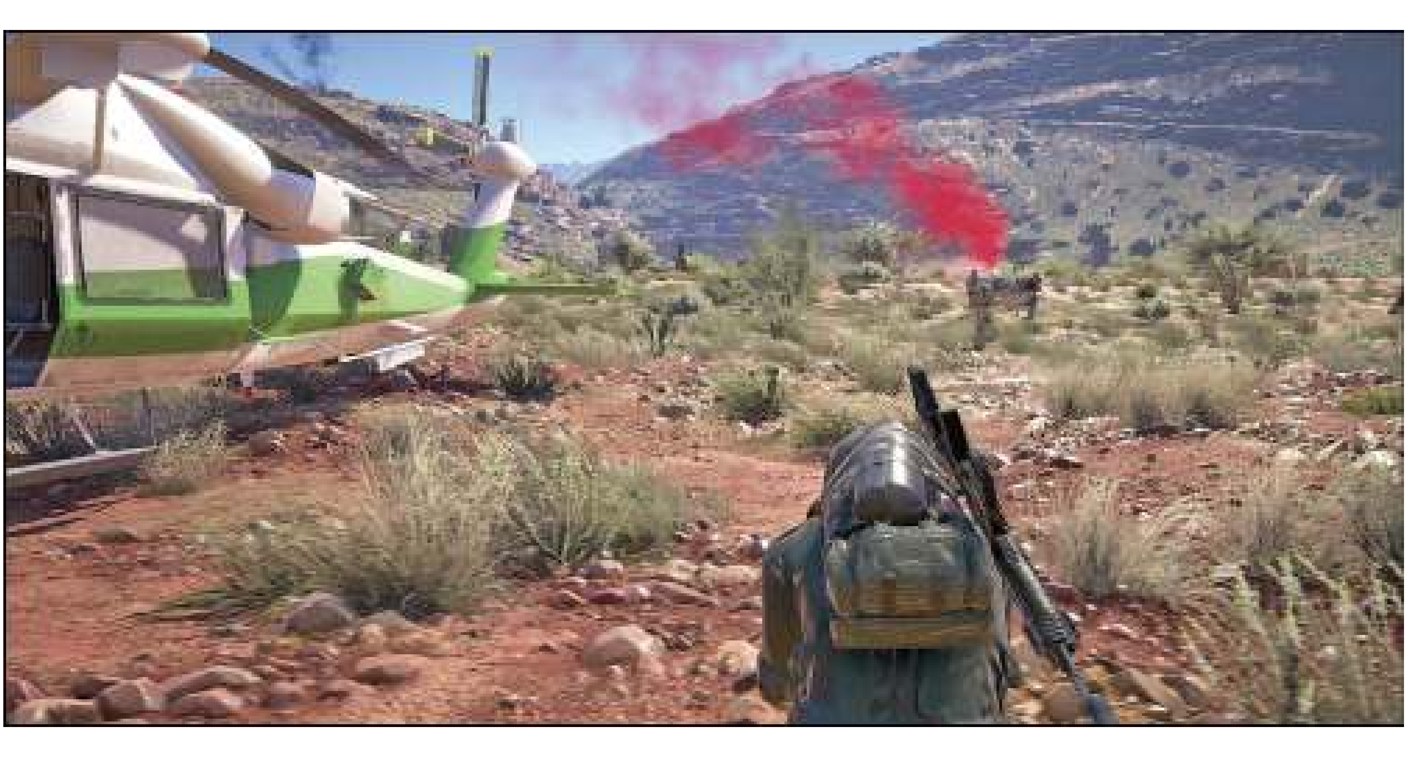
Steal the helicopter

LOCATION

Boot Camp

REWARDS

+2500 Gasoline



A helicopter sits on the south side of Santa Blanca's boot camp and it is loaded with gasoline. You can use the typical methods to steal it, such as rushing the small group of hostiles and gunning them down or methodically eliminating them one by one. No matter how you tackle the situation, snipe the guy in the machinegun nest on the right first. Now, try another approach with these guys. Move around to the foliage just west of the chopper and fire a flare to the south, making sure it is close enough to pique their interest. Now simply watch them clear the area while you walk up to the aircraft and swipe it. Land at the rebel's makeshift runway to complete the mission.

FOOD PACKAGE RAID

OBJECTIVE

Steal the plane

LOCATION

Cartel Makeshift Runway

REWARDS

+2500 Food Parcels

At the cartel's makeshift runway on the west side of the province, several Santa Blanca troops guard a loaded plane. From behind the western rock, use the drone to recon the enemy. Find lone hostiles and pull them away from the others with Diversion Grenades, where you can knock them out without alerting anyone. Once it is down to four sicarios, use Sync Shots to eliminate the rest. Fly the food parcels to the rebel's runway to earn your reward.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

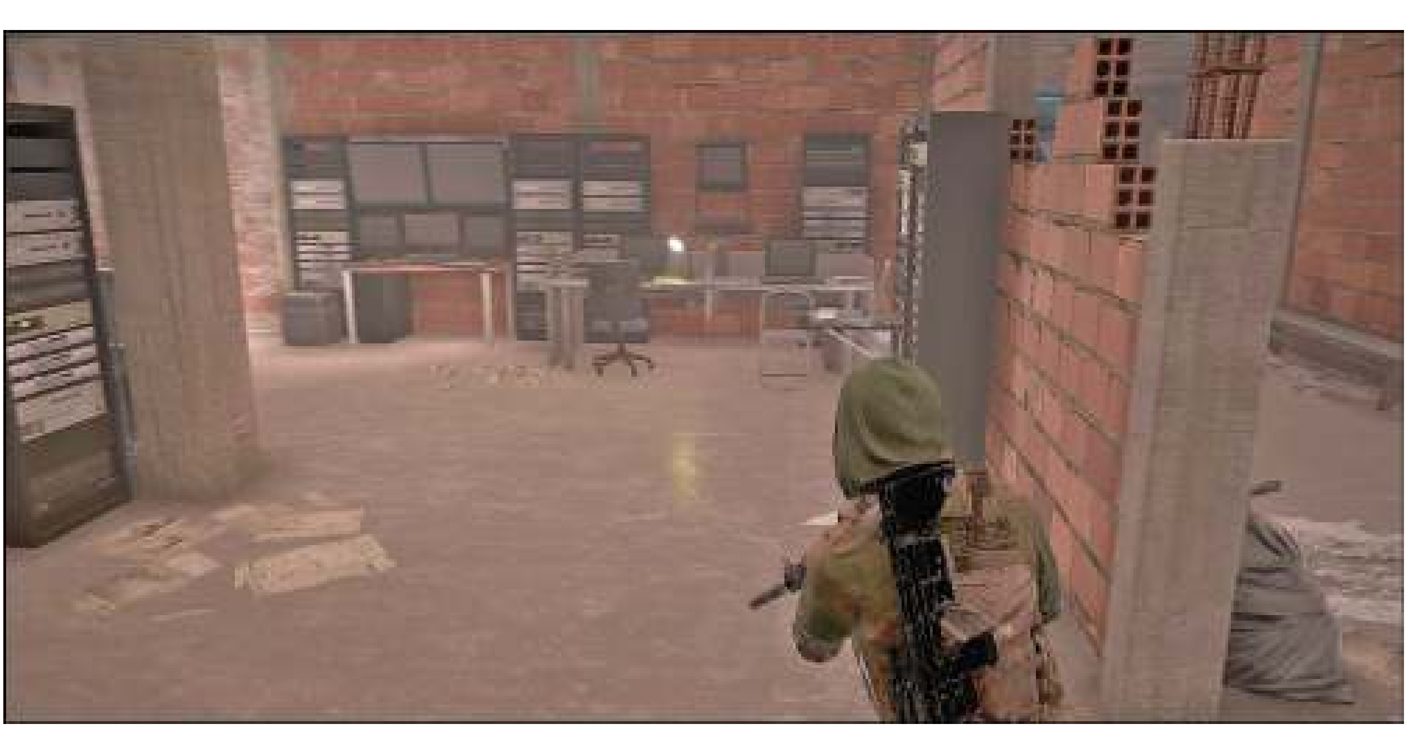
Blow up one of the station's entrances and then hack the network relay

LOCATION

Southeast of San Mateo Base

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



West of the boot camp and northeast of the cartel's makeshift runway, a network station offers up another Vehicle Drop Off side mission. Once an entry is blown open, you have 1:30 to hack the network relay. The back door presents the quickest route to your objective. Pick off the hostiles from outside until it appears safe to enter. The computer sits on the opposite side of the partial wall ahead.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

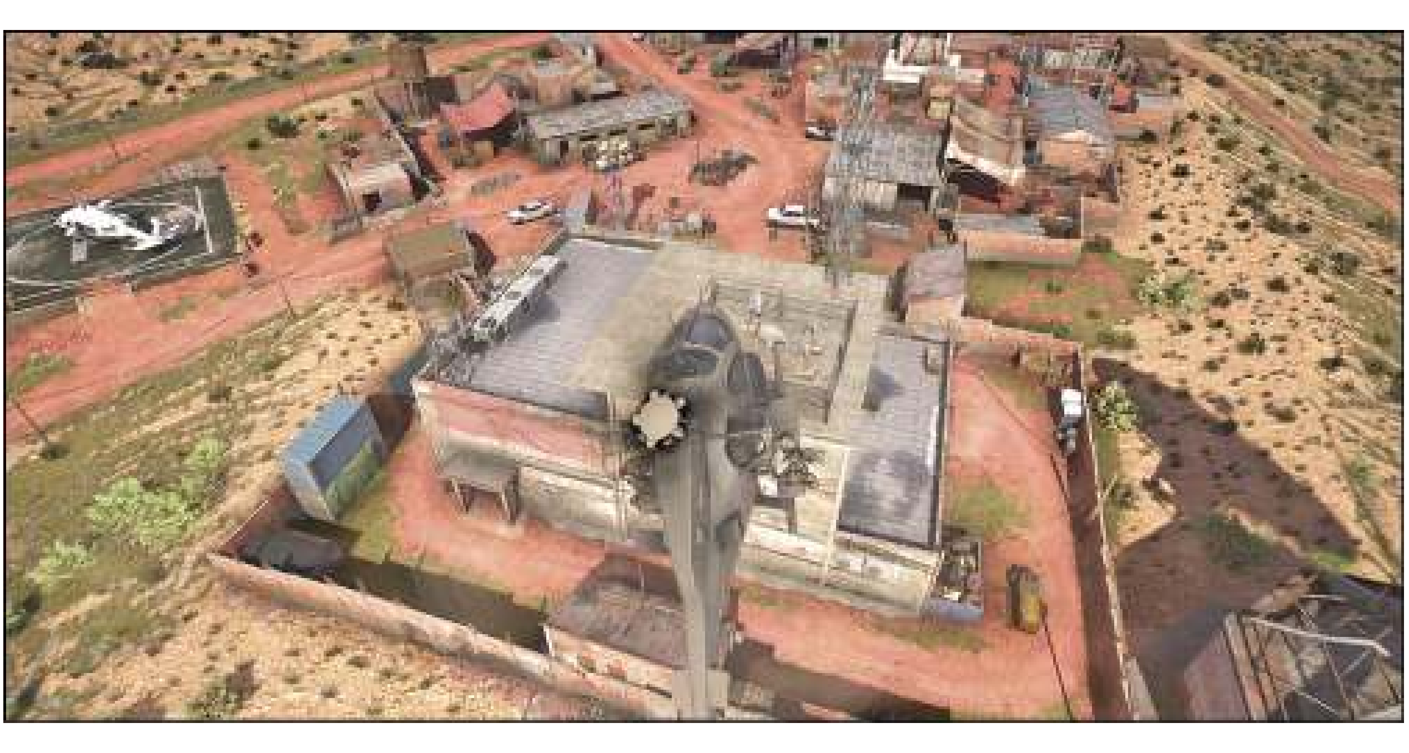
Blow up one of the station's entrances and then hack the network relay

LOCATION

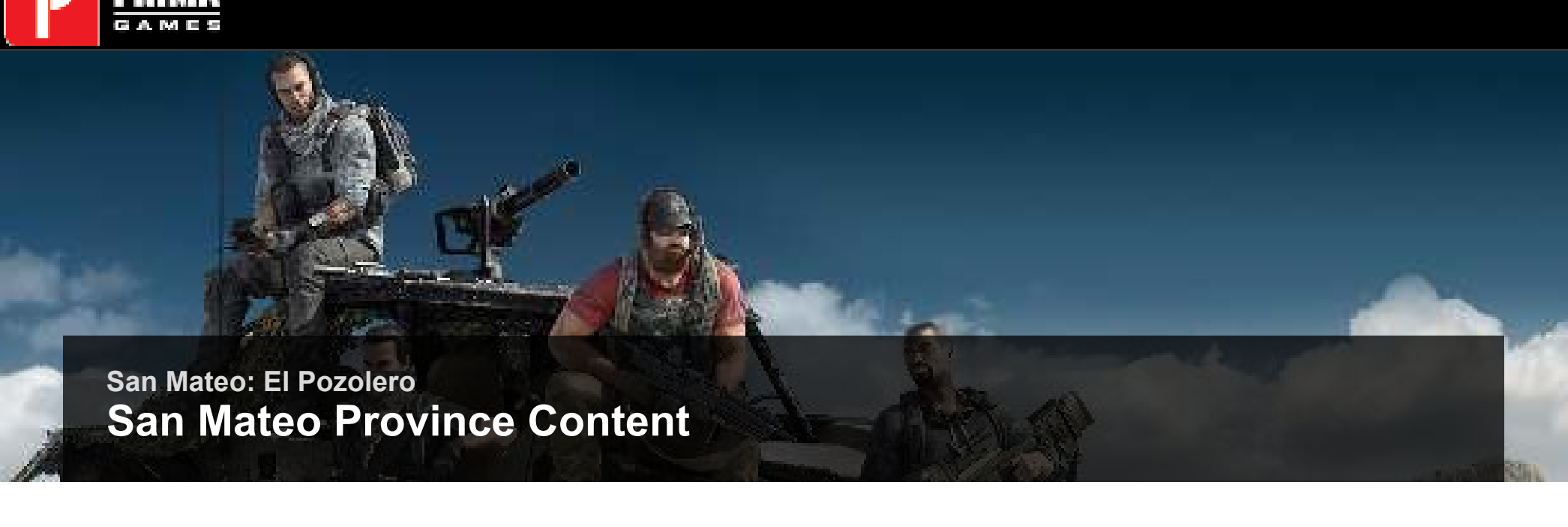
Central Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Another network station sits on the south side of the southern Santa Blanca outpost. The network relay sits in the middle of the third floor. Entering on the first floor leaves a bit of ground to cover in order to reach the objective. Instead, grab the helicopter from the rebel campsite or nearby rally point and land on the rooftop. Blow the third-floor door and access the computer that sits just inside to the right. The 1:30 time limit is well within reach at this point. Note that a Kingslayer File lies on the floor nearby, so collect it before fleeing the scene.

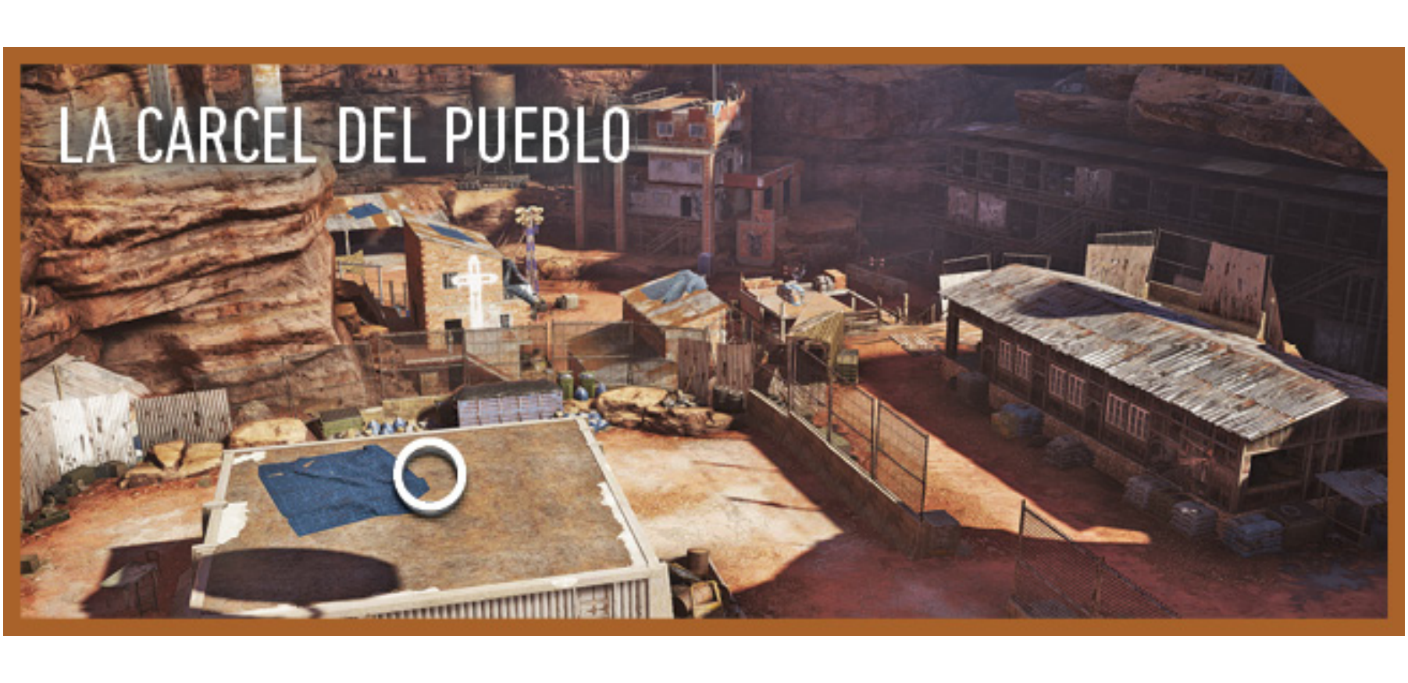


San Mateo: El Pozolero

San Mateo Province Content

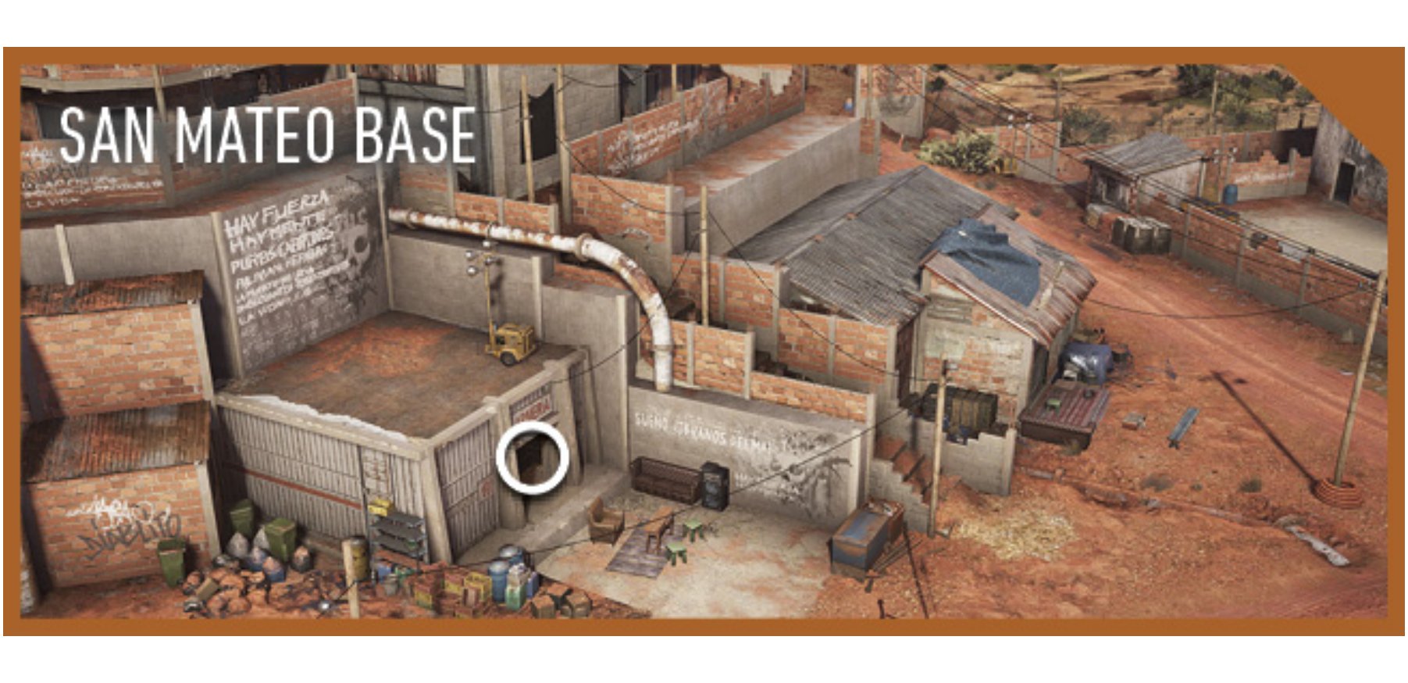
WEAPON CASES

WEAPON: G28 SNIPER RIFLE



A prison has been constructed into a canyon in north San Mateo. It is accessible through entrances on the north and west, as well as by chopper. Of course, the latter option will definitely get the attention of the hostiles. Make your way to the armory on the west side of the canyon, near the prison helicopter. Collect the new sniper rifle from inside.

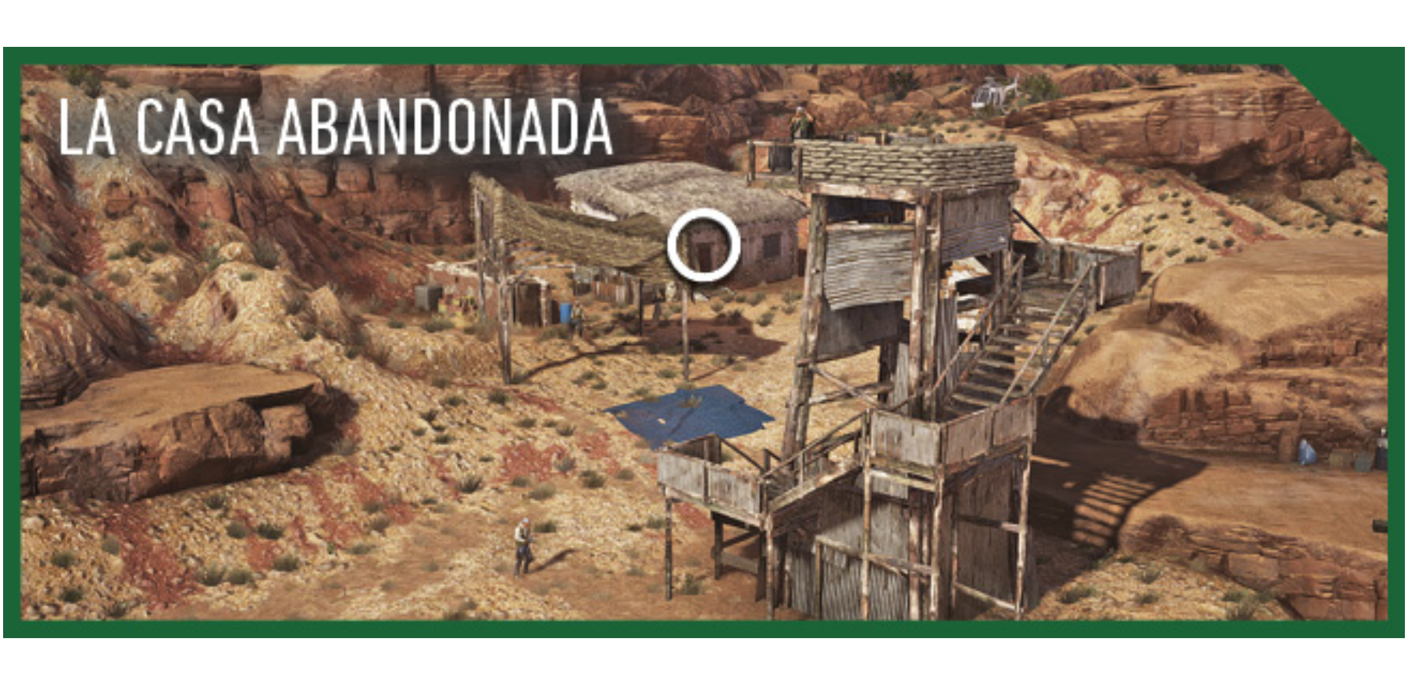
WEAPON: PSG SUBMACHINE GUN



From a gap in the wall at the north end of Santa Blanca's San Mateo Base, head straight along the brick wall and then down the steps to the left. Cautiously, make a 180-degree turn right to find the armory. Sitting just inside is a Weapon Case.

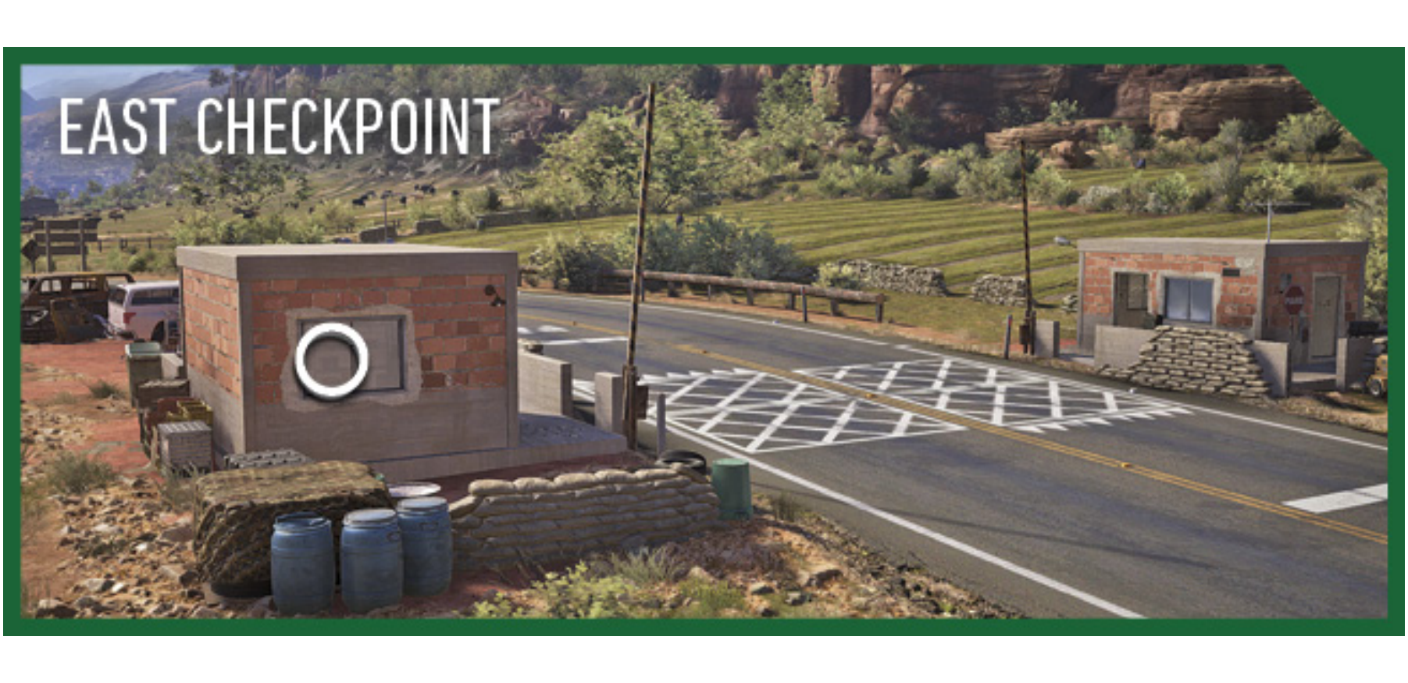
ACCESSORY CASES

ACCESSORY: FOLDED BUTTSTOCK (ASSAULT RIFLE)



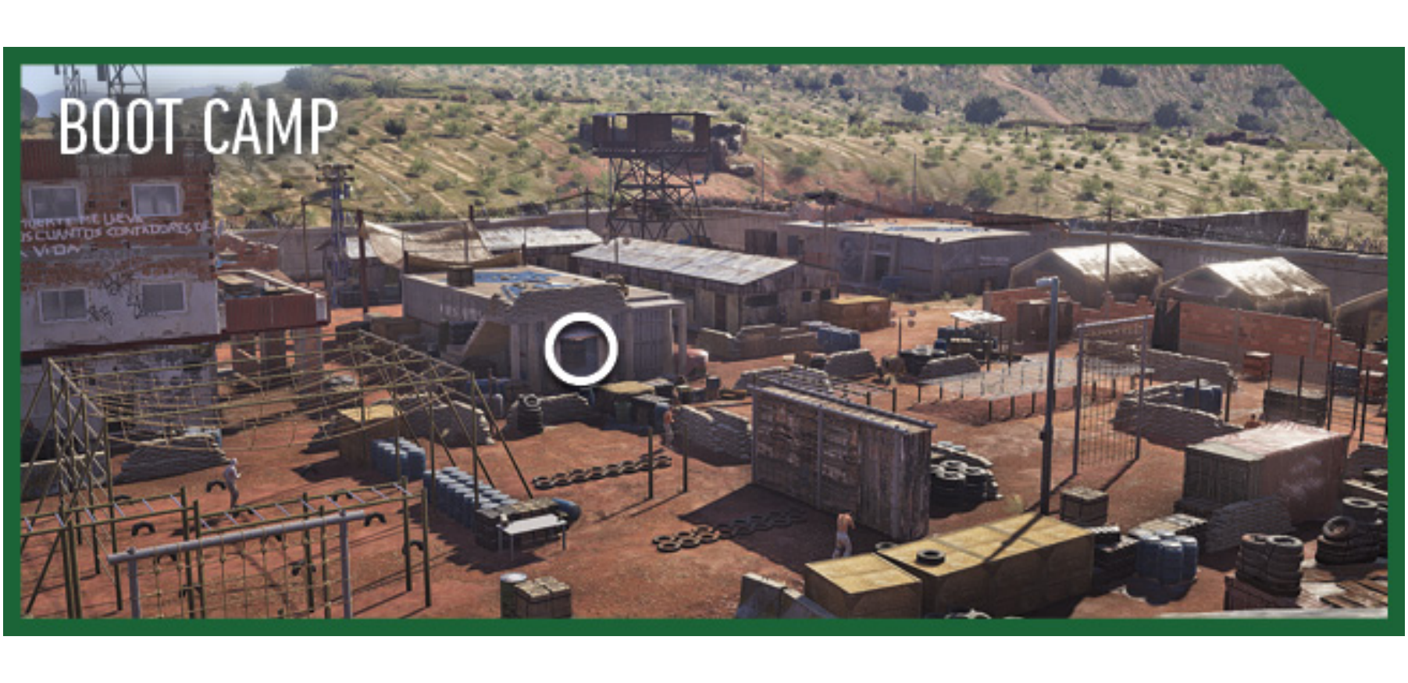
Visit La Casa Abandonada in the northwest corner of the province and clear out the enemies, including the sniper in the watchtower. Kick the front door of the house open and collect the Accessory Case from the cabinet in the far corner.

ACCESSORY: PKS-07 SCOPE (SNIPER RIFLE)



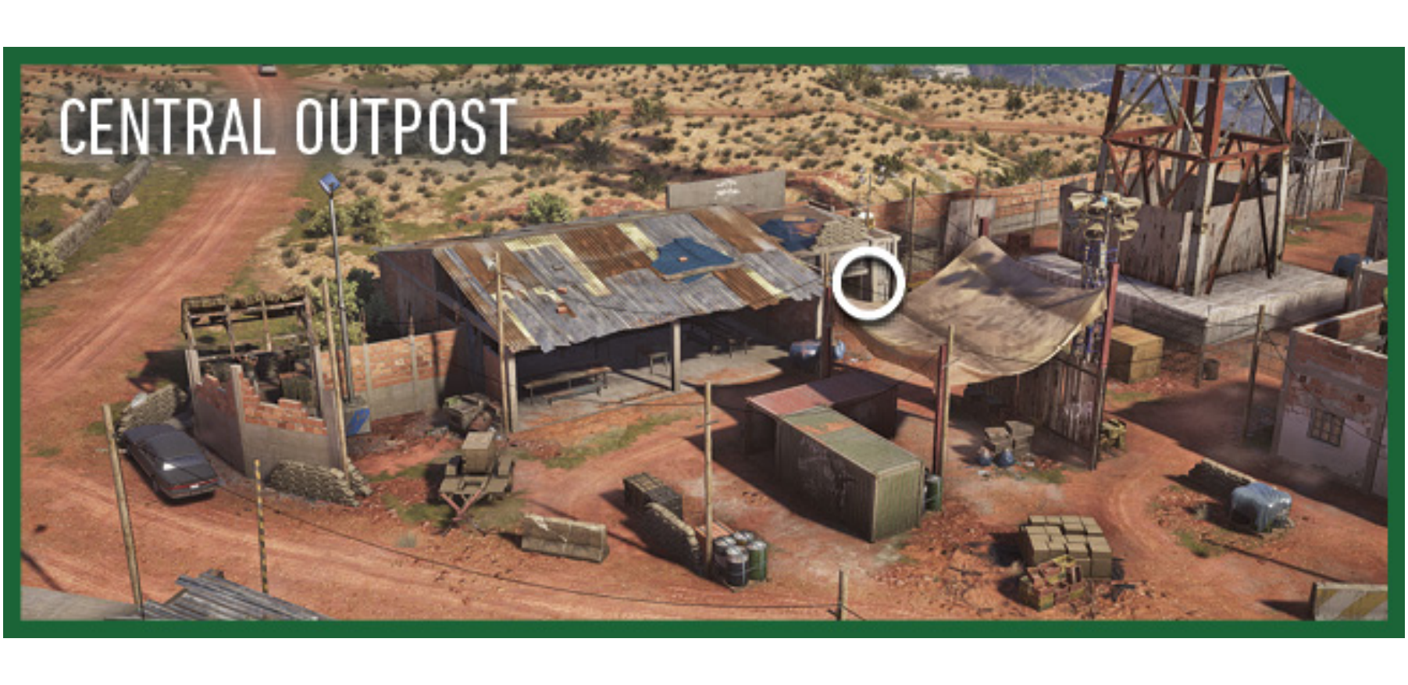
At the east checkpoint in the northeast corner of San Mateo, enter the eastern gatehouse to find an Accessory Case sitting on the metal shelf.

ACCESSORY: LASER 3DOT (ASSAULT RIFLE)



Take a trip to Santa Blanca's well-fortified Boot Camp to see what goes into preparing sicarios for battle. The base is equipped with three armories; enter the central one next to the HQ building, where an Accessory Case sits on the metal shelves inside.

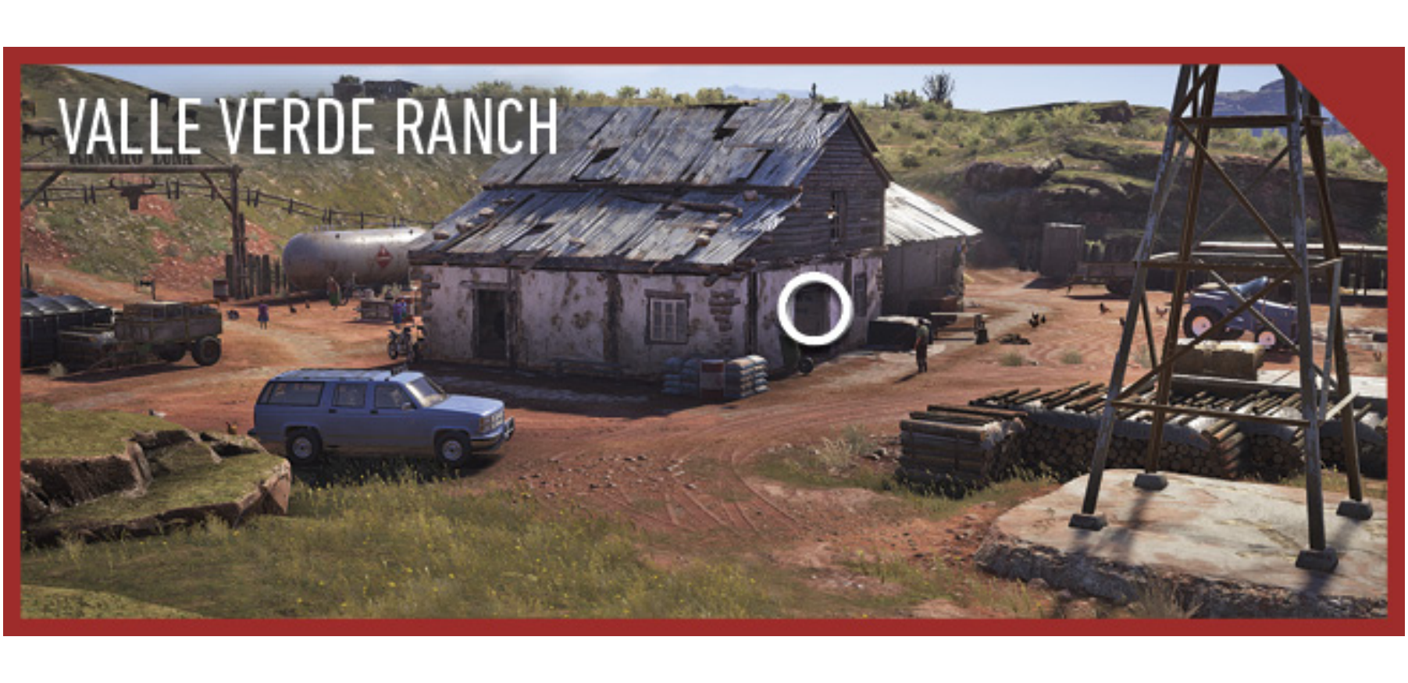
ACCESSORY: LONG BARREL (SNIPER RIFLE)



At the central Santa Blanca outpost in southern San Mateo, the armory sits to the left from the main entrance. Step inside the building to find an Accessory Case on the right shelves.

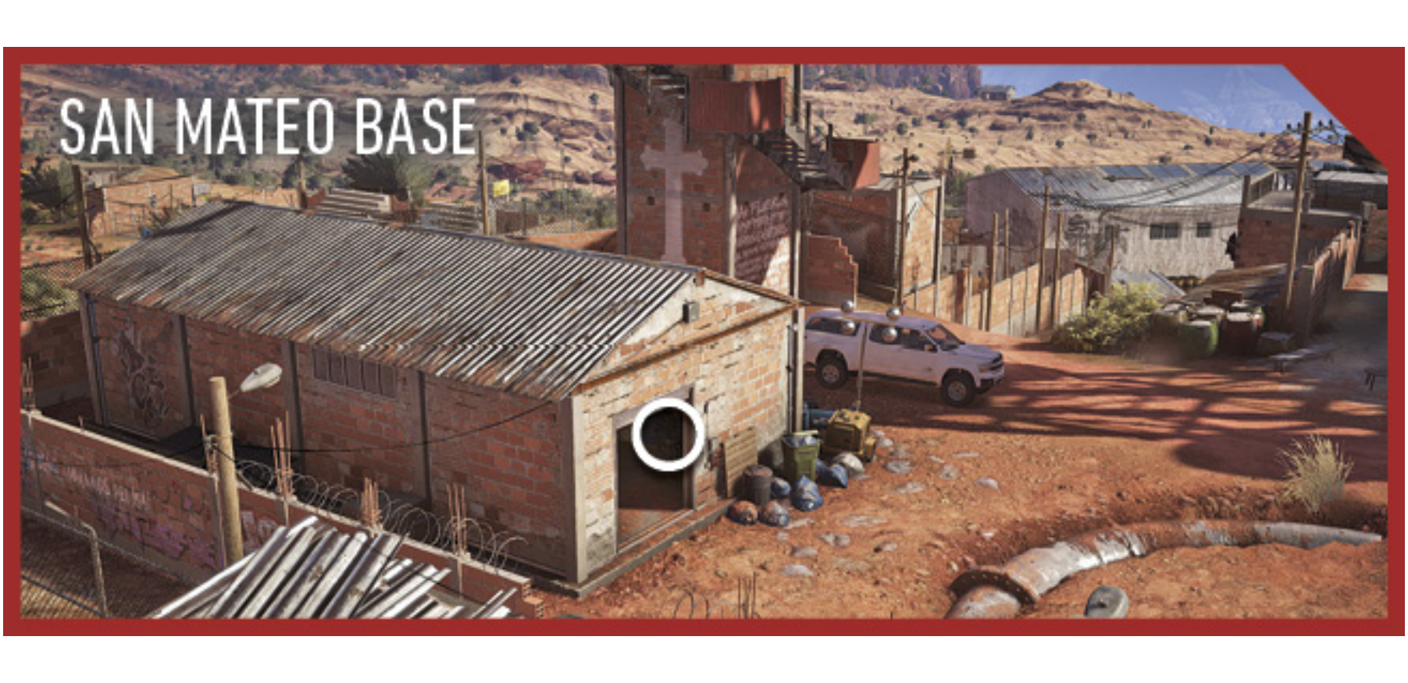
SKILL POINTS

SKILL POINTS: +1



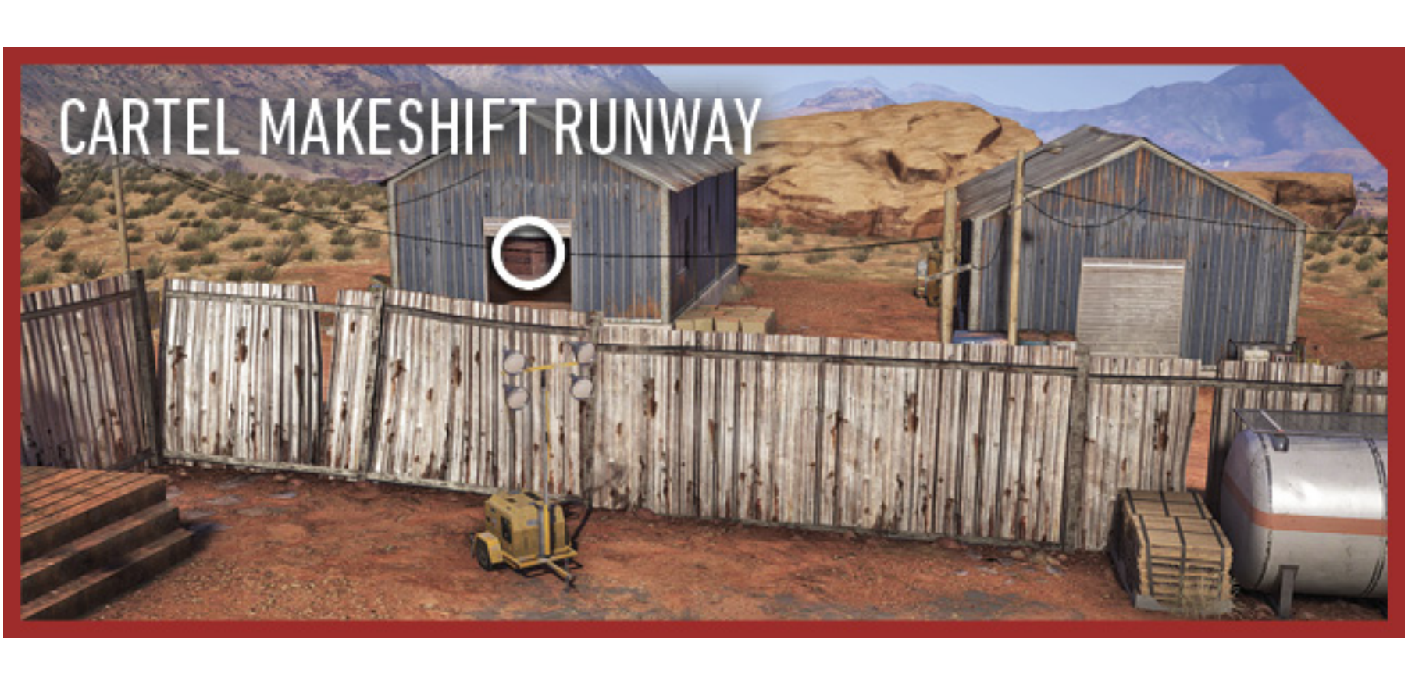
Travel to the Valle Verde Ranch, located just off National Road 9 in northeastern San Mateo. Enter the home and grab the Skill Point off the metal shelves.

SKILL POINTS: +5



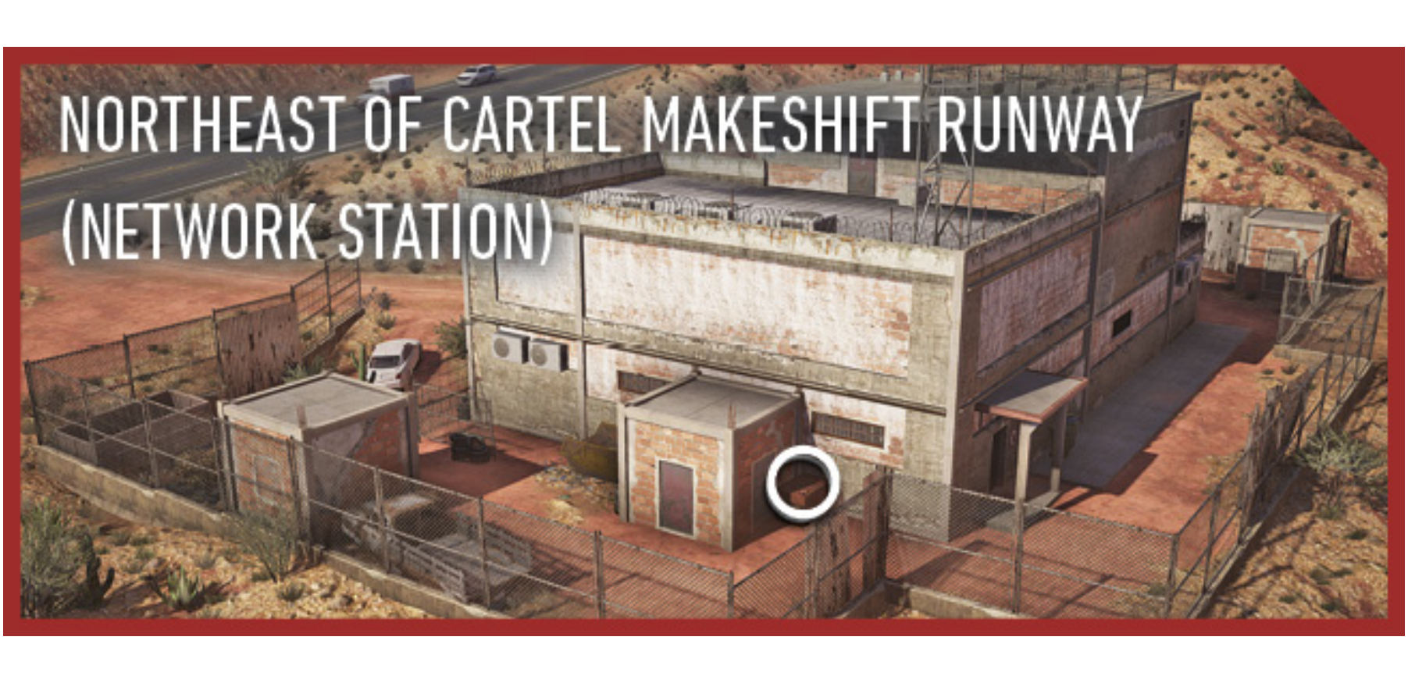
Slip into the San Mateo Base through a gap in the wall on the north end and sneak right up the hill and past the watchtower. Inside the storage building, located in the northwest corner of the base, find a medal in the corner.

SKILL POINTS: +1



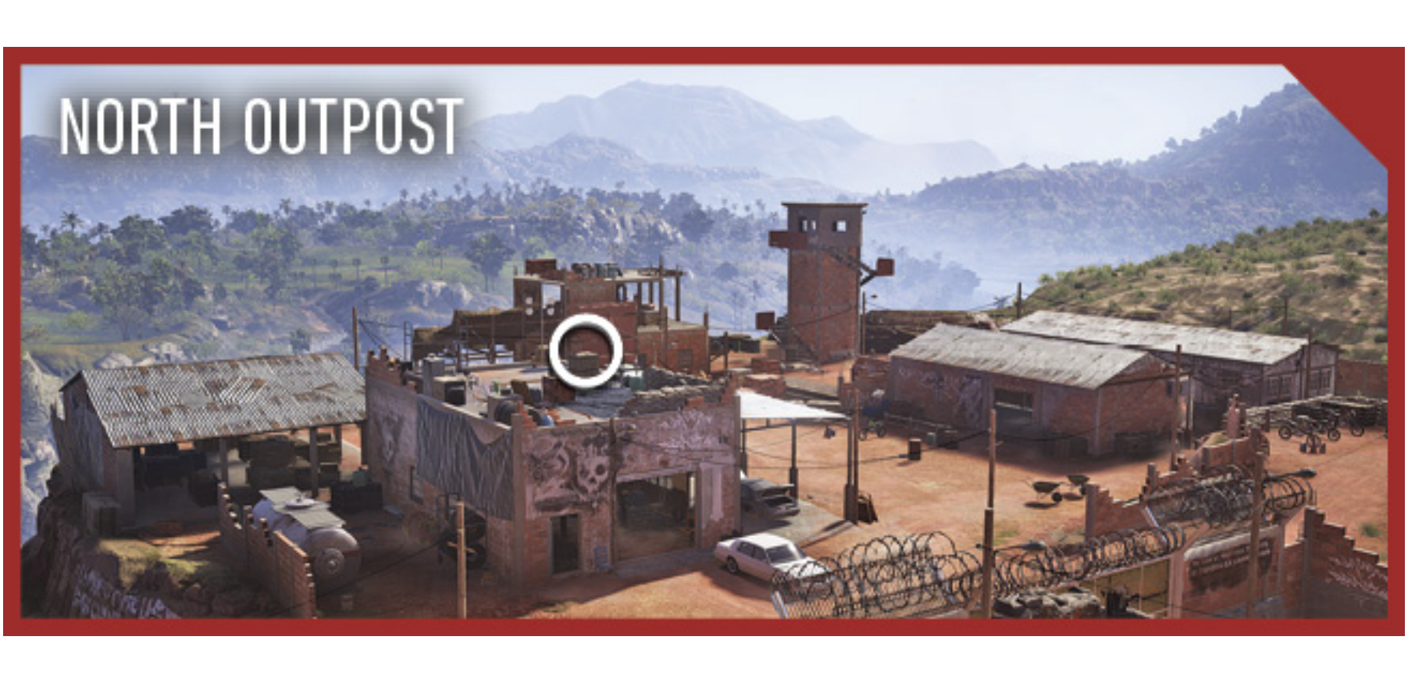
A makeshift runway has been constructed on the side of a mountain, northwest of Prison Rosario. Enter the western shack to find another Santa Blanca commendation.

SKILL POINTS: +1



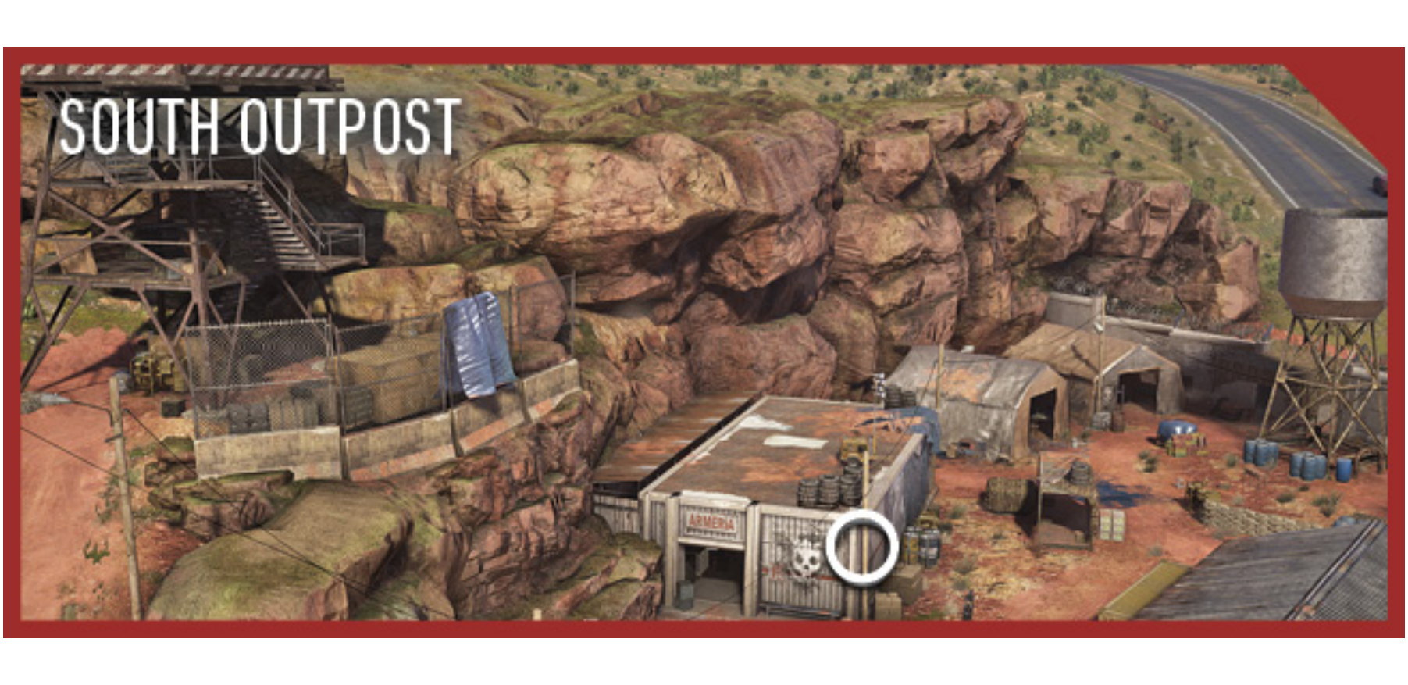
A Vehicle Drop Off side mission is available northeast of the makeshift runway. Before blowing up one of the station's entrances, collect a medal that sits atop a container on the south side.

SKILL POINTS: +3



From the north outpost's main gate, sneak through the auto garage ahead and climb the stairs to the rooftop. A medal rests on a pallet of crates.

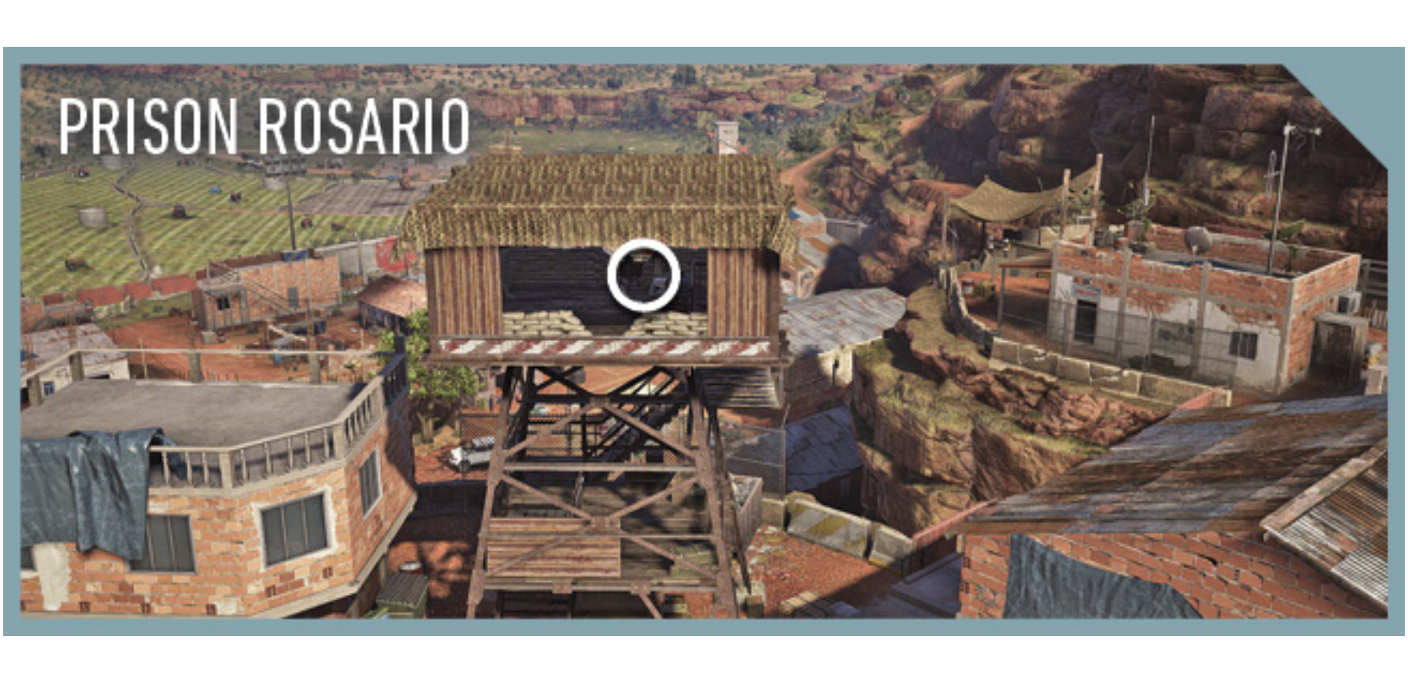
SKILL POINTS: +3



Approach the south outpost from the northwest and snipe the two soldiers in the raised machinegun nest. Continue down the path left of the tower and drop onto the armory. Hop down and step inside to find a medal on the workbench.

BONUS MEDALS

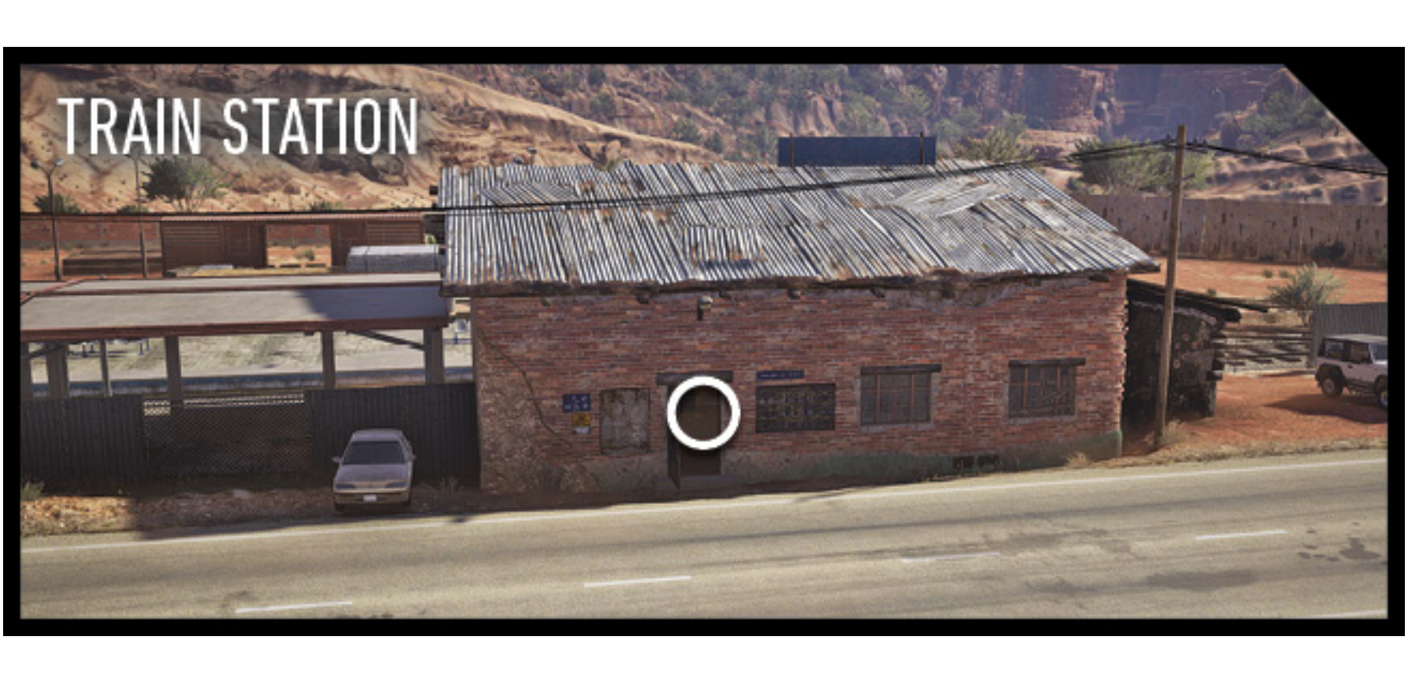
BONUS: STABLE AIM



Inside the walls of Prison Rosario, spot the raised, machinegun nest that sits on the cliff across the road from the comms center. Climb to the top, dispose of the soldier, and collect the reward from the table.

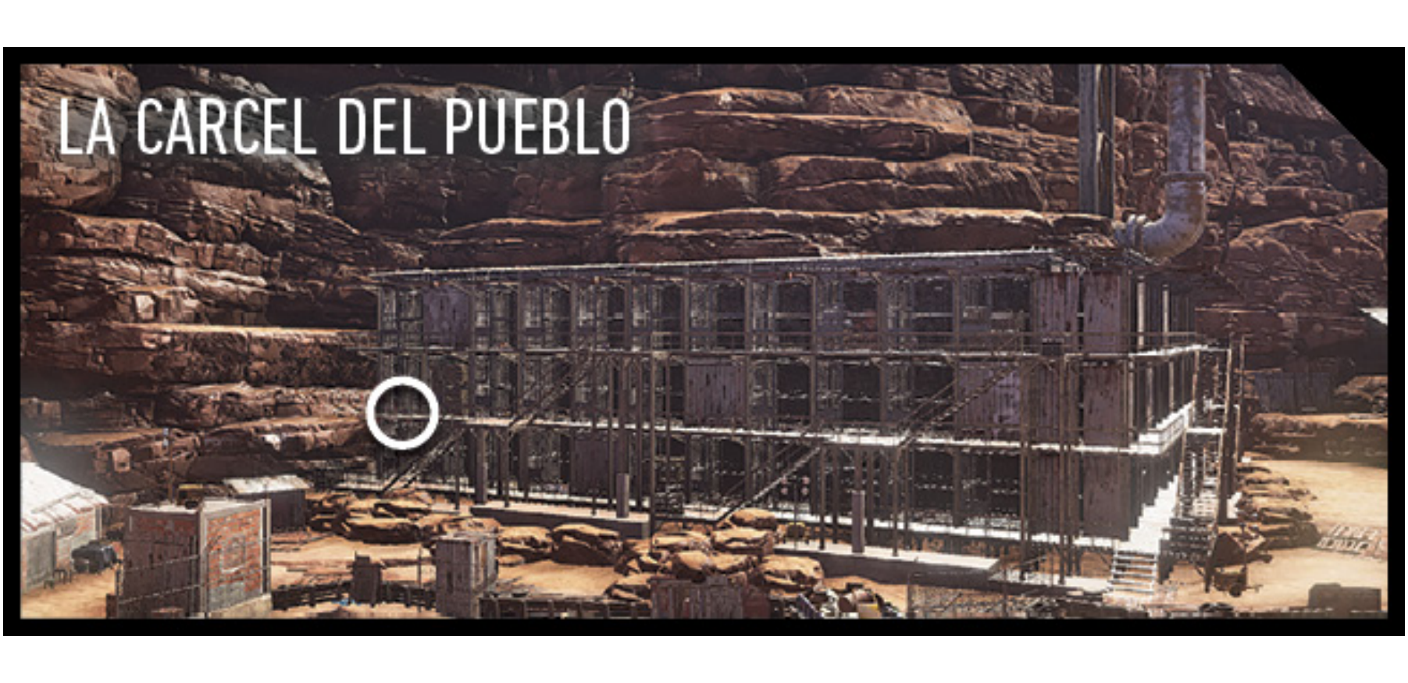
KINGSLAYER FILES

DOCUMENT



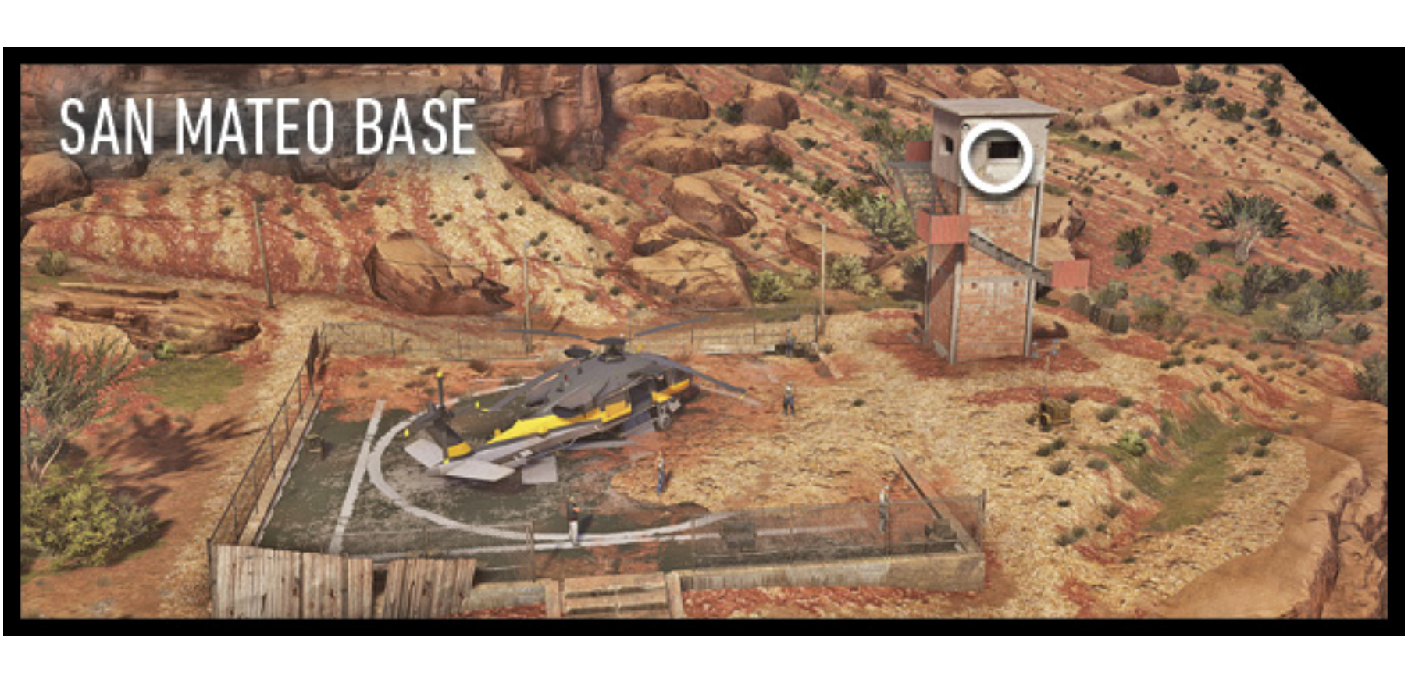
Visit the train station on the west side of San Mateo and cautiously enter the terminal building through the back door. A document lies on the floor ahead.

DOCUMENT



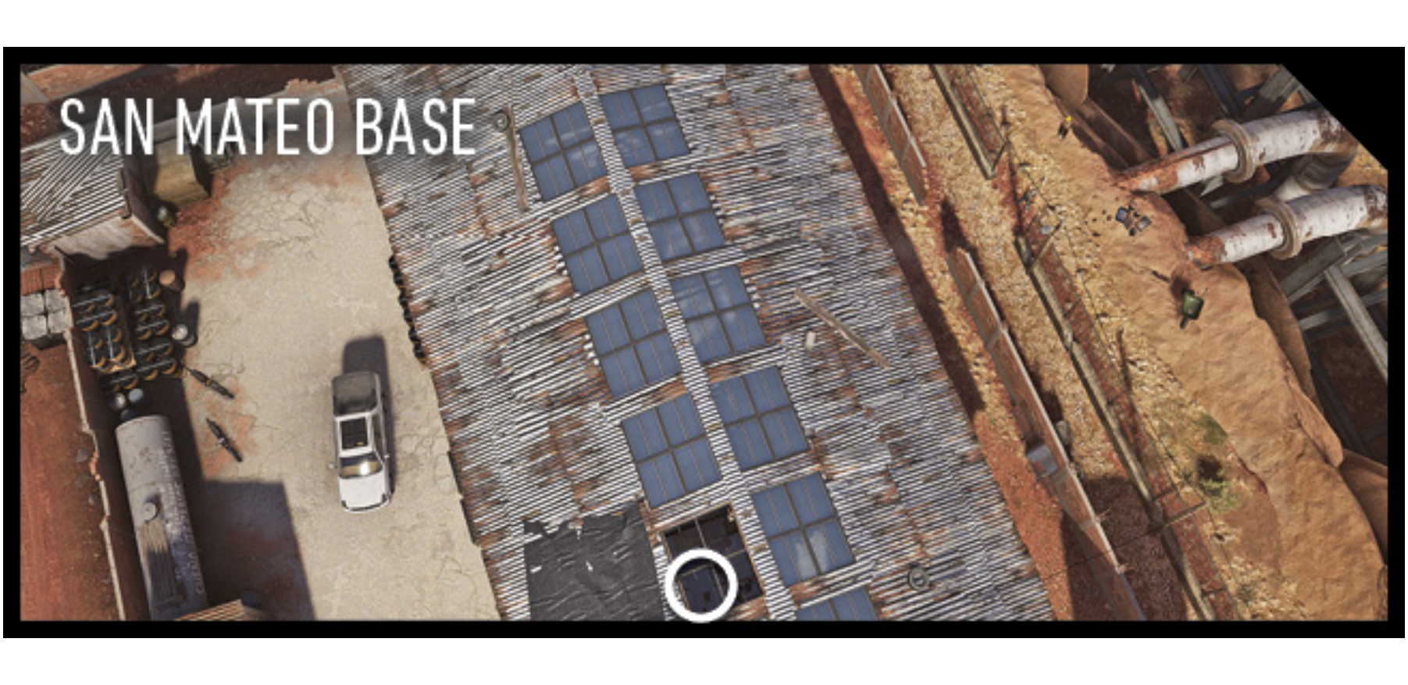
Infiltrate La Carcel Del Pueblo through the north entry point and deactivate the power generator located on the north side of the prison. Climb the steps that surround the HQ building to reach the upper level. The file is at the end of the walkway to the left.

DOCUMENT



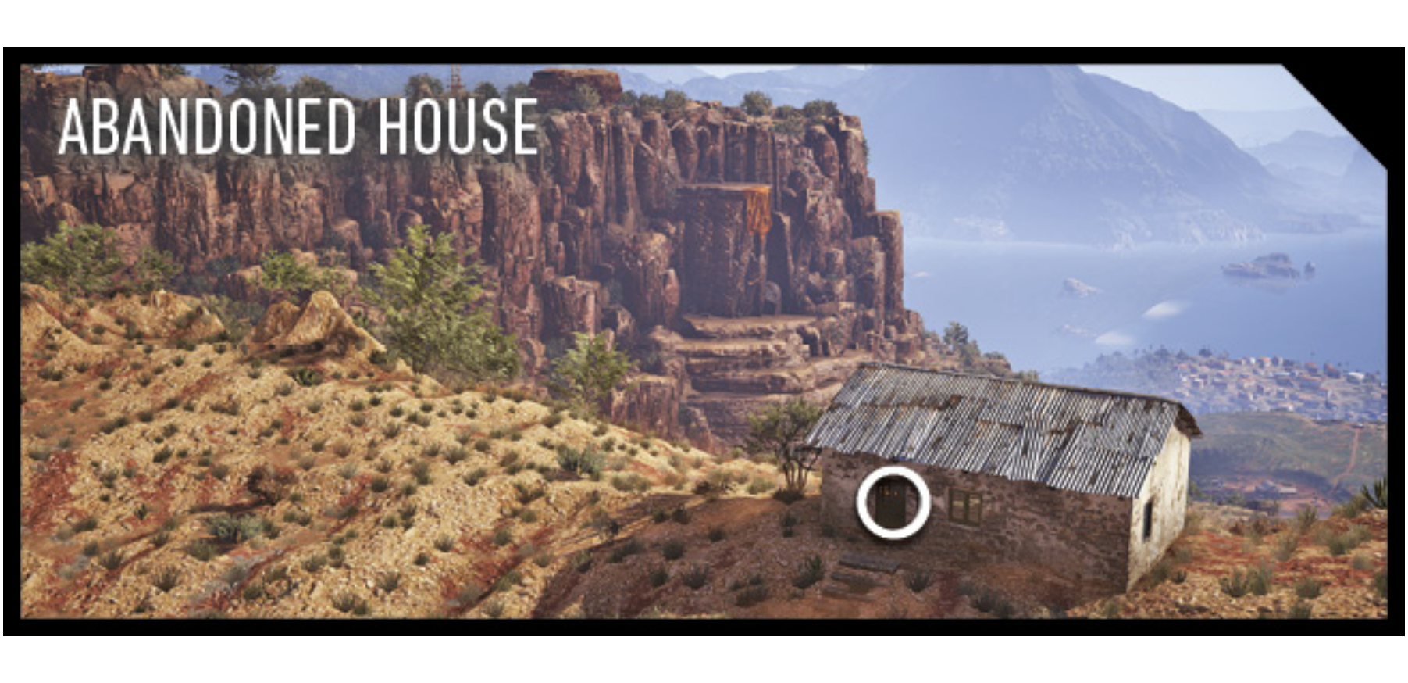
North of Santa Blanca's San Mateo Base, a lone watchtower protects a helipad. Ascend the tower to find a document lying on the floor. A Comms Tool Raid is available at this location, so feel free to steal the chopper while you are there.

DOCUMENT



Slip through the hole in the northern fence to infiltrate the San Mateo Base. Sneak around the backside of the partially bricked building and climb over the wall. Enter the packaging facility and collect the document off the metal worktable.

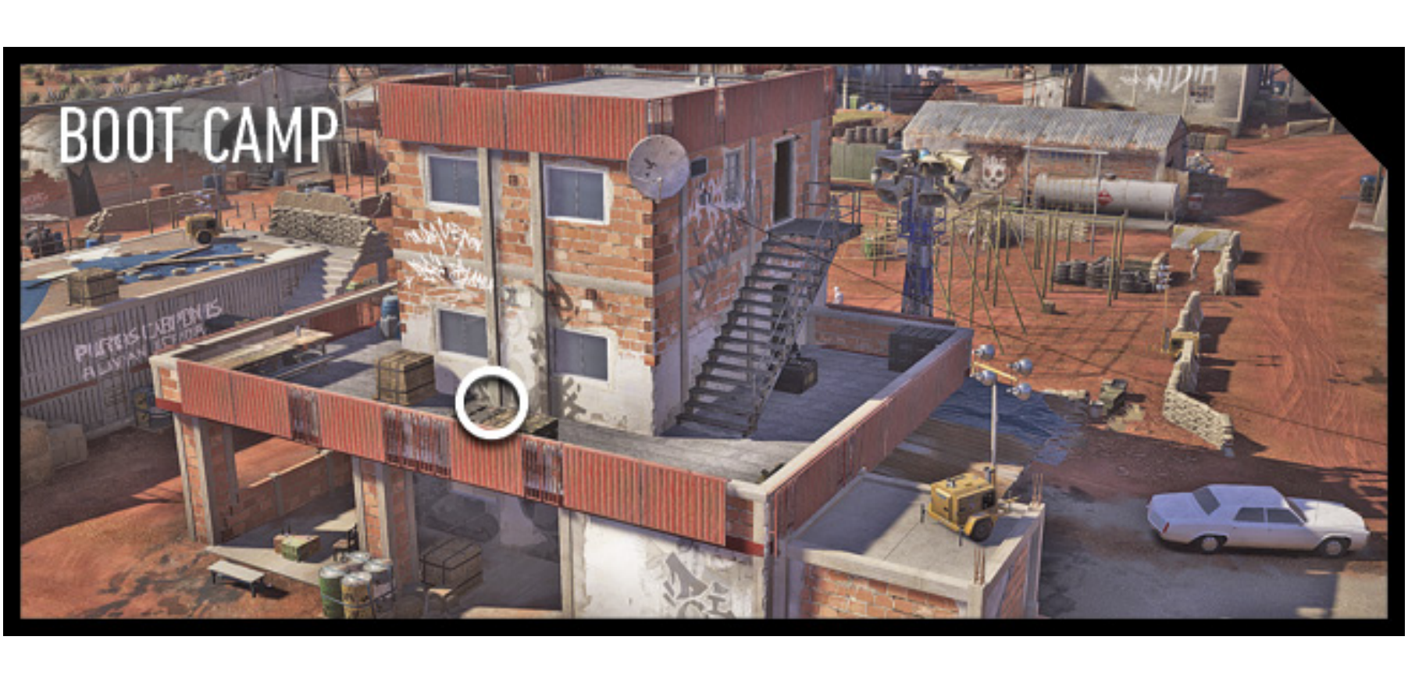
LEGEND



Find an abandoned home sitting on the side of a hill, southwest of La Carcel Del Pueblo. Search inside for a legend and add it to the Kingslayer Files.

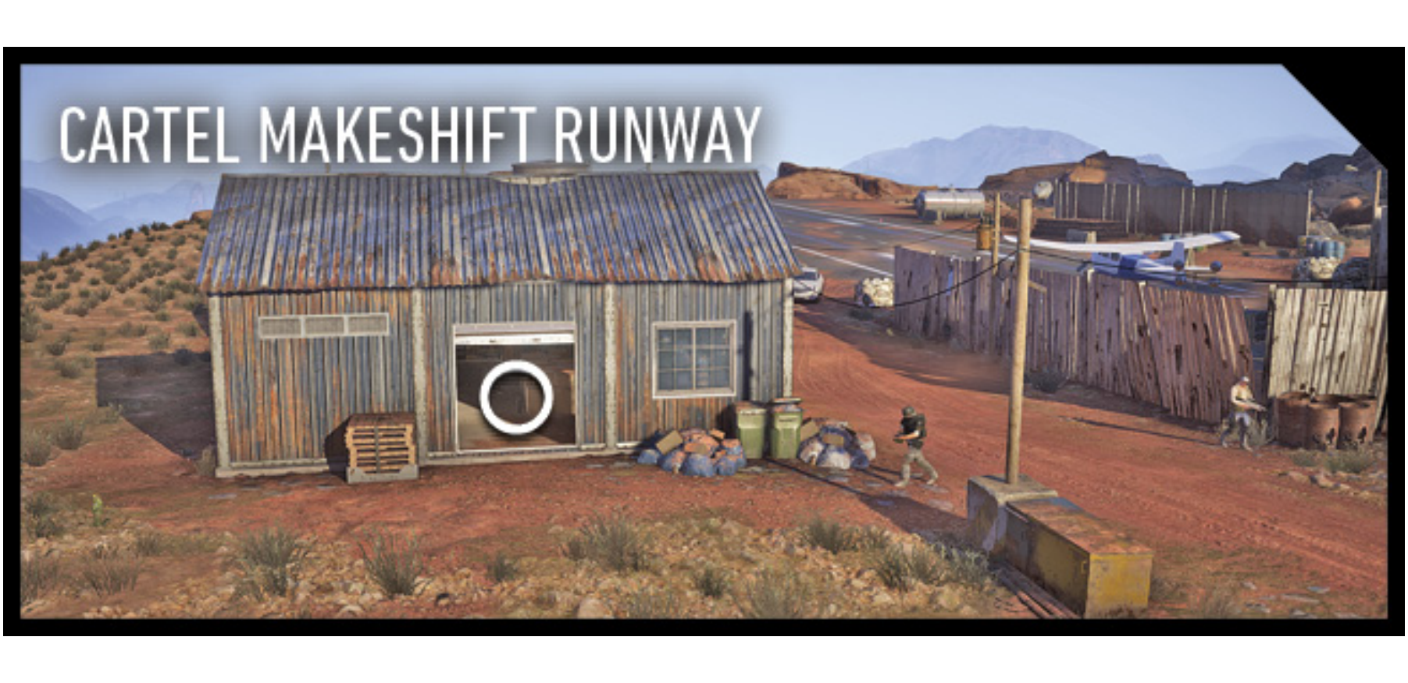
Pishtacos: According to folklore, the Pishtaco is a kind of vampire or bogeyman, typically from the Andes. Described as a human-like figure with white skin and a pale face, he kidnaps lone travelers at night, sometimes killing them, in order to steal their body fat. Indeed, the body fat is important in the Andes because it is considered a sign of wealth and good health. Note that the Pishtaco's description is a clear reference to Spanish and other European settlers.

DOCUMENT



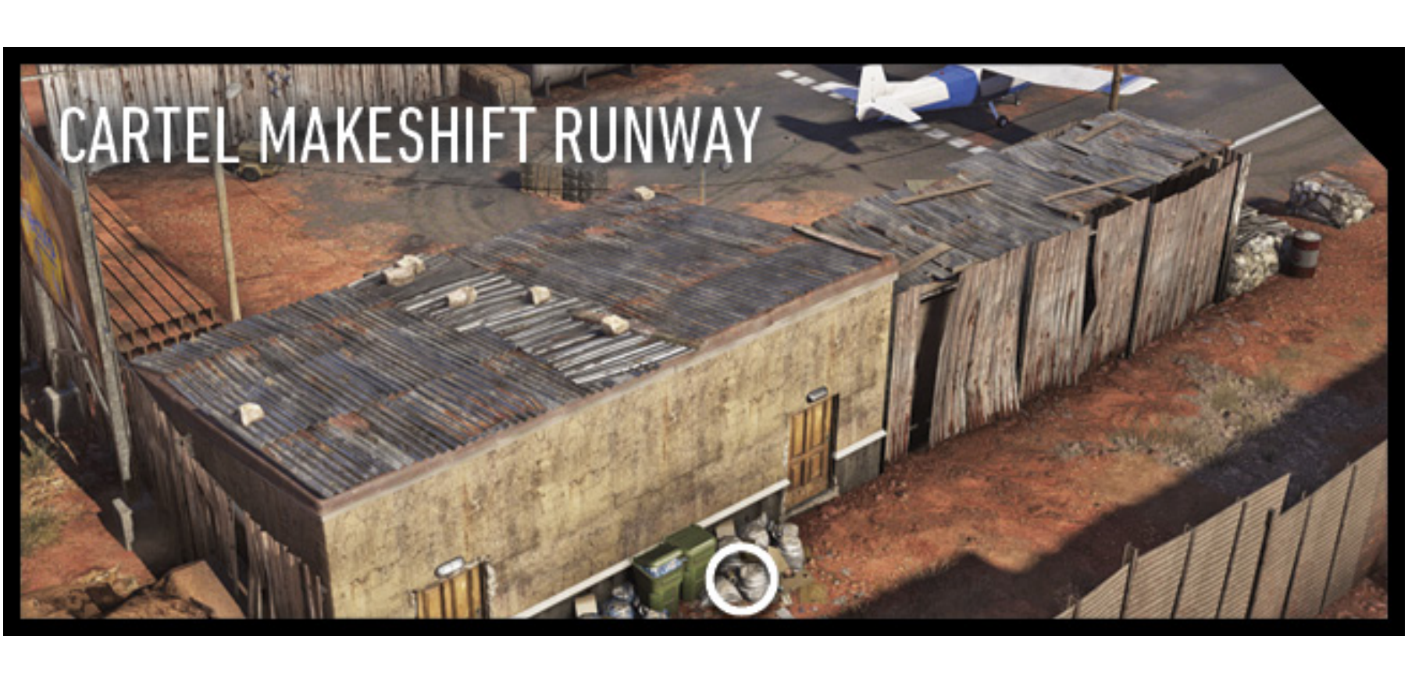
Enter the HQ building, located in the middle of the boot camp, next to the obstacle course. On the second floor, step out onto the terrace and collect the file.

DOCUMENT



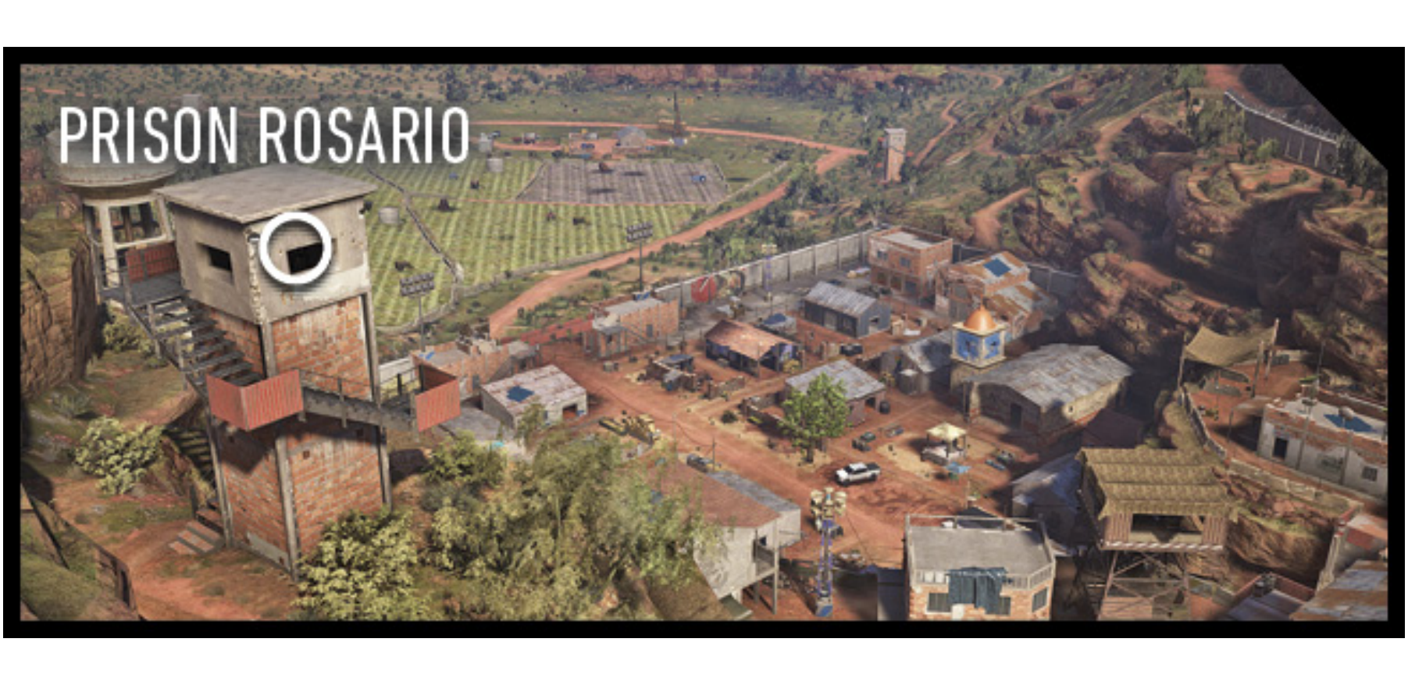
Approach the cartel's makeshift runway, located northwest of Prison Rosario, from the west. Enter the building on the left to find a document lying on the floor.

DOCUMENT



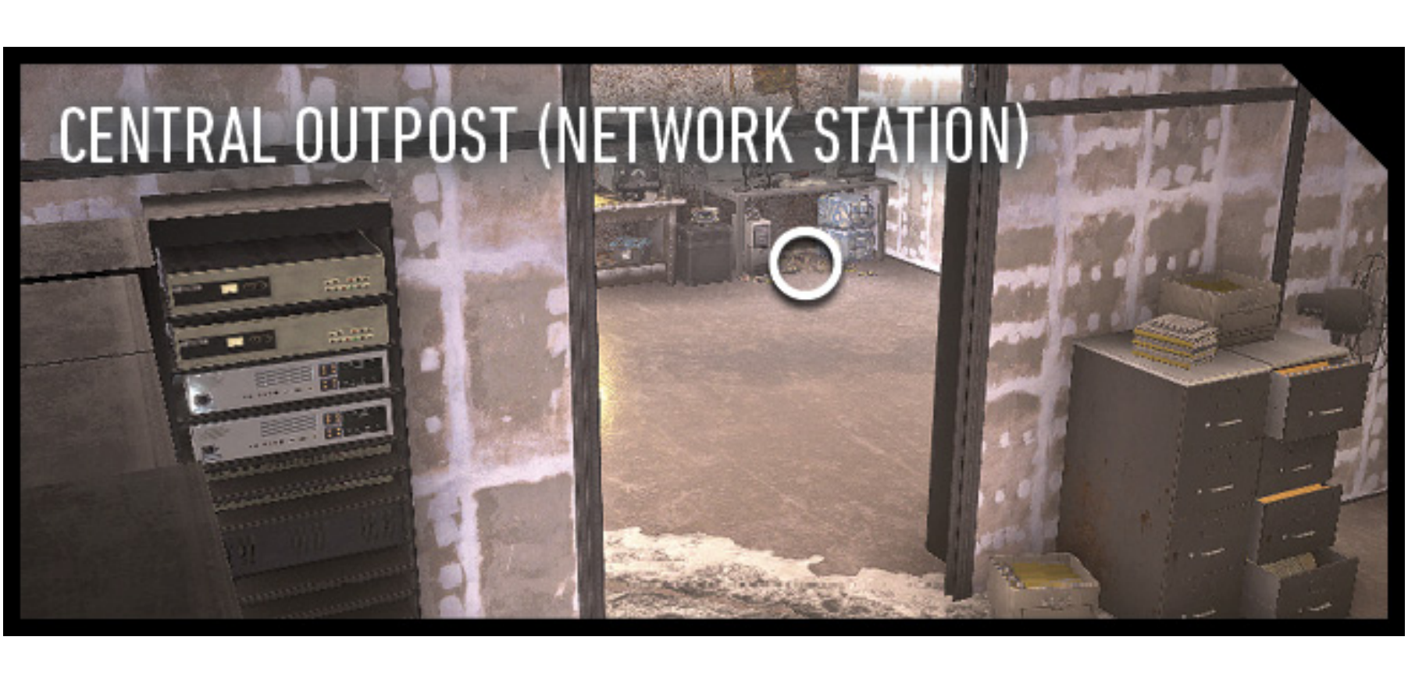
From the west side of the cartel's makeshift runway, climb over the garbage on the right and collect the recorder that has been tossed near the trash bins.

DOCUMENT

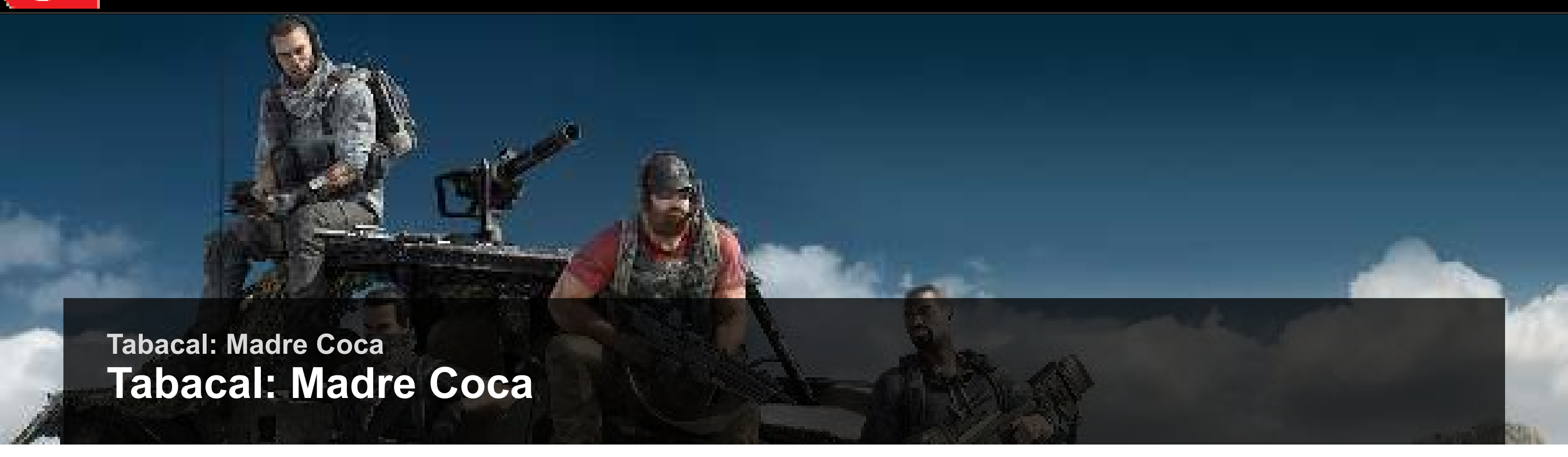


On the southwest side of Prison Rosario, a watchtower looks over the village. Pick off the sniper, ascend to the top, and grab the disc that sits on the ammo cases.

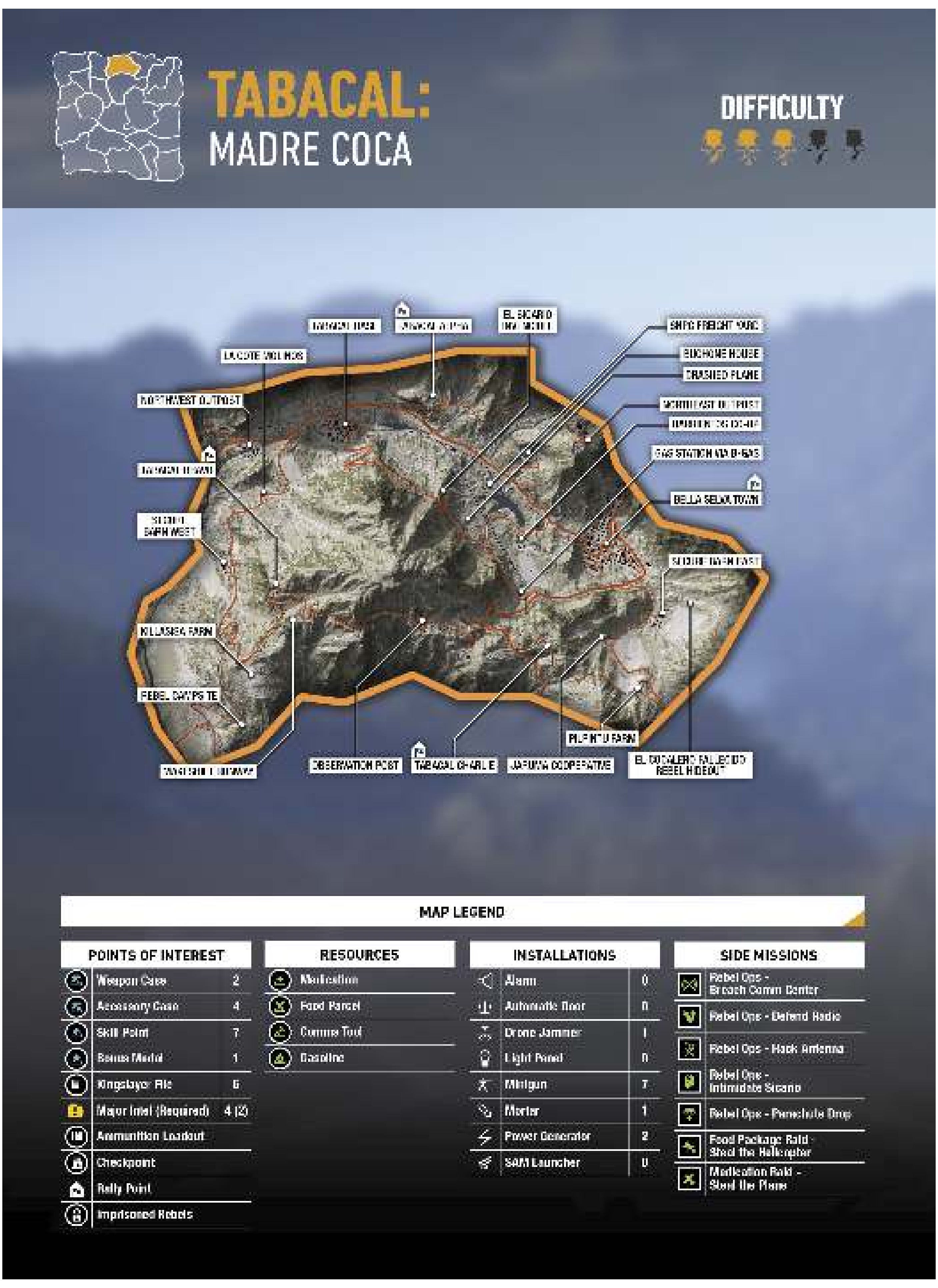
DOCUMENT



On the south side of the central Santa Blanca outpost, a network station sets up another Vehicle Drop Off side mission. After hacking the network relay, search under a desk against the north third-floor wall for a recording.



Tabacal: Madre Coca



MAP LEGEND

POINTS OF INTEREST	
Weapon Case	2
Accessory Case	4
Skill Point	7
Bonus Medal	1
Kingslayer File	5
Major Intel (Required)	4 (2)
Ammunition Loadout	
Checkpoint	
Rally Point	
Imprisoned Rebels	

RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline

INSTALLATIONS	
Alarm	0
Automatic Door	0
Drone Jammer	1
Light Panel	0
Minigun	7
Mortar	1
Power Generator	2
SAM Launcher	0

SIDE MISSIONS
Rebel Ops - Breach Comm Center
Rebel Ops - Defend Radio
Rebel Ops - Hack Antenna
Rebel Ops - Intimidate Sicario
Rebel Ops - Parachute Drop
Food Package Raid - Steal the Helicopter
Medication Raid - Steal the Plane

A coca farming province where the cartel forces former coffee farmers to cultivate coca.

Content	Number in Province
Main Missions	6
Side Missions	7

- **OperatioN: Production**
- **Chief: Madre Coca**
- **Ecosystem: Yungas**

Tabacal is a province of the Yungas, a mountainous zone covered by a very dense jungle. The mountains and the jungle make it very tough to circulate in. Roads are narrow, steep and dangerous. The province is crossed by the death road, constructed on the slope of the mountain.

The human activity is focused on coca and coffee culture. The fields occupy the bottom of valleys or the clearings carved in the jungle on the slope of the mountain. The capital of the province is the small town of Bella Selva, essentially focused on coca.

Before the Santa Blanca's arrival, peasants were Cocaleros or coffee planters. The Bolivian company Illapa Café bought the whole production to planters' cooperatives. A station with a warehouse was installed by Illapa Café to store coffee grains in good conditions and send them by train.

After taking the control of this province, the Santa Blanca took the merchandise station constructed by Illapa Café and used it as main camp in Tabacal.

The Santa Blanca gathered the Cocaleros and proposed to buy their production at a good price. Madre Coca assisted in the meeting and convinced Cocaleros to work for the cartel. The threats of the cartel helped to convince the reluctant ones. After this meeting, the Santa Blanca decided to hand the coca production supervision in this region to Madre Coca.

Finally the Santa Blanca gathered coffee plantation owners and advised them to abandon this type of culture to focus on coca. Most owners accepted, convinced by Madre Coca's argument. The few that refused rapidly ran away. Families found refuge at La Paz and men joined the Rebellion. As retaliation, their farms were burned.

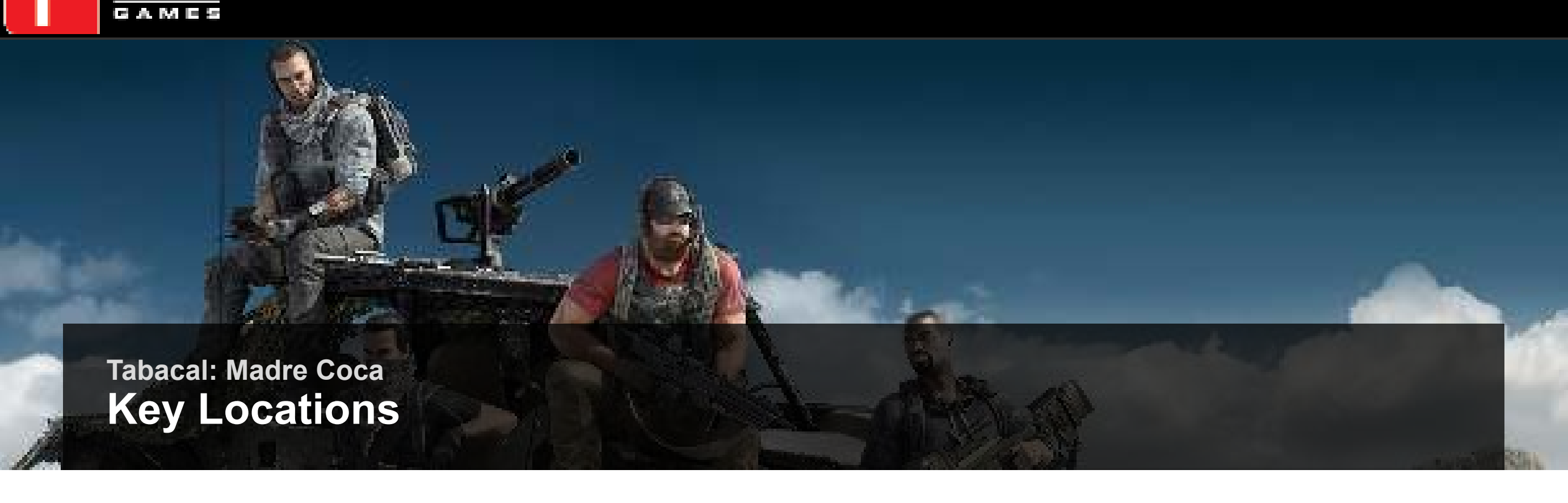
All the fields in Tabacal grow coca. Once harvested and dried, coca leaves are stored by Santa Blanca in carefully guarded warehouses. The stocks are then sent under high guard to the station. They are stored there, waiting for a train controlled by the Santa Blanca. The coca leaves produced in the near province of Monte Puncu are also sent to this station. Madre Coca verifies by herself the quality of each bag of coca. Once filled with coca bags, about ten wagons leave with a big escort in the direction of Ocoro where the cartel has installed its coca paste labs.

RUPERTA FARO, AKA MADRE COCA (MOTHER COCA)

BORN: 14/03/1967 in Tabacal Bolivia

CARTEL POSITION: Co-Head Coca Farmer

She grew up working as a raspachin—a coca picker. It was backbreaking work that blistered her hands and stained them yellow. Over the years she has been shot twice and burned. Her oldest son overdosed on cocaine and her other two made it to America and opened a successful business there. She is iron tough. Everyone respects her and, more importantly, the people of the farms fear her. El Yayo trusts her. She is a very important member of the cartel.



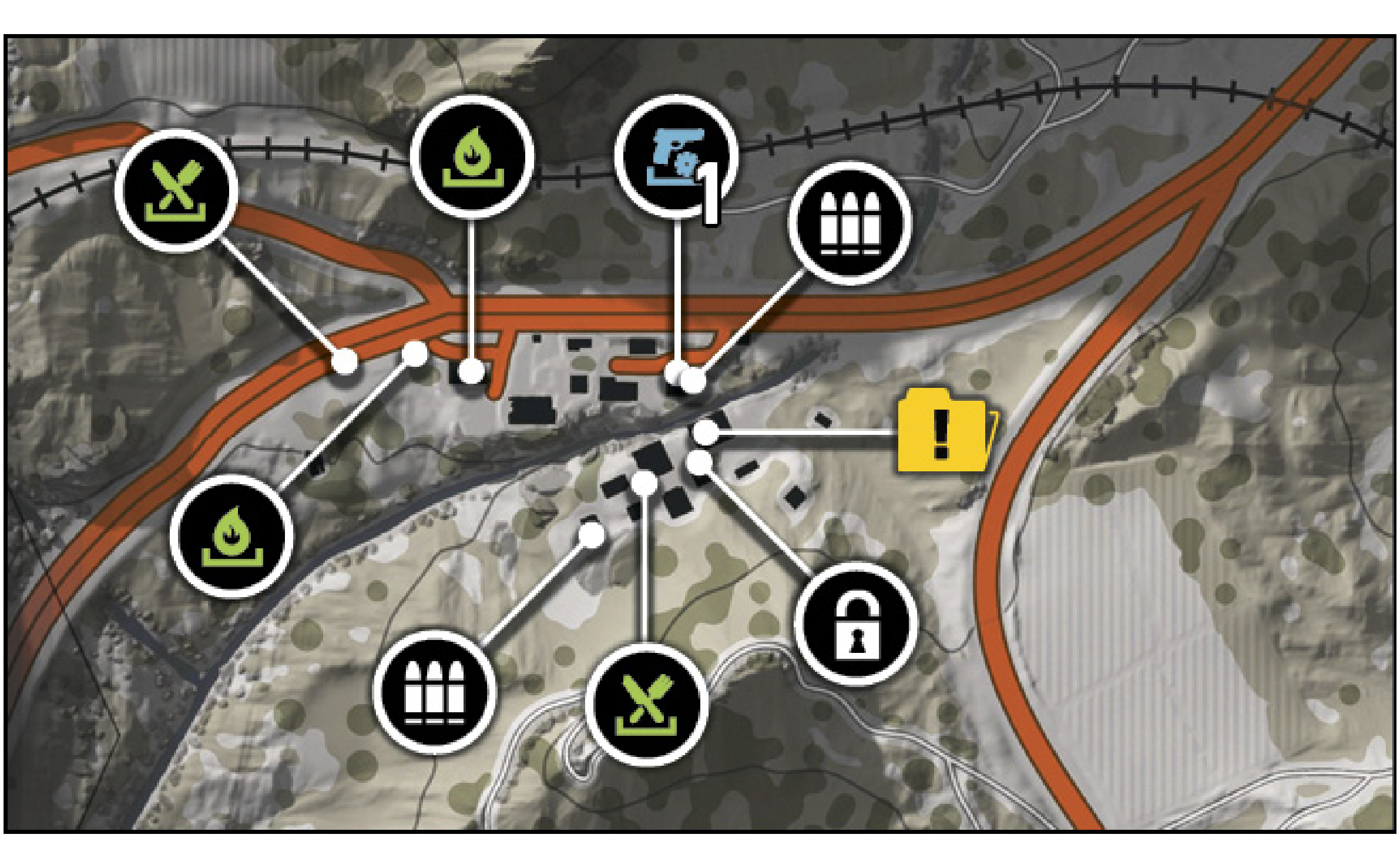
Tabacal: Madre Coca

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

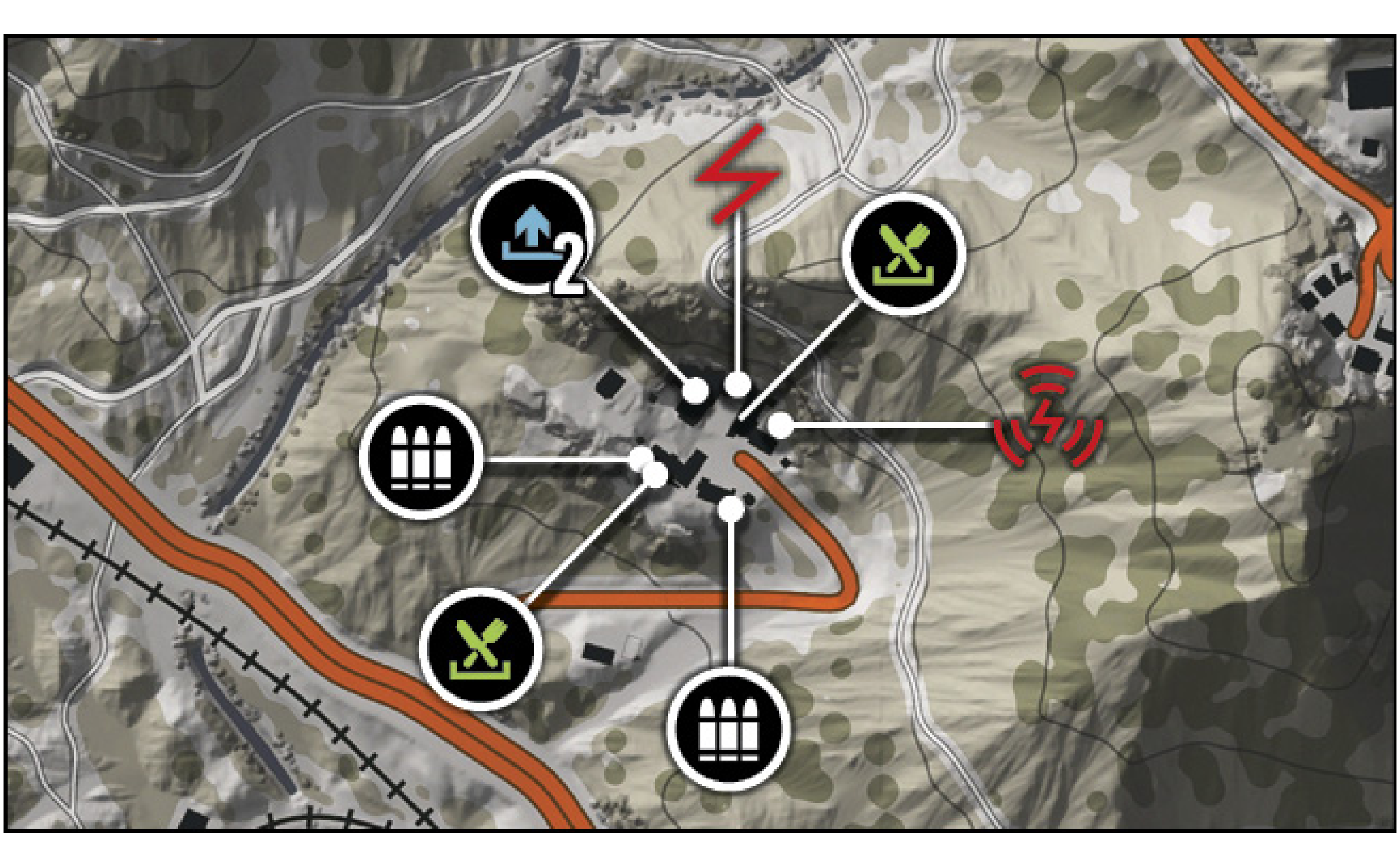
NORTHWEST OUTPOST

Controls National Road Five.



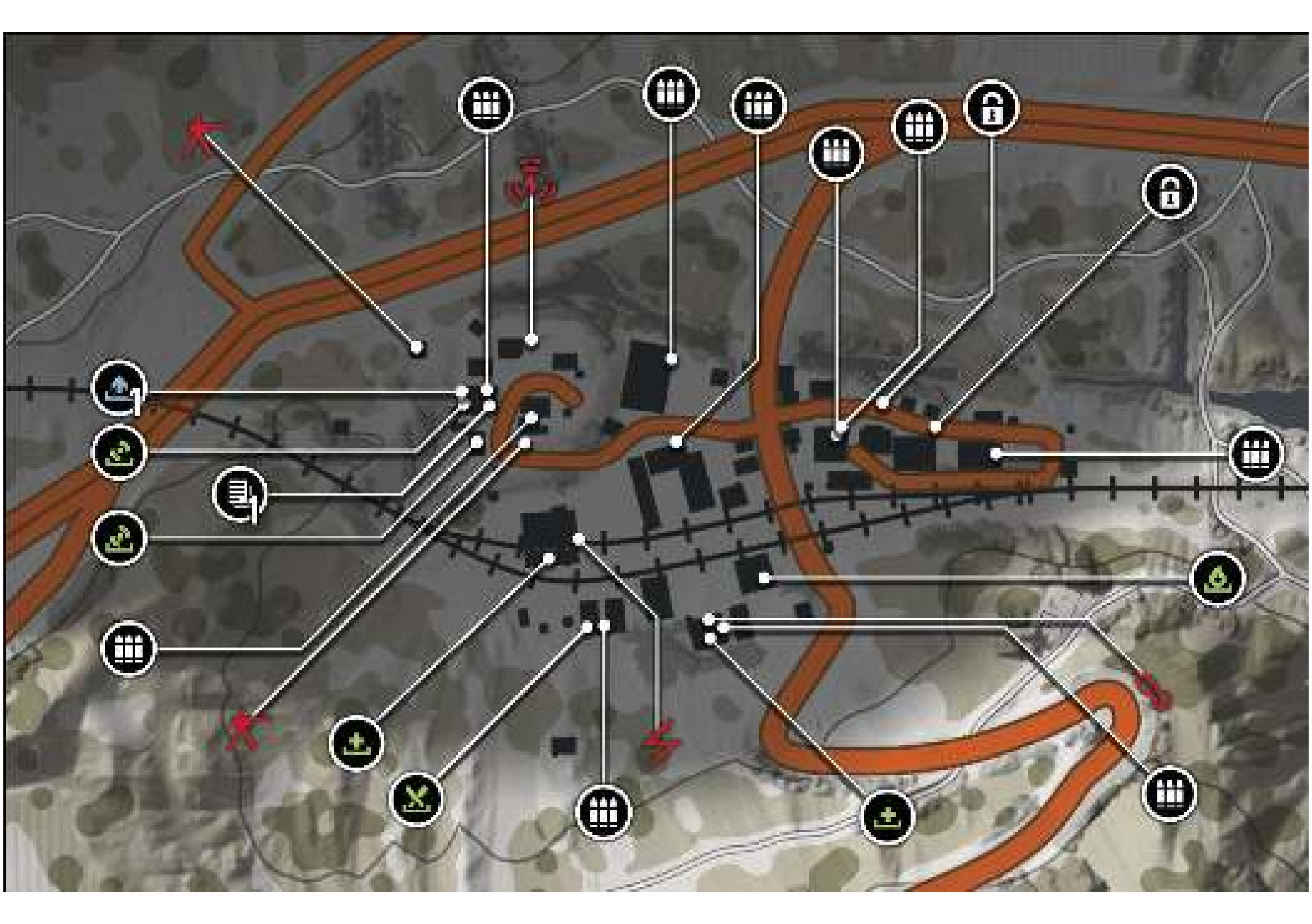
BUCHONE HOUSE

The house of Madre Coca.



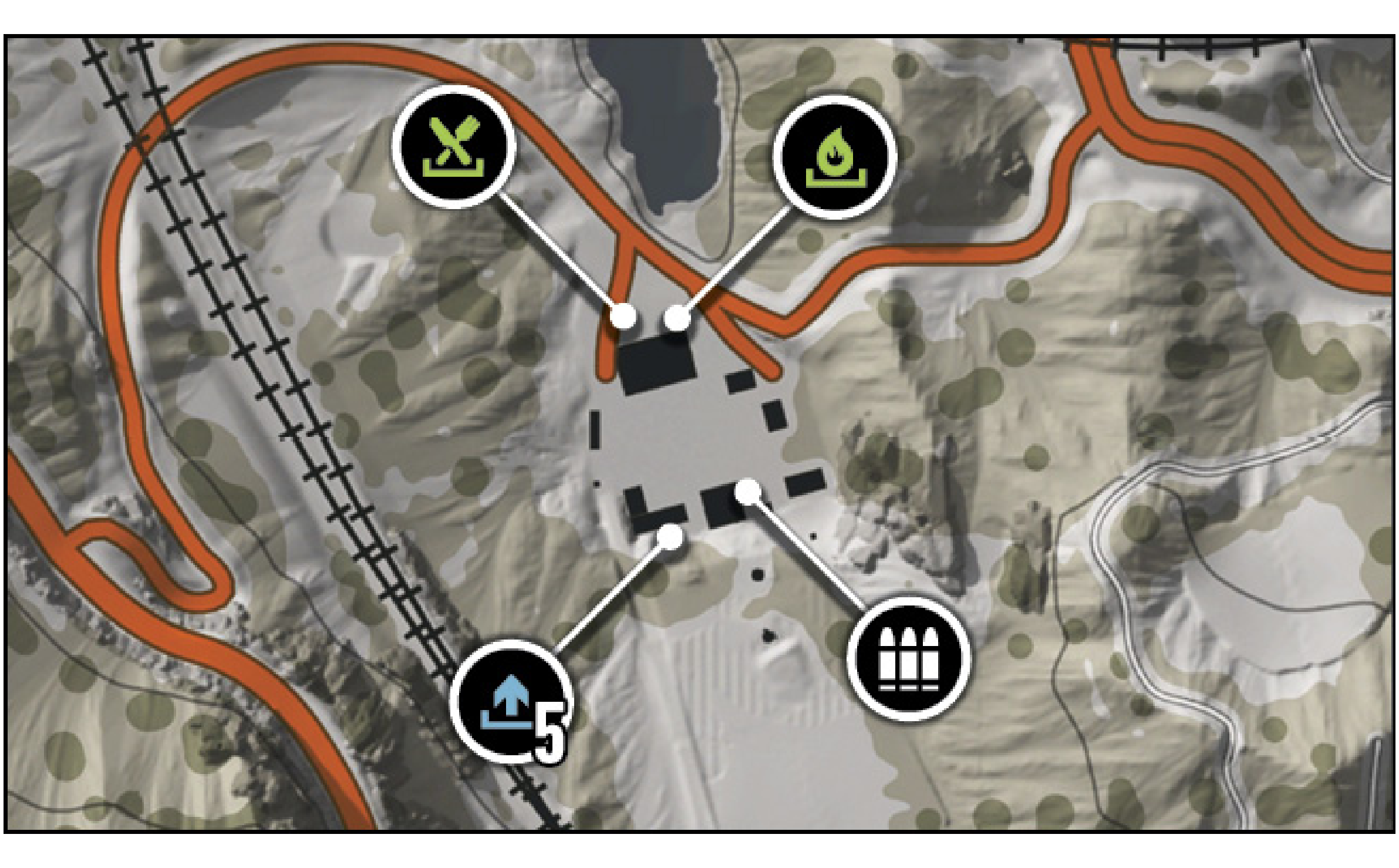
TABACAL BASE

Coca from Tabacal and Monte Puncu is stored here.



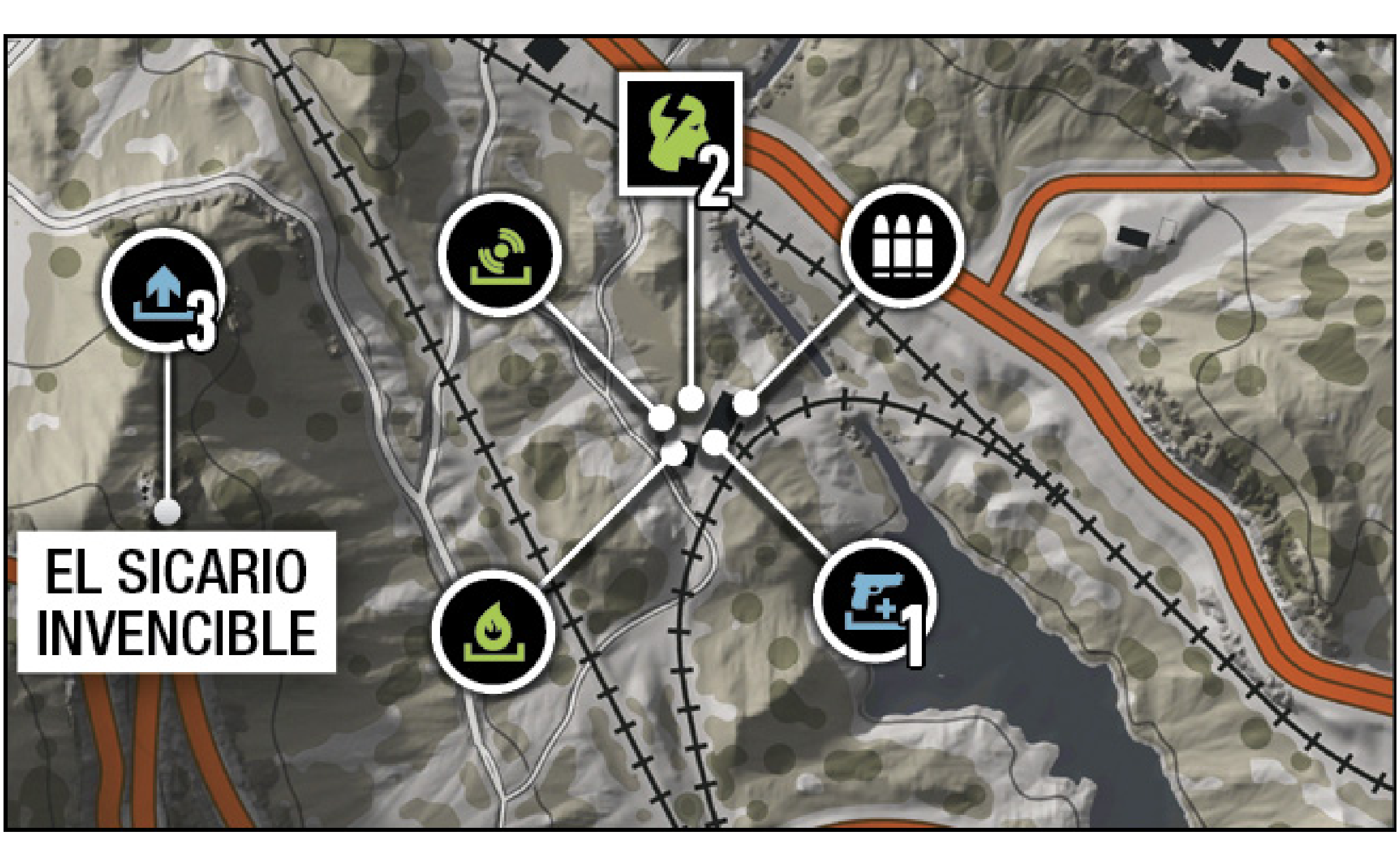
BARRIENTOS CO-OP

A cocaleros cooperative founded 10 years ago.



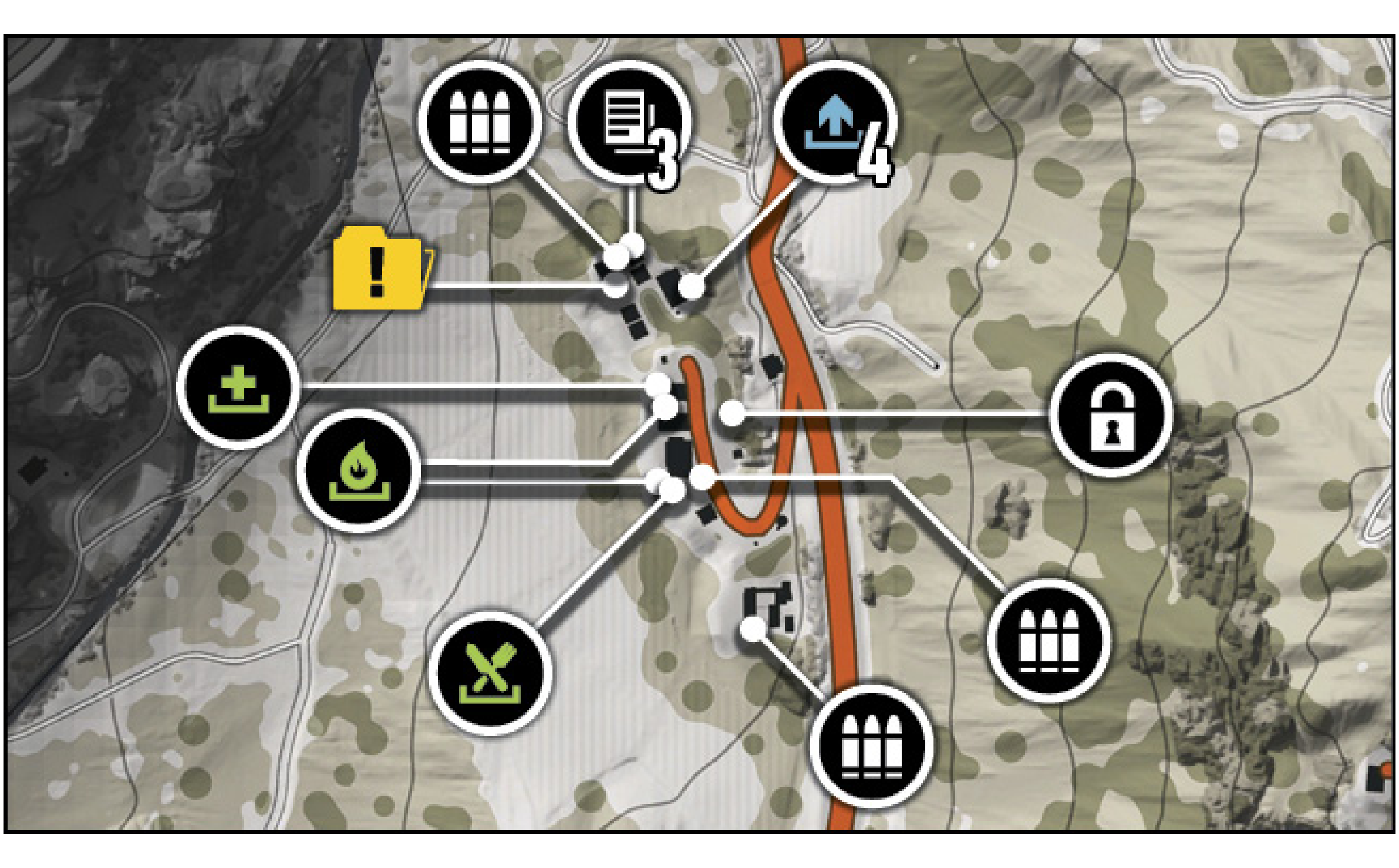
SNPC FREIGHT YARD

A freight yard used to ship coca leaves.



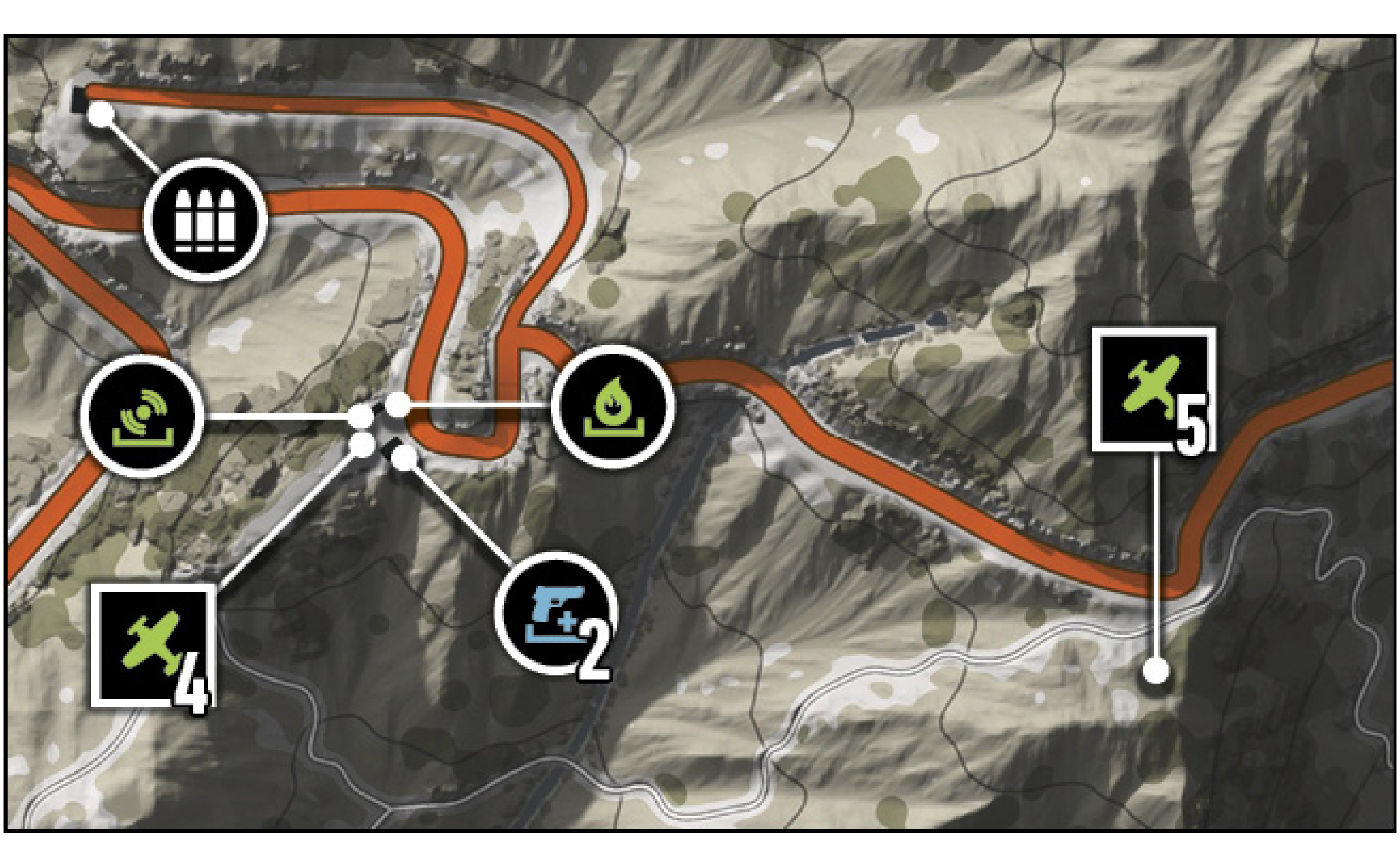
SECURE BARN WEST

A barn where the cartel stores dried coca leaves.



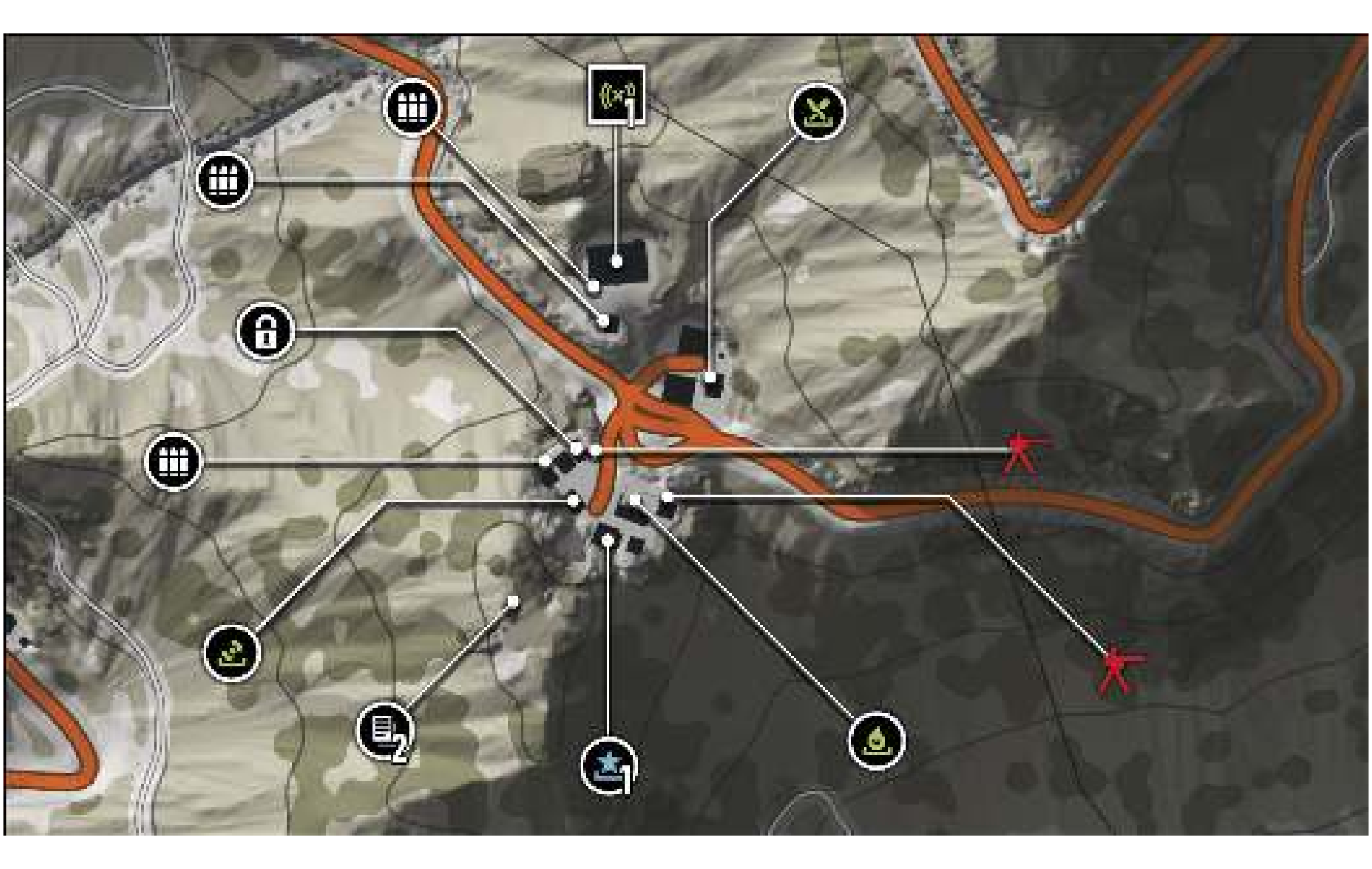
MAKESHIFT RUNWAY

A runway improvised by the cartel.



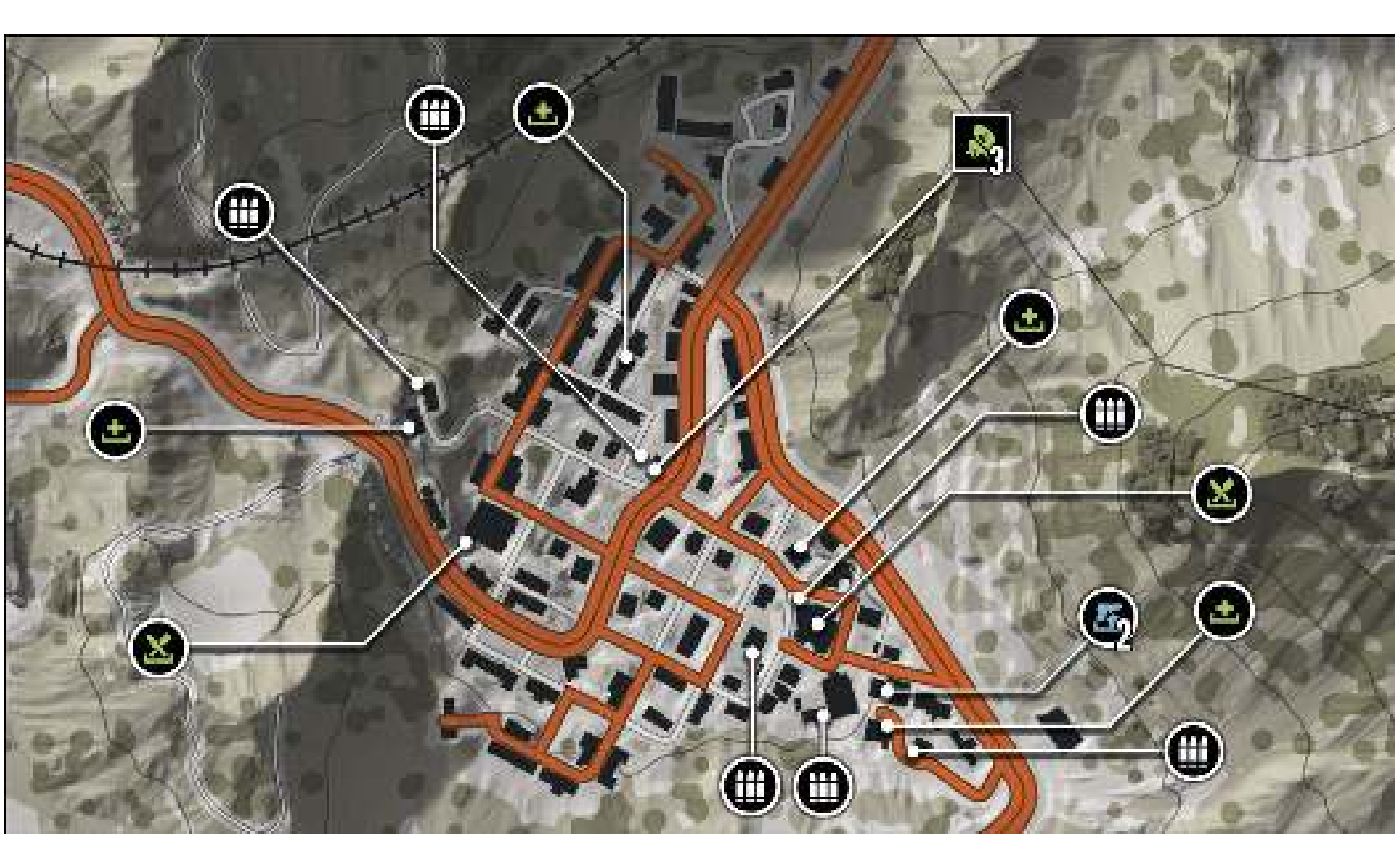
NORTHEAST OUTPOST

Relay for the cartel’s vehicles and convoys.



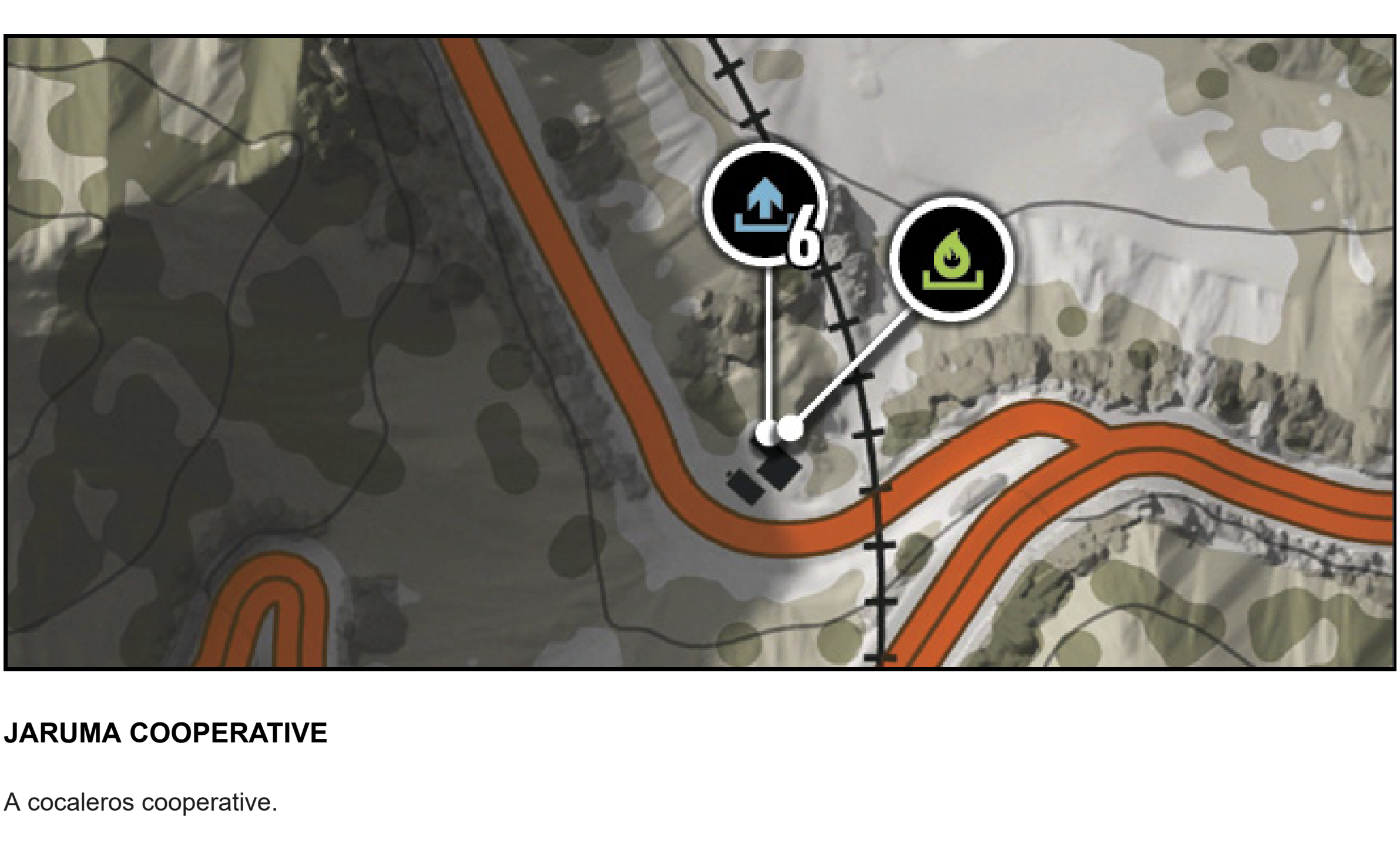
BELLA SELVA TOWN

Once a coffee-farmer town, now for the cocaleros.



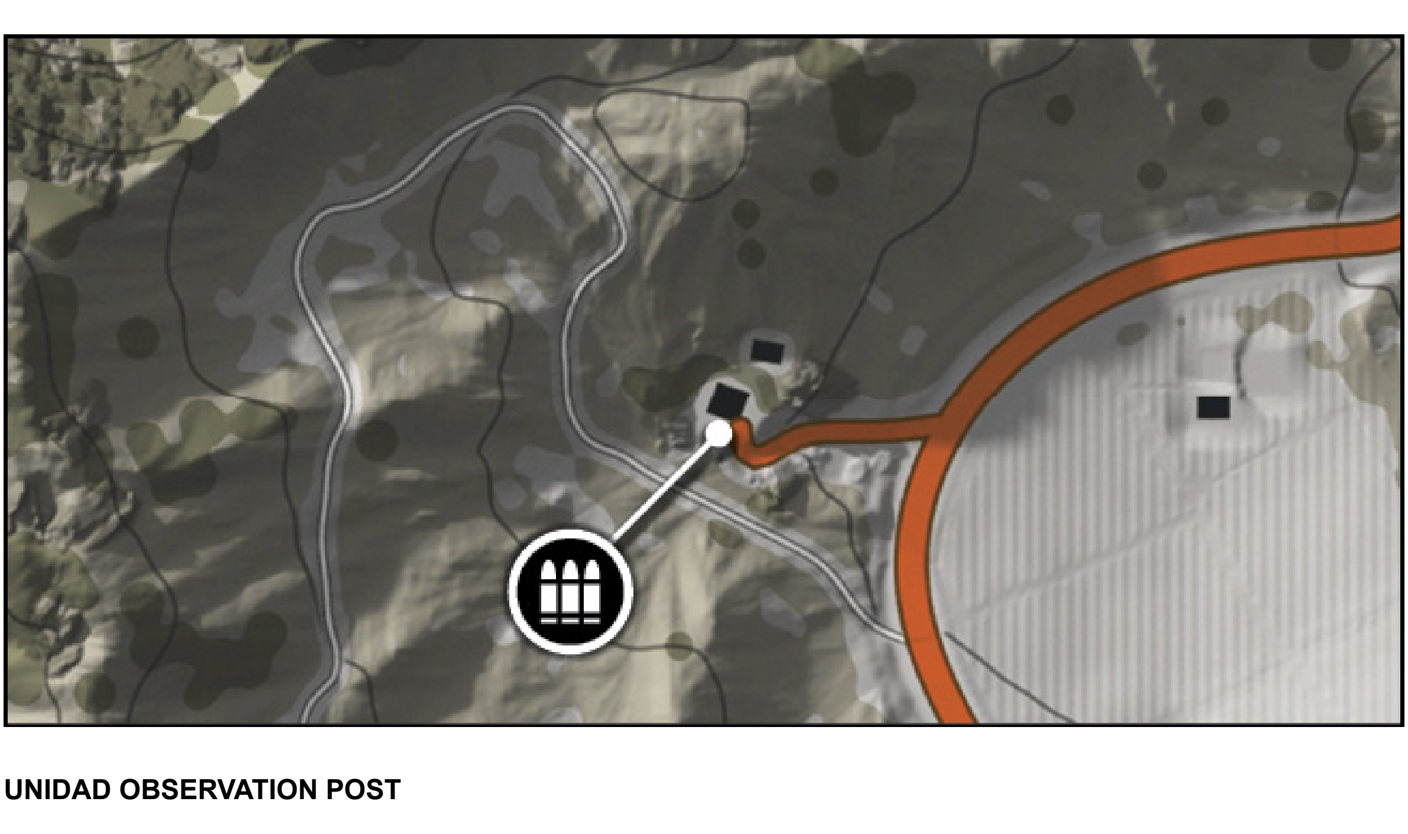
GAS STATION VIA-B GAS

An isolated gas station.



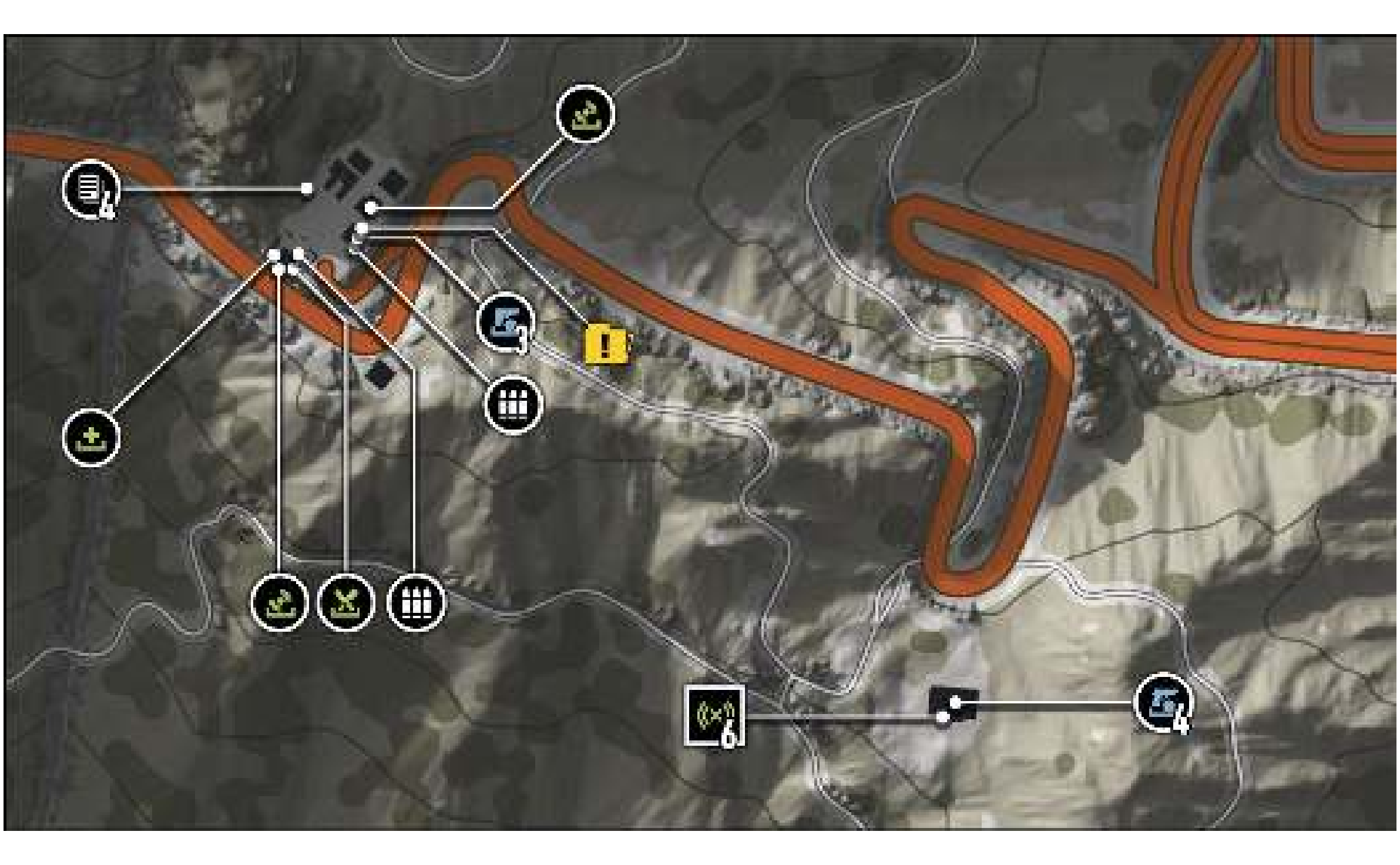
JARUMA COOPERATIVE

A cocaleros cooperative.



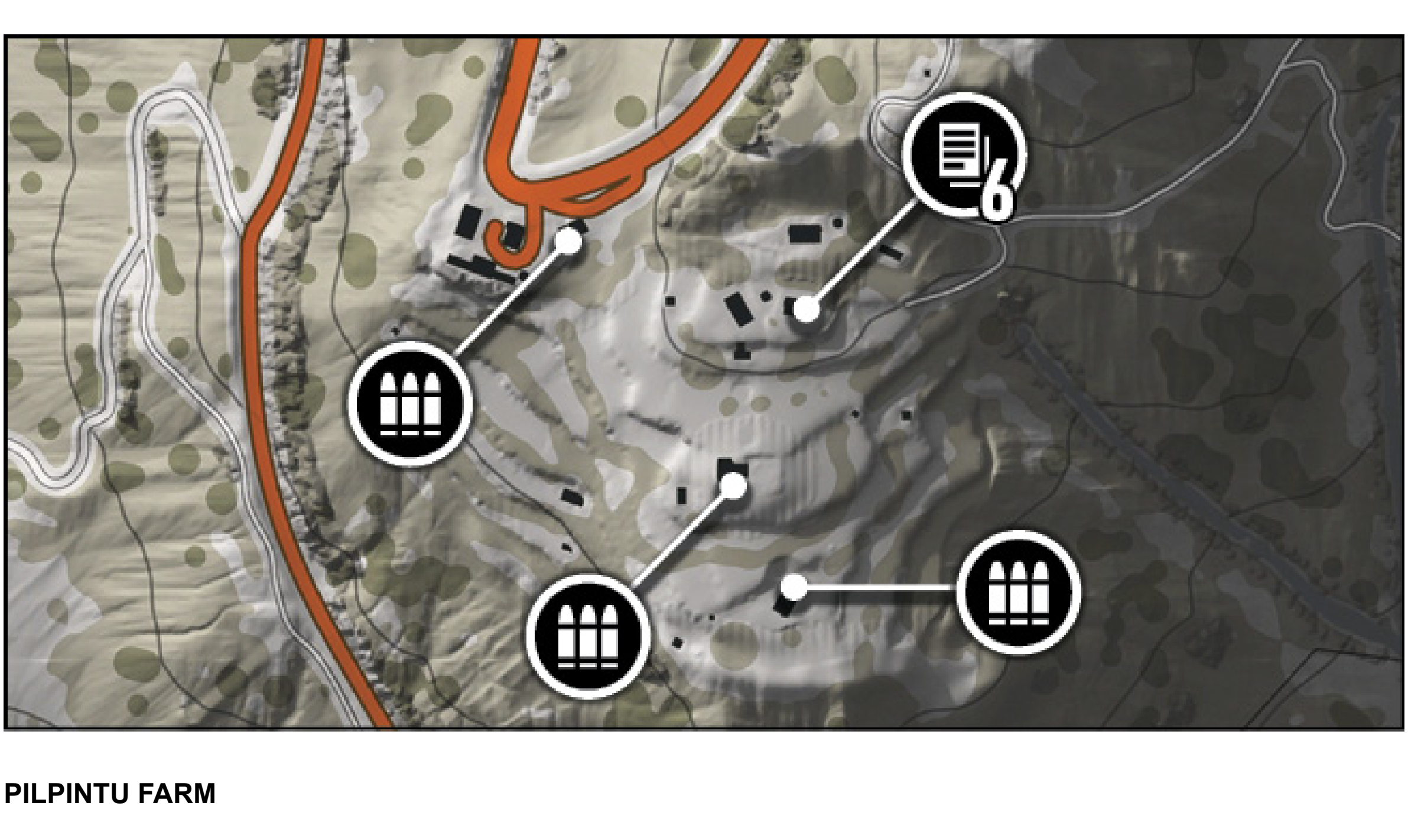
UNIDAD OBSERVATION POST

Oversees the cartel’s activities.



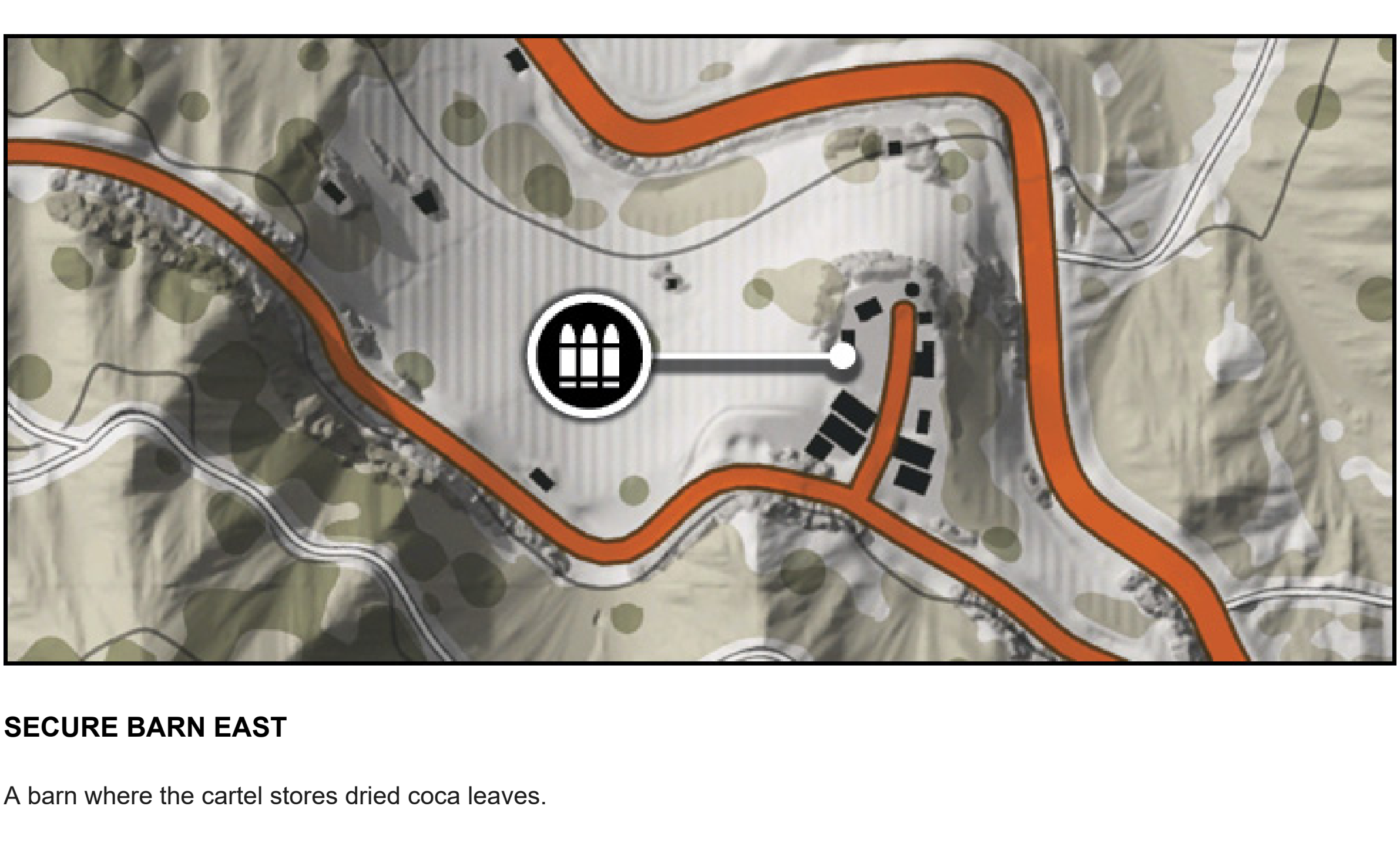
KILLASISA FARM

A traditional cocalero’s family farm.



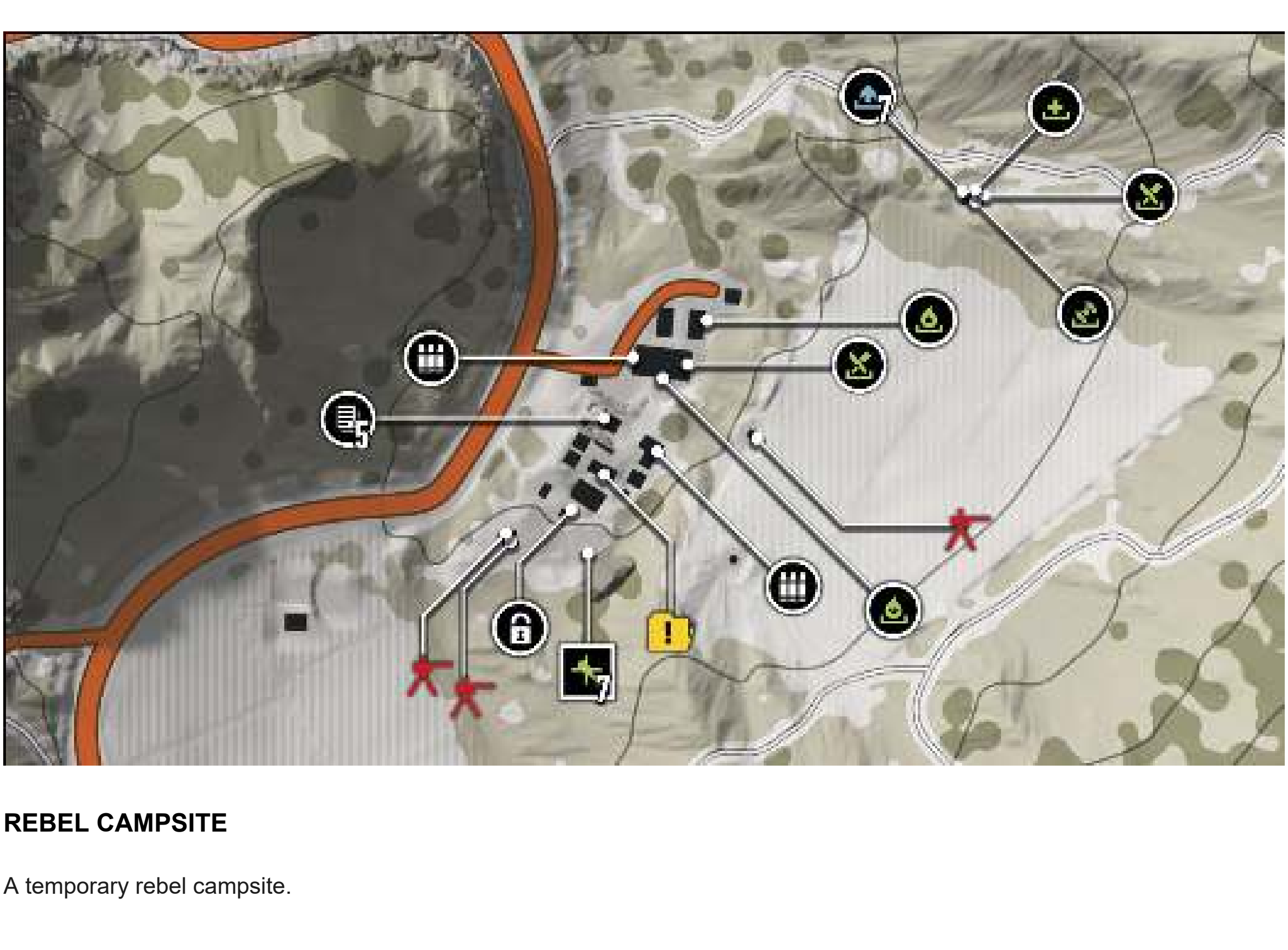
PILPINTU FARM

A traditional cocalero’s family farm.



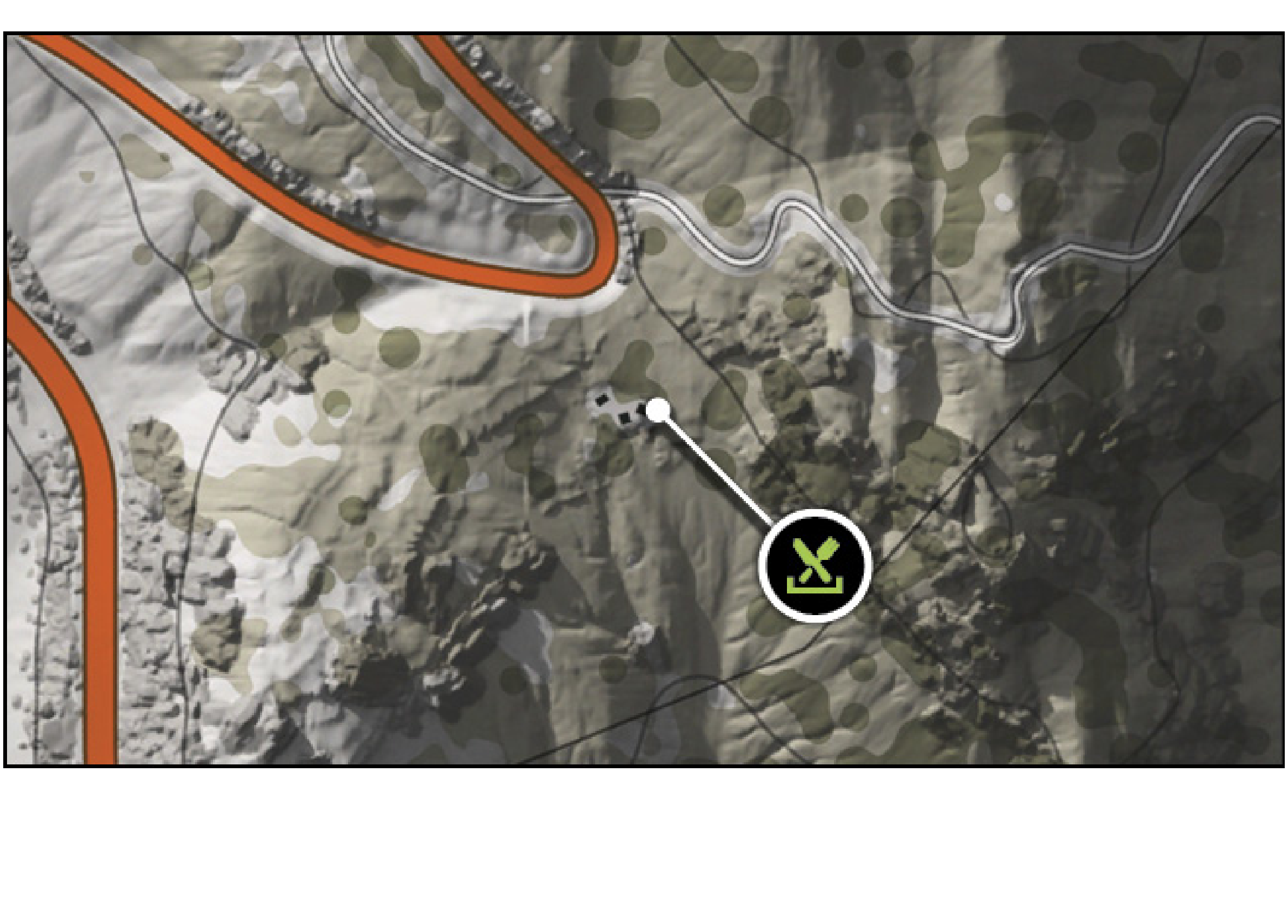
SECURE BARN EAST

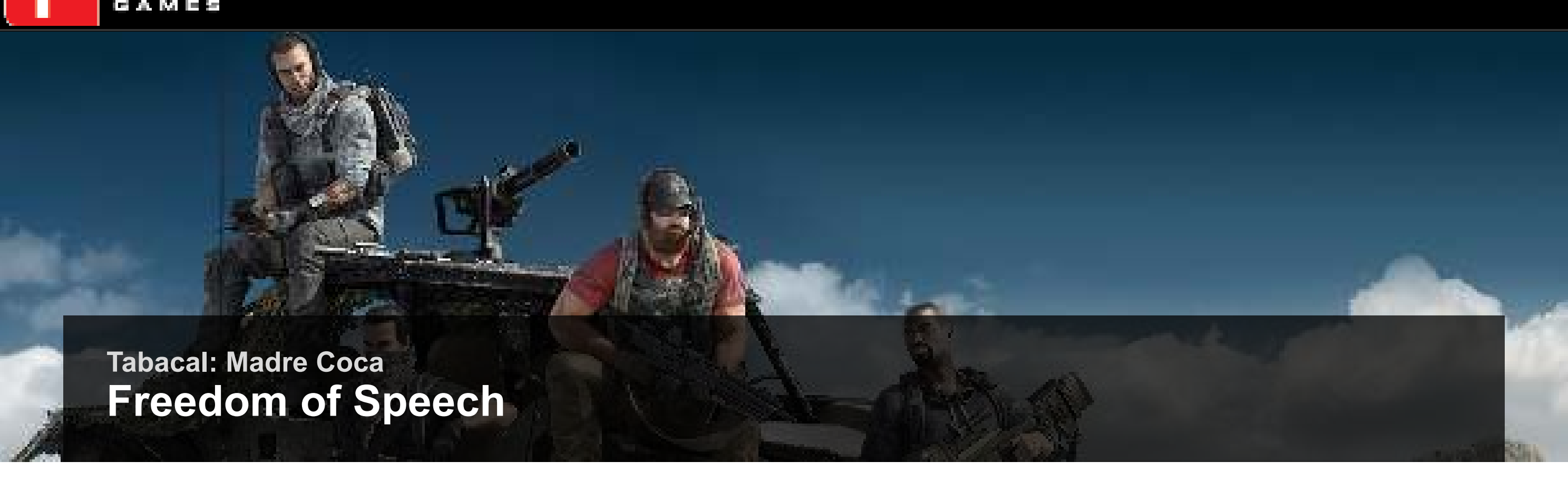
A barn where the cartel stores dried coca leaves.



REBEL CAMPSITE

A temporary rebel campsite.





Tabacal: Madre Coca

Freedom of Speech

OBJECTIVES

- **Locate the Cocalero Union leader**
- **Talk to the union leader**
- **Protect the union leader (1%+)**

LOCATIONS

- **Barrientos Co-op**

REWARDS

- **+ 500 XP**

BRIEF

Madre Coca runs Tabacal like a medieval fiefdom, terrorizing the local peasants into farming coca for her. An older cocalero, named Chavez, is trying to convince the people to revolt against the cartel. We need to keep him alive at all costs.

MISSION ACCESS

Bowman relays you this mission information when you first set foot in Tabacal Province; this is how to access this Mission.

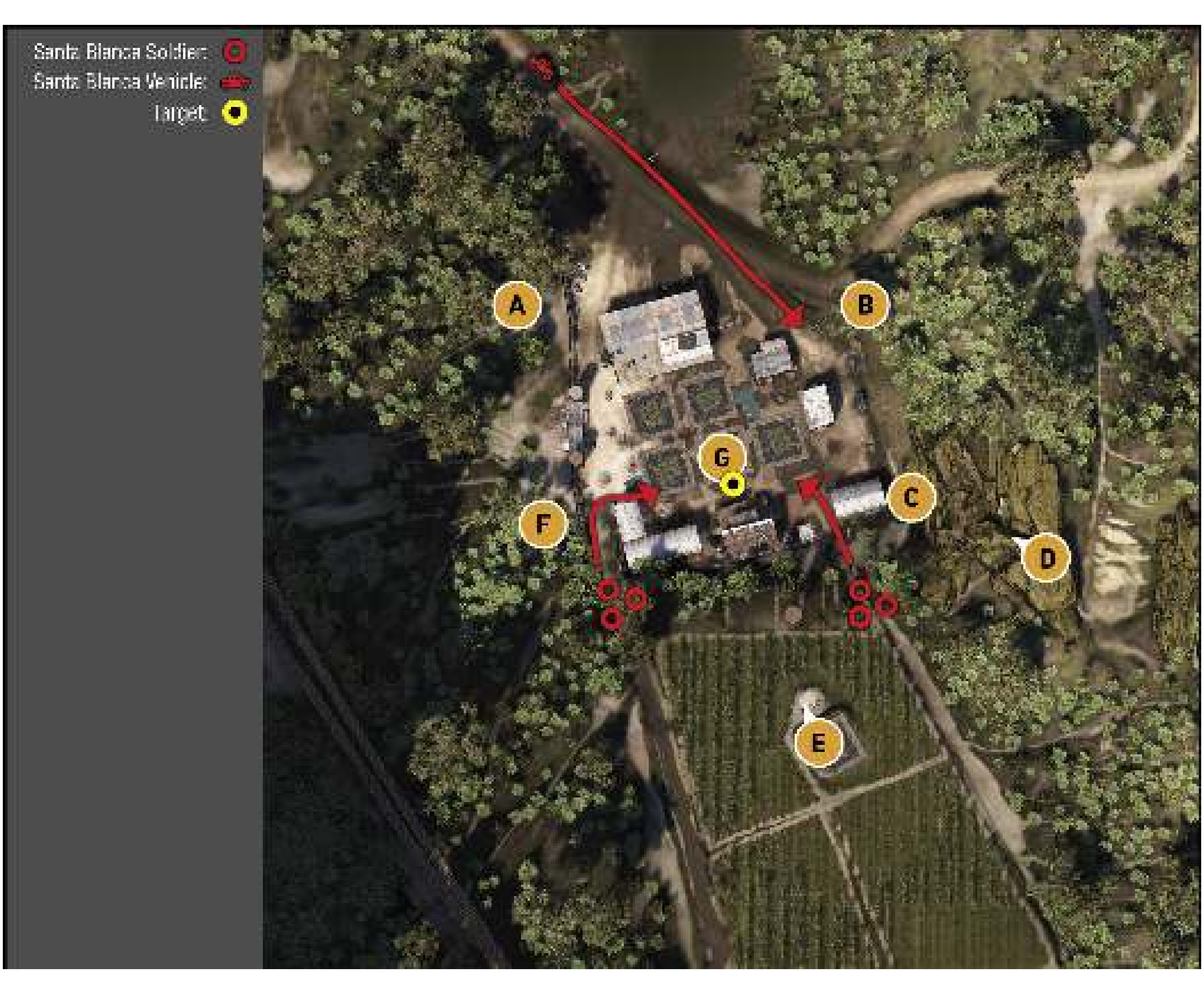
TURNING OVER A NEW LEAF

Just west of Bella Selva is a small coca washing facility close to a small lake (north), railroad (west), and plantations (south). A local union leader aims to rile up the workers here, and it's up to you to defend him from cartel incursions, once his speech commences. His health (shown in percentage terms) cannot fall from 100 percent to zero. Expect three enemy incursions once you've found and talked to the union leader.

CAUTION: COLLATERAL DAMAGE

The union leader is speaking to around a dozen coca workers at this washing facility, and keeping them alive is key. All the obvious protocols apply, though as the enemies are attacking from outside the camp, using vehicles, helicopters, and explosives to accomplish your objectives is more valid during this mission, providing this occurs away from the Cooperative itself.

BARRIENTOS CO-OP: RECON



TACMAP

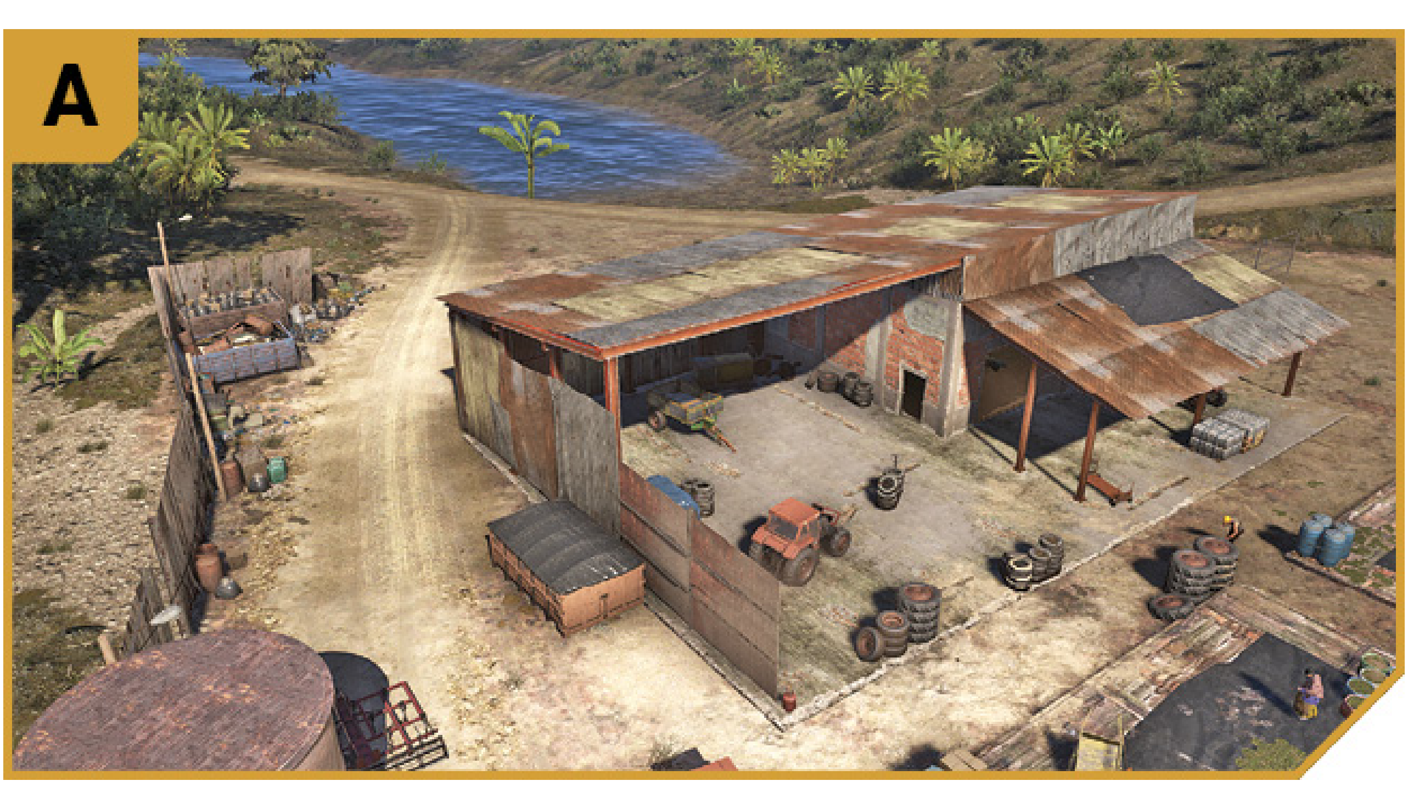
As the cartel doesn't attack until after the union leader speaks, you have additional time to plan defensive strategies and learn the layout of this Cooperative, prior to combat. The place is exceedingly open, with a scattering of buildings around the perimeter, and not much in the way of defenses. However, once you study the guide map, and learn the expected locations of enemy intrusions, you can plan your positioning accordingly.

First Wave: A pickup with a minigun approaching from the north road, with three or four foes inside. It parks close to B.

Second Wave: Four machinegun-toting foes approaching from the southeast, attacking the main stage where the union leader is (G), coming in from C.

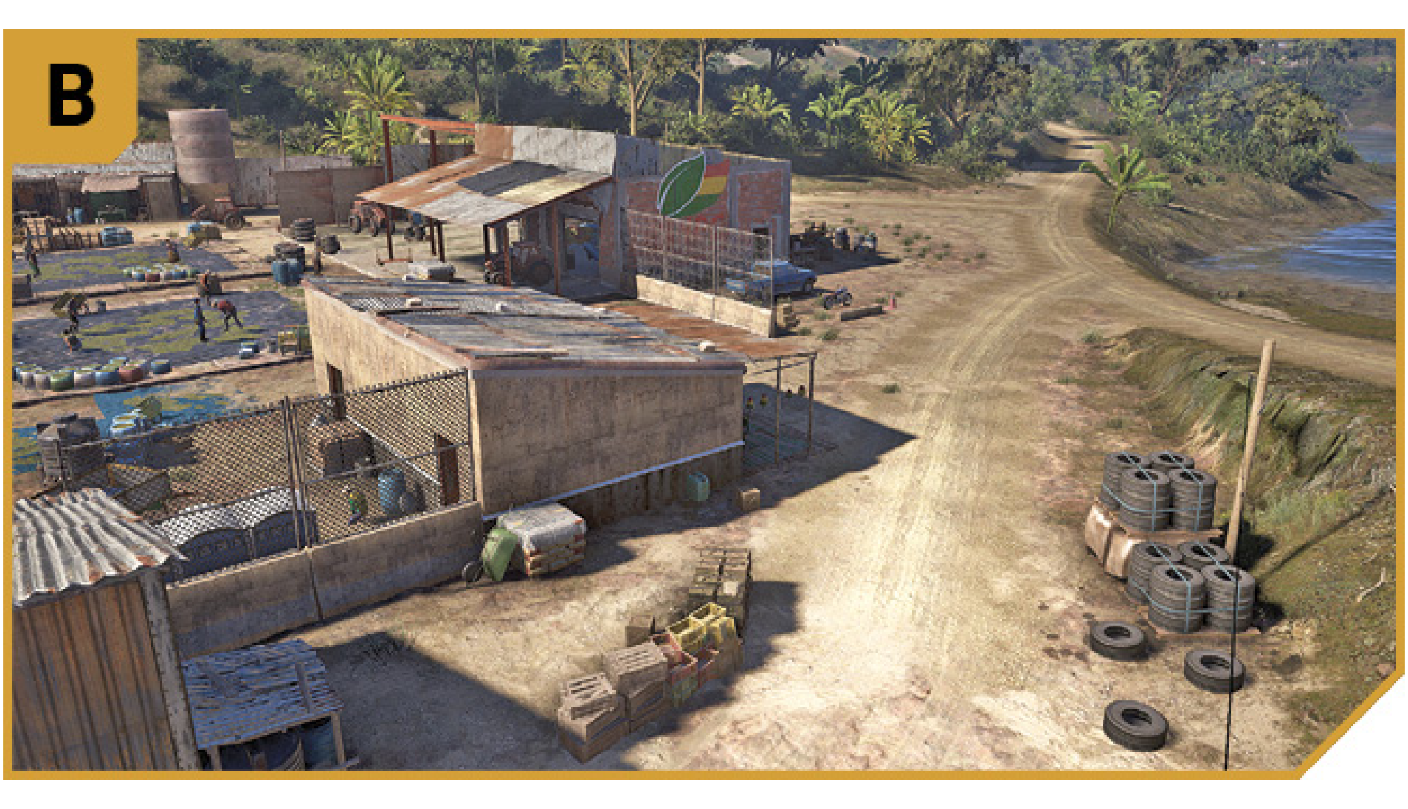
Third Wave: Four machinegun foes heading down the hill from the railroad, and entering at F, making a beeline for G.

NORTHWEST CORNER (MECHANIC'S GARAGE)



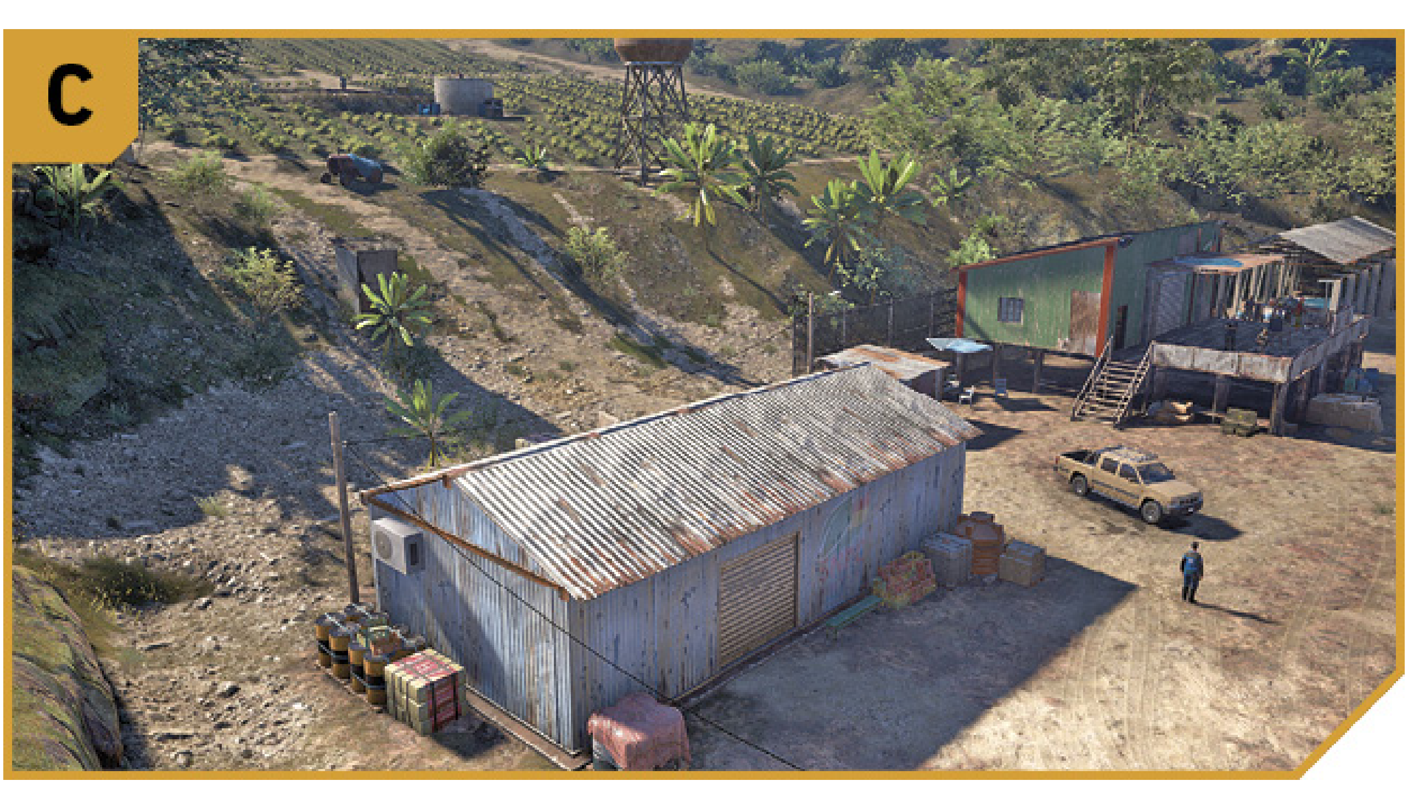
This offers good protection from a large building, and the dumpster and debris by the perimeter fence here is also good to hide behind, when the enemy vehicle approaches from the north. You have long-range sniping opportunities when the foot soldiers approach (third wave) too. However, you're a little too far from the main action, and the leader you're here to protect.

NORTHEAST CORNER (TIRE STACKS)



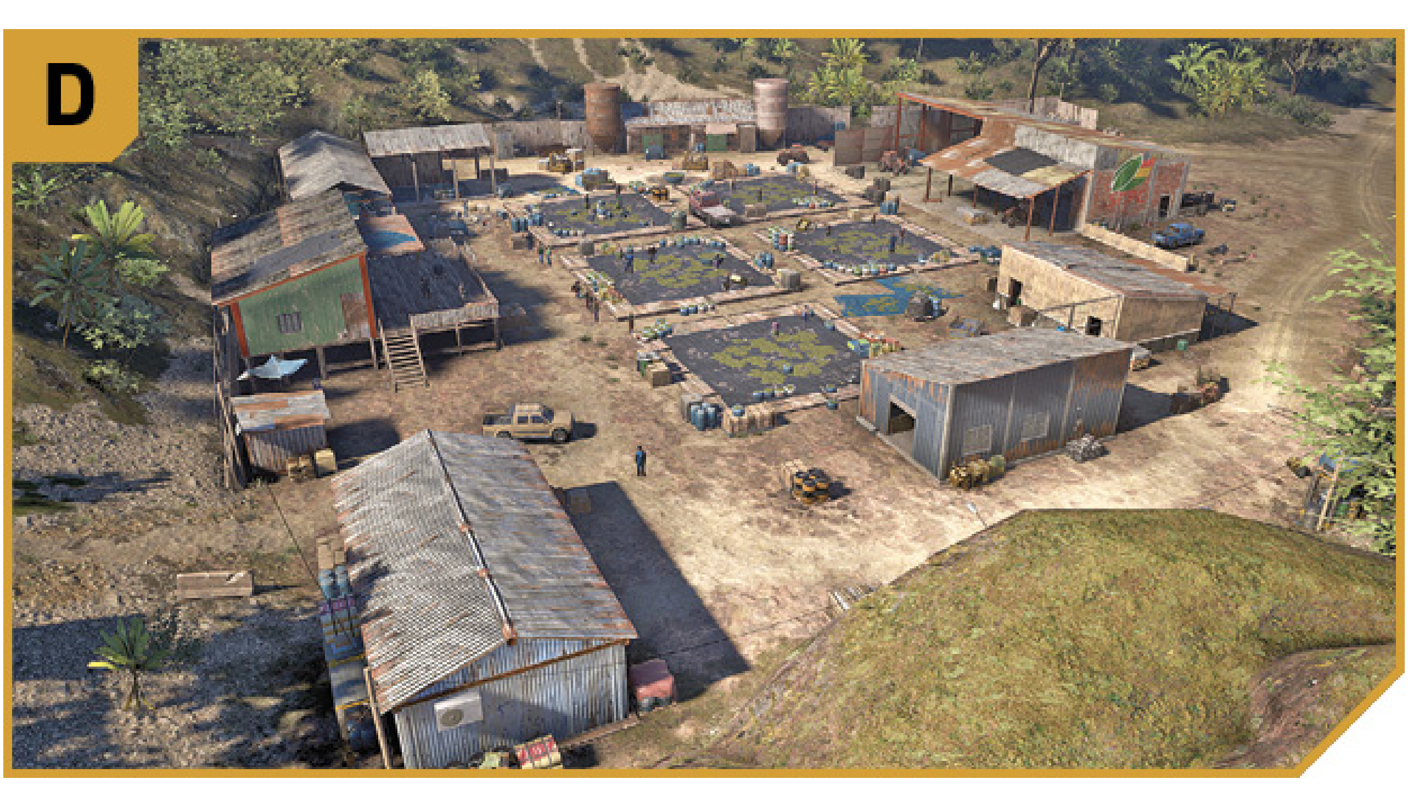
The small mechanic's shed and stacks of tires offer good protection and excellent aiming at the incoming pickup, and you can back up from the tires during your grenade-lobbing.

SOUTHEAST CORNER (SHED)



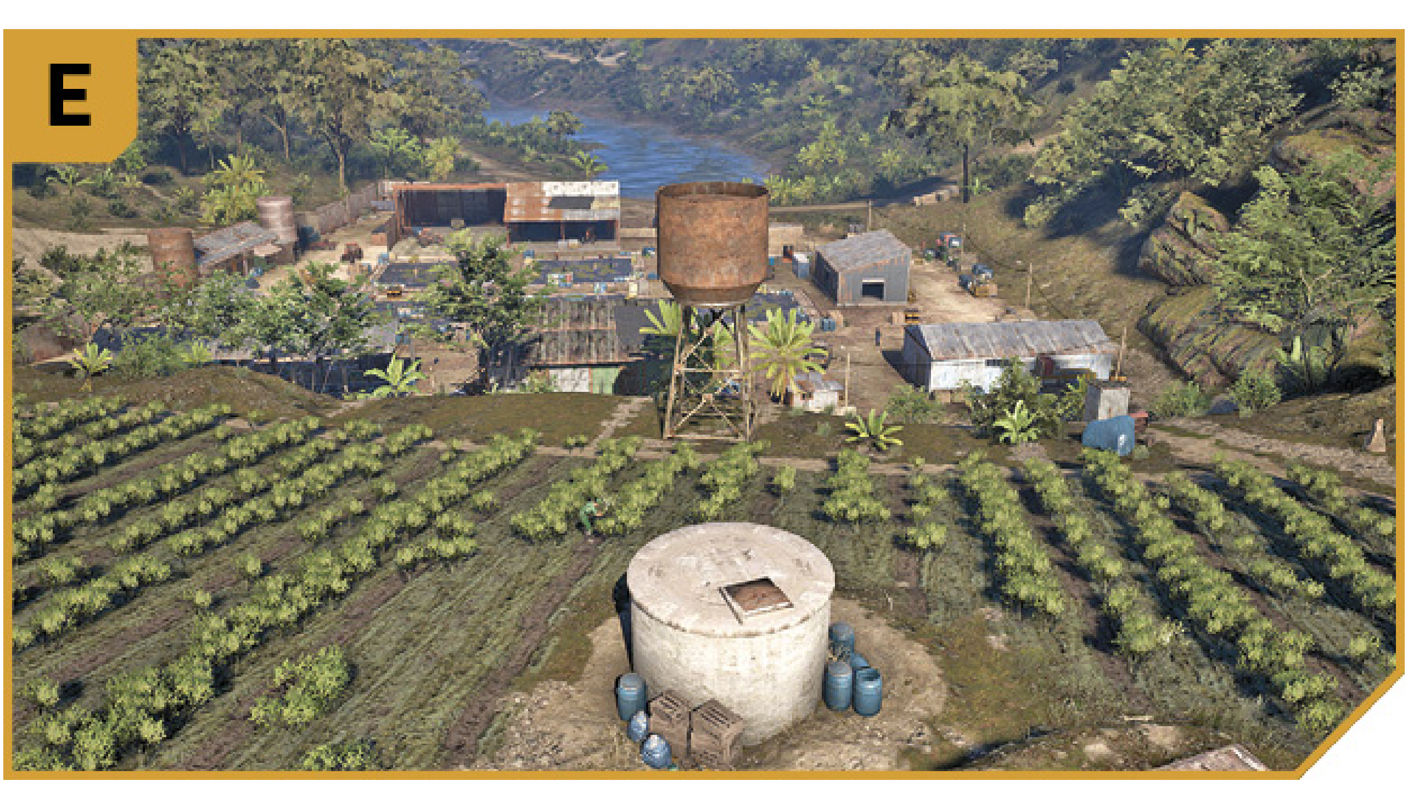
The roof of the shed closest to the slope where the second wave of foes come in from can be climbed onto, giving you a good amount of protection during this set of attacks. Otherwise, stay behind the shed and nearby pickup as foes infiltrate this area, moving to other places offering better views of the incoming enemies afterward.

SNIPER'S MOUNT



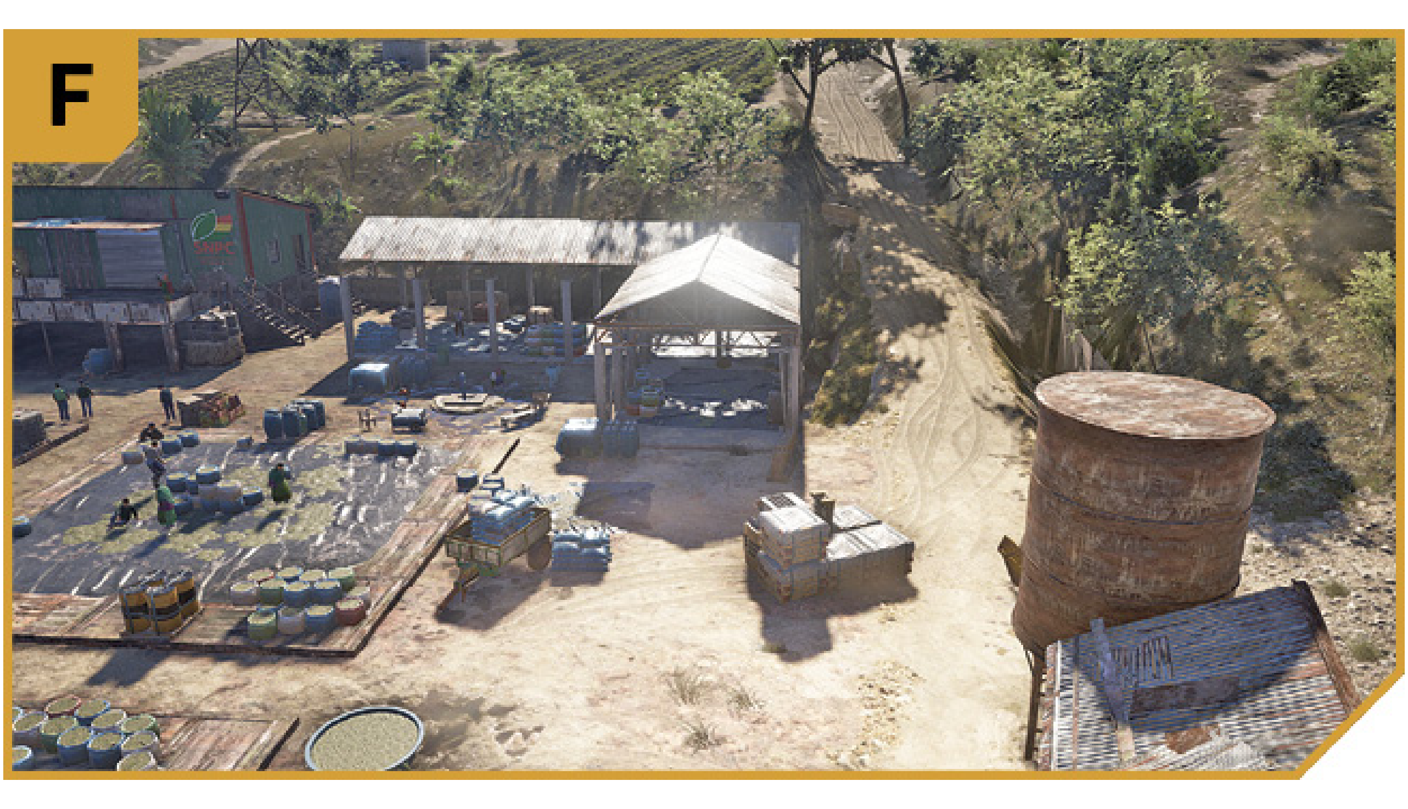
The plate-like upper hills above C offer amazing views, and a Co-op sniper can sit up here and provide additional fire support when each of the waves attacks, as there are reasonably unobstructed views of everything.

COCA FIELDS (SOUTH)



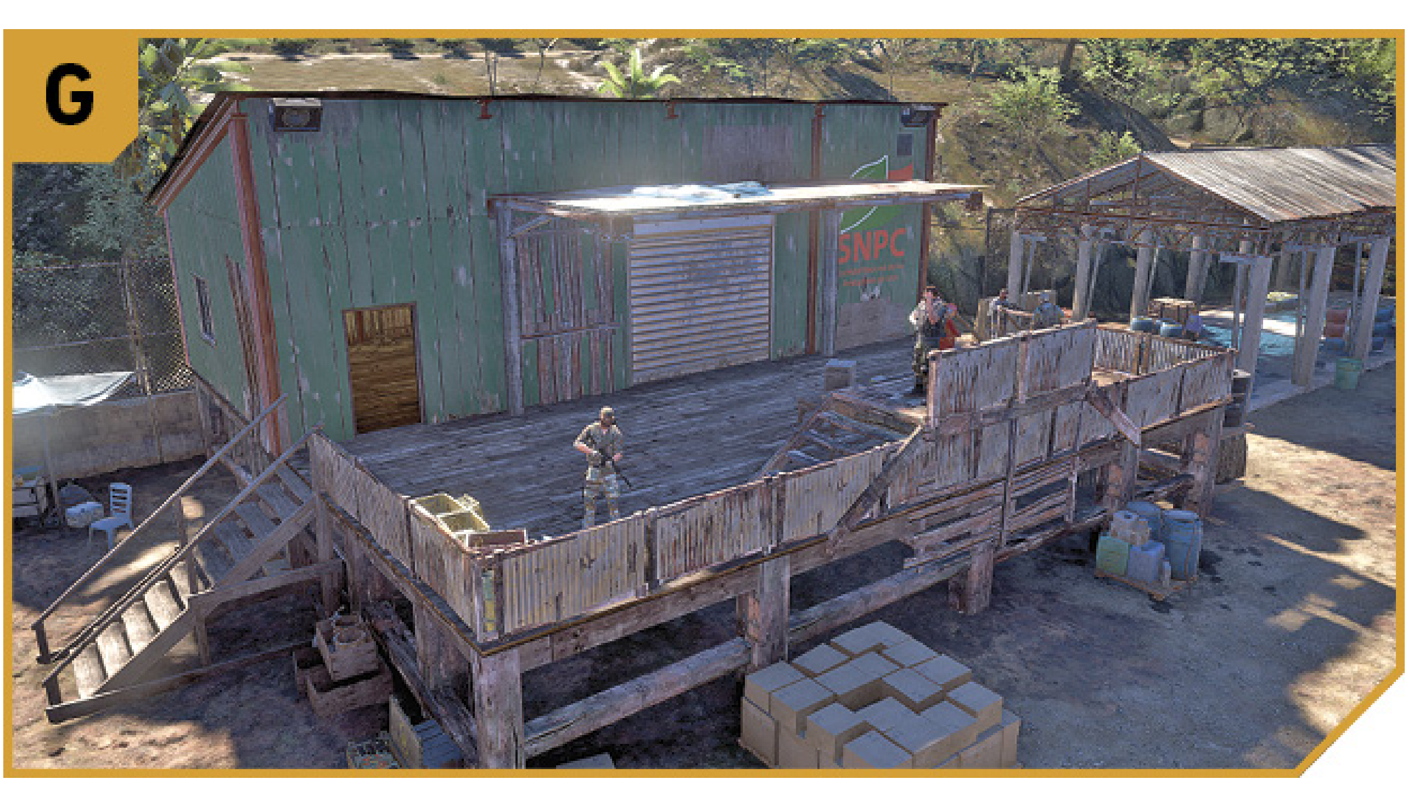
The giant water cylinder and crop of coca is just on the edge of the area, and it's a great place for a single Co-op Ghost to wait, so the second and third waves of foes can be engaged from multiple positions.

SOUTHWEST CORNER (OPEN WAREHOUSE)



The third and final wave of enemies heads through this area to reach G, and the open warehouse can be too close to the machineguns of these foes, so back up a little to the crates, barrels, or wagon in the vicinity. Keep most of your crew close to the leader—in front of him if you can.

UNION LEADER AND SOUTH STAGE



The union leader stays at this structure, moving in and out of the building once the attacks start, and it's critical he remains alive. Co-op teams should station at least one Ghost here at all times to act as a bullet-sponge and bodyguard. However, falling back here isn't a cunning plan as you want to draw enemy fire away from the leader, so retreat to other locations if the mission starts going south.

BARRIENTOS CO-OP: OTHER TACTICAL ADVICE

SOLO: Make a thorough search of the entire area, noting the perimeter (yellow) circle on your Tacmap so you know where you can stand to defend. Feel free to drop explosives at expended infiltration points, maneuver vehicles to block incoming foes, and study the adjacent buildings and scenery for hiding places. Then talk to the union leader.

When the enemies attack, the first wave is usually the pickup truck along the north road. A simple grenade thrown at the stopping place of the vehicle neutralizes the four enemies at once, or engage them in a firefight.

Move your team to C, and wait for the second wave. Engage them as they head down the hill, using the parked pickup or nearby buildings as cover. This is a relatively straightforward takedown.

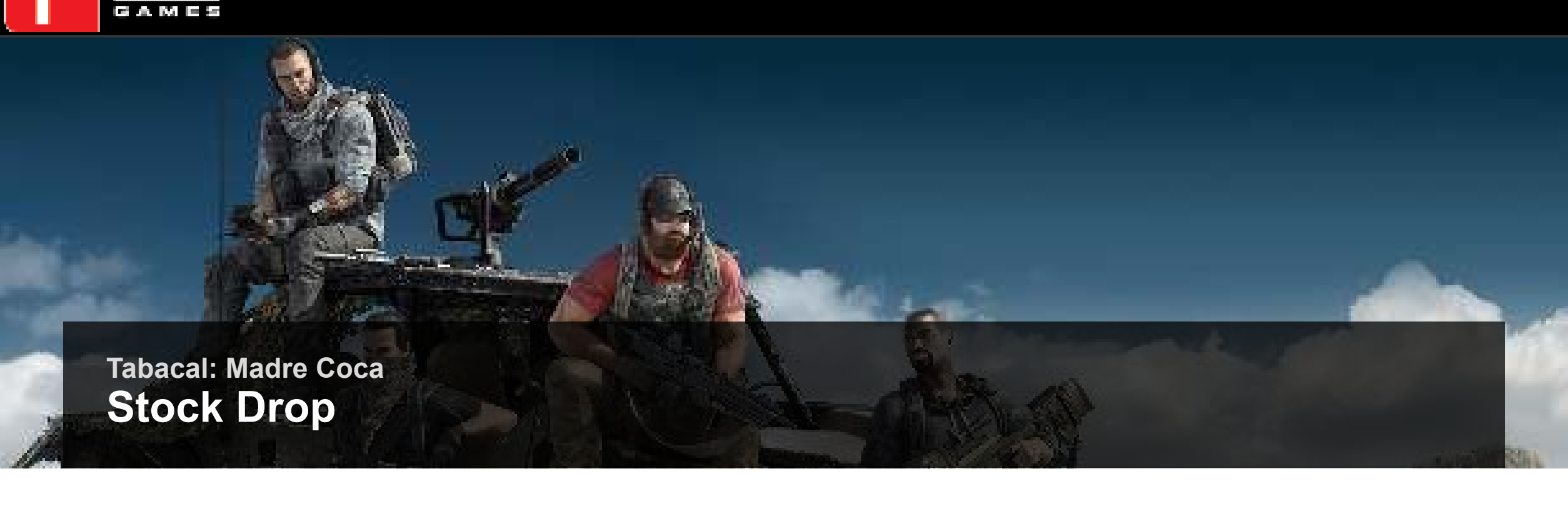
The last wave comes in from the southwest, through the undergrowth and dirt track, and through the large open warehouse. The machineguns can hurt the union leader quickly, so order your men to engage before softening up the targets with long-range fire and explosives before they reach the perimeter. Then stand to the west of G, or behind scenery at F, and finish the final wave.

CO-OP: The same plan of attack as a Solo player is optimal here, but for an additional punch, station one Ghost at B to remove the pickup truck threat, with backup from a sniper at D.

When the second wave of foes approaches at C, have two teammates stand in front of the leader at G, one on the roof of the corner building at C, and one creeping around in a clockwise loop at D to strafe them from behind.

Quickly move to wait for the final wave. Though you can have one Ghost loop around from F to the train tracks to the west, it's better to keep two Ghosts in front of the leader at the stage, one for close combat takedowns at F, and a sniper at A, possibly E, or B.

Vehicular carnage is also possible, though keeping your vehicle out of the perimeter reduces civilian casualties. A chopper to rake the incoming enemies before they even reach the perimeter, and provide early warning of enemy locations, is also a good plan.



Tabacal: Madre Coca

Stock Drop

OBJECTIVES

- **Destroy the coca stocks (3)**

LOCATIONS

- **Tabacal Base**

REWARDS

- **+ 500 XP**

BRIEF

Coca leaves gathered by Madre Coca's enforcers are taken to an old freight yard where they are placed under guard prior to shipment out of the province. Locating and destroying those stockpiles would be a major setback to Madre Coca's operation.

MISSION ACCESS

Complete Main Mission: Freedom of Speech and gather Major Intel to access this Mission. You can also unlock this mission by proximity.

TAKING STOCK OF THE SITUATION

In the far north of the province, just south of Death Road, is a large Tabacal Base with the main road to the north, a railroad splitting the base from west to east, and a main road bisecting the north-south middle. With around 30 cartel members, and the possibility of reinforcements, assaulting this base with guns blazing isn't as proficient as sneaking in, setting timed charges at three coca stockpile locations, and leaving as your namesake "Ghost" would do. Scaring the enemy is optional.

CAUTION: COLLATERAL DAMAGE, MORTARS, AND MORE

Watch your area-effect weapons and indiscriminate strafing, as there are a few (but not many) innocents among this nest of vipers. It's also worth neutralizing the mortar close to the southeast target stock, and the four separate snipers atop towers dotted around the base.

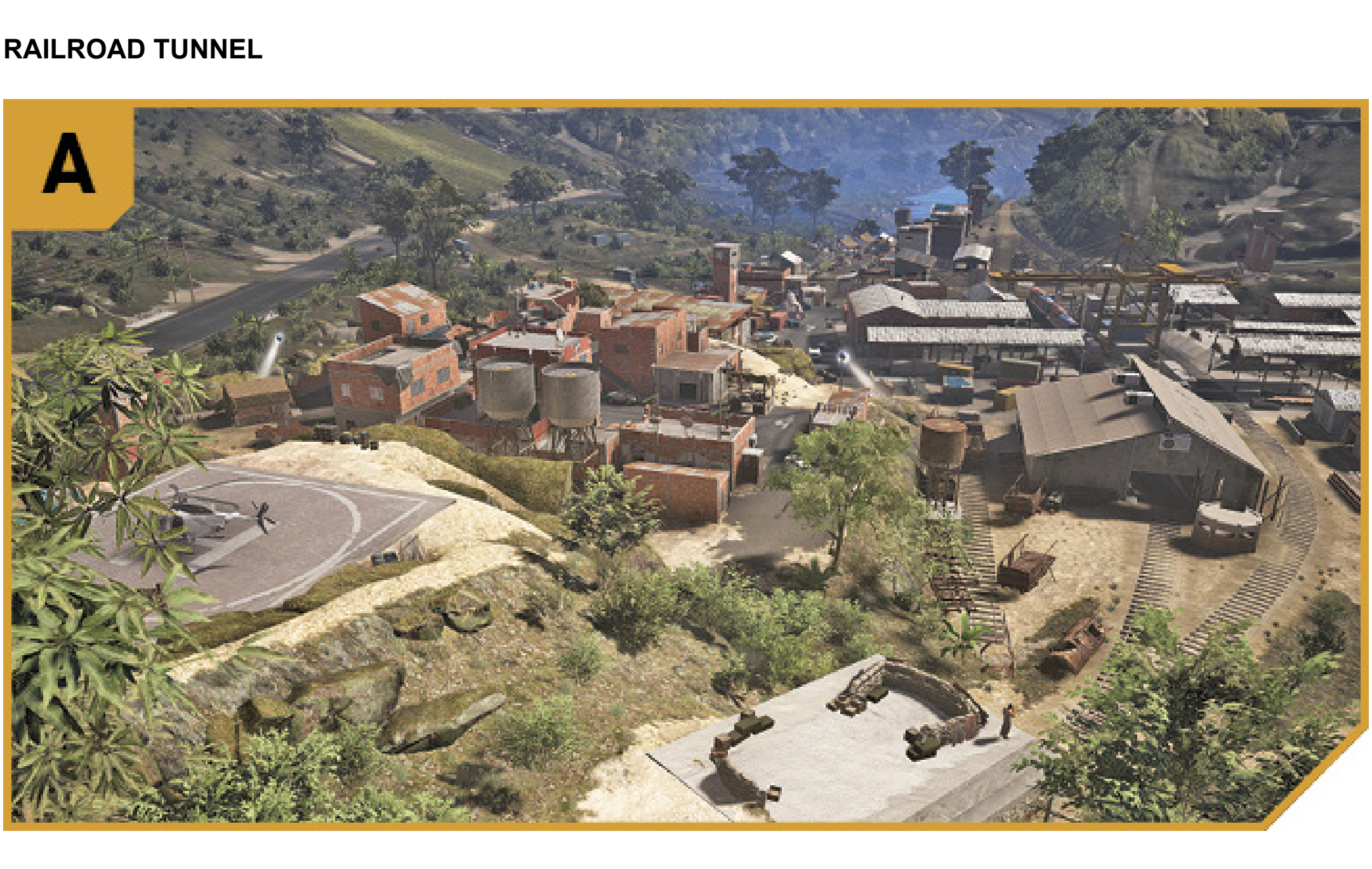
MOST RECON: REBEL ALLIANCE

If you're finding the going tough, or need extra warm bodies assaulting the base from a different direction, there's more than just Rebel Support actions to request. Note the additional rebels caged close to the eastern stock pile of coca. Release them to add to the chaos.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

Building-to-building fighting is a little easier when you're using the latest in night vision hardware, and a few of the normally-alert enemies are snoozing in their beds. Try a night-time attack for a slightly easier time of it.

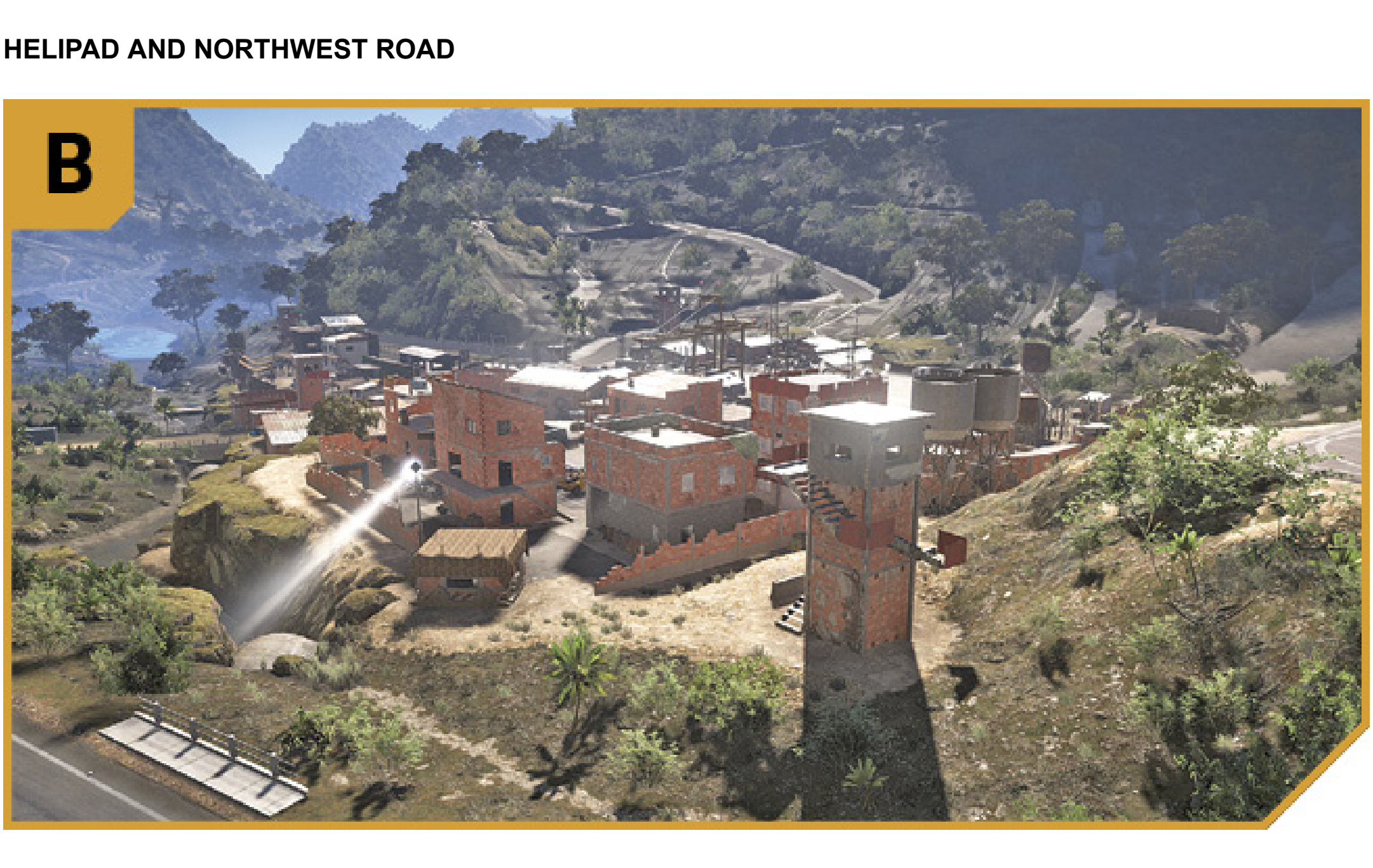
TABACAL BASE: RECON



TACMAP

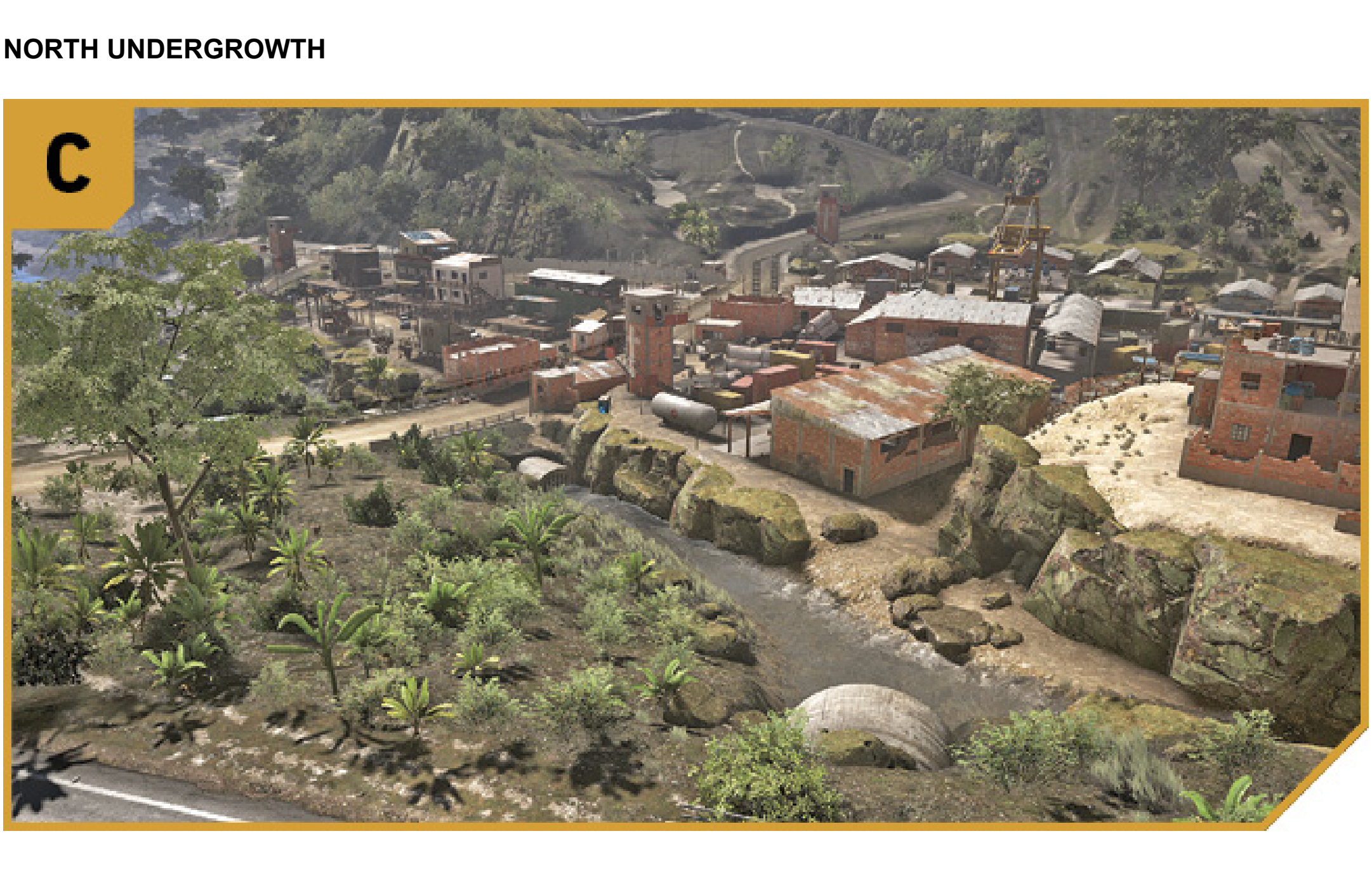
This is a large base with numerous buildings of varying heights and interiors. It is extremely well guarded, but as the object is to destroy the stashes of cocaine in the southwestern part of the area, there's no real need to face down every single foe, though the following tactics reveal the best places to attempt this.

RAILROAD TUNNEL



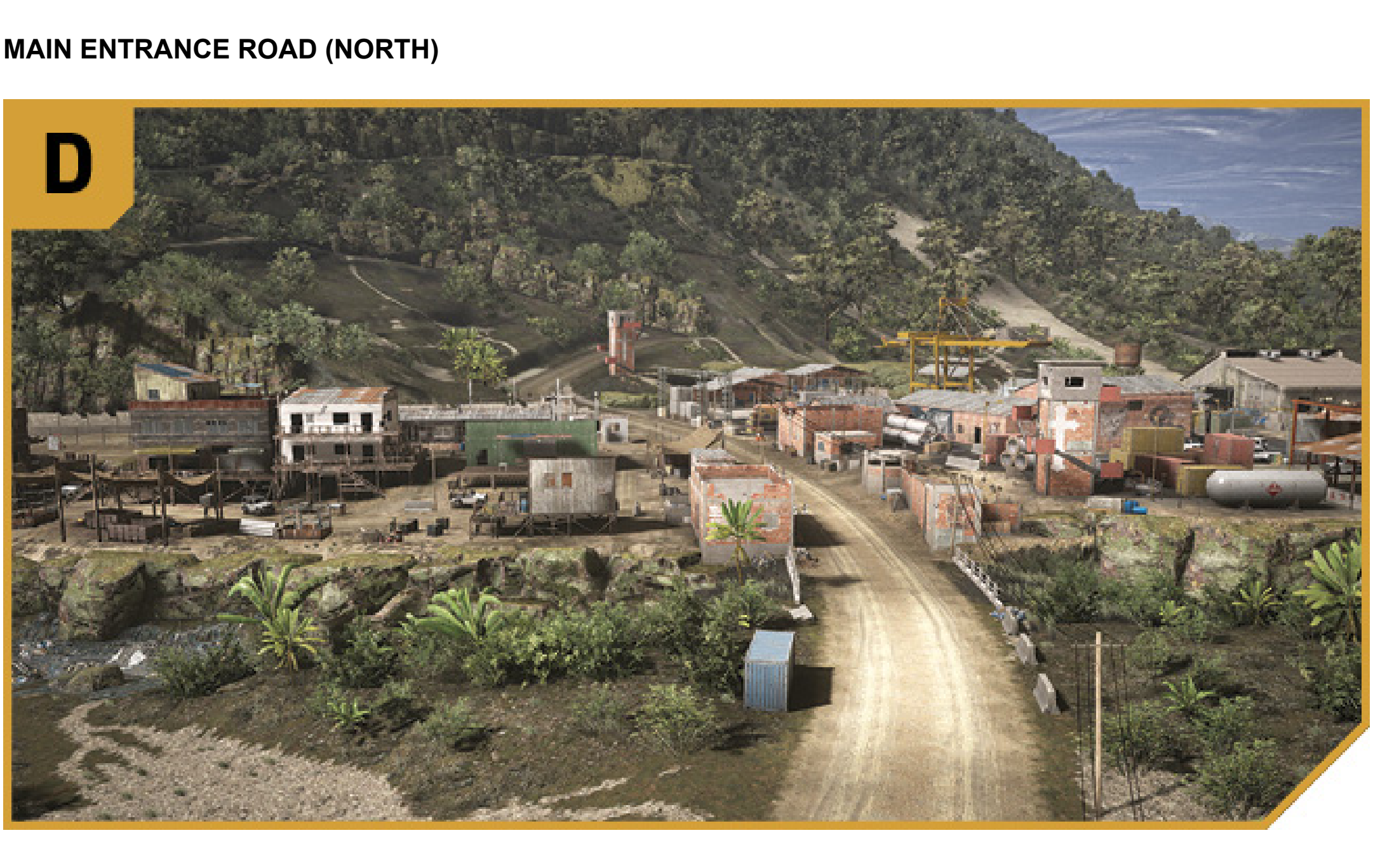
The single thug atop the tunnel entrance is an easy kill, and you can assault using vehicles from this under-utilized area, or flee to a parked vehicle and use it as an extraction point. You could also provoke enemies into charging at the sandbag defenses here, which are easily defended thanks to the height advantage you have.

HELIPAD AND NORTHWEST ROAD



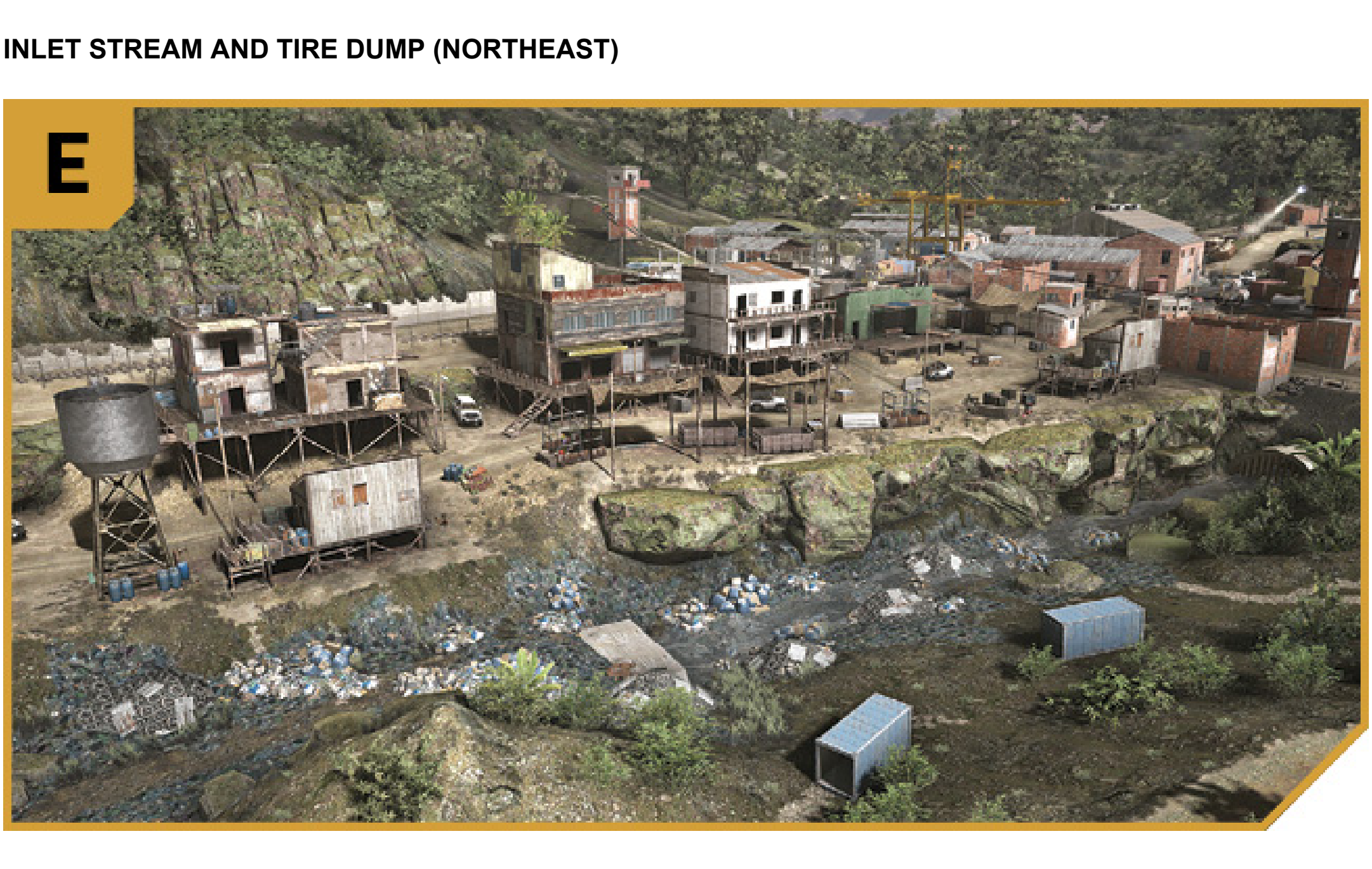
Climb to the radio mast area overlooking the helipad, and you have a reasonable sniping area to start removing the sharpshooter in the tower by the road. You can also storm the minigun nest near the tower, lob grenades over the brick wall, and enter the northwest building cluster from the helipad. This is far better than driving along the main road, where you're easily spotted.

NORTH UNDERGROWTH



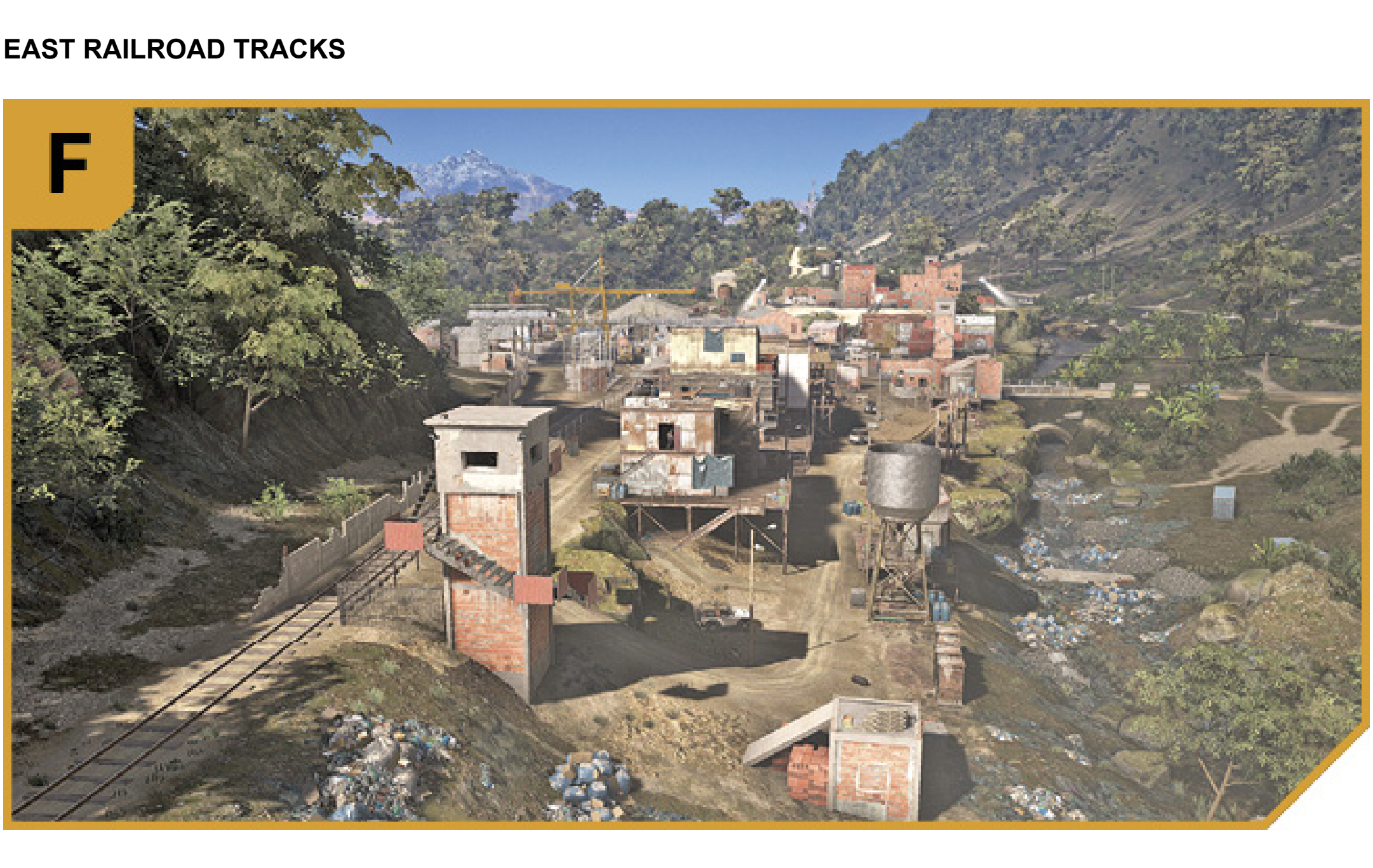
Though you can snipe from extreme range by heading north to the dirt thoroughfare called "Death Road", shooting the sniper at the main entrance tower on the north side of the base, if stealth is a plan, involves using the undergrowth near the inlet stream. Note the large propane tank just begging to be exploded with C4, to create a disturbance and drawing the enemy to you, while others secure objectives.

MAIN ENTRANCE ROAD (NORTH)



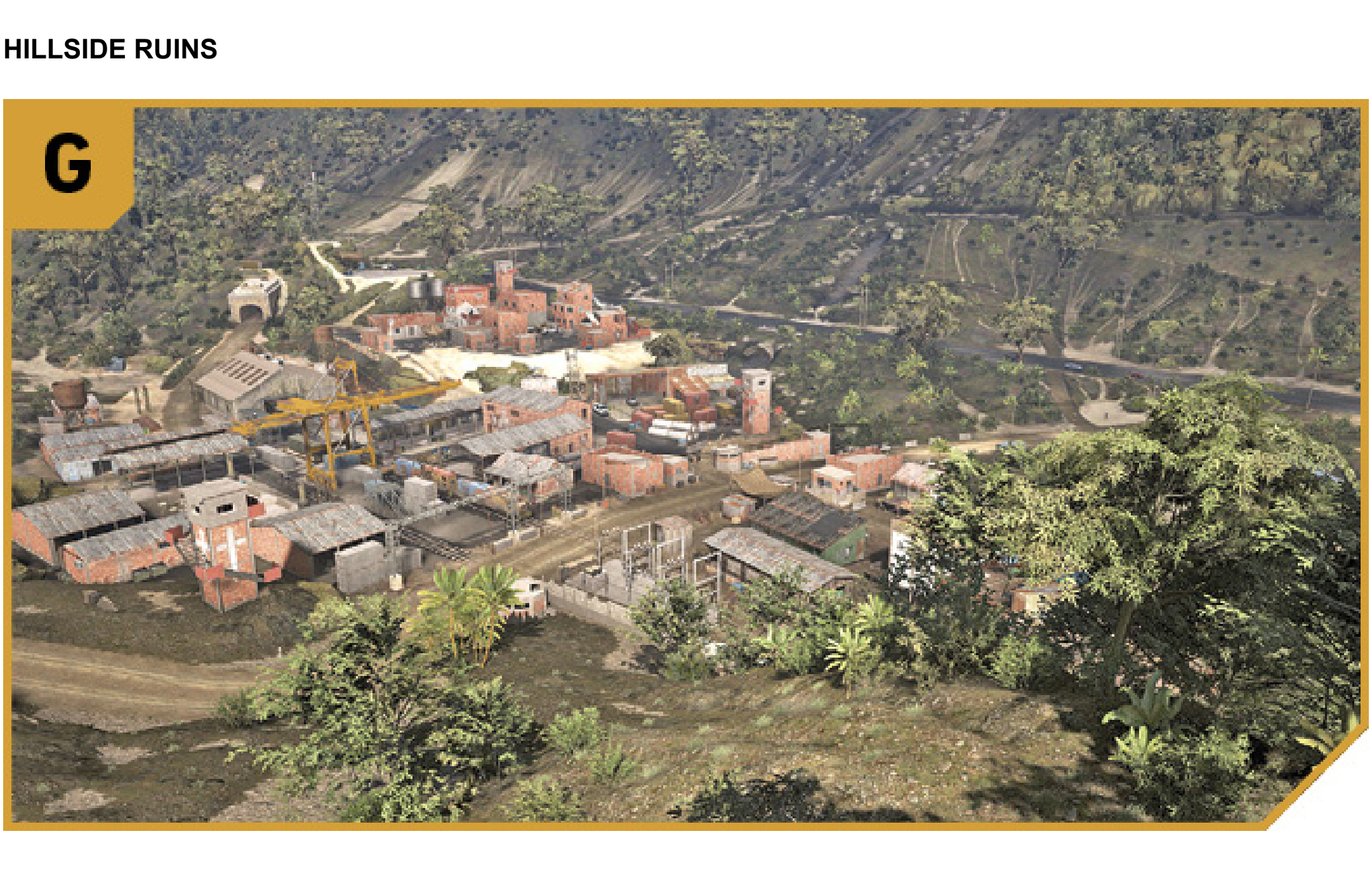
This bisects the base from north to south, and you should expect heavy gunfire and retaliation if you saunter along this dirt road. An armored SUV with minigun can cause havoc, and there's an easy escape to the south, but there are much better stealth infiltration points than here.

INLET STREAM AND TIRE DUMP (NORTHEAST)



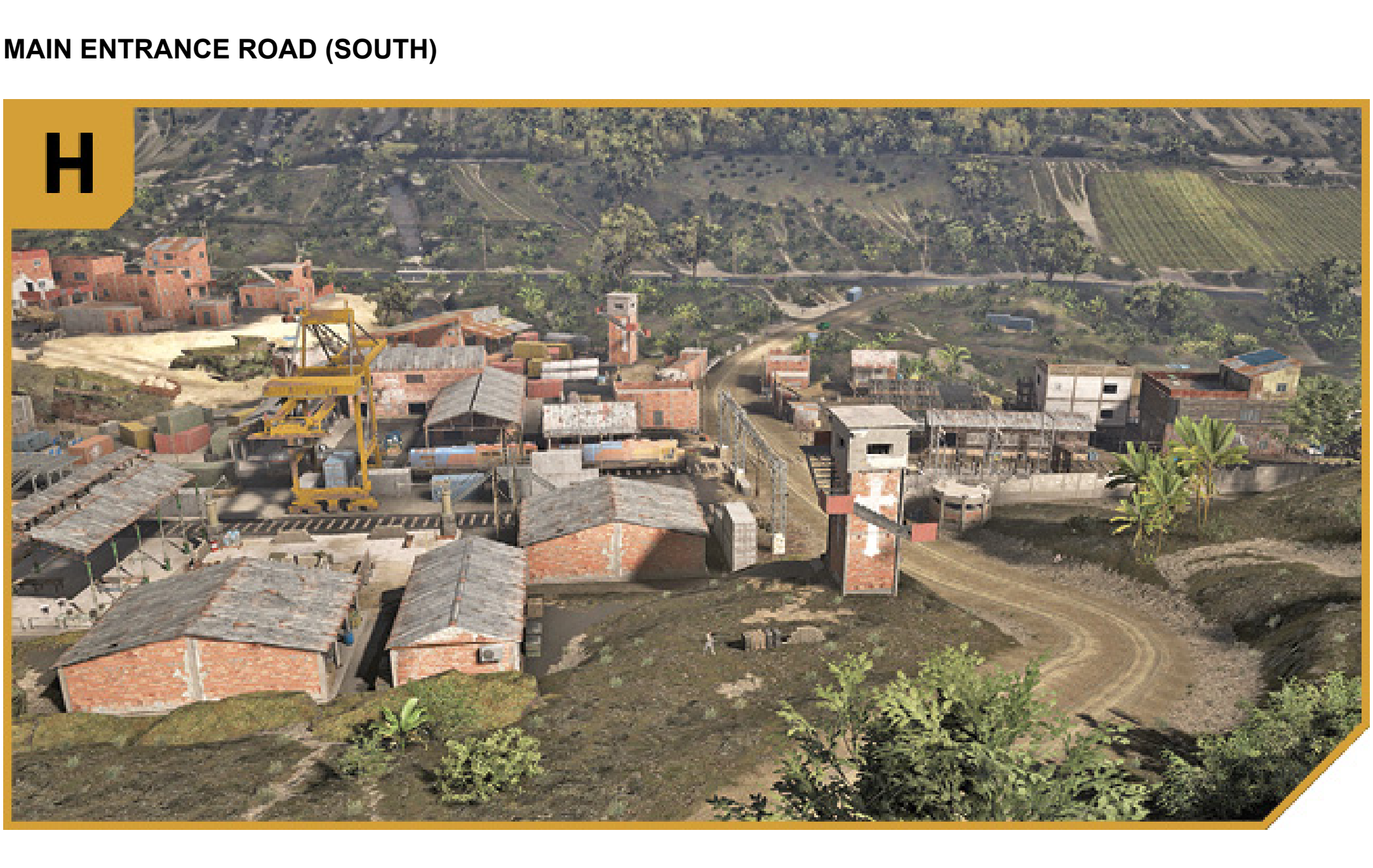
The foes in the east-central part of the base can be circumvented if you approach from here and have plans to deal with the sniper in the tower by F. Though you lack the height advantage, the rocks on the north side of the stream can be used as cover, before you quickly head up and into the target building (L). There are rebel prisoners to free en route, too.

EAST RAILROAD TRACKS



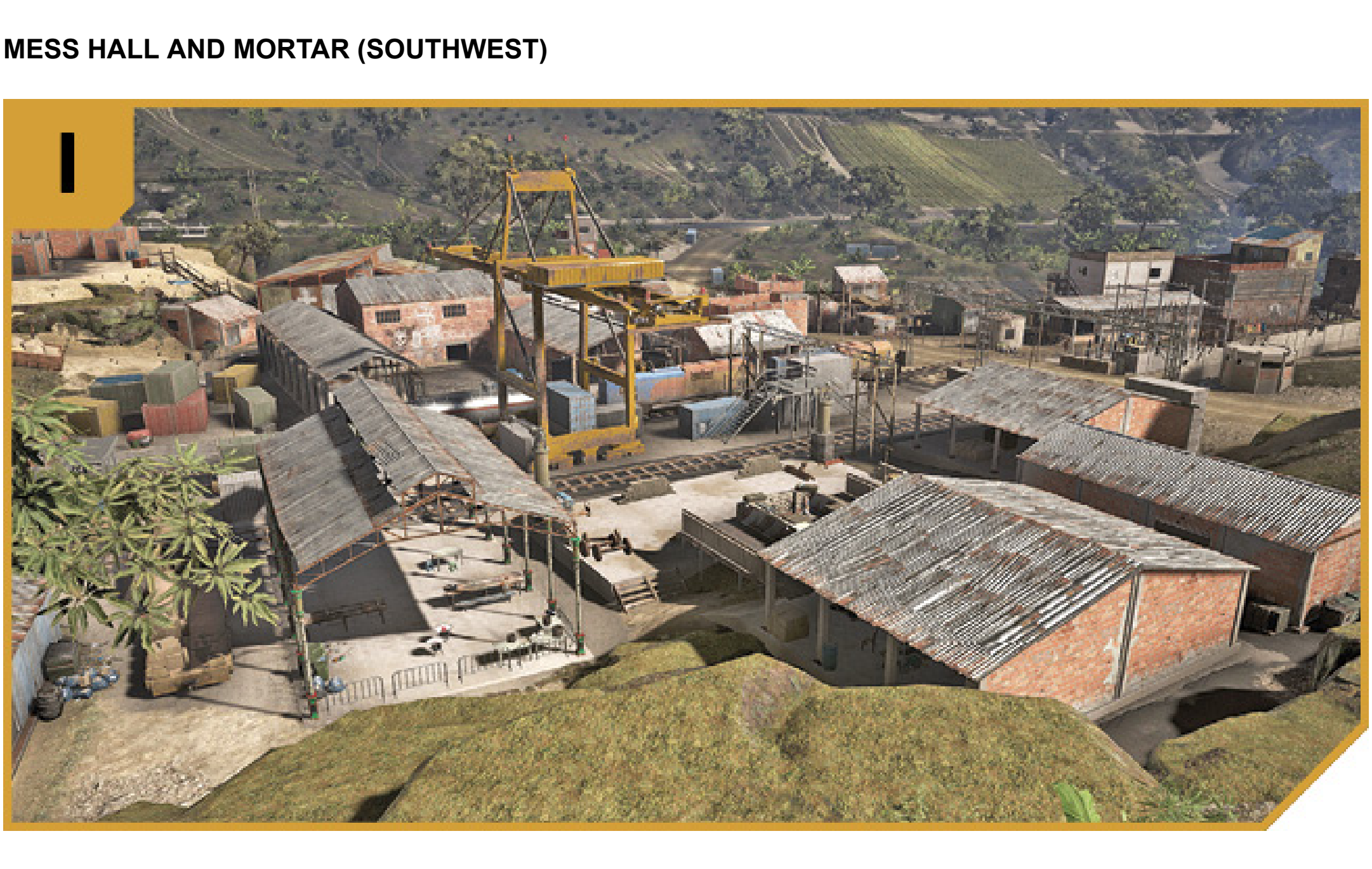
Make sure you have eyes on the sniper in the tower at the eastern edge of the base, if you're heading along the railroad tracks. Note the straight-shot through the base to A, in case you're planning on a vehicle assault and need a looping attack and escape route. For stealthier operatives, take the sniper tower, and use it to drop foes below or guard over a teammate who's securing the stock at L.

HILLSIDE RUINS



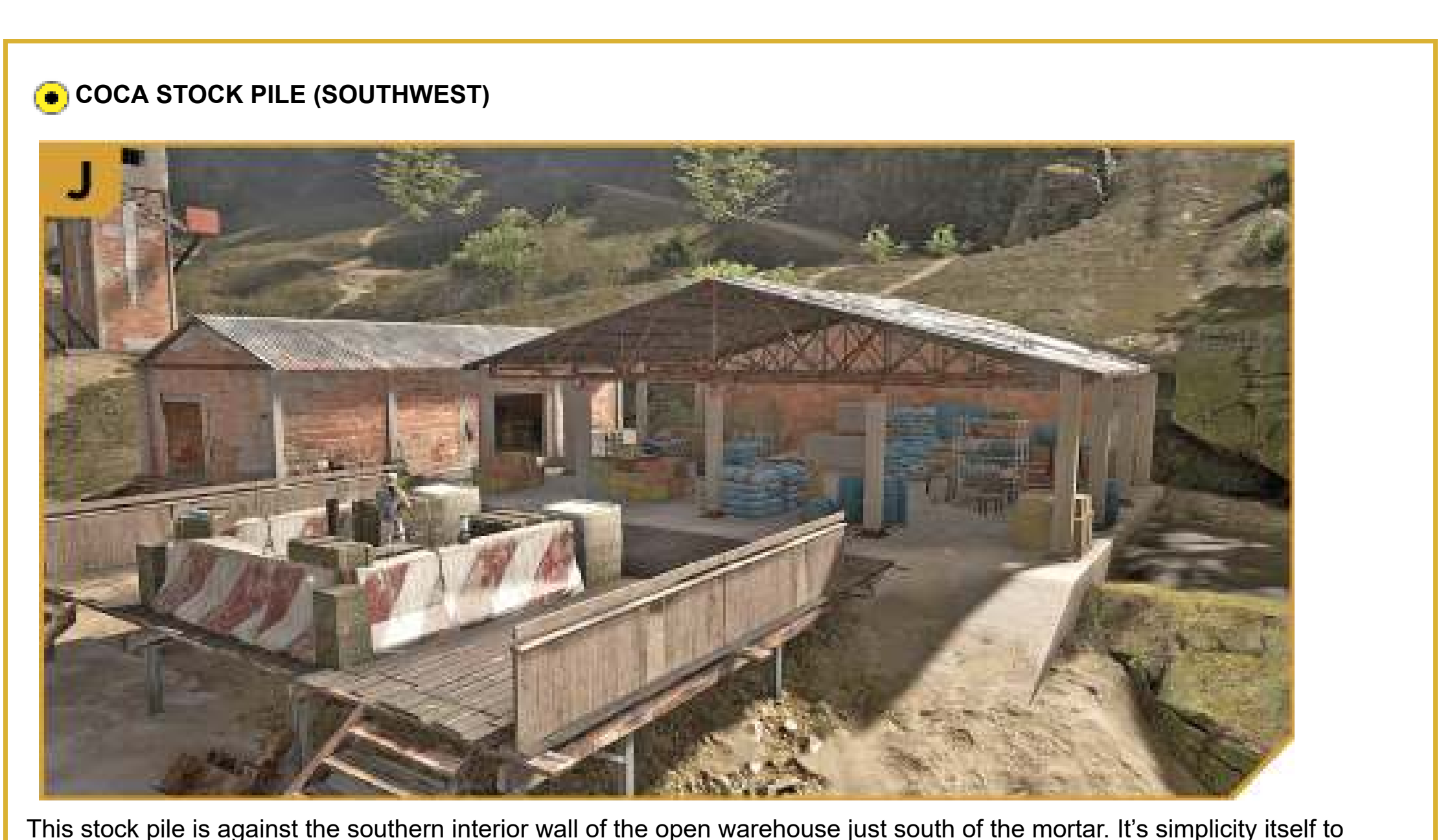
A sniper's paradise, offering exceptional views of the entire base and, with powerful-enough ranged weaponry, a chance to tag each sniper in a tower without needing to close in on them. Though the view over L is partly obscured, you can easily cover friendlies detonating the coca at J and K, including the removal of the mortar. An excellent sniper's camp.

MAIN ENTRANCE ROAD (SOUTH)



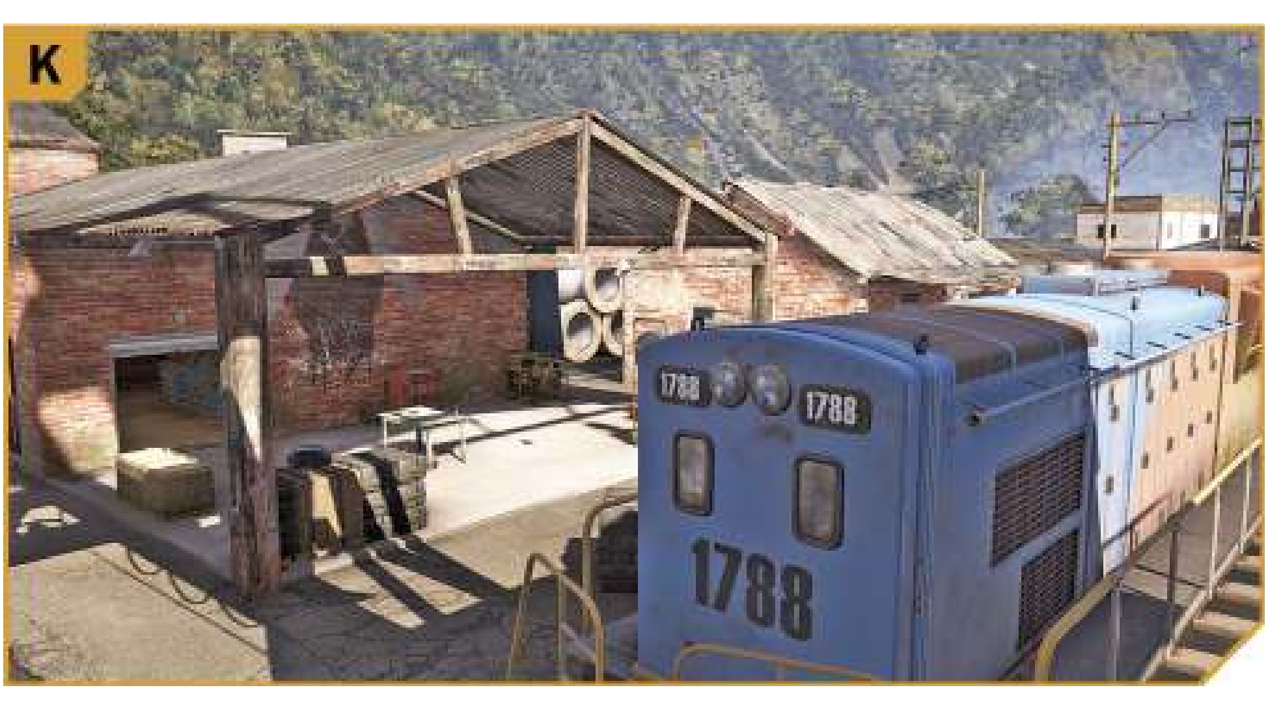
Though you have the height advantage if you stay at range, driving into the base from south to north is hazardous thanks to the sniper and armored foe in the nest, on either side of the entrance. Deal with the sniper at range, and the armored foe by heading through the steps behind him after sneaking along the main perimeter fence from F or G. Otherwise, the area isn't as well-guarded, and a competent team can whittle down the enemies without waking up everyone else.

MESS HALL AND MORTAR (SOUTHWEST)



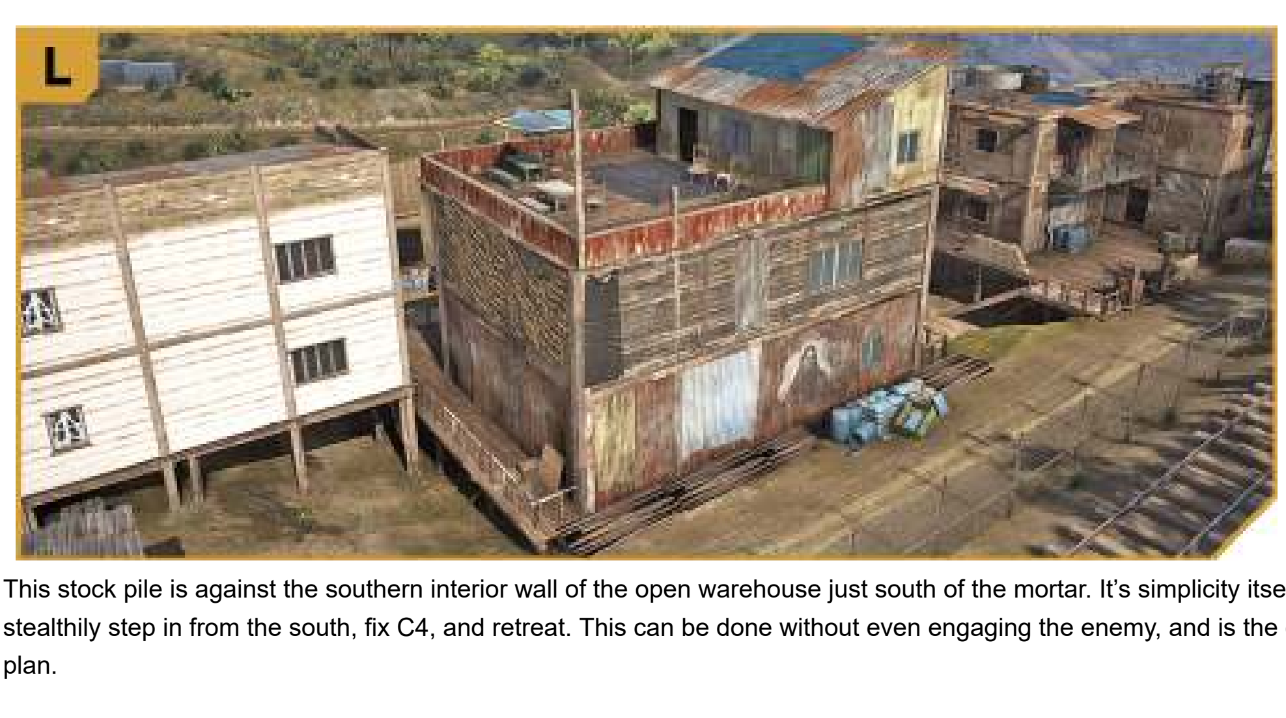
Another good spot for an incursion, and depending on the time of day, a group of enemies may be lunching in the open-air mess hall, just west of the mortar. Locate both areas, and lob in grenades, or use heavy weapons or a grenade launcher to flatten these foes. Or, if there's only the four enemies around J to contend with, commandeer the mortar as you send explosives at J.

COCA STOCK PILE (SOUTHWEST)



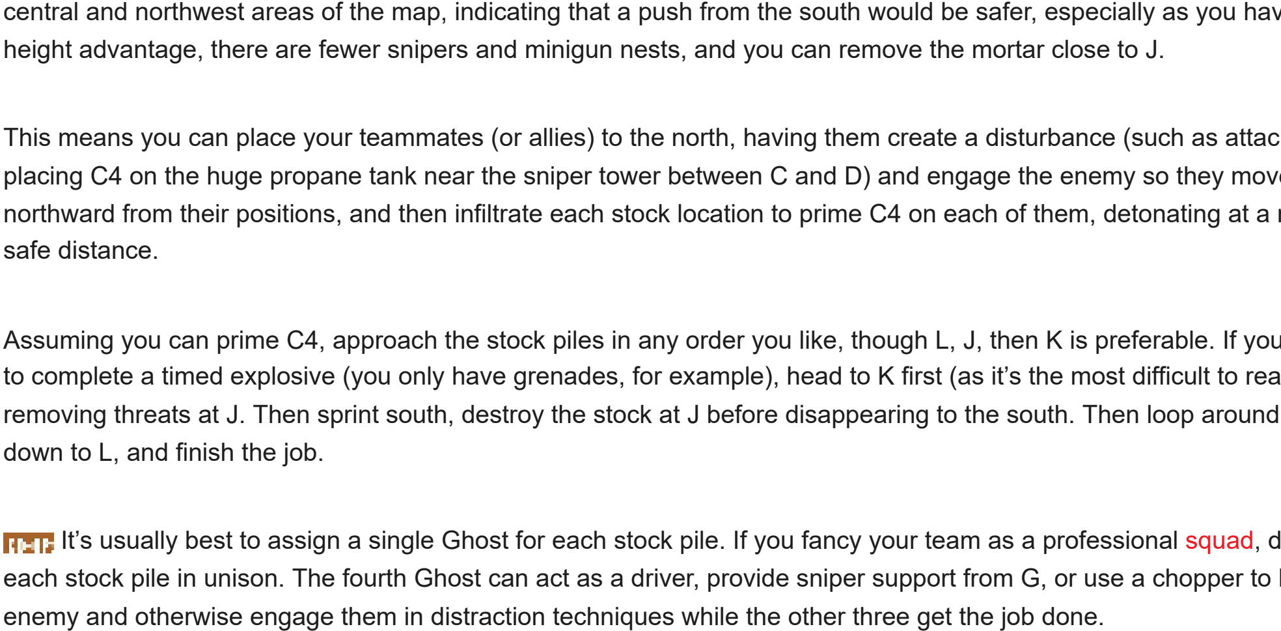
This stock pile is against the southern interior wall of the open warehouse just south of the mortar. It's simplicity itself to stealthily step in from the south, fix C4, and retreat. This can be done without even engaging the enemy, and is the optimal plan.

COCA STOCK PILE (CENTER)



This is the trickiest of the stock piles to reach with minimal violence caused, though sneaking from west to east along the tracks, then into the warehouse with the Santa Muerta cowled woman on the wall (the stock is on the south interior wall of this structure) can be done without alarming the enemy.

COCA STOCK PILE (EAST)



This stock pile is against the southern interior wall of the open warehouse just south of the mortar. It's simplicity itself to stealthily step in from the south, fix C4, and retreat. This can be done without even engaging the enemy, and is the optimal plan.

TABACAL BASE: OTHER TACTICAL ADVICE

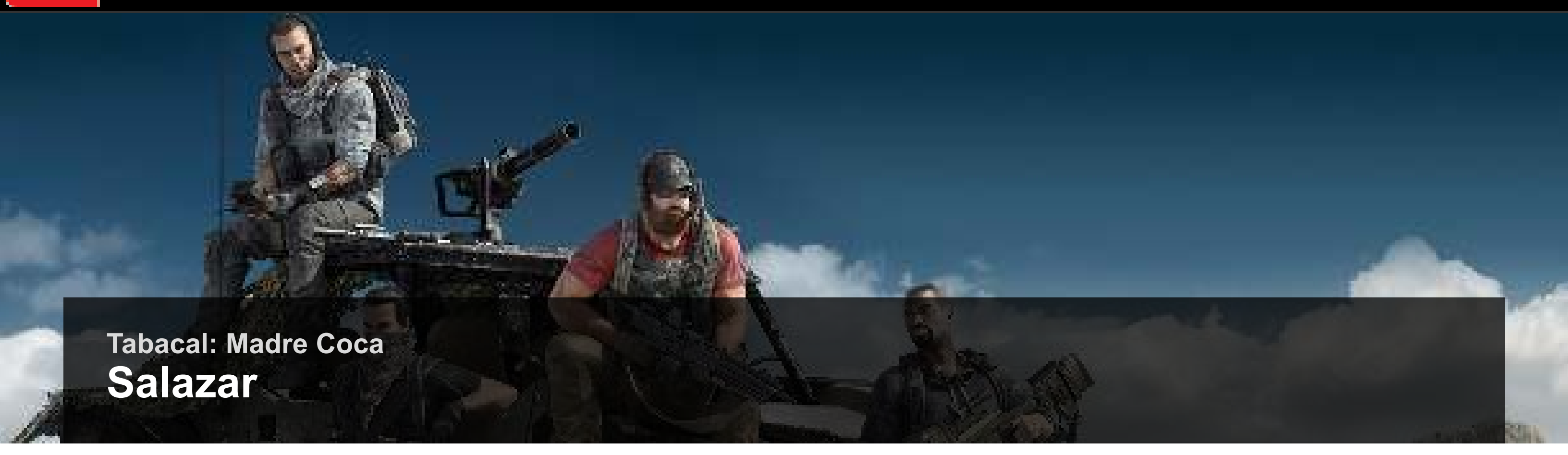
SOLO: The direction you infiltrate from, and the minimal number of enemies you need to neutralize in order to complete this mission, are the most important points to remember when reconnoitering this base. Notice the predominance of foes in the central and northwest areas of the map, indicating that a push from the south would be safer, especially as you have the height advantage, there are fewer snipers and minigun nests, and you can remove the mortar close to J.

This means you can place your teammates (or allies) to the north, having them create a disturbance (such as attacking, or placing C4 on the huge propane tank near the sniper tower between C and D) and engage the enemy so they move northward from their positions, and then infiltrate each stock location to prime C4 on each of them, detonating at a minimum safe distance.

Assuming you can prime C4, approach the stock piles in any order you like, though L, J, then K is preferable. If you're unable to complete a timed explosive (you only have grenades, for example), head to K first (as it's the most difficult to reach) after removing threats at J. Then sprint south, destroy the stock at J before disappearing to the south. Then loop around to G, down to L, and finish the job.

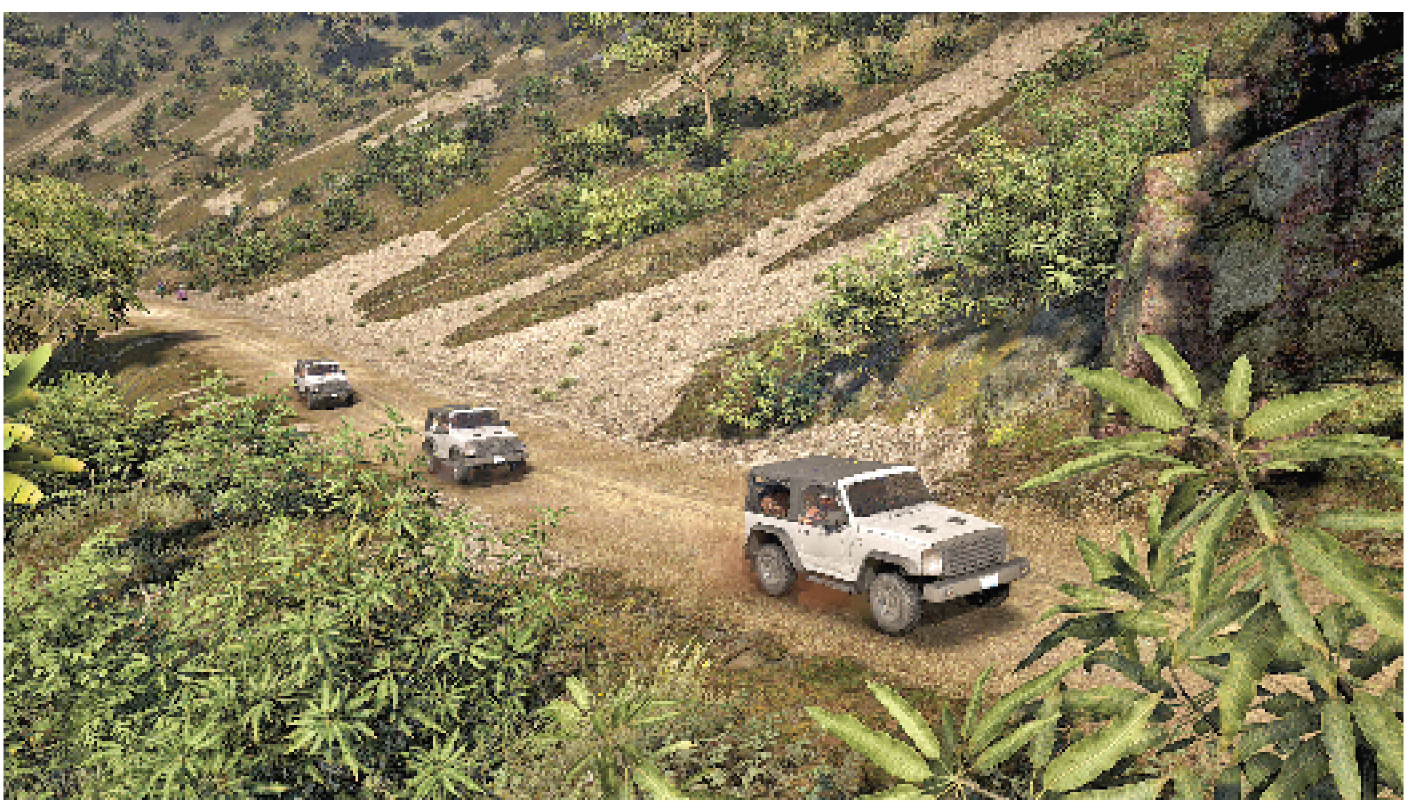
[illegible] It's usually best to assign a single Ghost for each stock pile. If you fancy your team as a professional squad, destroy each stock pile in unison. The fourth Ghost can act as a driver, provide sniper support from G, or use a chopper to harry the enemy and otherwise engage them in distraction techniques while the other three get the job done.

The trick (unless you're here for bloodletting) is to destroy the three stock piles without engaging the majority of the foes in the center and northwest parts of the base. This is easily achievable.



Tabacal: Madre Coca

Salazar



OBJECTIVES

- **Capture Salazar**
- **Extract Salazar to Tabacal Alpha**

LOCATIONS

- **Death Road (Variable)**

REWARDS

- **+ 500 XP**

BRIEF

Security for coca shipments along the treacherous Death Road are led by a cartel lieutenant named Salazar. Salazar was recruited personally by Madre Coca and is one of the few men she trusts. Capturing him would be a huge blow to her organization.

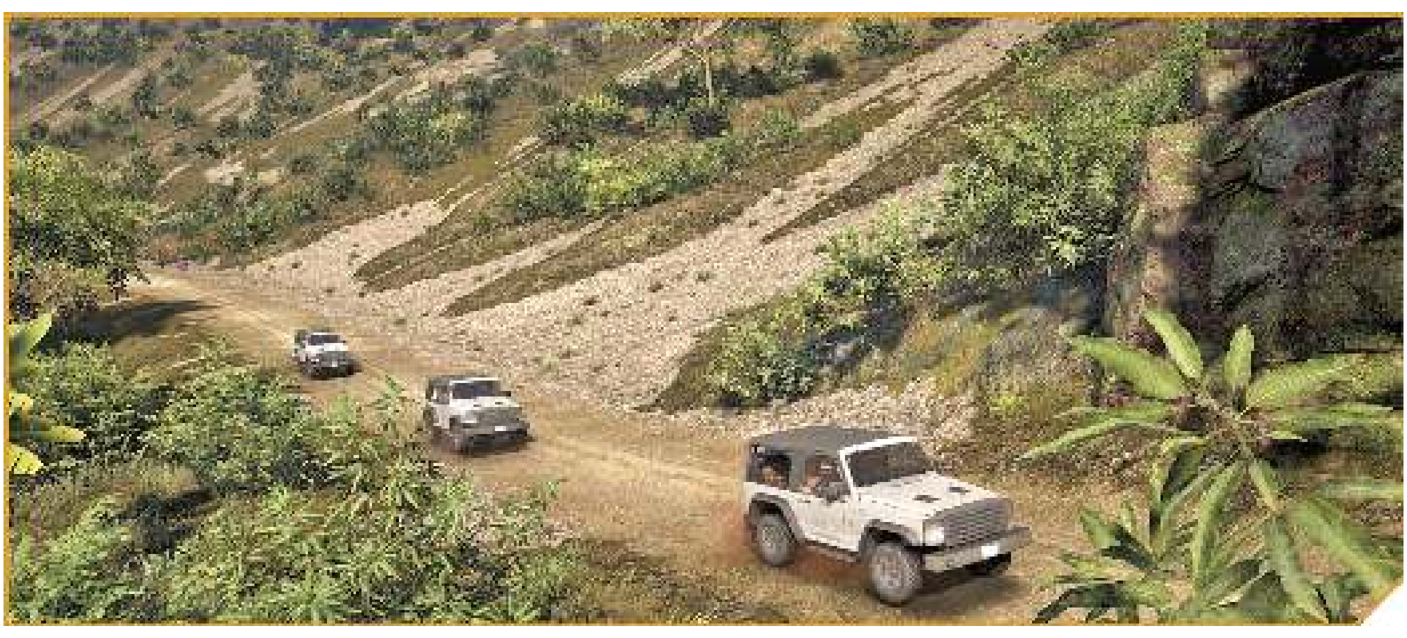
MISSION ACCESS

Complete Main Mission: Freedom of Speech, and acquire Major Intel in Tabacal Province to access this Mission.

MADRE COCA'S BAD BOY

It seems that Salazar is leading a three-vehicle convoy currently navigating the infamous Death Road; a mountainous thoroughfare with sheer drops on one side, and tall cliff-face walls on the other. He needs to be separated from his other SUVs, apprehended, and taken to a CIA safe house for interrogation.

SALAZAR'S CONVOY: RECON



TACMAP

This convoy attack occurs somewhere along the route the enemy convoy is driving along, which in this case is Death Road, which skirts the northern extremes of this province.

There are three Landrock SUVs to contend with. Each usually has three occupants. The lead SUV carries Salazar, who is usually in the back seat behind the driver. So be careful with your execution gunfire.

SALAZAR'S CONVOY: OTHER TACTICAL ADVICE

SOLO: Starting at Rally Point Tabacal Alpha, you can head a few meters to the junction of the road that Salazar will be passing through, and create a small-scale traffic jam using the Alpha safehouse's vehicle, a second vehicle dropped in using the Vehicle Drop-Off Rebel Support, along with additional cars you take by pointing guns at innocents and commandeering their vehicle.

Salazar is usually riding in the back of the lead vehicle, so don't be too careless with your shooting when targeting these foes as you don't want to kill the driver and accidentally hit Salazar too.

Attack the lead vehicle from the side (shoot both foes in the front seats), and order your team to tackle the two rear SUVs. If Salazar takes off in the front SUV, use any nearby vehicle to engage in a pursuit. Drive the SUV off the road, and grab Salazar.

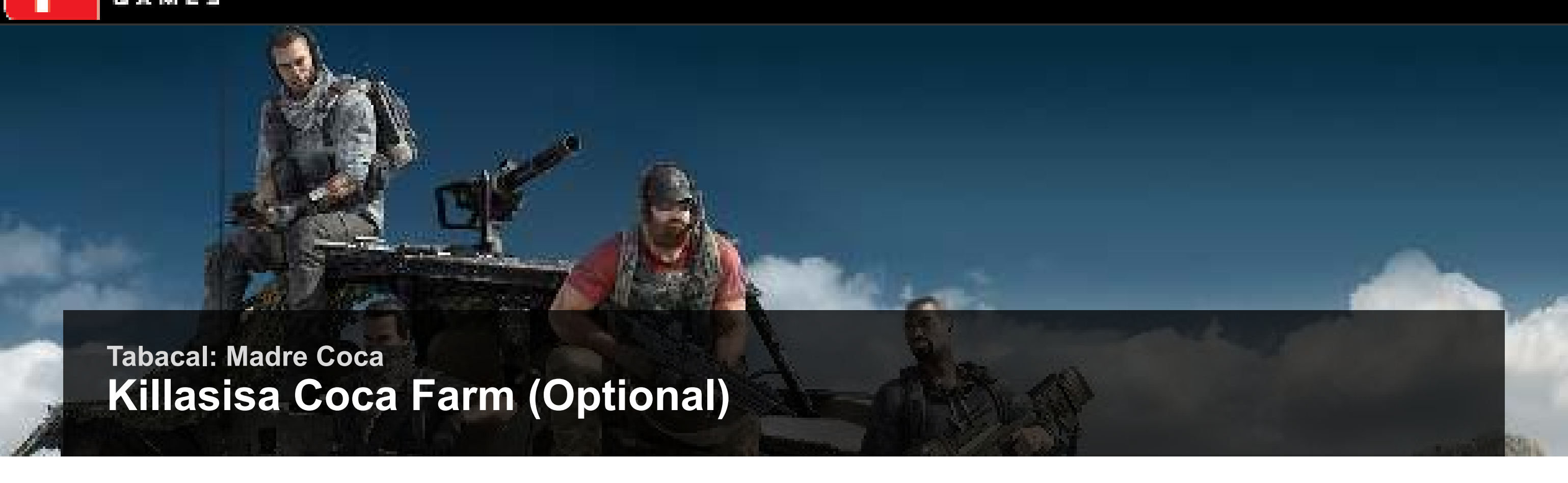
Another option is to choose this, or another location along Death Road, perhaps an area that is much more narrow, and force the lead vehicle down into the ravine on one side of the road. If the SUV overturns or becomes stuck in the steep ground, you can easily have your team concentrate on killing the foes in the other SUVs while you concentrate on the two enemies with Salazar.

CO-OP: Have one Ghost responsible for the removal of one SUV that isn't carrying Salazar, while two Ghosts concentrate on the lead vehicle. Approach in a vehicle, and use ramming to waylay the SUV, while your Ghost passenger shoots at the driver and other enemy, leaving Salazar alone and unable to drive. Apprehend him when the vehicle comes to a stop.

As long as the lead SUV is approached with a modicum of care, you can do what you like to the rear SUVs; destroy them with primed mines or C4, rake them with minigun fire from a pickup, or shoot them from a chopper.

EXTRACTION: SALAZAR TO TABACAL ALPHA

Once the cocky little so-and-so has been grabbed, find the nearest vehicle, stow him in it, and then drive it immediately to Tabacal Alpha, where he unwittingly reveals a little more knowledge about Madre Coca than he intends.



Tabacal: Madre Coca

Killasisa Coca Farm (Optional)

OBJECTIVES

- **Recon the Killasisa coca farm**
- **Clear the Killasisa coca farm (17 enemies)**

LOCATIONS

- **Killasisa Farm**

REWARDS

- **+ 500 XP**

BRIEF

The cocaleros in Tabacal are forced to deliver their coca leaves to a farm in Tabacal where Madre Coca's enforcers collect the leaves. Ambushing the enforcers will weaken Madre Coca in the eyes of the cocaleros.

MISSION ACCESS

Enter Tabacal province to unlock this mission.

THE KILLING FIELDS

It's worth driving to the Killasisa Farm, and parking to the north, to ensure your recon commences at the highest point on the slope above the coca fields. After some drone flying, all cartel thugs must be removed from the farm. Assuming you want the height advantage, this is all about sweeping these thugs downhill.

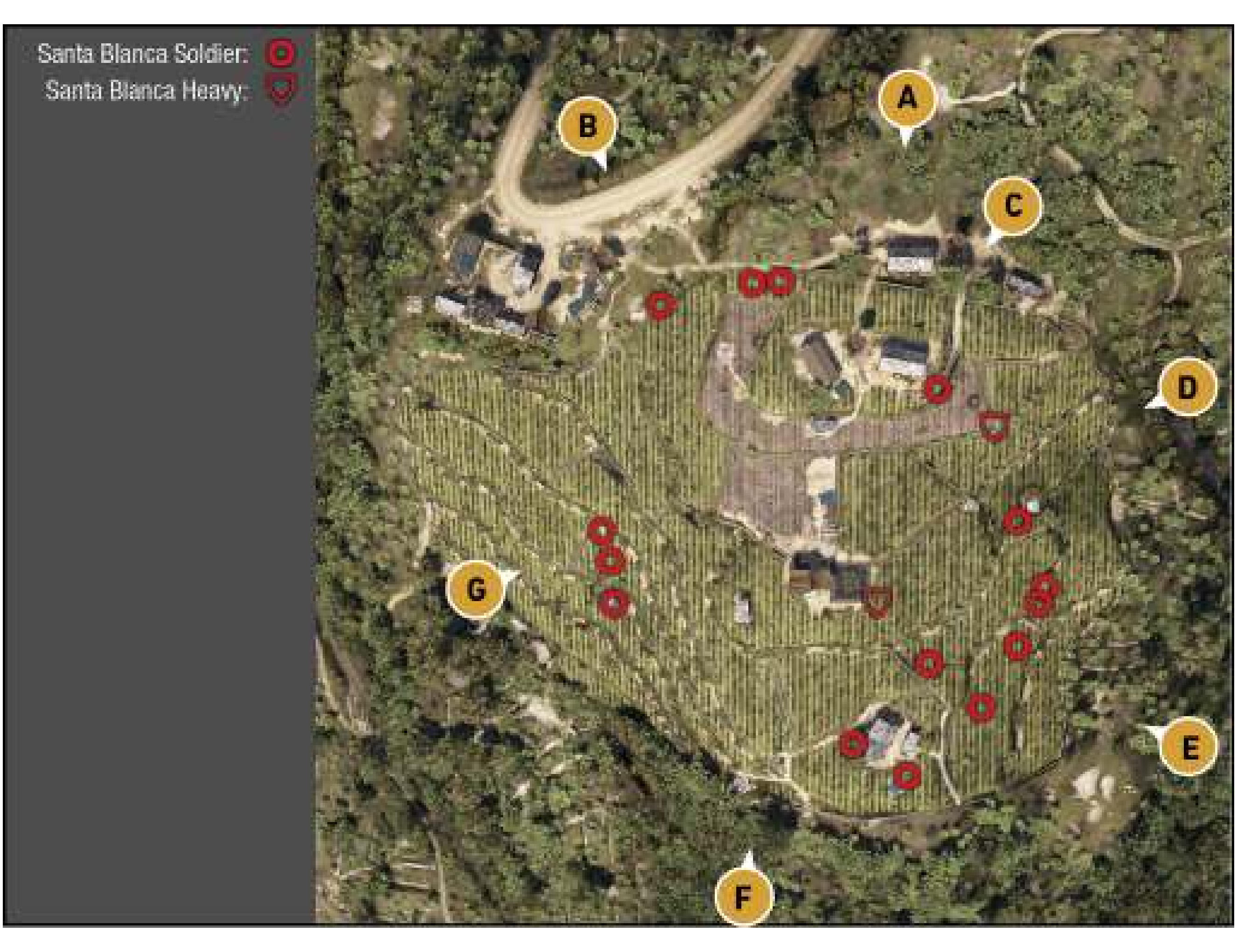
CAUTION: COLLATERAL DAMAGE

This coca farm has a number of Bolivian workers, who must not be harmed in any way while you're removing the cartel enemies. Expect penalties and eventual mission failure for each civilian you kill, accidentally or otherwise. This means projectiles and area-effect weapons should be used with extreme care (though the open area that comprises the mission means you have more flexibility than normal).

MOST RECON: TARGET ACQUIRED

Note the lack of target objectives on the guide map; this is because you're seeking out the 17 foes guarding this field, and neutralizing each of them (including two heavily-armed foes who should be a priority kill).

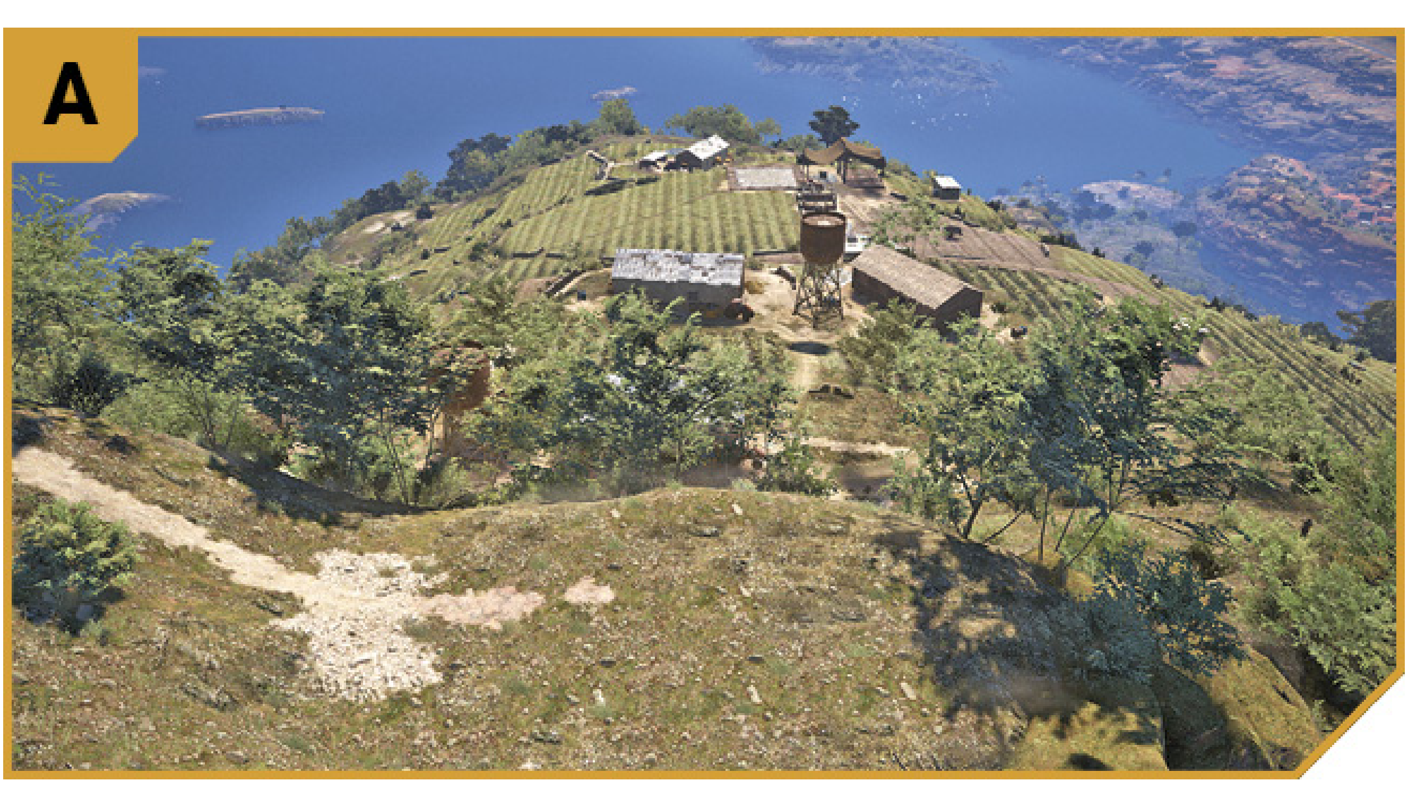
KILLASISA FARM: RECON



TACMAP

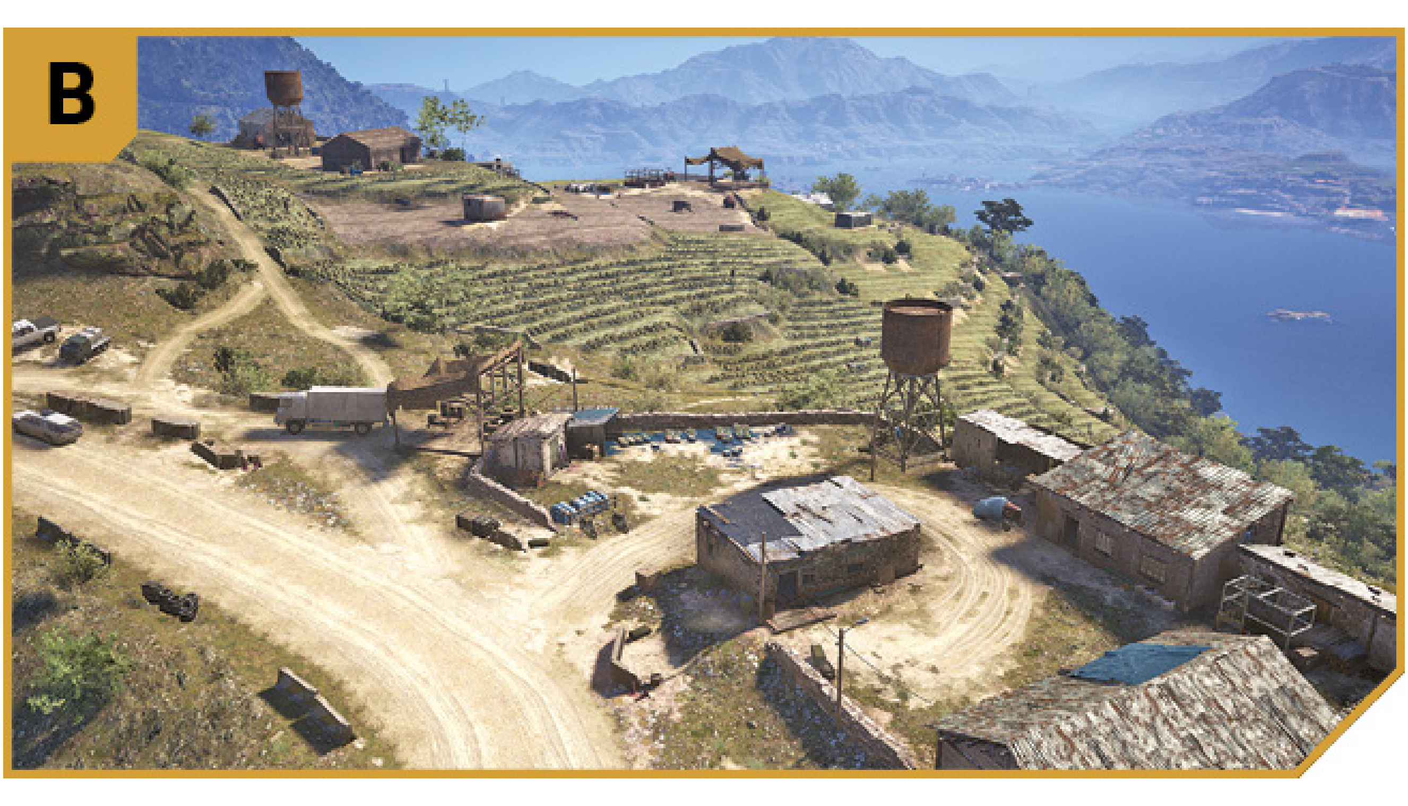
Scattered outbuildings between the steep sloping coca fields means maneuvering downhill (north to south) is easy, but uphill can be tricky as there are buttress outcrops that can't be clambered over. You're extremely exposed during your culling of enemy troops too, so use the coca crops to duck down into, shoot from the outbuildings, and keep your height advantage for best results.

RECON HILL



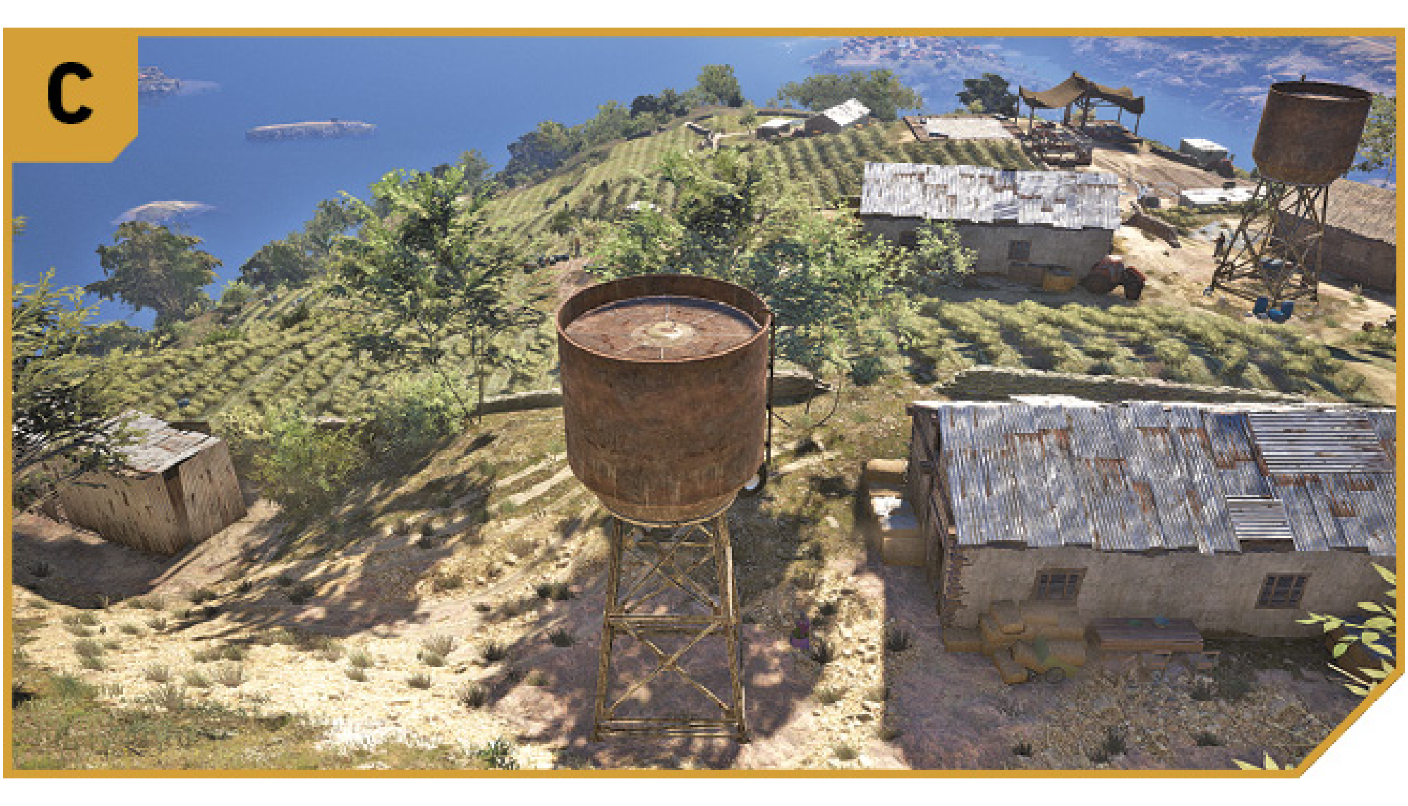
The small flat area of open ground above the farm is the best place to start tagging the 17 foes you're about to face. Feel free to move additional Ghosts to one of the other indicated areas if your Drone range can't flag all of the foes. Checking the lay of the land from here is both safe and offers good tactical information.

MAIN FARM BUILDINGS



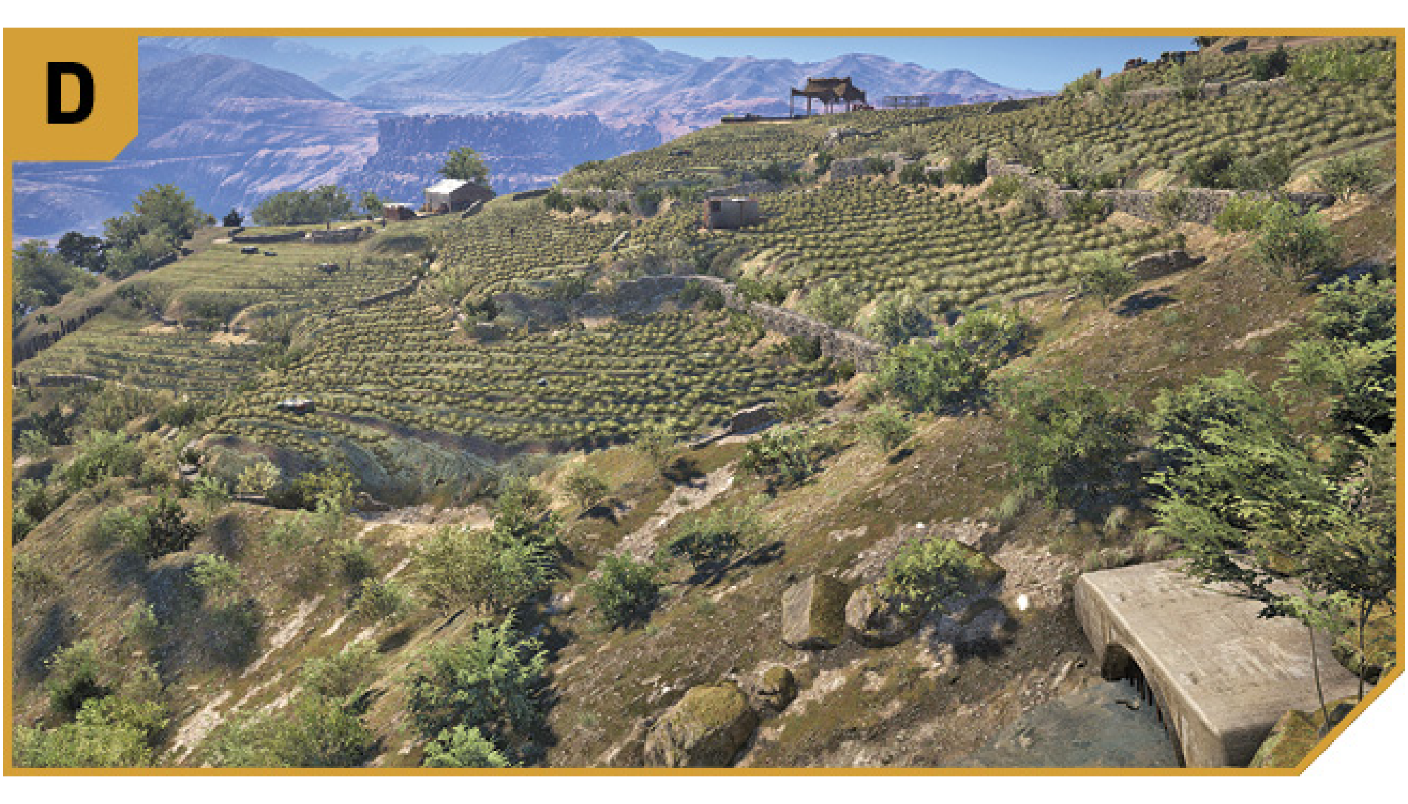
If you're planning to herd the enemy along the western flank of the field, you can start clearing the immediate area of foes from this farm, but the majority of the combat occurs south and east of here. This is a good fall-back position though, and extraction point if you're not using the chopper in the middle of the field.

NORTHEAST FARM STRUCTURES



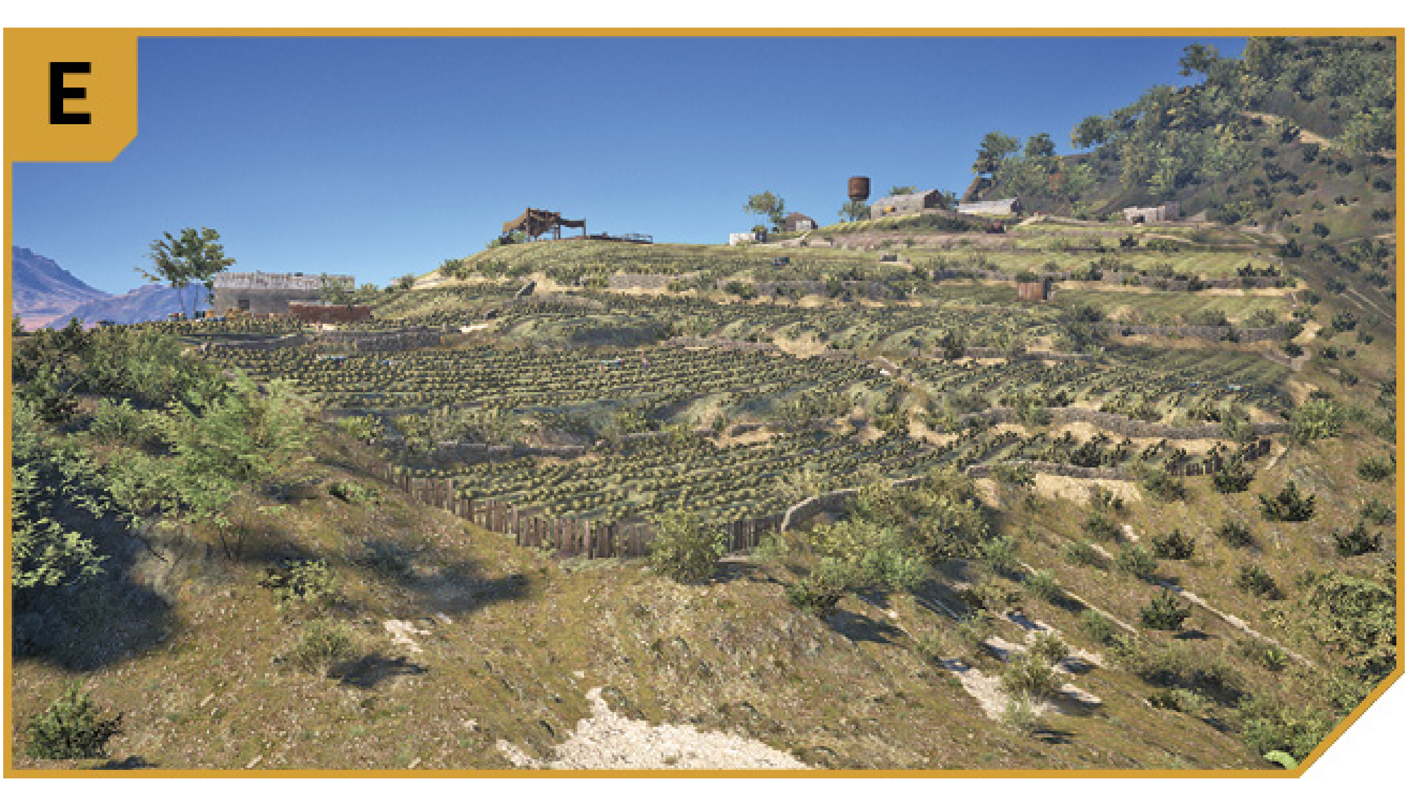
Head down from A to begin the killing, as there's likely to be an armored foe in the vicinity of these scattered outbuildings. These make great places to hide and shoot out from, or a fallback position. Let the enemy trek uphill to you. Also note the hay bale on the wagon trailer. Climb that to reach the roof of either warehouse; the south one offers great sniping views.

STORM DRAIN



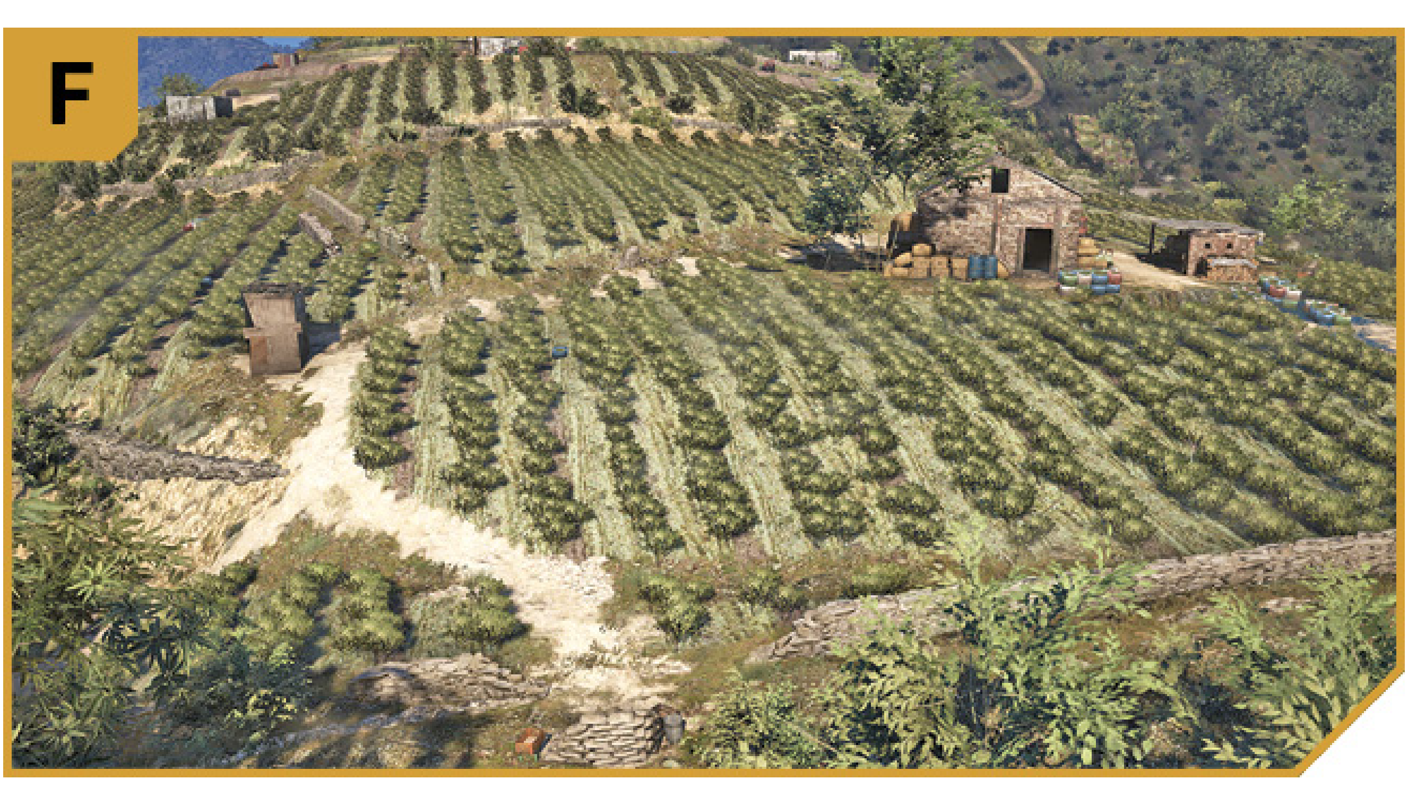
An often-overlooked area offering excellent sniping views to take down the majority of the foes on the farm. Or, use this for spotting foes and relaying information to your teammates. The ground here is still high enough for you to infiltrate heading west, too.

LOW FIELDS (SOUTHEAST)



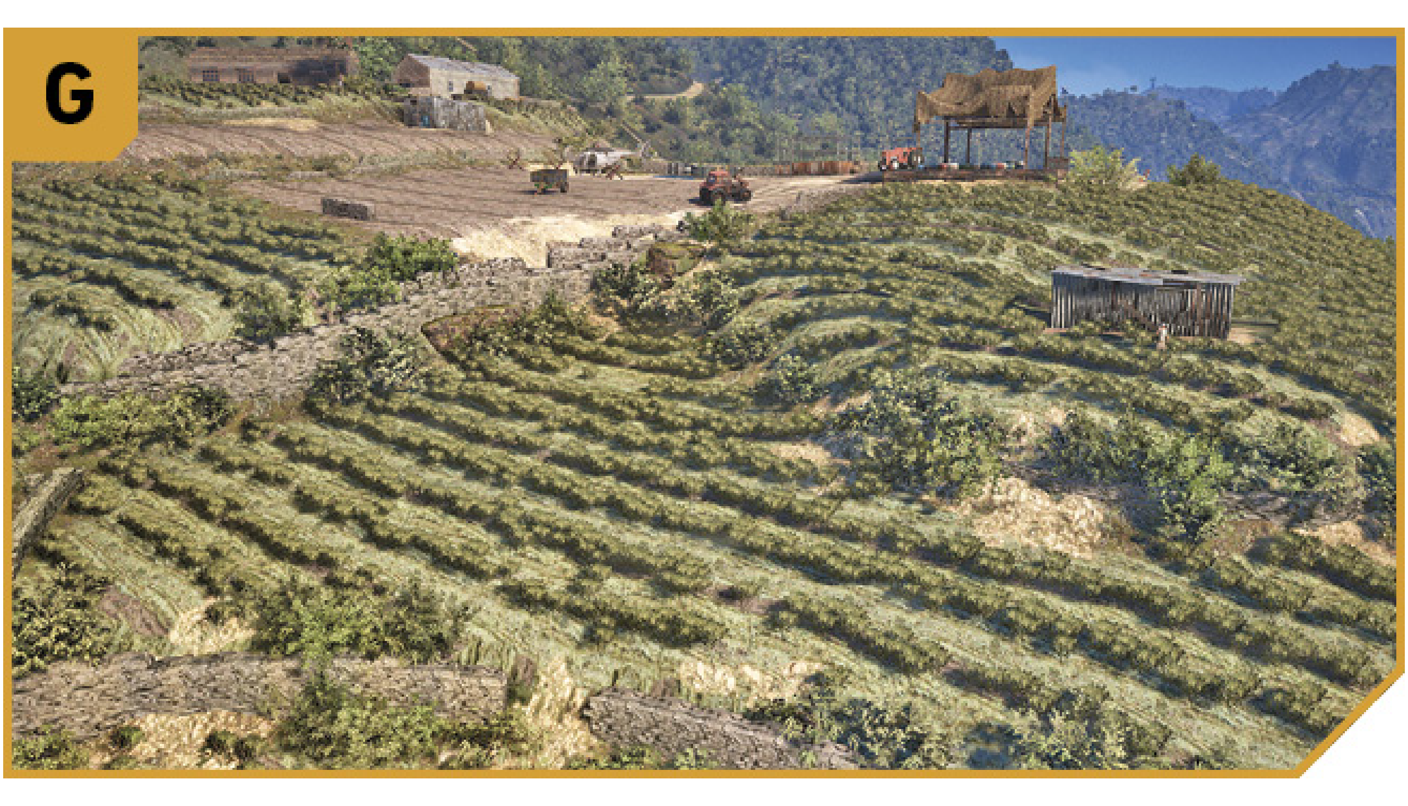
Though the enemy has an advantage as they're on higher ground, looping around and heading up to the south farm building from here is reasonably easy, as the ground isn't as steep as elsewhere. If the firefight isn't going well and the foes are dug in, outflanking them from here is an option.

LOW FIELDS (SOUTH)



Hop over the perimeter stone wall or skirt it and maneuver between E, F, and G to catch foes in crossfire, if you want to outflank and outthink them. The climb uphill can be tricky, so avoid the steeper outcrops, and use the crops to hide in, as well as any scattered farm buildings.

WEST SLOPES



This is the steepest area of the farm, with areas of slope even the crops can't be grown on. It's advisable to avoid this area, as there's little long-range takedown opportunities, especially given the quickness of engaging the enemy.

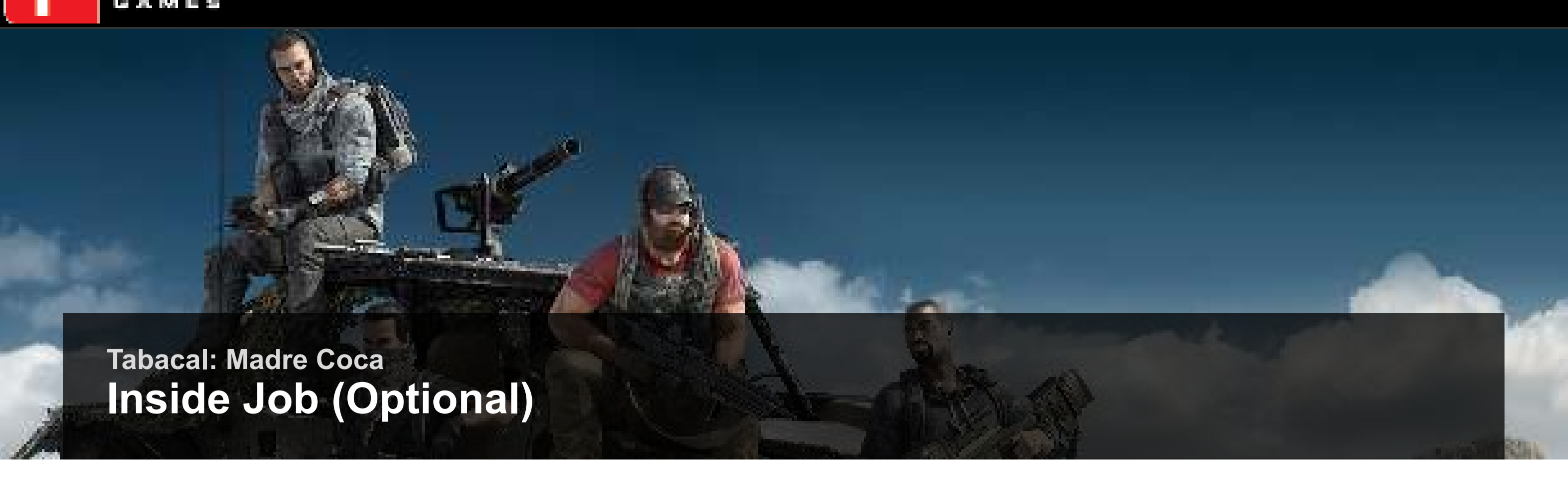
KILLASISA FARM: OTHER TACTICAL ADVICE

SOLO: After checking the position of enemies at A, head down to C and start the takedowns, optionally using the stone barn roof for extra height and sniping. Push your team to the central barn structure near the helicopter, where the ammo box is. Then either remain here and snipe, or follow them down. If you're in the middle of the farm too early, you can be attacked from both sides, so conduct a perimeter looping sweep with your team first. The central building near the tractor is important, as the ammo box can be critical if bullet expenditure is larger than normal.

CO-OP: With the extra flexibility of your teammates to provide peripheral fire (ideally from D, E, and/or F), you can mimic the same plan as for Solo missions; moving down from A to C, and then to the middle barn and tractor area.

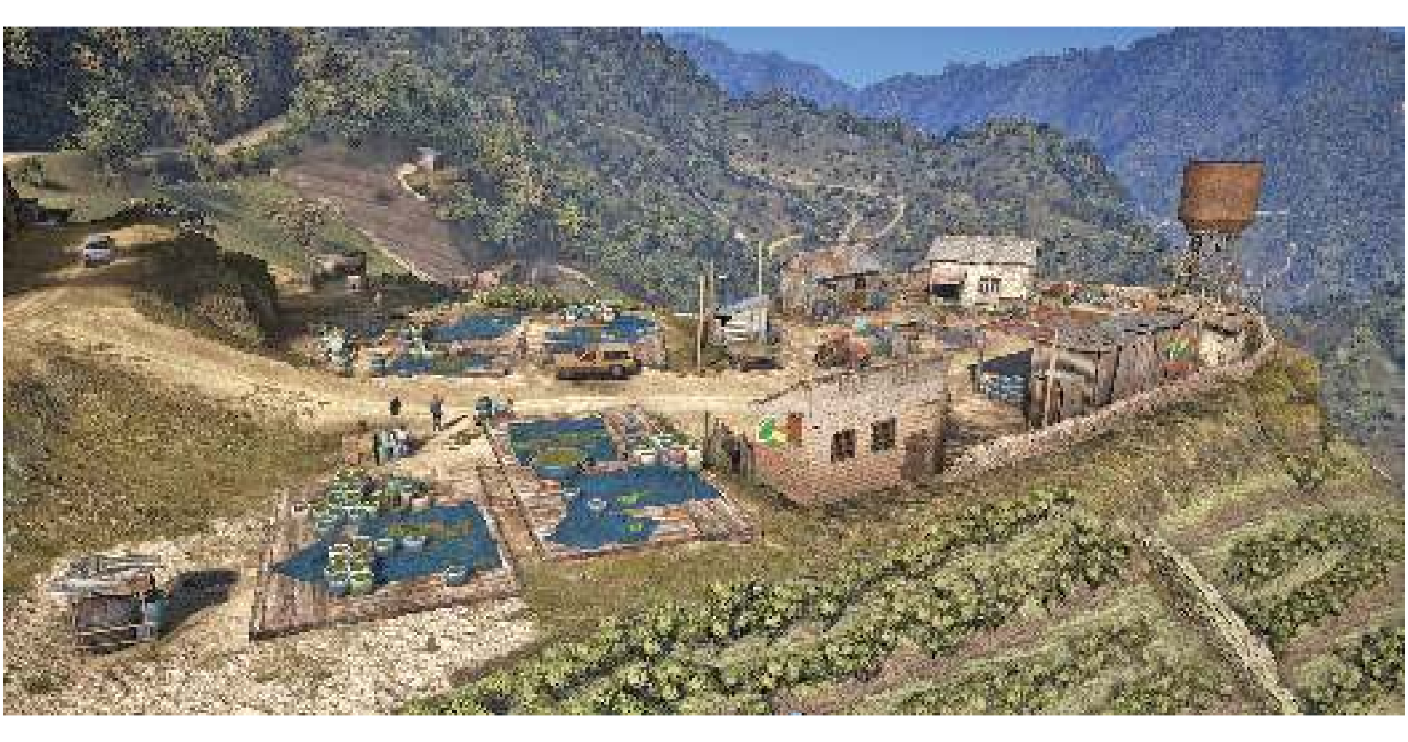
The open area makes helicopter strafing a great plan too, assuming you're competent enough to only aim at cartel members, and not the innocent coca pickers.

Offroad vehicles with bristling weaponry (or additional Ghosts providing fire support) is also a reasonable plan to cause chaos and ultimate victory, though you want to remain on the least-steep parts of the farm to avoid rolling your vehicle.



Tabacal: Madre Coca

Inside Job (Optional)



OBJECTIVES

- **Kill Madre Coca's supporters (3)**

LOCATIONS

- **Pilpintu Farm**

REWARDS

- **+ 500 XP**

BRIEF

Salazar has provided information on a number of Madre Coca's supporters who are hiding among the cocaleros. As long as these agents are alive, the cocaleros will fail in any attempt to fight the cartel. Madre Coca's agents must be hunted down and eliminated.

MISSION ACCESS

Complete Main Mission: Salazar to access this optional Mission.

ERODING MADRE COCA'S SUPPORT

A small farm perched on a coca field cliff in the southeast part of the province is the location where three of Madre Coca's supporters must be dissuaded of their alliances in the strongest possible terms. This means locating the trio among the cartel goons and innocent farm workers, and then taking them out. Any cartel members are fair game, too.

CAUTION: COLLATERAL DAMAGE

This coca farm has a number of Bolivian workers, who must not be harmed in any way while you're removing the cartel enemies. Expect penalties and eventual mission failure for each civilian you kill, accidentally or otherwise. This means projectiles and area-effect weapons should be used with extreme care.

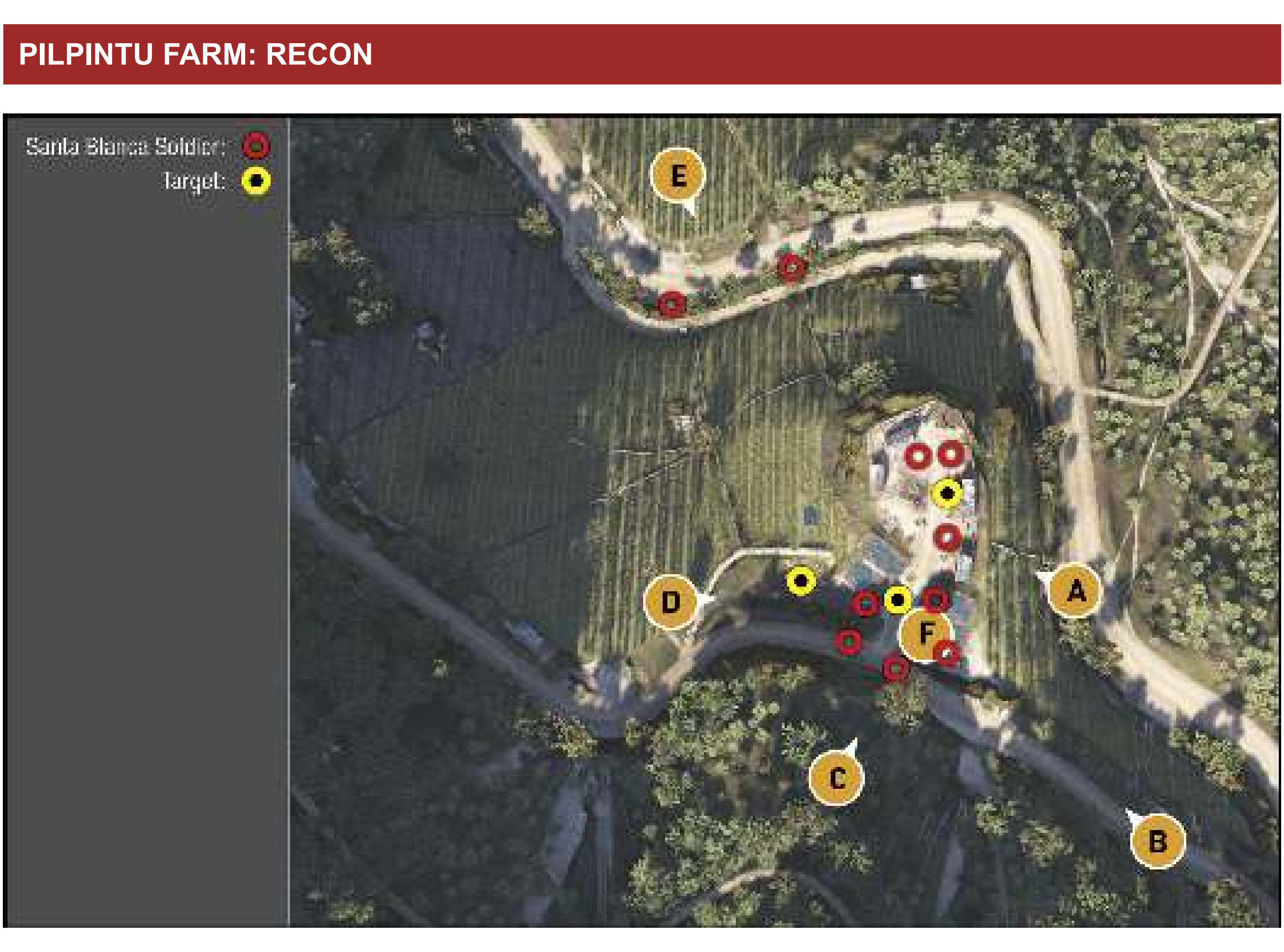
MOST RECON: TARGETS ACQUIRED

The three orange markers indicate the targets that must be killed. Any other enemies (indicated by red markers) are optional.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

You may wish to entertain the possibility of taking down these foes during the night, as Coca's three supporters don't have quite the support of as many cartel thugs as they do during the day. But if you're only interested in taking down targets, a daylight assault is just as optimal.

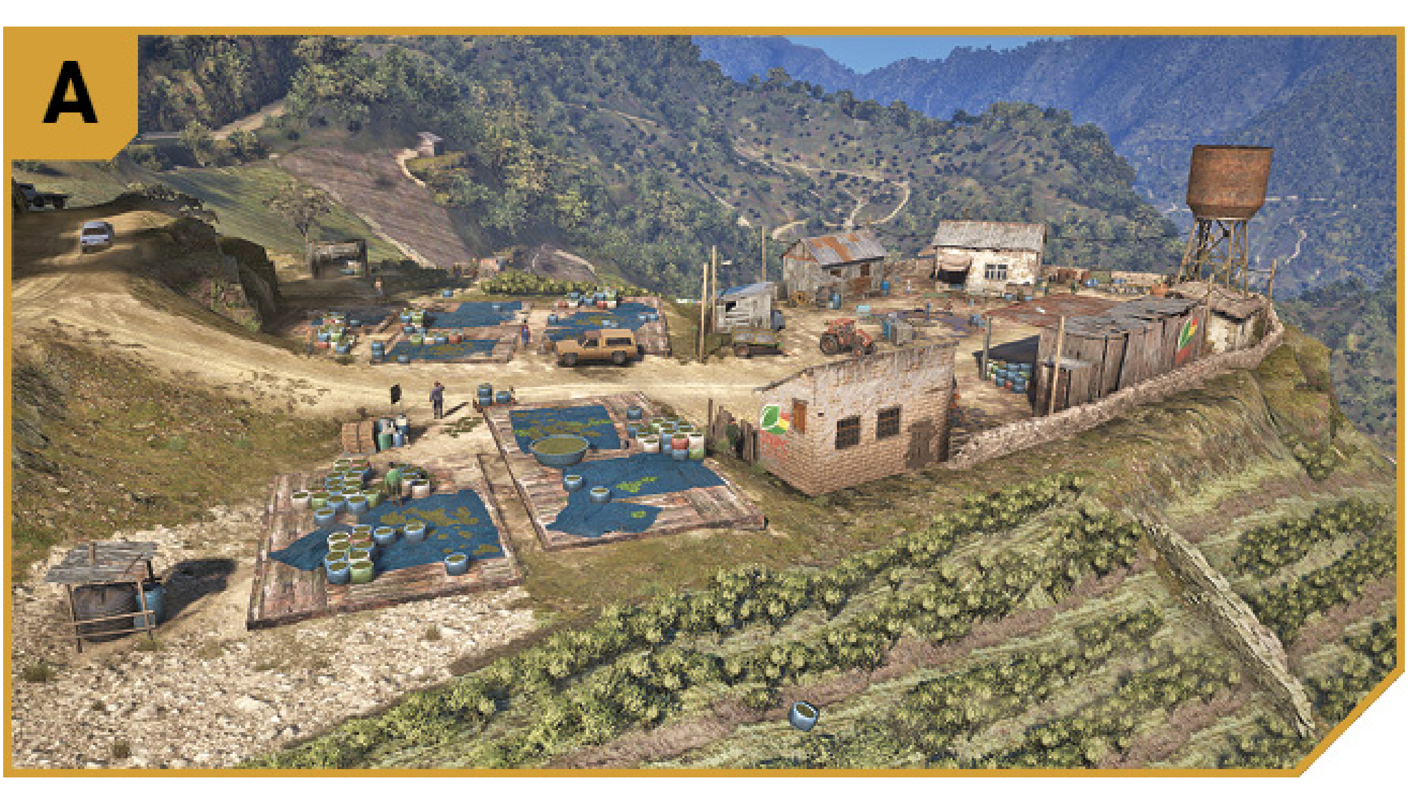
PILPINTU FARM: RECON



TACMAP

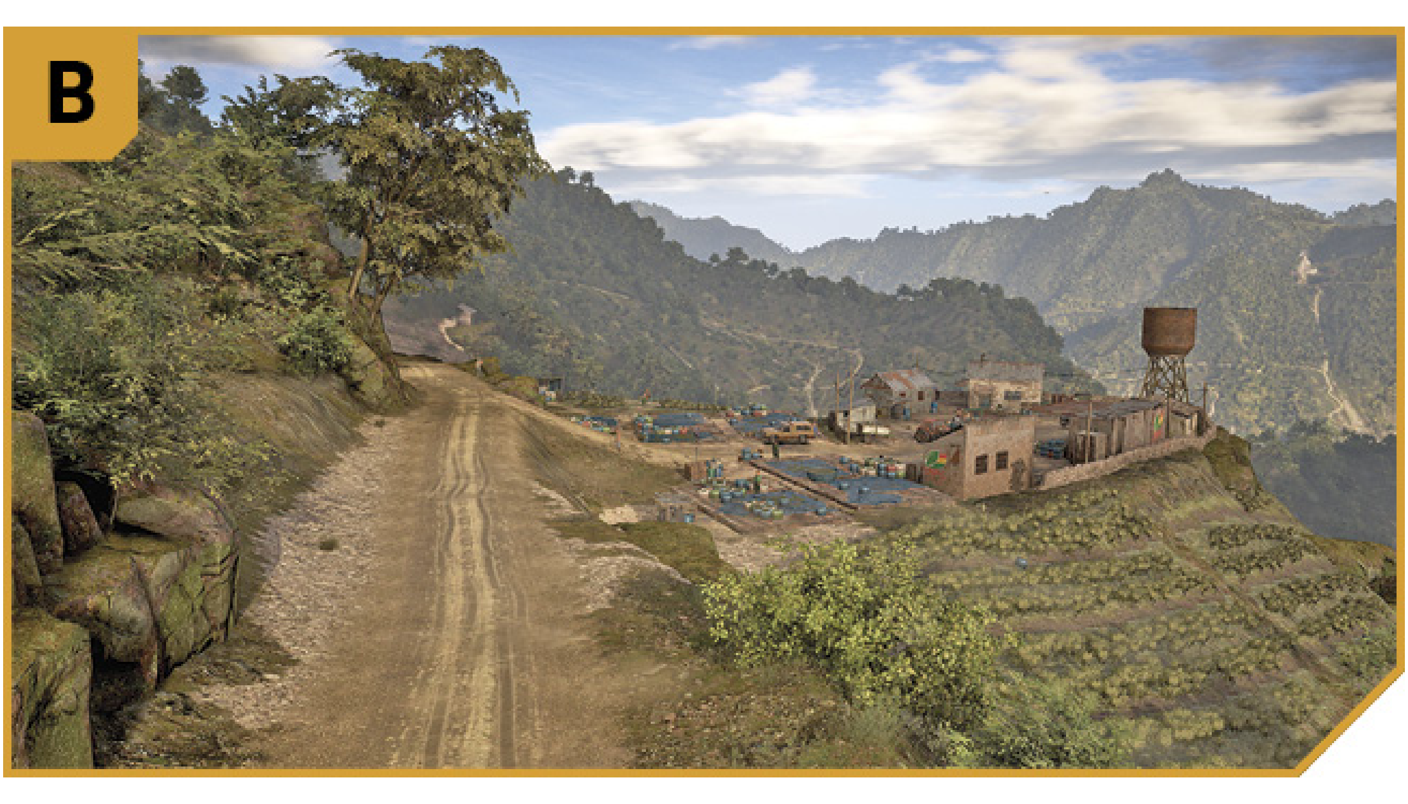
The cliff-top location of the farm, overlooking some very steep coca fields. The main infiltration points are mainly to the west, east, and south. It's also critical you spot the three vehicles parked in the vicinity of the farm (an SUV at the north end, a pickup close to the washing pools, and a flatbed truck on the road to the southwest). Any of these can be used by your targets to escape in, if you spook them into fleeing. So make your shots count.

EASTERN FIELDS AND OUTBUILDINGS



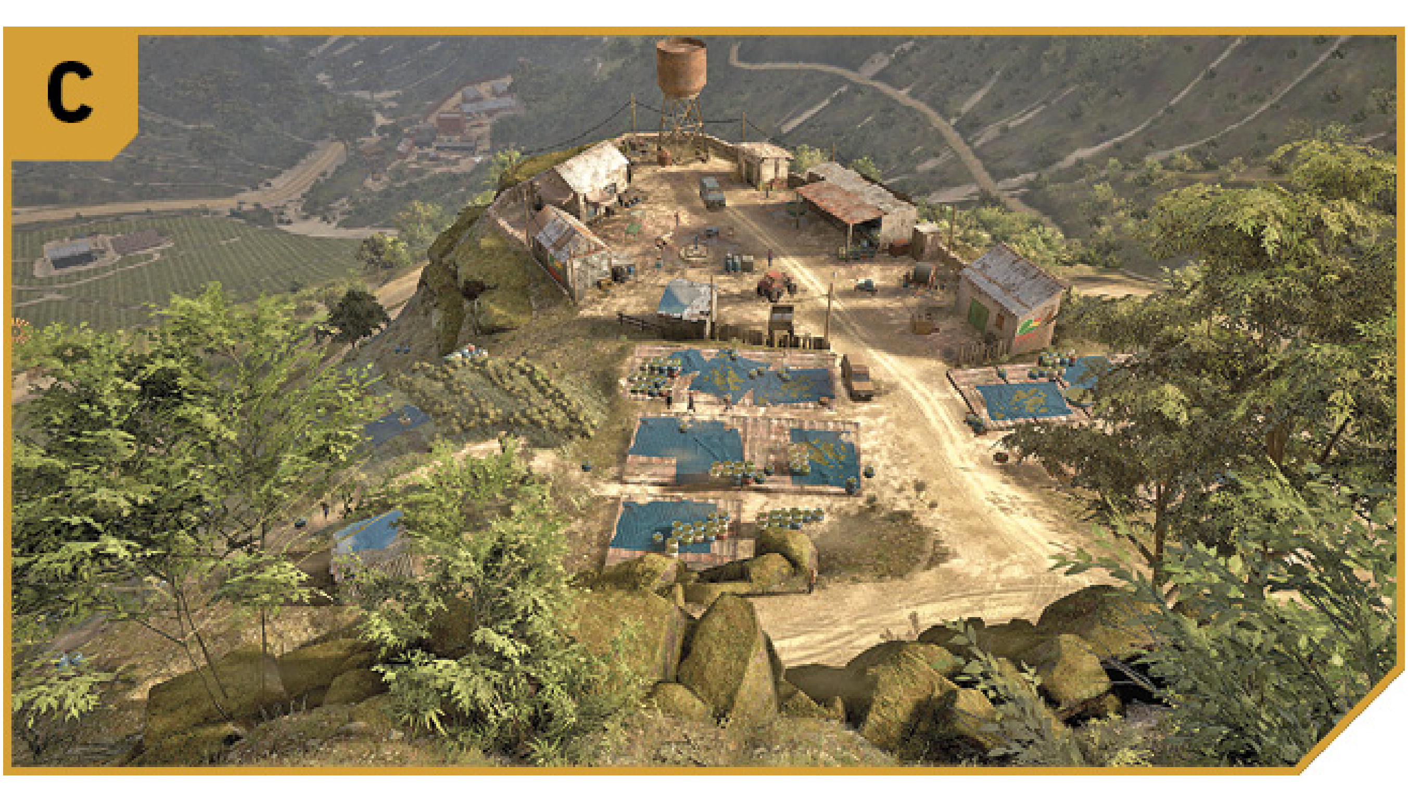
The fields just east of the stone boundary wall and washing pools is a little exposed, but you can park up on the road just east of here, enabling you to reach a battle-worthy vehicle if the mission goes sideways. You can also line up both the two front targets and drop them with a single burst if you're quick enough.

SOUTH ROAD (EAST)



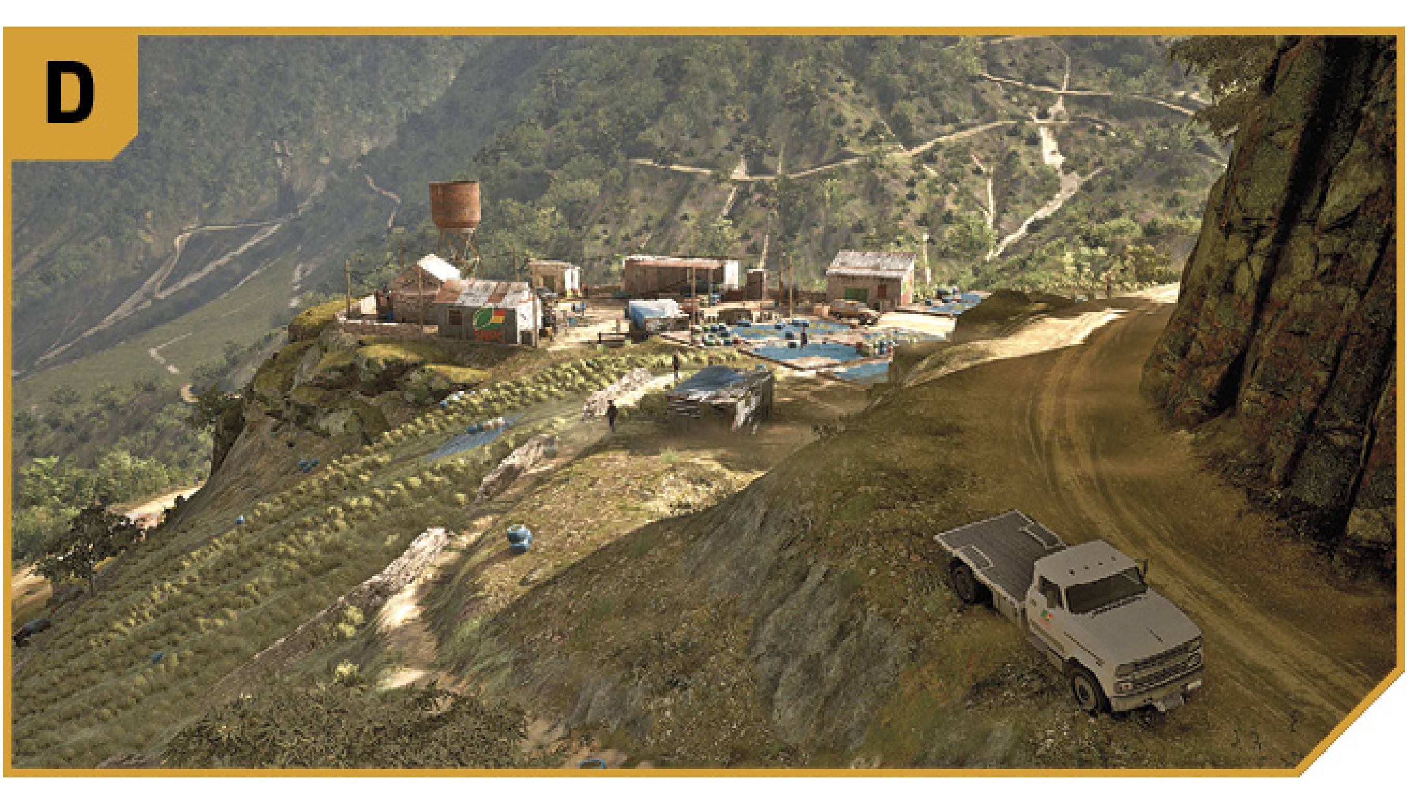
A roadblock of vehicles or teammates is a good idea here, as this is a possible escape route of one or more targets. Should you need to pursue the targets, they drive southeast into Monte Puncu Province, where they can be tackled by shunting them off a cliff road. Feel free to land a chopper near here if you want an airborne pursuit without the worry of Unidad or cartel reinforcements joining the chase and getting on your case.

SNIPER'S VANTAGE POINT



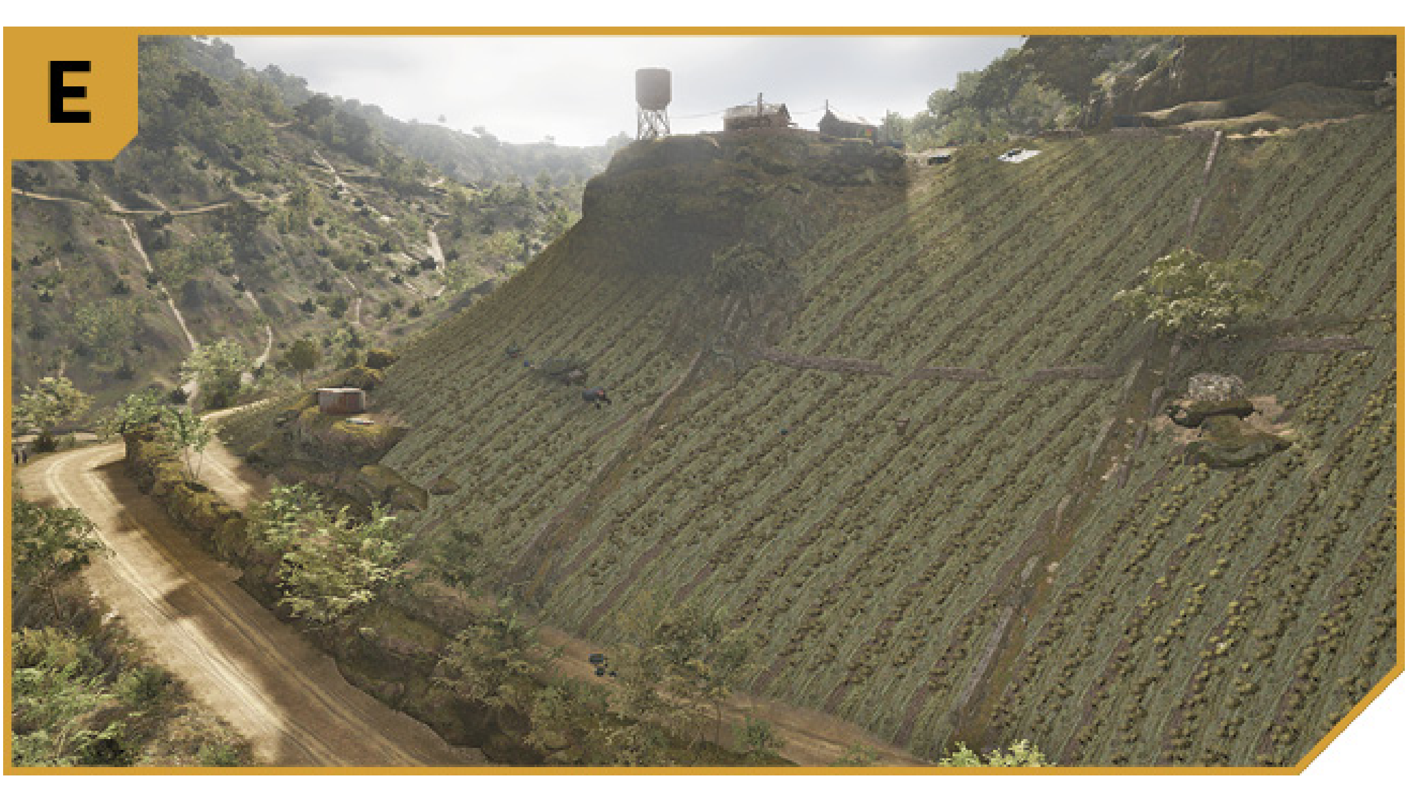
This relatively safe sniping abutment can be accessed by heading in from B, and up the slope without being seen. The drone can easily be sent from here, the three targets tagged, and (if you're in Co-op) all three targets can be bagged by a different Ghost in unison, making this the quickest mission completion of all! For Solo Ghosts, tag the target nearest you, so the others have farther to run when escaping, then attempt to halt any vehicles as you descend to intercept.

SOUTH ROAD (WEST)



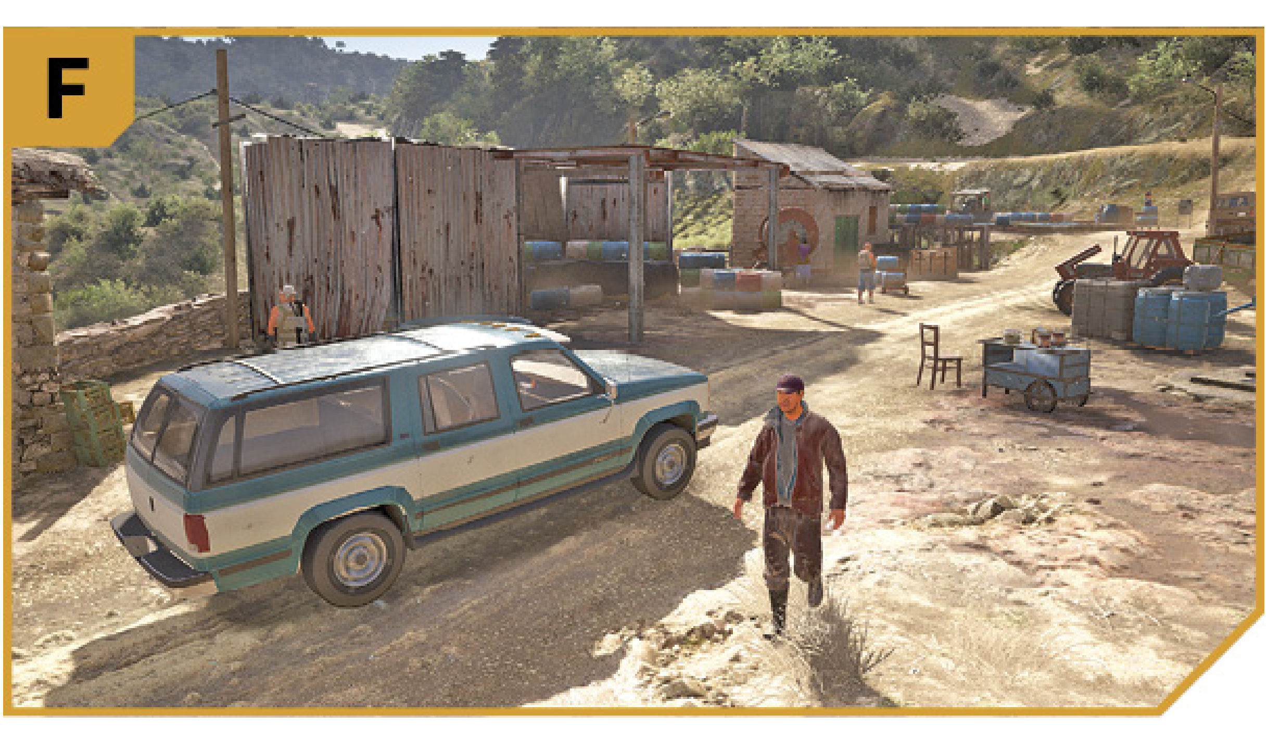
It's worth hanging back to the east of D if you're approaching from this direction, as the foes standing at the farm entrance can easily see you. The height of the road means you can move to the rocks just past the parked flatbed (one getaway vehicle option for the targets, so be ready to neutralize it or move it away from the area before beginning your assault), and aim at the two nearest targets from here, or behind the small metal shed.

LOWER FIELDS (NORTH)



The steep coca fields to the north of the farm have a couple of cartel foes, who usually aren't a threat unless you're completely botched the target takedowns. Entering from this direction isn't a particularly sound plan, though you can drop the two foes without being discovered, before creeping up and around to the low stone wall on the edge of the farm itself. Here you have an excellent takedown opportunity to hit one of the targets, as well as cripple one of the getaway vehicles. But doing this from far away is safer and is just as easy.

● TARGETS: FARM COURTYARD



It's imperative you tag the targets with a drone so you can easily ascertain who is who; the supporters aren't tattooed maniacs in vests, but look more like Bolivian citizens. Also note the number of enemies in close proximity, as well as the three possible getaway vehicles the targets may use. Depending on where they are when you fail to kill them, they can each take a vehicle, or both (or all three) targets may use one vehicle. So make your secondary plan a method to remove these as a getaway option (but not at the expense of your stealth).

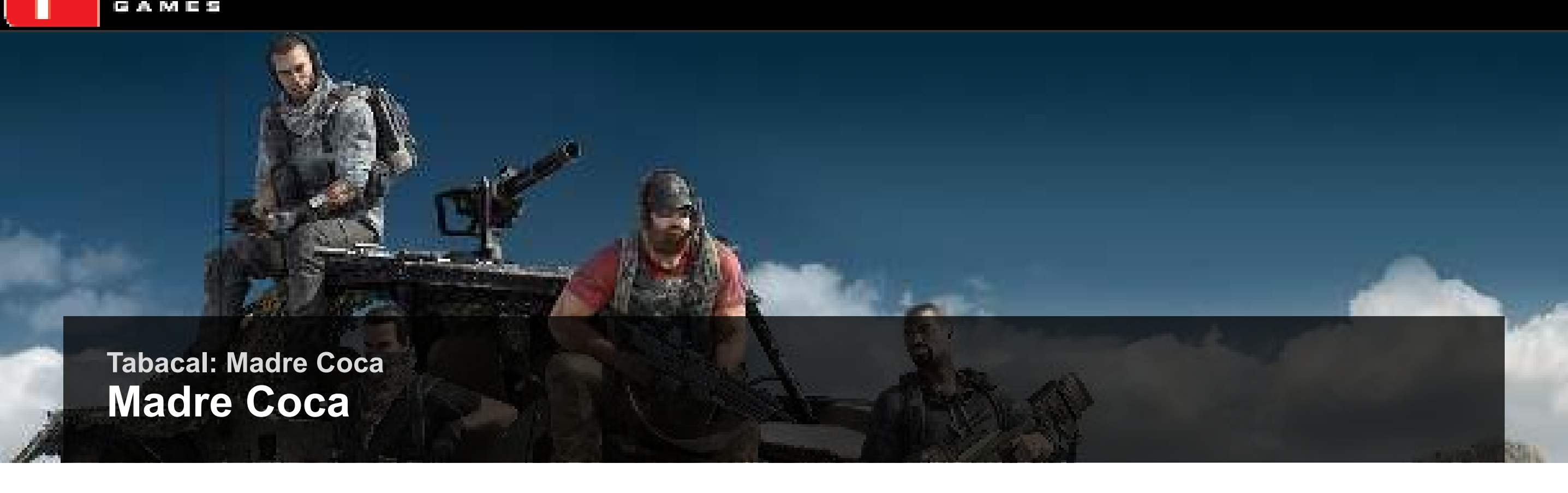
PILPINTU FARM: OTHER TACTICAL ADVICE

SOLO: It's always a good idea to drive here in an armored vehicle, ideally with a minigun, and park it out of range of the enemies (but along the main road to the south, or park it on the dirt road below and east of the farm). Retreat to this vehicle if one of the targets makes a run for it.

Place your team close to the roads, so they can hopefully waylay any target attempting to flee. Then snipe the target closest to the road. Immediately send your team in to storm the farm, and drop down from your sniper's vantage point and lob a grenade at any leaving vehicle (unless you want to use it!), lessening the chances of a car chase.

You may wish to prime a charge on the flatbed prior to the assault, so it can't be used to escape, and block the main road to the south with vehicles to slow down fleeing foes.

CO-OP: With the benefit of three additional humans on your team, this mission can last seconds rather than minutes. It's simply a matter of each Ghost targeting a separate enemy, usually from a good sniping point, and tagging them in unison. With all three targets falling at the same time, the fourth Ghost can provide the getaway vehicle, or infiltrate the farm and prime the SUVs a foe might escape in with explosives (or use a grenade launcher on them) so they never make it out of the farm compound alive.



Tabacal: Madre Coca

Madre Coca

OBJECTIVES

- **Rendezvous with the rebels**
- **Talk to the rebel in charge**
- **Follow the rebels to the meeting**
- **Kill Madre Coca**

LOCATIONS

- **Taller Mecanico(Rebel Garage)**
- **Buchone House**

REWARDS

- **+ 500 XP**
- **+ 3 Skill Points**
- **Light Machine Gun: El Baston**

BRIEF

Madre Coca reached out to the rebels, asking to negotiate the release of Salazar, her protégé and right-hand man. Weakened and desperate, she might be willing to turn on El Sueño if the right amount of pressure is applied.

MISSION ACCESS

Complete Main Mission: Freedom of Speech, Stock Drop, or Salazar in Tabacal Province to access this Mission.

TRICKY OLD BITCH

Madre Coca wants to talk, and a small group of Rebels working out of a mechanic's garage in northern Tabacal have the location where she wishes to meet—her compound on a steep hill to the northeast. Could this be a trap?

MOST RECON: IT'S A TRAP!

Of course it's a trap! This is one of the few missions where you can break off from regular mission objectives, in this case meeting up with and following the Rebels into Madre Coca's Buchone House and being ambushed, and instead directly assault Buchone House directly. While you won't have the Rebels to help you during the attack, you will have the ability to attack from multiple or optimal directions. If you fancy this plan, skip to the section on reconnoitering Buchone House.

FIRST STOP: REBEL GARAGE

Stop off at the rendezvous point shown and speak to one of the rebels. He's ready to drive you to the nearby home of Madre Coca. Use the vehicle you came in, or one of the minibuses, and follow the rebels down the road, up the hill trail, and into the grounds of Buchone House. A cluster of cartel foes starts firing on you as soon as the rebels exit their vehicle. Begin the attack on Madre Coca now; she's no longer to be taken alive.

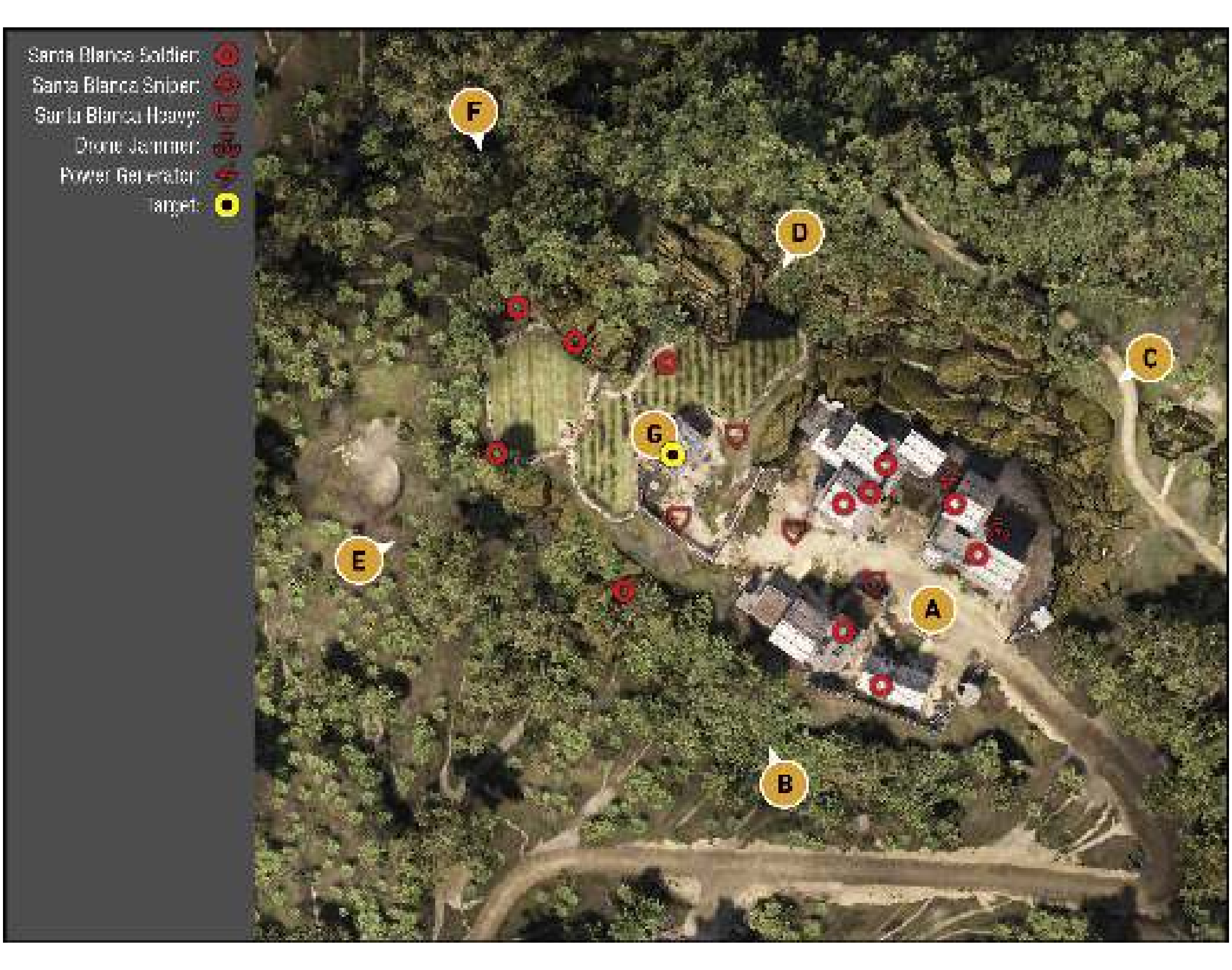
MOST RECON: REBEL ASSAULT

The rebels who take you to Madre Coca will fight on your side. They're happy enough to be bullet sponges, so use this to your advantage and get to cover when it all goes pear-shaped.

MOST RECON: HAMMERING THE JAMMER

It isn't immediately noticeable, but hiding behind the buildings on the northeastern perimeter of the Buchone House base, below the cliff path, is a radar jammer. Have one of your Ghosts destroy it, if you're wanting to use the drone.

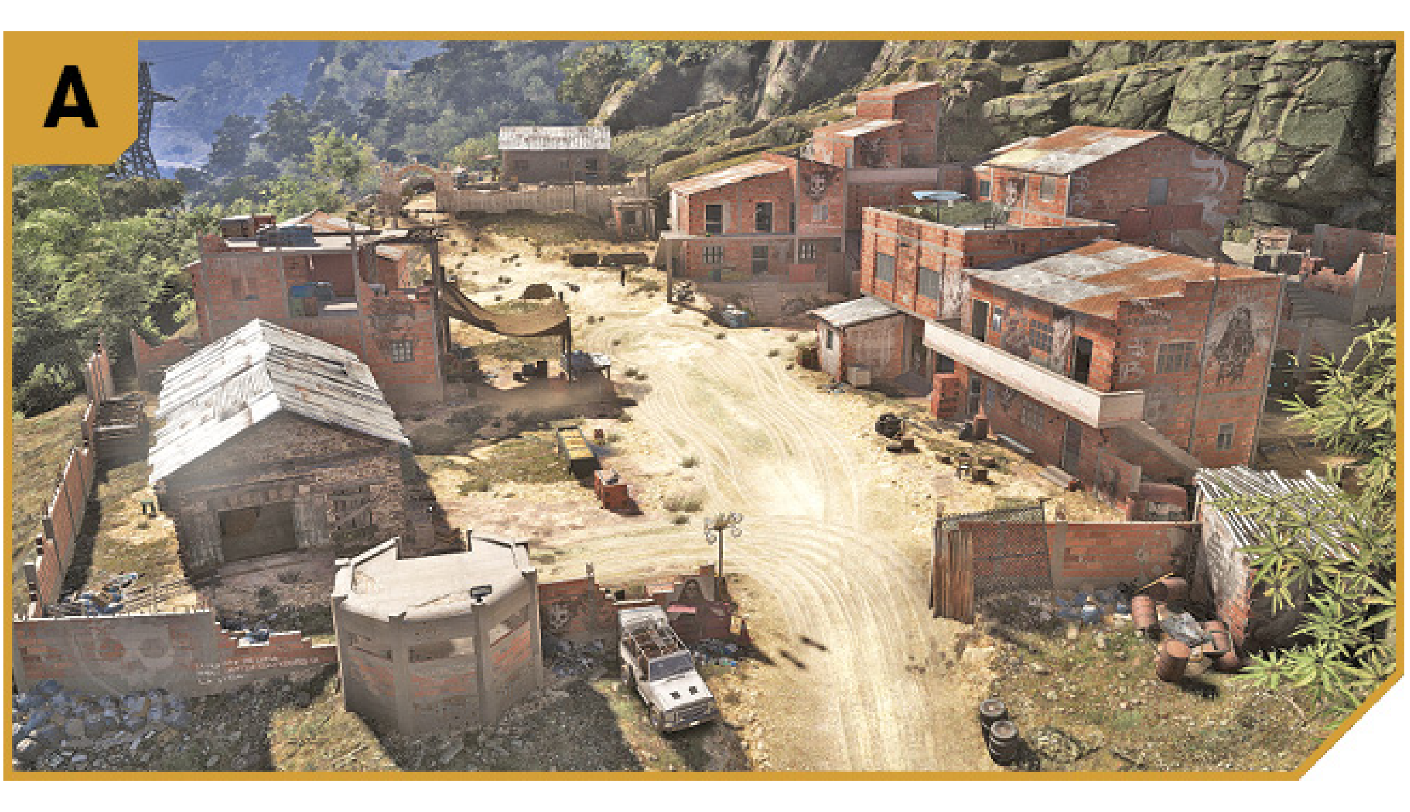
BUCHONE HOUSE: RECON



TACMAP

Think of Buchone House as two distinct areas. First, a main courtyard with shack structures dug into the northeast cliffs, along with a trio of structures including an armory on the south side. Then, on the northwestern side of the compound on the slightly higher ground is a small-walled hacienda cottage and coca plantation where your target begins. If you chose to follow the rebels, the battle is already under way. If you chose to scout this area, you can try stealth tactics; either way it's time to mow everyone down…or just Madre Coca, depending on your tactics.

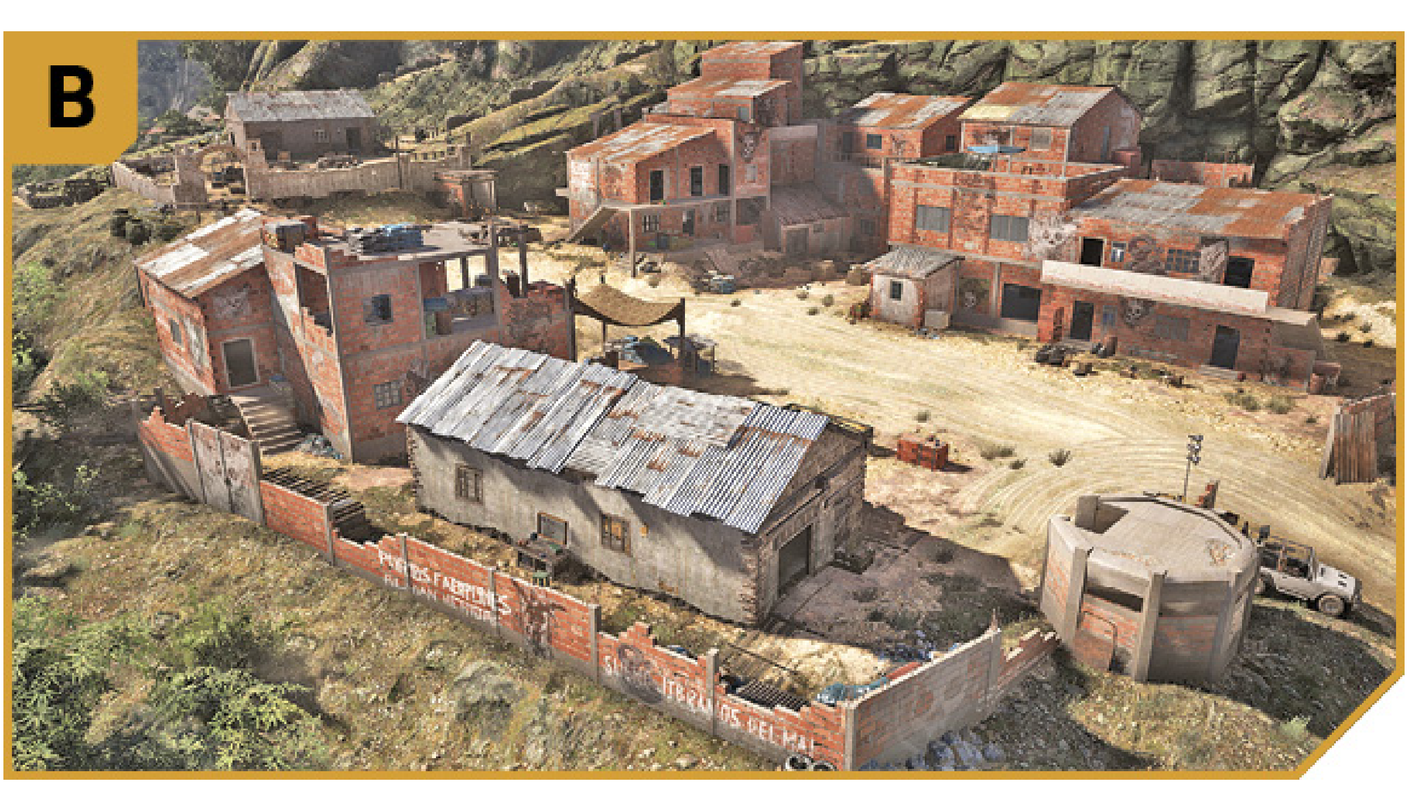
LOWER COURTYARD



Assuming you're here and the ambush takes place, scurrying for cover towards the south buildings is the best bet, as you can make your way towards Madre Coca's cottage more easily and in cover. Let the rest of your teammates focus on the enemies, and (in Co-op) have two Ghosts head for G, the target's house. Expect heavy fighting from foes inside and on the roofs of the northeast buildings; either sprint and clear them house-to-house or fire from the southern buildings and claim the armory. Grenades, flashbangs, and other projectiles are encouraged. Note the Rebels are fighting with you, easing this firefight considerably.

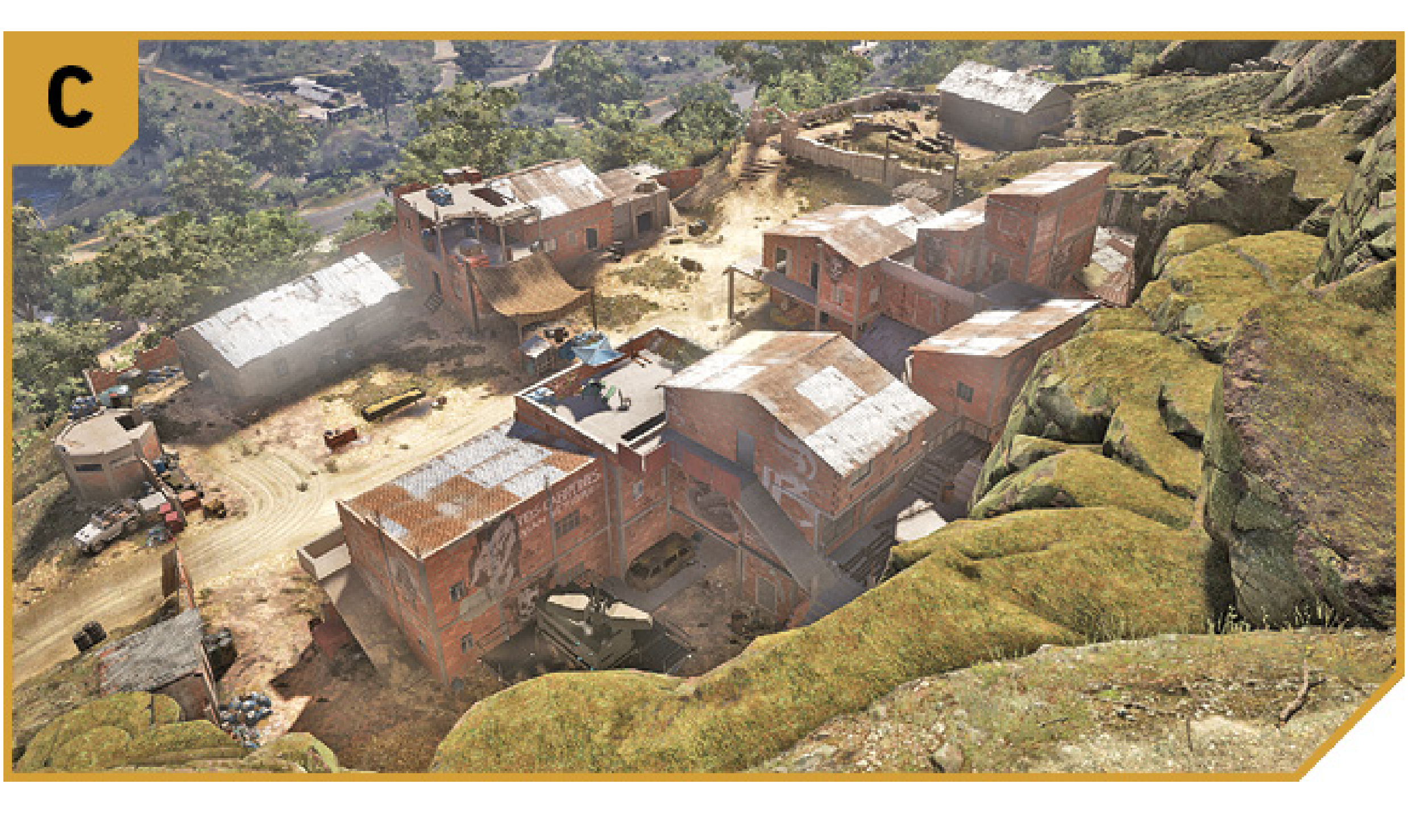
Note that you can peel off from your team (in Co-op) prior or just after the ambush, and move to the northeastern area of the courtyard, behind the building closest to the entrance, and deactivate a radar jammer (allowing others in your team to use explosive drones, for example). Moving through the rear of the buildings is a good way to outflank the enemy, too.

SOUTH PERIMETER



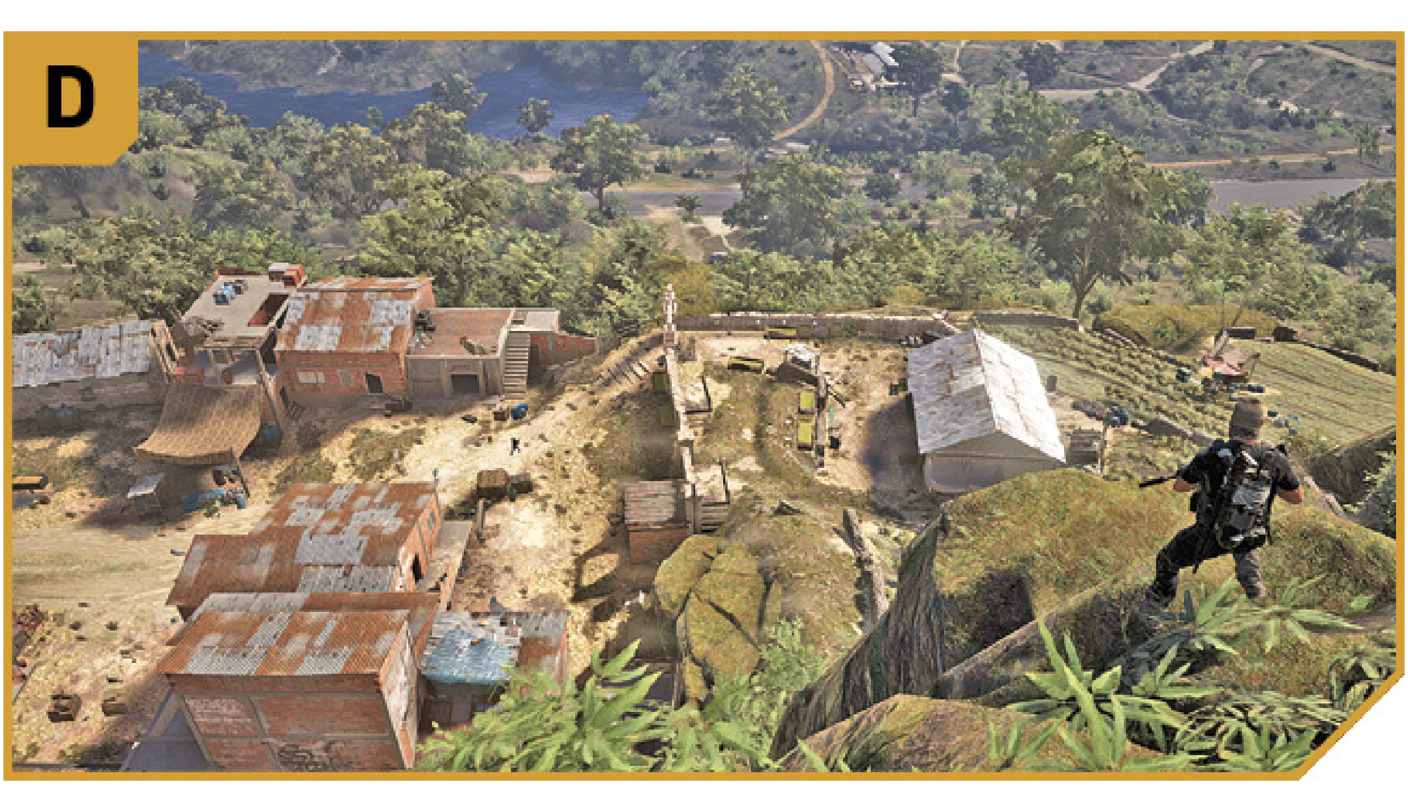
If you're playing Co-op, you can have one Ghost peel off and use this perimeter before the ambush takes place, or move here yourself when the fighting starts. The pill box is empty (thankfully), and you can more safely move northwest, through the farm barn, the three story brick structure, and around to the armory, removing foes on this side so you can focus your firing on the remaining foes across the courtyard. Or, you can creep on the outside of the ruined brick perimeter wall, all the way to the old archway into Madre Coca's cottage grounds.

CLIFF PATH SNIPER POINT (ROCK OUTCROP)



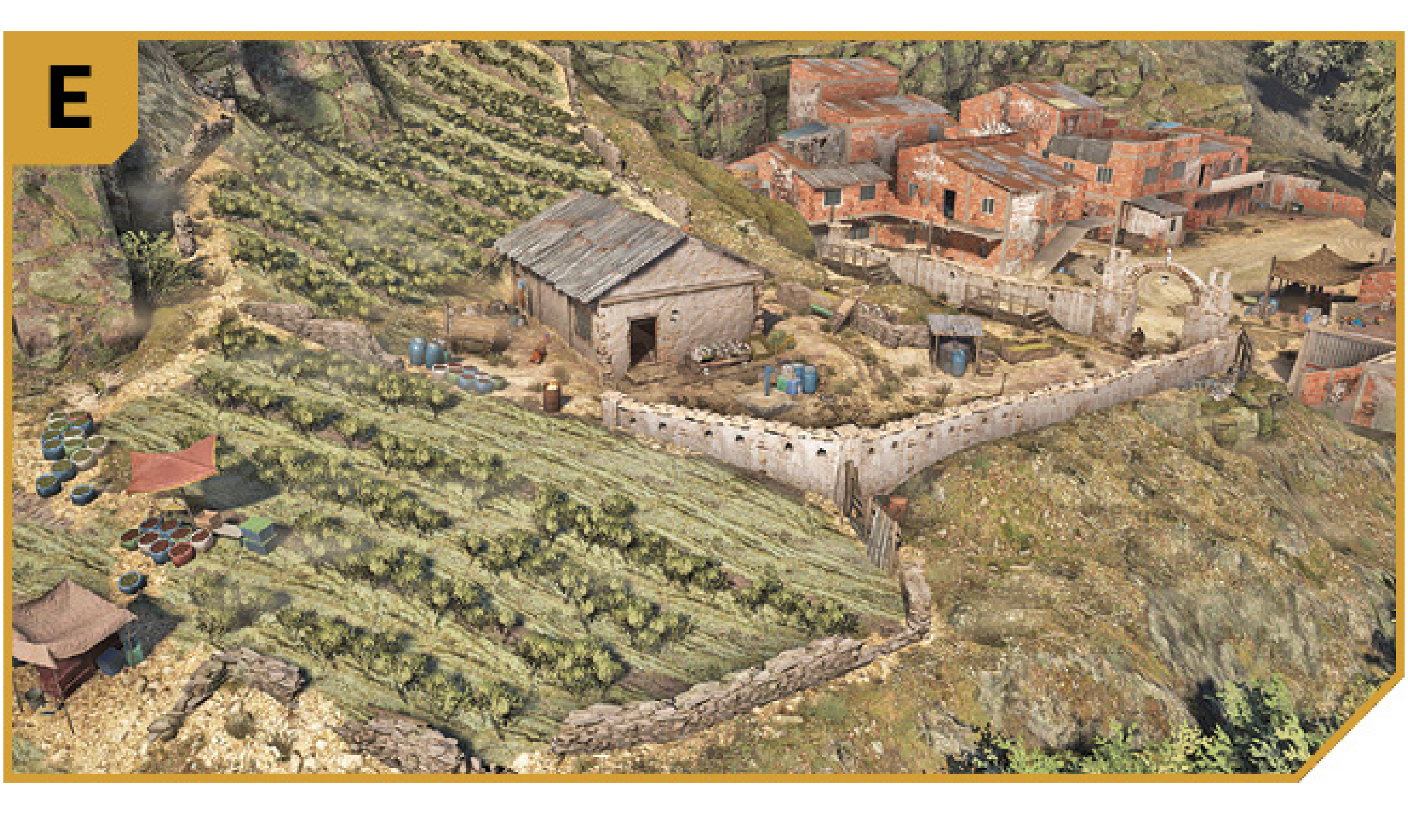
Before the ambush, or if you're using stealth, you can hike up here, and have an exceptional view of the entire base. When the ambush starts, you can train your sniper rifle on the armored foes, and Madre Coca herself, as the views here are exceptional, and the likelihood of being attacked is extremely low.

CLIFF TOP SNIPER POINT (NORTH)



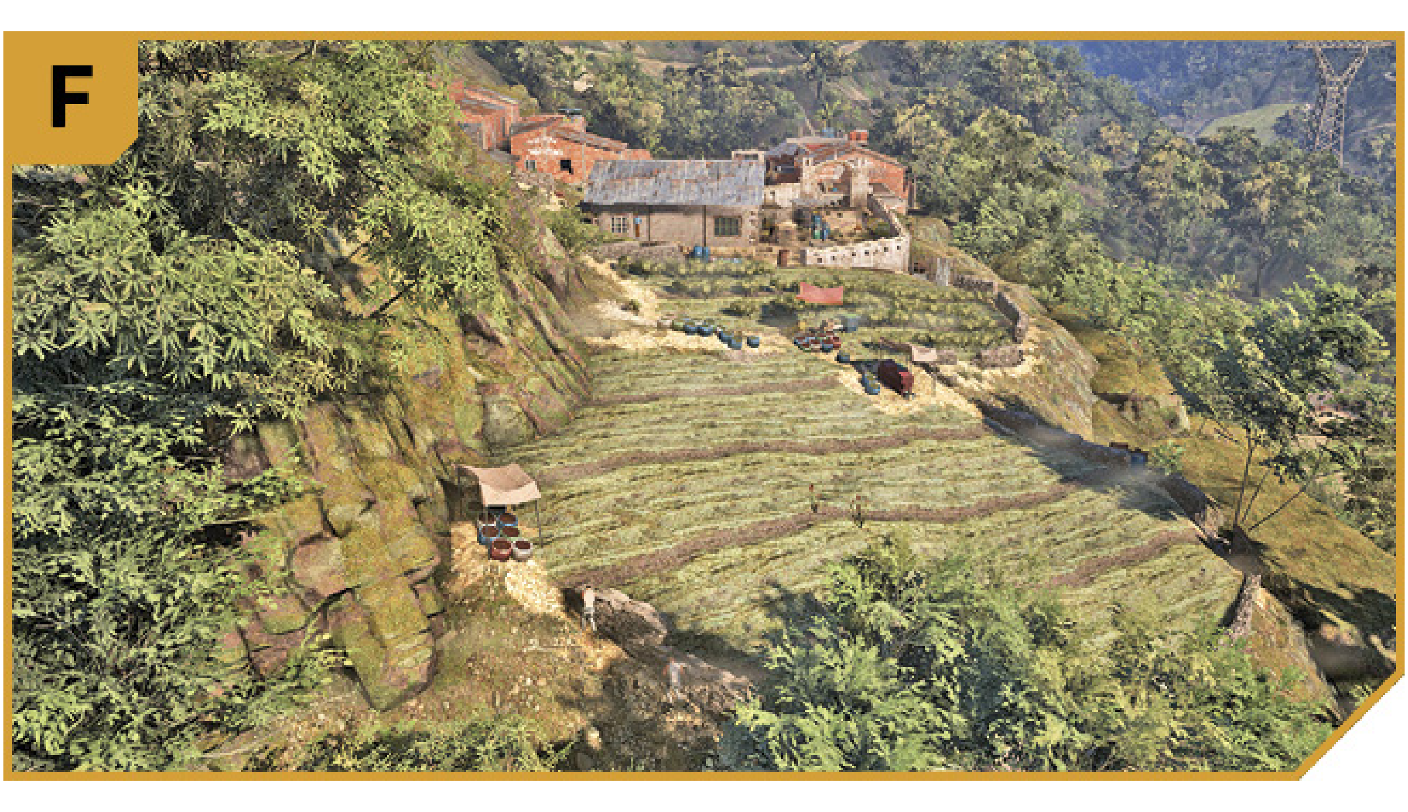
Similarly, you can stand atop the rocky outcrop just north of the Madre Coca cottage, and perform the same sniping plans, or lob grenades down at the enemy. It's another great spot from which to provide supporting fire and to watch the carnage unfold.

SOUTHWEST COCA FIELD, LOW WALL



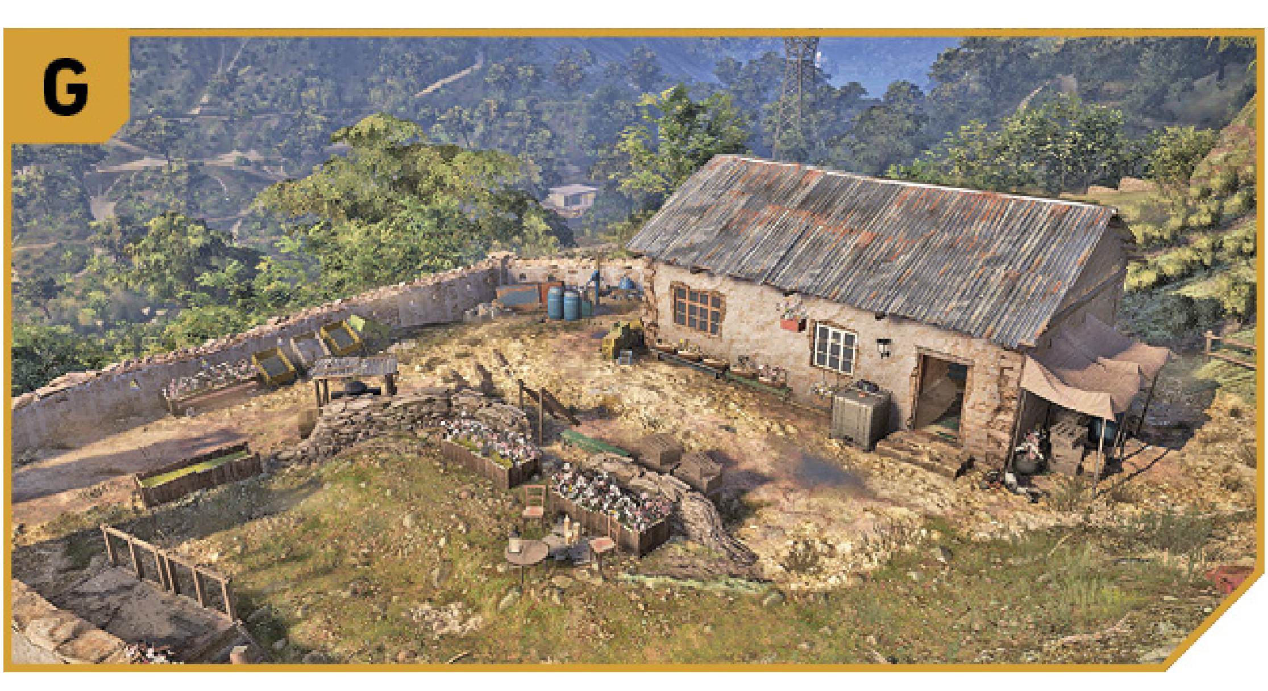
You can continue to creep along the southern perimeter of the compound, though the steep ground and enemies in the field are more difficult to spot and react to. You can hike up from the road below too if you're attempting to swarm Madre Coca's position from different directions.

NORTHWEST COCA FIELD



If you're heading down from the mountain stream to the edge of the coca field, you can deal with the foes in the field and sneak across to attack Madre Coca's compound from the rear, thus avoiding any lower courtyard shenanigans. Skirt the north rocks to gain a height advantage over the foes milling about in the garden outside the cottage itself.

TARGET: MADRE COCA'S COTTAGE



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BUCHONE HOUSE: OTHER TACTICAL ADVICE

SOLO: If you chose to be ambushed, order your men to attack the enemies on the northeast side of the courtyard while you run to B, and sweep the buildings to the south, using the cover provided by these structures. Be patient, wait for more rebels (or order some more), and keep the armory in preparation for storming up the steps into the cottage garden. Grenades from the half-built brick building help soften up the targets, and you can wait for the armored foes to appear from the target cottage and defeat them from cover. Then order everyone to storm the cottage and bring down Madre Coca from all directions.

To avoid the ambush, approach from F, ordering your team to storm the target cottage, and sit back, training a favored weapon on Madre Coca, and any foes in the nearby coca field, and take her down when she appears. Use grenades thrown into the cottage to bring down the armored foes too. Or, hike up to C after destroying the drone jammer, and fly an explosive drone into the cottage, detonating it as close to Madre Coca as you can.

CO-OP: If ambushed, split off in all directions with one Ghost heading up the south perimeter, one clearing the north courtyard buildings after destroying the jammer, one hiking up to C, and a fourth Ghost reacting depending on the situation (driving an armored vehicle around, helping remove foes, or softening up areas with grenades or sniper fire).

To avoid the ambush, approach from B, C, E, and/or F; stealthily taking out foes in the coca field without raising any suspicions, and then blanket bomb the interior of Madre Coca's cottage, shooting out the windows as a second Ghost lobs in a flashbang, then a regular grenade, and clear the foes on the higher ground first. Then leave, or help tidy up the remaining enemies in the courtyard.

Tabacal: Madre Coca

Tabacal Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: BREACH COMM CENTER

OBJECTIVES

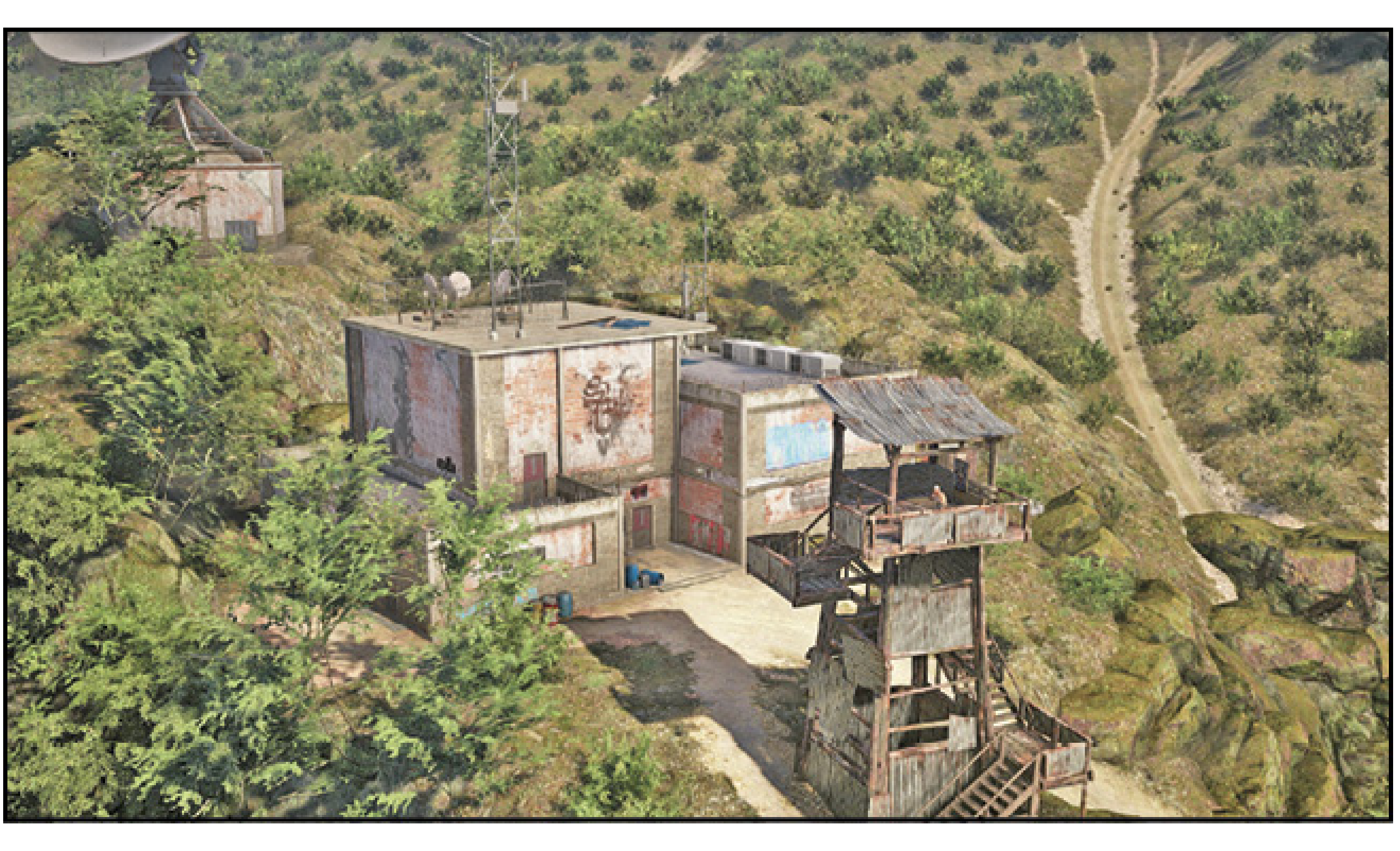
Blow up one of the station’s entrances and then hack the network relay

LOCATION

Northeast Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Fight your way through the outpost to reach the network station or stick to the foliage to the north; effectively taking the watchtower out of the equation. Your best bet from ground level is the back door as it leads straight to the computer. Side doors are accessible by parachuting to the roof, but that puts you further from the objective and a watchtower has a direct shot. Move inside quickly after detonation and it is possible to complete the side mission with minimal confrontation. Watch out while hacking the network though, since you are vulnerable. If playing solo, make sure your team enters with you for protection.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVES

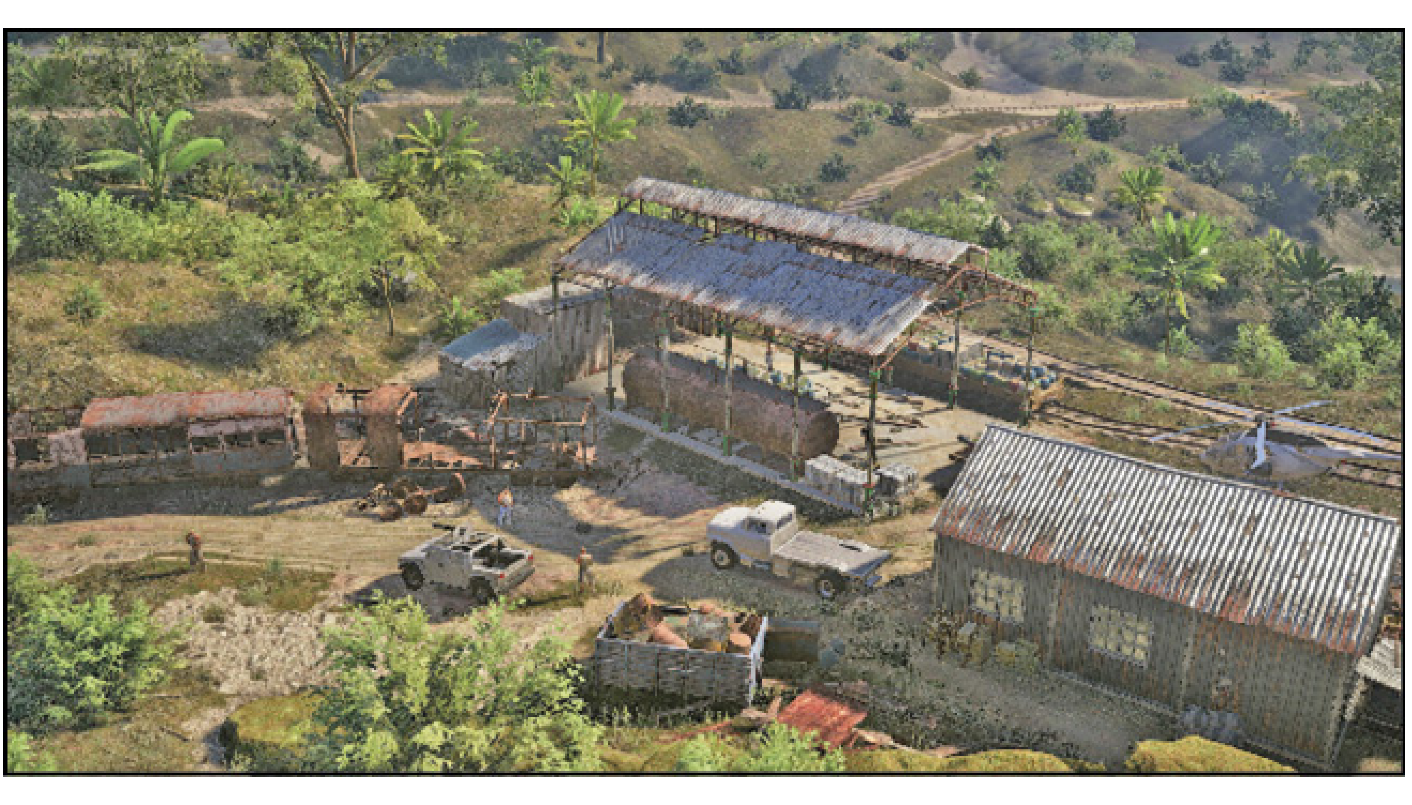
Grab and intimidate the Sicario

LOCATION

SNPC Freight Yard

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



The target sicario hangs out at the SNPC Freight Yard, located just north of a small body of water. Seven enemies occupy the area: three near the tracks, three surrounding the SUV, and the target. They are extremely vulnerable out in the open, but as soon as the captain senses trouble, he takes off in the SUV. A flat bed truck is available, but it does not handle as well along the off-road path that he takes. Therefore, it is best to keep him from getting inside. It is possible to go for the quick kills by setting up three Sync Shots on the eastern guys and then mopping up the others before grabbing your target. You still risk him fleeing if you’re not fast enough. A stealthier approach involves distracting and grabbing the outside foes—pulling them out of sight. Don’t forget that you can use the leader as a shield if things get hairy.

REBEL OP: DEFEND RADIO

OBJECTIVES

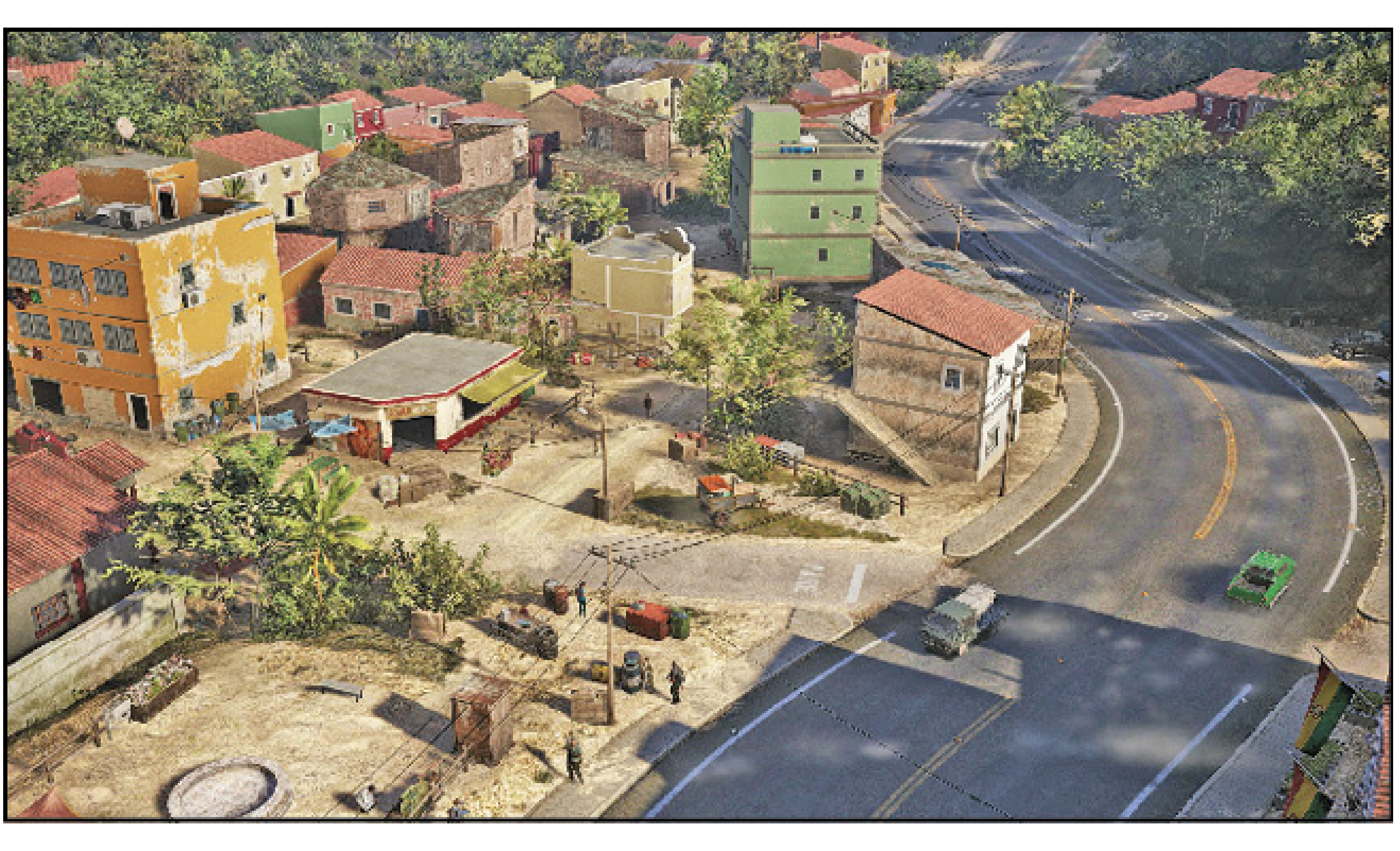
Start the radio and defend it

LOCATION

Bella Selva Town

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



A radio is found in the middle of Bella Selva, allowing the rebels to get another message out to the people. Again, you must defend the equipment from the onslaught of enemies. The location is mostly wide open; a house does protect one side. They arrive in cars along the highway and by foot from the east and west. An ammo crate can be found on the second floor of the neighboring house. When low on health flee into the building and top off your ammunition. Keep your team nearby and watch the radar for incoming foes. As long as the radio still stands when the 2:40 timer reaches zero, the mission is a success.

FOOD PACKAGE RAID

OBJECTIVES

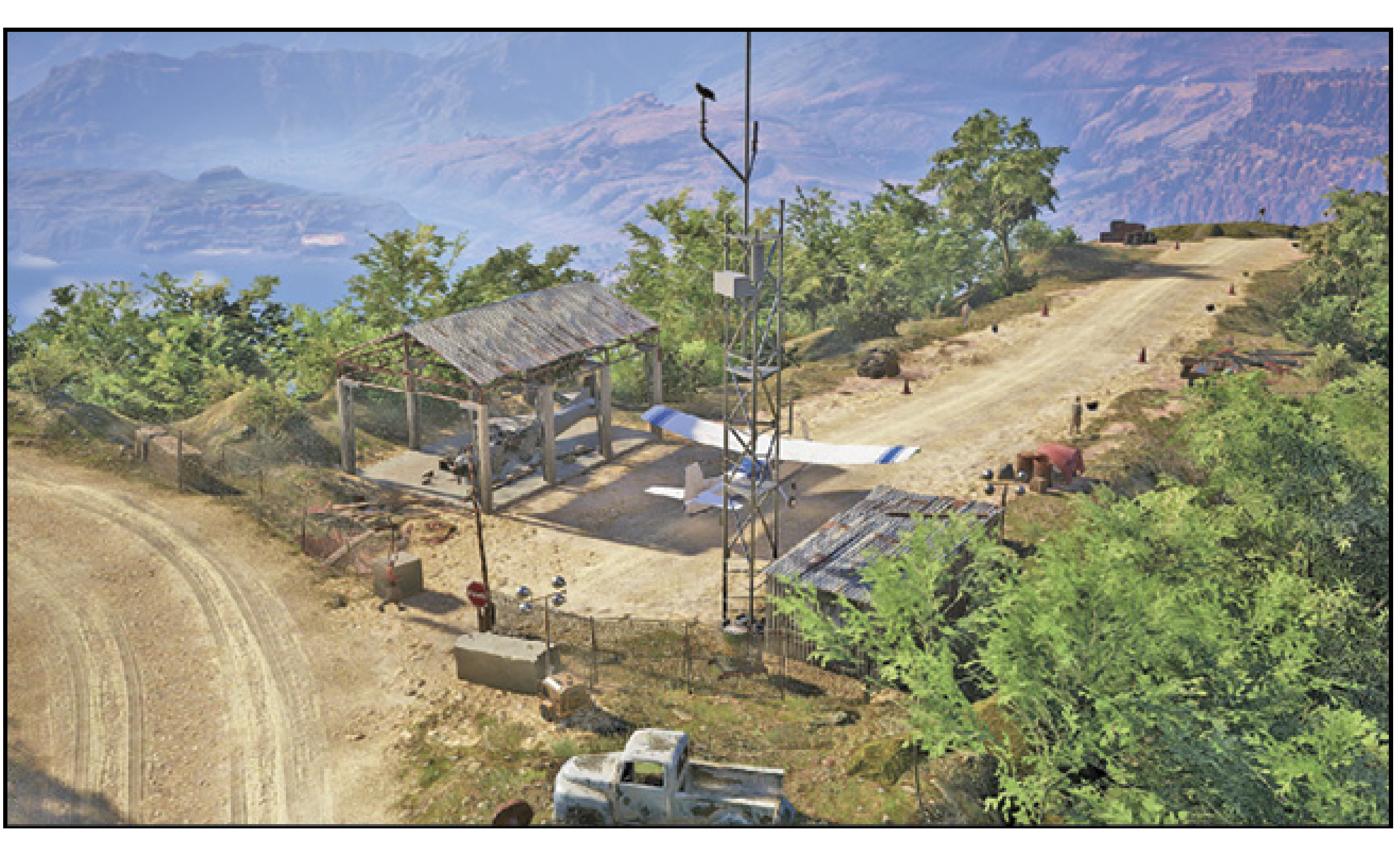
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2500 Food Parcels



From the Tabacal Bravo Rally Point, move east to a find a plane loaded up with food parcels. Survey the landing strip to find four guards around the plane and a fifth at the end of the runway. Use Sync Shot to take the quartet down quick. Unless you eliminated him beforehand, you attract gunfire from the lone thug when taking off. Fly the aircraft southwest to the rebel-held runway, west of the lake in San Mateo.

MEDICATION RAID

OBJECTIVES

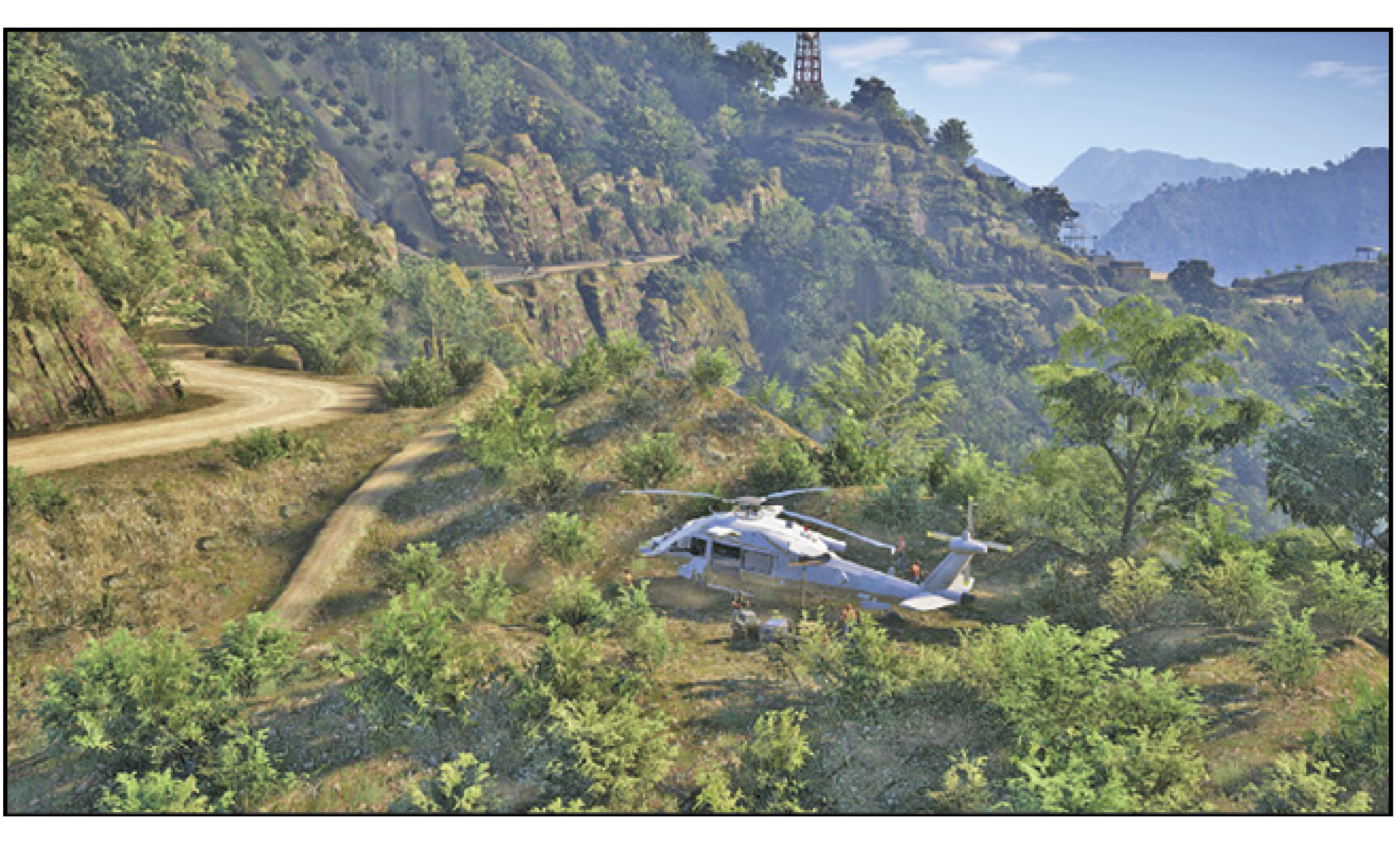
Steal the helicopter

LOCATION

Between Makeshift Runway and Observation Post

REWARDS

+1500 Medication



Along the road between the makeshift runway and Unidad Observation Post is a helicopter holding much needed medication. Seven members of the Santa Blanca Cartel provide protection. Try a straight gunfight and a lieutenant flees in the chopper, so try a more discreet approach. Use Diversion Grenades or simply get their attention and pull enemies away from the others—picking them off one-by-one or in smaller groups. Once clear, board the aircraft and fly it to the indicated destination, west of Bella Selva.

REBEL OP: BREACH COMM CENTER

OBJECTIVES

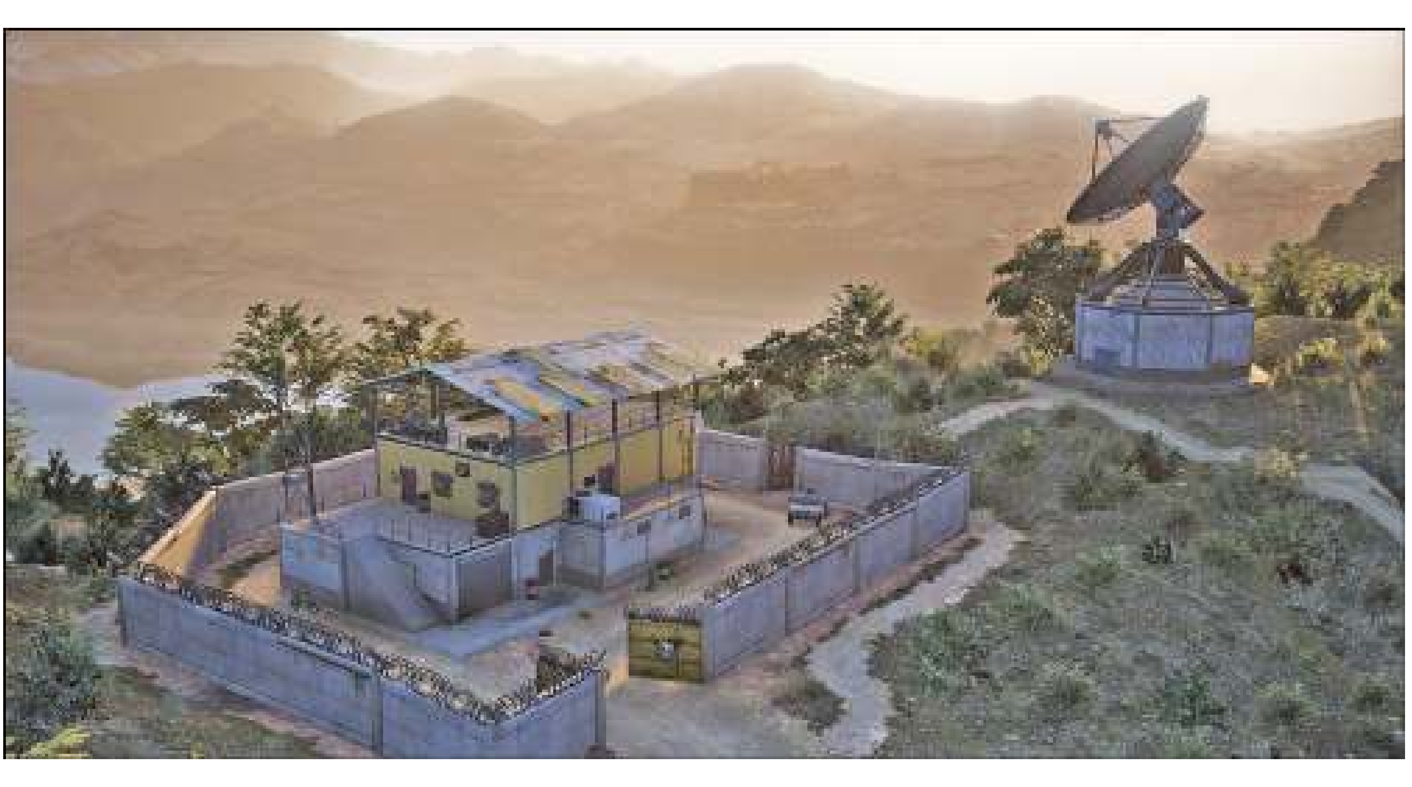
Blow up one of the station’s entrances and then hack the network relay

LOCATION

Southeast of Unidad Observation Post

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



A second network station requires infiltration, southeast of the Unidad Observation Post. Three doors offer entry to the building: front, back, and a third on the left. The latter gives you direct access to the second floor, where the computer is found. Fight your way to the opposite side and hack the network relay to complete the mission. The front door is also a good entry point as it leads straight to the staircase, plus an explosive is unnecessary, since a barrel sits nearby. You can find an Accessory Case on the second floor of the network station, so don’t leave too soon.

FOOD PACKAGE RAID

OBJECTIVES

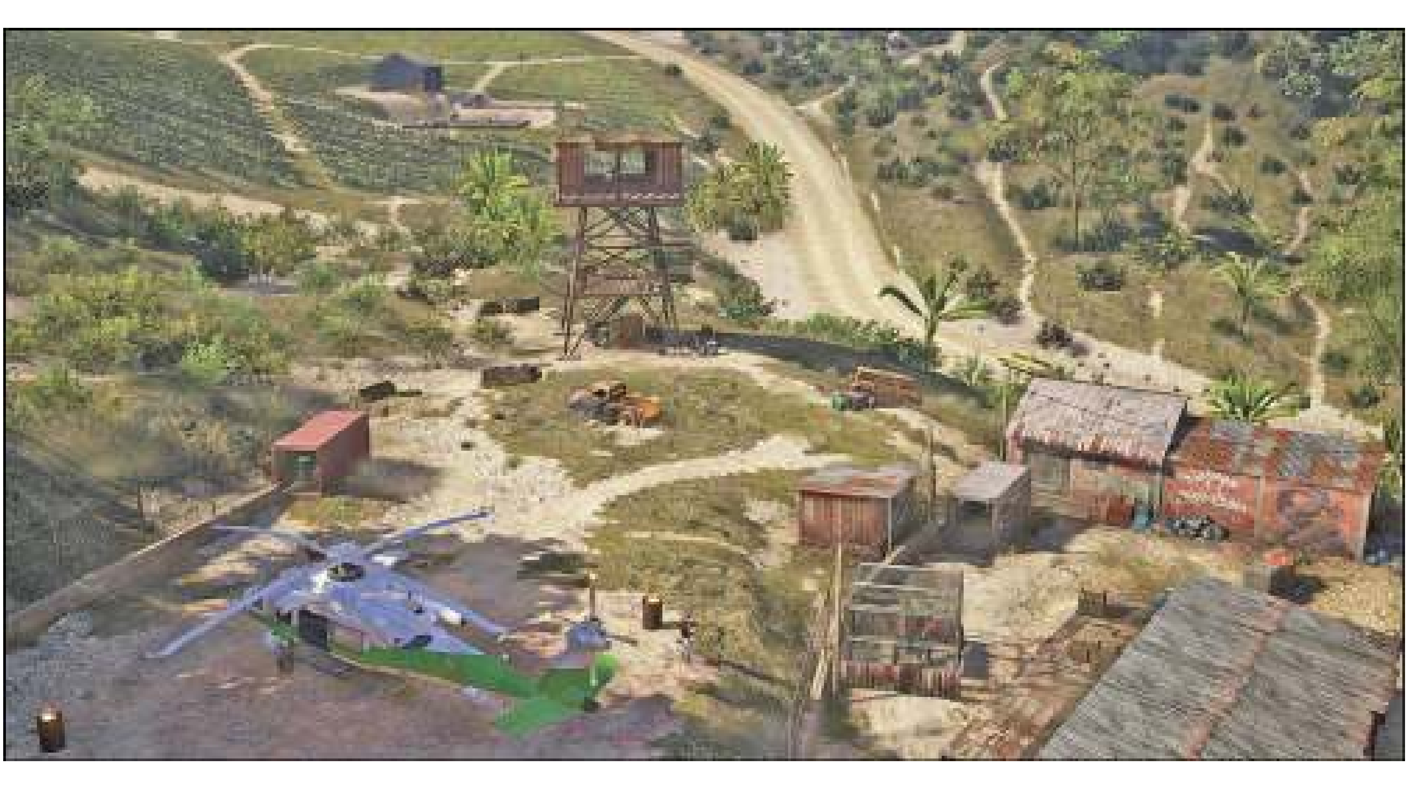
Steal the helicopter

LOCATION

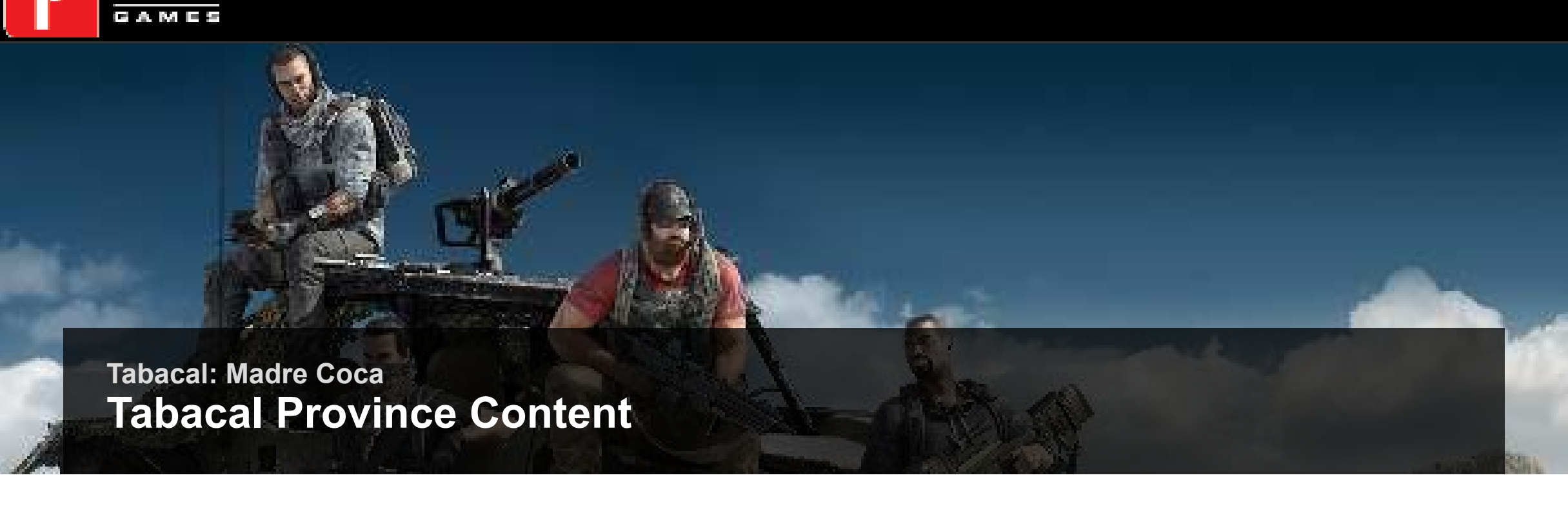
Secure Barn East

REWARDS

+2500 Gasoline



Just south of Secure Barn East, spot the helicopter loaded with gasoline. Approach from the south for the least confrontation, where only a few men guard the chopper plus a watchtower to the west. Eliminate the guy above first and then use Sync Shots to finish off the others. Quickly board the chopper and take off as more enemies may be incoming from the north. Fly south into Agua Verde and park in a field northwest of Arroyo Baya.

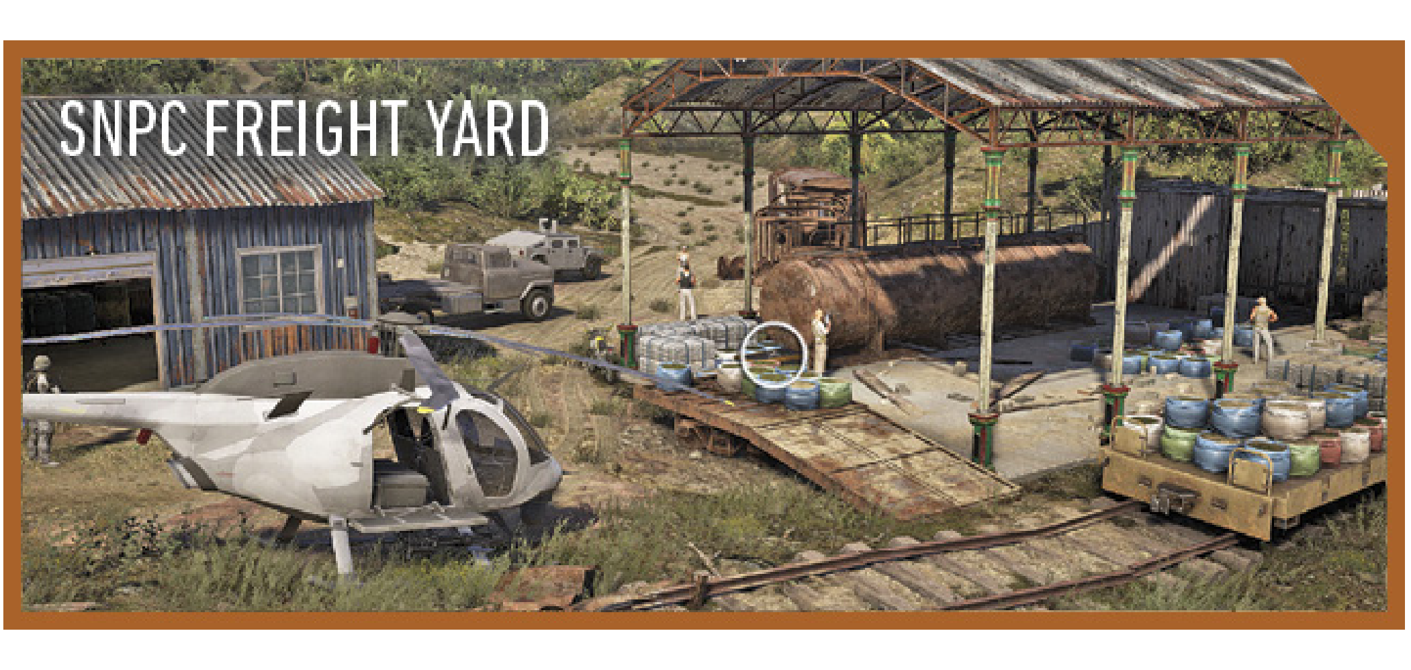


Tabacal: Madre Coca

Tabacal Province Content

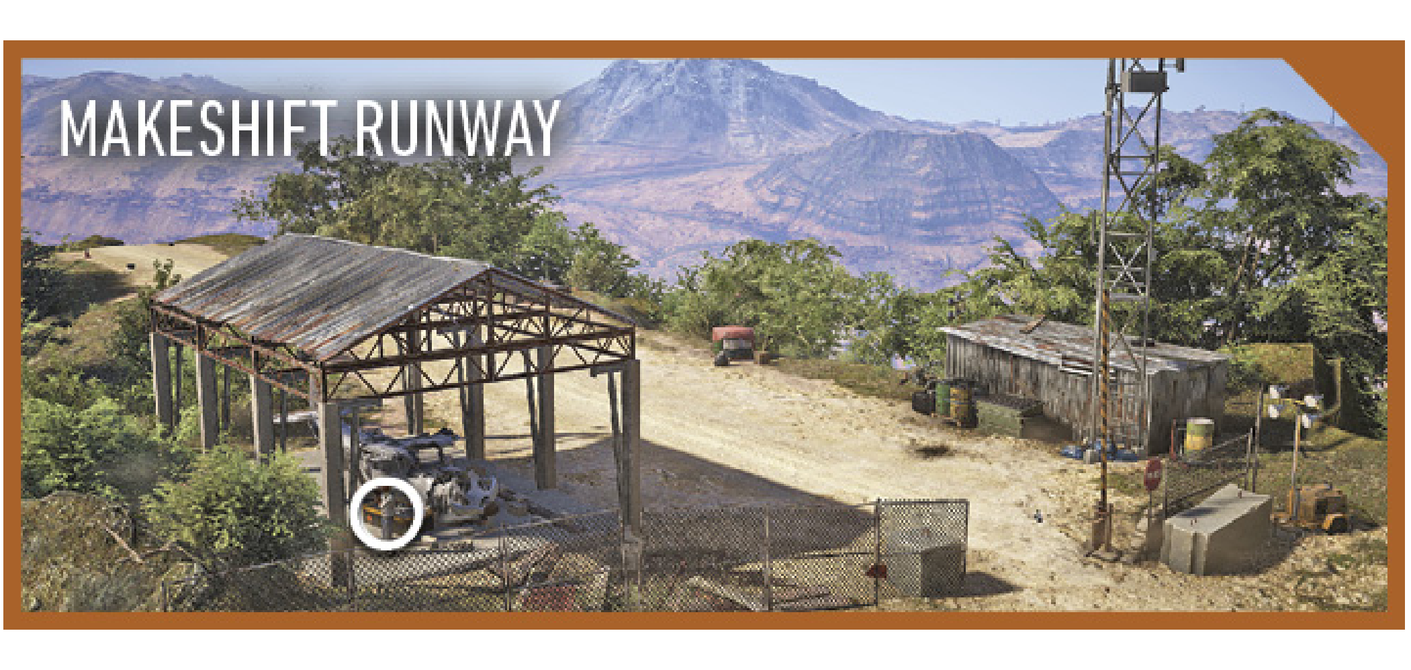
WEAPON CASES

WEAPON: P12 HANDGUN



At the SNPC Freight Yard, a Weapon Case is well protected as it sits next to the big fuel tank. Fight your way to the prize before collecting it. Note that if you haven't intimidated the nearby sicario leader, he will flee once alerted to your presence. Leaving the area resets the side mission.

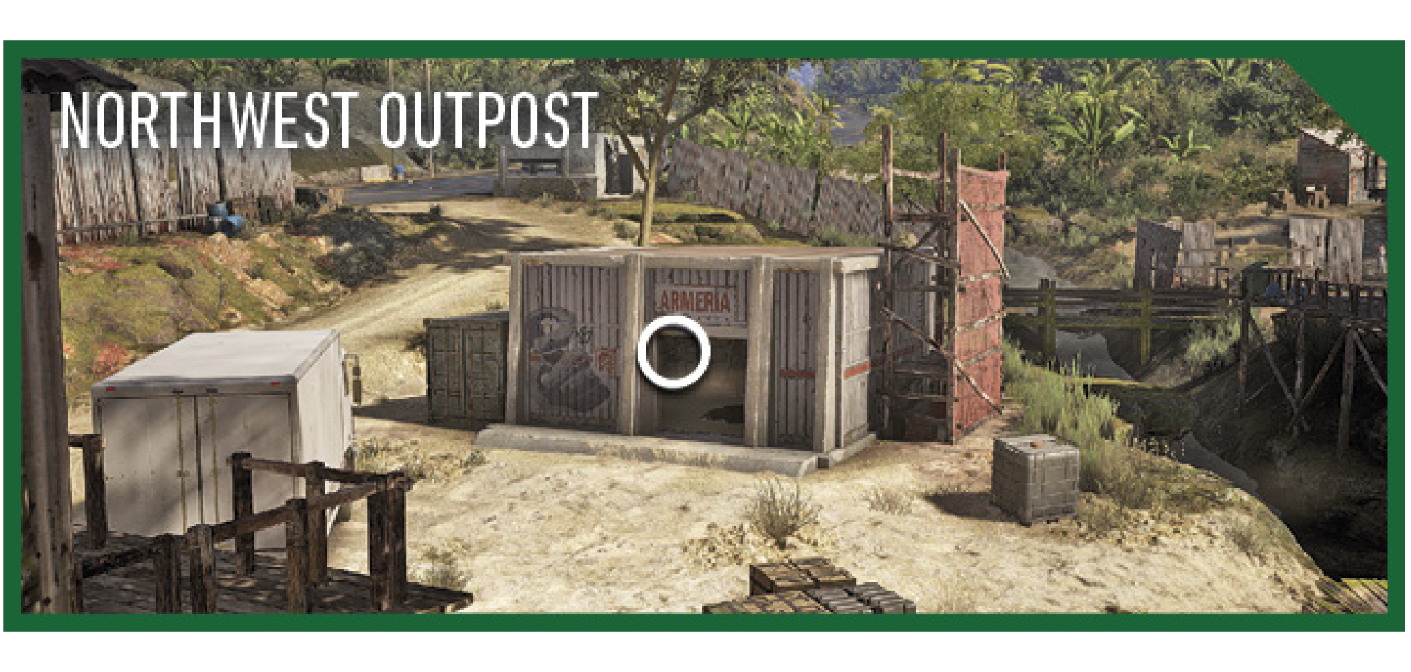
WEAPON: AK-12 ASSAULT RIFLE



Travel to the Tabacal Bravo rally point and head southeast to find a makeshift runway. A Weapon Case has been placed under the shelter next to plane wreckage.

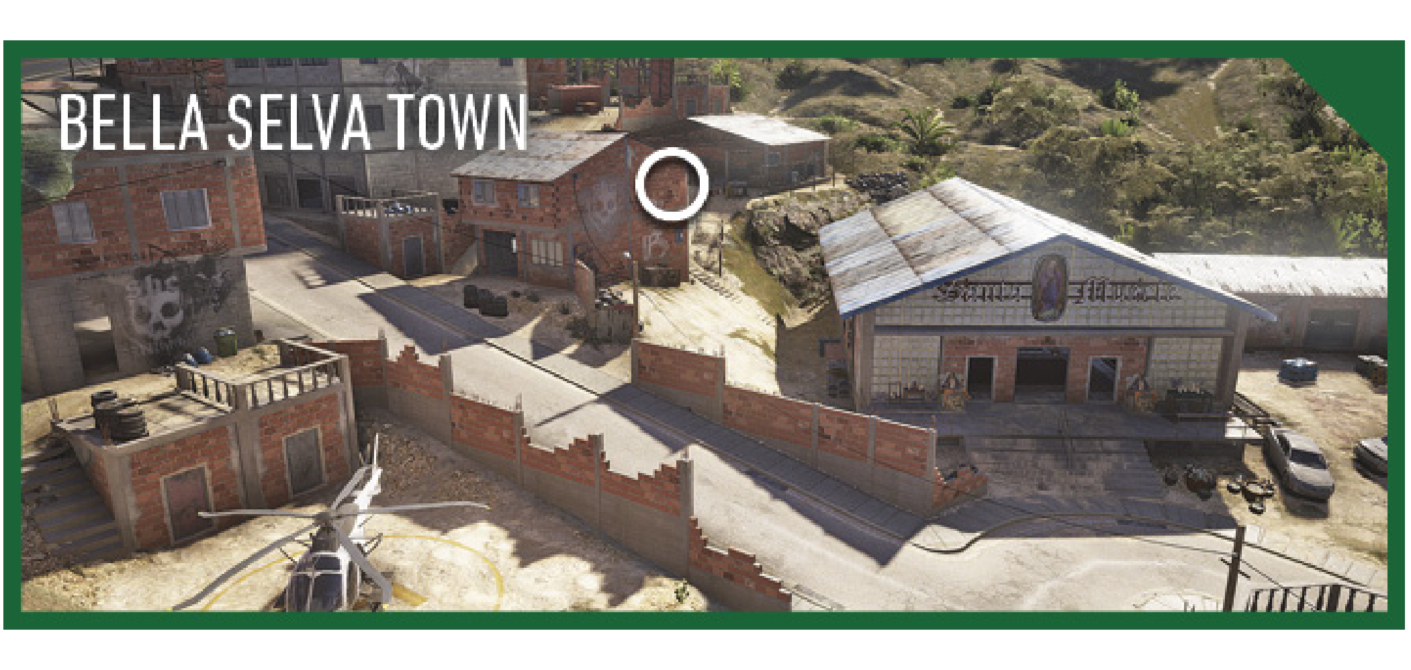
ACCESSORY CASES

ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN)



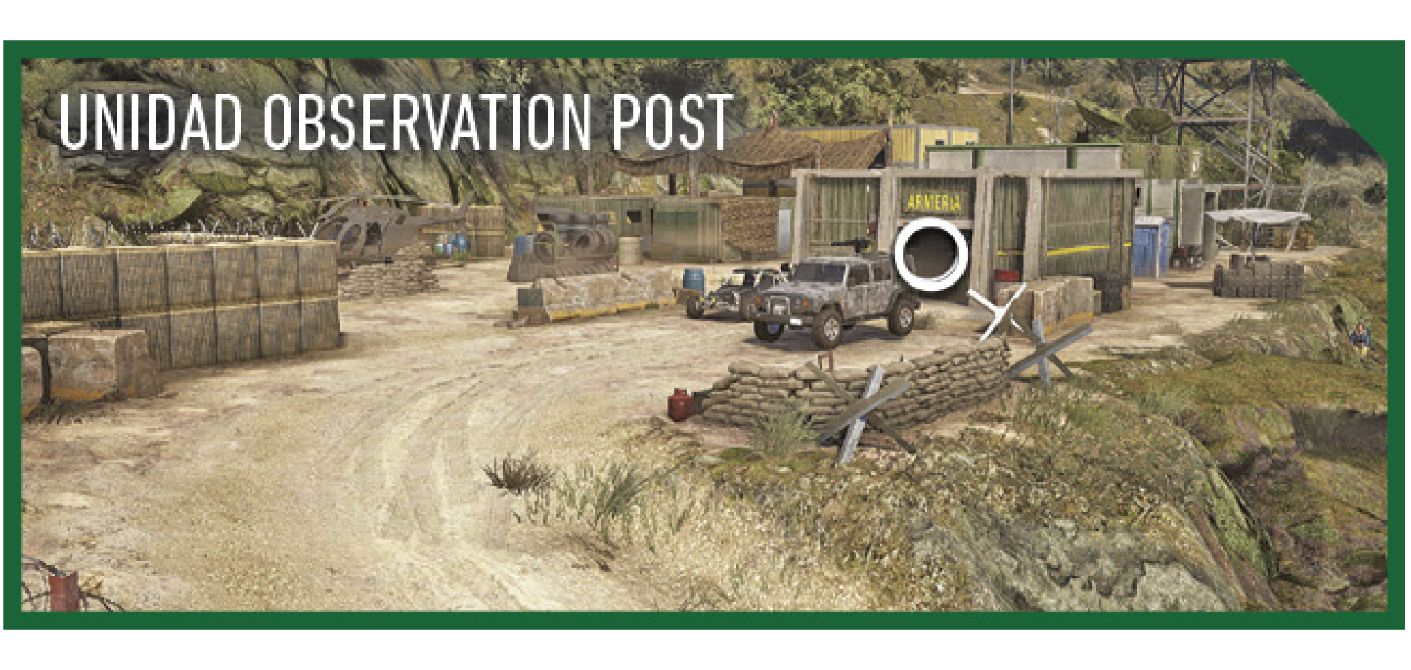
The armory sits just off the highway near the northeast entrance to the outpost. Grab the weapon accessory that sits on the shelf inside.

ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN)



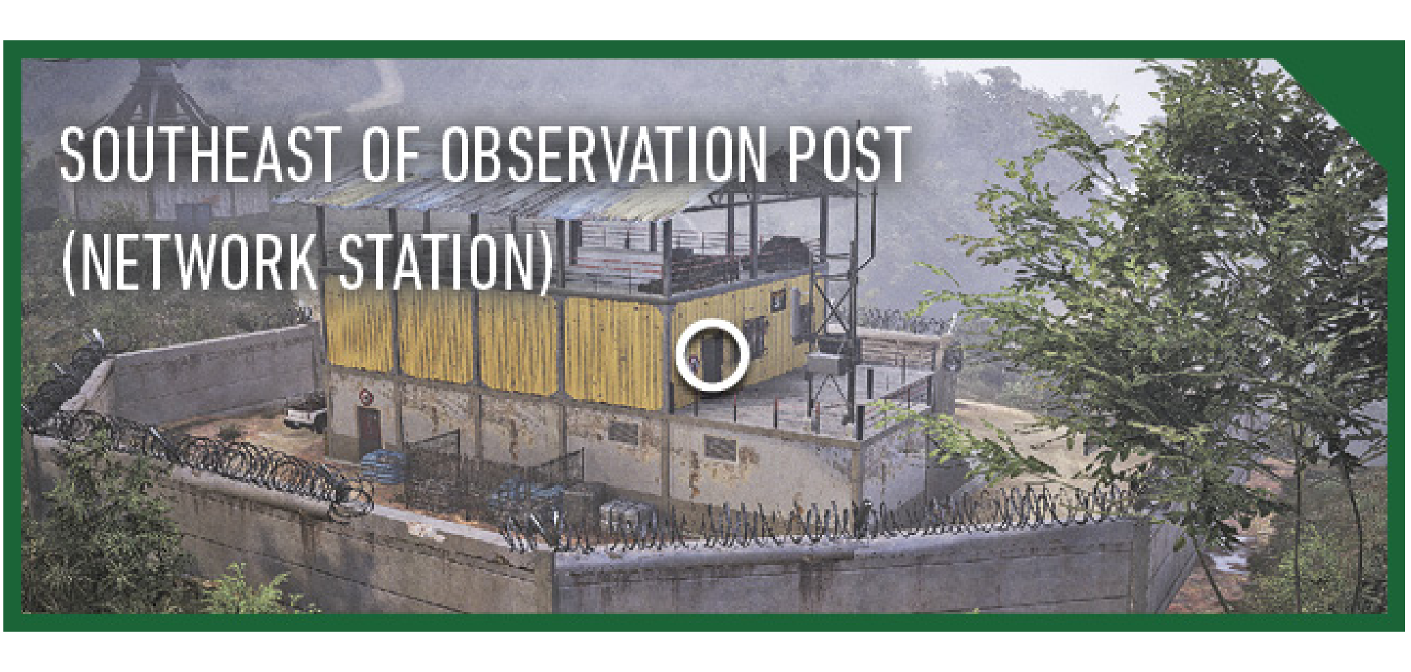
In the Santa Blanca living quarters, located on the southeast side of town, enter the two-story home just east of the chapel. An Accessory Case rests on a corner shelf on the second floor.

ACCESSORY:ACCESSORY: EXTENDED 5.56 G36C MAGAZINE (30)



Find the armory, situated near the road inside the Unidad Observation Post, and move inside. An Accessory Case is found on a shelf in the back.

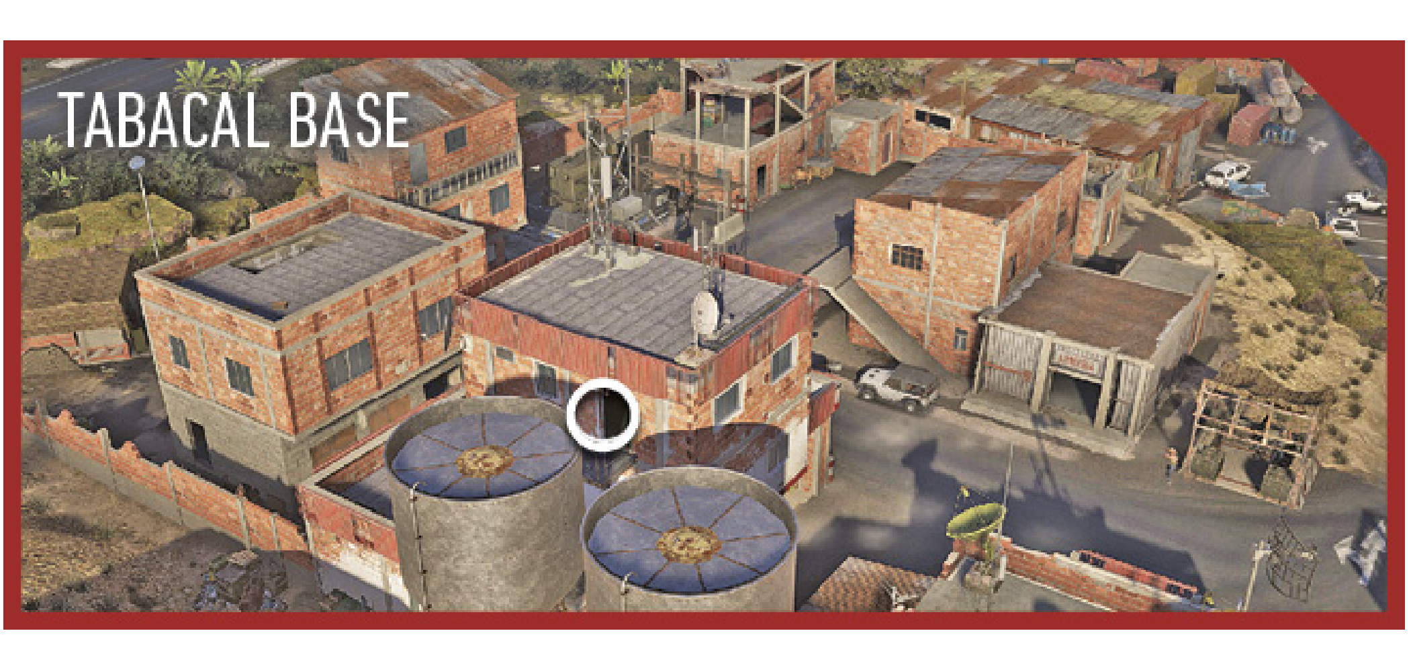
ACCESSORY: LASER 3DOT (SUBMACHINE GUN)



After completing the Rebel Op: Vehicle Drop Off side mission, grab the Accessory Case off the desk on the second floor of the Network Station.

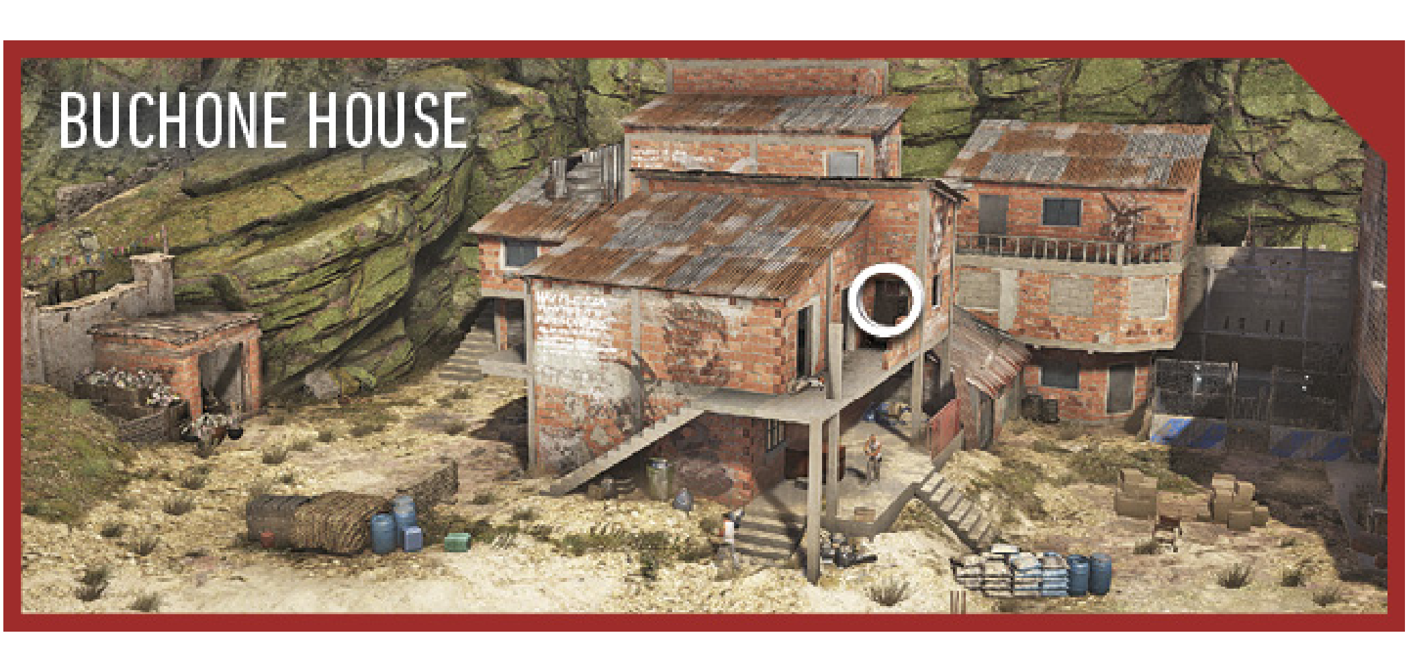
SKILL POINTS

SKILL POINTS: +5



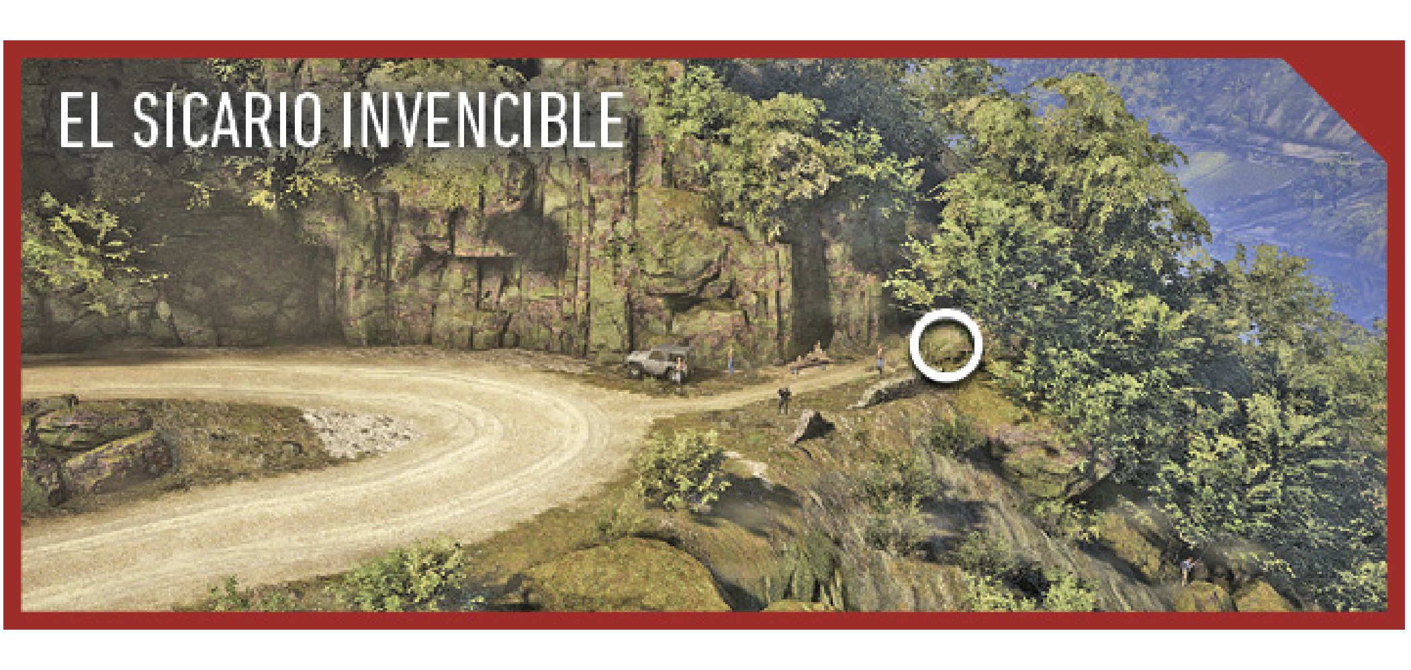
Enter the 3-story building, next to comms, and climb to the second floor. A Skill Point rests on a corner of the desk.

SKILL POINTS: +3



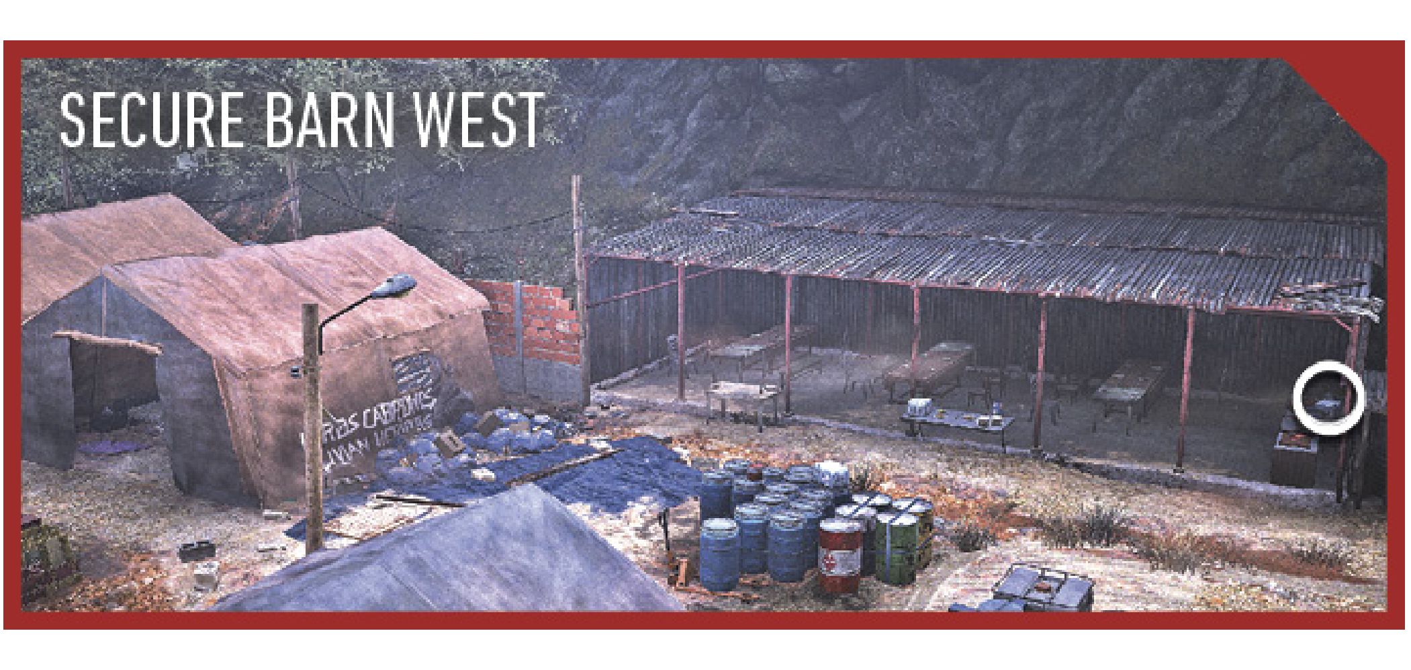
A Skill Point hides in the second structure on the right as you enter through the Buchone House main gate. Take the steps up to the second floor and search the office in the back of the building.

SKILL POINTS: +1



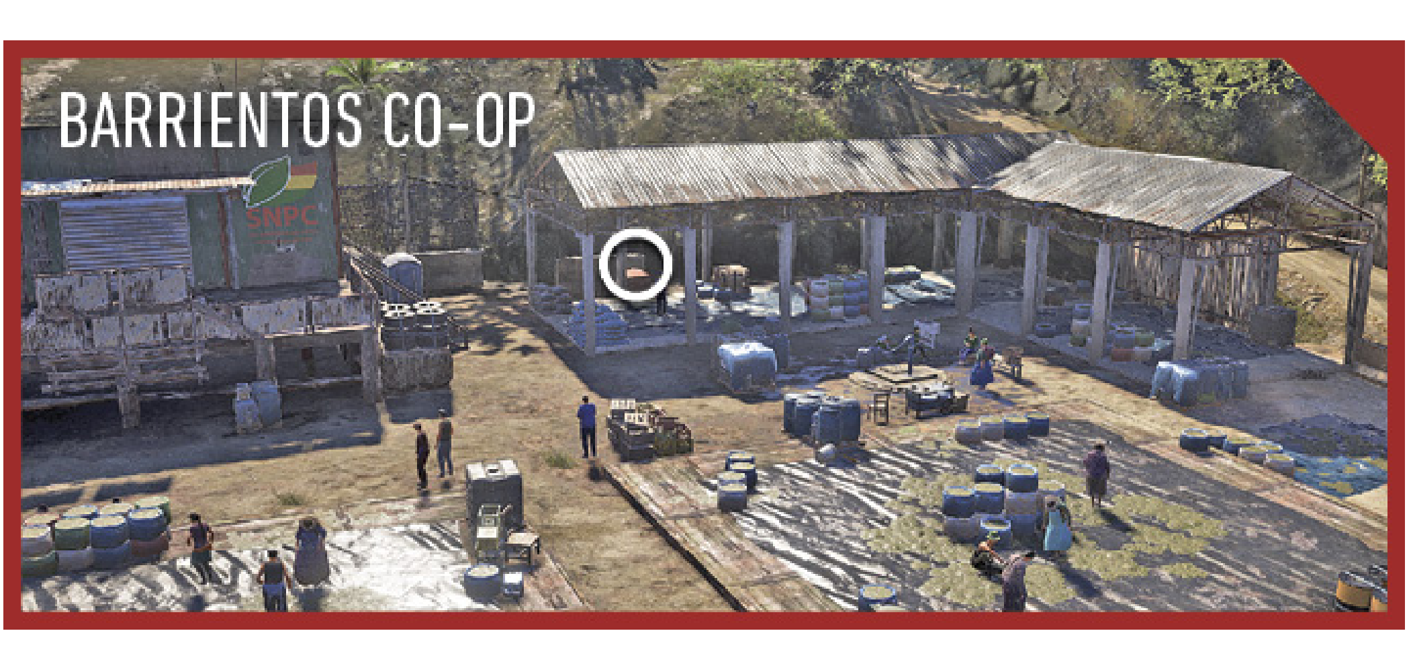
West of the SNPC Freight Yard, the dirt road switches back a couple times as it climbs the mountain. At the first turn, bullet protection is given to those who pray. Collect the medal that hides in a nearby bush.

SKILL POINTS: +1



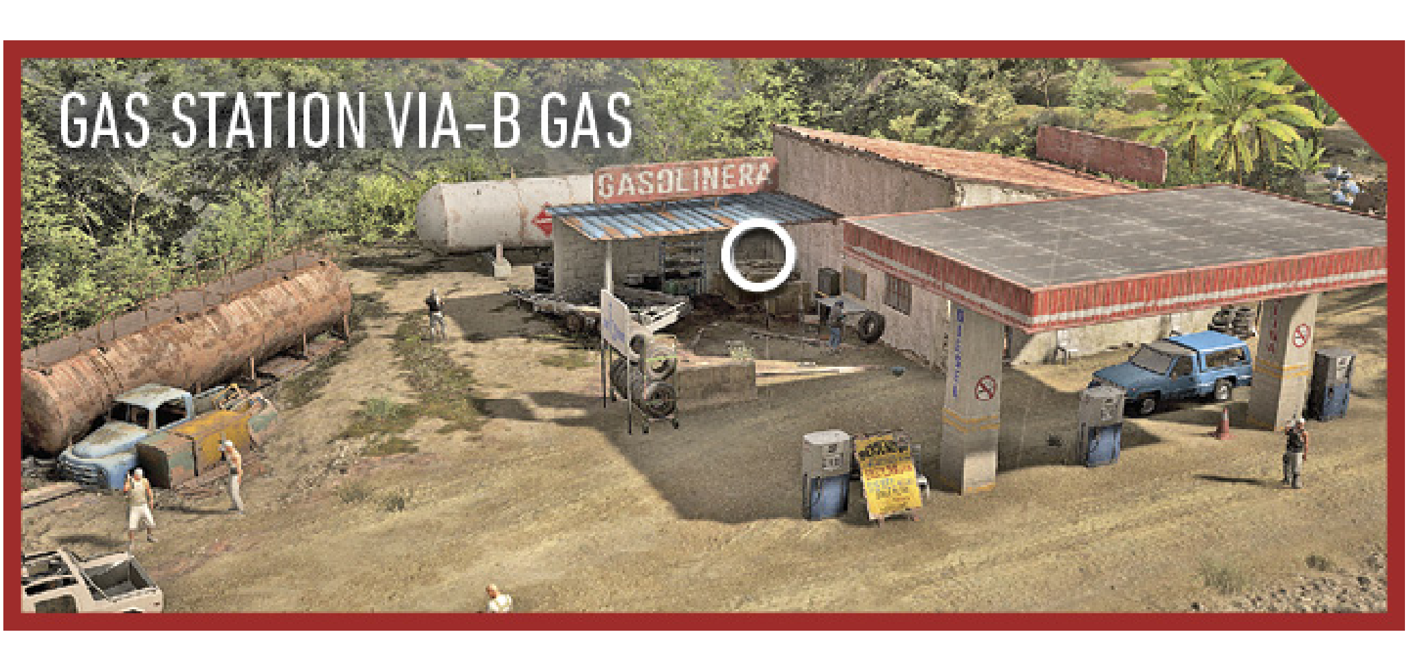
Dried coca leaves are stored in a barn on the far west side of the province at Secure Barn West. On the north side, a shelter provides a mess hall for the workers and cartel. Inside a Skill Point sits on a cabinet in the corner. Be careful as a watchtower protects the area.

SKILL POINTS: +3



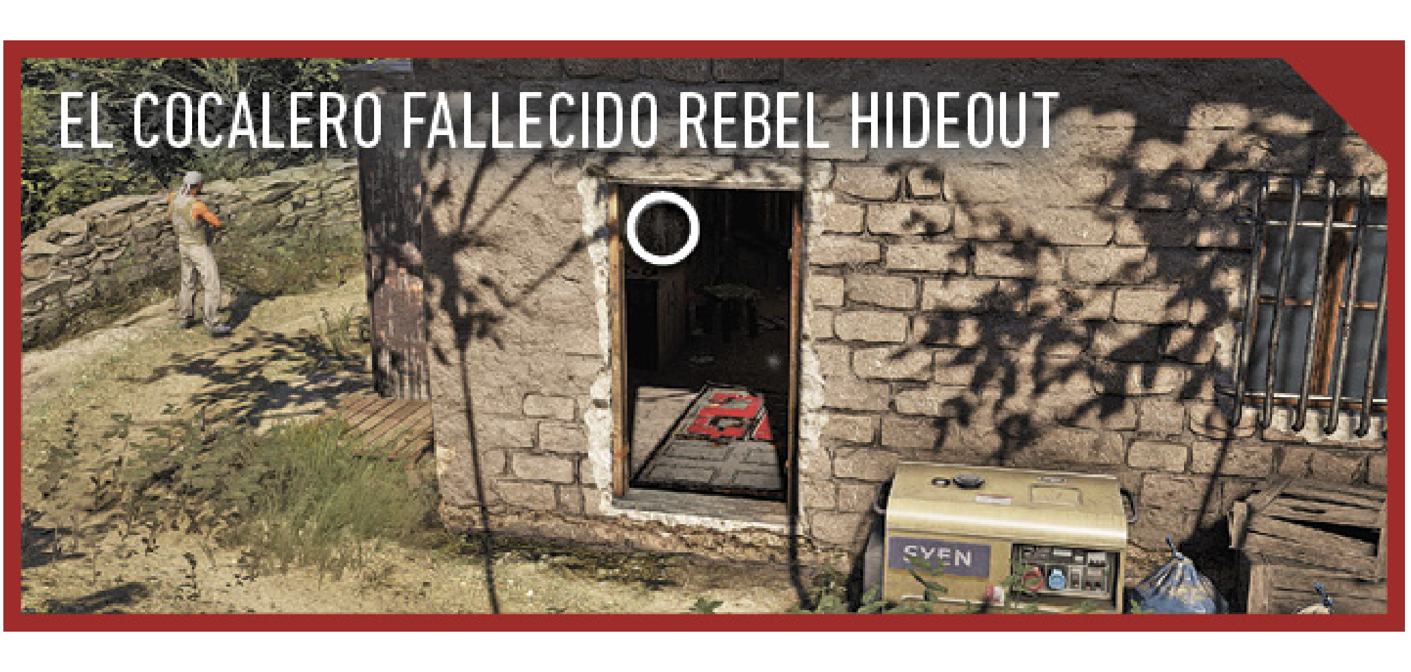
West of Bella Selva, a cocaleros cooperative has been assisting in the cartel's production for ten years. Next to a shelter in the southwest corner of the property, a Skill Point is available for the taking.

SKILL POINTS: +1



Find the lone Tabacal gas station southwest of Bella Selva. A Skill Point rests on a pile of boxes under the Gasolinera sign.

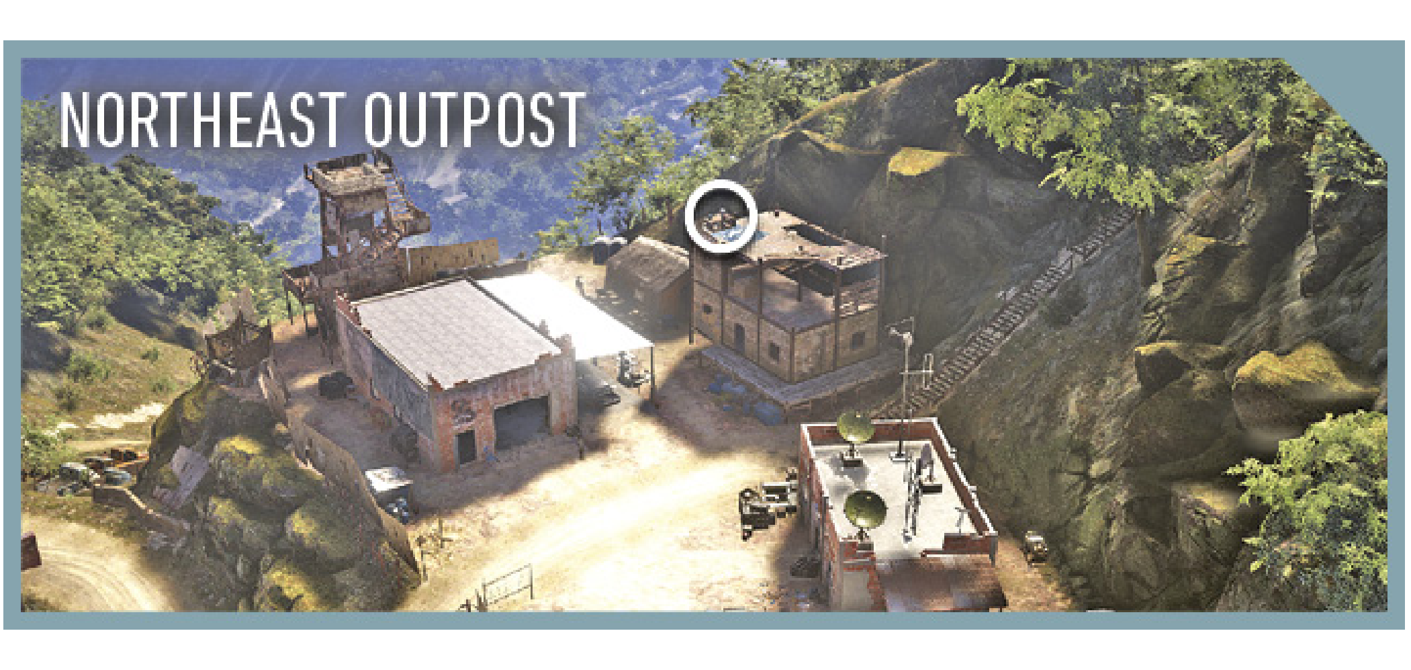
SKILL POINTS: +1



An ex-rebel hideout sits just northeast of Secure Barn East. Bust the door open to get inside and acquire the Skill Point sitting on a small cabinet.

BONUS MEDALS

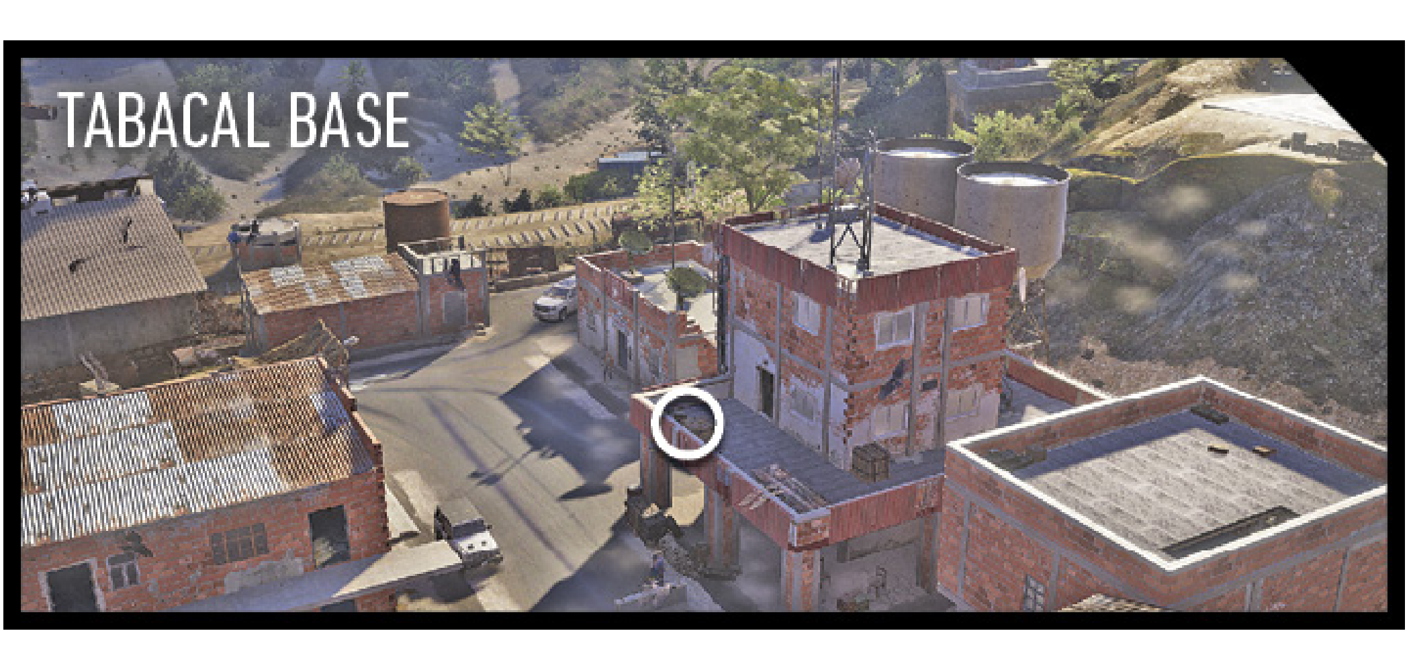
BONUS: TIME TO AIM



Visit the Santa Blanca outpost high in the mountains in northeastern Tabacal. Enter the two-story, wood structure next to the steps and make your way to the roof. The lone Tabacal Bonus Medal rests on a workbench.

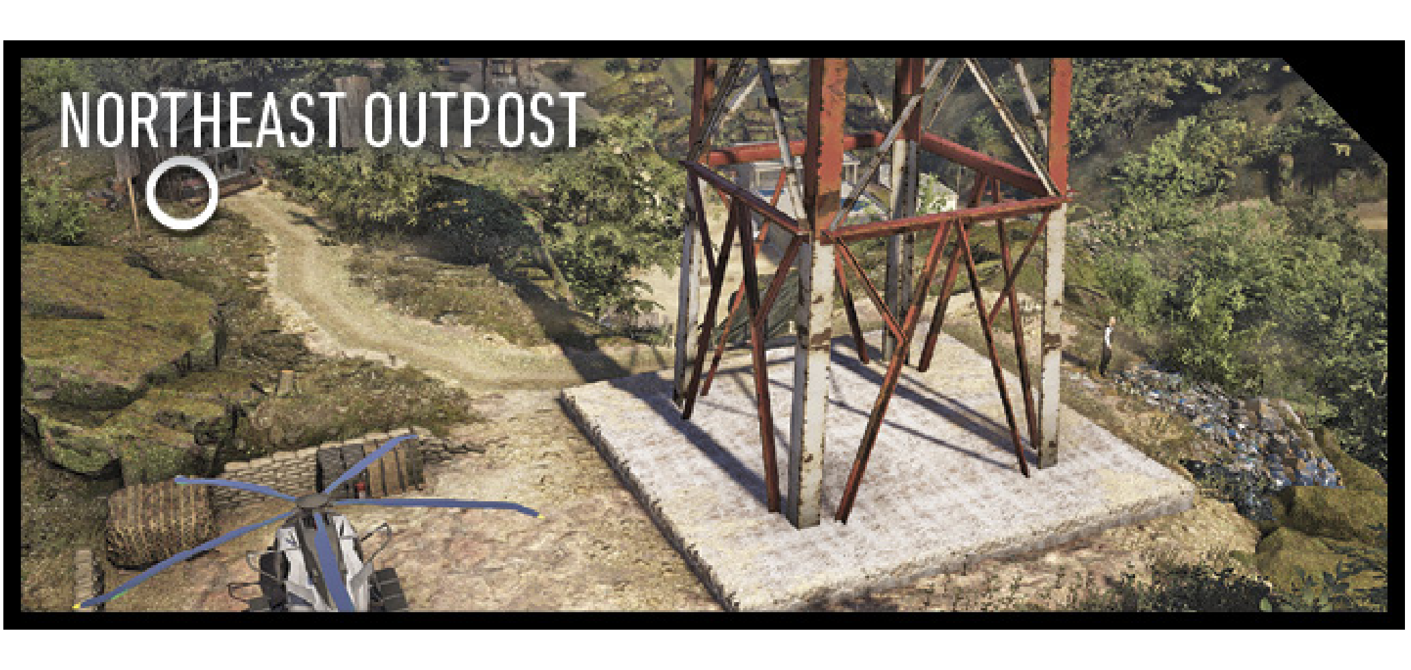
KINGSLAYER FILES

DOCUMENT



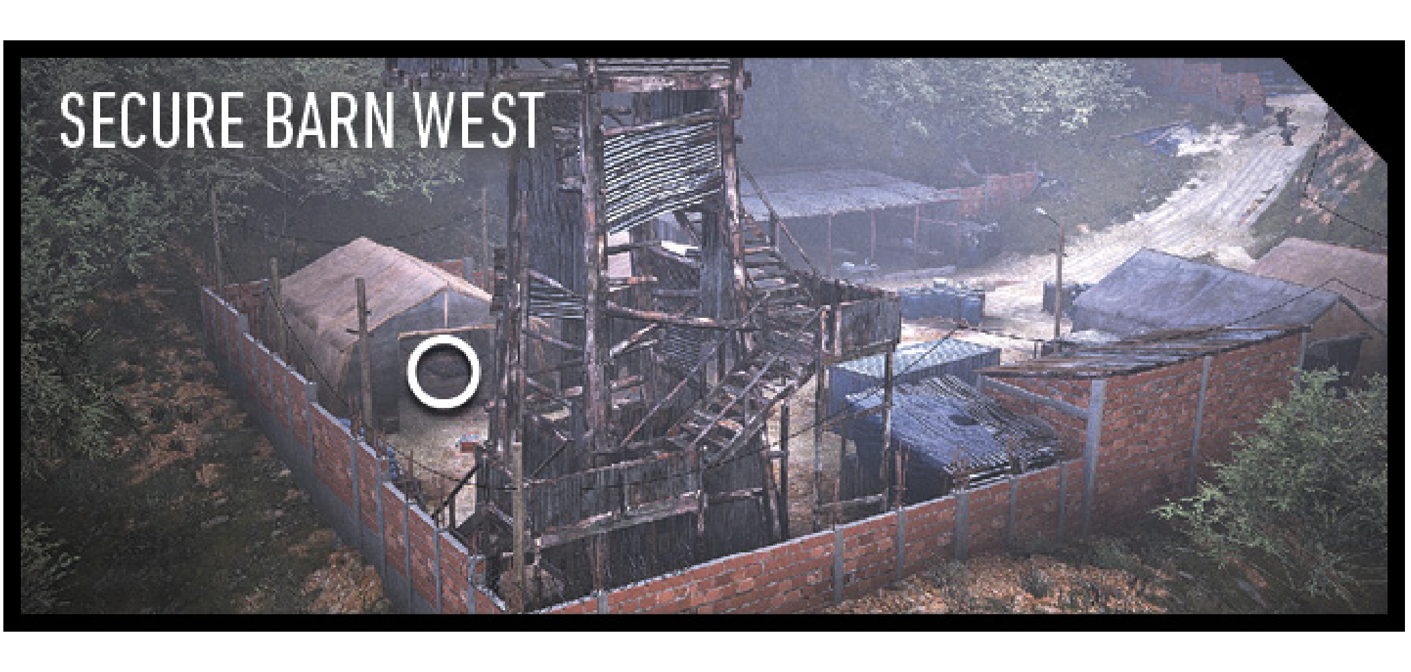
On the northwest side of Tabacal Base, find the three-story building and move inside. The file sits on the east balcony of the second floor.

DOCUMENT



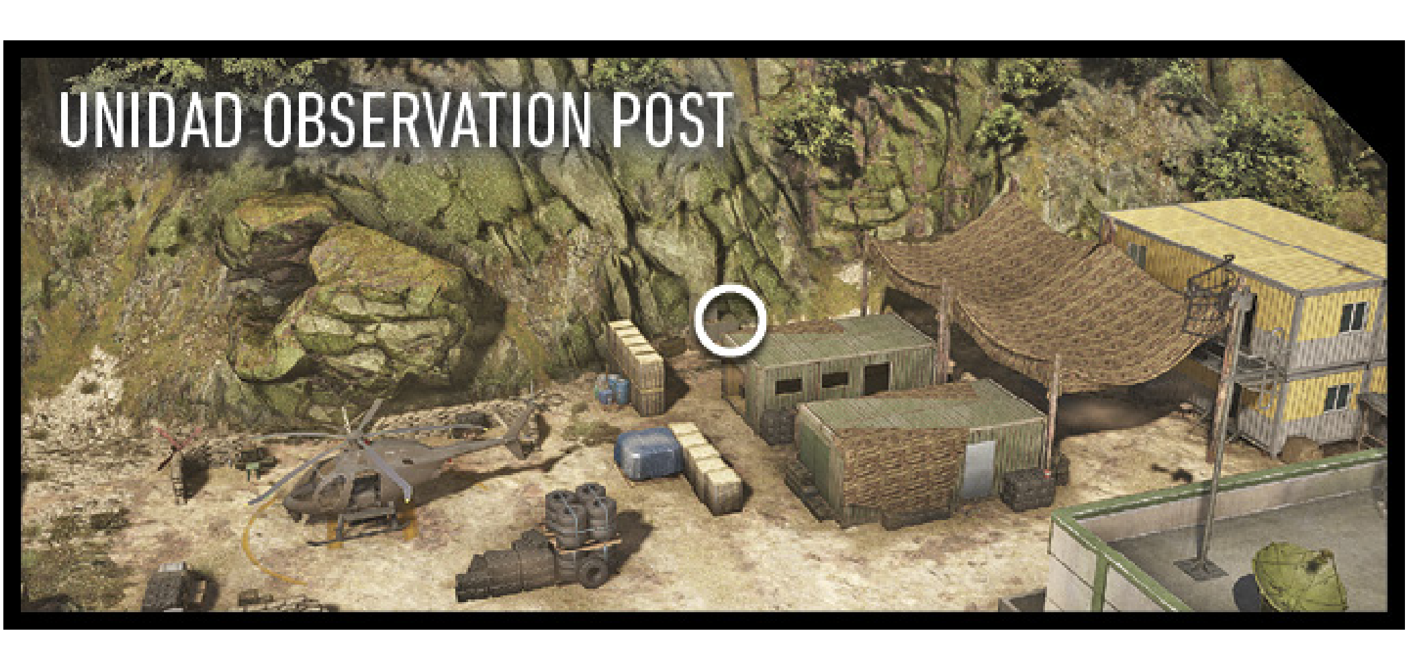
Follow the long staircase out the south side of the outpost to reach an antenna. The path to the right leads to a memorial, where you can find a file.

DOCUMENT



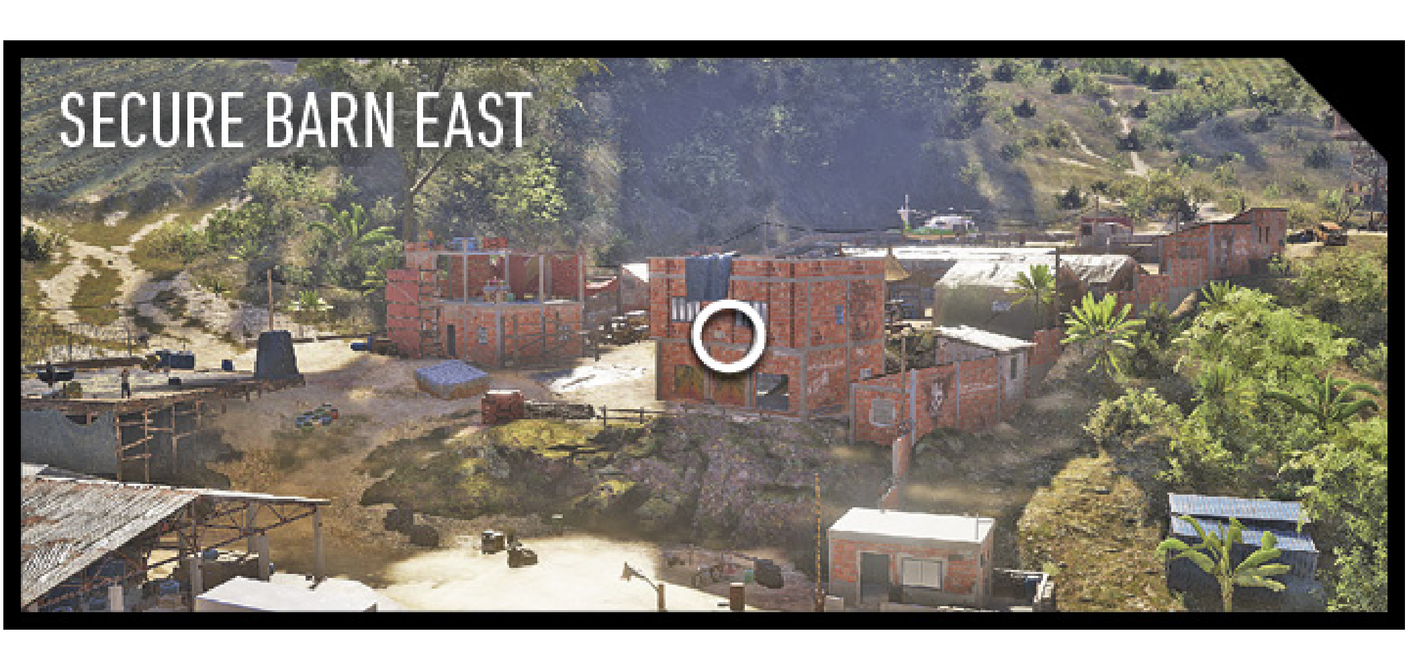
At the far north end of Secure Barn West, a Kingslayer File lies on a bed inside a tent, under the watchful eye of a watchtower. Carefully infiltrate the property and nab the package.

DOCUMENT



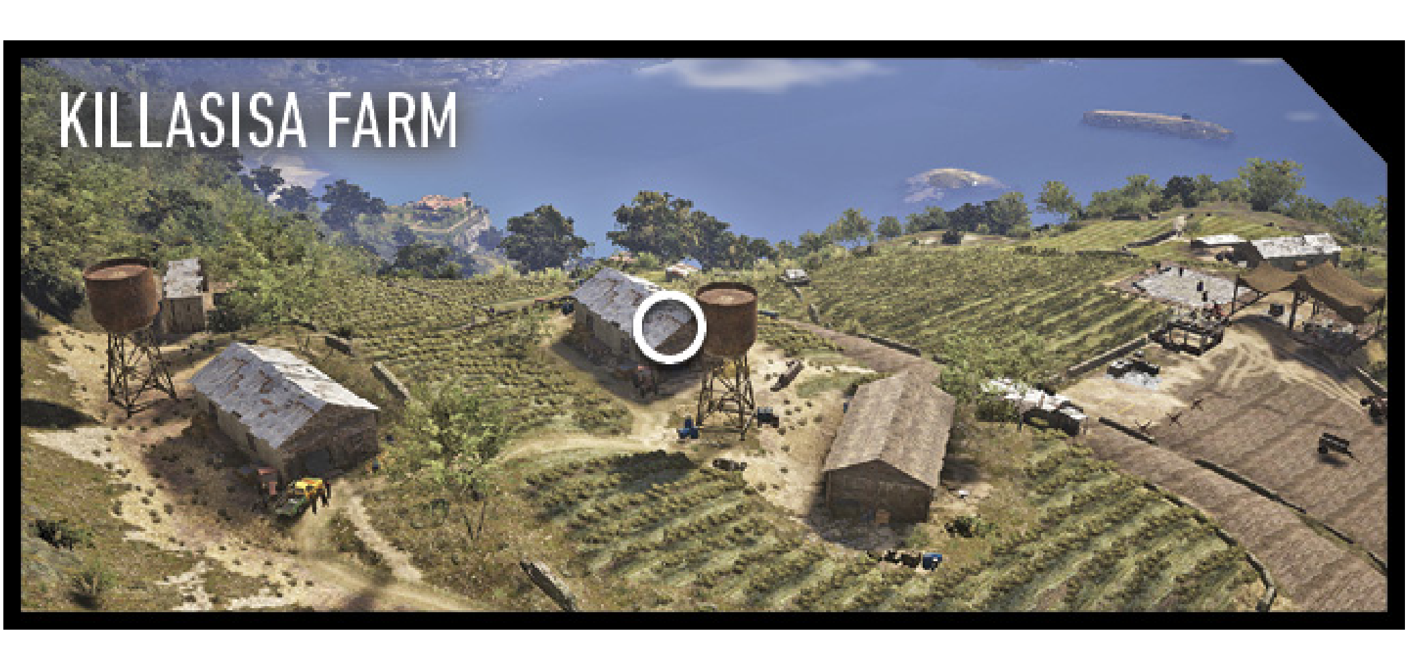
The Unidad Observation Post is situated in the middle of Tabacal and it offers a fair challenge to infiltrate. Sneak into the back side of the post or fight your way through until you reach the firing range. Grab the disc that sits on a pallet of ammo cases.

DOCUMENT

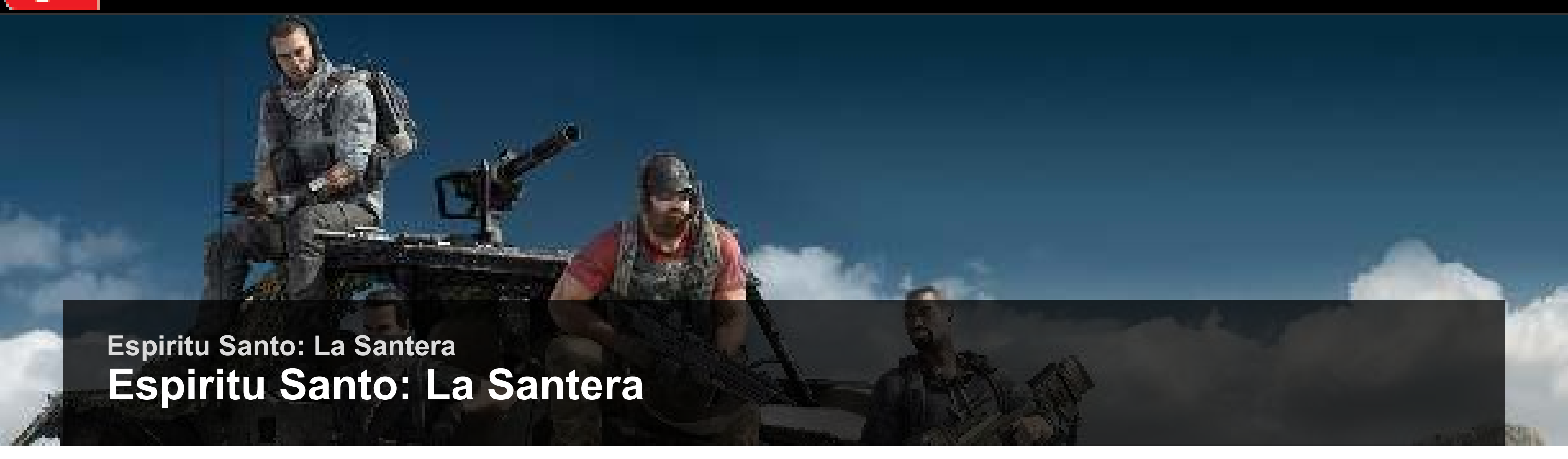


From the front gate to Secure Barn East, enter the two-story building on the right. A file lies on the floor on the second level.

DOCUMENT

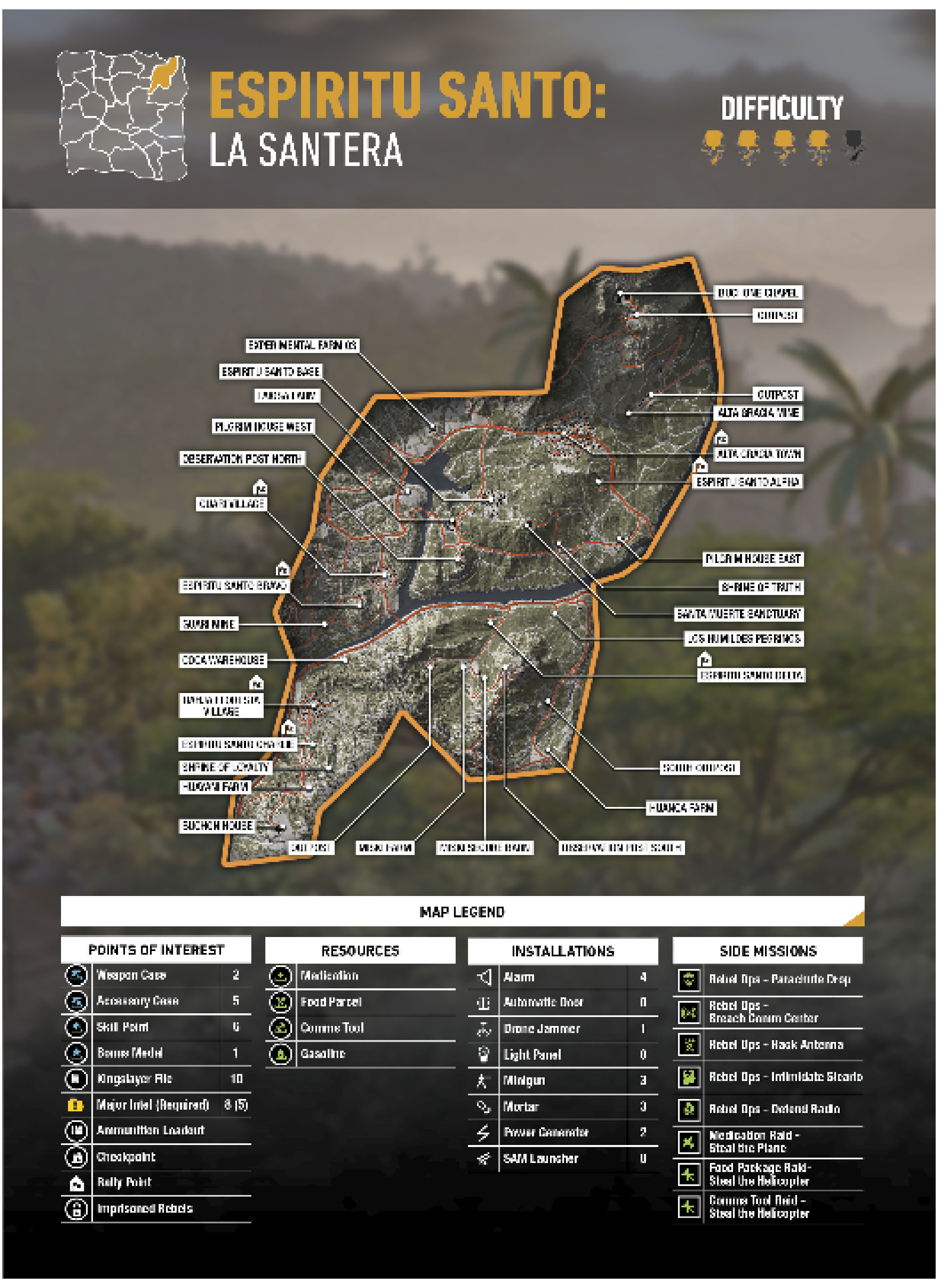


Killasisa Farm is a big family farm in far southwest Tabacal. Search inside the southern white/brick barn on the east side of the property to find the file on the workbench.



Espiritu Santo: La Santera

Espiritu Santo: La Santera


ESPIRITU SANTO:
LA SANTERA
DIFFICULTY
OUTPOST
EXPERIMENTAL FARM 03
ESPIRITU SANTO BASE
PILGRIM HOUSE WEST
OBSERVATION POST NORTH
GUARI VILLAGE
ESPIRITU SANTO BRAVO
GUARI MINE
COCA WAREHOUSE
BAHIA FLORESTA VILLAGE
ESPIRITU SANTO CHARLIE
SHRINE OF LOYALTY
BUCHON HOUSE
OUTPOST
OBSERVATION POST SOUTH
OUTPOST
ALTA GRACIA MINE
ALTA GRACIA TOWN
ESPIRITU SANTO ALPHA
PILGRIM HOUSE EAST
SHRINE OF TRUTH
SANTA MUERTE SANCTUARY
ESPIRITU SANTO DELTA
SOUTH OUTPOST
HUANCA FARM
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 5
Skill Point 6
Bonus Medal 1
Kingslayer File 10
Major Intel (Required) 8 (5)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 4
Automatic Door 0
Drone Jammer 1
Light Panel 0
Minigun 3
Mortar 3
Power Generator 2
SAM Launcher 0
SIDE MISSIONS
Rebel Ops – Parachute Drop
Rebel Ops – Breach Comm Center
Rebel Ops – Hack Antenna
Rebel Ops – Intimidate Sicario
Rebel Ops – Defend Radio
Medication Raid – Steal the Plane
Food Package Raid – Steal the Helicopter
Comms Tool Raid – Steal the Helicopter

Beside gold mines, hidden in the jungle, Santa Blanca raised the Sanctuary of the Santa Muerte.

Content	Number in Province
Main Missions	6
Side Missions	8

- **OperatioN: Influence**
- **Chief: La Santera**
- **Ecosystem: Jungle**

The province of Espiritu Santo follows the upper valley of the Rio Habana. It is covered by a dense jungle. This is where the death road ends. The river is the second most used communication way. Apart from these two means of access, the province has remained wild and is inaccessible.

Human activity is focused on the exploitation of small gold veins. Several small mines are at work, all isolated in the jungle. There are also a few coca fields on the eastern border.

The small town of Alta Gracia is the capital of the province. This is where the miners rest. The second resort, Guari, is a fishing village, the last, Bahia Floresta, is a cocaleros village.

In the seventeenth century, a Catholic mission was constructed, whose purpose was to convert the indigenous peoples and protect them from the greed of local lords. The fields were cut in the jungle and a large population lived in the territory of the mission of Espiritu Santo, which gave its name to the province.

Then the religious order lost control of the mission and the people abandoned the premises. Only a church survived and was maintained by the locals.

El Cardenal was seduced by this beautiful church lost in the heart of the jungle and decided to deposit the relics of the Santa Muerte that he had in his custody. Here, no one would violate them and this secluded location would be a perfect pilgrimage for the faithful followers of the Santa Muerte.

Since then, the mission has become the holiest shrine of the Santa Muerte. Houses were built to accommodate the pilgrims and chapels. Sicarios guard these sacred places that have been handed to La Santera, a Santa Muerte priestess.

The practical spirit of Santa Blanca is also at work in the province. The cartel took possession of the gold mines. In honor of the Santa Muerte, collected gold was melted to create statues of the death goddess.

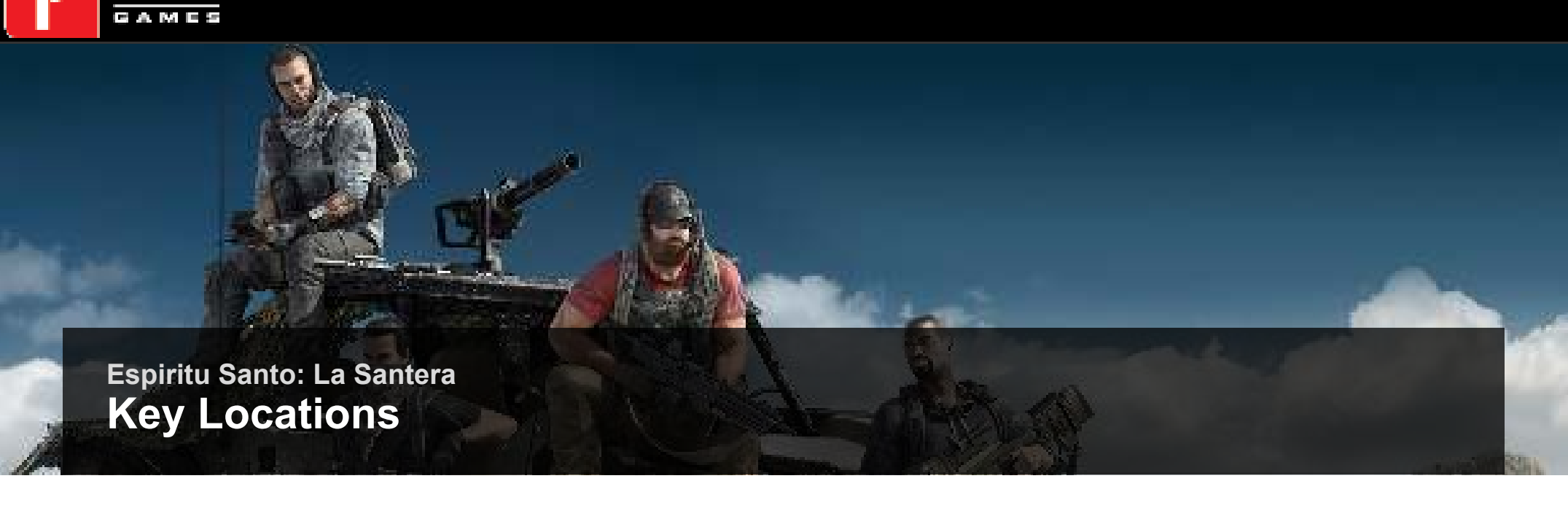
MARIA DEL ROCIO MENDEZ, AKA LA SANTERA

BORN: 13/08/1982 in Jalapa, Mexico

CARTEL POSITION: Preacher

La Santera grew up Catholic in Mexico, obsessed with the blood and killing of the Martyrs in Roman Times. She was convinced that the job of the church was to condemn the evil persons, especially the heretic, erase them from the face of the earth. When she was a teenager, she learned about Santa Muerte. She was fascinated with the fact that the followers must repay Santa Muerte for the good luck she brings them, or they will be punished. Many followers live in fear of the death saint. She opened a Santa Muerte sanctuary, and if she had just a handful of followers at first, she quickly drew crowds similar to the local Catholic church. El Cardenal liked her and introduced her to El Sueño. Inspired by her devotion to the Santa Muerte, Sueño insisted she spread the word in Bolivia, which she is doing in her own way and making her own holy war.

She thinks of herself as a contemporary martyr, she's unable to form emotional attachments or feel empathy and she proclaims she is a virgin.



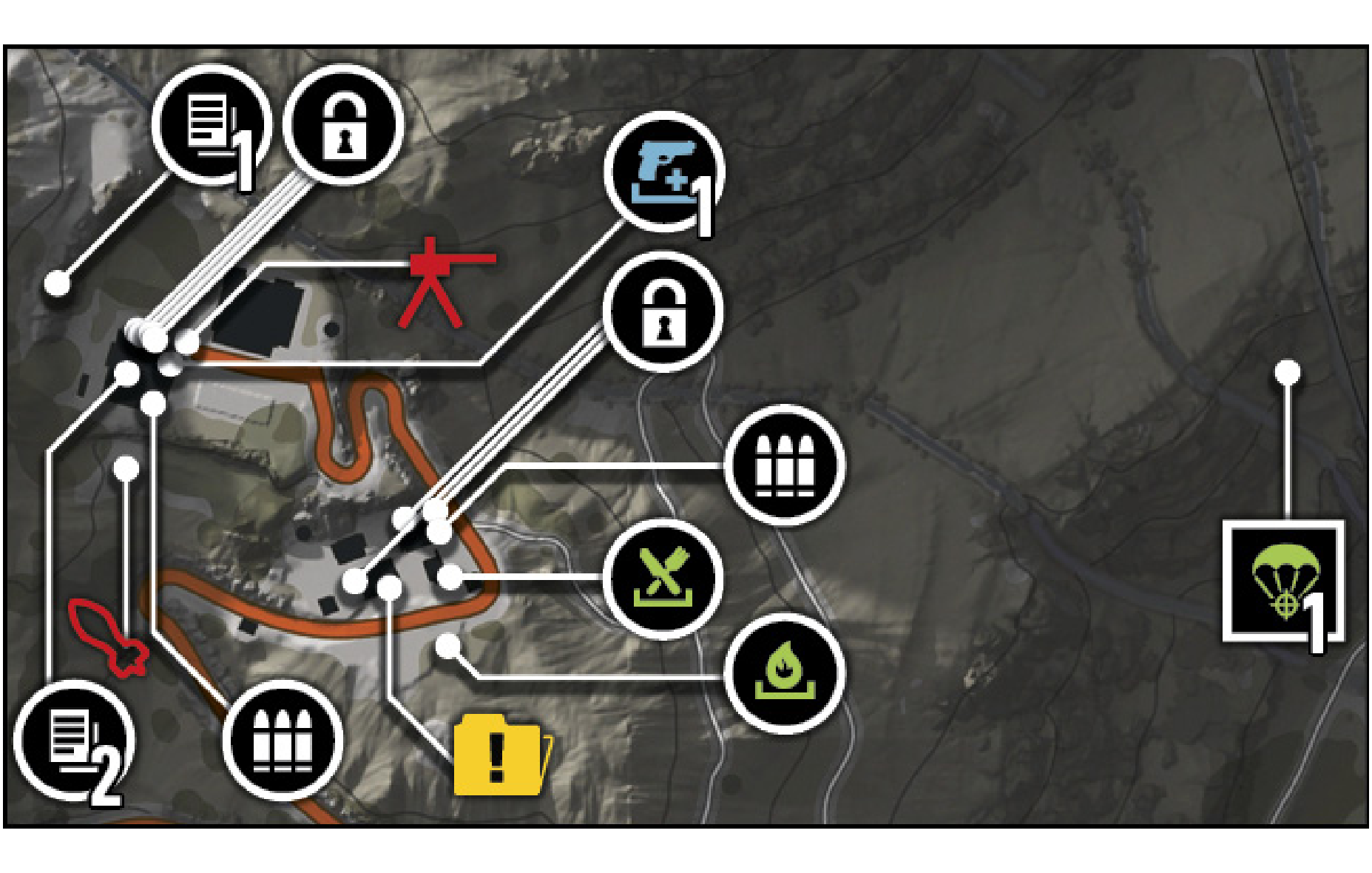
Espiritu Santo: La Santera

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

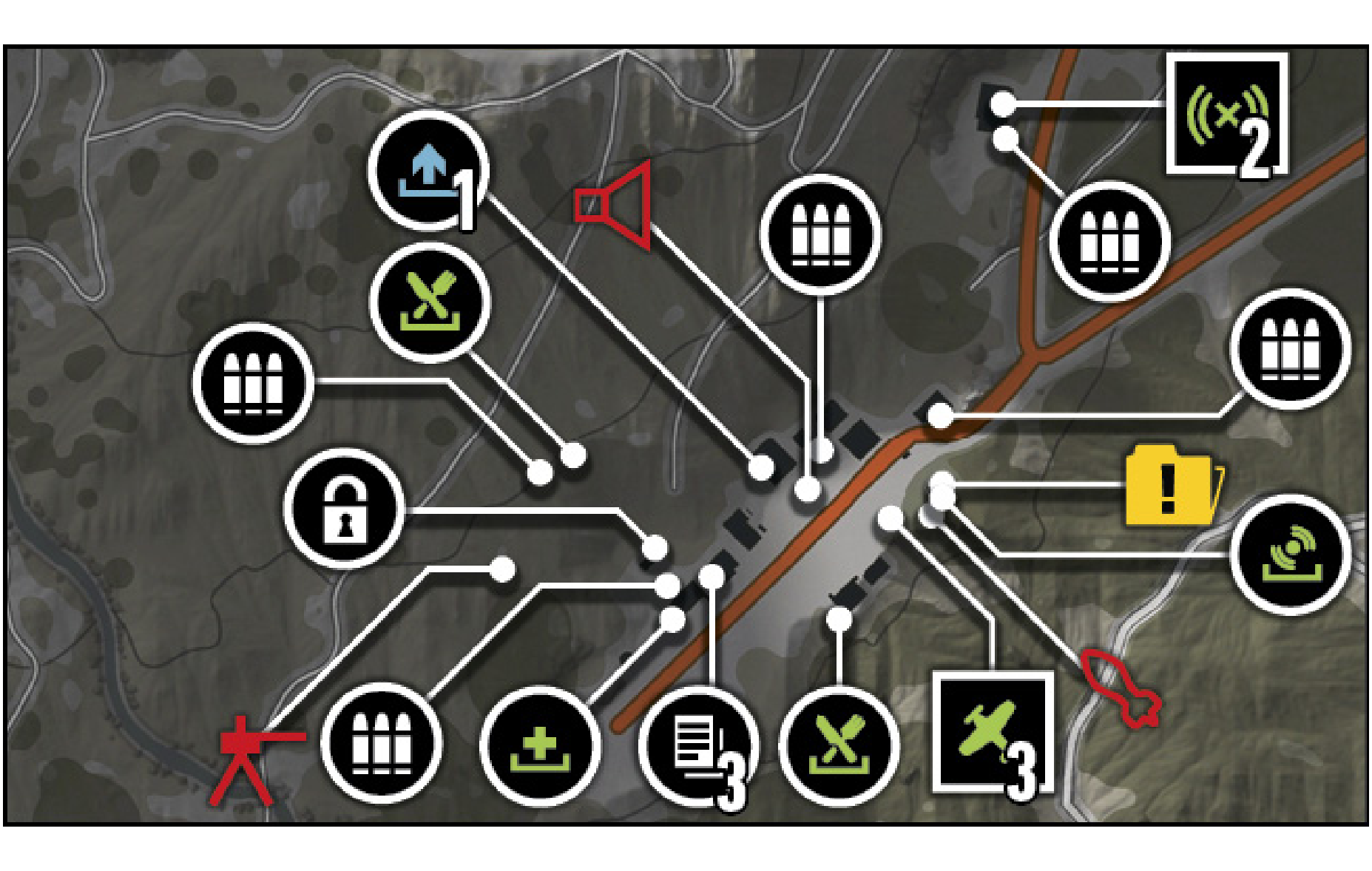
BUCHONE CHAPEL AND OUTPOST

La Santera's chapel and its protection.



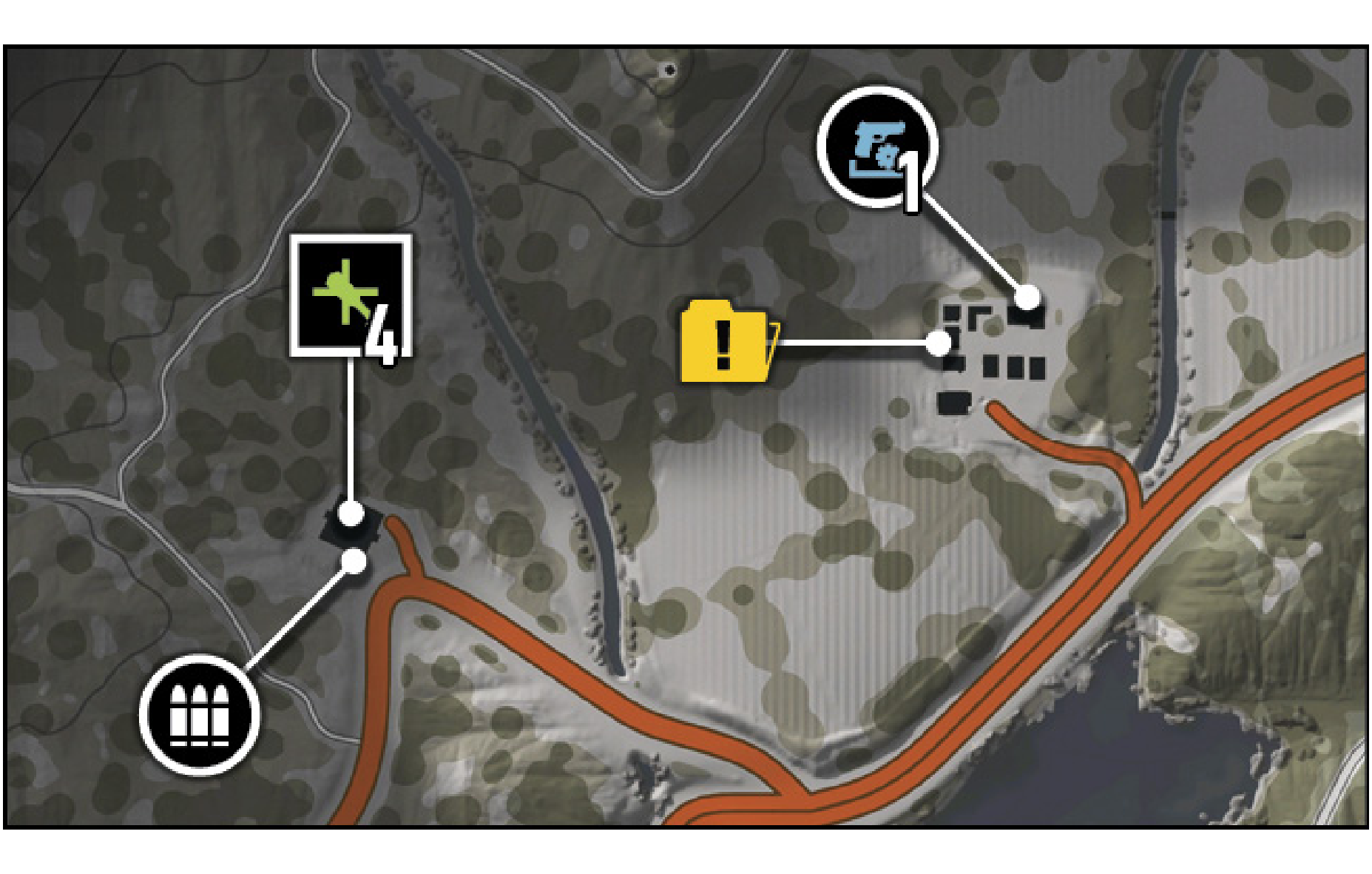
ALTA GRACIA MINE AND OUTPOST

A century-old gold mine exploited by Monte Oro.



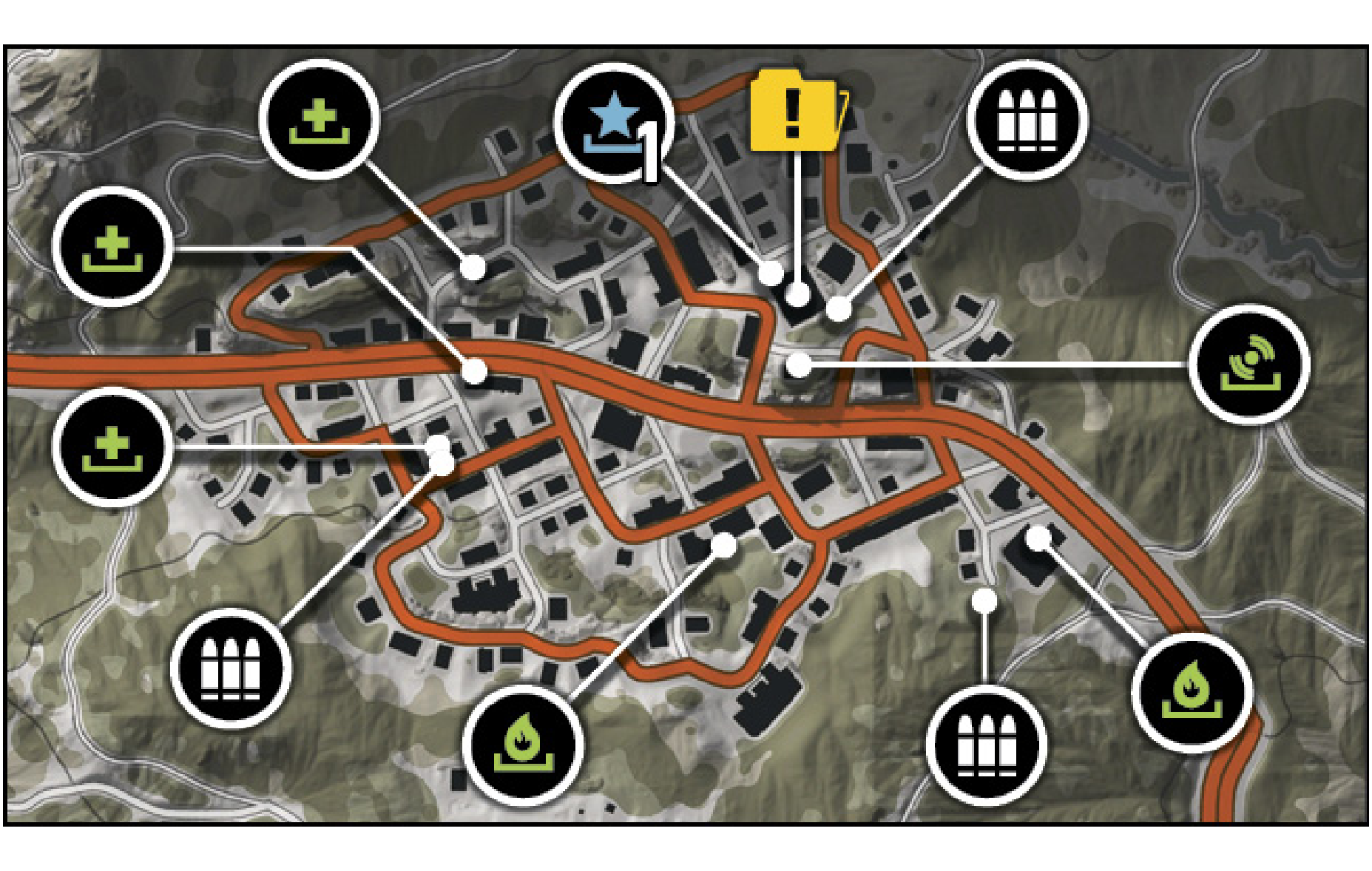
EXPERIMENTAL FARM 03

The cartel tests new coca-farming techniques here.



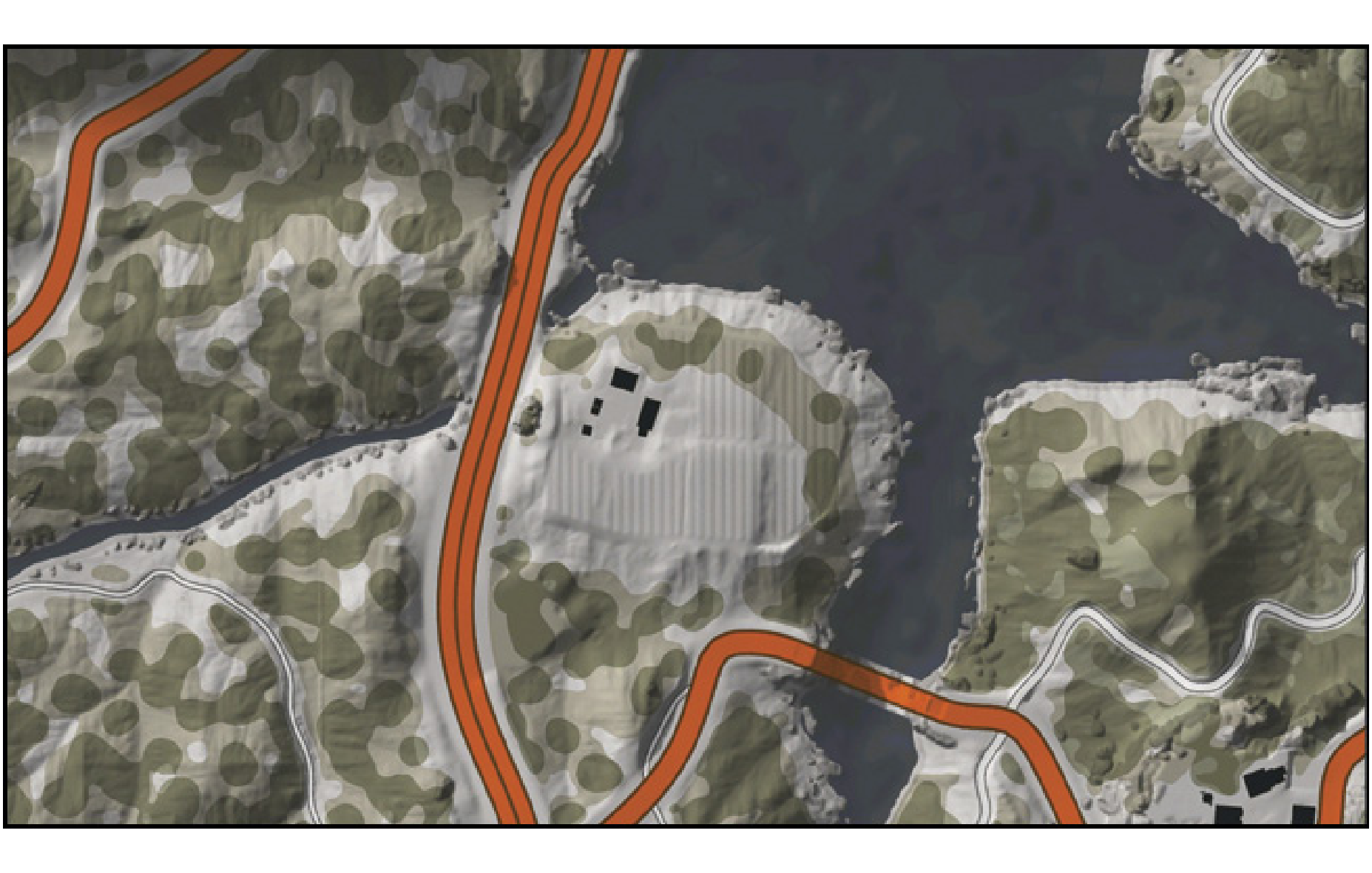
ALTA GRACIA TOWN

Formerly a gold mining town, now a pilgrimage town.



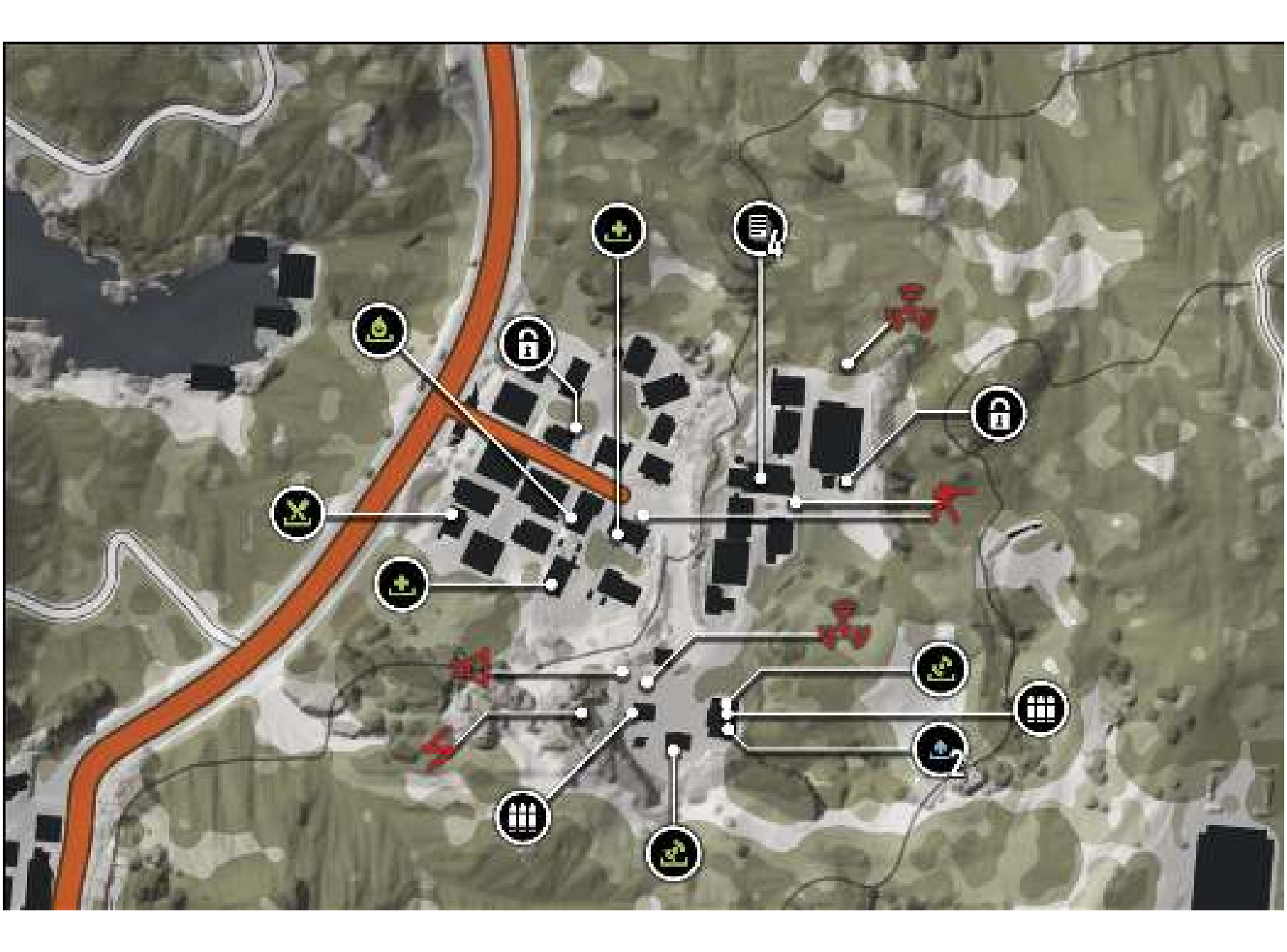
LAJOSA FARM

A traditional cocalero's family farm.



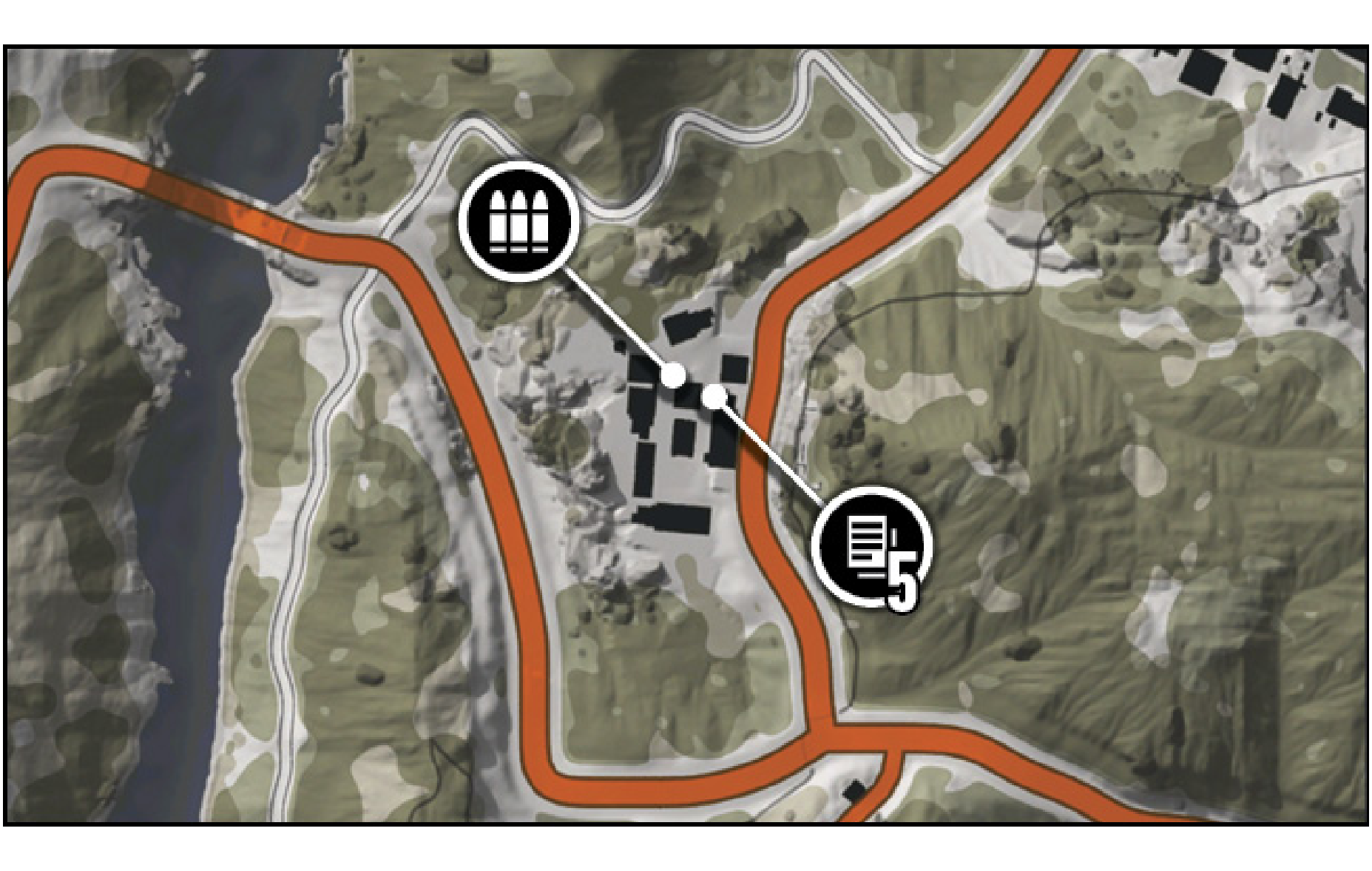
ESPIRITU SANTO BASE

The center of cartel power in Espiritu Santo.



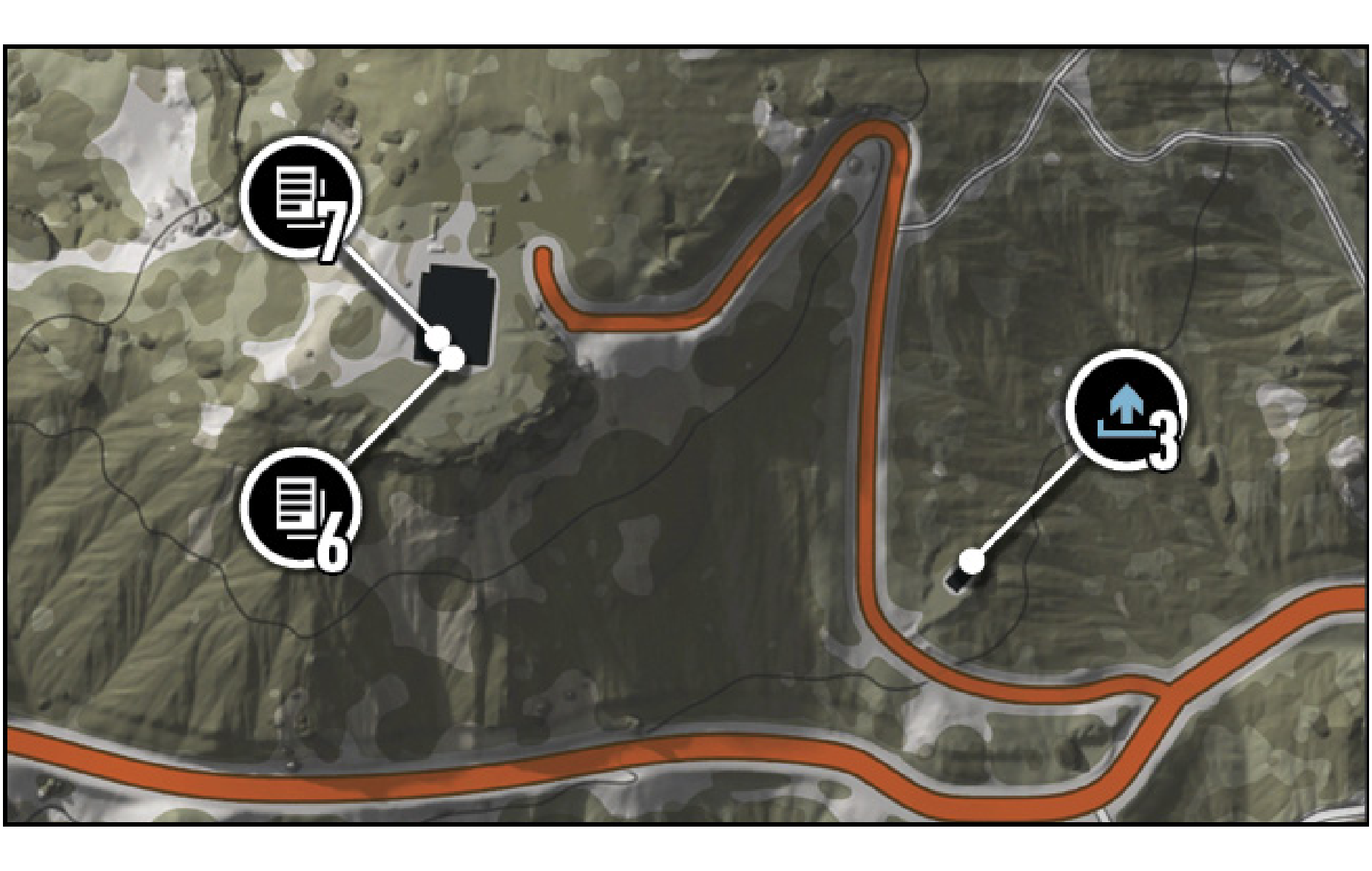
PILGRIM HOUSE WEST

Housing for foreign Santa Muerte pilgrims.



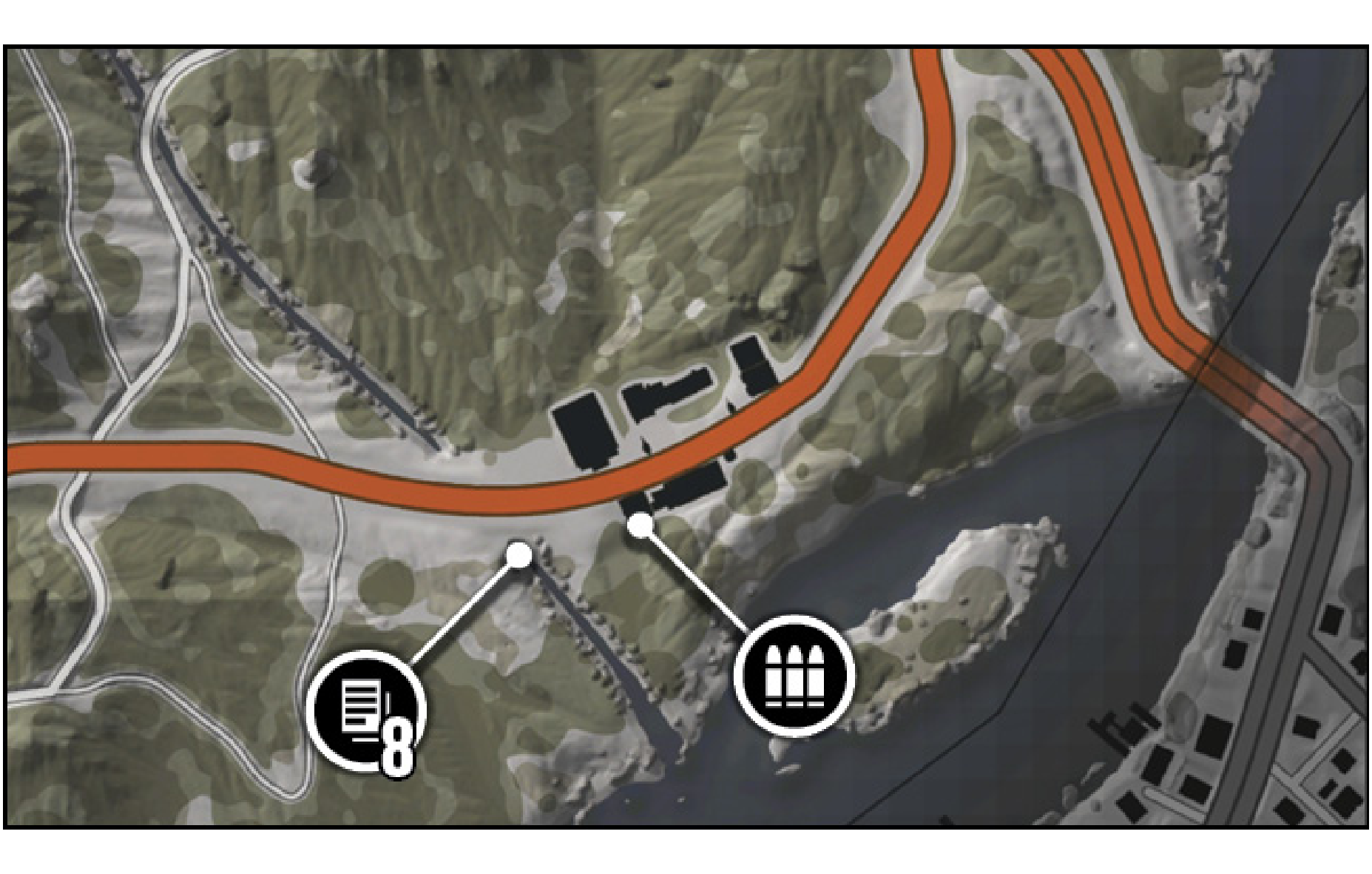
SANTA MUERTE SANCTUARY AND THE SHRINE OF TRUTH

The holiest place of Santa Muerte. Praying at the Shrine of Truth protects you from slander.



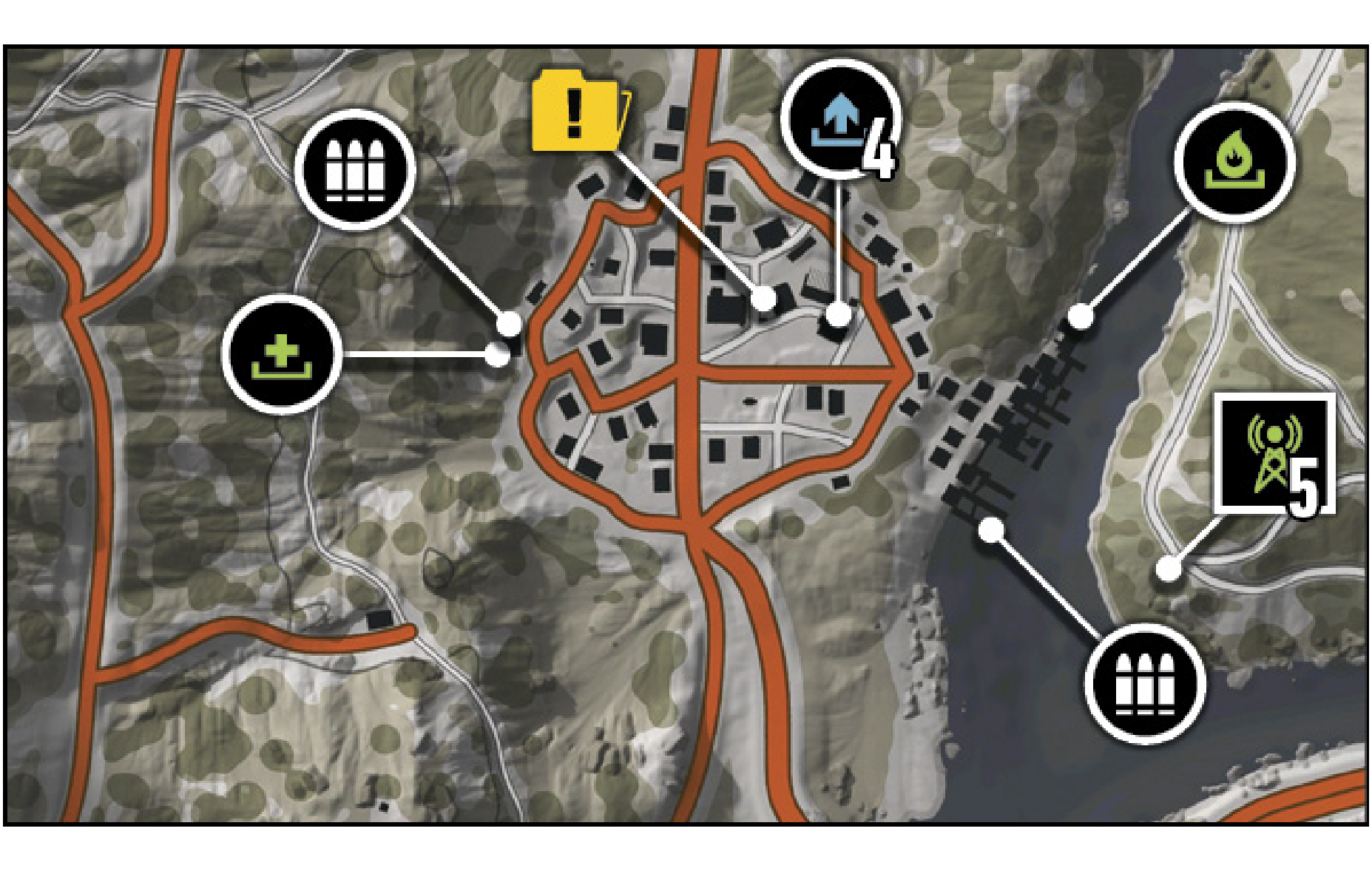
PILGRIM HOUSE EAST

Foreign Santa Muerte pilgrims housing.



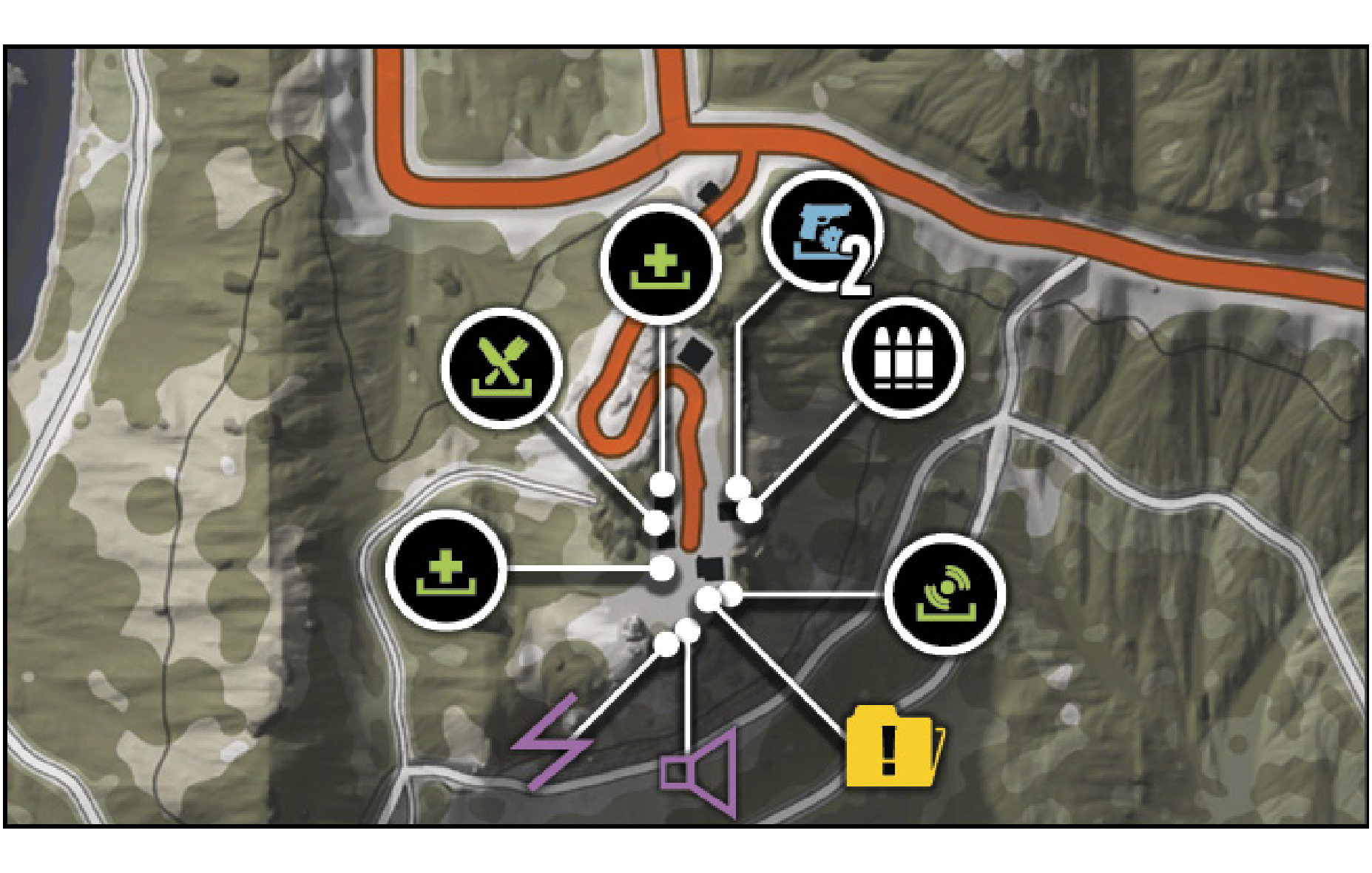
GUARI VILLAGE

A fishing village occupied by the cartel.



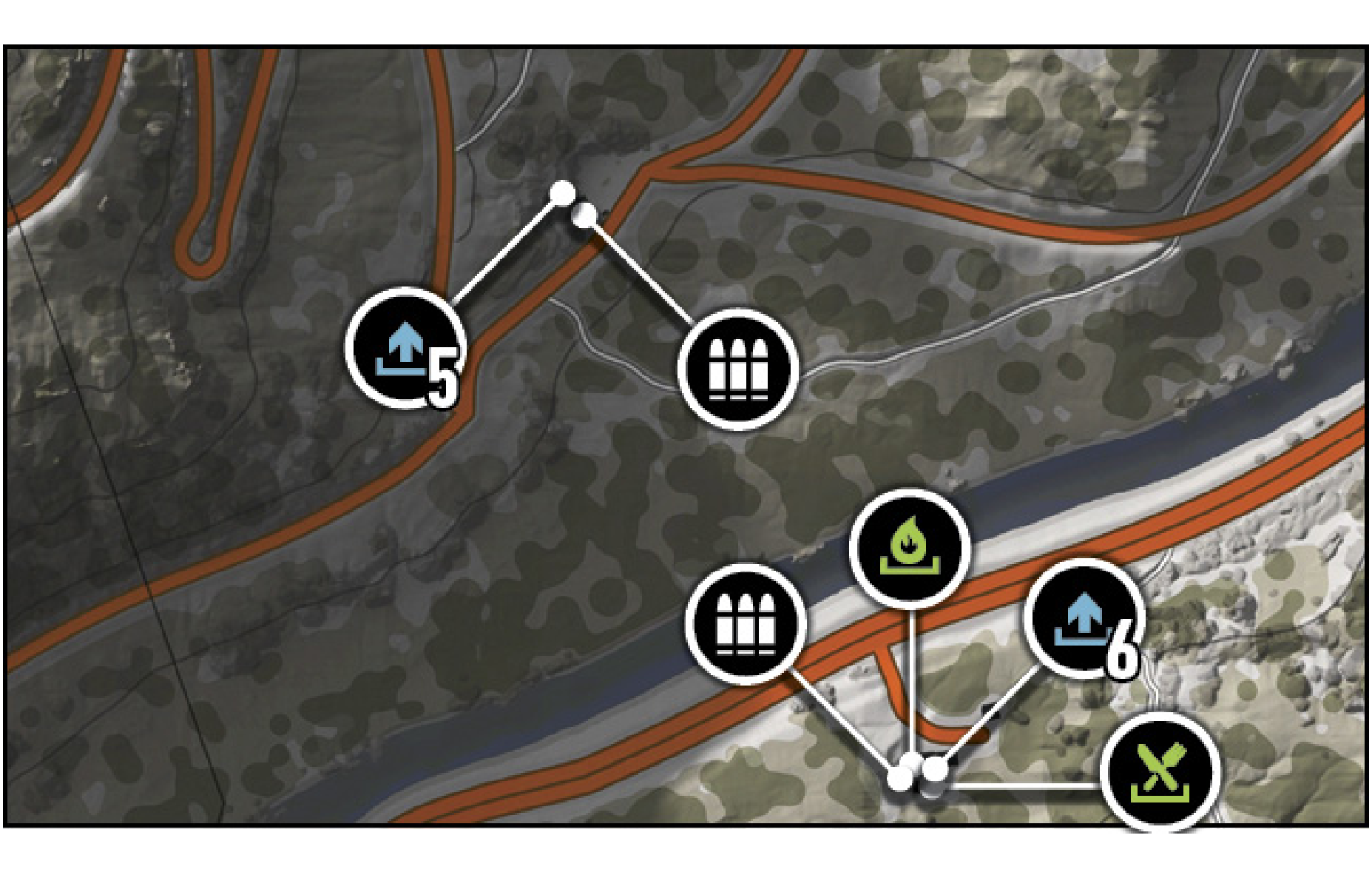
UNIDAD OBSERVATION POST NORTH

Controlling and identifying the pilgrims.



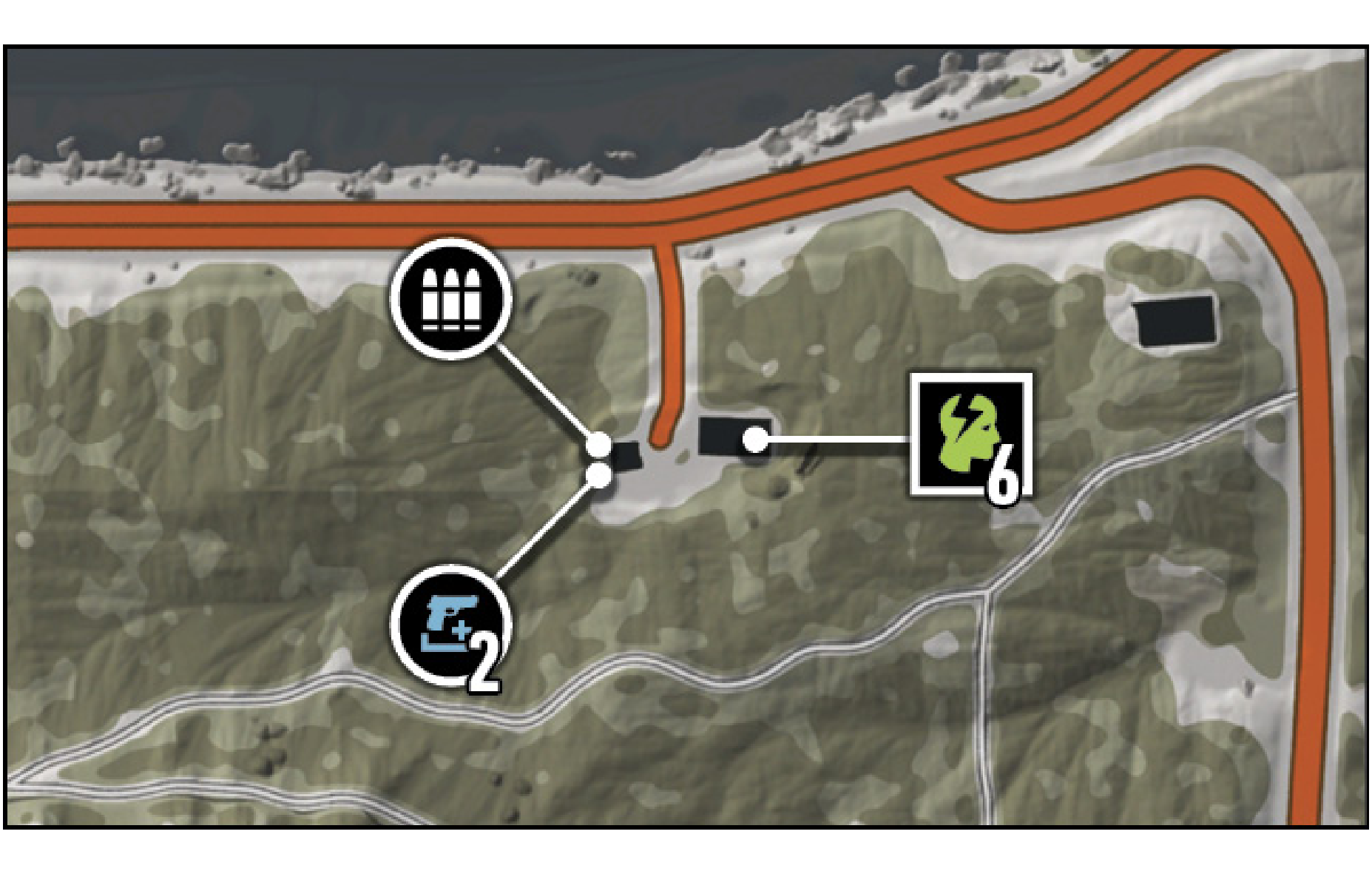
GUARI MINE AND COCA WAREHOUSE

A dangerous gold mine exploited by Monte Oro and a warehouse where the cartel stores coca leaves.



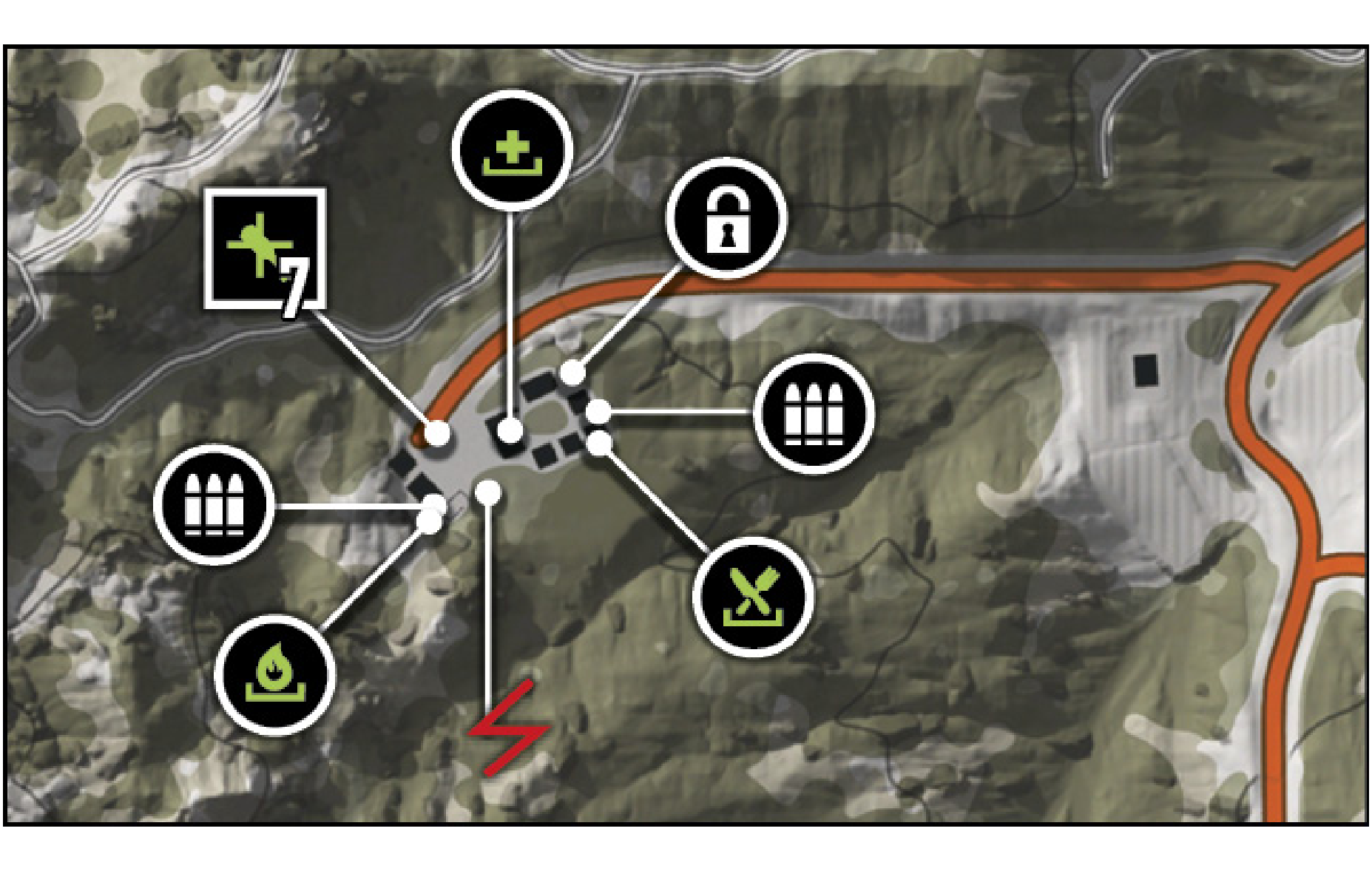
LOS HUMILDES PEREGRINOS

Foreign Santa Muerte pilgrims housing.



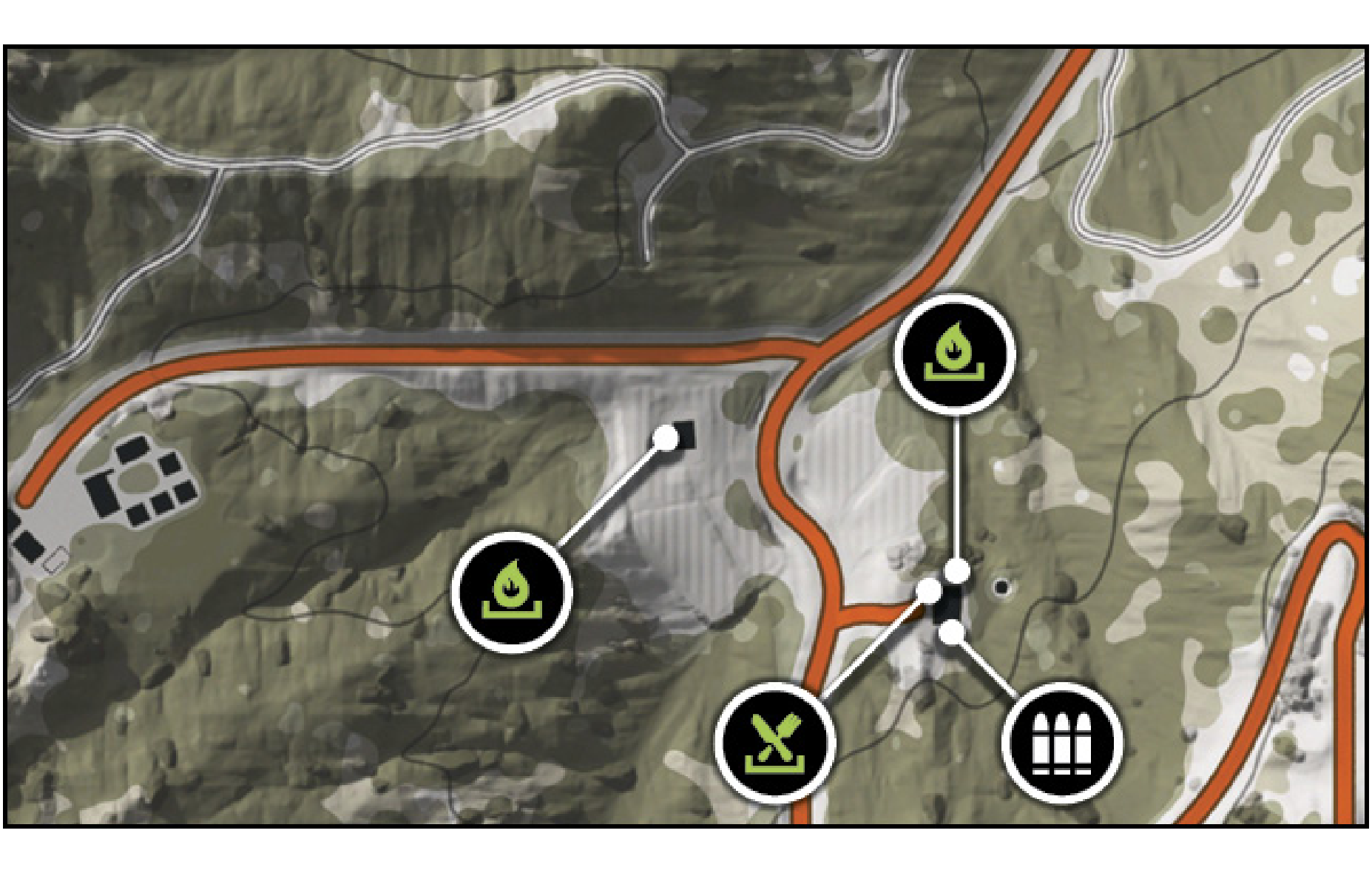
OUTPOST AT MISKI FARM

Protects the coca fields from rebel raids.



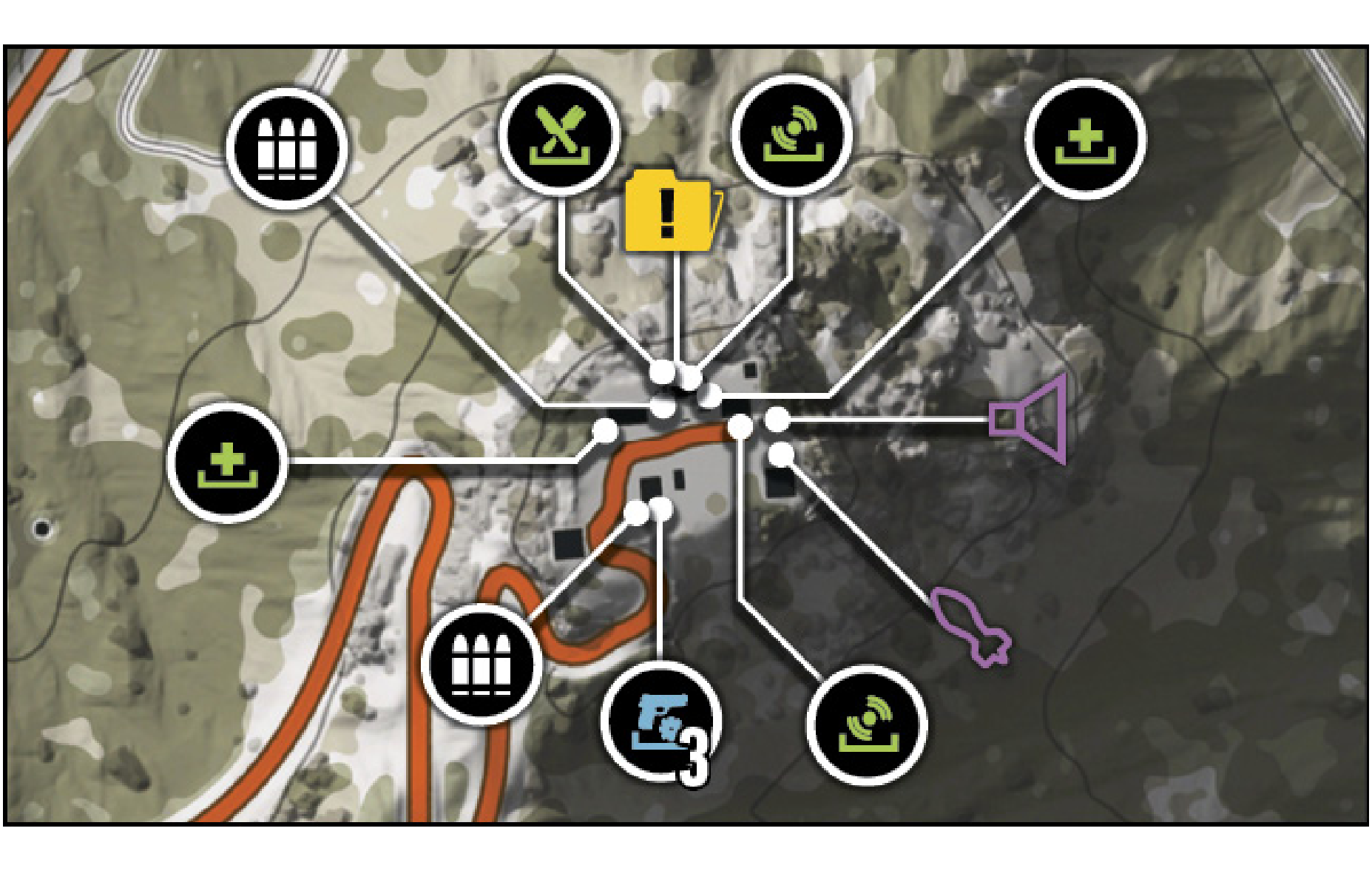
MISKI FARM, SECURE BARN, AND THE SHRINE OF PURITY

A traditional cocalero's family farm with a barn that stores the cartel's dried coca leaves. Praying at the Shrine of Purity protects you from poison.



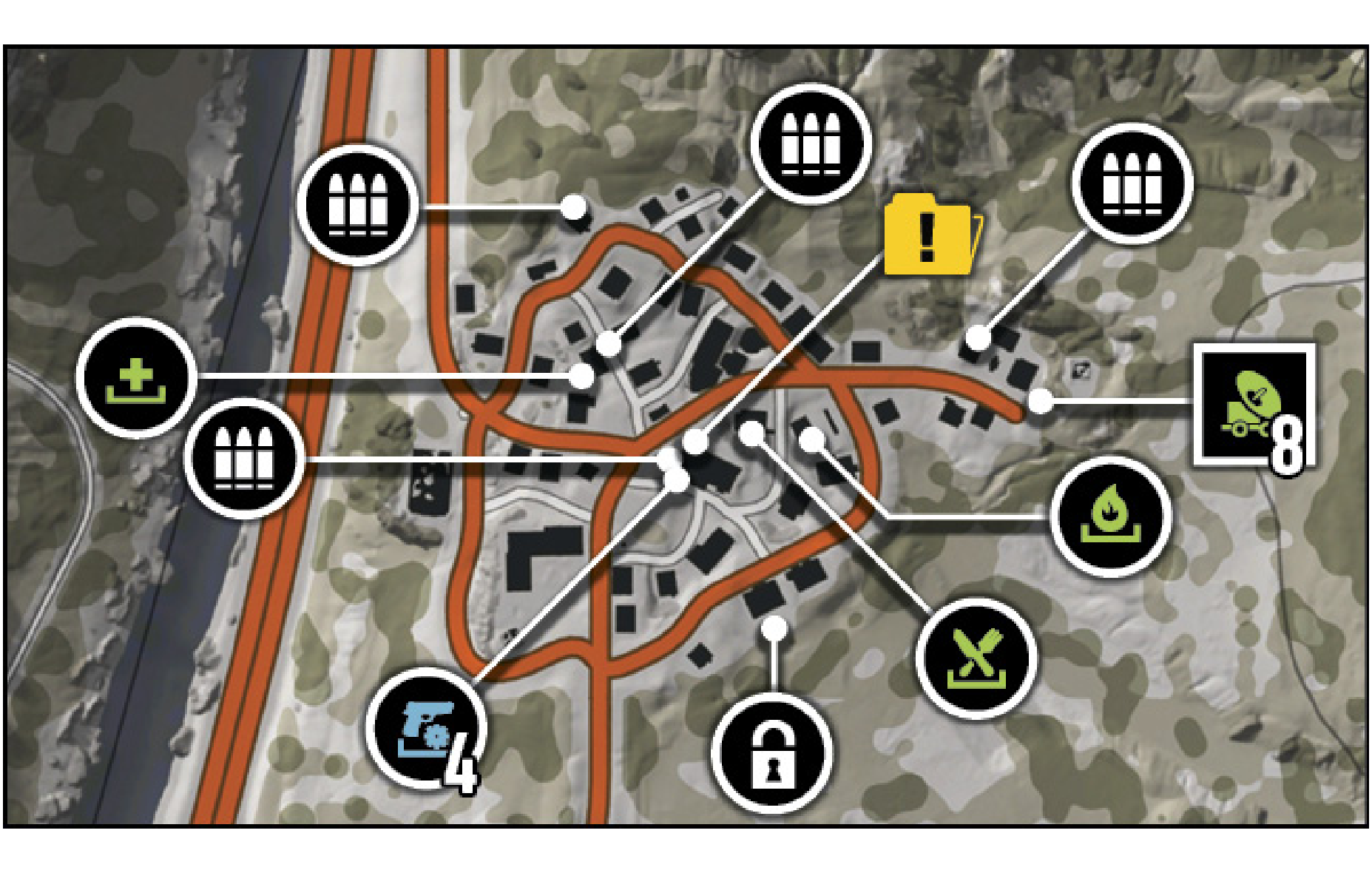
UNIDAD OBSERVATION POST SOUTH

Oversees cartel activities in Espiritu Santo.



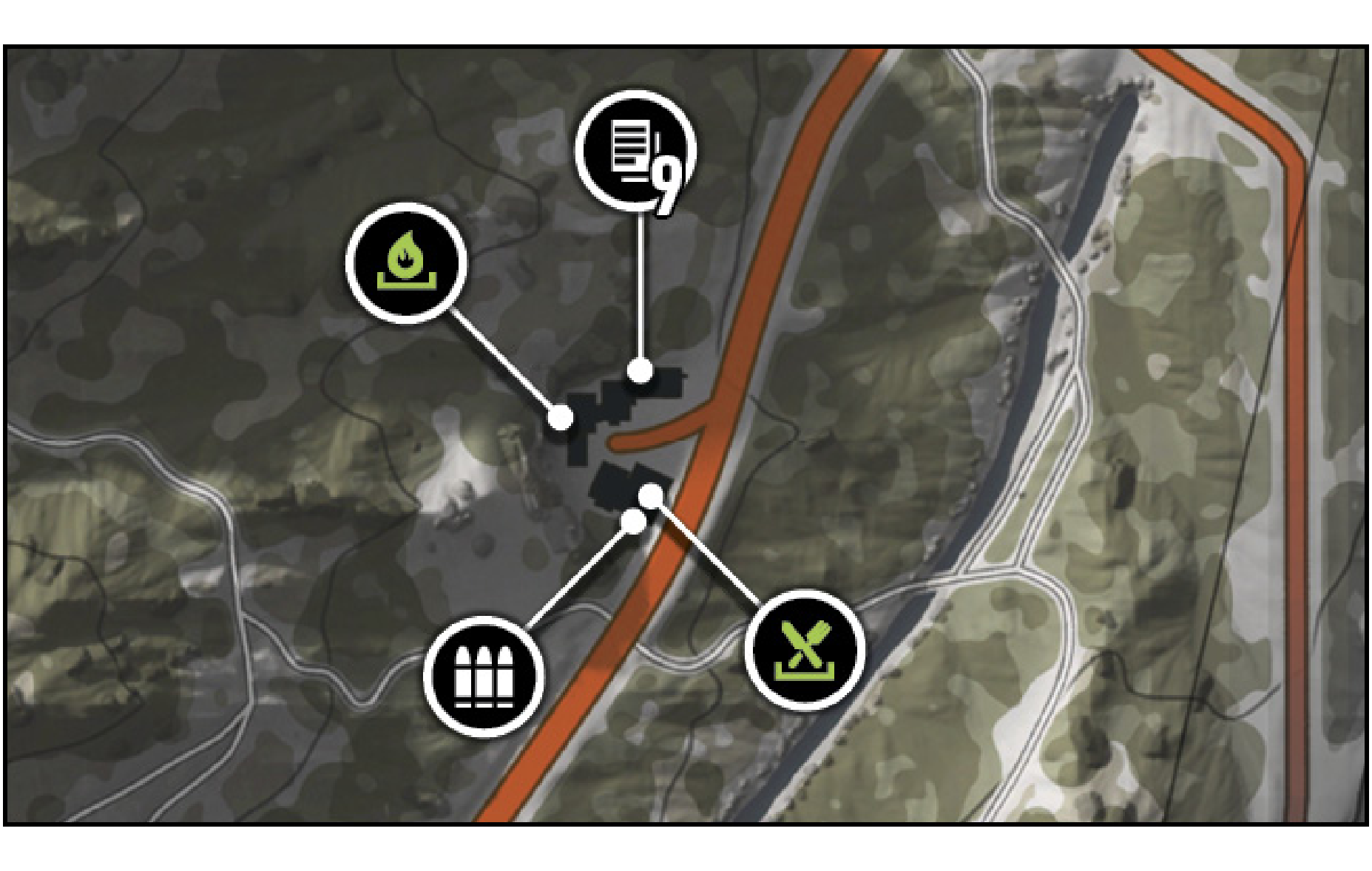
BAHIA FLORESTA VILLAGE

A cocaleros village, now occupied by the cartel.



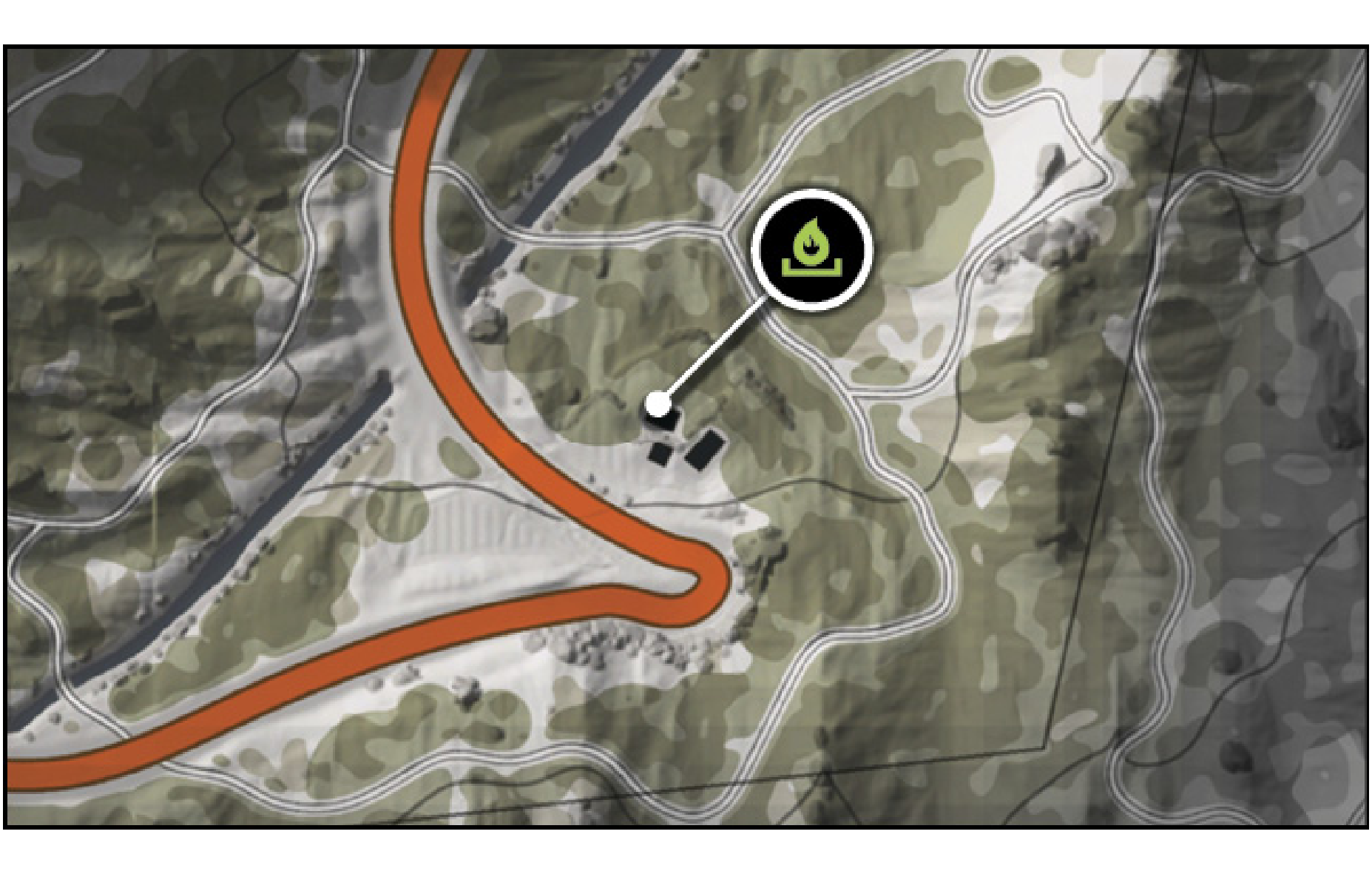
SOUTH OUTPOST

Protects the coca fields from rebel raids.



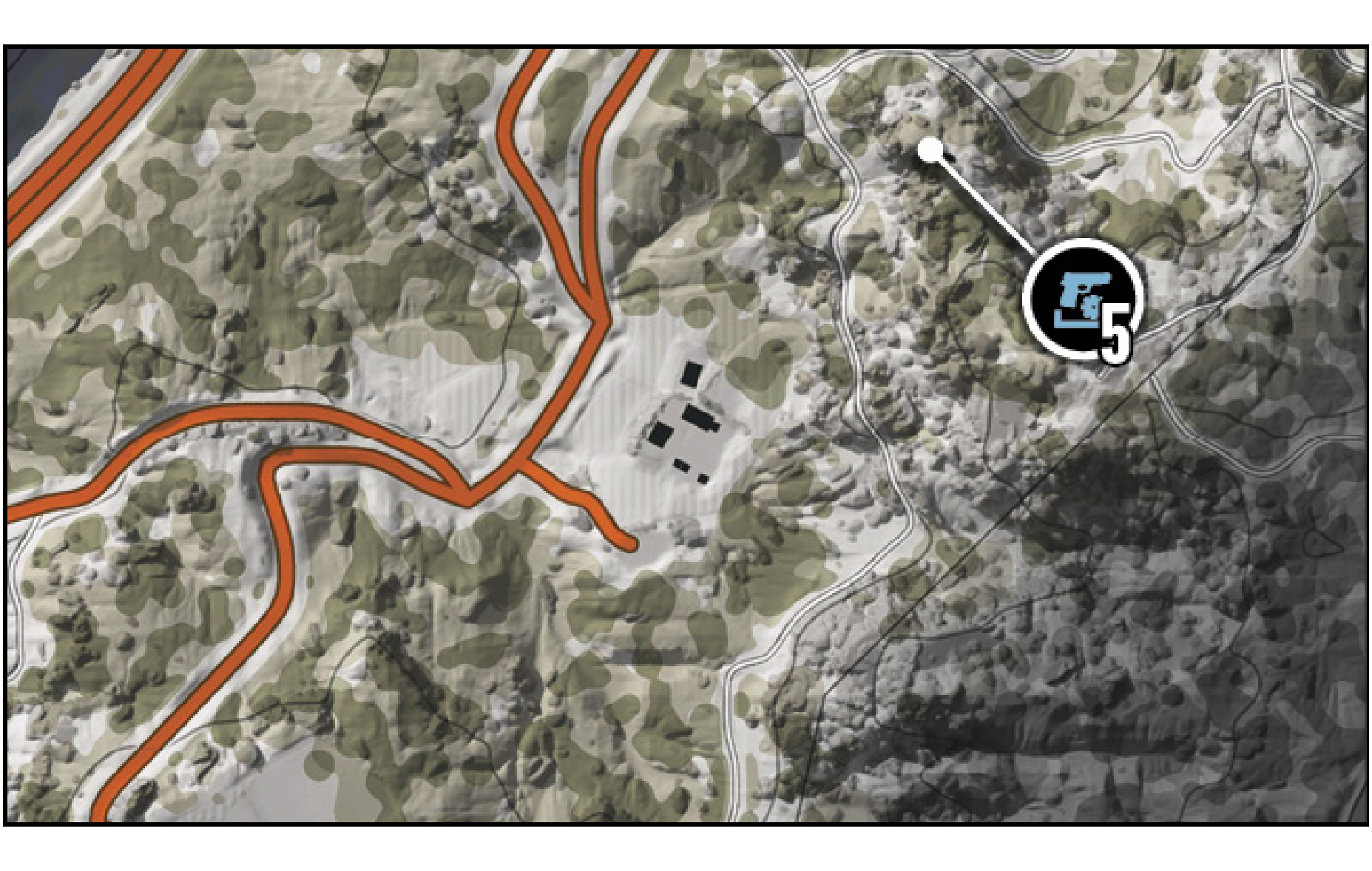
HUANCA FARM

A traditional cocalero's family farm.



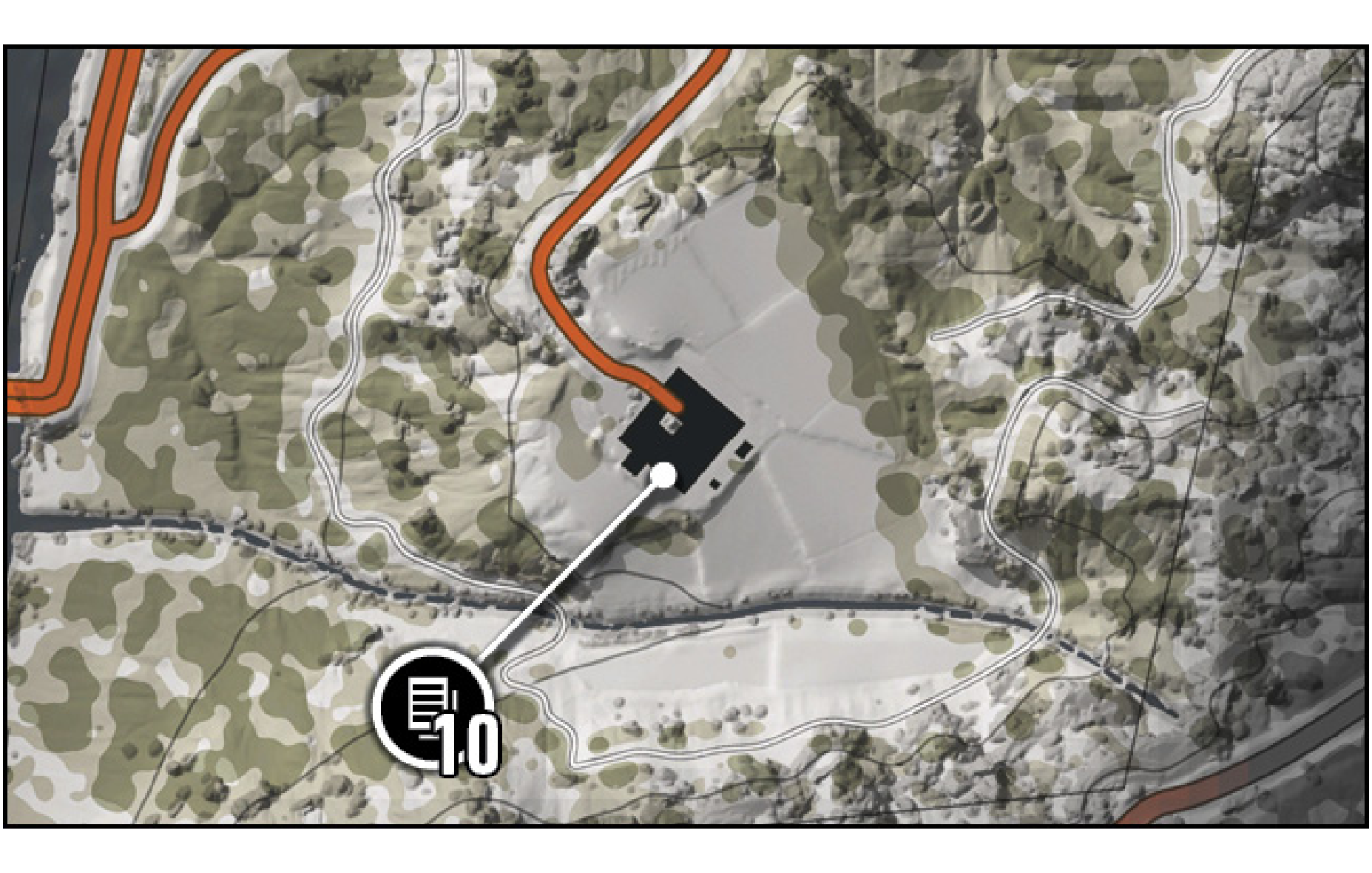
HUAYANI FARM AND THE SHRINE OF LOYALTY

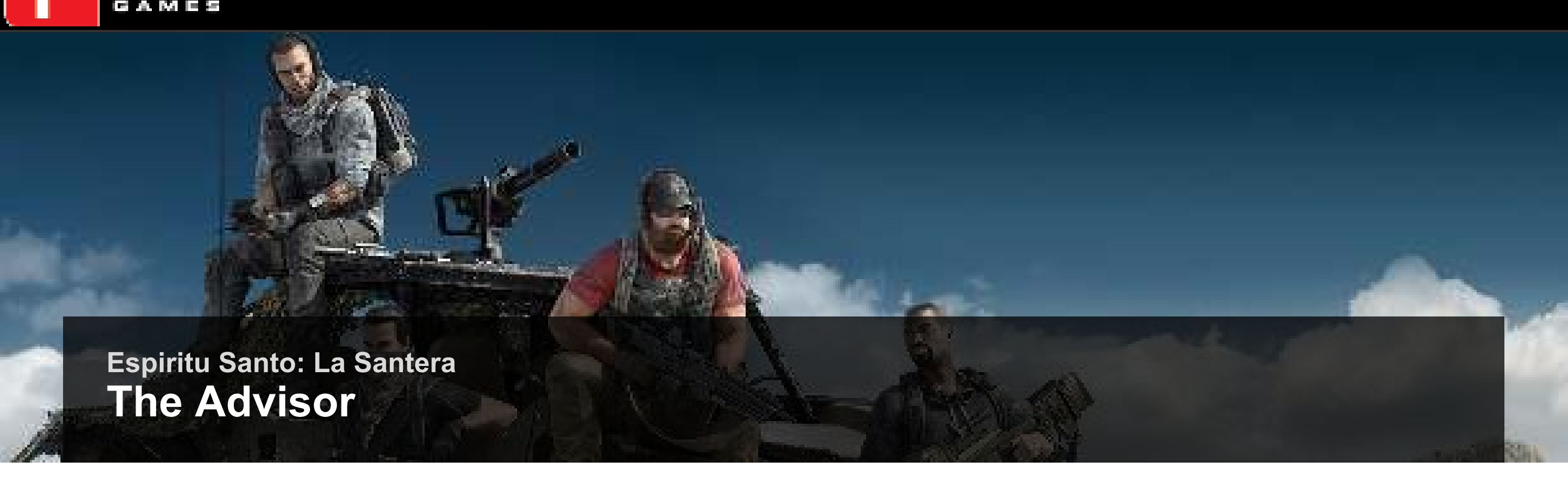
A traditional cocalero's family farm. Praying at the Shrine of Loyalty protects you from betrayal.



BUCHON HOUSE

The hacienda of El Yayo.





Espiritu Santo: La Santera

The Advisor

OBJECTIVES

- **Locate the Santa Muerte Sanctuary**
- **Kill the advisor**

LOCATIONS

- **Santa Muerte Sanctuary**

REWARDS

- **+ 1,000 XP**

BRIEF

Esteban Ibarra is La Santera's advisor and the cartel's chief point of contact with the cult. He regularly delivers sermons to the faithful from a sanctuary in Espiritu Santo. Go to the sanctuary, find Ibarra, and kill him.

MISSION ACCESS

Acquire Major Intel in Espiritu Santo Province to access this mission. You can also unlock this mission by proximity.

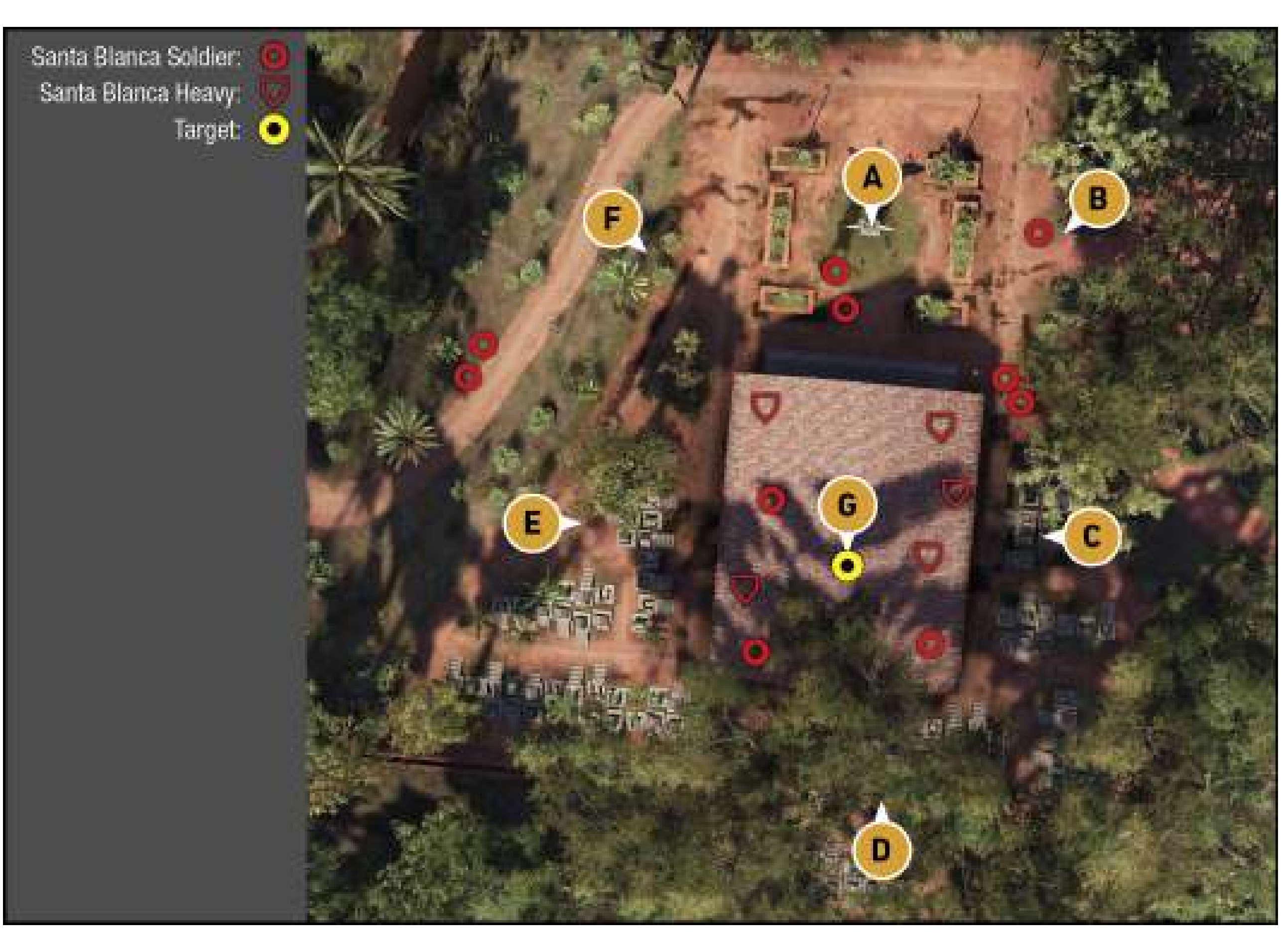
SANTA MURDER SANCTUARY

Mid way between Rally Points Delta and Alpha, in the northeastern jungle of this province, is a small chapel where La Santera's advisor is rousing some rabble. The place is well-guarded, but consists of only one structure, the church itself. Be aware of additional foes to the northwest, down the hill at the Espiritu Santo Base (you storm this during Main Mission: La Santera); keep the bloodshed to the hilltop to the southeast.

CAUTION: ARMORED CARTEL AHEAD

There's between 14 and 16 foes in the immediate vicinity of your target, the preacher inside the church. Of greater concern are that six of them are armored and carrying machineguns, which can really cramp your style. Make these a priority target, if you're in the business of clearing the entire hotspot of hostiles.

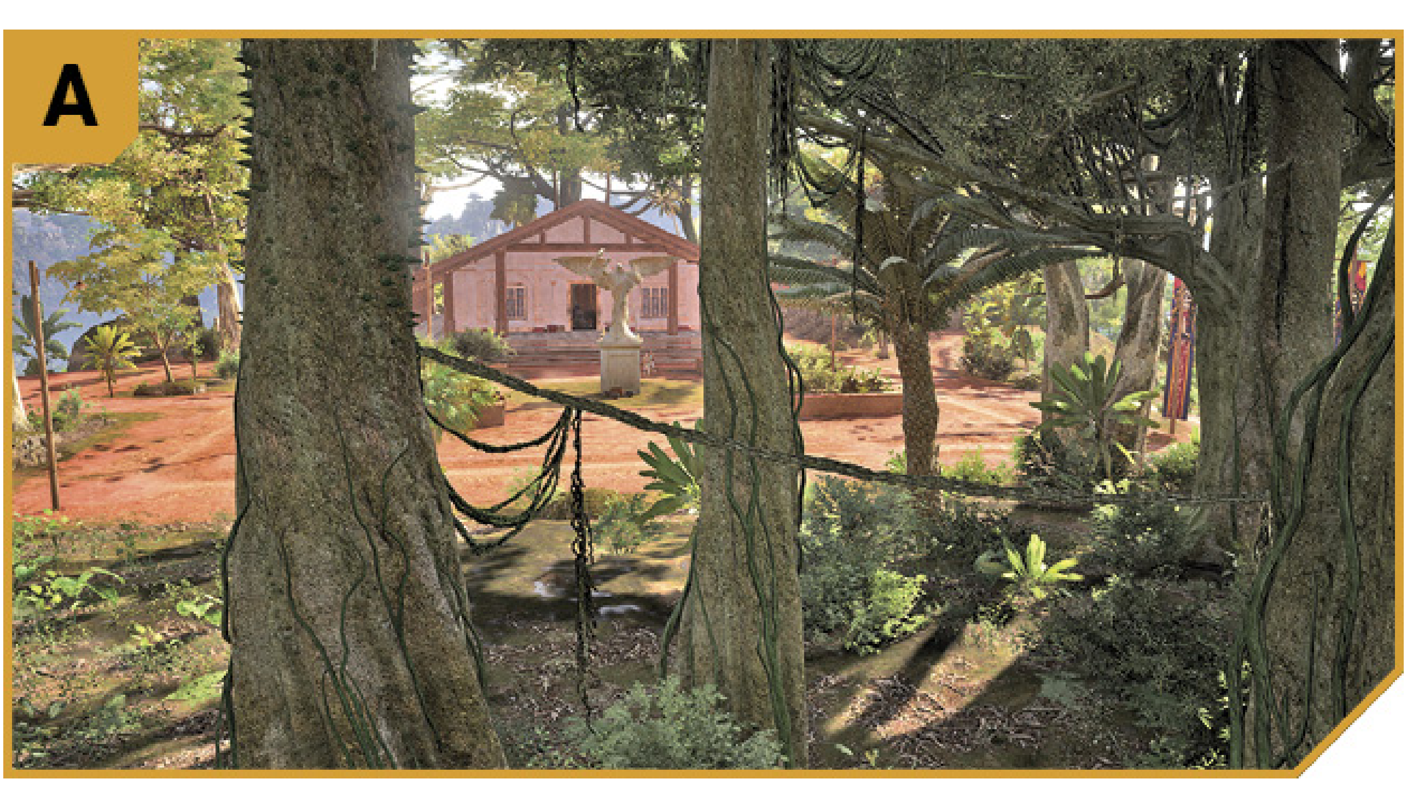
SANTA MUERTE SANCTUARY: RECON



TACMAP

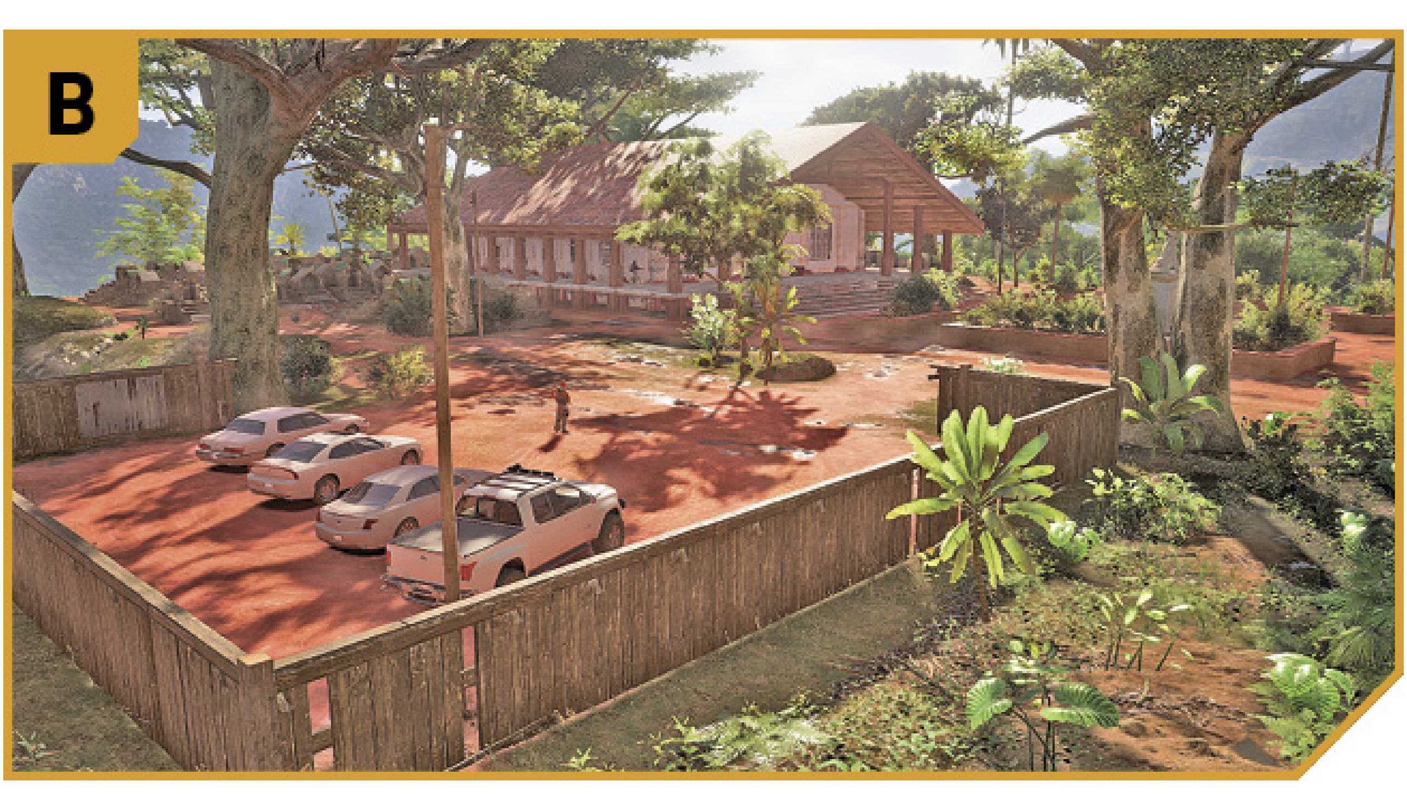
This hilltop chapel is surrounded by jungle, and is a relatively flat plateau. The area is porous (the wooden fencing is easily leapt over or run around, making it only useful as cover), and aside from the gravestones, there are few other hiding spots. You need to balance when to take the life of the advisor against taking on over a dozen foes at once, with many of them heavily-armed. Note the main downhill road to the east, where the advisor can escape if you let him. There's a second, more indistinct trail to the west, which leads to the Espiritu Santo Base; it's best to stay away from there as that only leads to further fighting.

NORTH: BUTTRESS TREES AND JUNGLE



This is a good spot to send up a drone, and start any type of assault you wish. You can carefully set up a single sniper shot to take out the advisor at the far end of the chapel interior, then mow down any foes or retreat back into the jungle. Or, you can remove threats silently in the front area where the statue is, to take care of as many enemies as you can before they realize an attack is under way. The low brick planters make good cover, allowing you to lob in flashbangs, smoke, or more lethal grenades into the chapel.

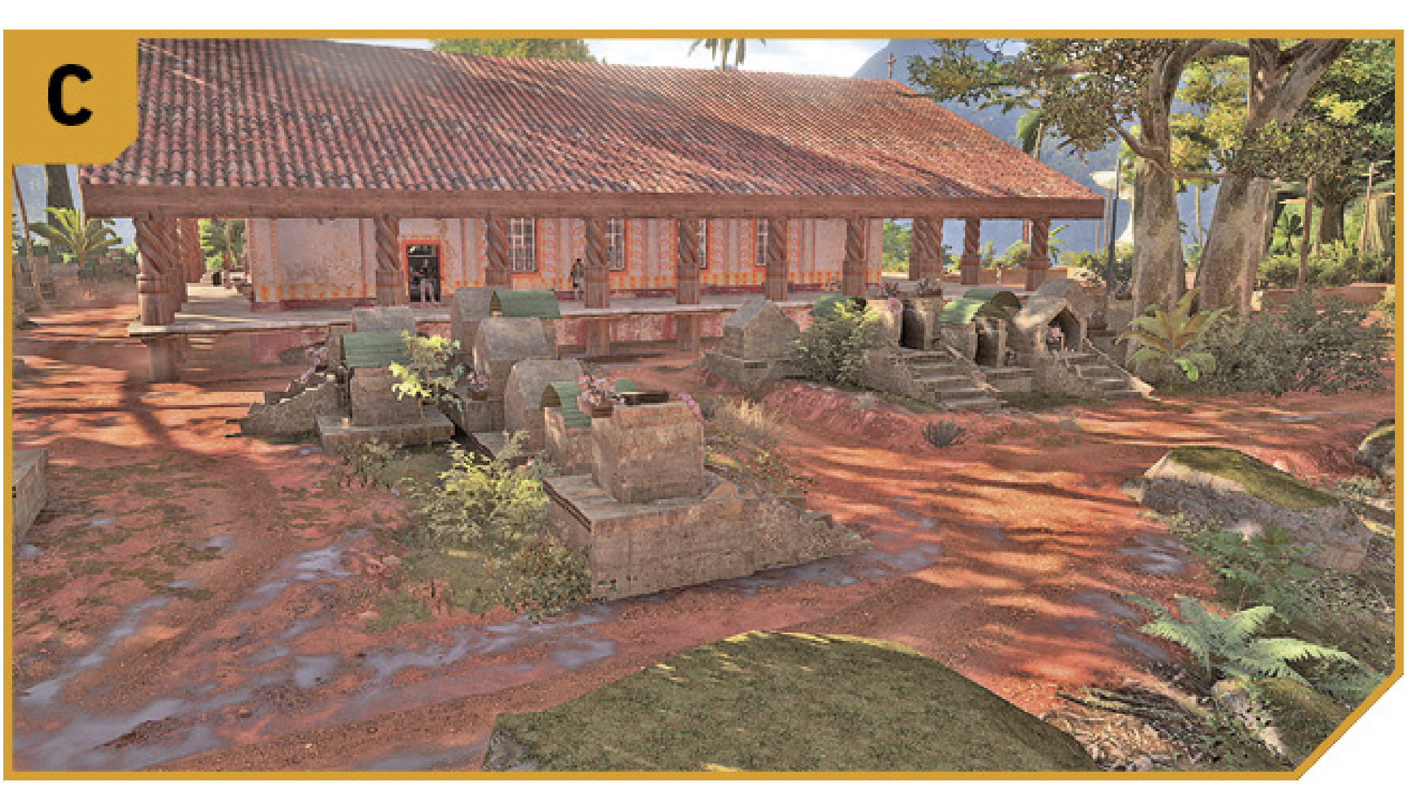
NORTHEAST: PARKING



There's usually a foe wandering the parking lot where four vehicles are, and another two patrolling this side of the church. Hop over the fence, use the vehicles and fence to hide behind, and drop these enemies before an assault begins in force. Or, wait here and tag the advisor when he tries to flee (he usually heads out of the doorway on the east side of the chapel, which you have a good visual on). If combat becomes too problematic, hop behind the fence again.

One of the best plans is to sabotage all of the vehicles parked in the lot with a mine and/or C4, as the advisor, when spooked, takes one and drives off. Not if it explodes, however!

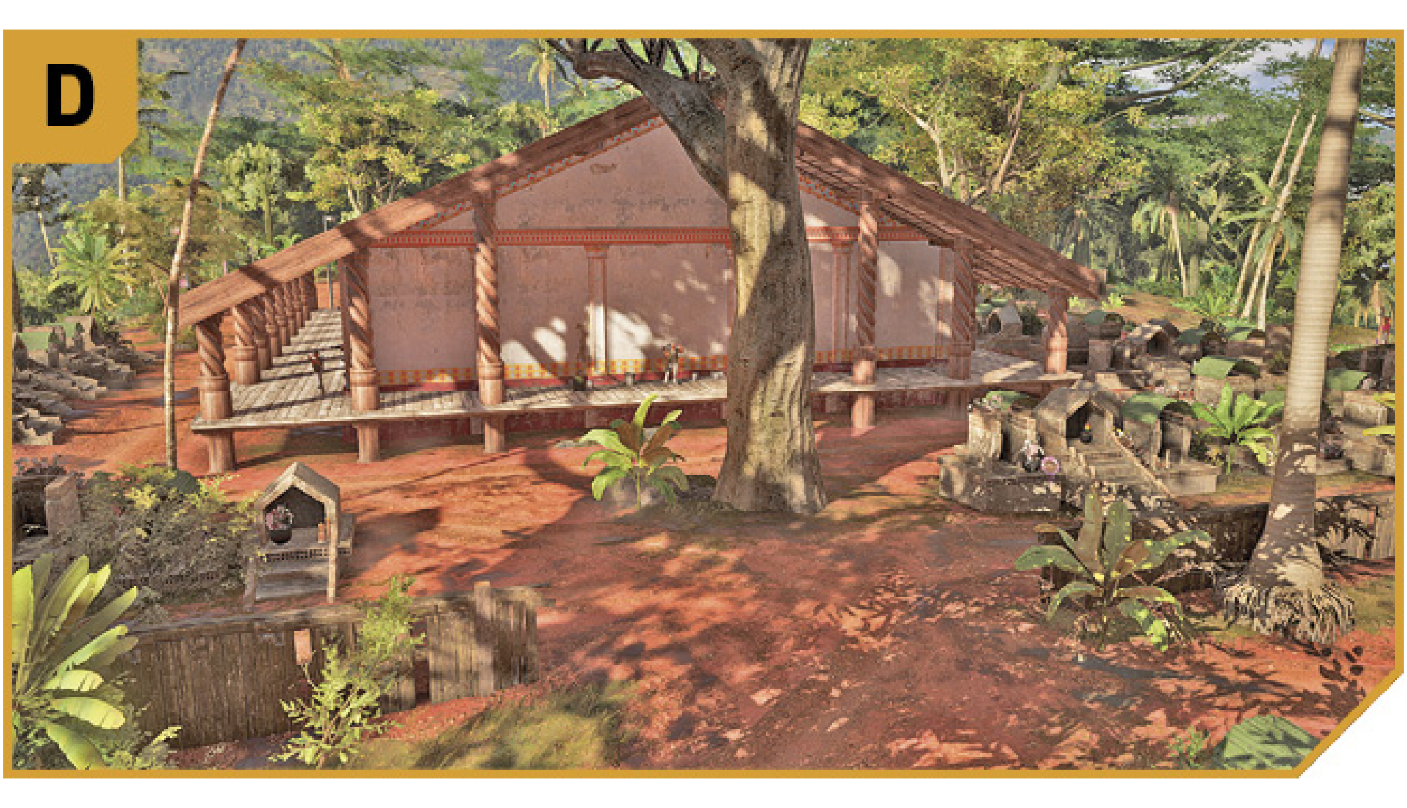
EAST: MAIN ROAD AND GRAVEYARD SNIPING



This is the main road into and out of the mission area, and you should park farther down the hill, then scramble up and use the graveyard as cover. With patience and minute readjustments, you have the capability to fire directly at the target with a sniper rifle from the gravestones. There's also a possibility of tagging the target through a window, too. This is prior to anyone spotting you, as the target usually flees.

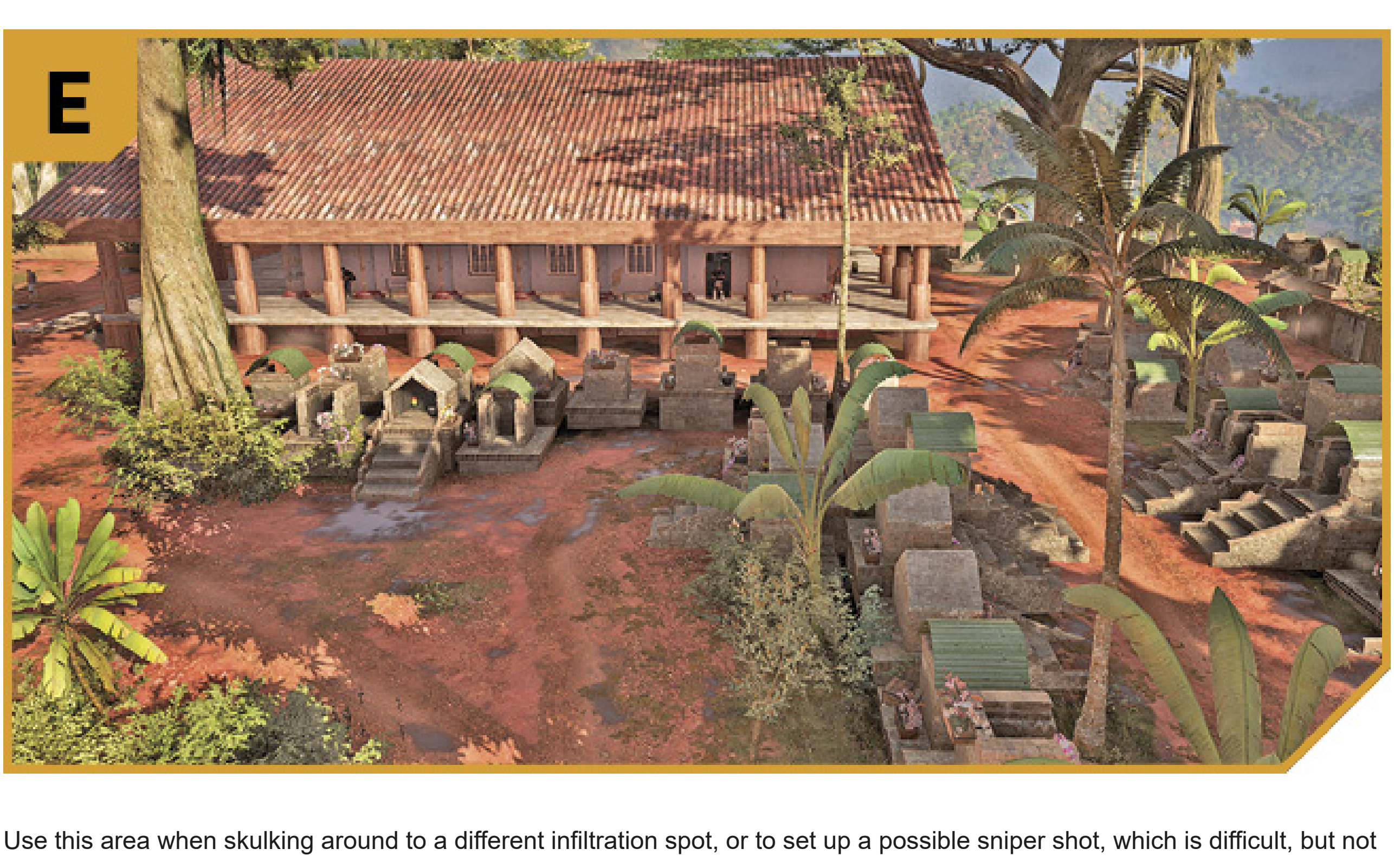
It's worth placing mines at the main road entrance, to stop the advisor from getting too far if you let him escape. Just make sure your own vehicles don't drive over these explosives!

SOUTH: GRAVEYARD AND PERIMETER FENCE



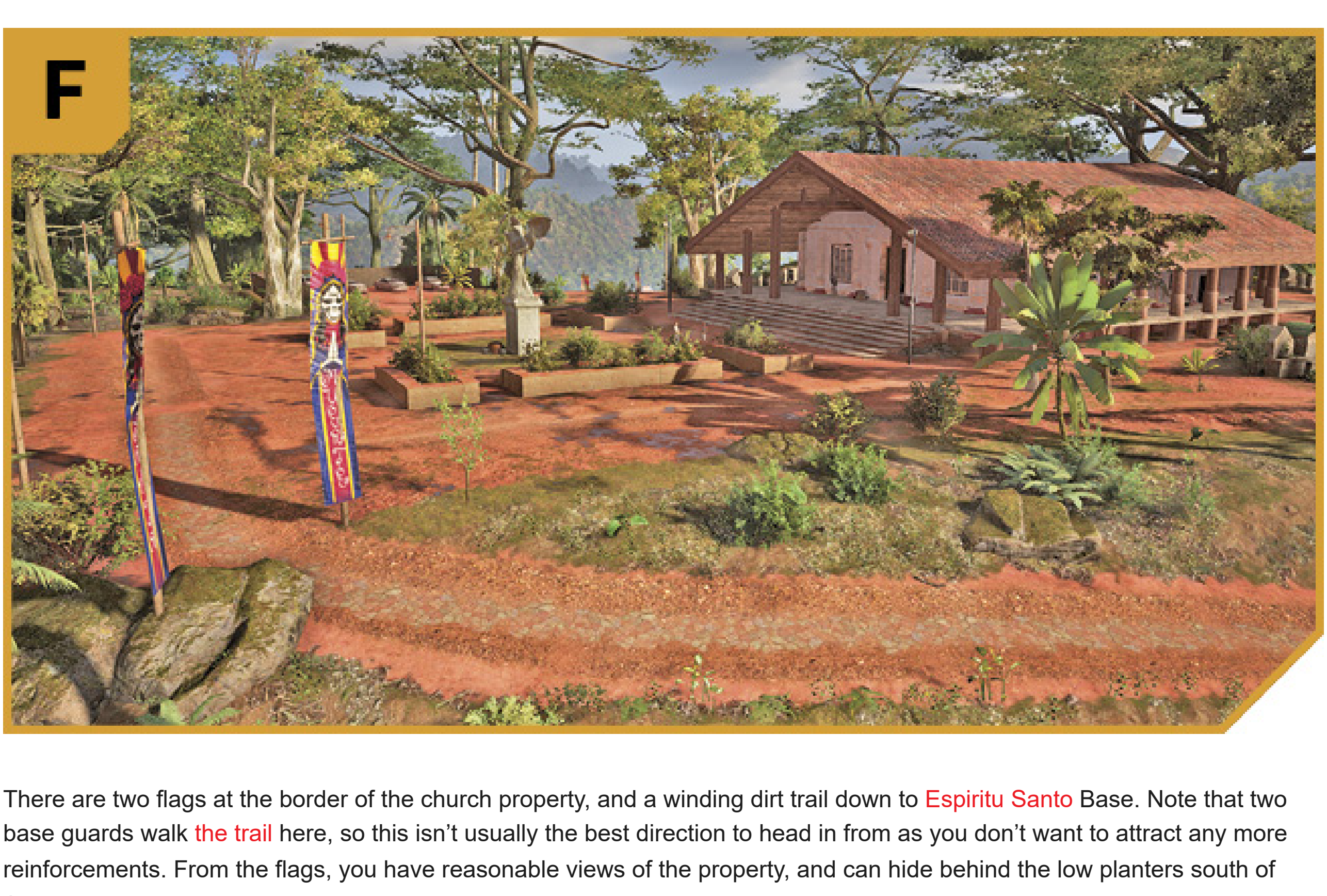
If you're going to be assaulting the chapel from any direction, this is it. It has the least amount of clearing, and fewest foes guarding it, allowing you to split your team and storm both rear (southeast and southwest) doorways into the chapel, with guns blazing and flashbangs thrown. Otherwise, the graves and fencing are useful as cover.

WEST: GRAVEYARD SNIPING



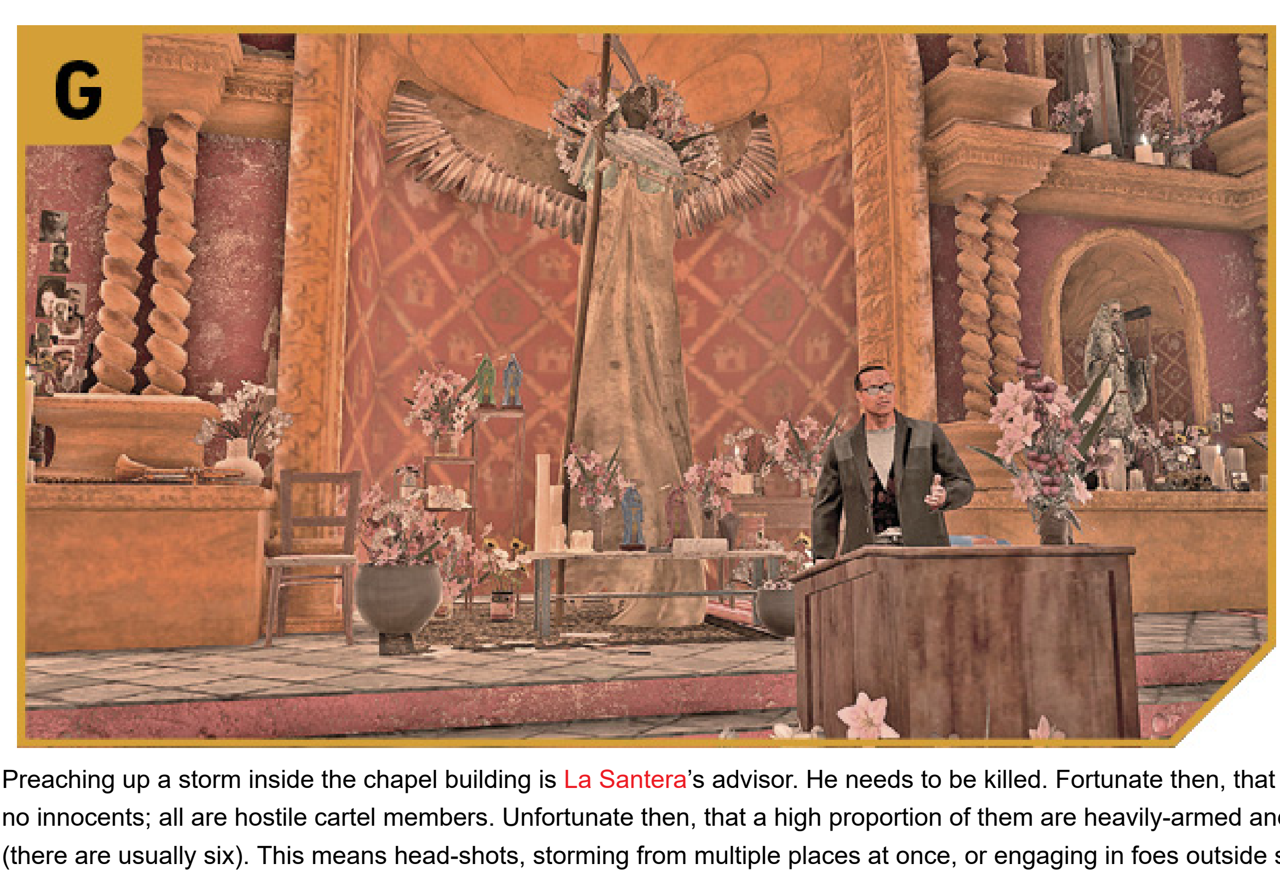
Use this area when skulking around to a different infiltration spot, or to set up a possible sniper shot, which is difficult, but not impossible, as you can just about get a direct line-of-sight to the target prior to the enemy realizing where you are. You can elect to storm straight into the rear of the chapel from this point, too. Just be aware of the contingent of heavily-armed troops preparing to stop you.

NORTHWEST: TRAIL ENTRANCE AND FLAGS



There are two flags at the border of the church property, and a winding dirt trail down to Espiritu Santo Base. Note that two base guards walk the trail here, so this isn't usually the best direction to head in from as you don't want to attract any more reinforcements. From the flags, you have reasonable views of the property, and can hide behind the low planters south of A.

TARGET: THE ADVISOR



Preaching up a storm inside the chapel building is La Santera's advisor. He needs to be killed. Fortunate then, that there are no innocents; all are hostile cartel members. Unfortunate then, that a high proportion of them are heavily-armed and armored (there are usually six). This means head-shots, storming from multiple places at once, or engaging in foes outside so the advisor escapes, before following and defeating him away from any protection.

The building itself has a main entrance to the north. To the east and west are windows to shoot through, which are also accessible, and a doorway at the south end of the wall. To the south is an inaccessible wall. With only three doorways, your infiltration options are limited. So try sniping, shooting through windows, or multiple simultaneous storming plans.

SANTA MUERTE SANCTUARY: OTHER TACTICAL ADVICE

SOLO: If you're here for the stealth, just snipe the target from C or E. Then flee in the vehicle you came in, or one you steal from B. If you're here to wipe everyone out, begin at A or B, and remove the foes patrolling the outskirts of the mission area, so only the enemies on the wraparound porch or inside of the chapel remain.

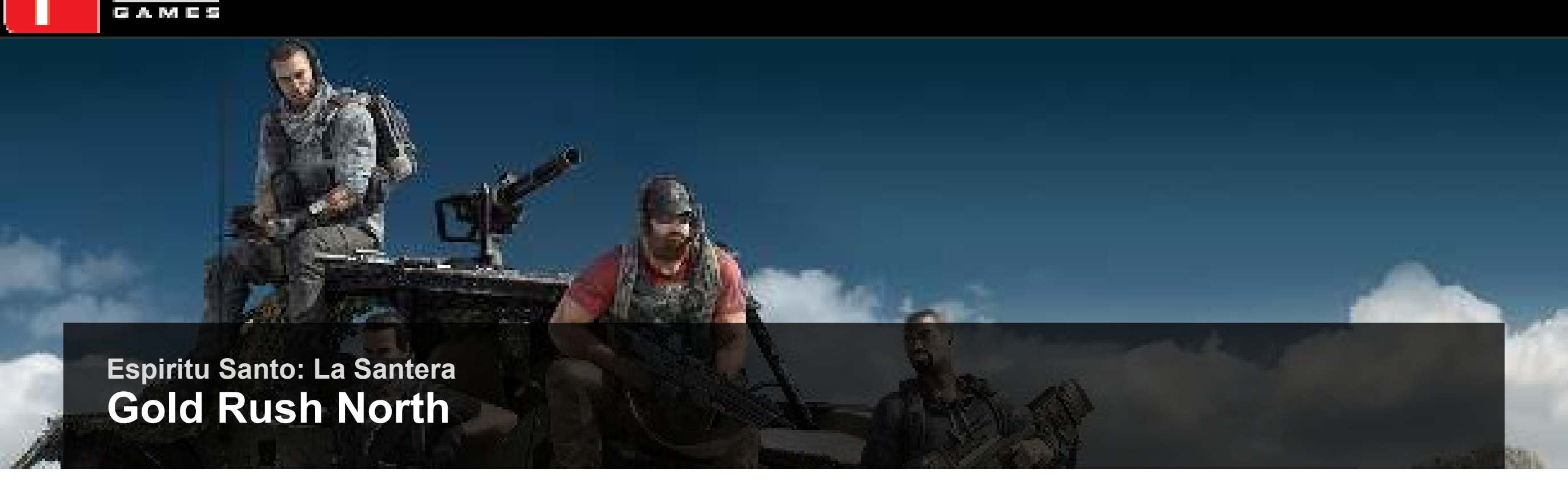
Then order your team to storm the front, while you take the sides, and outflank them. Flashbangs, smoke, grenades, and close-assault weaponry (shotguns or machine guns) are recommended.

Or, for a more cunning plan, prep the vehicles in the parking lot to explode by placing a mine or C4 on them, create enough of a ruckus for the advisor to flee, and watch as the vehicle he chooses explodes. If he survives and gets out, shoot him. A variation of this plan involves you mining the main road (C) so his vehicle drives over a mine as he's escaping.

Another variation is to set C4 on the vehicles in the parking lot, and when the advisor chooses one, get into your own vehicle, and follow him until he's away from the rest of the enemies. Then detonate the vehicle.

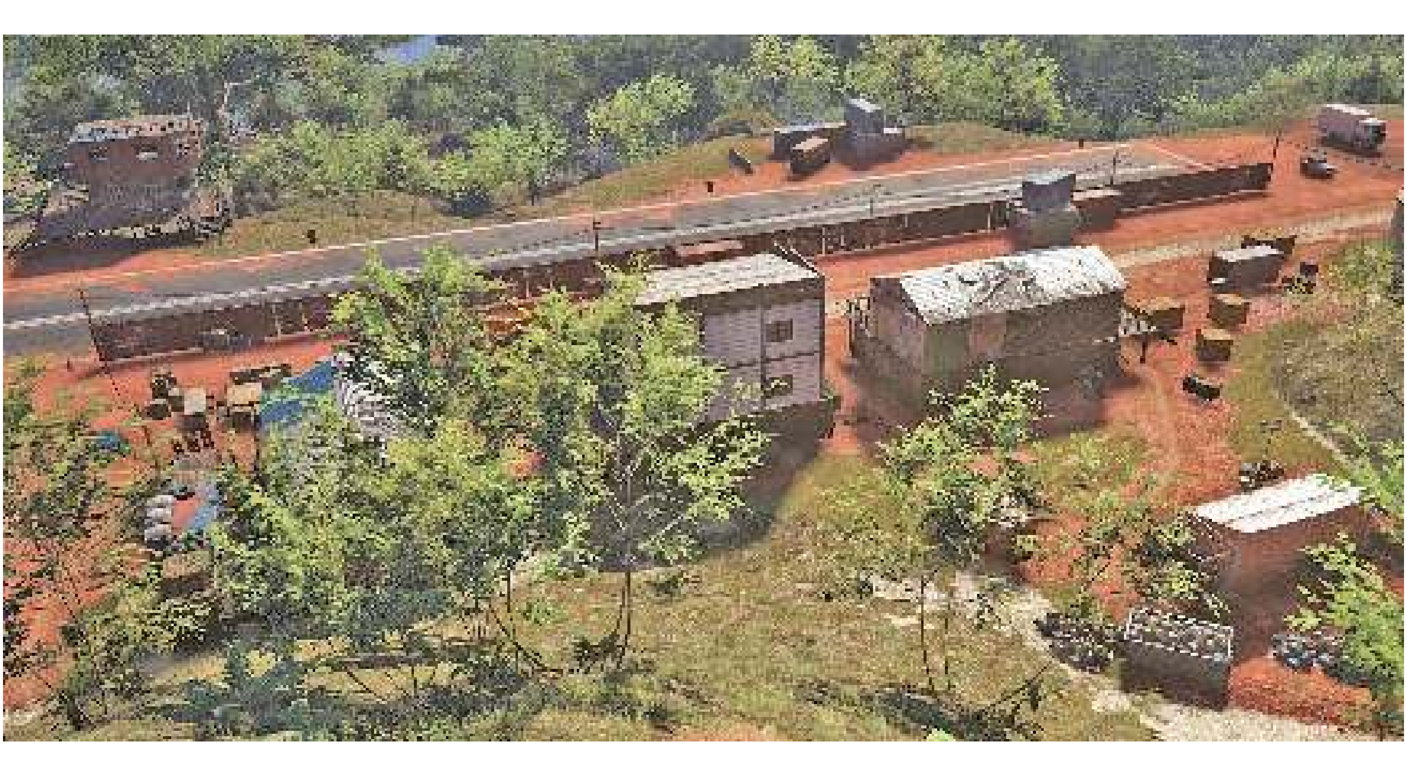
Otherwise, should the advisor escape, chase and ram his vehicle with extreme prejudice; he isn't needed for questioning, so you can be as violent at ending the advisor's life as you wish.

CO-OP: One important difference between Solo and Co-op planning is you can simultaneously breach all three doorways using a mixture of grenades and close-assault weaponry. A fourth Ghost can provide back-up by taking down foes on the outside of the building. A good team should be able to end the advisor's life in seconds, before he has a chance to escape. Then use the interior pews and pillars as cover.



Espiritu Santo: La Santera

Gold Rush North



OBJECTIVES

- Locate the northern gold cache
- Destroy the cache
- Escape the mine before it collapses (00:30)

LOCATIONS

- Akta Gracia Mine
- Outpost (Northeast)

REWARDS

- + 1,000 XP

BRIEF

The cartel is funding La Santera's efforts with gold stored in caches across Espiritu Santo. Destroying these gold caches will be a major blow to the cult's finances and cause tension between El Sueño and La Santera.

MISSION ACCESS

Acquire Major Intel in Espiritu Santo Province to access this mission. You can also unlock this mission by proximity.

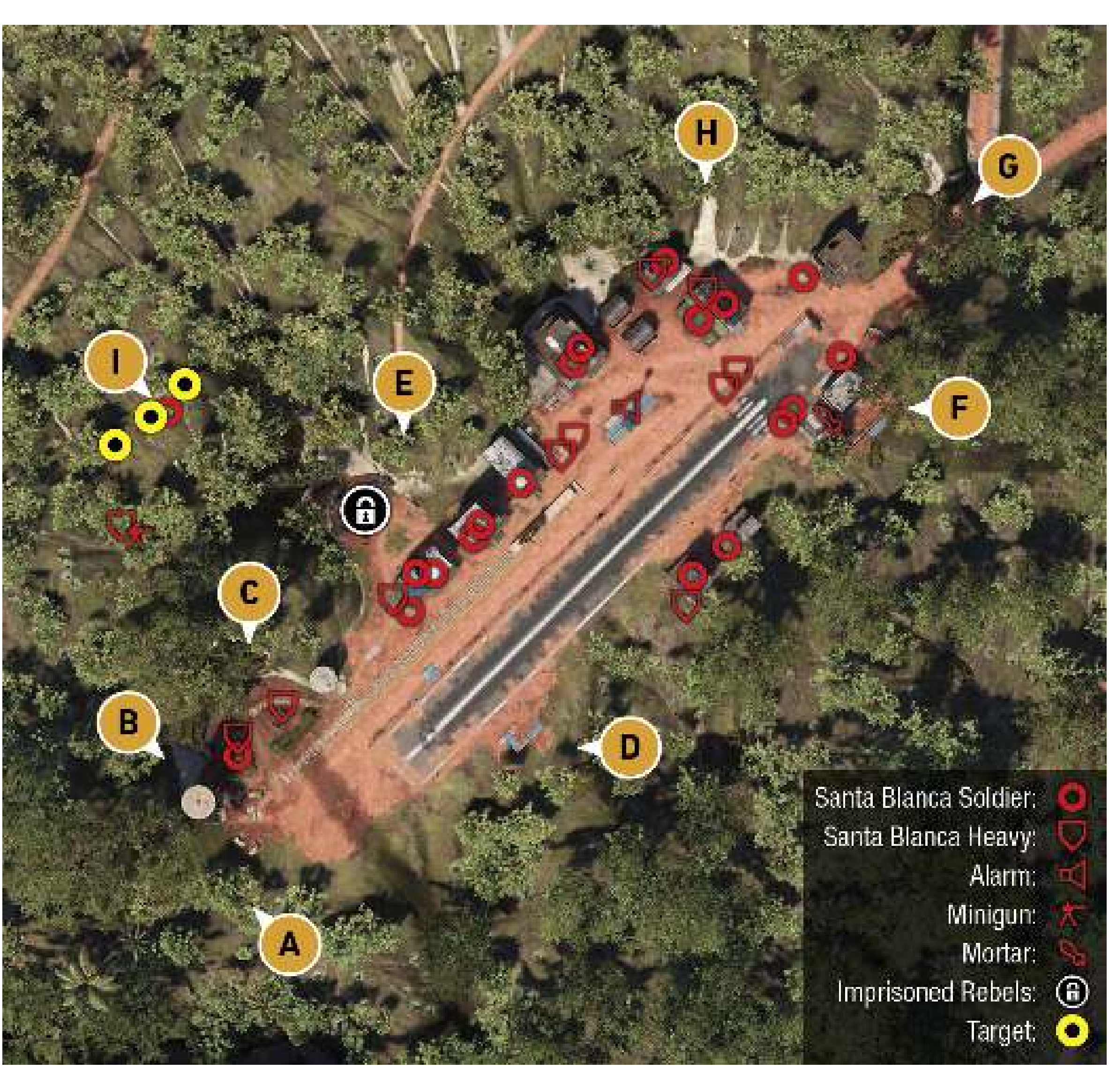
THERE'S GOLD IN THEM THAR HILLS!

This mission does not initially appear on your Tacmap, forcing you to search this Province for a possible mine entrance. Find it northeast of Alta Gracia, a town just north of Espiritu Santo Alpha. Head to the mine, watching for encroaching enemies from the adjacent Outpost, and ascertain the location of three gold caches. Then destroy them with explosives. You may wish to have a clear exit route prior to the detonation, as the mine collapses around 28 seconds later.

CAUTION: MINIGUN IN THE MINE

At the top of your installation takedown list is the alarm pole panel. The pole itself is in the northern part of the Outpost, just south of H, and easily seen (and shot; make this a priority). Also outside is a mortar, only really becoming a problem if you lose the element of surprise. The mortar is near a parked plane by F. The big problem is a minigun (plus enemy) at the end of the tunnel inside the mine itself. To avoid being mown down, send in an explosive drone, snipe from distance with night vision on, or lob in a flashbang and charge to neutralize the foe.

ALTA GRACIA MINE: RECON



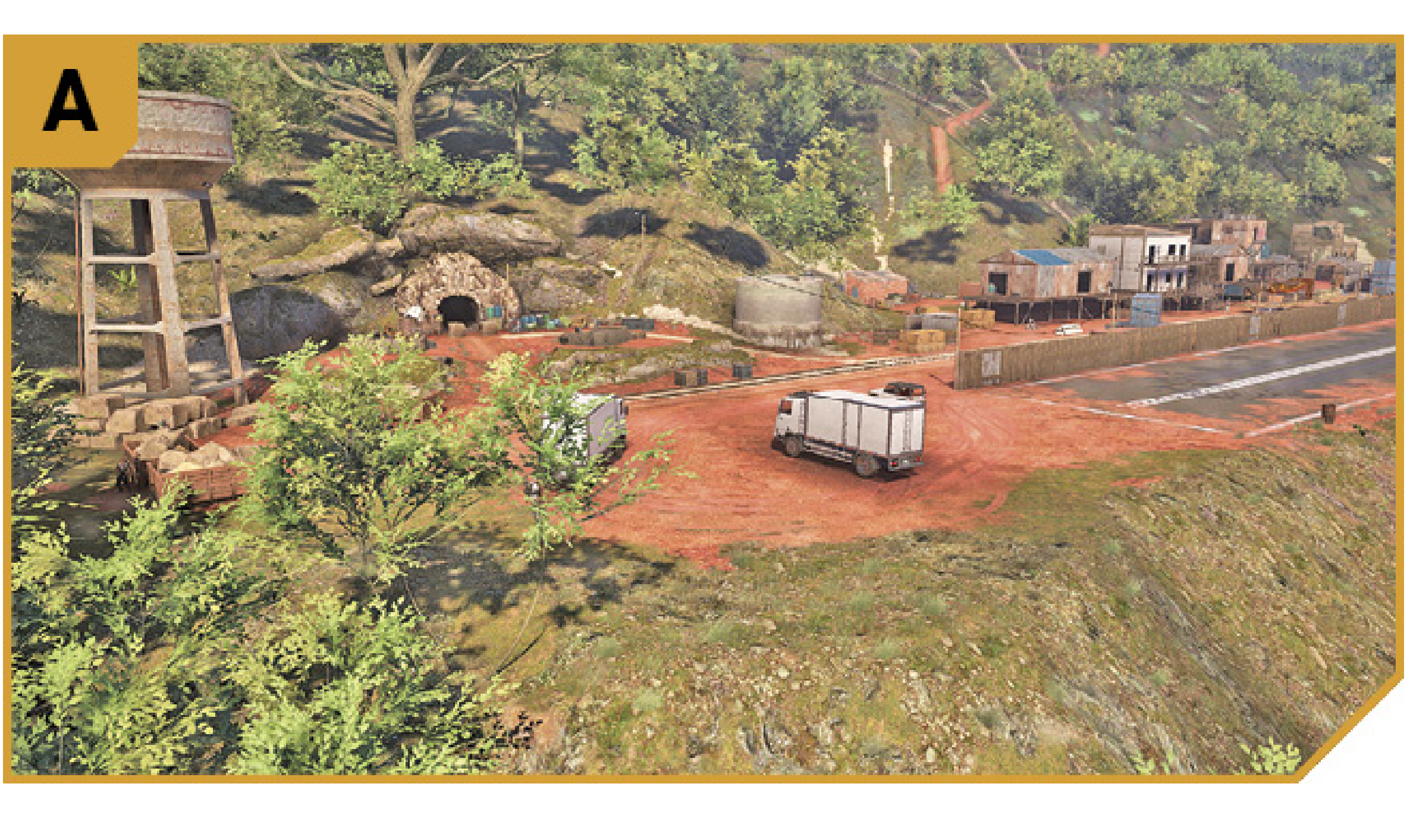
TACMAP

There are two adjacent locations on this Tacmap for a very good reason; when noise is heard at the mine, the enemies at the Outpost to the northeast take notice, and this can cause reinforcements to arrive. Therefore, treat this entire area as one location to be neutralized, especially as there's an alarm that sends in reinforcements! Note there are around 30 enemies to contend with, if you decide to clear the Outpost and Mine, and around a third of them are armored.

The Outpost has the majority of the enemies, and is separated down the middle with a long wooden fence. Northwest of the fence is a railroad, with a giant gold statue waiting to be shipped. To the southeast is a makeshift runway (and road), along with a mortar at the far end. The majority of the enemies are on, in, or around the structures along the northwest side of the tracks.

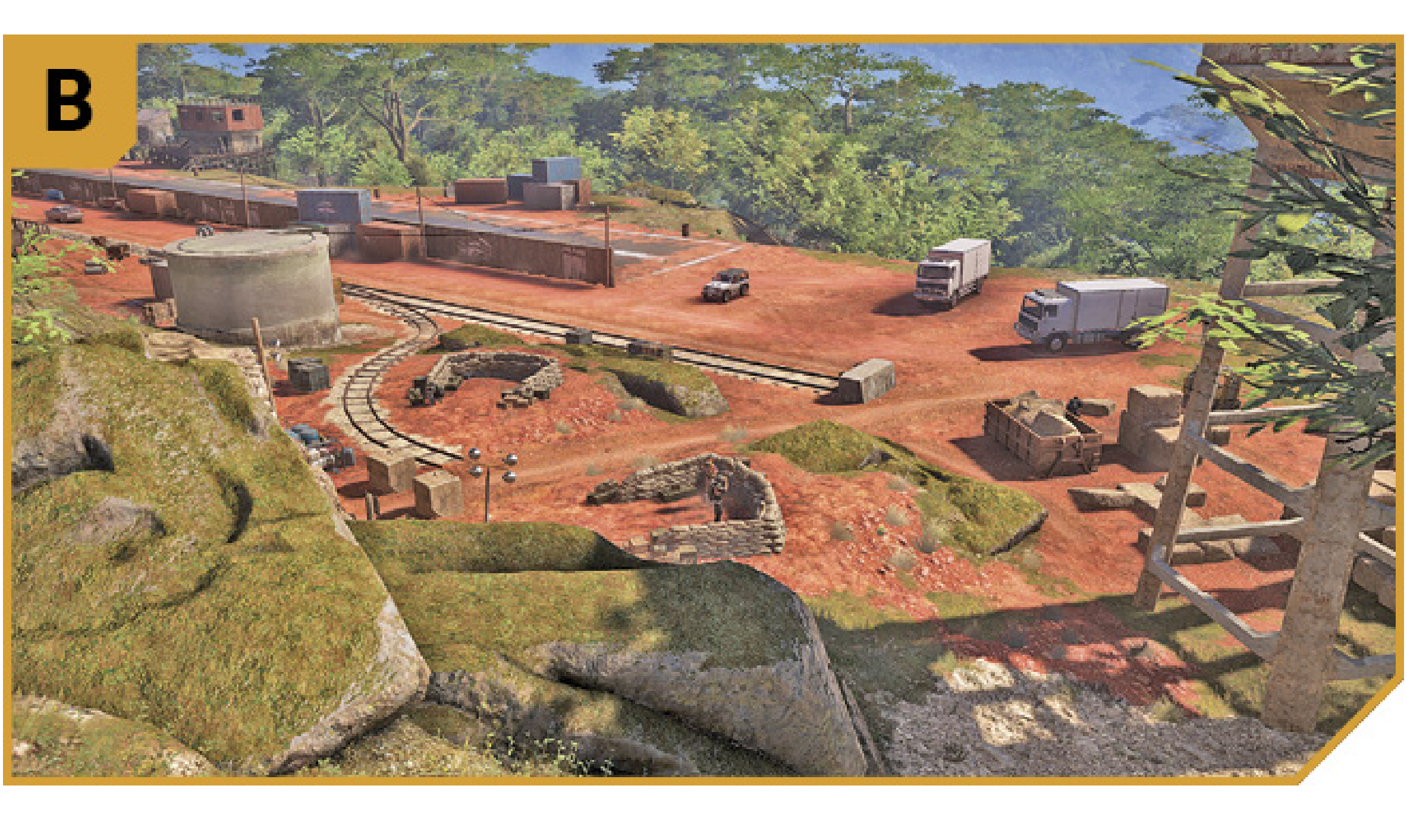
The tunnel itself has a single main shaft, with a minigun emplacement two-thirds of the way down. Through that and a little to the right, is the location of the three gold caches. Destroy them with explosives, then flee the mine within 30 seconds or face being buried alive.

SOUTHWEST: LOWER JUNGLE



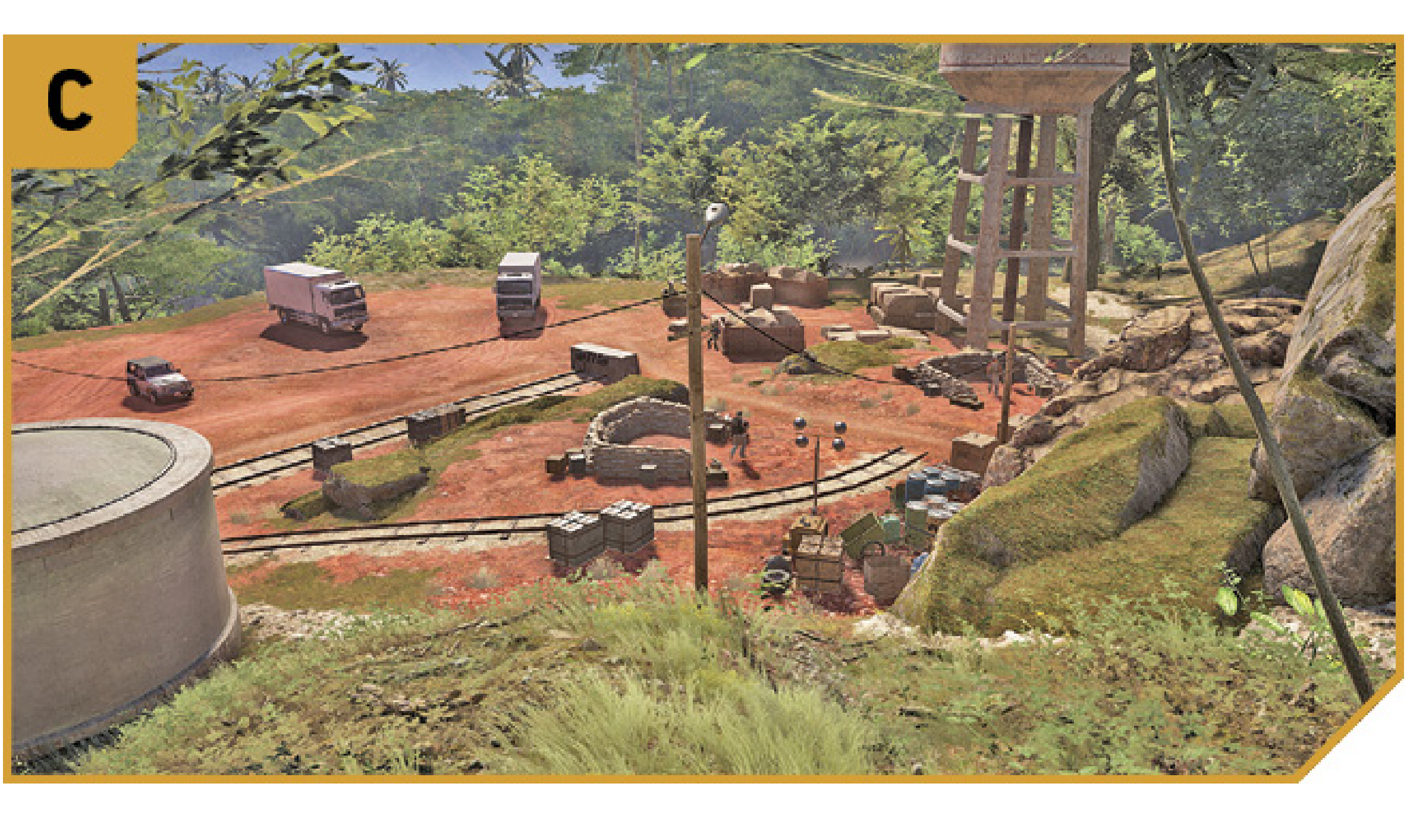
Enter from here and you don't have the advantage of higher ground, and you need to charge or creep to the tunnel entrance to get to the tunnel. The rocks and water tower are good to hide behind as the assault begins, and you're within grenade range to take down foes near B and C. You can also use one of the parked trucks and drive it at the Outpost, creating a distraction while teammates assault the mine. But there are safer ways to complete this mission.

WEST: HILLSIDE JUNGLE



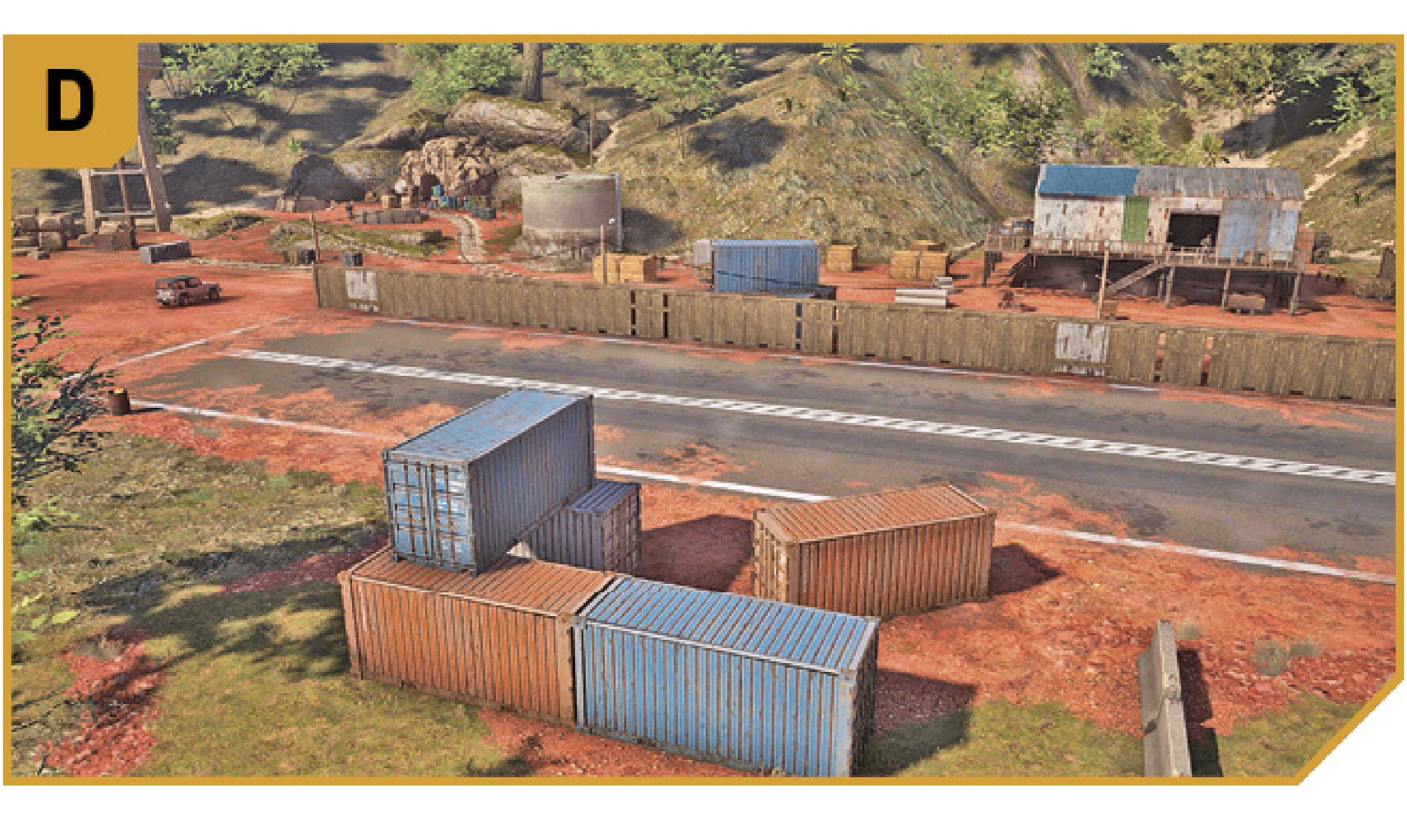
Enter from here to sneak in behind the foes guarding the mine, or watch their patrol patterns and drop them with suppressed fire before venturing inside, keeping the foes at the Outpost unaware of your actions. This is also a good spot to launch an explosive drone from, flying it into the mine.

WEST: HILLSIDE (OUTPOST PERIMETER)



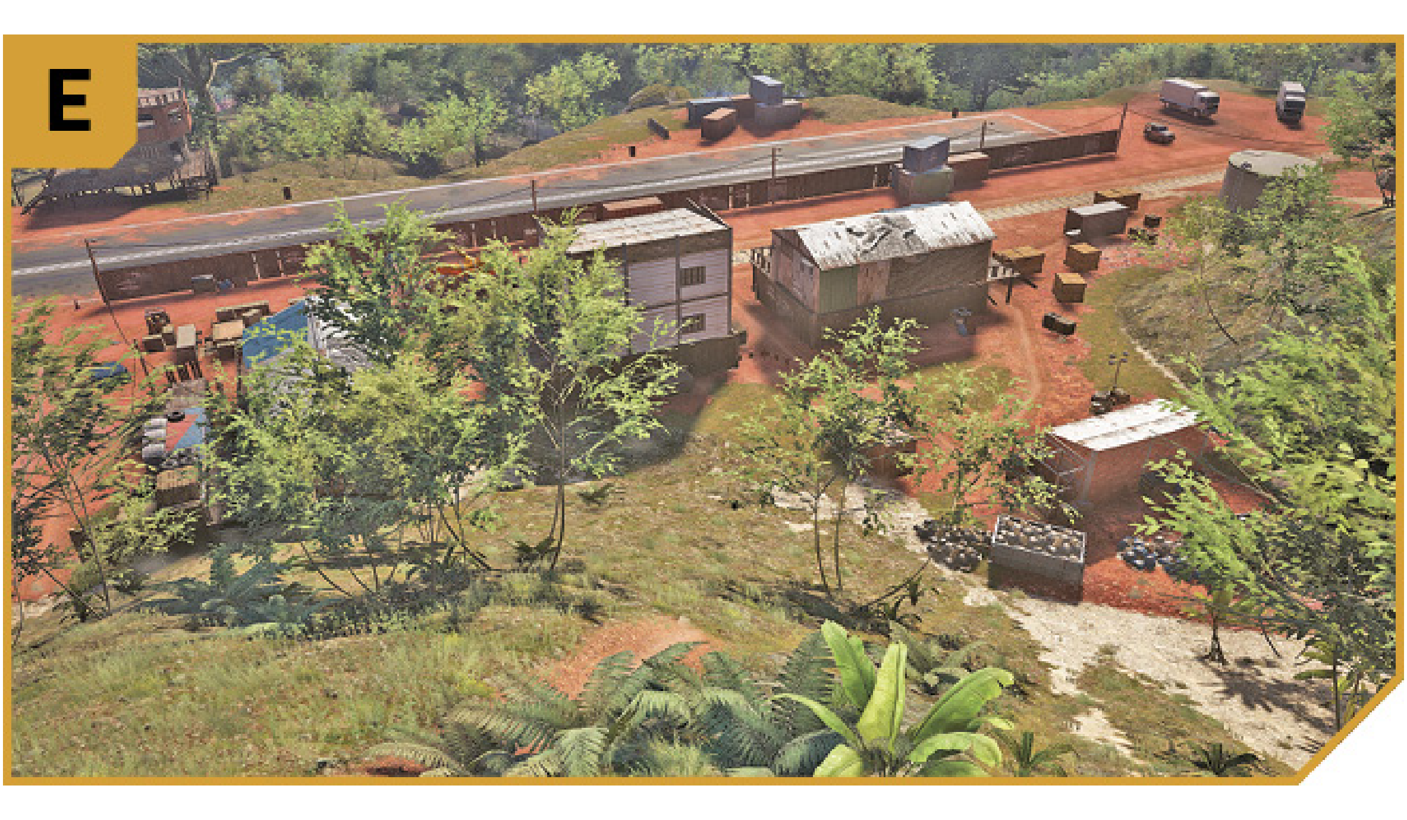
The initial foes at the outpost building closest to you are available to shoot from this position. You can move northeast, back and forth to tackle foes from range, but not before you've shot the alarm pole panel, which is visible, and around 190 meters from this point.

SOUTH: CONTAINER CLUSTER



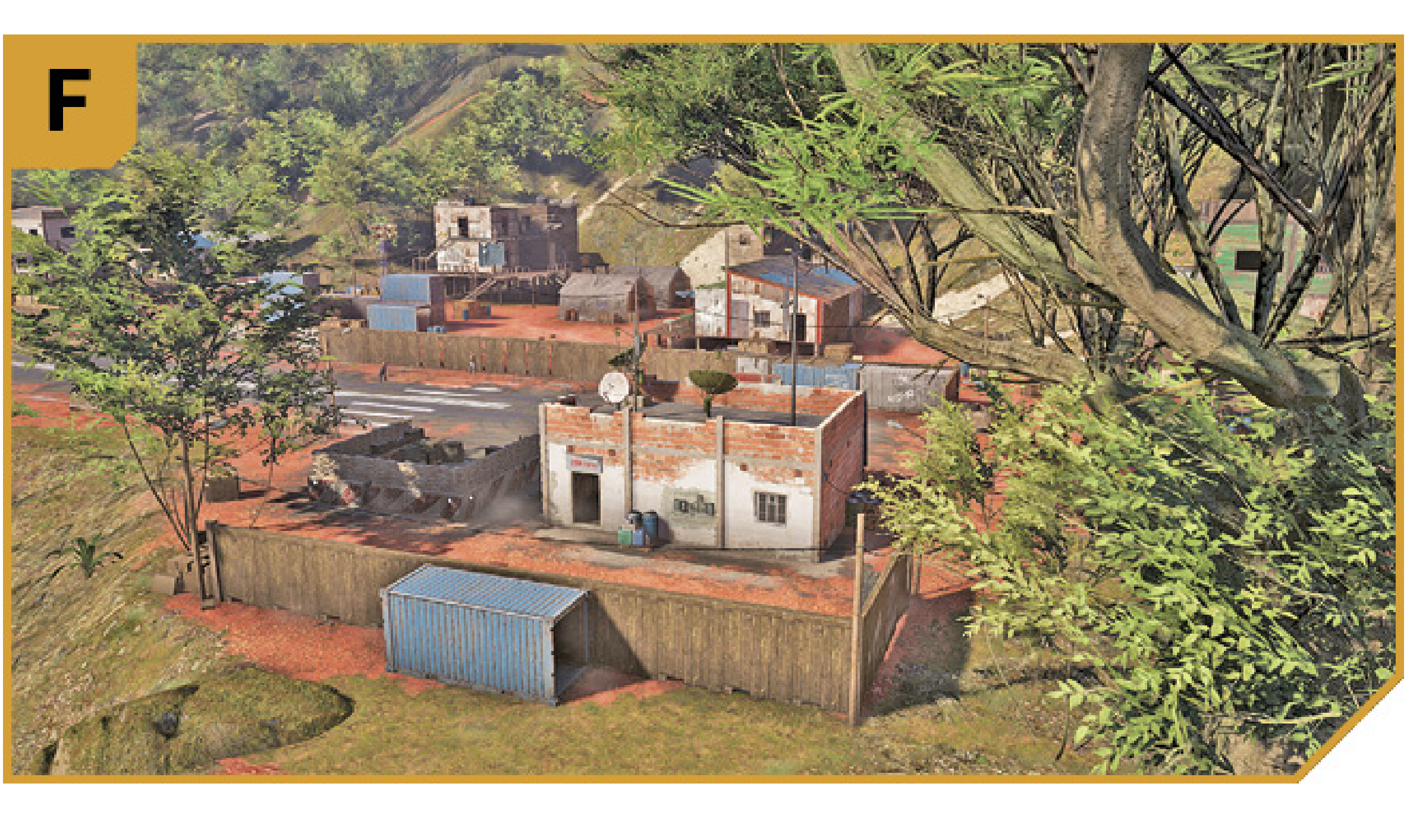
If you don't feel like venturing all the way into the outpost, and want to take down the alarm pole panel easily, lurk in this cluster of metal cargo containers and shoot the panel from range. You can then use the tops of the containers, climbing up and down for elevation and cover, and start shooting foes across from you, on the building balconies. Try for an armored foe to start with. Then you (or a pair of Ghosts) can drop foes pretty much across the area, from B to F; the enemies can't charge across the long fence separating them from you. And if you're in danger of being overwhelmed, retreat southeast into the jungle.

NORTHWEST: TRAIL HEAD



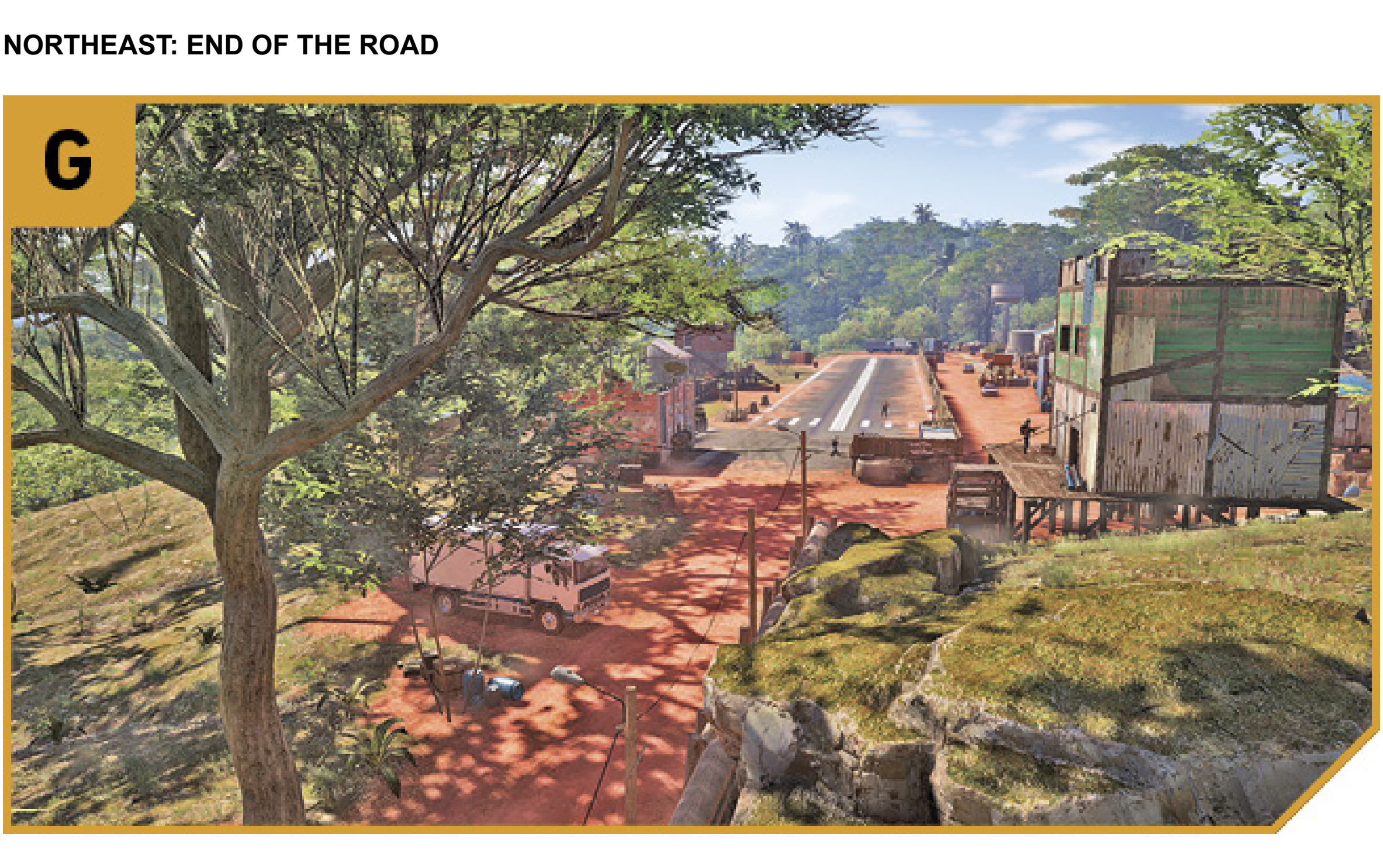
You can spot the barracks and alarm pole in the northern part of the outpost, as well as the mortar across at F, from this elevated position with trees and plants to hide behind, and the hill to retreat up if matters get a little too problematic. Cover teammates working their way up the road as they clear foes, create distractions, or head into one of the buildings and create havoc (lobbing grenades for example). Just be aware you're easily swamped from two directions, as you're attacking from the middle, so ensure other teammates are doing their job if you decide to engage at ground level.

EAST: MORTAR AND COMMS CENTER



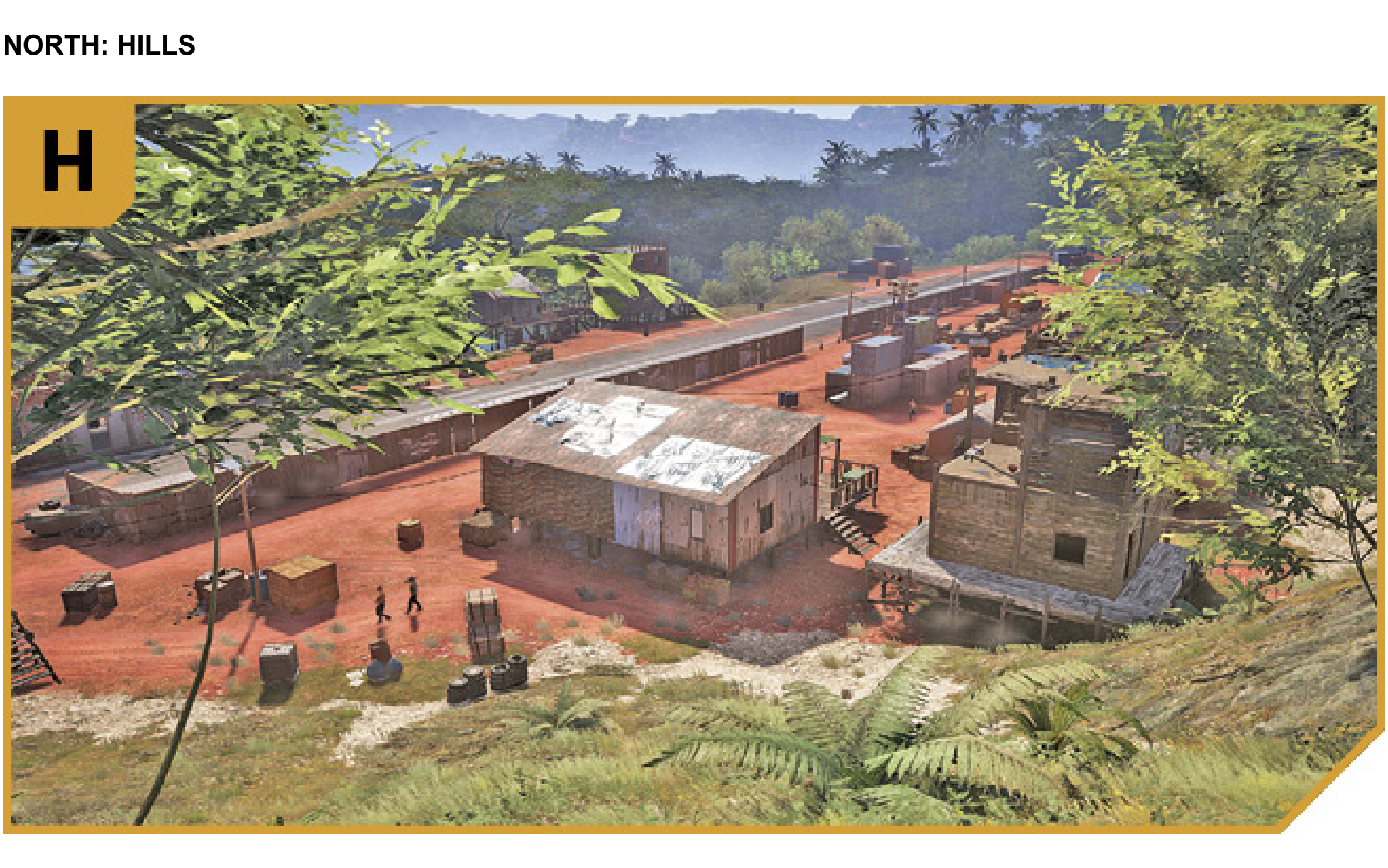
Close to a plane (the only way to escape if literally every other extraction plan has failed), this mortar is an annoyance you can easily remove by offing the foe from the jungle, and then starting to sweep from G heading southwest, toward the mine entrance.

NORTHEAST: END OF THE ROAD



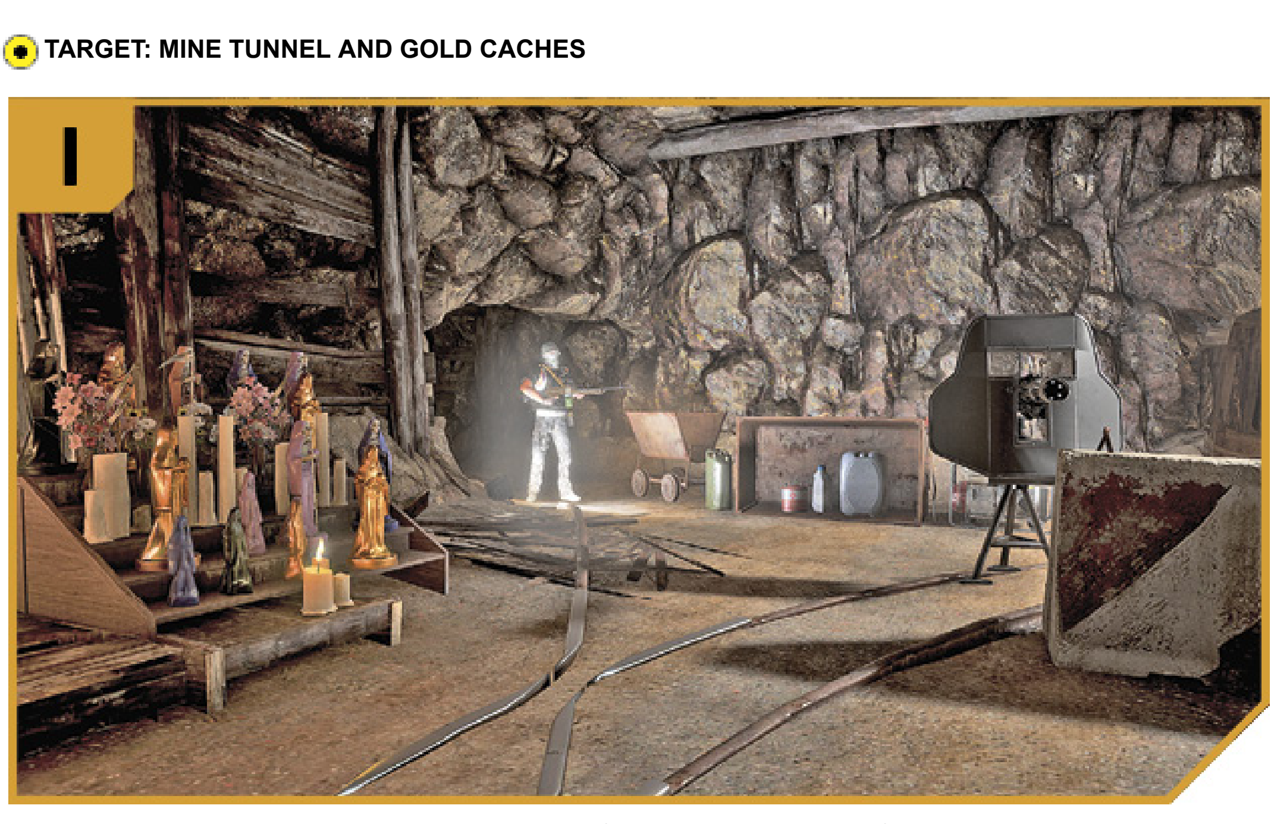
A parked truck, and the entrance to the Outpost allows you to stealthily head above the log wall, to the tall green tower, climb it, take out the alarm panel, and start laying waste to foes down below. Just make sure you mine the stairs behind you to stop enemies attacking from behind. Or, you can remain behind the building, but at elevation, and start removing the foes from here, heading toward A.

NORTH: HILLS



The steep terrain above the outpost allows you to sneak around to where the enemies have the largest concentration of troops, and destroy them with carefully-laid mines, shoot the alarm pole panel, or start sniping and moving around to E or G.

● TARGET: MINE TUNNEL AND GOLD CACHES



Enter the tunnel and there's a central junction ahead of you with a minigun and foe operating it. Use the bags in the tunnel for cover, and drop him, or throw in a flashbang. Watch out for another foe when you take the right fork (the left tunnel is a dead-end). The right tunnel takes you to another enemy and three caches of gold. Destroy them to complete the mission, once you've fled the mine within 28 seconds.

With this in mind, if you've made enough noise, you may attract foes from the outpost, who can waylay you as you try to escape. This is even more troubling if you've started the countdown to the cave collapse, so try for stealth infiltration, and use C4 to destroy the caches, only triggering the explosion after you're at the surface.

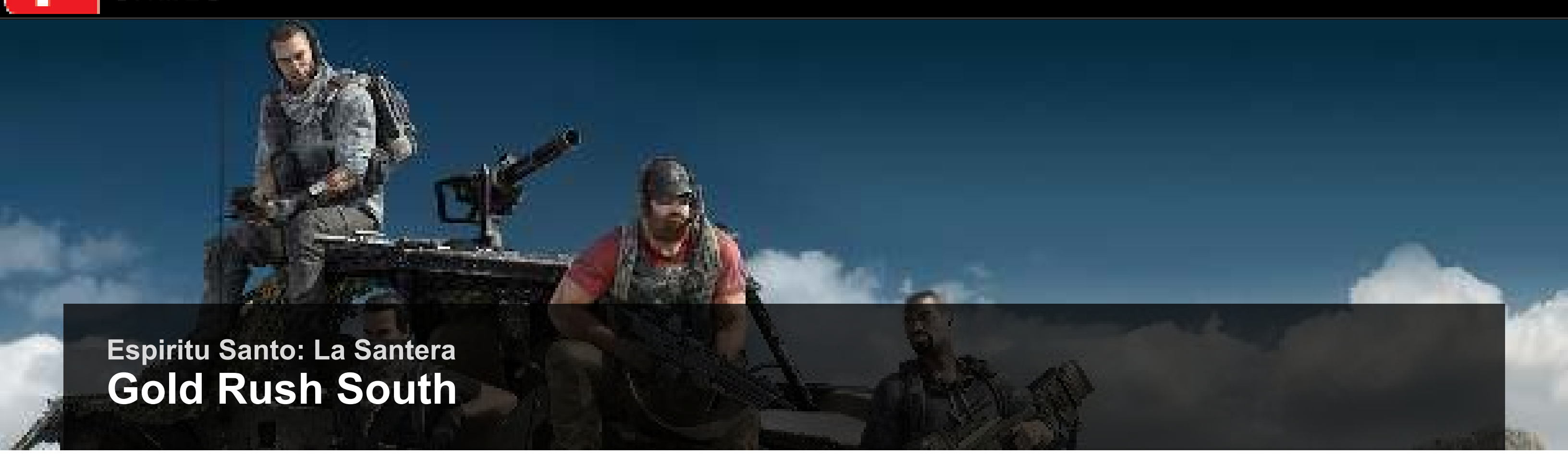
ALTA GRACIA MINE: OTHER TACTICAL ADVICE

SOLO: If you're not wanting to risk burying yourself in a mine, why not move in over the target on the hillside at B or C, hide behind some rocks, and send in an explosive drone? Not only will you discover the exact position of the minigun halfway down the tunnel, but you can detonate the drone, removing one (or two) of the targets. Then wait for the cooldown period to expire and do it again! Make sure you position the drone correctly; placing it between the left and middle target removes both of them. Then head over to the right target to finish the job. Retreat as the mine crumbles.

Or, ignore the foes at the mine entrance, and creep in behind them. Use suppressed fire on the two enemies (perhaps with a flashbang), so you stay silent. Prep the three caches with C4, leave the way you came, retreating up the hill at B or C. Then trigger the C4.

Or, start at A or D, and begin a tactical sweep and removal of all foes, working from southwest to northeast. Ensure the first thing you hit is the alarm panel, so only the enemies here are encountered. Alternatively, do the same sweep but work from northeast to southwest (G to A).

CO-OP: Co-op planning is a little easier. As a single Ghost can handle the mine infiltration, enemy takedowns, and return to the surface, you can make as much noise as you need to (though stealth tactics are obviously helpful). Meanwhile, the three Ghosts on the surface can guard the mine entrance, and push the enemy back, before beginning to clear the Outpost from southwest to northeast. Or, have two Ghosts each fly in an explosive drone, detonating them both in unison.



Espiritu Santo: La Santera

Gold Rush South

OBJECTIVES

- **Locate the southern gold cache**
- **Destroy the cache**
- **Escape the mine before it collapses (00:15)**

LOCATIONS

- **Guari Mine**

REWARDS

- **+ 350 XP**

BRIEF

The cartel is funding La Santera's efforts with gold stored in caches across Espiritu Santo. Destroying these gold caches will be a major blow to the cult's finances and cause tension between El Sueño and La Santera.

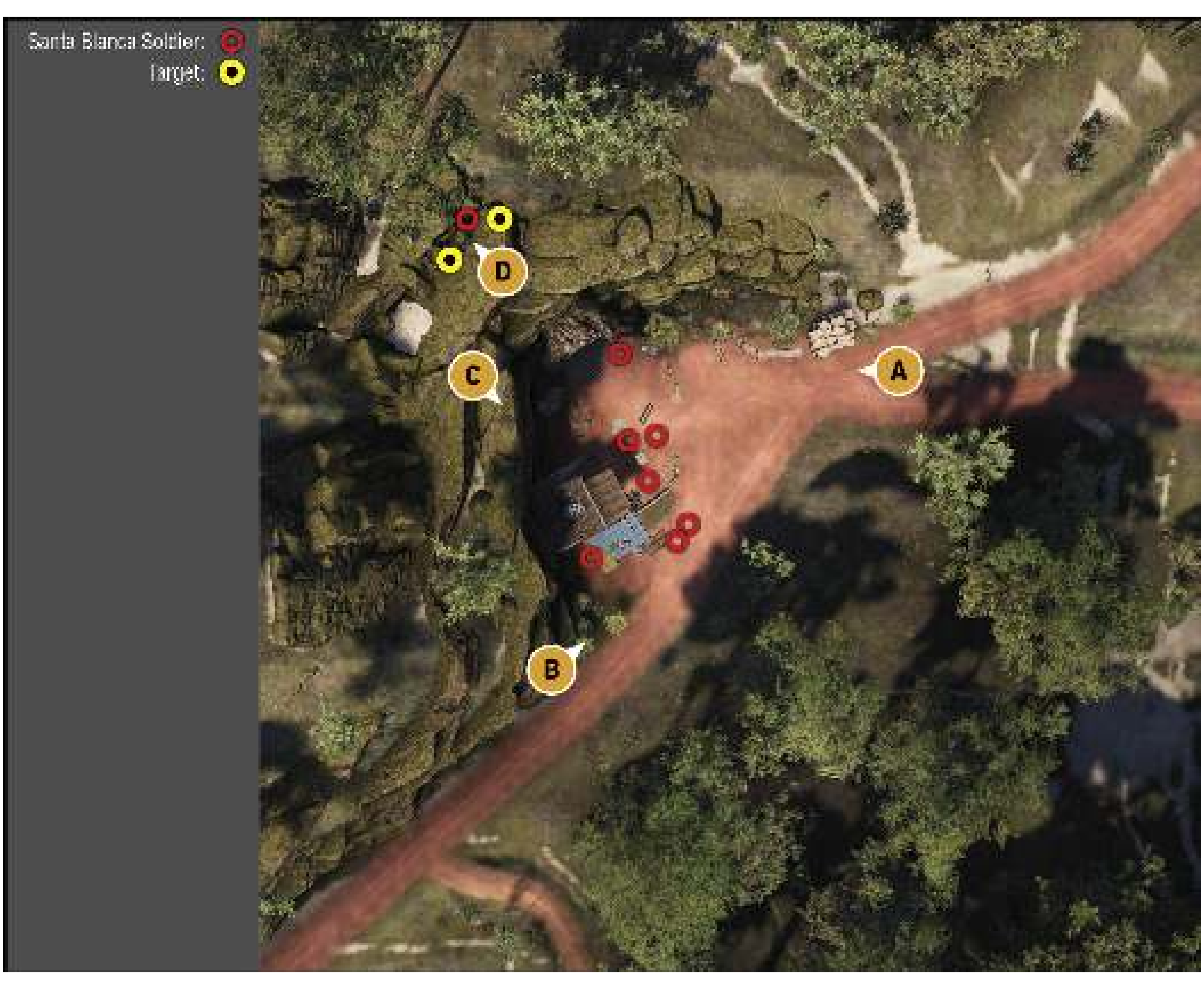
MISSION ACCESS

Acquire Major Intel in Espiritu Santo Province to access this mission. You can also unlock this mission by proximity.

RUMBLE IN THE JUNGLE

Closely guarded by a small band of idiots, the southern cache of gold isn't on your Tacmap until you chance upon the Guari Mine, which is southwest of the town of Guari, as well as Rally Point Espiritu Santo Bravo. You're here to close down this mine for good.

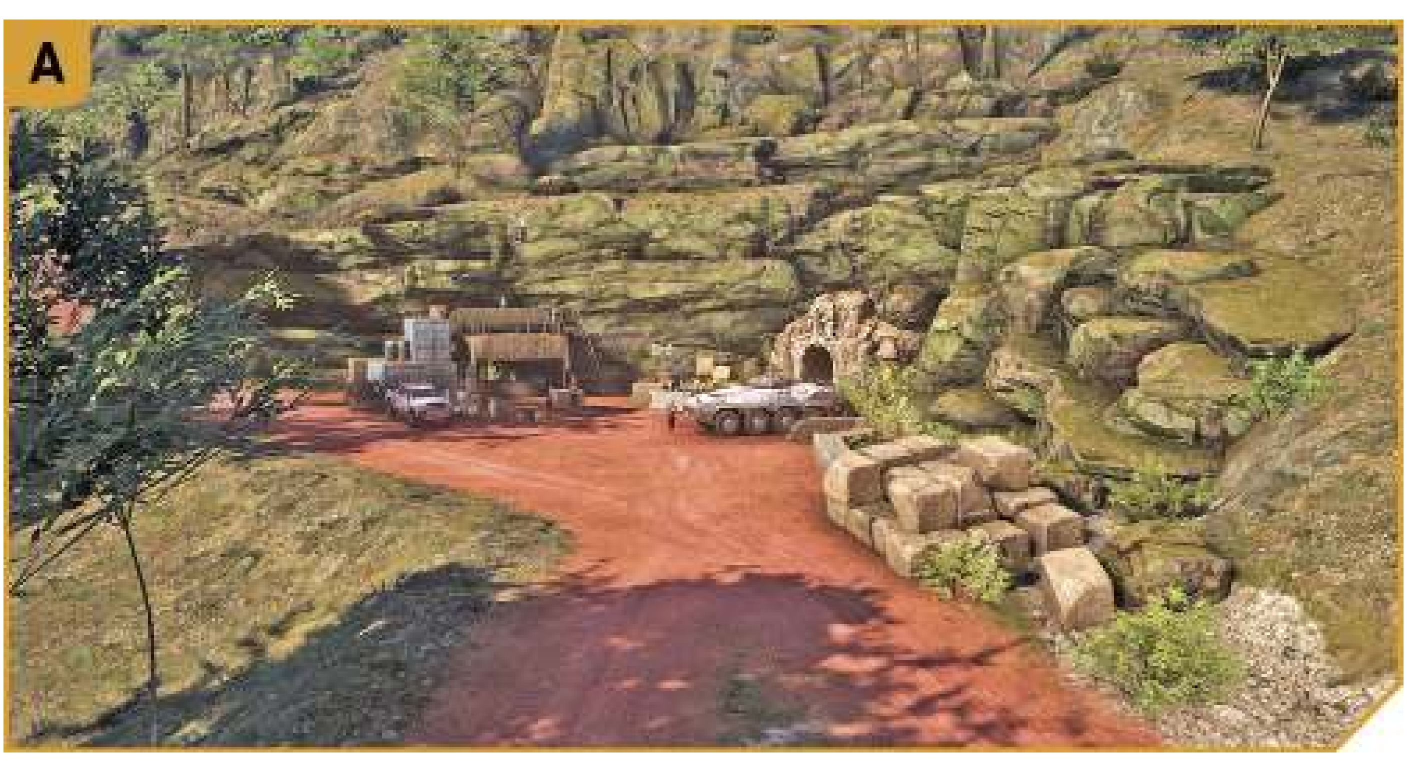
GUARI MINE: RECON



TACMAP

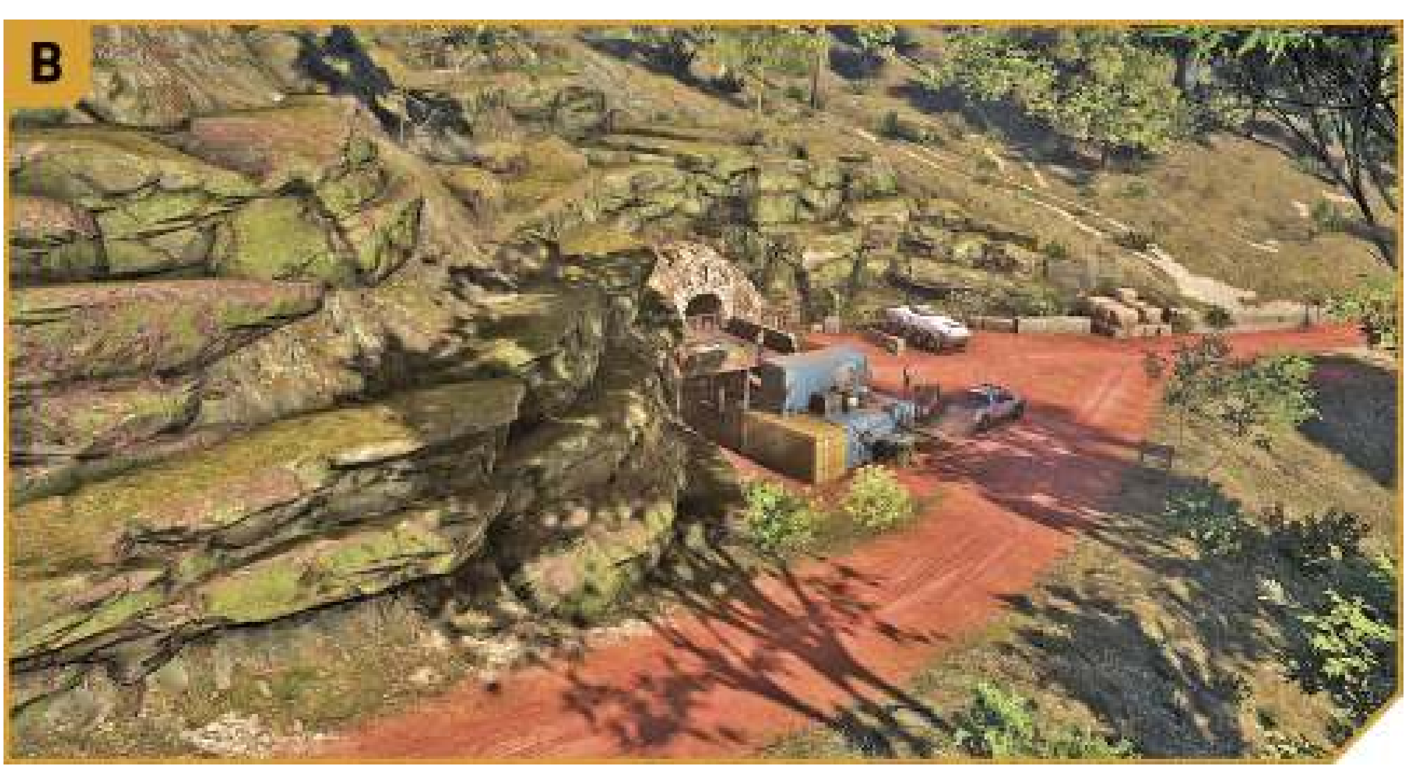
A total of eight cartel thugs are usually guarding the entrance to this small mine tunnel. Six of them are out in the open, at the roadside entrance, and two are inside the mine, though they may come running out at the sound of gunfire. Inside the mine only extends 60 or so meters to a dead-end where two clusters of gas canisters must be detonated. After that, the mine collapses, ideally without your team in it.

EAST: ROAD JUNCTION



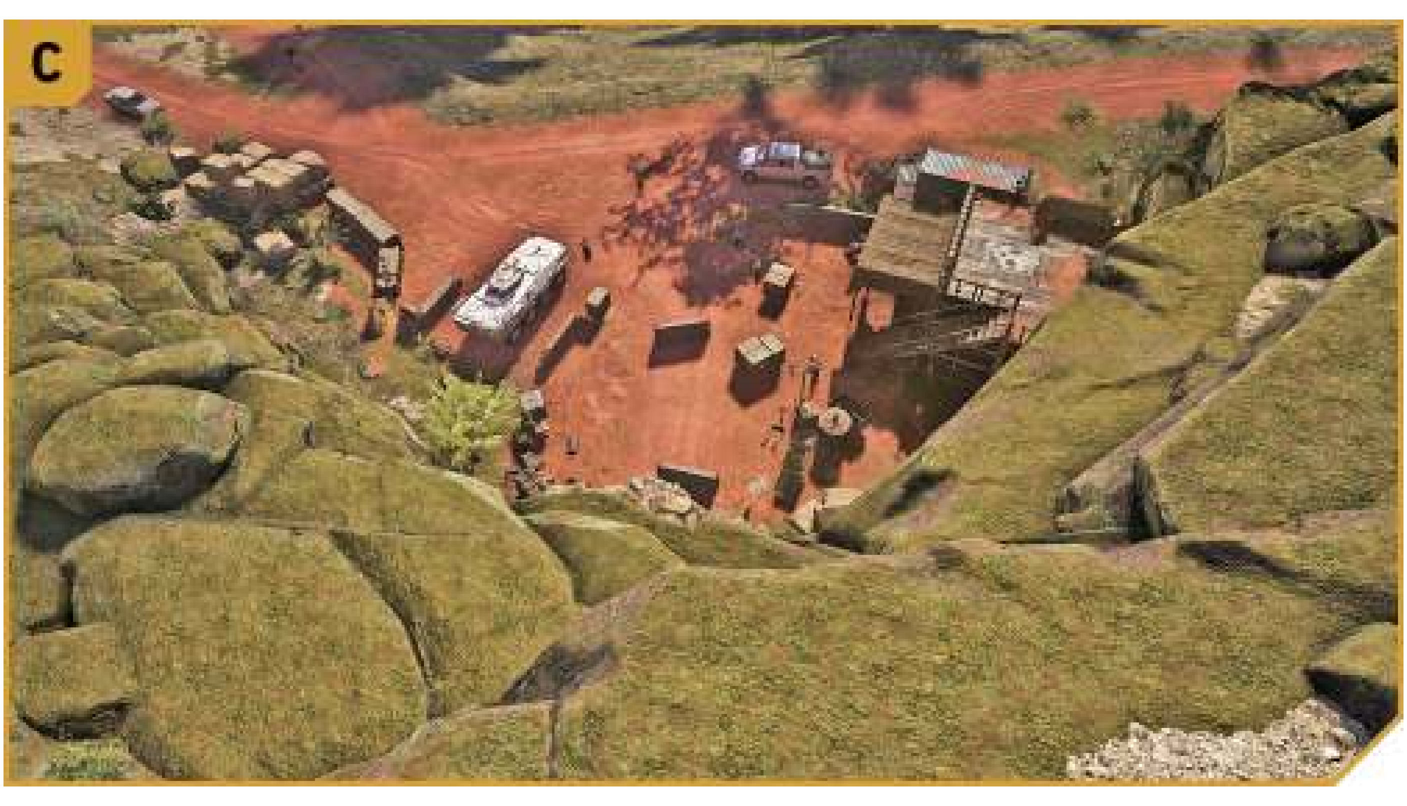
You should usually have the firepower and competence to remove these attacks without any degree of subtlety, allowing you to accelerate and ram into the foes from the main road, or get out and scramble up the loose boulder cube pile for cover. The woodland to the southeast is on lower ground, and doesn't give you a height advantage, but the open space means you can lob a grenade at the group and mow them down with few problems no matter where you're assaulting from.

SOUTHWEST: ROAD AND ROCK OUTCROP



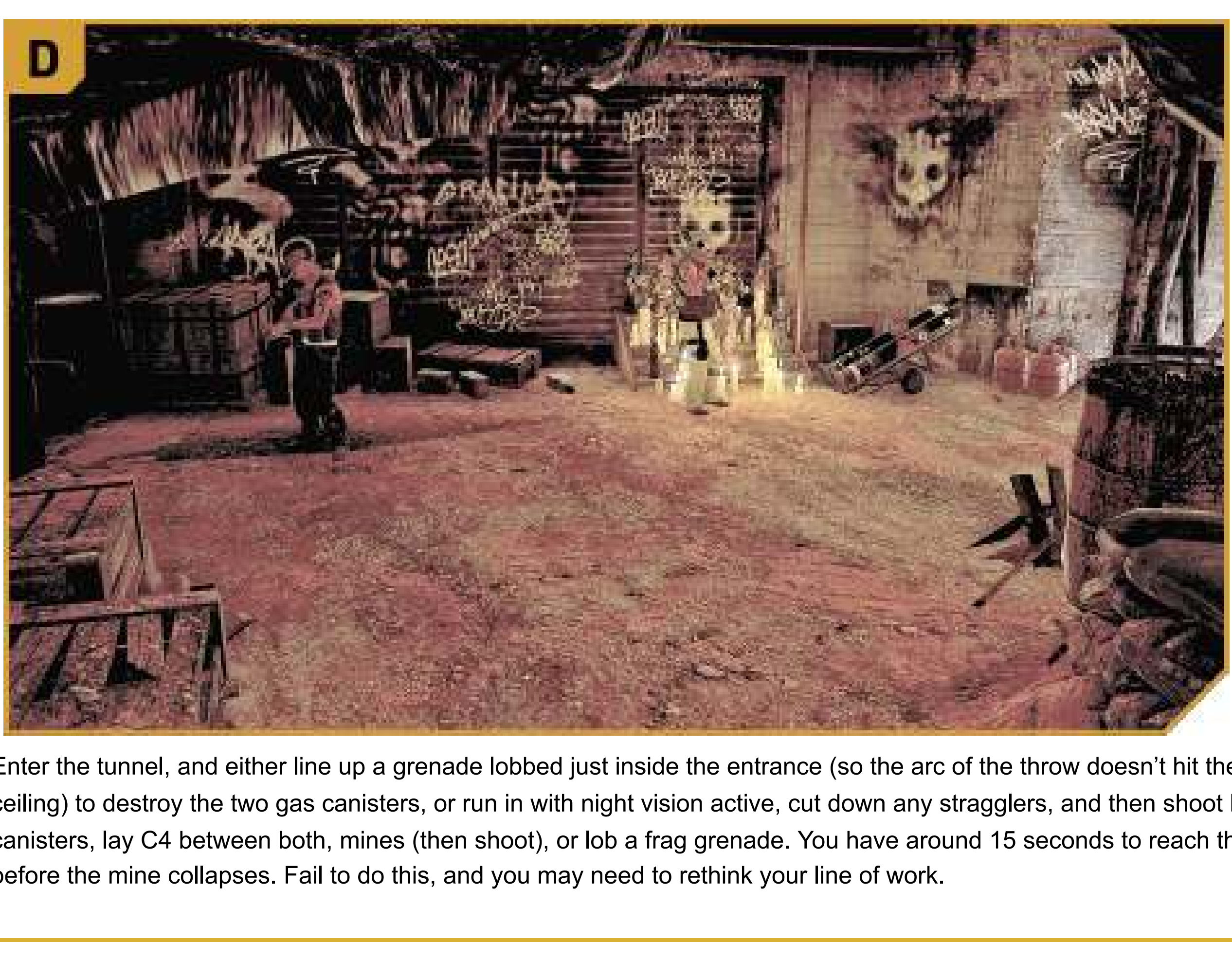
You can park farther up the road to the southwest, then climb the rock outcrop directly above the wood platform, and start cutting down foes from this vantage point. Order your team to attack from a different direction to really hammer the foes.

NORTHWEST: MOUNTAINSIDE



The mountain above the mine entrance can be hiked up, and this allows you the luxury of cover, height advantage, and the ability to pick out any target who isn't cowering inside the mine itself.

TARGET: MINE TUNNEL

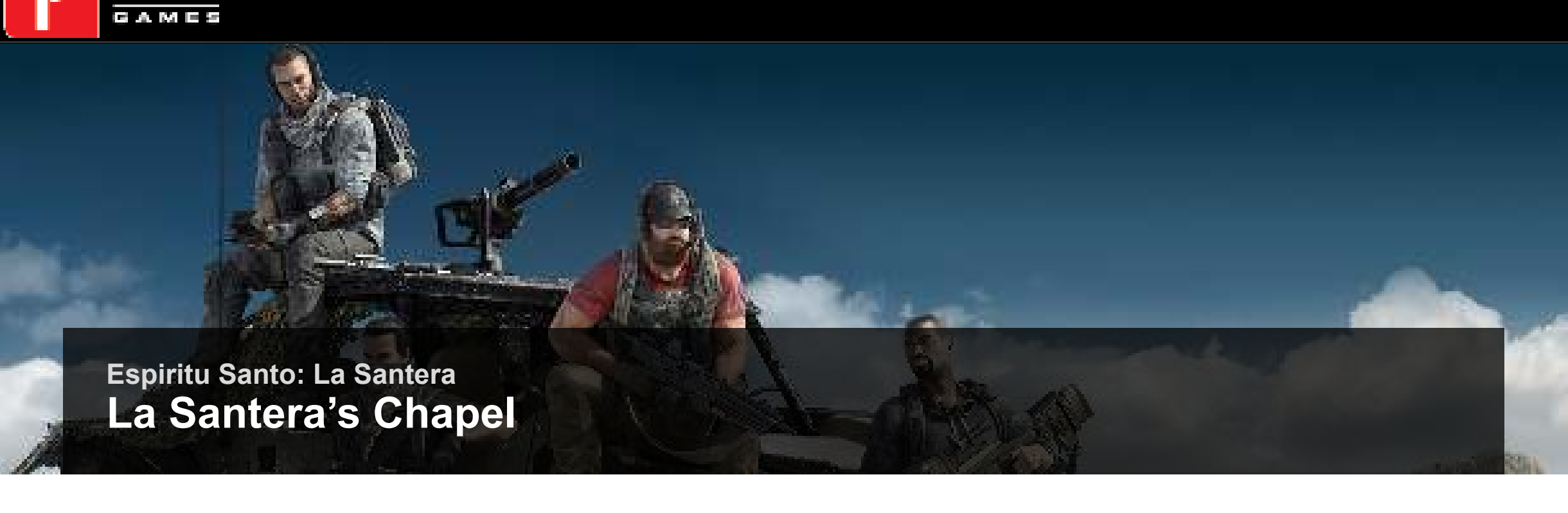


Enter the tunnel, and either line up a grenade lobbed just inside the entrance (so the arc of the throw doesn't hit the tunnel ceiling) to destroy the two gas canisters, or run in with night vision active, cut down any stragglers, and then shoot both canisters, lay C4 between both, mines (then shoot), or lob a frag grenade. You have around 15 seconds to reach the outside before the mine collapses. Fail to do this, and you may need to rethink your line of work.

GUARI MINE: OTHER TACTICAL ADVICE

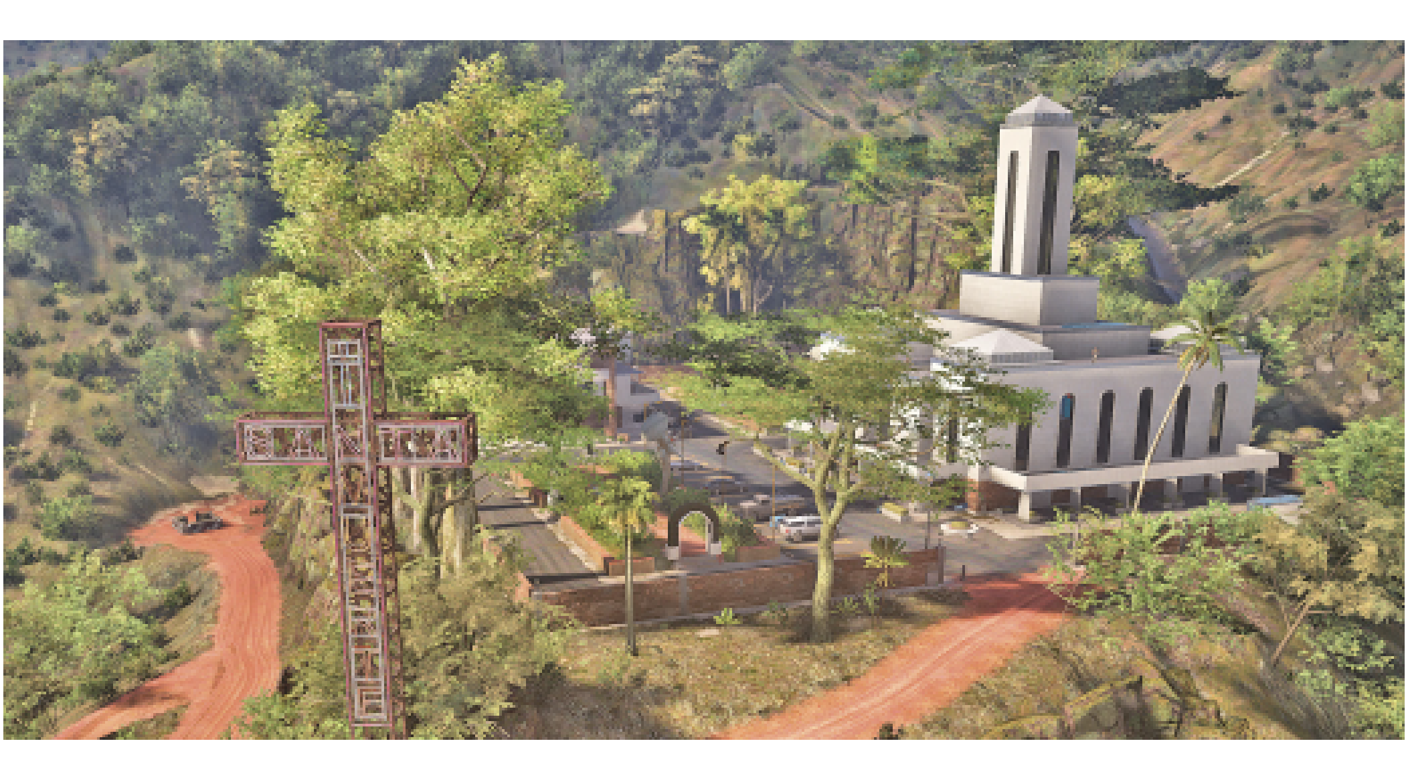
SOLO: [illegible] Destroying the cache here is extremely straightforward, and simply requires you to attack the exterior foes from one direction while other teammates assault it from a different direction. When the place is mainly free of enemies (the only ones still alive are likely to be inside the mine), enter the mine, blow up the gas canisters, and retreat. It can get more complicated than that, but it doesn't need to.

Can you drive a bike into the mine for a quick in-and-out mission completion? Yes, but turning it around inside the tunnel is trickier and slower than heading in on foot.



Espiritu Santo: La Santera

La Santera's Chapel



OBJECTIVES

- Steal El Sueño's bible

LOCATIONS

- Outpost (North)
- Buchone Chapel

REWARDS

- + 1,000 XP

BRIEF

Out intel gathering efforts have turned up a location for La Santera's main chapel in Espiritu Santo. Sweep the location and see what is there. There may be actionable intel or other valuable material we can acquire.

MISSION ACCESS

Acquire Major Intel in Espiritu Santo Province to access this mission. You can also unlock this mission by proximity.

A GOOD LOOK FOR THE GOOD BOOK

Just over two clicks north of Espiritu Santo Alpha is a large and mostly hidden chapel in the mountainous jungle. Close by is a small outpost. Though the installations are few, the number of enemies, especially within the Buchone Chapel compound, are numerous and many are armored. Get in, steal the bible, and get out—with or without bloodshed.

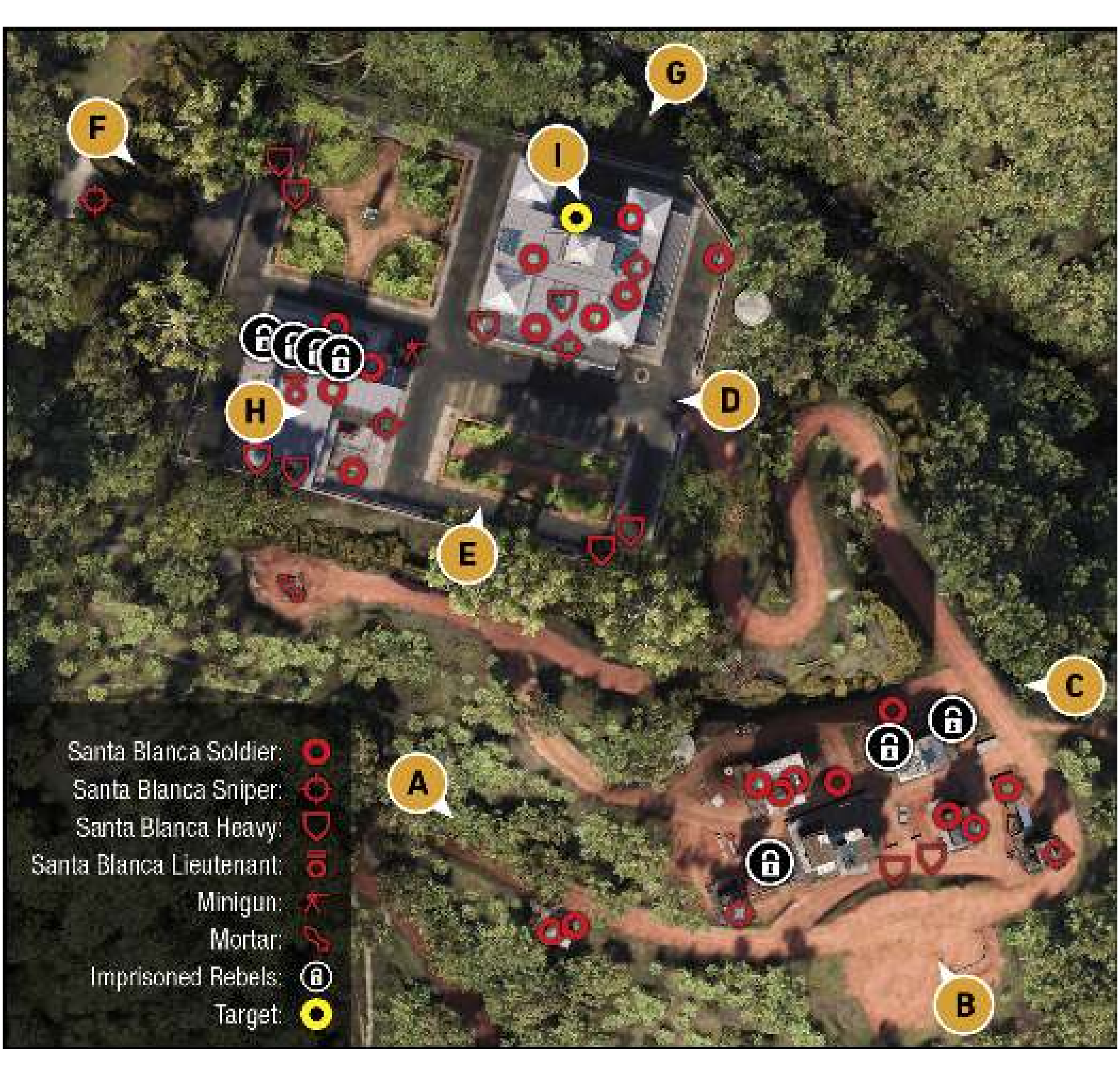
CAUTION: OUTPOST AND CHAPEL

You're in luck; the remote nature of these adjacent locations means there's no real installations to speak of. You don't need to shut down lights, alarms, or blow up SAM launchers or generators. In fact, each locale only has one installation: The outpost features a Mortar, located on the west side (of E), just south of the Buchone Chapel perimeter wall, and the west building. Expect an armored foe launching shells from here.

The Buchone Chapel, meanwhile, has a single minigun nest on the west side of the compound, at the end of the road marked on your Tacmap, on the corner of the secondary building that doesn't house the bible.

This doesn't mean that reinforcements won't eventually show up; expect two truckloads of foes heading up the main road and into the chapel parking lot if the fighting is noisy and takes too long. A few well-placed mines or C4 explosives helps neutralize these foes though.

BUCHONE CHAPEL (AND OUTPOST): RECON



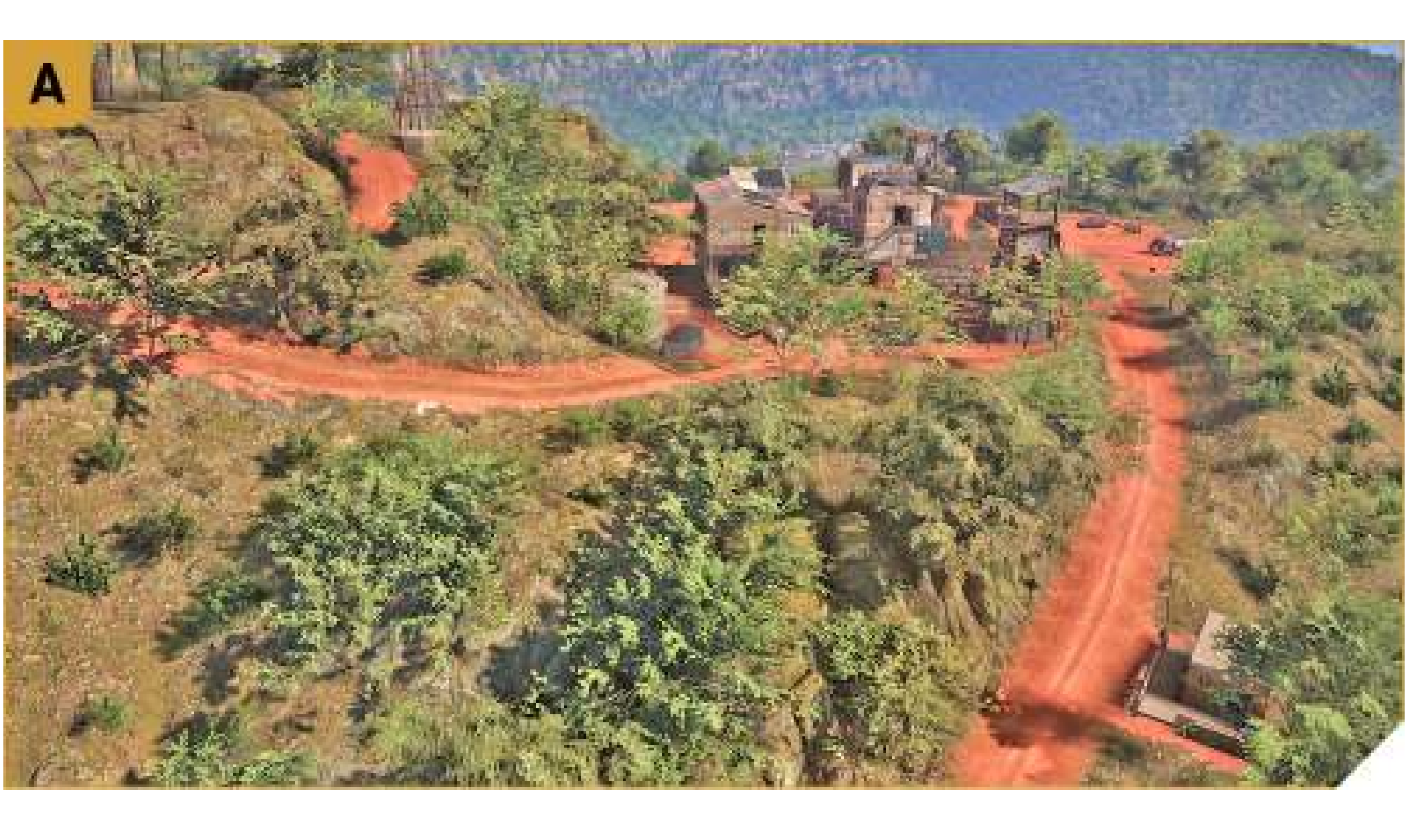
TACMAP

For the purposes of this explanation, the Outpost and chapel will both be seen as a single location, as snipers from each area can fire at you even if you're assaulting the adjacent location.

The Outpost features a checkpoint to the west, along the main road, and a mortar just northwest of that (near the southern perimeter wall of the chapel). The outpost has three cages with rebels you can free to add to your cause, and four main structures with two sniper towers. There's relatively few enemies though a couple are armored. To the south is a helipad and parked vehicle, and the road to the chapel snakes through this outpost.

The Chapel area is a large square-shaped parking lot with small formal gardens to the northwest and southeast. Southwest is a mansion and minigun, and northeast is the chapel where the bible is. The area is filled with foes, both patrolling and inside both structures, so exercise extreme caution and perhaps let the enemy come to you (after dropping snipers on the rooftops and cliff to the west).

SOUTHWEST: MAIN ROAD AND CHECKPOINT

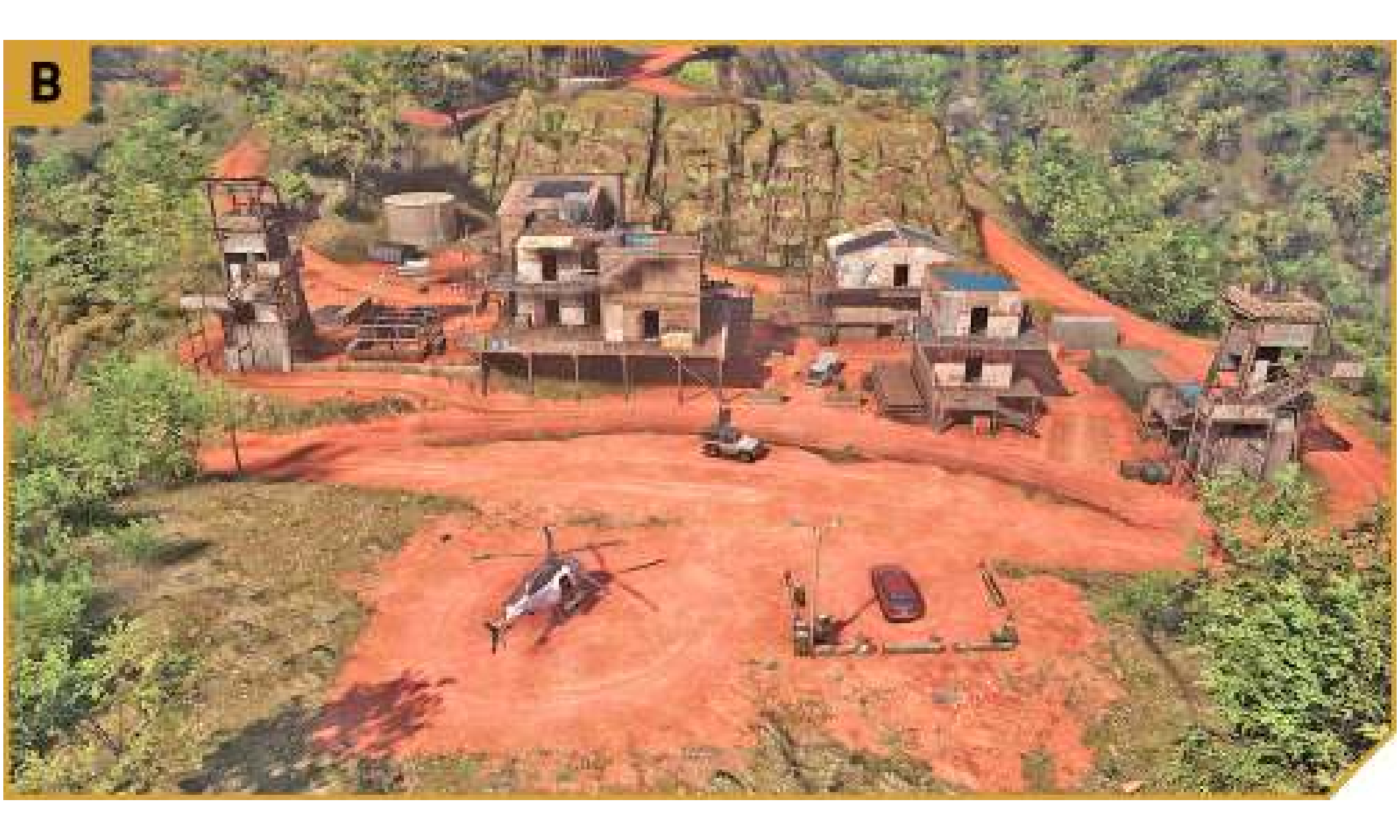


Beware of entering from this direction, as you're heading uphill, meaning the enemies are likely to see you first. There are usually two foes at the checkpoint hut, and carelessly defeating one but not the other can cause the entire base to be on alert. There are two sniper towers up ahead, but the hill makes it difficult to aim at the first, and almost impossible to tag the second until you're in the outpost area. This is a good location to drive through, if you're here in an armored vehicle and you're attempting a direct path up the winding road, into the chapel perimeter at D.

A much better idea is to park up just before the sharp right turn in the road, and hike the jungle behind the rock wall to the west, heading north. Creep down and remove the foe at the mortar with silent precision. Then either continue north and uphill to the sniper overlook at F, or leap the stone perimeter fence, into the chapel parking area.

Another excellent plan is to stay on the dirt track from the mortar, and move east, stopping at the edge of a low cliff just south of D (by the foot of the huge metal cross). You can then snipe the enemies at the outpost from this vantage point, and with multiple Ghosts nullifying the outpost at once, the foes can be whittled down quickly. Then you can enter the outpost and free rebels from the three cages. Just watch for armored patrols heading out from D to investigate, if they hear unsuppressed gunfire from either side.

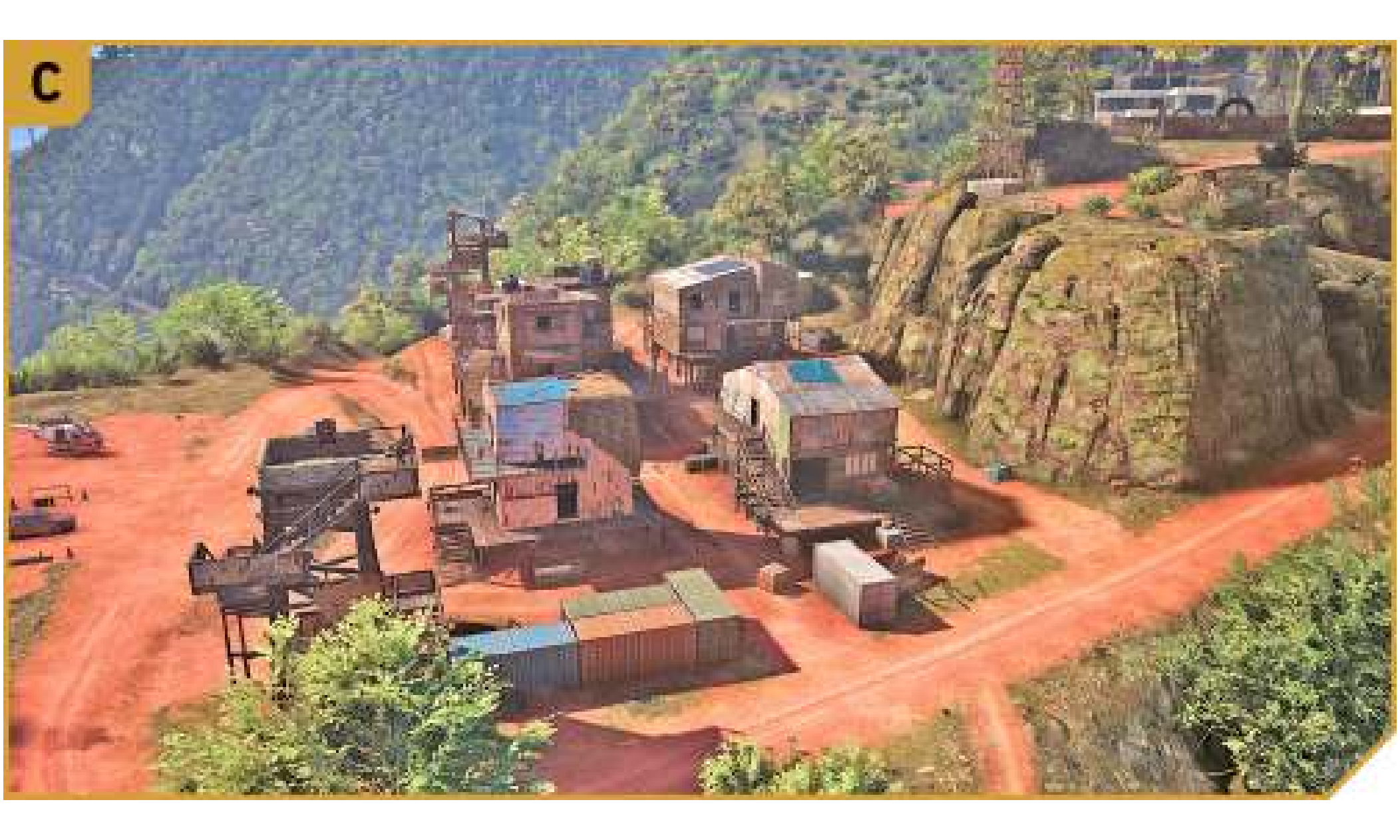
SOUTH: FLAT PLATEAU AND HELIPAD



A large open expanse between the two sniper towers isn't the best infiltration point to head up from, and while the helipad is exposed, the undergrowth on either side is good for sniping from, as long as you're not overly enthusiastic. With the snipers removed, you can also quickly head into the outpost for close assaults and rebel cage unlocking if you need to.

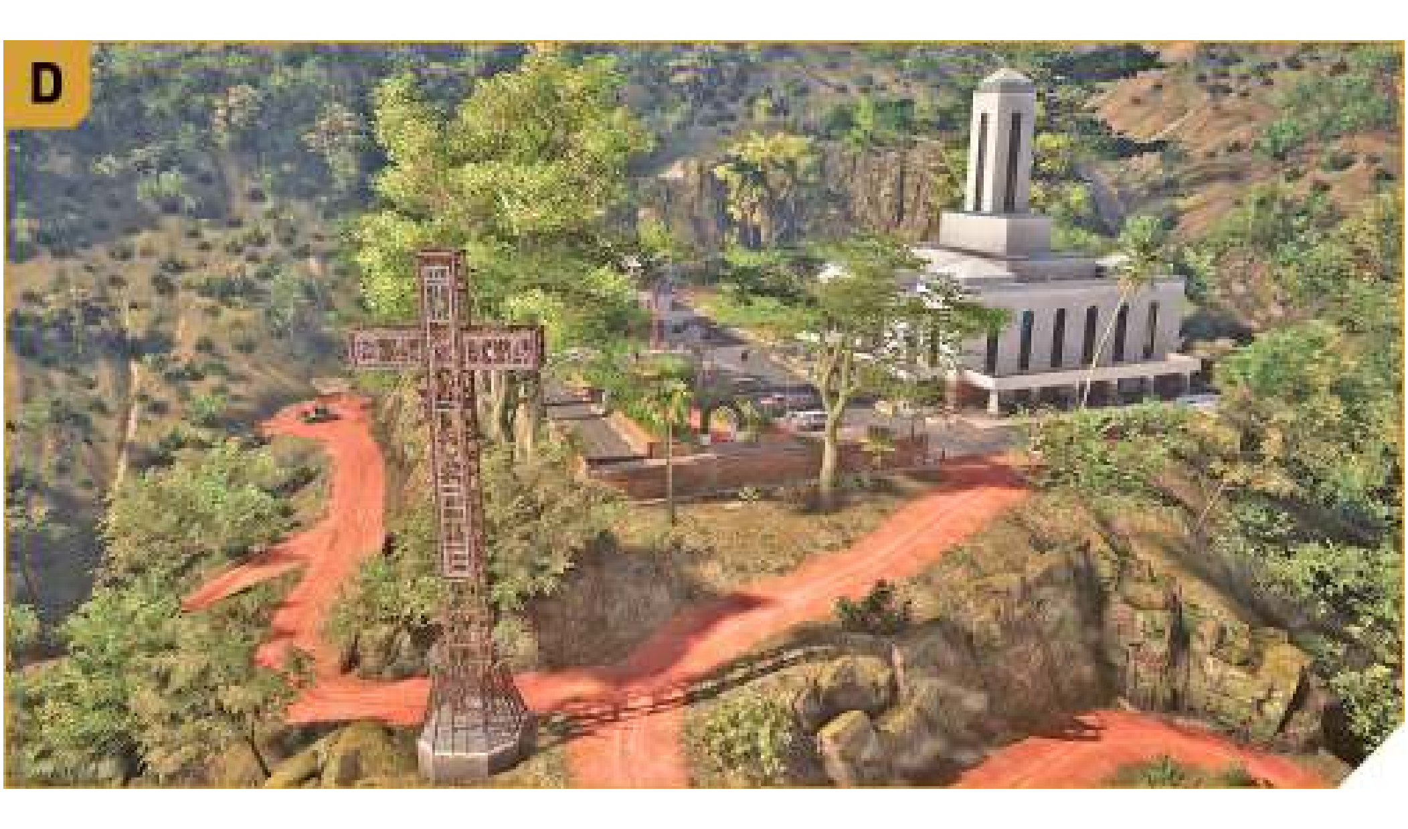
The helicopter here could be used to fly up onto the chapel roof, allowing access directly down into the structure and the obtaining of the bible, though the enemies aren't too thrilled to see you.

SOUTHEAST: TRAIL HEAD AND MAIN ROAD



Using this trail, which appears on your Tacmap, and is a good hike or bike instead of the main road, brings you out along the east side of the outpost. Use the undergrowth to snipe from, storm the camp with a fellow Ghost attacking from A or B, or ignore the outpost and head northwest up the road to D, or the ridge above the outpost (to the north) where a better view and protection are assured.

CHAPEL: PARKING LOT MAIN ENTRANCE

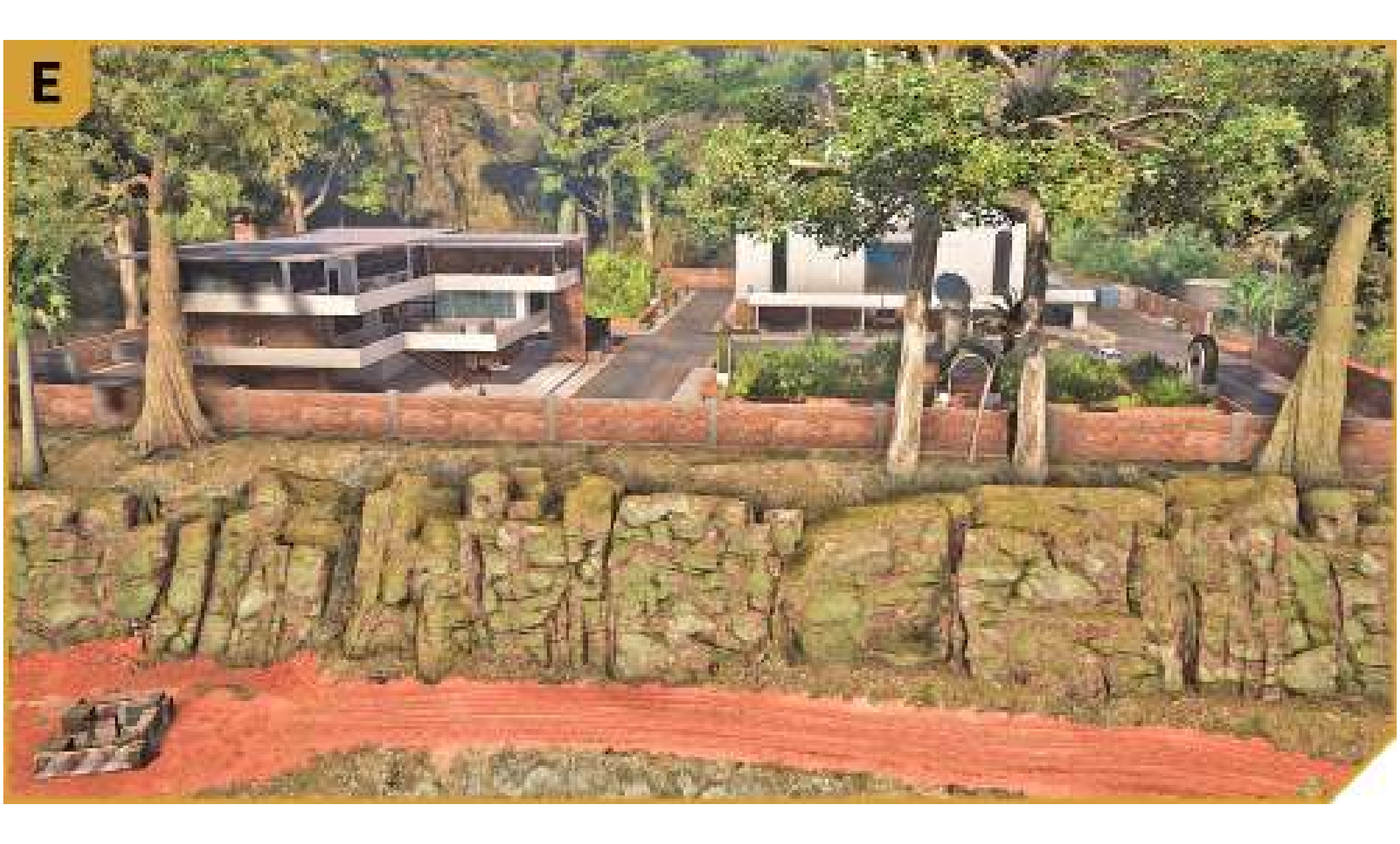


Though heading in through here usually incurs the wrath of the foes both patrolling the parking lot, and on the roof of the chapel, as well as the minigun operator and sniper at F, if you've already removed all the foes at the outpost, using the perimeter wall as cover is actually a reasonable proposition; as long as you're on the eastern side of it!

The entire east wall can be accessed back and forth, allowing you to drop down or escape if the enemy fire is too much. The entrance is a great chokepoint; you can step out to fire at the minigun operator, foes on the roof, snipers, and other foes, or back up and lob grenades.

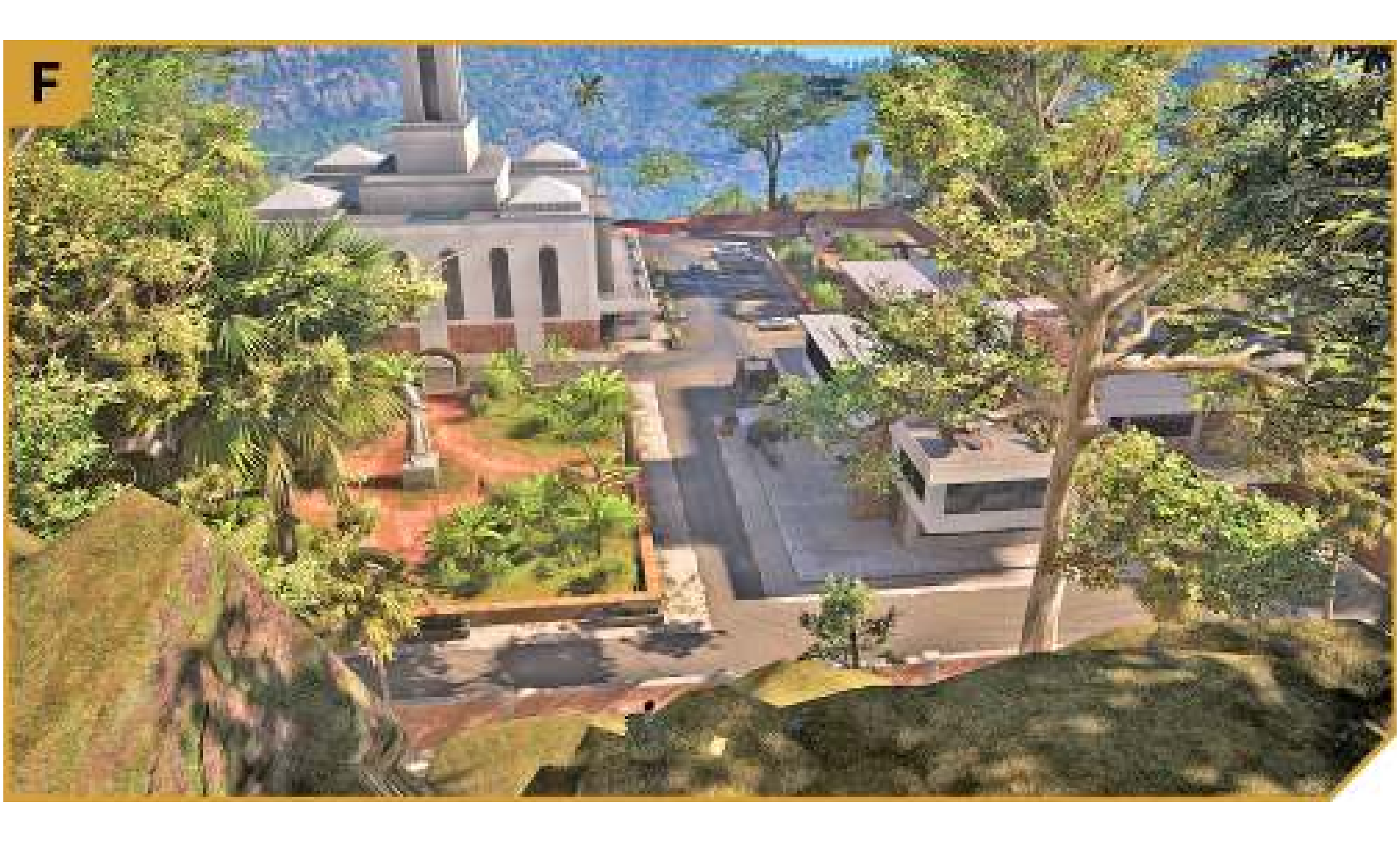
Booby-trap the road here in case reinforcements show up; mines scattered on the dirt road, or the entrance, allow enemy vehicles to pile up, creating barriers to the additional foes, slowing them from entering.

CHAPEL: PARKING LOT SOUTH WALL



The entirety of this wall can be accessed to or from the chapel grounds, making it a porous infiltration point that's handy if you need to enter or escape. It's worth staying on the outside of this wall, moving around the rocky ledge and removing the mortar foe west of E, so you can enter the mansion building from the southwest corner, behind the majority of the foes (this is better if you're maintaining stealth, though it works well if you're trying to outflank the enemy during a storming of the area, too). You can also see a few foes (like the sniper atop the mansion roof) from outside the wall, allowing you to drop these foes while staying protected. Don't stay here too long, or foes will head out and around from D to intercept (though this is helpful as you can ambush them).

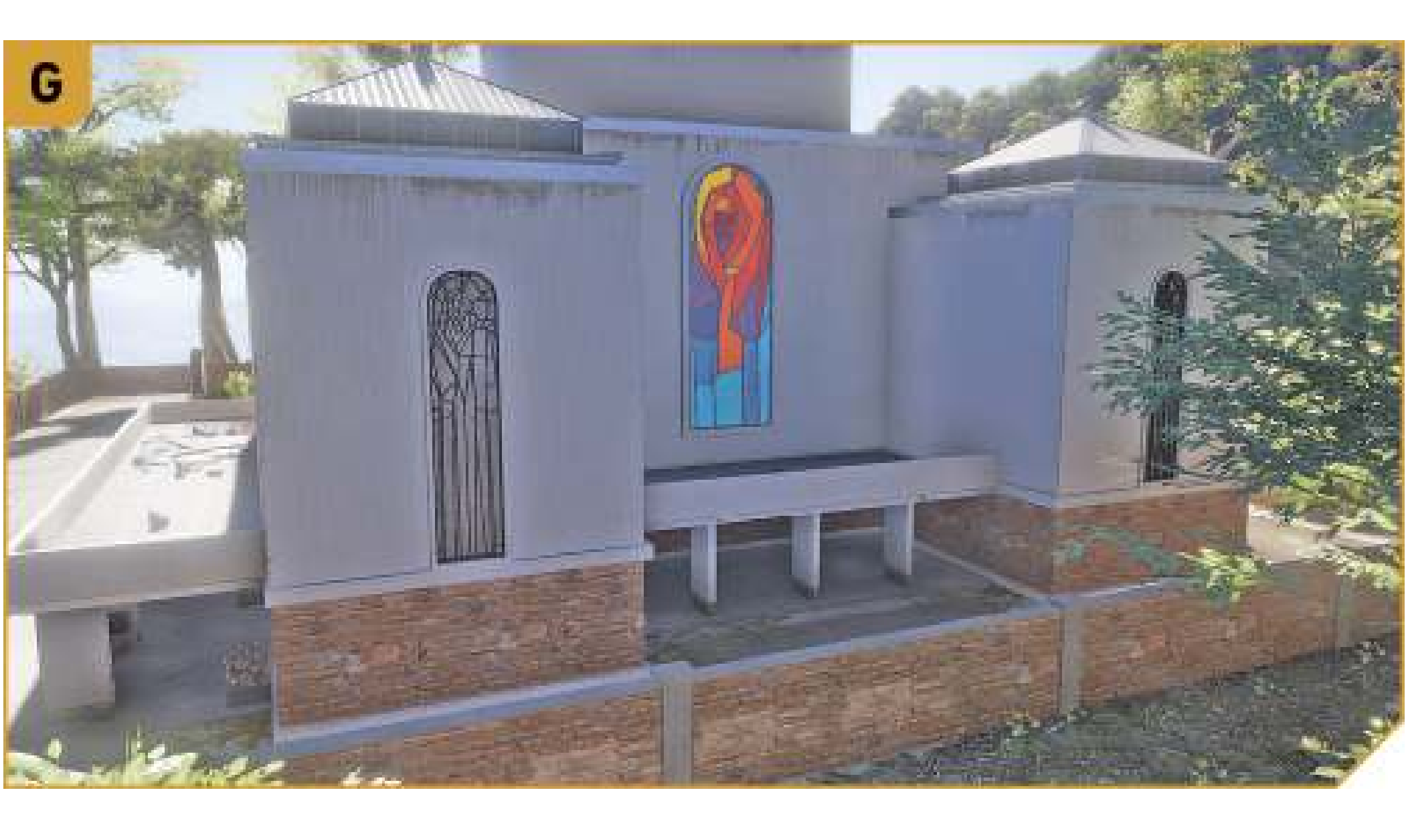
CHAPEL: SNIPER OVERLOOK



Though it requires a quick hike up from A or E, the upper ledge on the west side above the perimeter has a sniper on it. Take his place, and you can see why he was up there; this is a great place to send up a drone, snipe from, cover your teammates, and cause distractions, though you're a bit too far from D to help during reinforcements (unless you're a crack shot), and you can't really tackle the foes milling about inside the buildings. You can whittle down enemies from here easily, though.

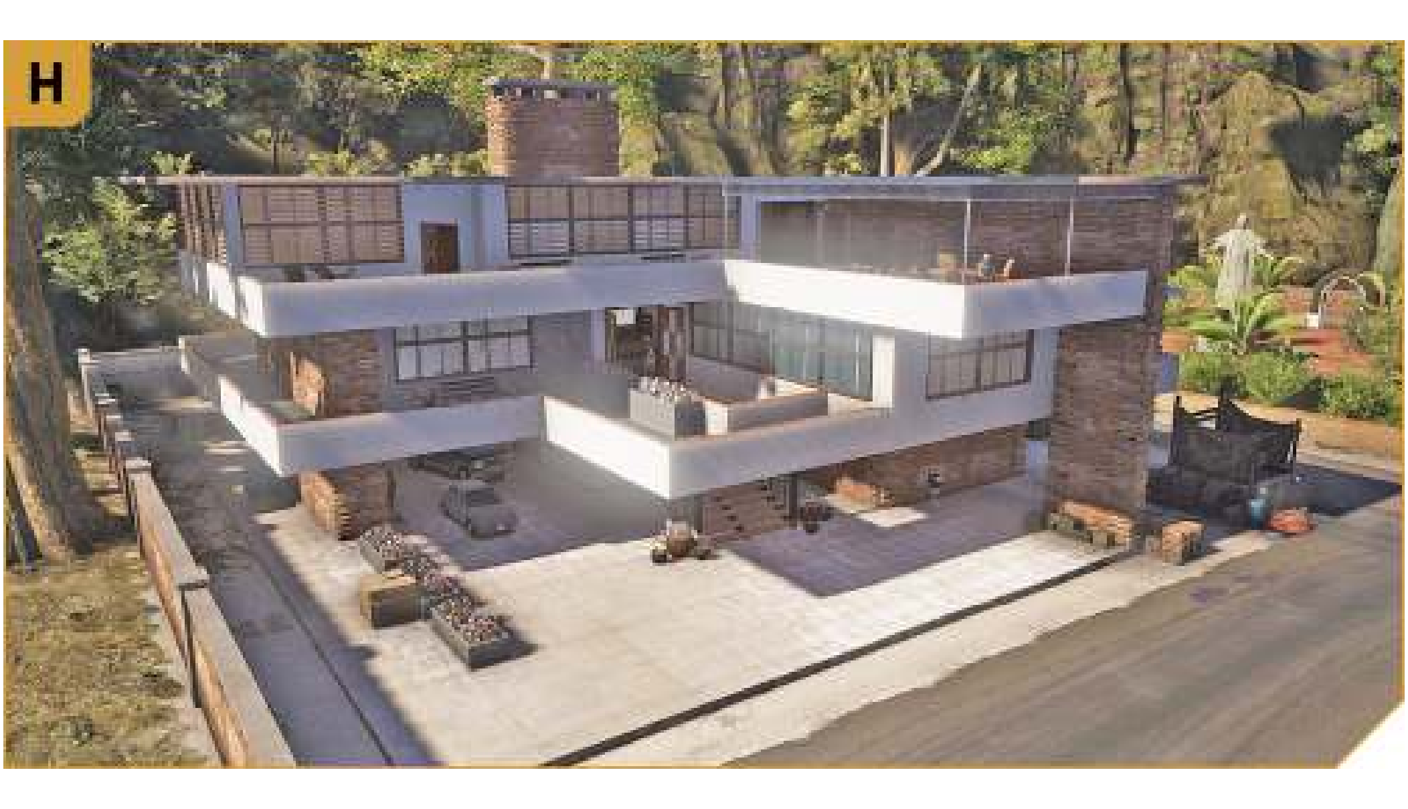
As the entire perimeter wall below is accessible from outside and in, think about infiltrating over the wall in the northwest corner, using the raised garden with the arches as cover, and then sneaking into the chapel from the rear entrance (G).

CHAPEL: NORTH PERIMETER



Though the terrain is a little loose and the trees obscure much of the elevated views of the compound, it is still a reasonable place to hike or bike to, allowing you to bring down a couple of snipers, and foes on patrol. But the real reason to head here (from D or F) is the access to and from the north wall, which allows you into the chapel via the north entrance, which is closer to the bible and has fewer foes. With speed, you can sprint in, grab the book, sprint out, and then start tactical takedowns of the enemy. Or escape. This is a recommended infiltration point.

CHAPEL: MANSION BUILDING



Situated in the southwest corner of the parking lot chapel compound, expect at least eight foes, including a sniper on the eastern balcony, to be stationed here, along with a minigun operator at a nest just northeast of the structure. This is a purely optional building to navigate through, though there are benefits in doing so.

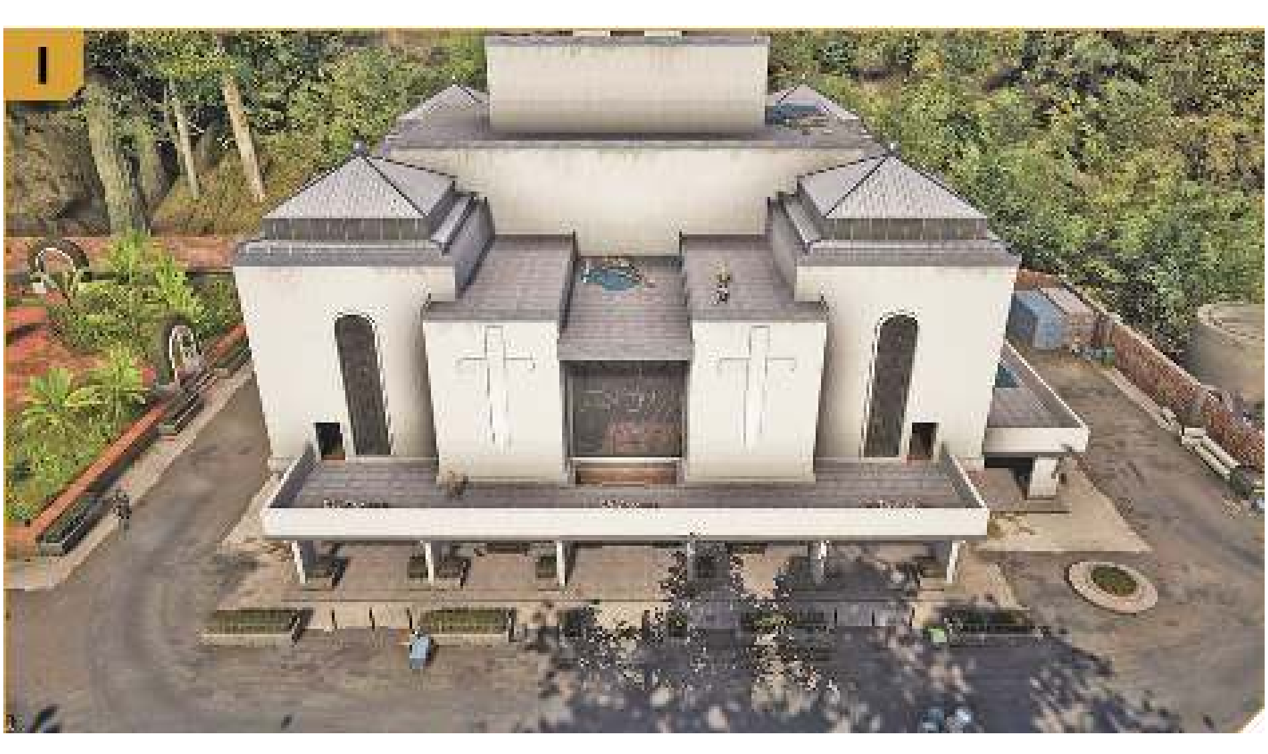
There's only one doorway entrance—up the outer stairs on the east side. However, the ground floor windows, particularly on the north side, can be shot and climbed through. Note there's usually a vehicle parked at the car port (south),which is helpful as an escape vehicle.

Inside is an elevated living room and kitchen, and a side balcony (north side) with great covering fire views. There's also interior stairs up and down. Head up to the bedroom and bathroom, with a balcony where the sniper stands. Take his place, and you've an excellent view of the majority of the yard, and can cover teammates easily; just trap the stairs with explosives so foes don't sneak up behind you.

Downstairs on the ground floor (via the easily-overlooked stairs in the northeast corner) is a living room and a fireplace to run behind, down to a cellar with foes and rebels in four cells. Release them to add help to this assault, if you wish.

The roof of the structure can't be accessed on foot, but it's great to land on with a helicopter, and provides fantastic cover and sniping opportunities when planned in conjunction with a team assault. You can then pilot the chopper down to pick up your team once everyone else is dead.

TARGET: CHAPEL



This is a rather straightforward structure, which houses the bible on a lectern above the main hall, on the north side of the interior. Outside, there's a main south entrance, and two side entrances on the north side. Take the curved stairs up to reach the bible; the side balcony stairs only access the balcony and an exterior balcony above the south entrance.

There are a couple of foes on the roof. You can't physically run to them; only shoot them or drop on them from above (which isn't necessary or recommended). The east balcony and roof are inaccessible except via helicopter or parachute, and all the chapel's windows can't be destroyed.

With only two assault options, head in through the south entrance if you're under attack, storming the premises, and don't care who knows. Enter via the north doorways if you're applying a modicum of stealth.

BUCHONE CHAPEL (AND OUTPOST): OTHER TACTICAL ADVICE

SOLO: Enter from A, sneaking up to rid yourself of the mortar foe, then heading to the southeast perimeter of the stone wall by the giant cross, to shoot down, then storm the outpost to remove all foes and free the rebels. Congregate at D, using it as a chokepoint to whittle down enemies until only those inside or around the buildings remain. While this war of attrition occurs, make sure the snipers are downed. Then sprint into the south chapel entrance, or head around the wall and hop over to infiltrate from the north, grab the bible, and then find a vehicle to leave in. There's one by the mansion, or in the parking lot, so don't blow all of them up!

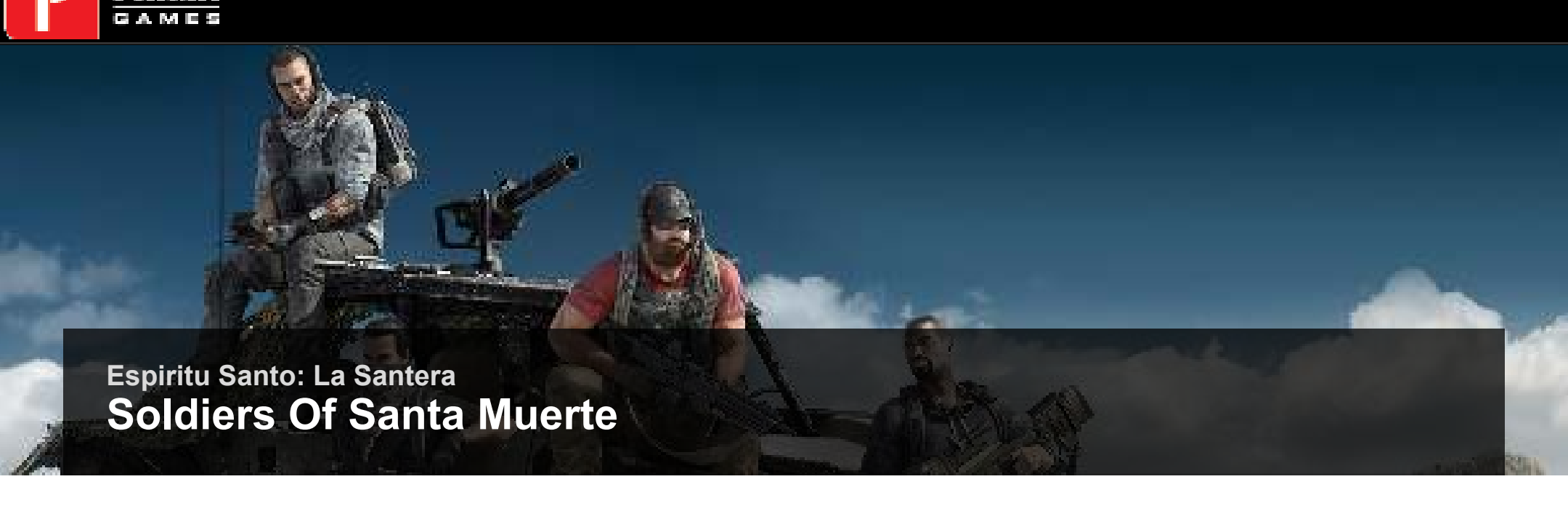
Or, simply creep around to G, hop the wall, head into either north doorway, up the curved interior stairs to grab the book, and leave the way you came. Silent takedowns and melee killings are encouraged, along with patience.

Parachuting onto the roof is another option; just ensure it's the correct building, and drop down to the front (south) balcony side so you can quickly enter one of the doorways into the main chamber and quickly snag the book. Escape via the stone wall perimeter to the northeast of G.

CO-OP: With a few more friends, it makes more sense to attack various areas in unison. One plan is to split into duos: The first pair attacks the outpost from A and C at once, dropping the snipers and clearing the area before joining the second pair, who attacks the main chapel parking lot. One comes from G to drop the snipers on the mansion and at F, and the other takes the roof foes on the chapel down, and starts gradually pushing into the parking lot, using the entrance wall as cover. Eventually, with four team members, you can storm and clear the mansion before heading into the chapel for the book.

Or, you can ignore all the foes in the outpost, and simply approach the chapel area from all four directions. Another option is to approach from a single direction, such as the mansion area after removing the mortar foe west of E. Take over the mansion, removing the minigun foe and freeing rebels, and battle your way into the chapel.

Or, drive two or three vehicles straight past the outpost, ignoring the enemy, up into the parking lot, parking up at the south entrance, or either side of the chapel at the north entrances, grabbing the book, and then leaving while the enemy has little time to react (one of you can run interference until the book is secured, then leave the way you came, or ditch the vehicles and flee north up the mountain).



Espiritu Santo: La Santera

Soldiers Of Santa Muerte

OBJECTIVES

- **Kill La Santera's sicarios. Let no one escape.**
- **Kill the sicarios at the second camp.**

LOCATIONS

- **Pilgrim House (Center)**
- **Pilgrim House (Southeast)**

REWARDS

- **+ 1,000 XP**

BRIEF

La Santera maintains her authority through a group of elite sicarios loyal only to her. These killers are fanatics, more ruthless and violent than the worst of the cartel sicarios. Killing these adepts will weaken La Santera's hold on the cult. Some might try to escape. Don't let that happen.

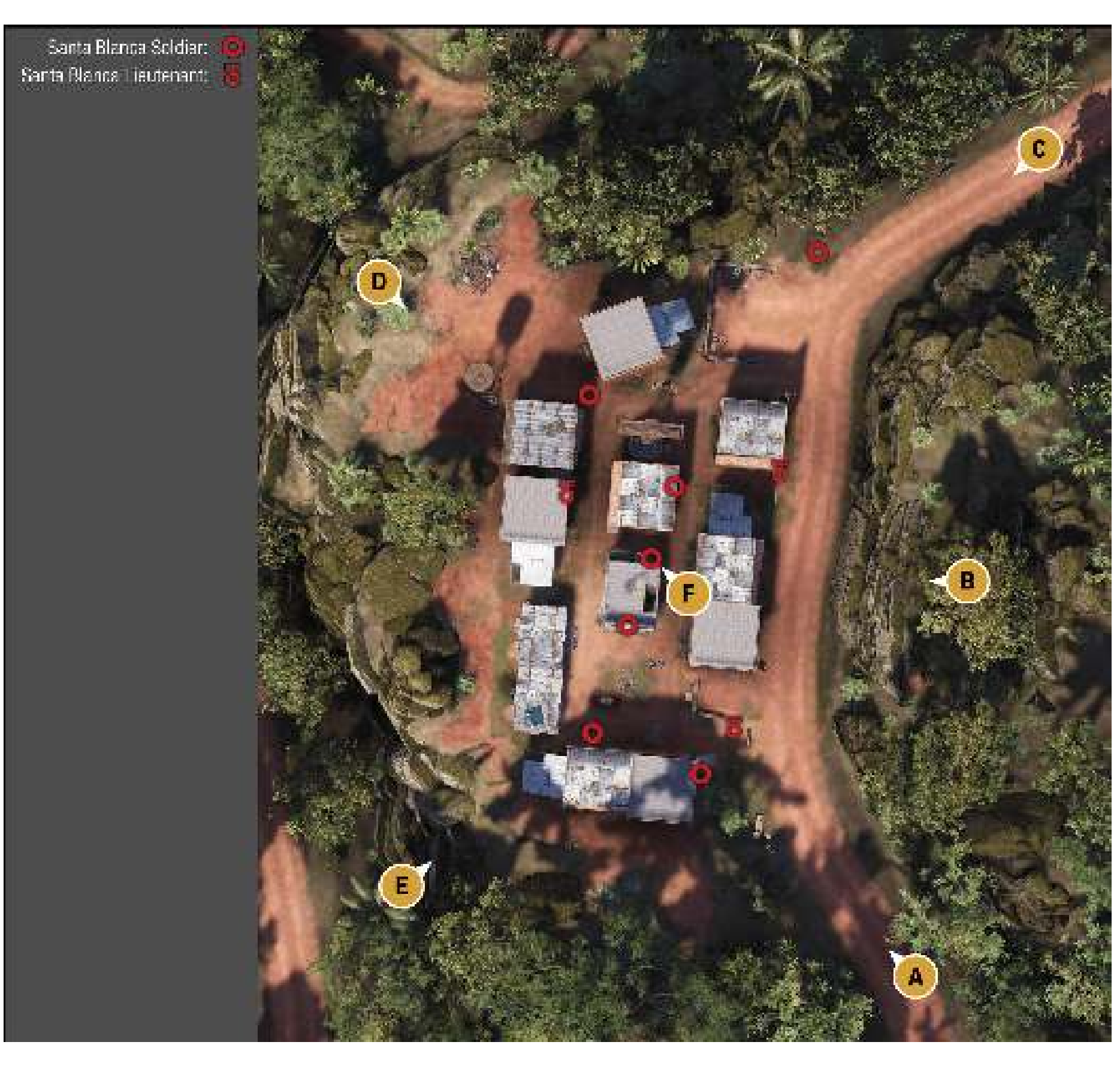
MISSION ACCESS

Acquire Major Intel in Espiritu Santo Province to access this mission. You can also access this mission by proximity.

WIPE THEM OUT. ALL OF THEM.

Just southwest of the Espiritu Santo Base in the central part of the province, and 1.4 kilometers to the northeast of Espiritu Santo Bravo, the mission area is a cluster of buildings used to house Santa Muerte pilgrims. There are innocents to concern yourself with, as well as ten hardened cartel members, already tagged, who need to be neutralized.

PILGRIM HOUSE (CENTER): RECON



TACMAP

This is a cluster of buildings on the west side of a main north-south arterial road, just southwest of the Espiritu Santo Base (so don't encroach too far to the north, to avoid fighting a number of additional foes there). The settlement is comprised of a number of shack shrines, green-colored barrack buildings (almost always two-floors in size), and two north-south alleys leading to a small square in the south where the reaper statue is. Be aware of innocents among the enemies, so think twice before using explosives anywhere except the two parking lots (north and south by the road) to stop enemies escaping.

SOUTH: MAIN ROAD

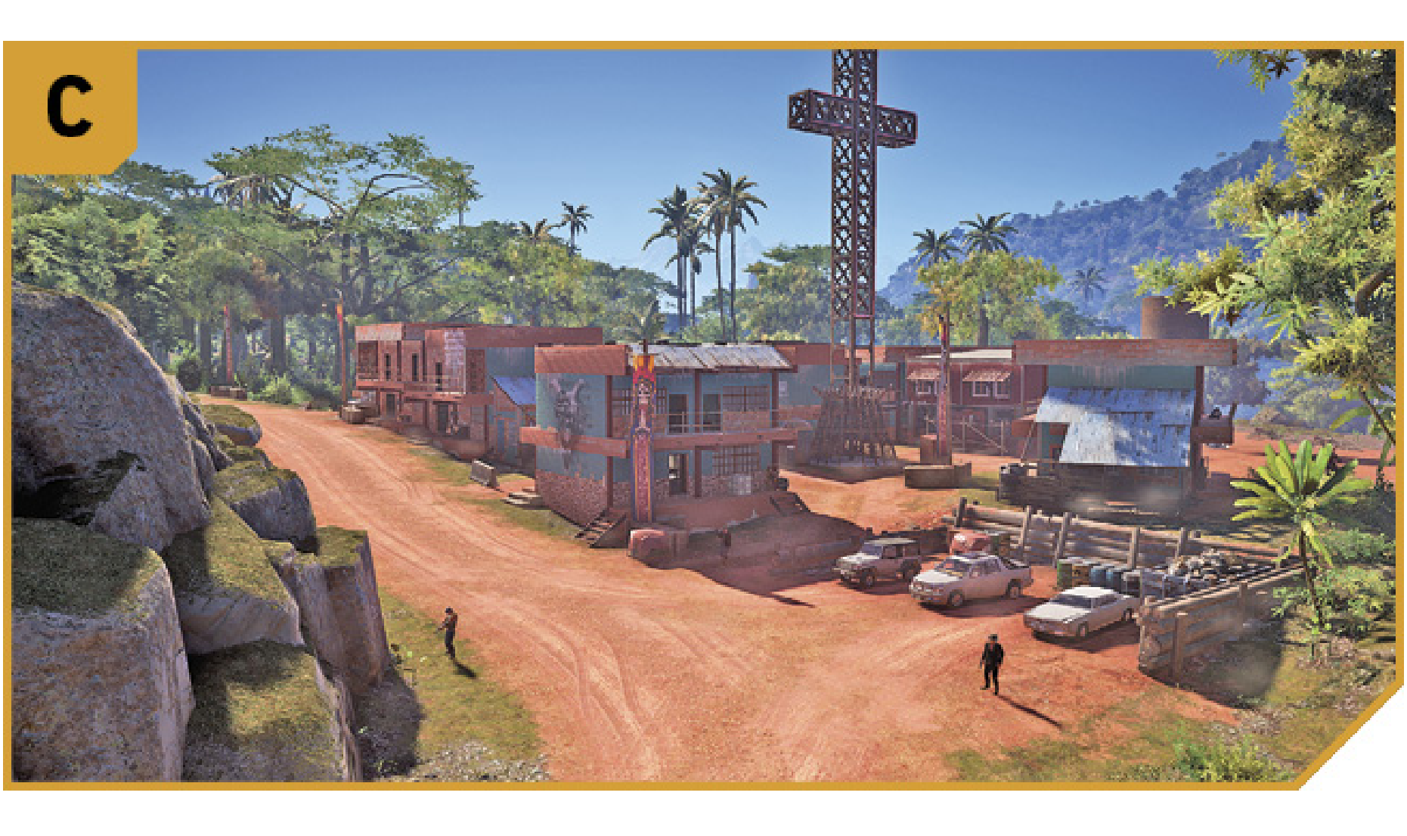
You can conduct a "drive-by" easily heading south to north, lobbing a grenade at the parked cars to stop foes escaping, and strafing the area with gunfire. As long as your driving is nimble (and vehicle narrow) enough, you can drive into the alleys too to continue the massacre, though it's nowhere near as precise and safe as moving from building to building on foot.

Another option is to park up near the banner pole, creep to the log fence at the parking area, up the concrete steps to the balcony of the south barracks building and use this structure to fire from, wiping out the majority of the enemies in the south area. Or enter via the ground floor of the barracks, giving you great views up either alley. Just watch for enemies escaping at the north parking area—the only part of the settlement you don't have a good view of.

EAST: ROCK OUTCROP AND RUINS

The small ruins and cliff-like boulders at the edge of the jungle are tough to climb, but there's a good view and you can scan the entire enemy settlement from here. Lob grenades at either parking area to ensure foes can't escape, then snipe enemies while others clear the area at ground level. You can even drop down and rush into the settlement to finish off foes if you need to.

NORTHEAST: MAIN ROAD



This isn't quite as worthwhile a spot to infiltrate from, compared to A (you're on lower ground, near to an enemy base to the northeast, and there are fewer hiding spots). Aside from using a vehicle to lay waste to the area, you can head in from the jungle to the north, using the log fence around the vehicle parking area as cover, then prep the vehicles to explode with mines or C4 (or grenades). Leave vehicles until you know you want to destroy them, in case you need one to follow an escaping foe!

You also have the option to head into the north building and attack foes along the alleys, or from the building's upper balcony, but the views aren't as comprehensive as from A.

NORTHWEST: WATER TOWER

Use this landmark if you're intending on heading in from the jungle to the northwest. This allows your team to split up, heading to outflank in two directions, or mingle into the alleys and start to take down foes. Note the buildings near the water tower that are open, allowing you to use them as cover, or the upstairs balconies (where available) to defensively fire from.

SOUTHWEST: ROCKS AND JUNGLE

If you're planning a flanking maneuver, with some Ghosts attacking from A, use the west side of the settlement to sneak along, so you can get the drop on the enemy by storming in from the west, or continuing around to D or C.

You can also use the large boulders here for height and ranged sniping, with good views of the south parking area, though you don't have the flexibility of maneuvering through buildings to quickly drop enemies, or stop them escaping to the north.

TARGET: TEN FOES

There are ten enemies to worry about in the vicinity, and three of them (normally the ones wearing the cowboy hats) have the ability to escape in a nearby parked car. One is usually on an upper balcony.

PILGRIM HOUSE (CENTER): OTHER TACTICAL ADVICE

SOLO: Either make the captains a priority (learn their location and begin combat by dropping one or two of them first), or keep a careful look at both the roadside parking areas (north and south), optionally destroying the vehicles or trapping them so your foes don't get far.

Then it's just a matter of mopping up the enemy by entering the settlement (ideally from the south) and shooting anyone marked. Storm buildings, use the central shrine building roof if you need to (it's the only rooftop you can reach), and take no prisoners.

Not letting anyone escape is the other part of your mission, and although you can mine the main road, this isn't wise as innocent (or enemy) vehicles can drive over your trap. Instead, mine or use C4 (or grenades) to destroy the parked vehicles, so the enemy has no mode of transportation to escape in. Priming this area, or at the very least having a Ghost in the vicinity to stop a foe from getting into a vehicle, is almost as important as removing all other threats.

If you're wanting to try something a little more daring (or foolish), parachute and land atop the flat roof of the roadside building just north of the south parking area, and lay waste from there. You have good views, and can easily stop enemies escaping, and this is a novel approach to foe disposal.

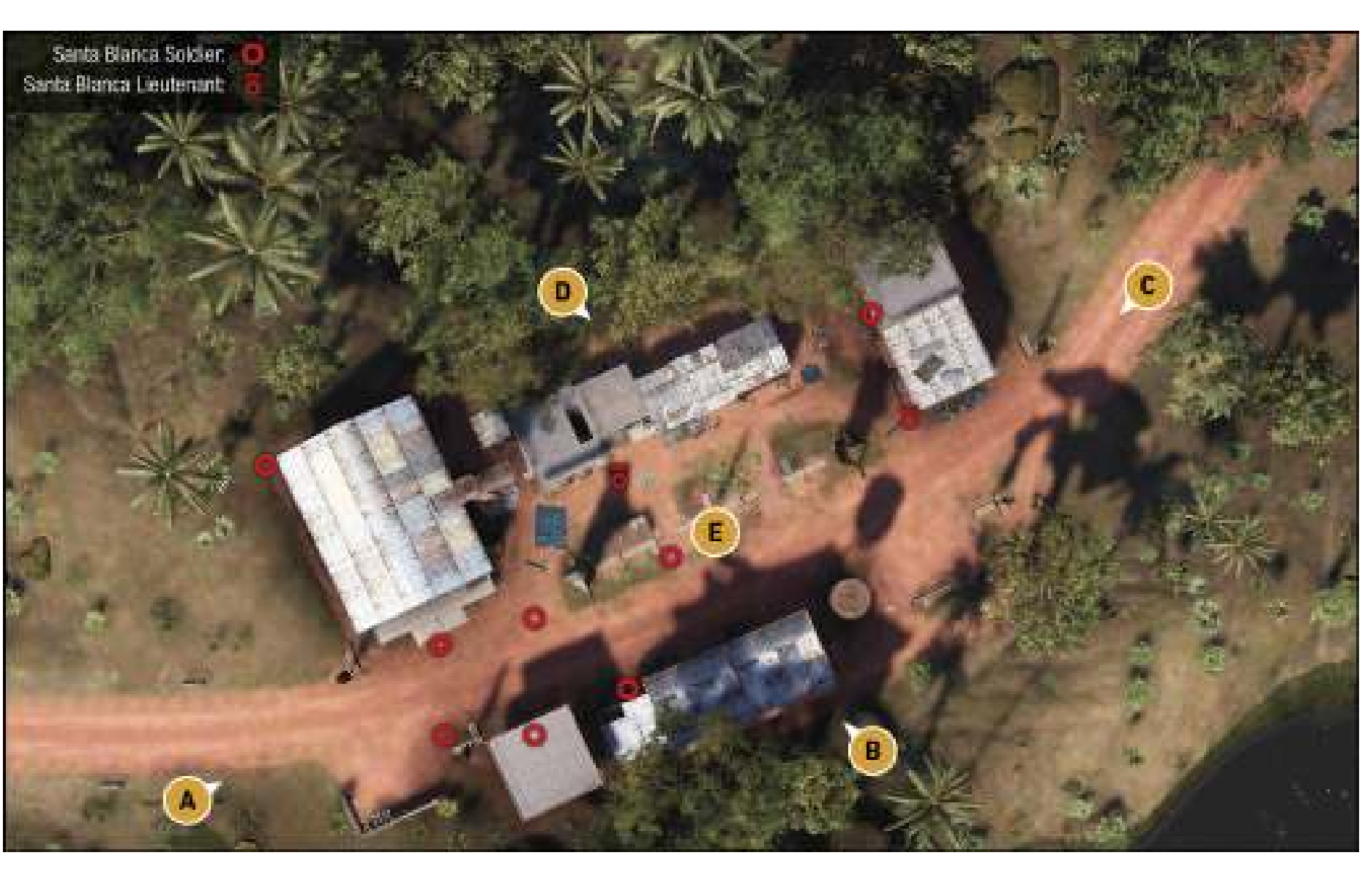
CO-OP: Use Solo tactics, and for a professional plan, split your forces and outflank in a quick and impressive maneuver. Split your team with one Ghost at B providing fire support, one heading along the west perimeter (E to D), one along the road (A to C), and a fourth heading up the middle of the settlement (east alley). You can cut down the ten foes in seconds with competent sync shots and captain-targeting as a priority.

Or, you can approach in two vehicles, and mow everyone down with a mounted minigun, parking on the road, ensuring parked cars are destroyed, and only getting out to kill the remaining stragglers who go into hiding.

PILGRIM'S PROGRESS

Once the removal of the sicarios at the first Pilgrim House is complete, there's a second camp to the southeast, where ten more marked men are to be neutralized. This area is slightly easier than the first, and not really that close to other enemy strongholds.

PILGRIM HOUSE (SOUTHEAST): RECON



TACMAP

A line of buildings, mostly religious in nature, line either side of the dirt road, splitting up four of the ten enemies along the south side, with six on the slightly larger north side where the main chapel and statuary are located. Note the two captains, either of which may make a run for a vehicle; these are parked by the road to the west or east, by the entrance banners or water tower respectively. Note foes may be inside buildings, or upstairs on balconies.w

WEST: MAIN ROAD

Head in here to clear the area using a vehicle with a mounted weapon on it. This isn't subtle, but it gets the job done, and allows flexibility if a captain decides to run.

A better, more stealthy, option is to creep in from the jungle to the southwest, hiding behind the log wall where the vehicles are parked, and prime them with mines (or C4, or lob grenades depending on the clandestine nature of your plans), so they aren't used as getaway vehicles. You can snipe foes from here, and see enemies at the east side of the settlement run to a vehicle, and stop them early enough. Don't blow up the vehicles near you too early; you may need to use them to chase down a foe that bolts farther along the road!

You can also sneak to the concrete barrier corner on the north side of the road by the fence and main chapel, but this gives you less protection and viewing options.

SOUTH: BUILDINGS AND WATER TOWER PARKING

The southern side of the road features some green-colored brick barracks buildings with two floors (ground and upper) to explore. Four of the ten foes begin their patrols here. Approaching from the jungle to the south allows you to weave into the ground floor of the barracks, and use them as cover, while you drop foes. In the confusion, enemies across from you may bolt for vehicles.

Neutralize the vehicles by remaining on the south (jungle) side of the buildings, and destroy the vehicles parked to the west and east (or destroy one set of vehicles, and guard the others in case you need a vehicle later). Then use the hotels as cover and drop foes across from you. You can also approach these buildings from behind, after night fall, and strangle the foes mooching around here, if the mood takes you.

EAST: MAIN ROAD

The view from the main road is slightly less comprehensive if you're approaching from the east, as the slight curve in the road stops you from seeing enemies in the main yard where the statuary is. You can drive a vehicle through here and cause mayhem, or drop behind the large trash dumpster (north) or log fence (south) by the vehicles and pick off enemies.

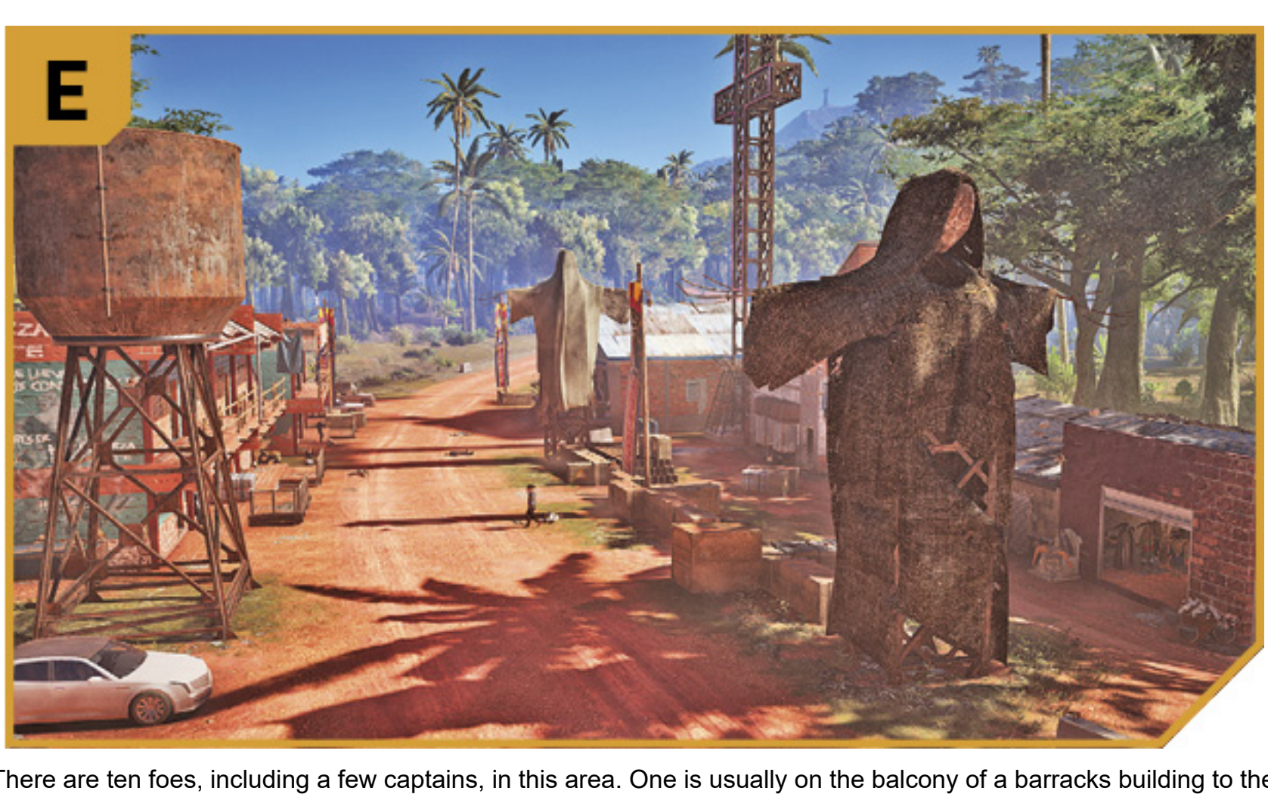
The main benefit of being here is you can control the vehicles in the parking area by the water tower. Blow up vehicles you don't need or want to see used by the enemy, or use them yourself depending on what the situation calls for.

There's also excellent viewing opportunities from the upper floor balcony of the building in the northeast corner; you can see pretty much everywhere, and stop any foe from here.

NORTH: SHRINE SHACKS AND MAIN YARD

The northern part of the settlement has a row of shacks with Santa Muerte religious statuary of varying sizes scattered inside and out, and the main chapel to the west. Most of the shacks are open enough for you to sneak through the back entrance from the jungle (north), and use the area as cover before quickly dropping foes in the main yard. You have good cover choices here, though the ground is lower than elsewhere. You can also quickly cover ground to any escaping foe, training your weapon on either set of parked vehicles, or moving into the chapel or hotel building to the west or east if you need different cover or you're outflanking or sweeping the enemy.

TARGET: TEN FOES



There are ten foes, including a few captains, in this area. One is usually on the balcony of a barracks building to the south, near the west parking area. They go down just like the previous foes you've faced.

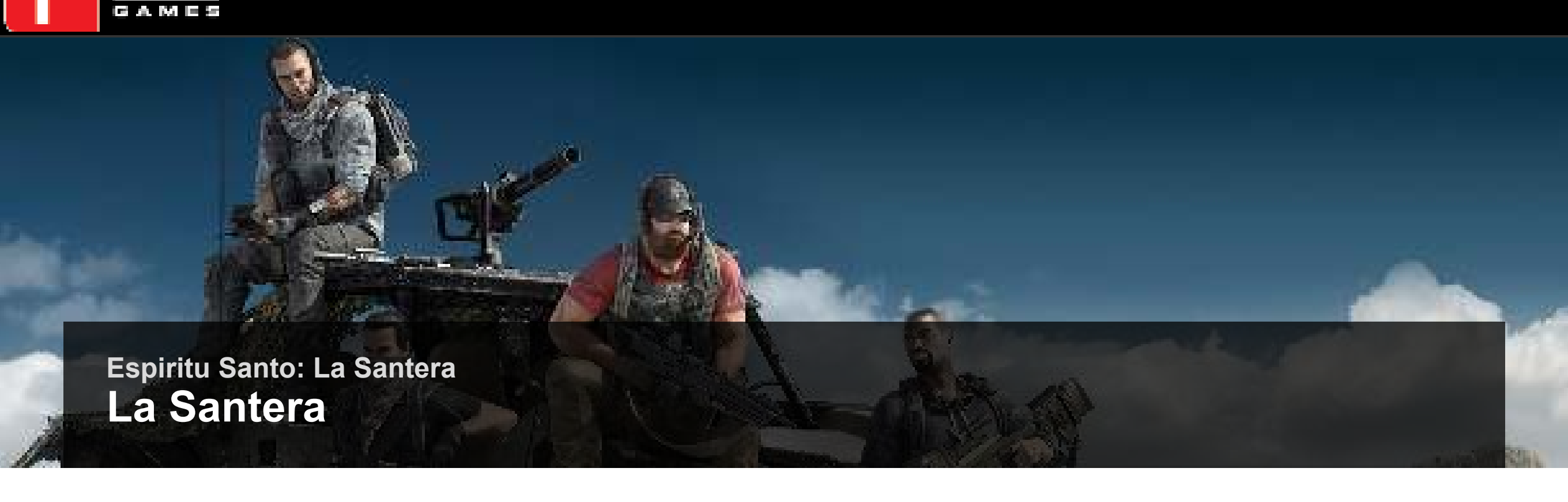
PILGRIM HOUSE (SOUTHEAST): OTHER TACTICAL ADVICE

SOLO: You can drive into the settlement in an armored vehicle, with teammates hanging off the sides of the vehicle, and mow down anyone that moves. Then park up, and execute any stragglers. Straightforward, easy, and you can quickly ascertain if a foe is trying to escape and then chase him, leaving your teammates to mop up.

Or, move in from one of the infiltration points (such as the jungle east of B), and line up multiple foes to cut down with a single burst of fire. Quickly aim and drop two or three other enemies as they scatter, and take cover, then finish everyone else off. Predict whether a captain is attempting to flee, and cut them down, shooting the vehicle before it leaves the area, or use C4, mines, or grenades to destroy the vehicle. If the foe escapes, follow him immediately and run him off the road before killing him.

Or, you can sneak in and locate a lone enemy others aren't watching (such as a foe inside the main chapel) and bring him down with suppressed fire or a melee strangle. Then step back, loop around the exterior of the area, and do this again.

CO-OP: Use Solo options when dealing with these foes. As it's pretty difficult to foul up here, you don't need to be too careful with your planning; just make sure there's a Ghost at each of the parking areas to stop any escaping enemies. Of course, you can attack and push in from multiple directions at once, to complete this mission in seconds.



Espiritu Santo: La Santera

La Santera

OBJECTIVES

- Free La Santera from the sicarios
- Extract La Santera to Espiritu Santo Bravo

REWARDS

- + 1,000 XP
- + 5 Skill Points
- Sniper Rifle: Lanza Sagrada
- Facewear: Skull Bandana

LOCATIONS

- Espiritu Santo Base
- Espiritu Santo Bravo

BRIEF

Tensions have boiled over between El Sueño and La Santera. Sueño has ordered his sicarios to publicly execute the high priestess. If we can get to La Santera and extract her it will undermine both Sueño and her cult at the same time.

MISSION ACCESS

Complete all five previous Main Missions in Espiritu Santo Province (The Advisor, Gold Rush North, Gold Rush South, La Santera's Chapel, and Soldiers of Santa Muerte) to access this mission.

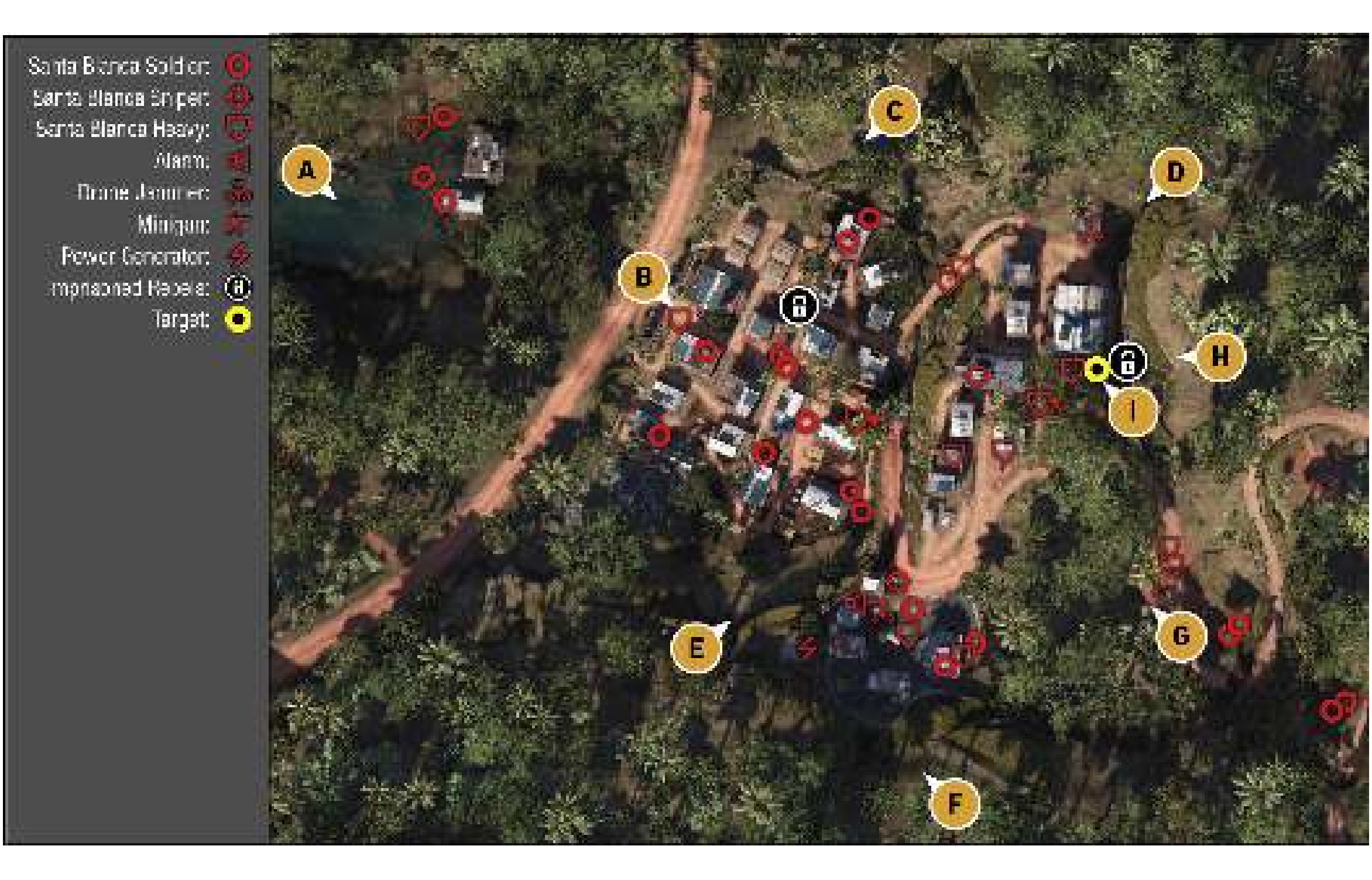
A TEST OF FAITH

Only a click west of Espiritu Santo Alpha is a relatively large base, occupied with an abundance of heavy-weapons soldiers, mainly gathered to guard the cage where La Santera is being held. Obviously, freeing and leading her into a storm of minigun fire is inadvisable, so you're here to find a vehicle, bring it as close to the target as possible, stow her inside, and drive to the rally point for Bowman to work her magic.

CAUTION: MINIGUNS AND MORE

The Santa Blanca cartel have thoughtfully grouped their only alarm, generator, and one of their drone jammers on the south side of this hillside base (E-F), enabling you to remove the threat of reinforcements easily and quietly. Drone fans still won't be able to recon the base though, as there's a second drone jammer in the northeast corner (D) which also needs shutting down or destroying. That leaves only the two minigun installations. One is particularly problematic, as it's pointing east across from where La Santera's cage is (I). Make sure you don't fail to neutralize that. The other is in the middle of the camp, and less problematic unless you're trying to maneuver directly up from B, heading west to east; tactically disastrous plan.

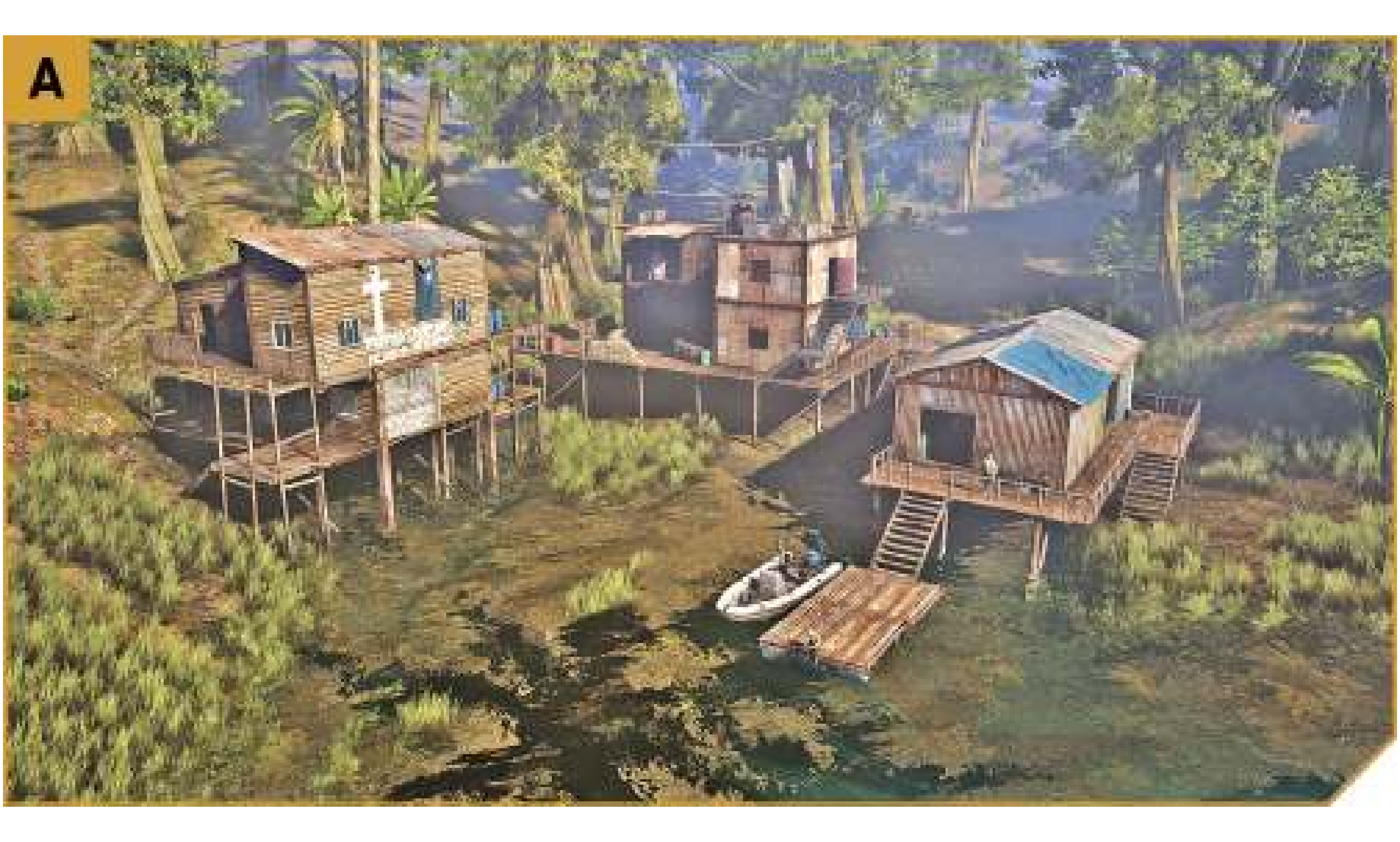
ESPIRITU SANTO BASE: RECON



TACMAP

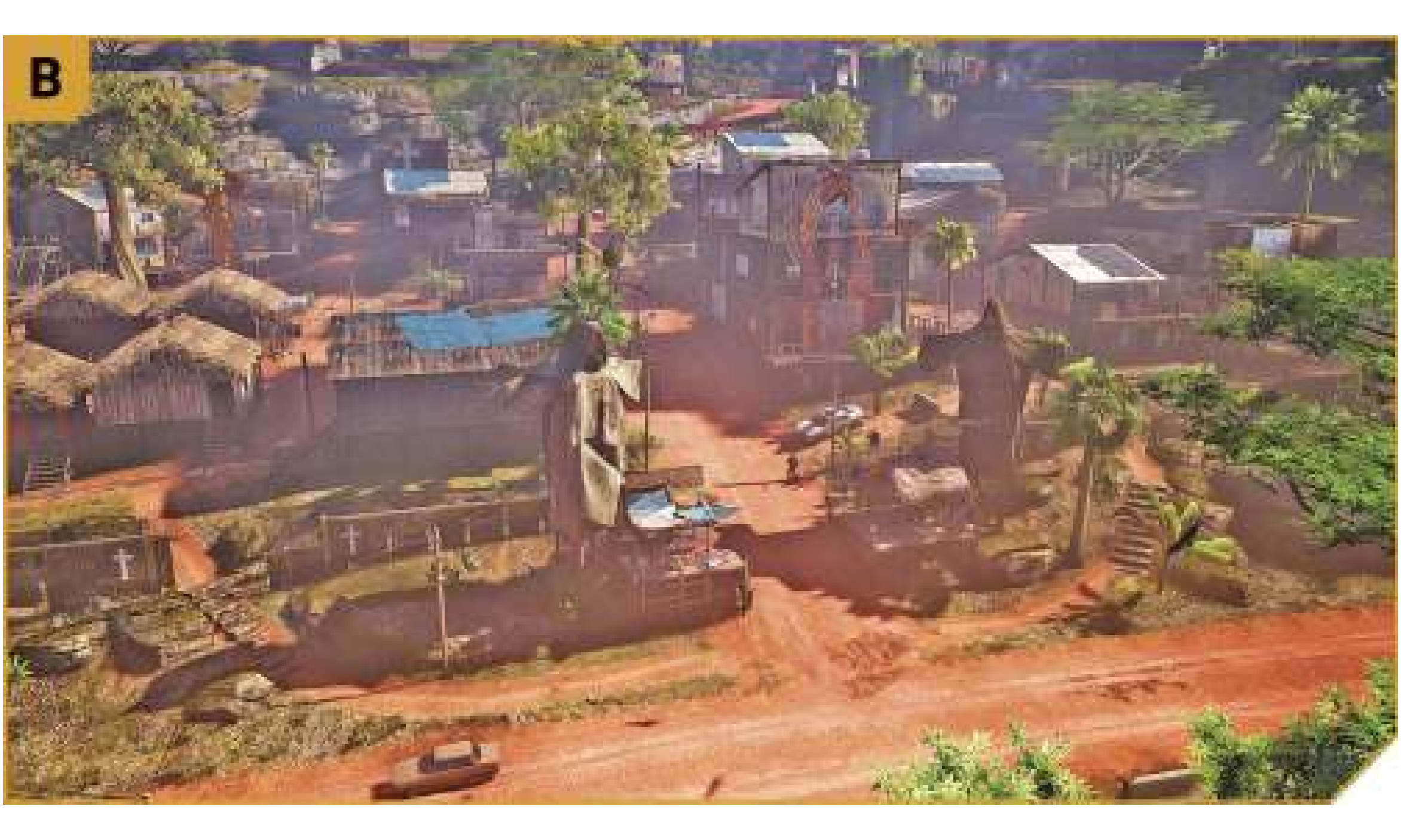
This hillside base has a main lower area where large gold carvings are undertaken, an HQ building where a cluster of installations are (to the southeast), and an upper area of wooden structures you can maneuver across or ascend to the top of, close to a cage and chapel building where your target is. Get a vehicle as close to her as possible, as you don't want to drag La Santera through the jungle now, do you?

RIVER JETTY



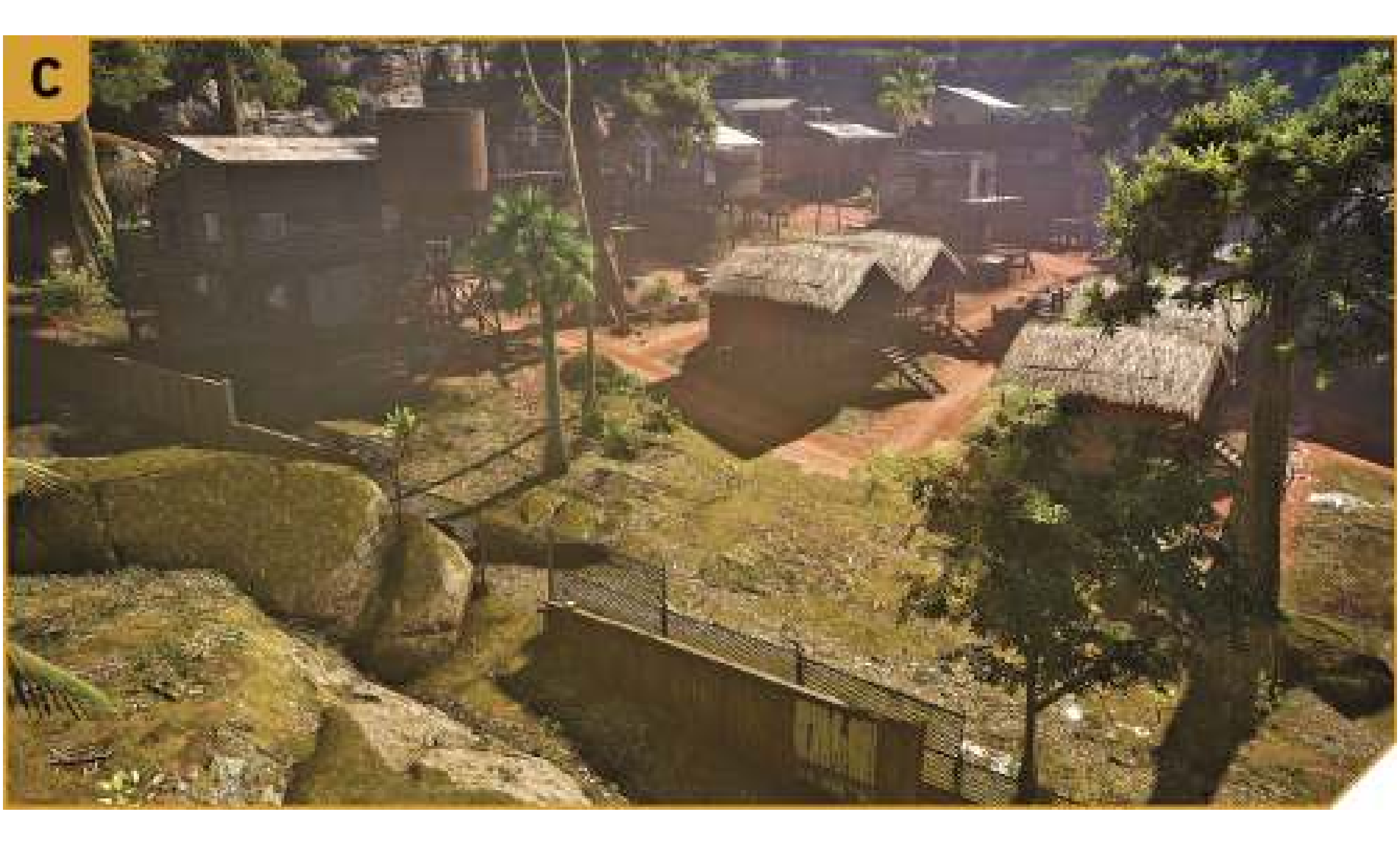
Just like the majority of the foes to the southeast of G, at the Santa Muerte Sanctuary you storm during Main Mission: The Advisor, these enemies are unlikely to pose a significant threat to you, but are close to the main base. Therefore, it's recommended you either cull them before assaulting the main base, or avoid this area during extraction so you're not facing additional foes.

NORTHWEST: MAIN BASE ENTRANCE



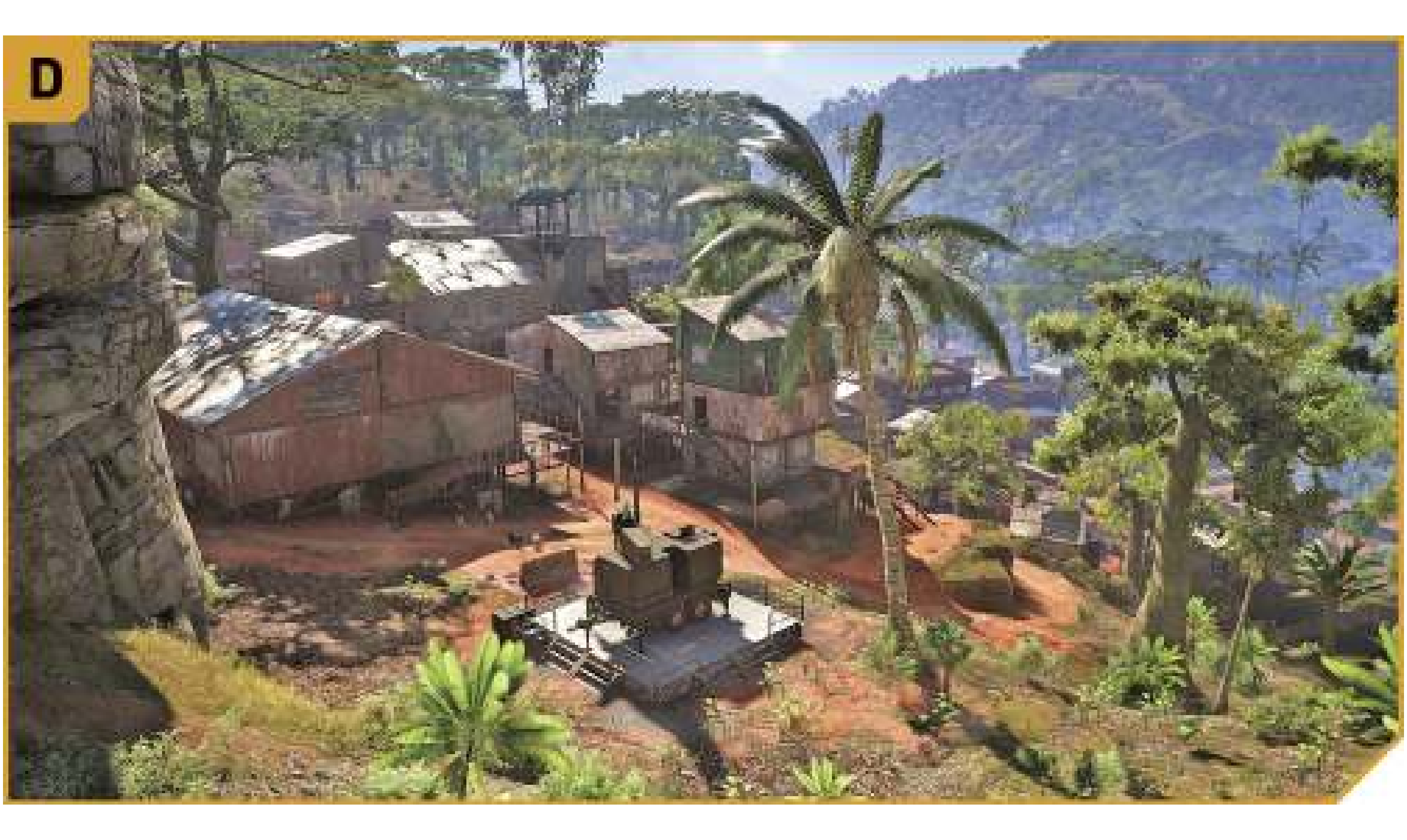
This has three main entrances: a central one big enough to drive up (and there's a vehicle parked nearby, just inside the base, if you desperately need one during the extraction), along with steps to either side, each accessing the north and south areas of the lower base section. There are likely to be fewer foes on the north side, so this is a good clandestine route, whereas entering on the south sets you up for a firefight (though creeping around the perimeter is safer and easier to complete). If you're wanting to drive up into the base, and don't care who knows about it, the main road is the one to take. It's also the recommended extraction route.

NORTH: BASE PERIMETER



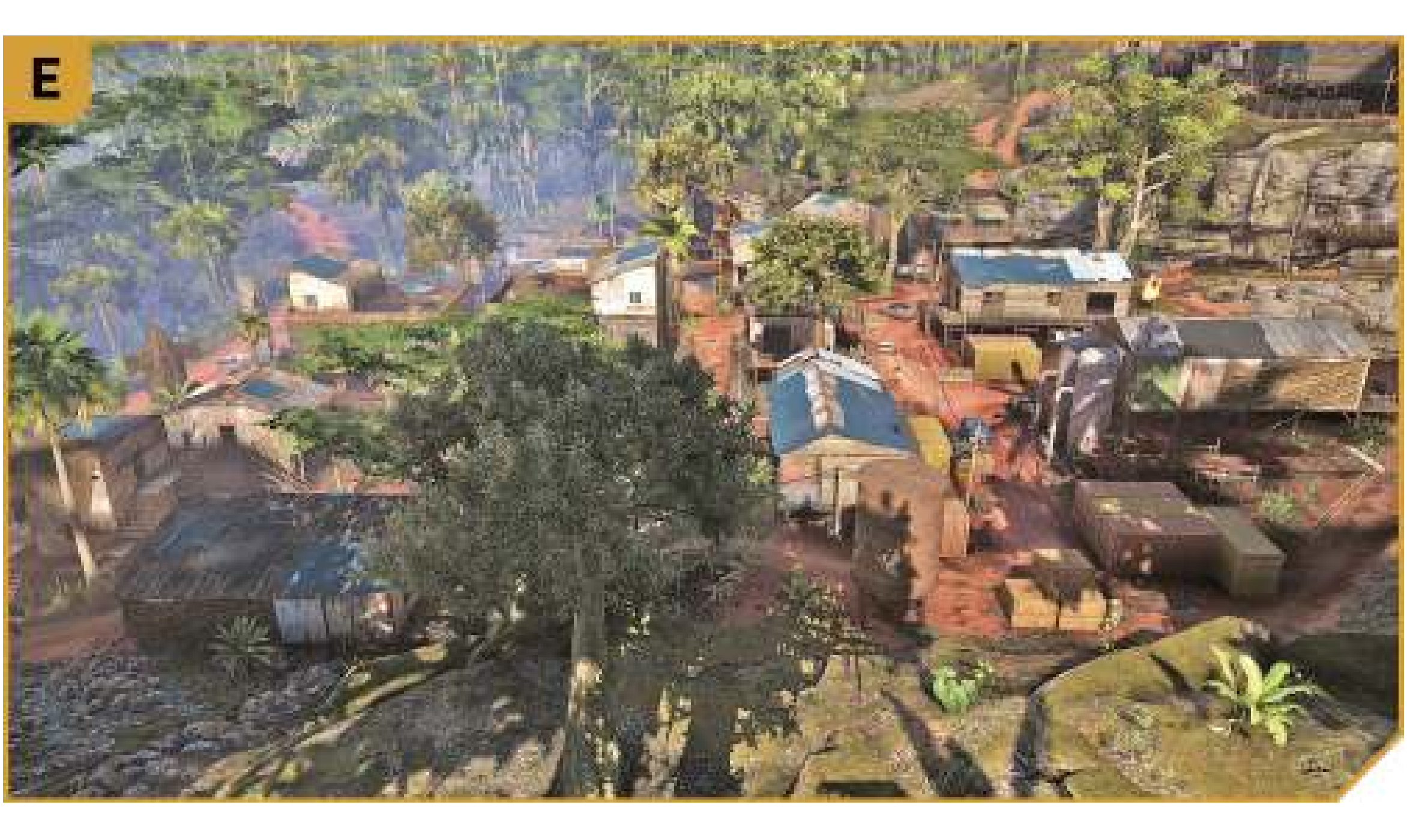
The barbed-wire fence perimeter here has a gap you can head through at this point, allowing for outflanking and crossfire opportunities, or a sneaking path along the northern side of the base. Farther to the east, between C and D, is a rocky mound of boulders you can also climb in or out of; use these as alternate methods of entering, or sniping from. Note the gold statue in this northern part of the lower base; there's a cage nearby allowing you to free rebels, who can aid in the fight.

NORTHEAST: DRONE JAMMER AND INSERTION POINT



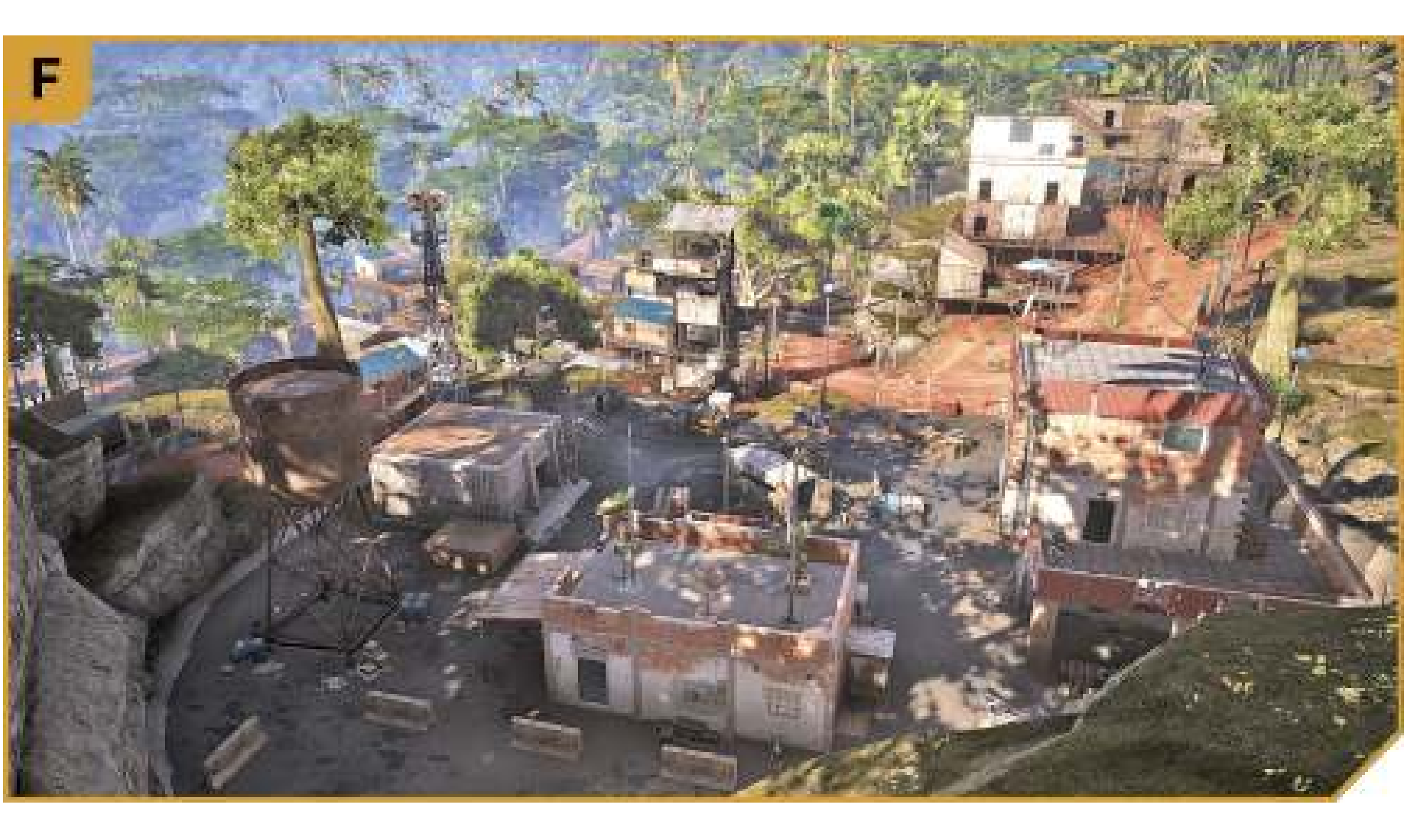
Don't overlook the jammer here. Aside from occasional enemy patrols, this is reasonably free of foes, and you can quickly and effectively shut down one of the two jammers before moving to F to find the other. Otherwise, this is also a great location for infiltrating from; allowing easy access through the chapel to the target. The only problem is stowing La Santera into a vehicle, so you may wish to bring a vehicle here, park it close to the drone jammer, and silently take down the foes around I before dragging her back here and leaving.

SOUTHWEST: BASE PERIMETER AND ROCKS



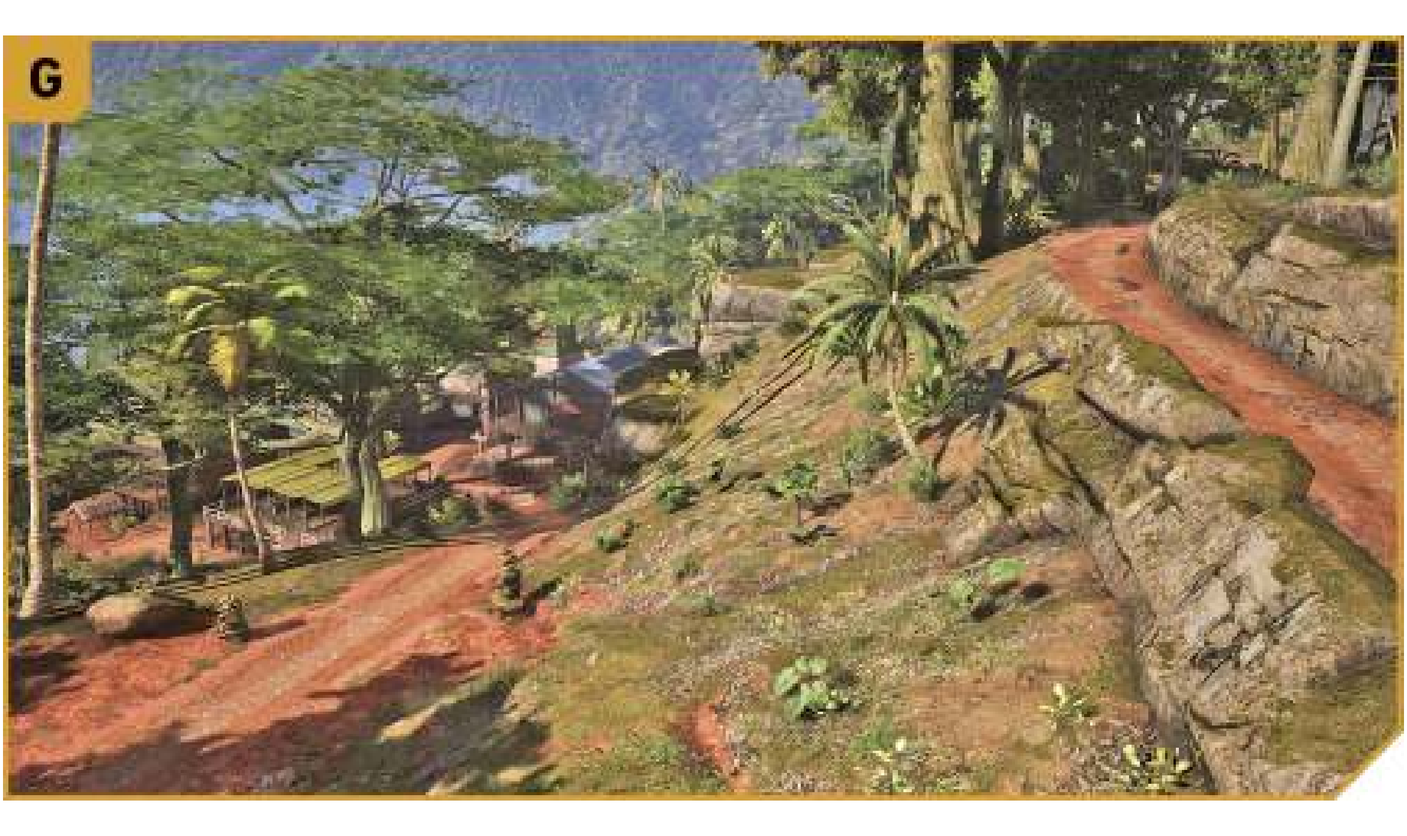
This lower slope allows easy infiltration into the lower south-side of the base, access to the generator and HQ area north of F, and sniping opportunities across the base, including the shooting out of the alarm pole panel and snipers on their towers. This is also a good spot for a group infiltration.

SOUTH: HQ BUILDING AND INSTALLATIONS



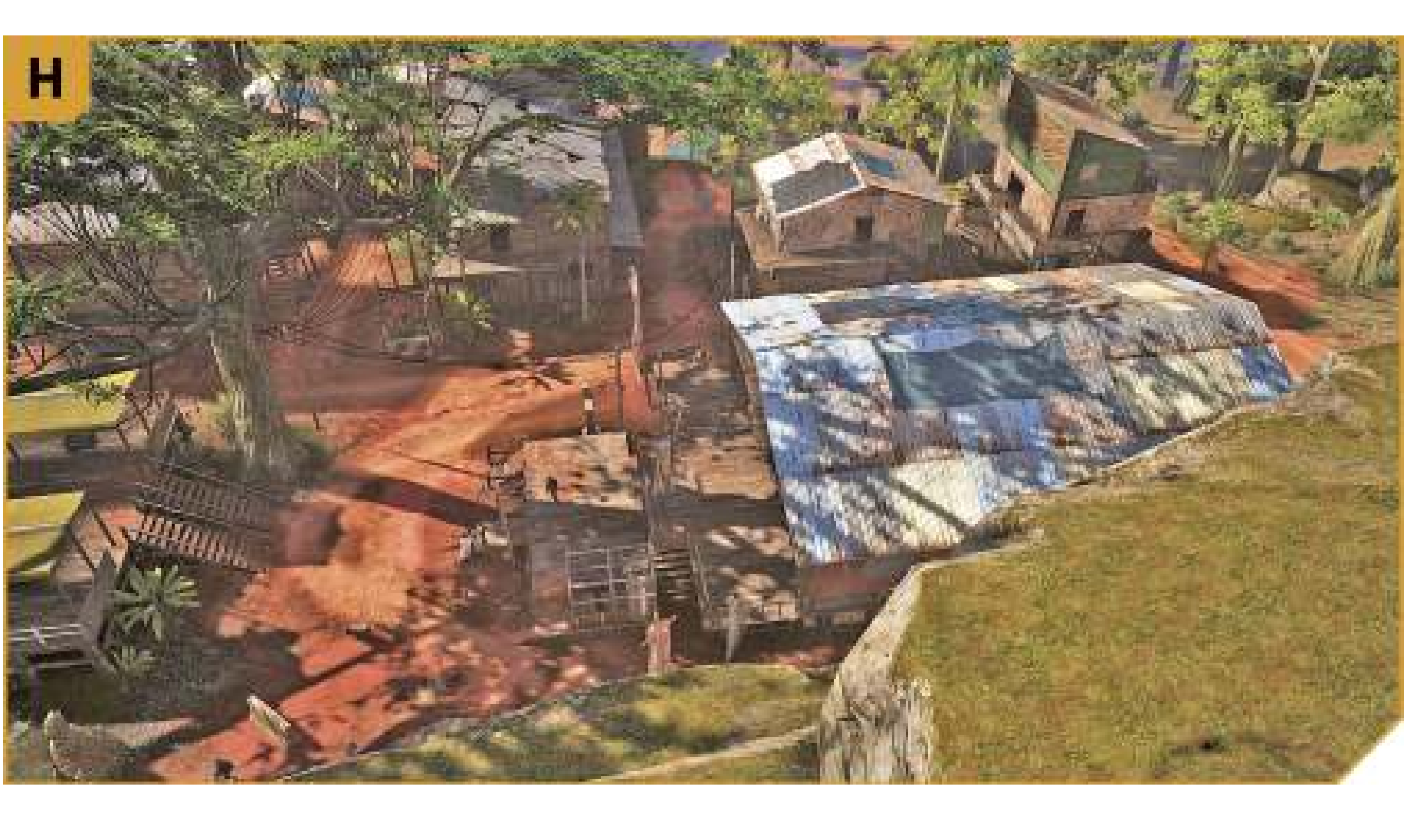
The optimal place to begin a group infiltration, you can quickly overpower the enemy here, and shut down most of their installations (the jammer, alarm, and generator are close to the HQ building here). Even more importantly, there are three vehicles parked here.

SOUTHEAST: WINDING TRAIL



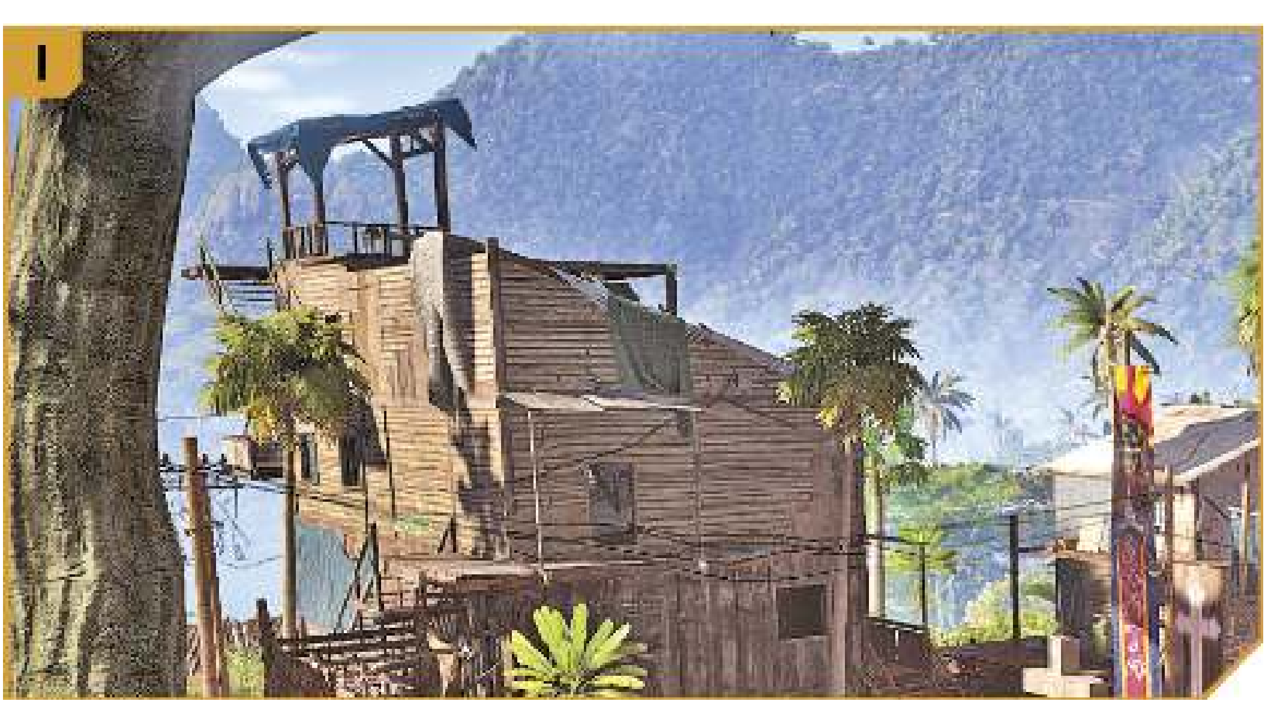
Watch for foes heading down here; there are at least three sets of two enemies (sometimes one is armored) to worry about, and they tend to descend down into the base, passing the target's cage. Two Ghosts, or a stealth snipe of both enemies in quick succession, allow you to rid yourself of this duo before they realize they're under attack. Otherwise, this area touches the Santa Muerte Sanctuary, with its own set of foes. So don't encroach there; the only reason to use this is an alternate escape route.

EAST: ROCK OUTCROP



This offers great views of the three armored foes around the target, allowing you to silently tag and bag each of them without the rest of the base knowing about it. You can then unlock La Santera without worrying about too many other foes, though the patrols at D and G can be a problem. The sniper is obscured by the building he's standing on from this angle, so ignore him unless you're wanting to remove everyone. The only problem with entering from here is that you need to secure a vehicle, so try carefully driving here, and parking at D.

● TARGET: SANTA MUERTE CHAPEL AND LA SANTERA



The target is caged outside the chapel building, across from a manned minigun, with a couple of other armored foes and a sniper in the vicinity, and pairs of patrolling foes heading around at D and down the winding trail at G. It's worth studying the upper structures, the planks linking buildings, and then tackling the foes here as well as enemies coming in from D and G before unlocking the cage. Grab La Santera as soon as the cage is opened, and stow her in a waiting vehicle.

ESPIRITU SANTO BASE: OTHER TACTICAL ADVICE

SOLO: Think of the base as three separate locations. It's not necessary to engage the enemy at the lower section (from B to the north-south wall in the middle of the base). It's worth clearing the south HQ building area (F), and it's pretty imperative that the upper section (I) has its armored enemies removed, to prevent La Santera from being killed as you drag her to a waiting vehicle. You need the best plan to get La Santera into a vehicle:

The easiest way to get a vehicle near La Santera is to kill the alarm panel at F, removing foes in and around the HQ building, and then taking one of the vehicles parked there; it's just down the hill.

Or, you can drag La Santera to one of the vehicles, which is only recommended if the immediate area has been cleared. If enemies are present, this could present a challenge as you're both easy targets.

A stealthy plan is to ignore the foes in the lower base, approach from H, silently sniping the sniper in the tower, the minigun nest foe, and others in the general area before creeping around to F (shooting or avoiding patrolling foes at G if you wish), and dropping enemies there (after tagging any you can see, like the sniper at F, from H). Then drive a vehicle up, open the cage, and bundle the target in.

Or, you can try an ultimate stealth plan by quietly driving up into the jungle north of C, parking near D, creeping through the church and removing the minigun foe and anyone close to the target silently, and dragging the target through the chapel, and into the waiting vehicle by the drone jammer.

There are two escape routes; up the winding trail (G) or down through the base to the main road (B). The latter is recommended.

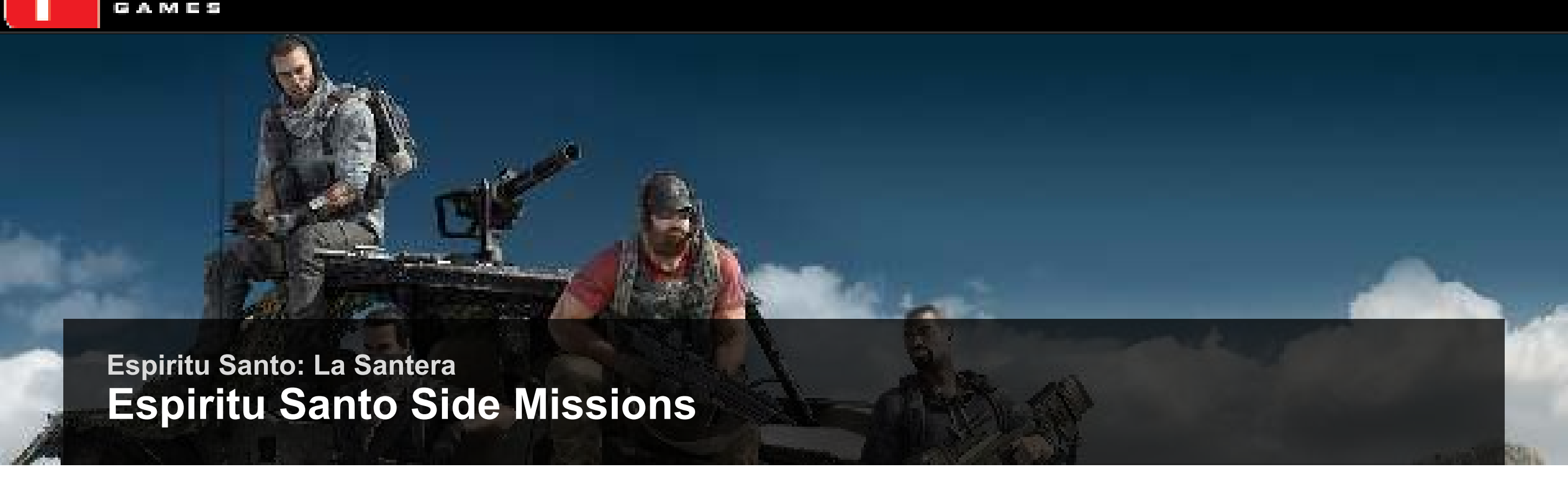
Another option is to simply land a helicopter in an area wide enough (D or H are good choices), and order your team to attack the foes around I while you free La Santera, and bundle her into the chopper.

CO-OP: Killing all installations in unison is an excellent plan; station two Ghosts on either side of the base (north and south), each with responsibilities of moving into the base and removing the nearest threats, starting with the snipers.

Or, you can drive straight up the main road entrance (B), into the base and around the curved road past the HQ building (F) to the target (I). Have one Ghost break the cage open while the driver turns the vehicle around, and the others expertly remove the armored foes nearby. Then depart the way you came.

EXTRACTION TO ESPIRITU SANTO BRAVO

La Santera's faith is about to be tested, but yours should be fine if you're worried about encountering any major problems between here and the Rally Point. Assuming your vehicle is in good shape, has teammates that can fire out of the sides, and you are moving directly to the RP, you can dump La Santera off, and conclude your time in this area.



Espiritu Santo: La Santera

Espiritu Santo Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: PARACHUTE DROP

OBJECTIVE

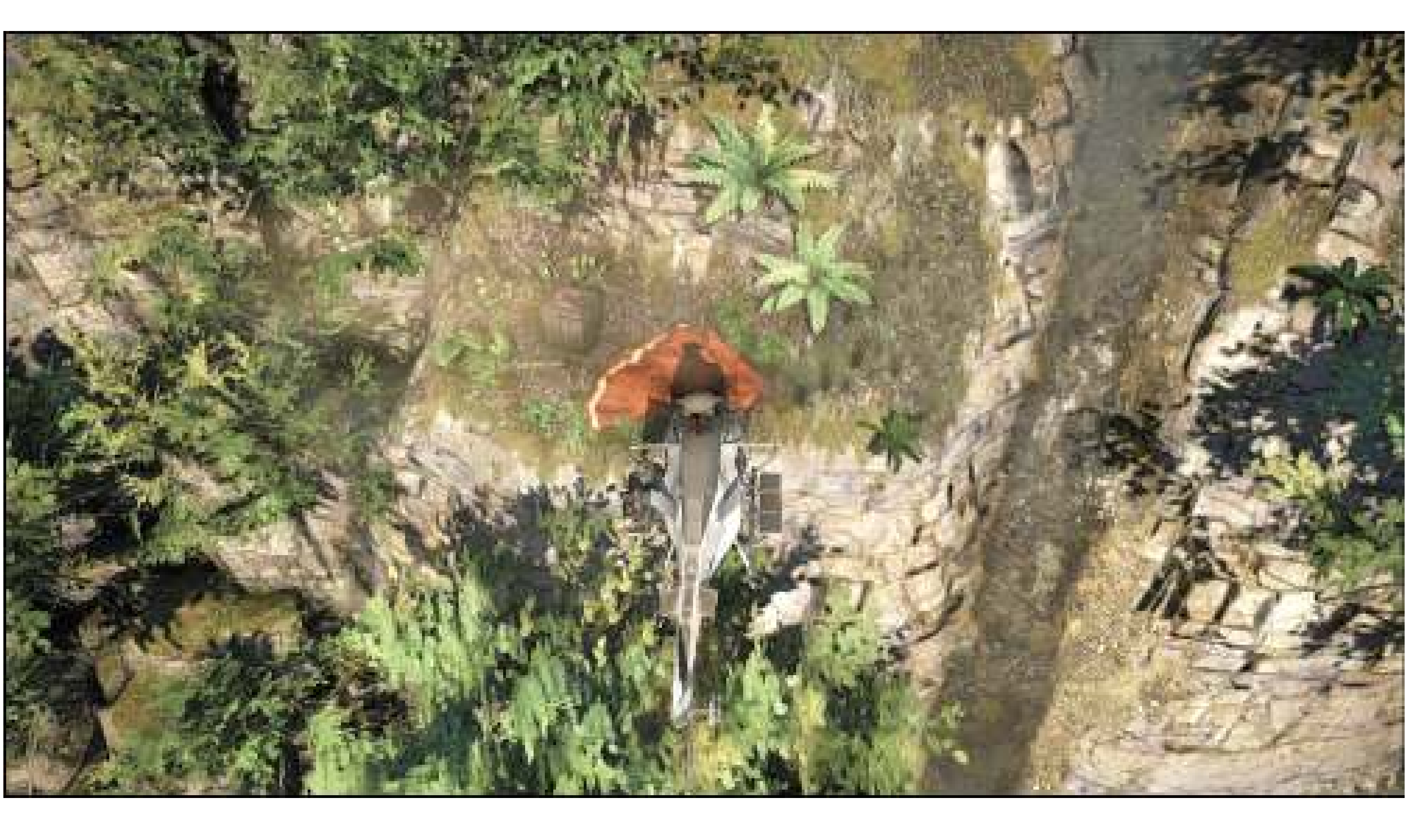
Tag the drop site supplies

LOCATION

East of Buchone Chapel

REWARDS

Support Unlock/Upgrade – Rebel Recon



The supply drop has landed on the side of the huge cliffs, well east of Buchone Chapel. Grab a helicopter; one is available in Alta Gracia, but it must be stolen away from the Santa Blanca. Fly to the far northeast corner of the province to get the notification of a nearby parachute drop site. Look for the orange parachute and carefully land on the narrow ledge next to the supplies. If landing the chopper is not your thing, jump out high above and deploy your own parachute.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

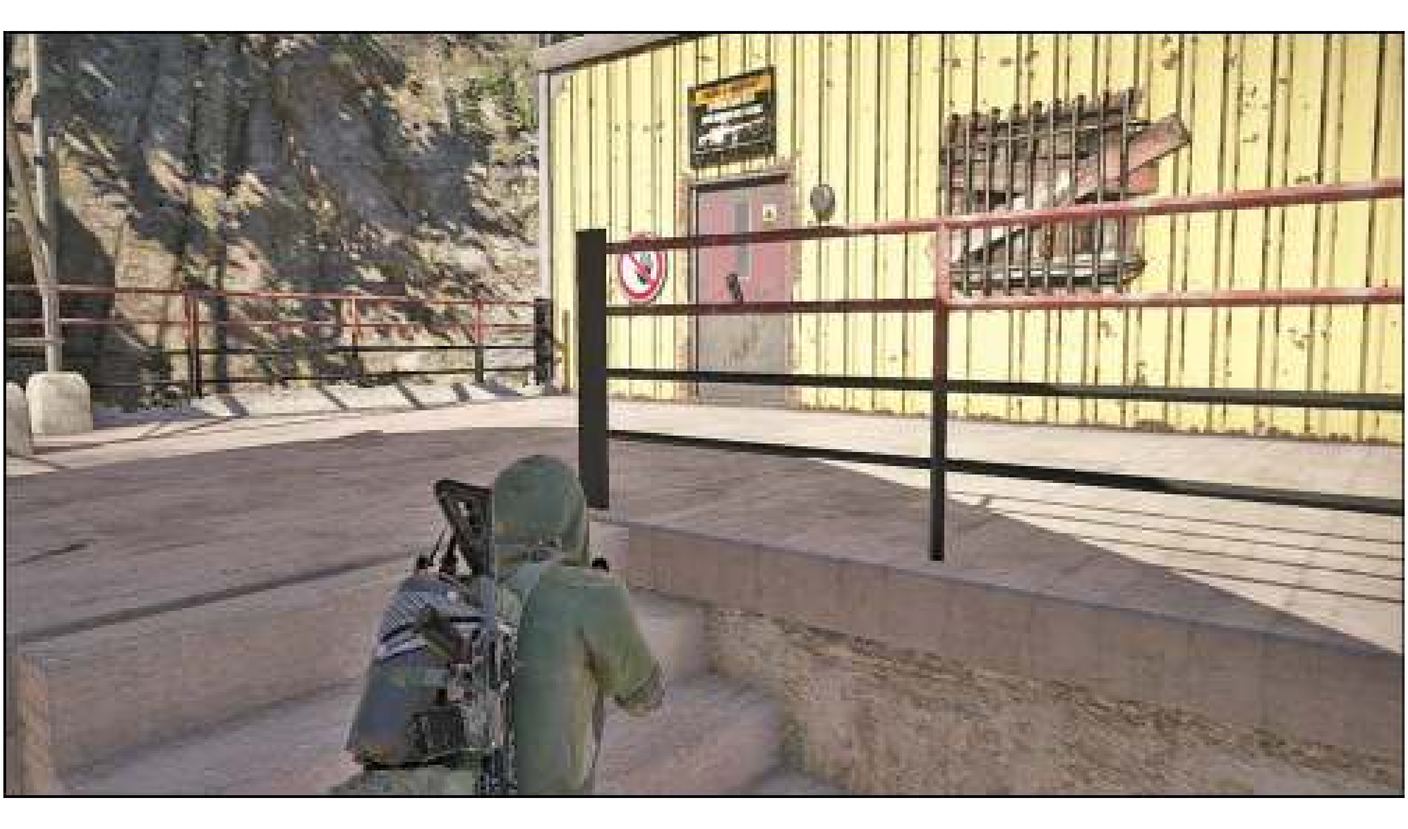
Blow up one of the station's entrances and then hack the network relay

LOCATION

North of Outpost at Alta Gracia Mine

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Find the network station north of the outpost at Alta Gracia Mine. Climb the steps on the south side of the building and detonate the door to begin a 1:00 timer. Quickly take out the hostiles just inside, turn right and step up to the network relay in the corner. Make sure that your team is nearby and hack the computer.

MEDICATION RAID

OBJECTIVE

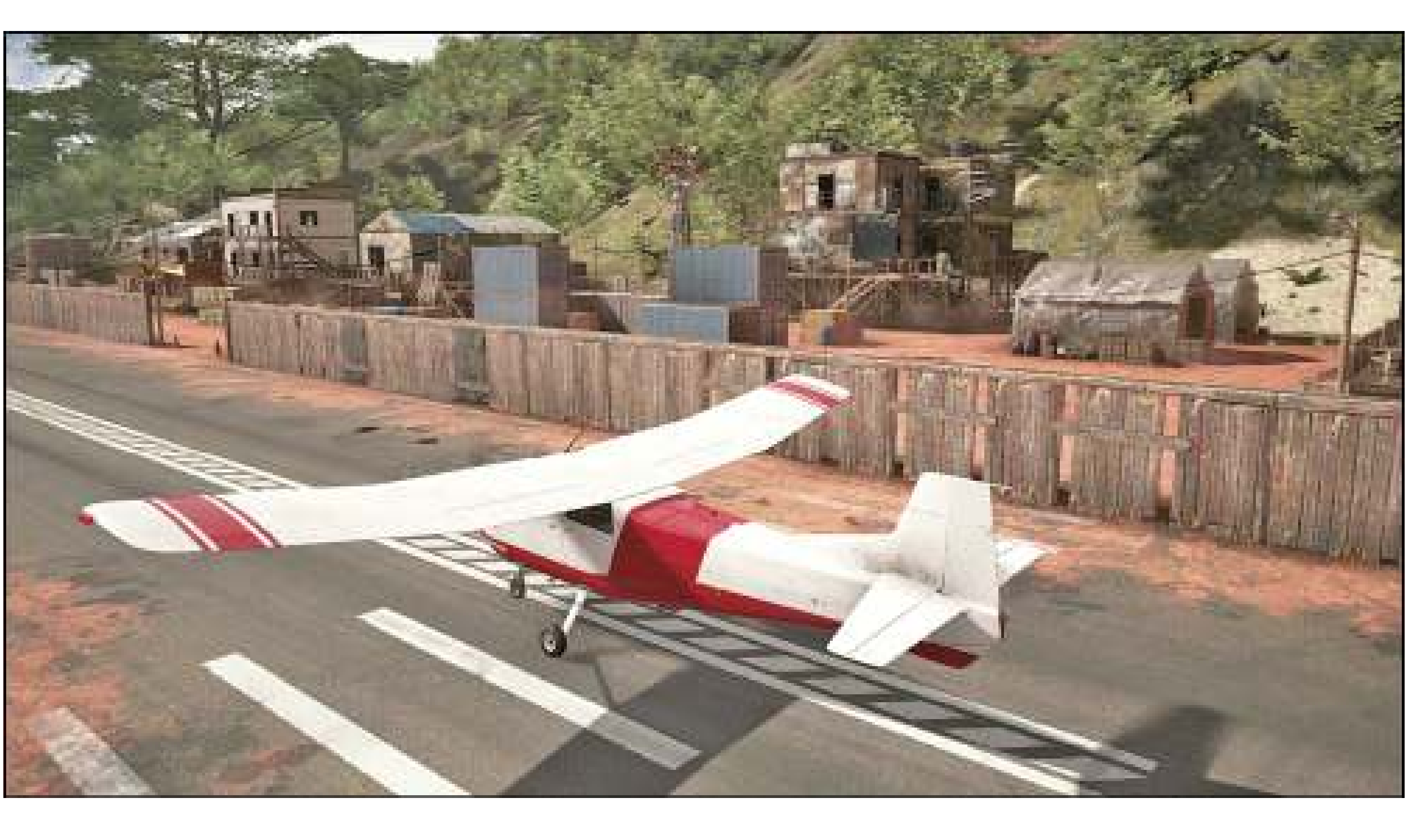
Steal the plane

LOCATION

Outpost at Alta Gracia Mine

REWARDS

+2200 Medication



A medication-loaded airplane sits at the outpost, next to Alta Gracia Mine. The runway is surrounded by more than 20 Santa Blanca hostiles. There are numerous ways to complete this mission. You can gun it out, make a run for it, or go for a stealthier approach. The sicarios tend to group up in twos, like some kind of buddy system. You only need to worry about the foes on the runway side of the wall. Eliminate the hostiles who patrol the two shanties in one Sync Shot and then use another against the four around the aircraft. Ignore the remaining narcos and fly the plane all the way to a hilltop runway in Ocoro.

FOOD PACKAGE RAID

OBJECTIVE

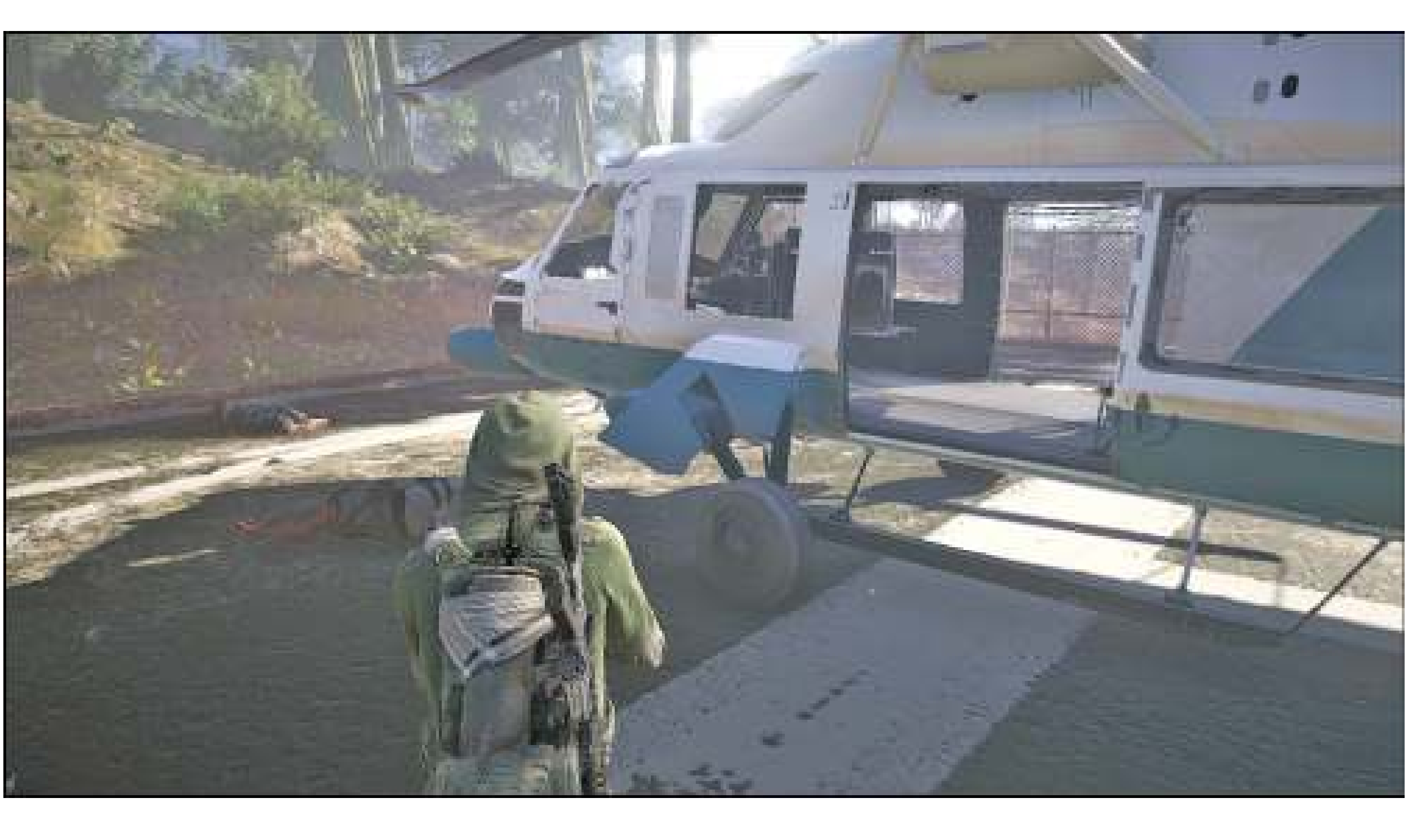
Steal the helicopter

LOCATION

Southwest of Experimental Farm 03

REWARDS

+2500 Food Parcels



A helipad sits next to the road, southwest of Santa Blanca's Experimental Farm 03. If you approach from the northeast, you must deal with patrolling sicarios in the fields. Instead, use your Drone to recon the area from the southwest to spot five hostiles surrounding the helicopter. Setup Sync Shots on three of them, including the lieutenant. Engage the shot with a headshot of your own and quickly gun down the final guy. Board the chopper and fly it north into Monte Punchu.

REBEL OP: HACK ANTENNA

OBJECTIVE

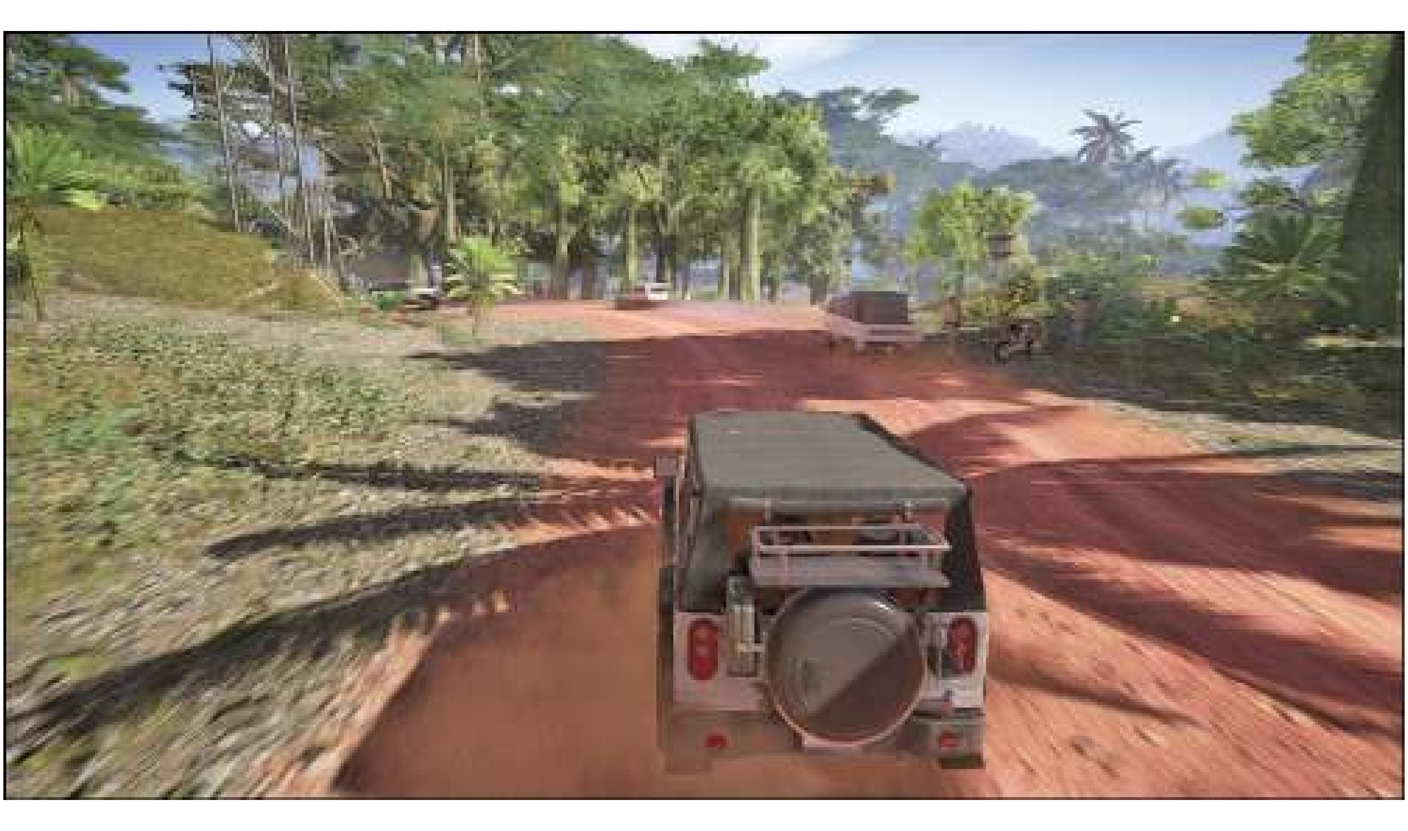
Deactivate the two antennas within 1:55

LOCATION

Southeast of Guari Village

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Find the first antenna across the river from Guari Village and deactivate it to begin the 1:55 timer. Quickly hop into the nearby vehicle and drive right down the dirt road. Use the power brake to slide around the turns and keep your speed up. Stick to the route to eventually reach the second antenna east of the starting point.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

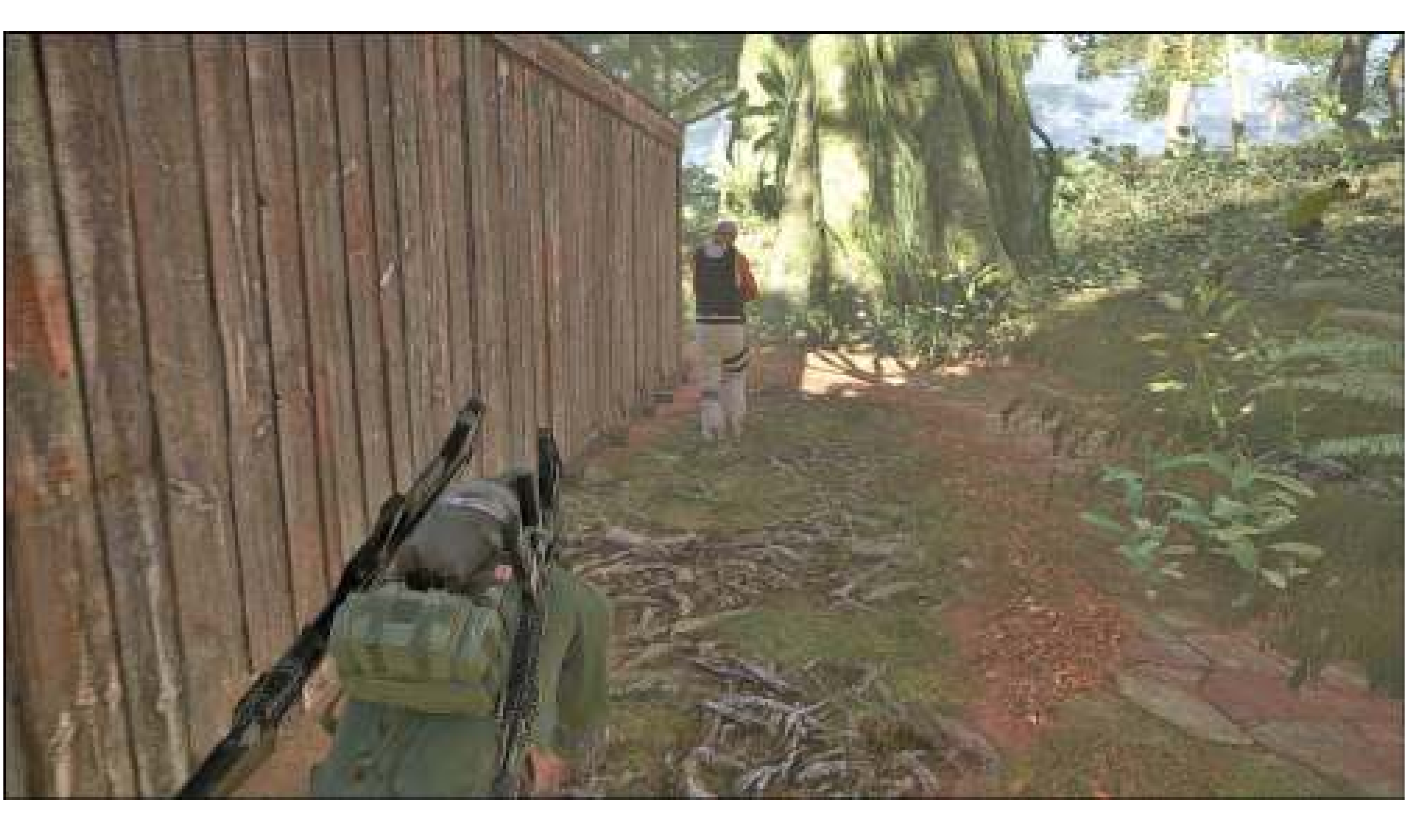
Grab and intimidate the sicario

LOCATION

Los Humildes Peregrinos

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Los Humildes Peregrinos offers a place to stay for foreign Santa Muerte pilgrims. Here, the targeted sicario hangs out with fellow pilgrims. Several Santa Blanca narcos occupy the property, but most hang out between the two buildings. Occasionally, one or two patrol around the perimeter. Take these opportunities to decrease the number of hostiles by pulling them farther away and knocking them out. Eventually the target wanders outside of the fence, giving you a chance to intimidate him out of sight. Use a Diversion Grenade to get to him quicker.

COMMS TOOL RAID

OBJECTIVE

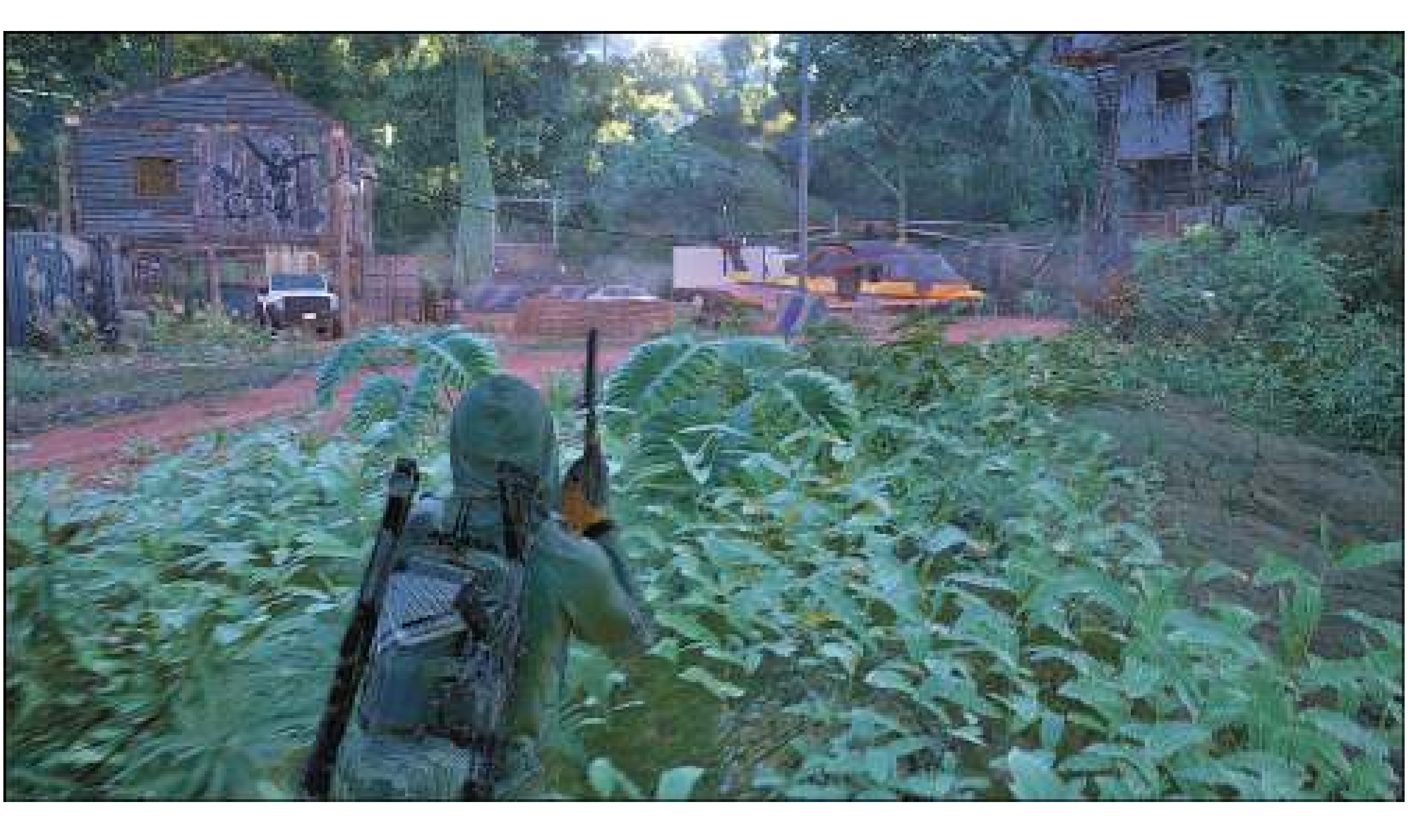
Steal the helicopter

LOCATION

Outpost at Miski Farm

REWARDS

+2500 Comms Tool



A Santa Blanca outpost protects the coca fields of Miski Farm. At the end of the road, a helicopter waits for liftoff with a load of comms tools. Approach from the north and survey the location, being sure to mark everyone in the entire outpost. Before anything else, take care of the sniper in the watchtower. That leaves only a few hostiles around the chopper. Be careful as guards may patrol from the opposite side of the base. Take out the enemies near the aircraft and then fly it a short way to the northeast

REBEL OP: DEFEND RADIO

OBJECTIVE

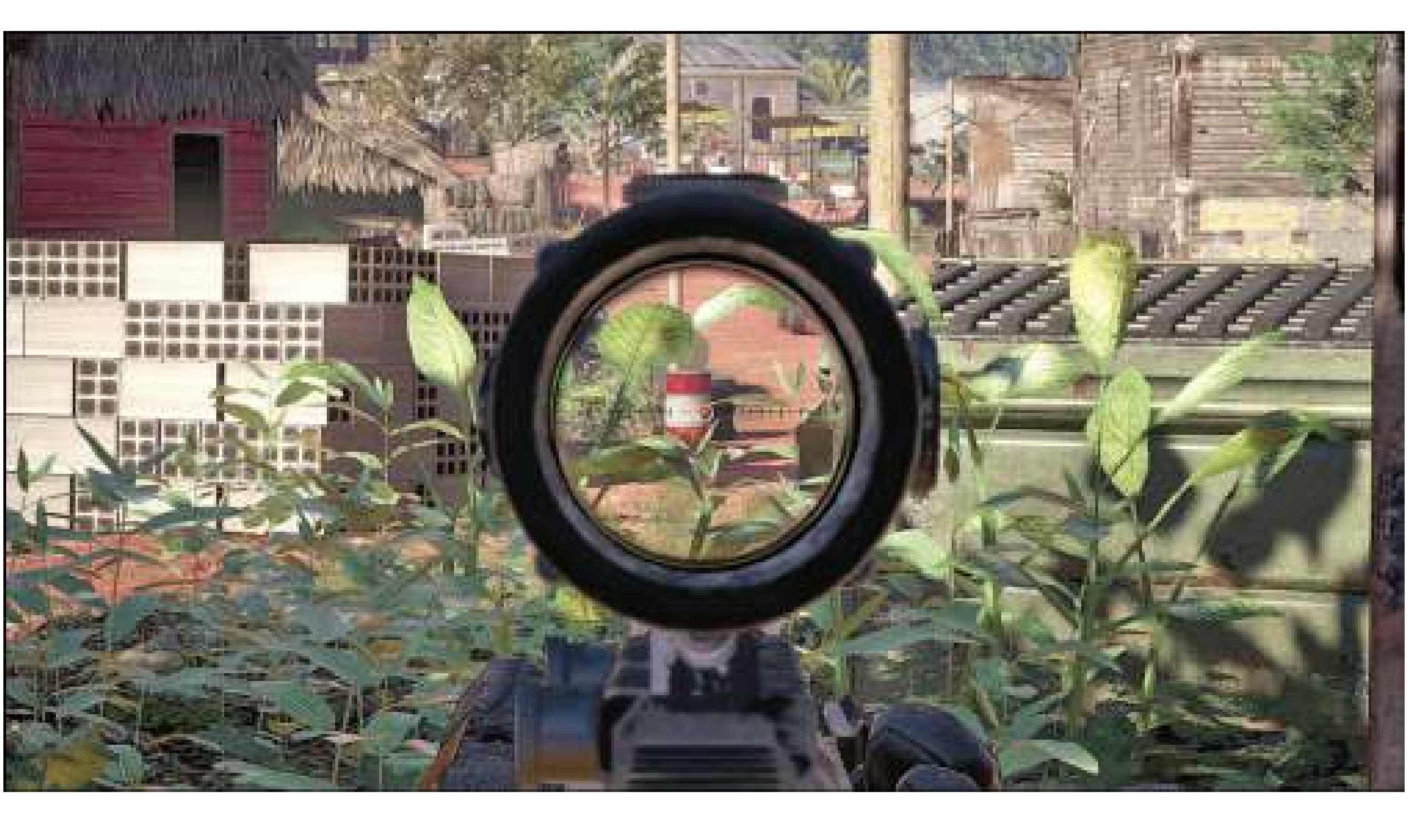
Start the radio and defend it

LOCATION

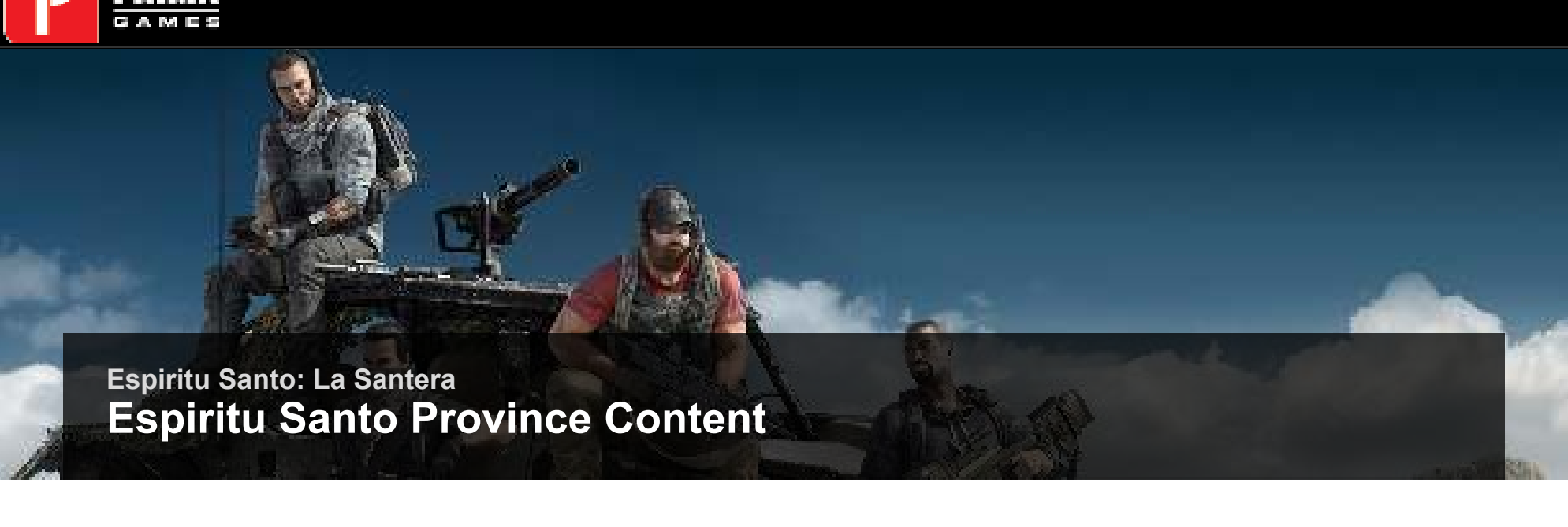
Bahia Floresta Village

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike



A radio sits on the east side of Bahia Floresta Village at a dead end. Call in support and flip the switch to bring up a 2:40 timer. Hostiles may attack from the east, but mostly drive into the area along the road to the west. Occasionally glance at the radar so there are no surprises, but keep your gun trained down the road. Explosive barrels along the side of the street and Frag Grenades assist in taking out the vehicles. Bring a sniper rifle as enemies often attack from farther down the path.

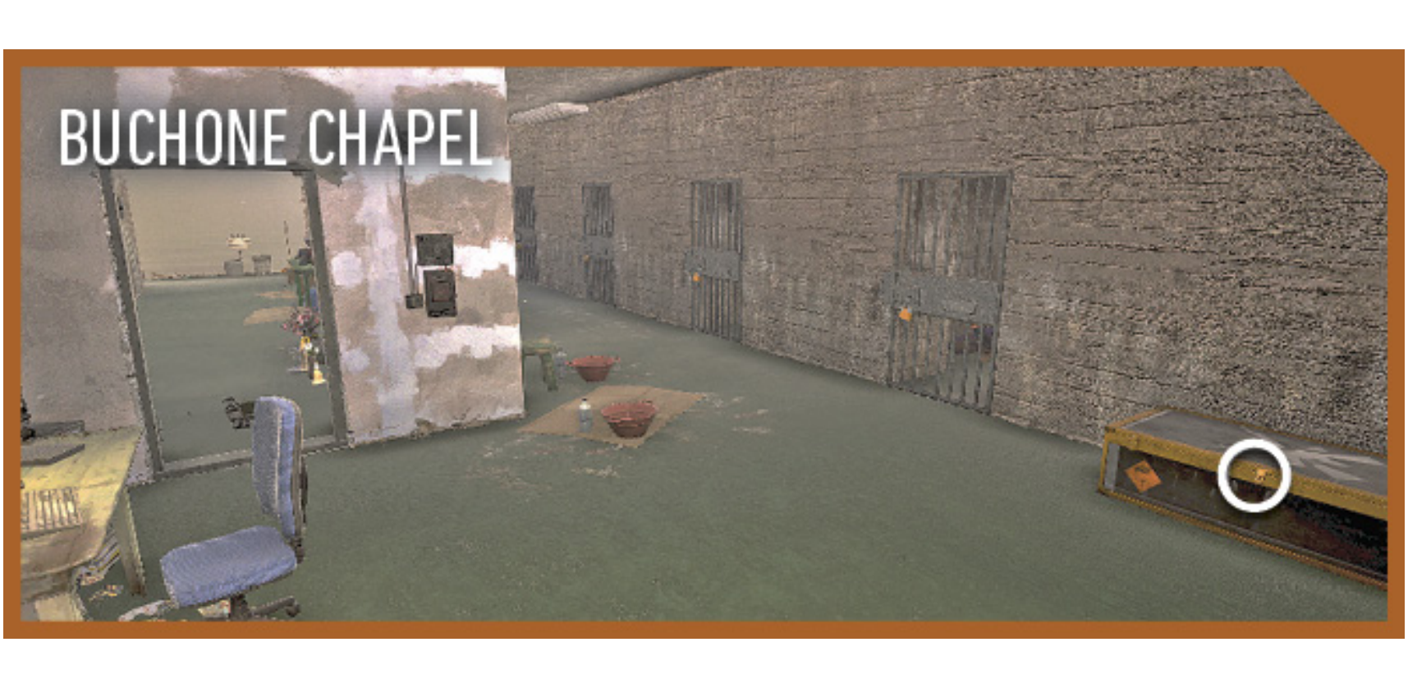


Espiritu Santo: La Santera

Espiritu Santo Province Content

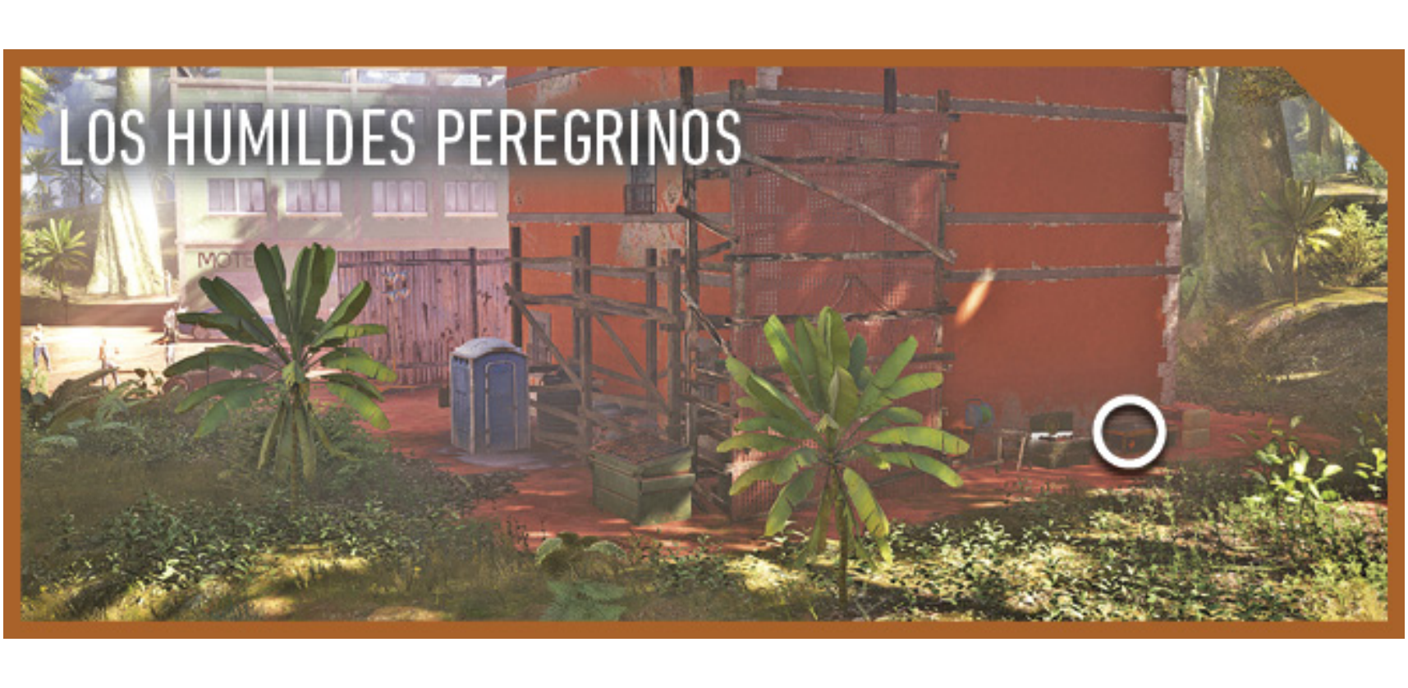
WEAPON CASES

WEAPON: L85A2 ASSAULT RIFLE



At Buchone Chapel, head inside the house through the front door and then use the stairs next to the right side door to descend a level. Move around the left side of the fireplace and down to the basement. Continue into the back room to find a Weapon Case.

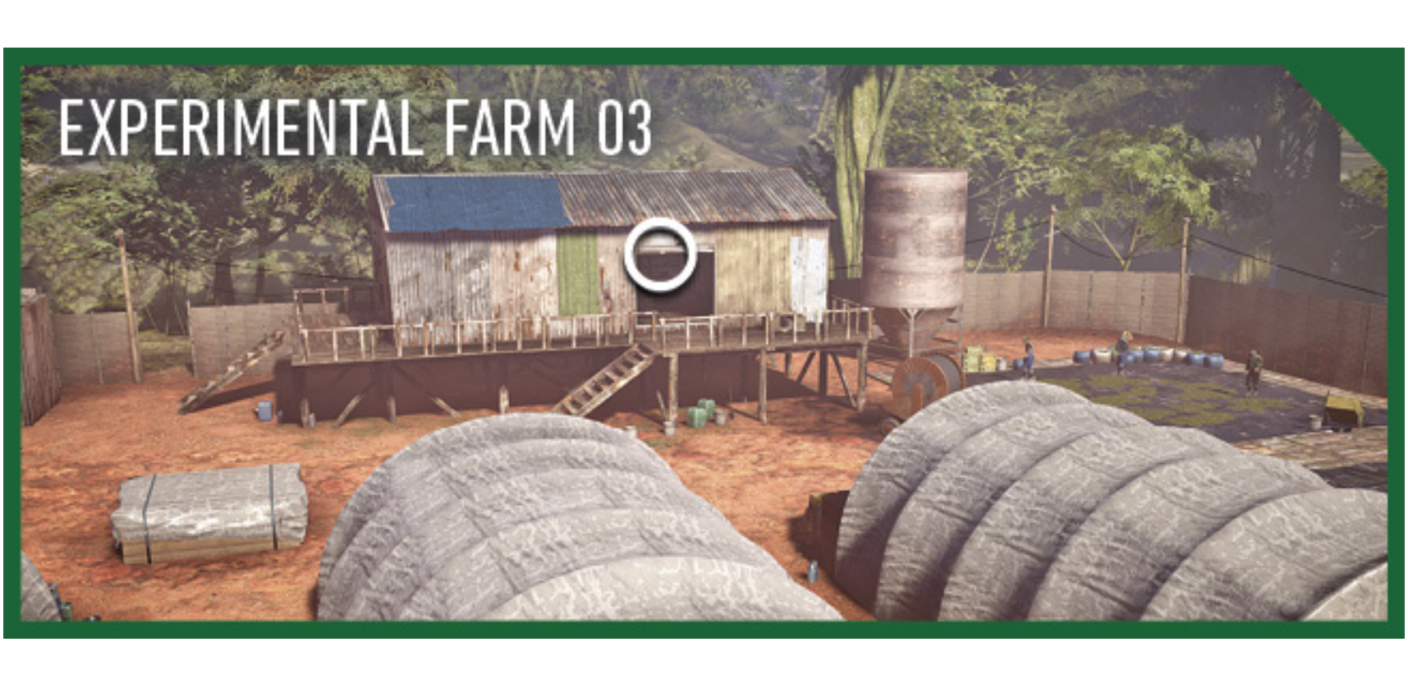
WEAPON: MK-48 LIGHT MACHINE GUN



At the Los Humildes Peregrinos motel, the western building is under construction. Approach the property from the west and collect the Weapon Case behind the structure.

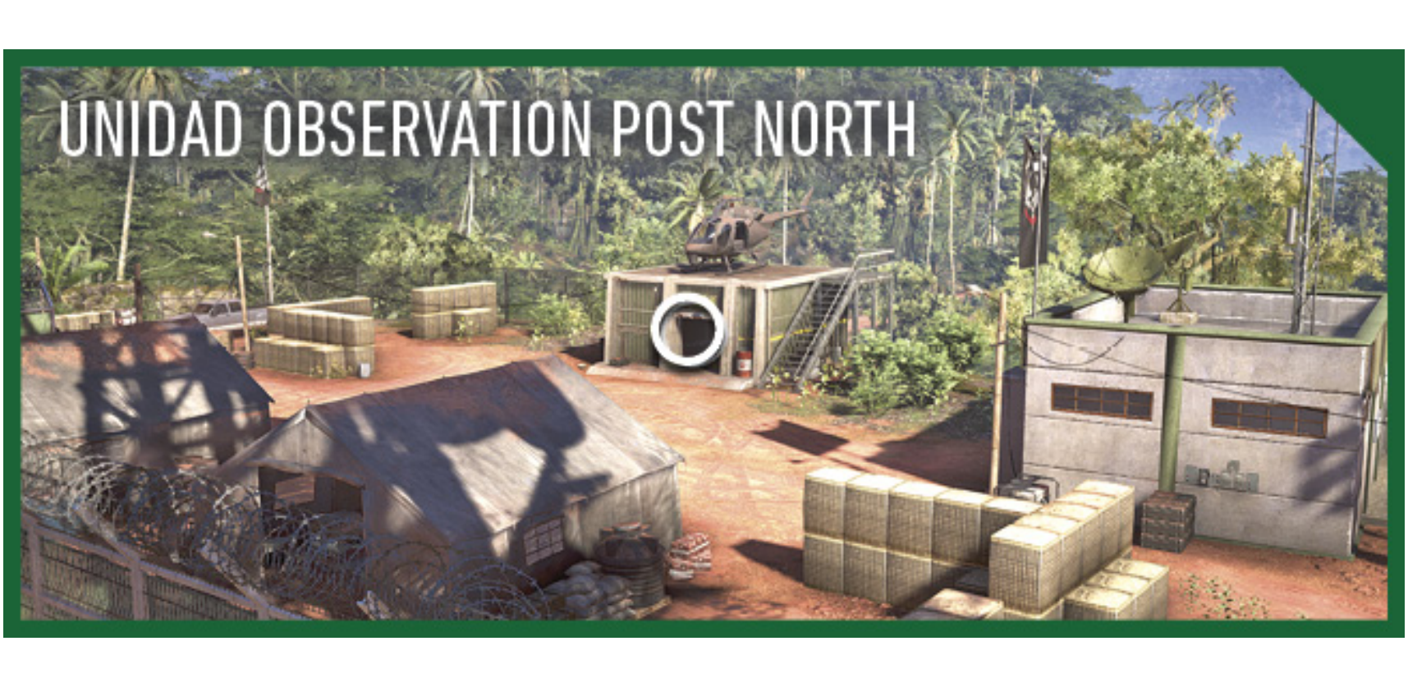
ACCESSORY CASES

ACCESSORY: ACCESSORY: FOLDED BUTTSTOCK (ASSAULT RIFLE)



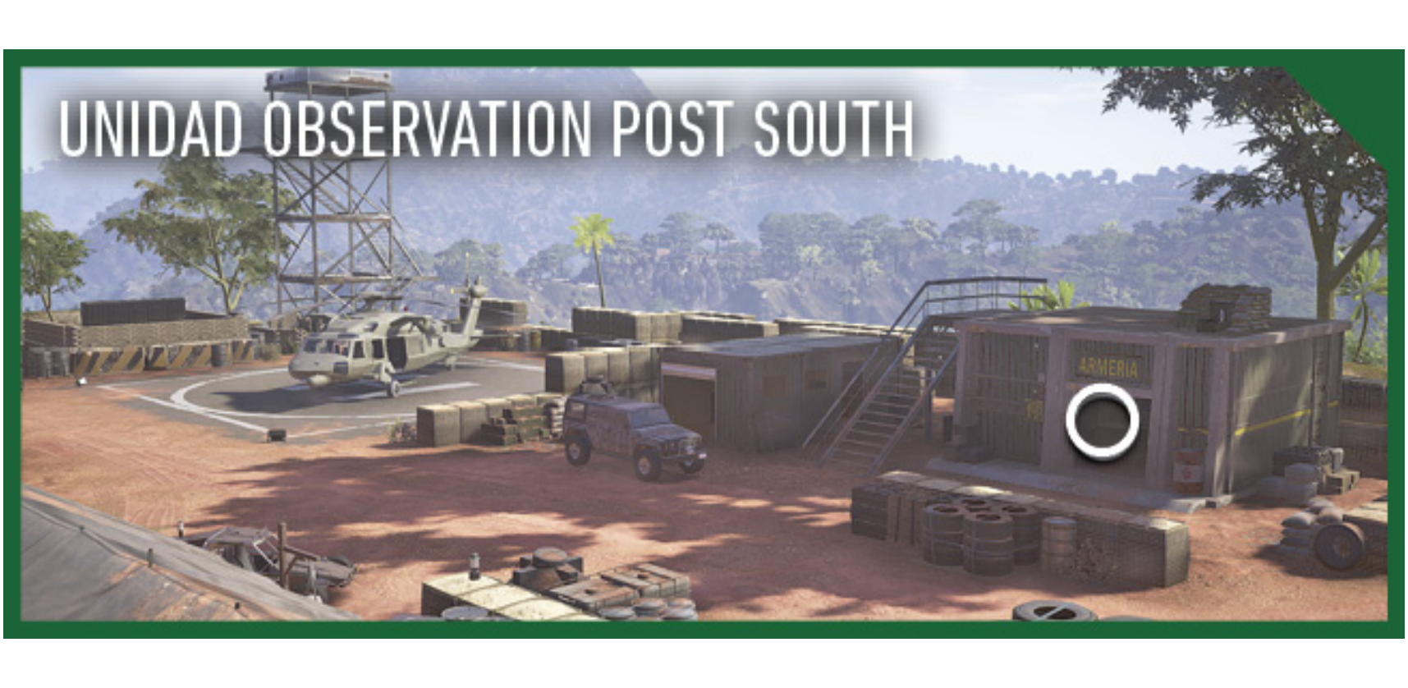
Find the cartel's Experimental Farm 03 in northwestern Espiritu Santo. The storage building in the back-right corner of the property holds an Accessory Case on the metal shelves.

ACCESSORY: FOLDED BUTTSTOCK (ASSAULT RIFLE)



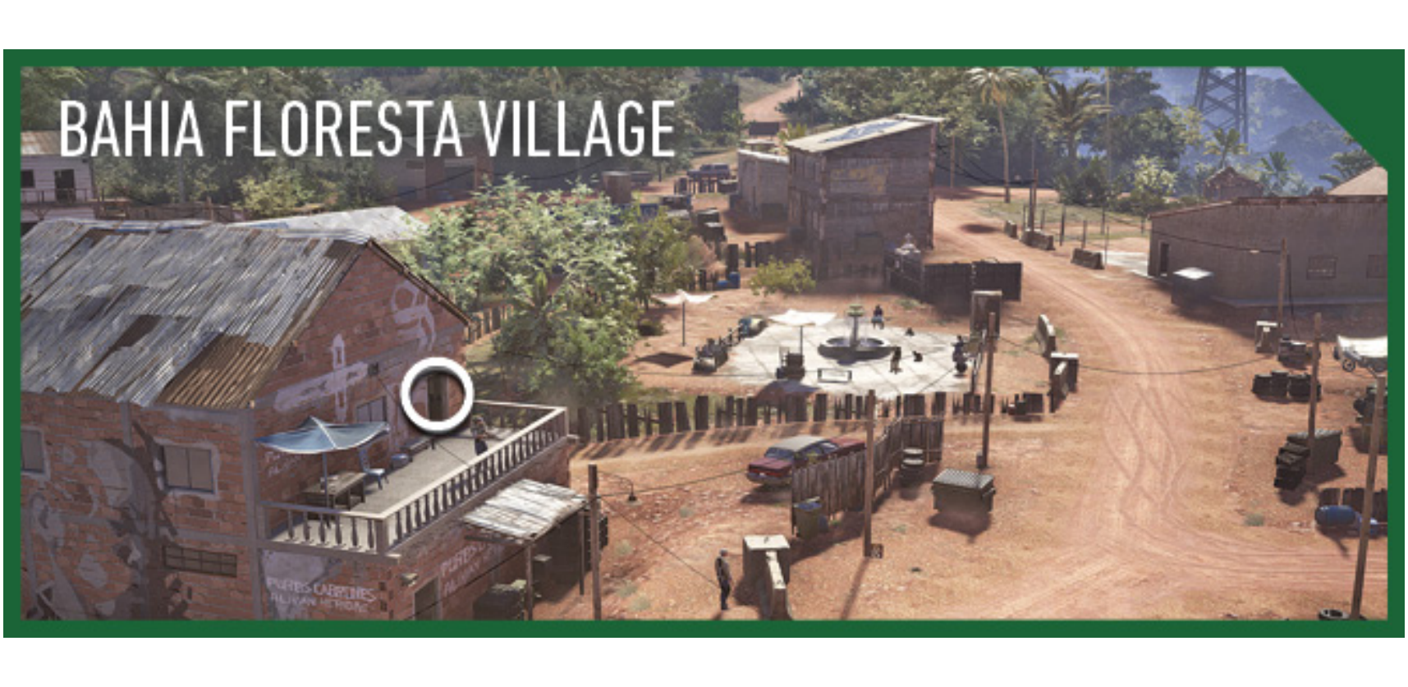
From the east side of the Unidad Observation Post, take out the sniper in the north watchtower and cautiously sneak around the left side of the armory. Swipe the Accessory Case from the metal shelves.

ACCESSORY: FOLDED BUTTSTOCK (LIGHT MACHINE GUN)



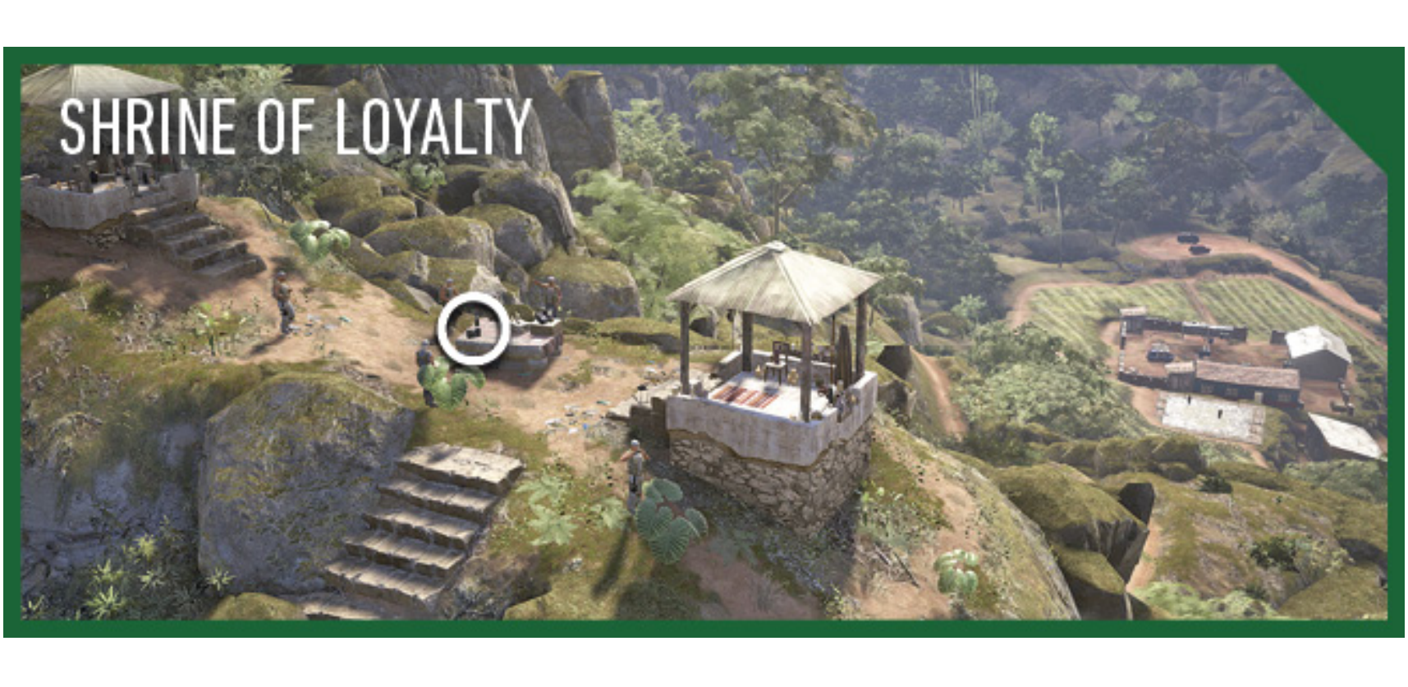
Unidad's southern Observation Post is well protected with watchtowers on each end and several soldiers patrolling the grounds. Eliminate the snipers before sneaking into the base from the south. Divert their attention or knock out the troops that get in your way as you make your way to the armory (southwest building). Be careful, as there may be a soldier inside the armory.

ACCESSORY: RANGE FINDER (SNIPER RIFLE)



The main roads intersect at the center of the village near a public fountain. The two-story, brick house at this location holds another weapon accessory. Sneak into the back room and climb to the second floor. The item sits on a small cabinet in the far corner.

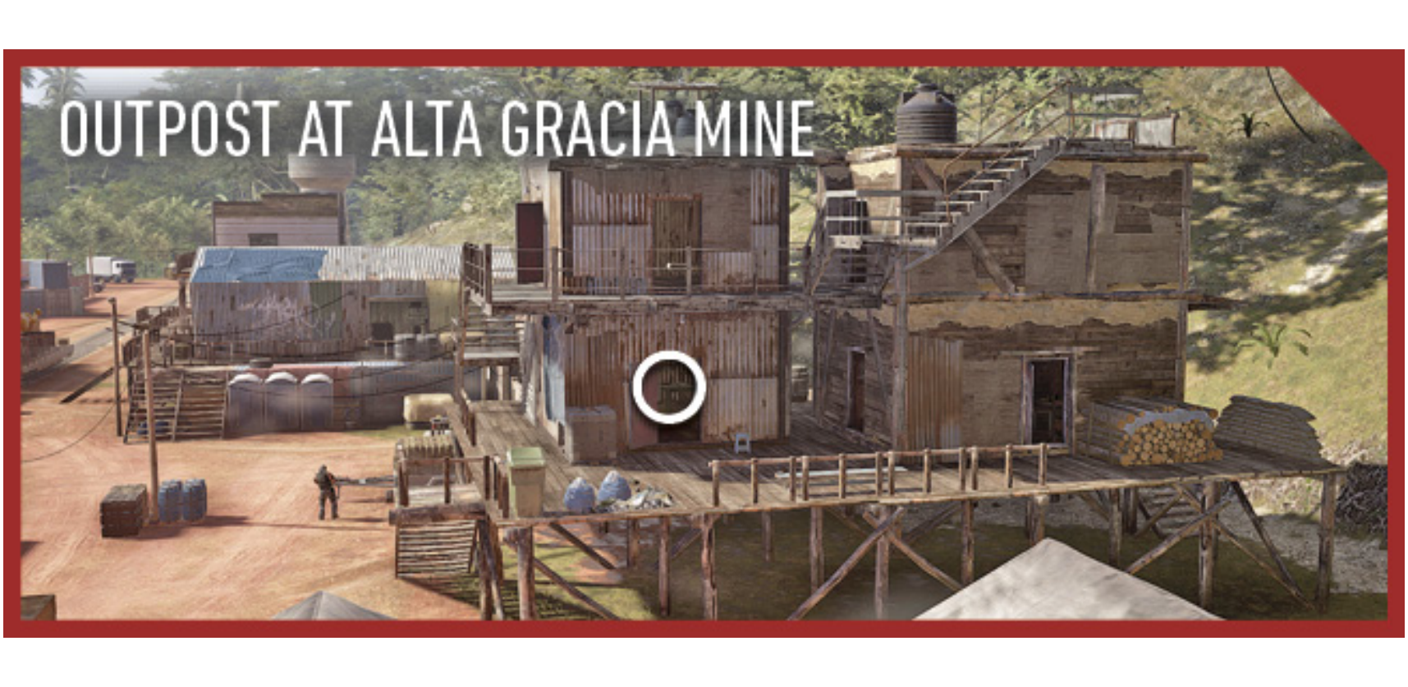
ACCESSORY: TA31H SCOPE (ASSAULT AND SNIPER RIFLE)



In south Espiritu Santo, the Shrine of Loyalty sits on the side of the mountain, southwest of the Espiritu Santo Charlie rally point. Make the long climb up to the shrine and distract or take out the sicarios. Collect the scope that rests on the stone table.

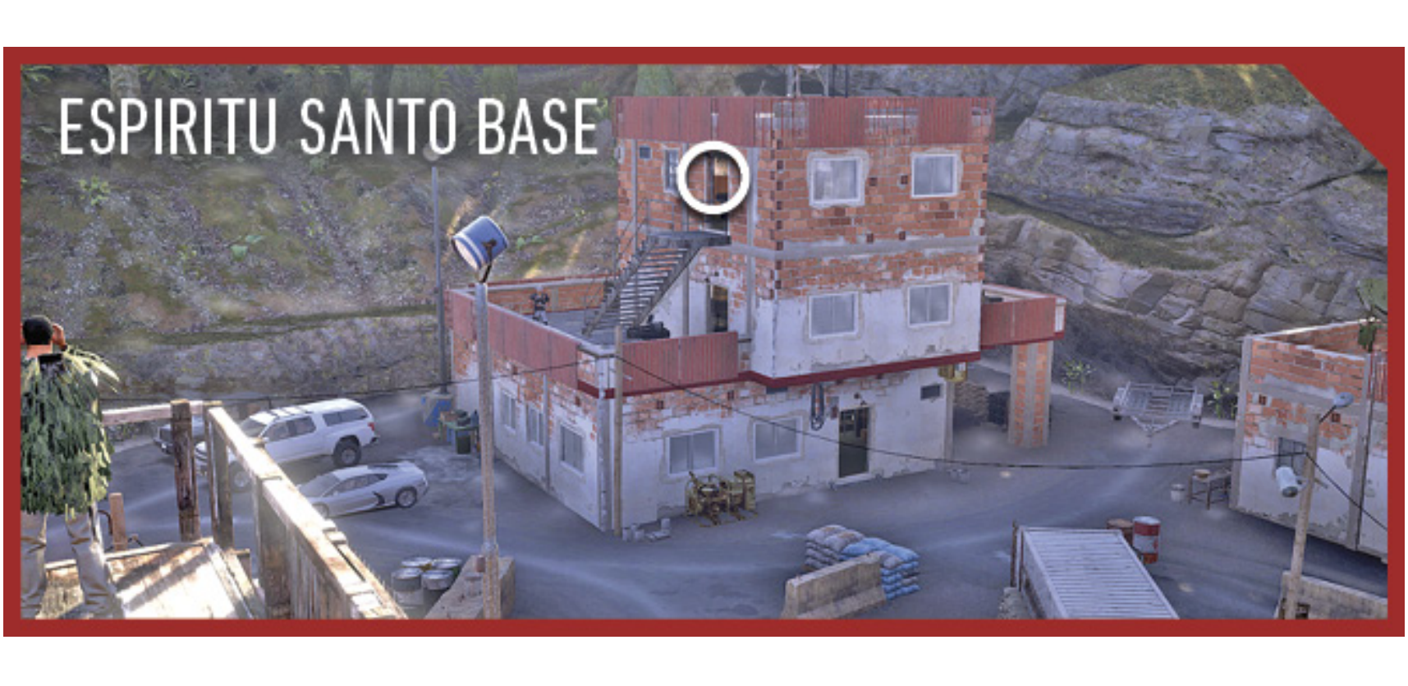
SKILL POINTS

SKILL POINTS: +1



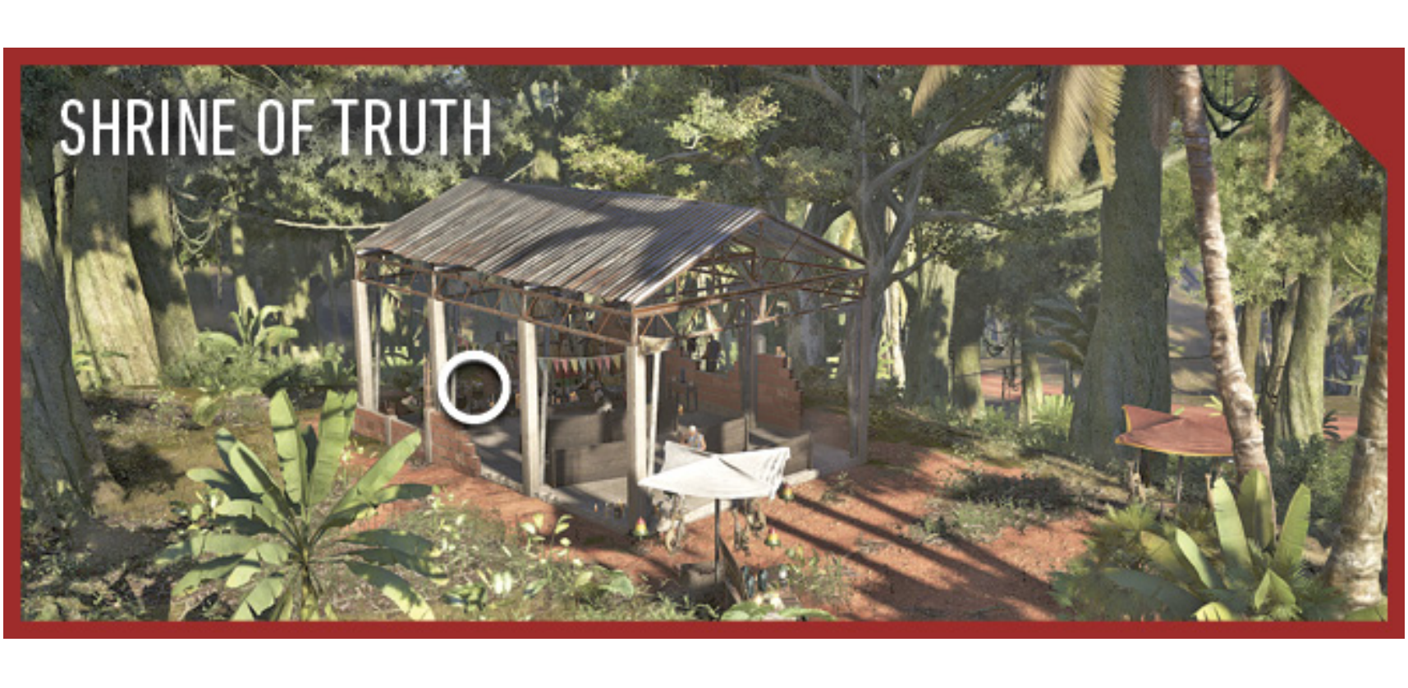
Look for the rear steps that lead to the large, wooden shanty as you approach from the rear of the outpost. Step inside the entry ahead and snatch the medal off the desk.

SKILL POINTS: +5



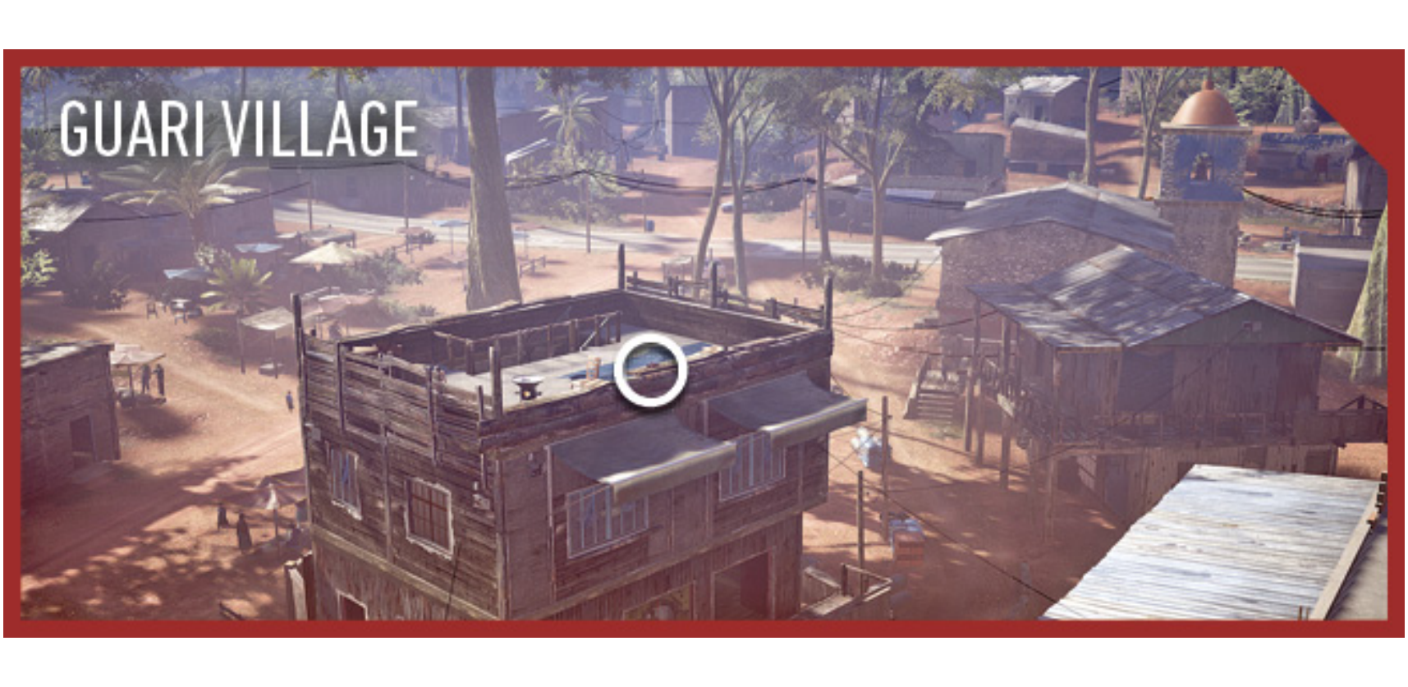
Infiltrate the base from the southeast and enter the HQ building. Climb to the third floor and collect the medal that sits on the dresser.

SKILL POINTS: +1



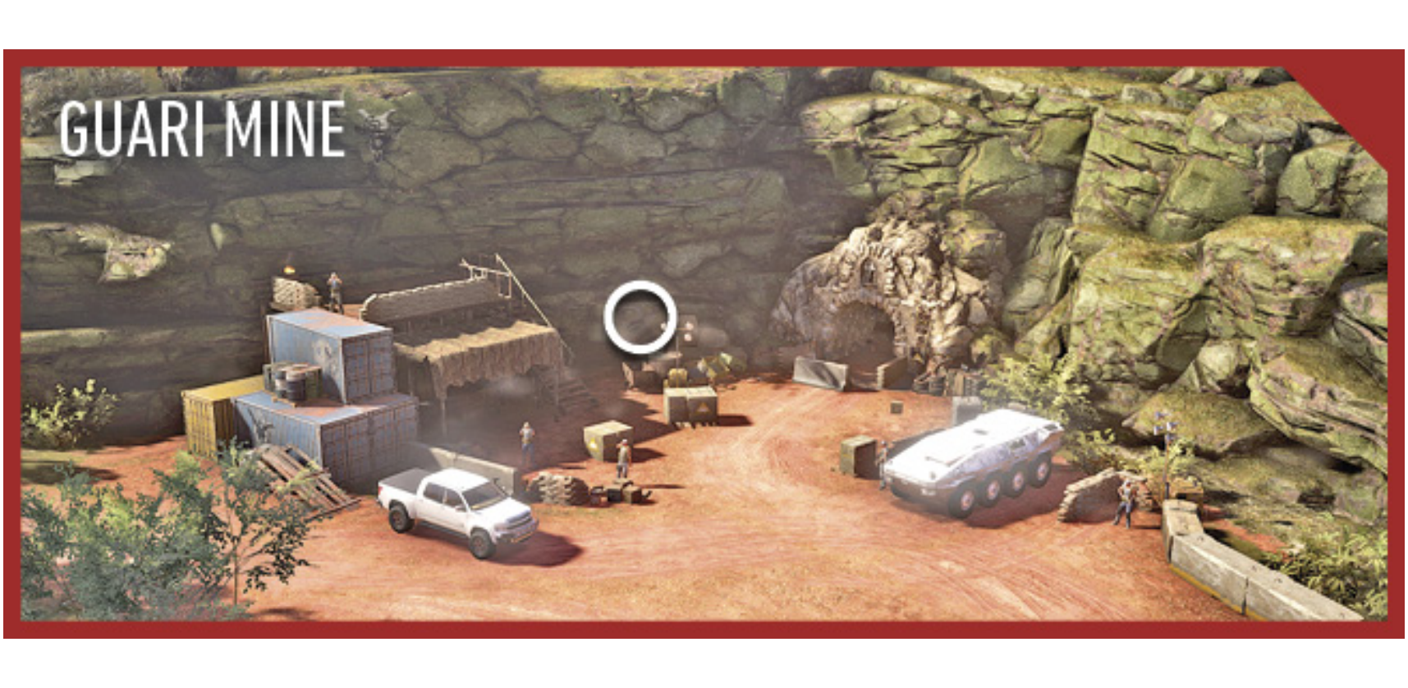
Visit the Shrine of Truth, just off the road, southeast from the sanctuary. Eliminate the soldiers and collect the medal off the platform.

SKILL POINTS: +3



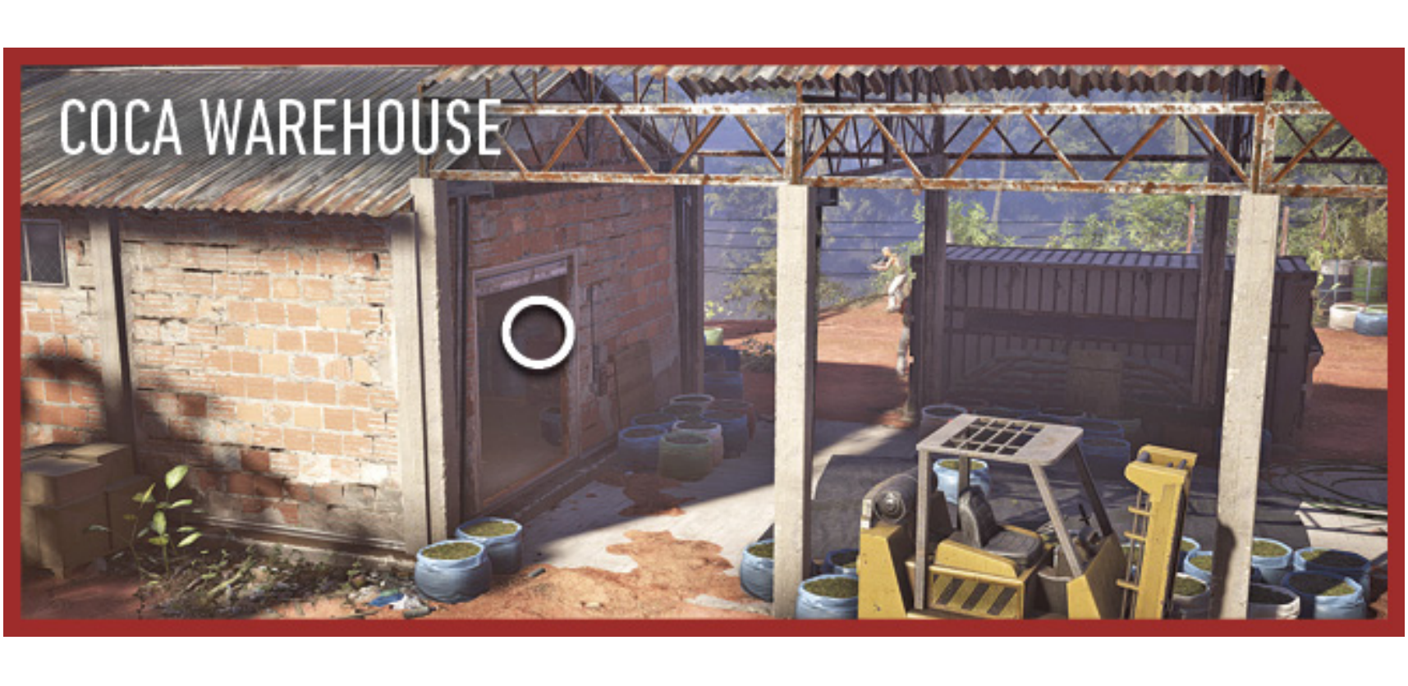
Find the chapel on the main road in the middle of the village and head directly east. Next to the helipad is a two-story wood house. Ascend the interior stairs to reach the rooftop, where Skill Points sit on the ledge.

SKILL POINTS: +3



Before entering the Guari Mine to destroy the caches, collect the Skill Points that sit on an old trolley just left of the entrance.

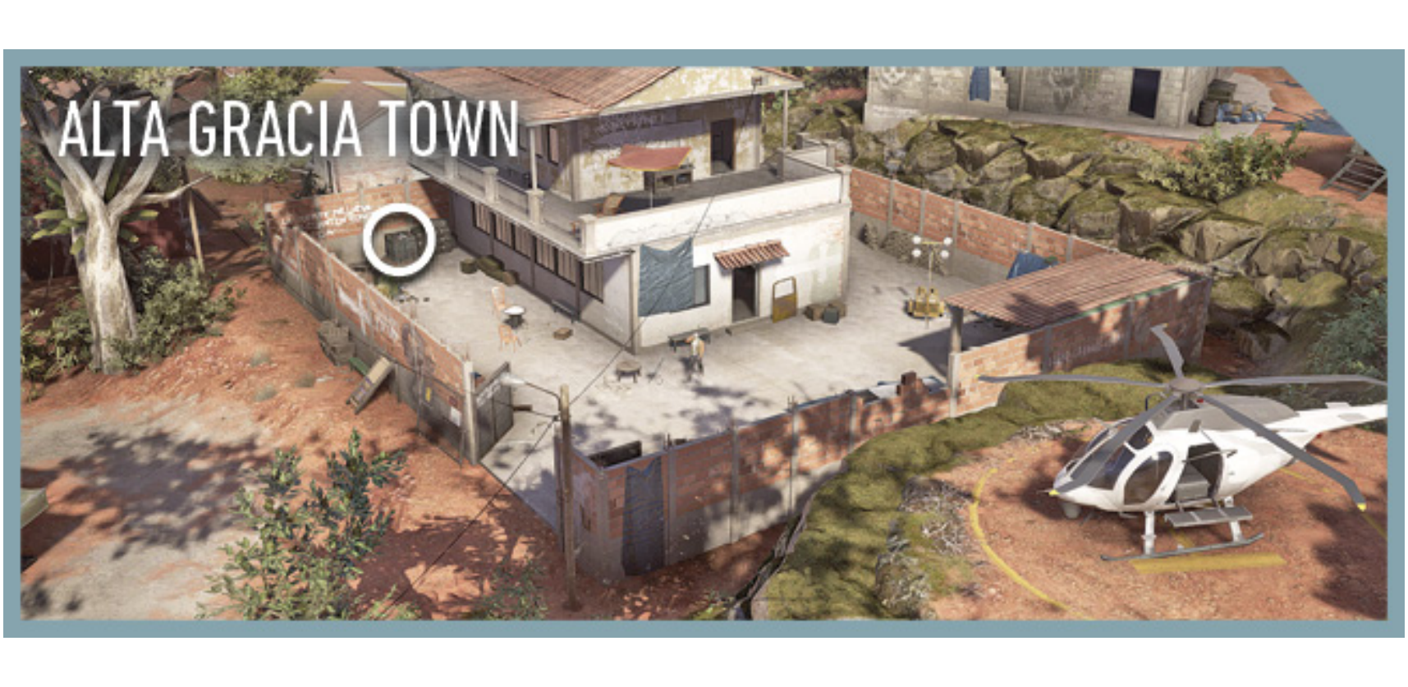
SKILL POINTS: +1



Sneak into the Coca Warehouse, located south of Guari Mine and the river, from the south and collect the Skill Point that sits on a red container in the corner.

BONUS MEDALS

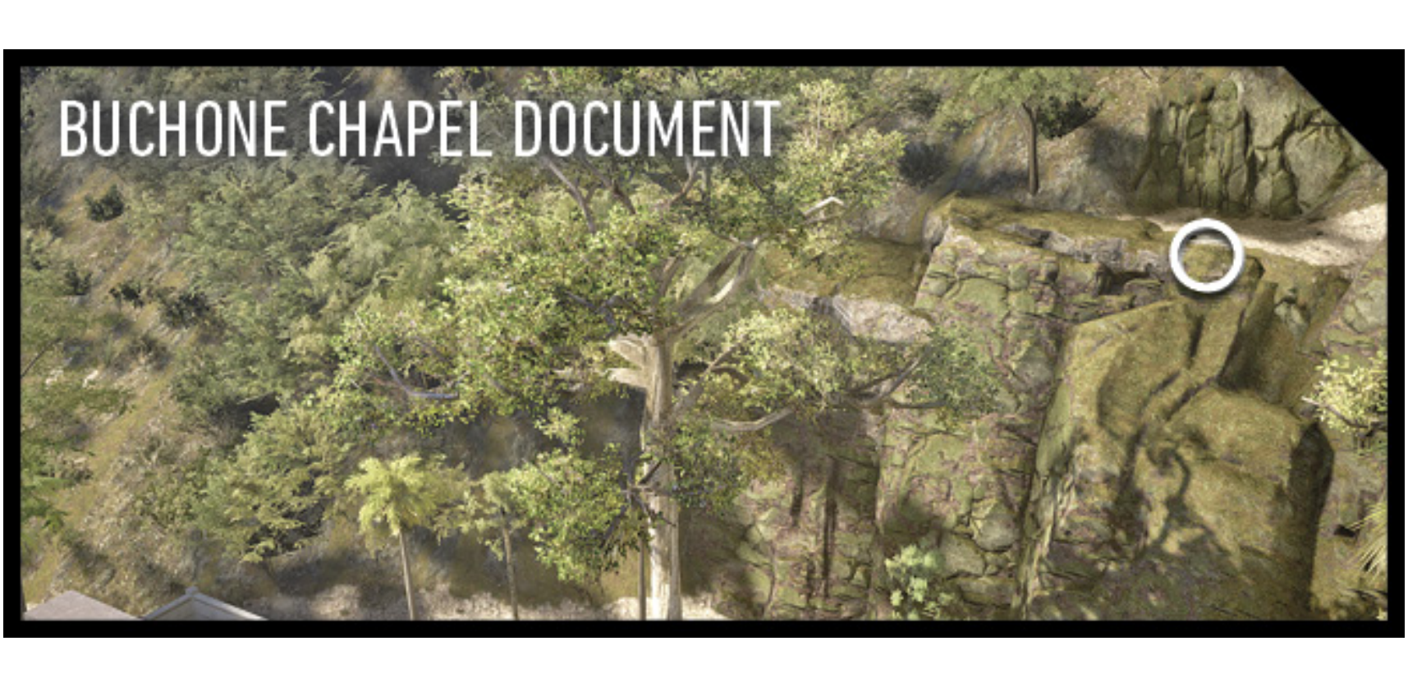
BONUS: QUIET RUNNING



Near the top of the hill, in the northeast quadrant of Alta Gracia, a home is surrounded by a protective brick wall. Slip inside the property and search the supplies to the left to find the lone Espiritu Santo Bonus Medal.

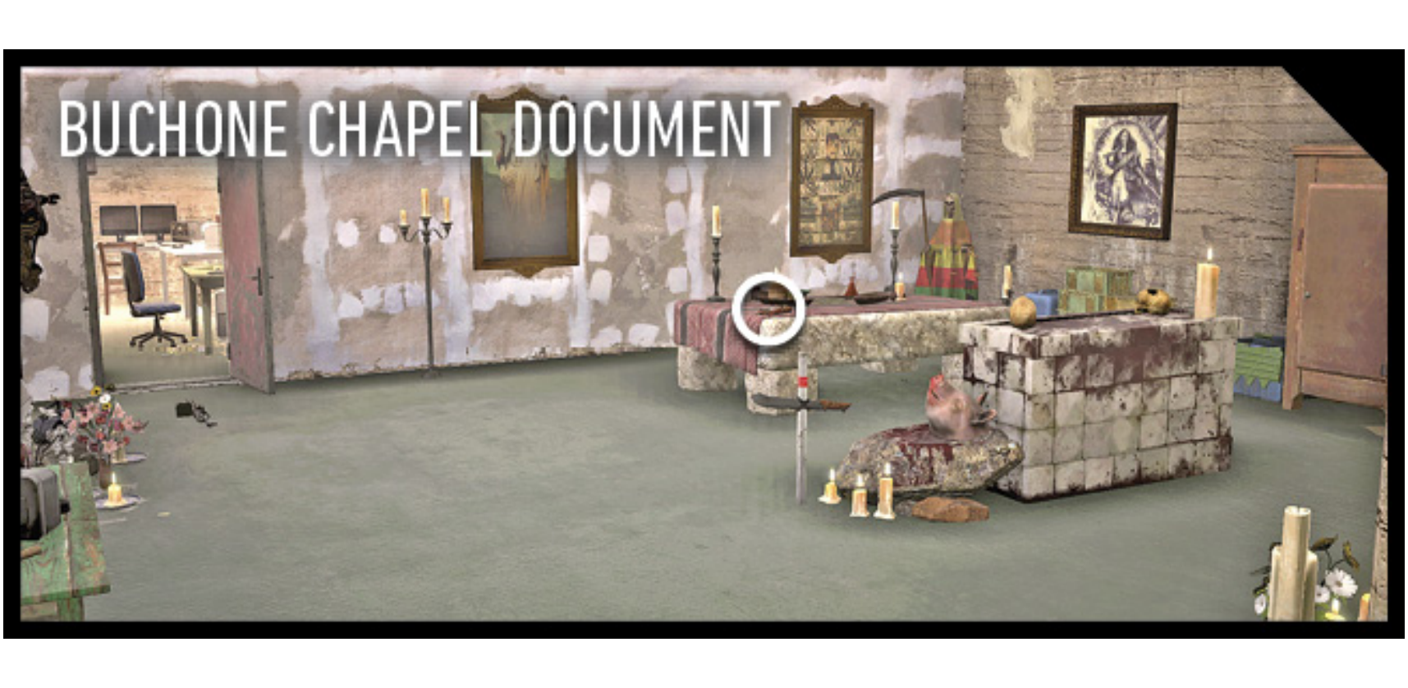
KINGSLAYER FILES

DOCUMENT



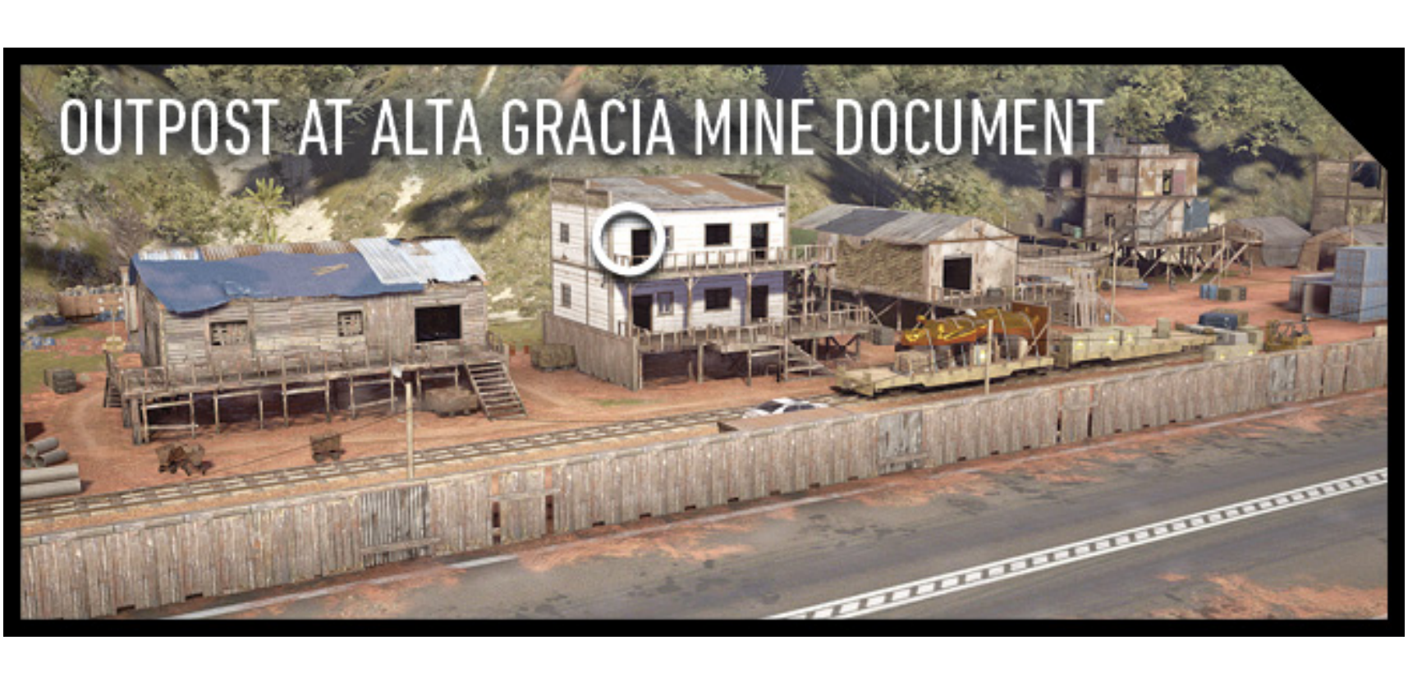
At the Buchone Chapel, head west along the outside of the wall. Take out the sniper that stands on the cliff above before moving up the grassy slope. Climb over the rocks on the right and pick up the document that lies next to the ledge.

DOCUMENT



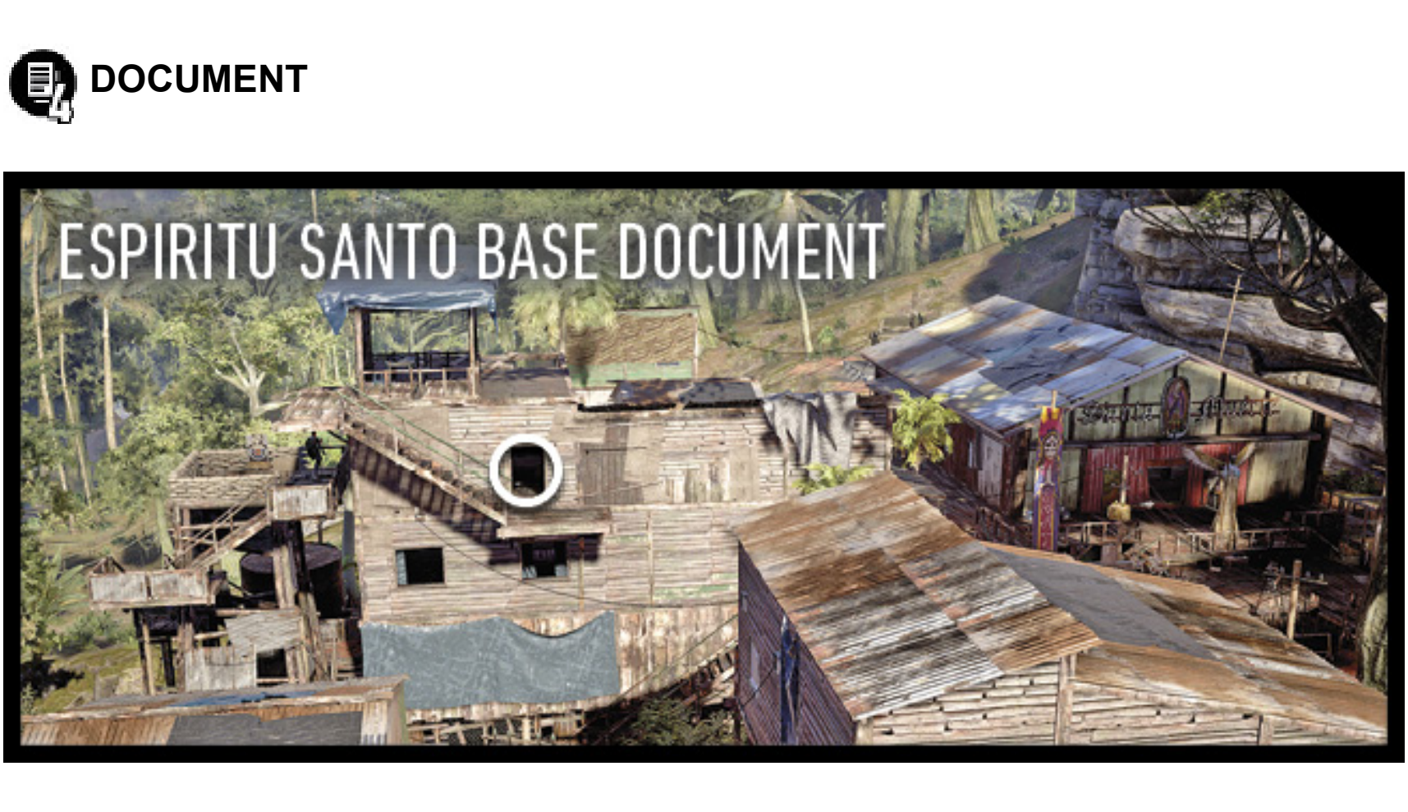
Infiltrate the house next to the Buchone Chapel and descend into the basement. Collect the tape recorder that sits on the stone table.

DOCUMENT



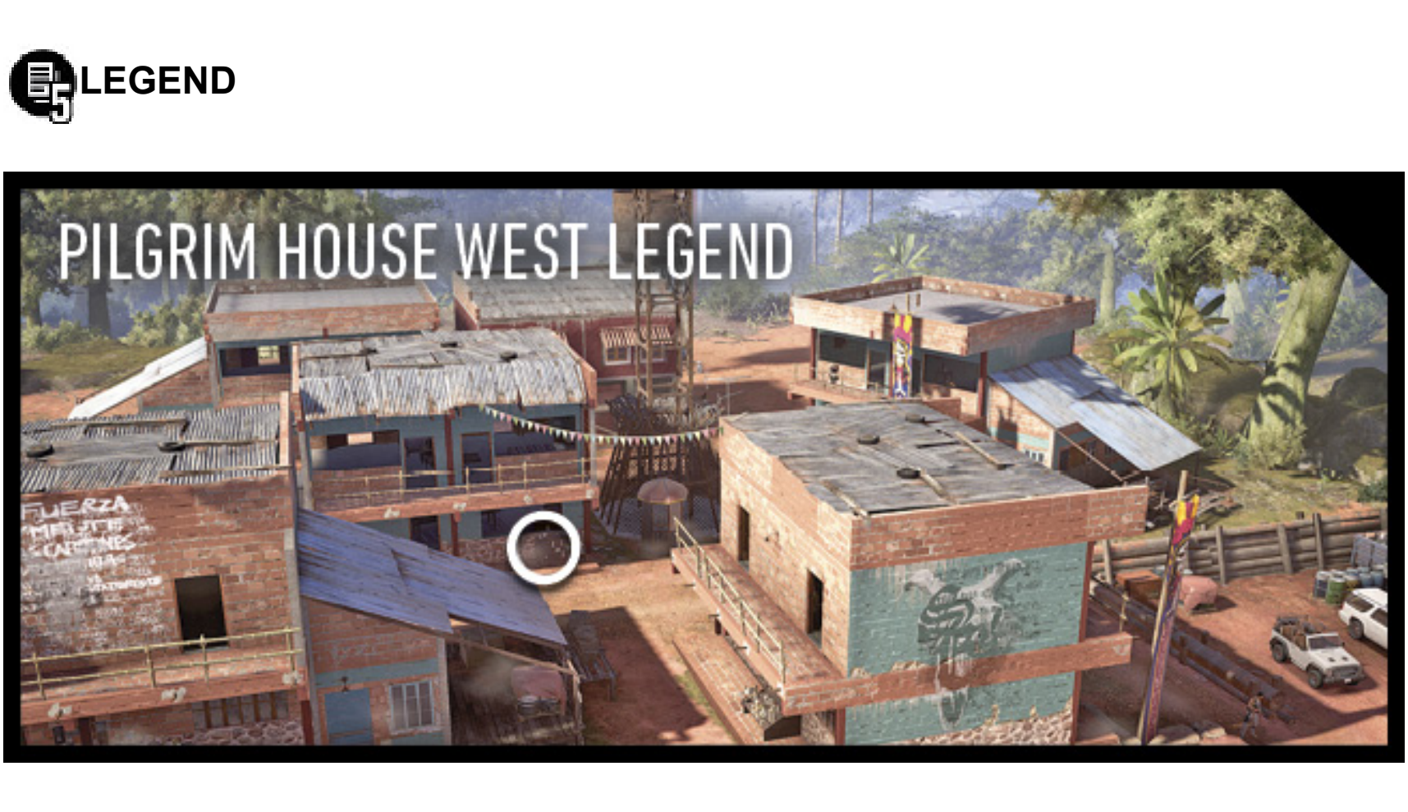
Approach the outpost at Alta Gracia Mine from the north, aiming for the white, two-story home. Watch for the patrolling guards and the two hostiles at the house while making your way up the exterior staircase. Sitting on a second-floor bed is a recording for your Kingslayer Files.

DOCUMENT



Infiltrate the base from the upper east side of the base and sneak over to the tall structure, just past the chapel. Watch out for the neighboring machinegun nest along the way. Climb the interior staircases to the third floor and collect the document that lies on the floor.

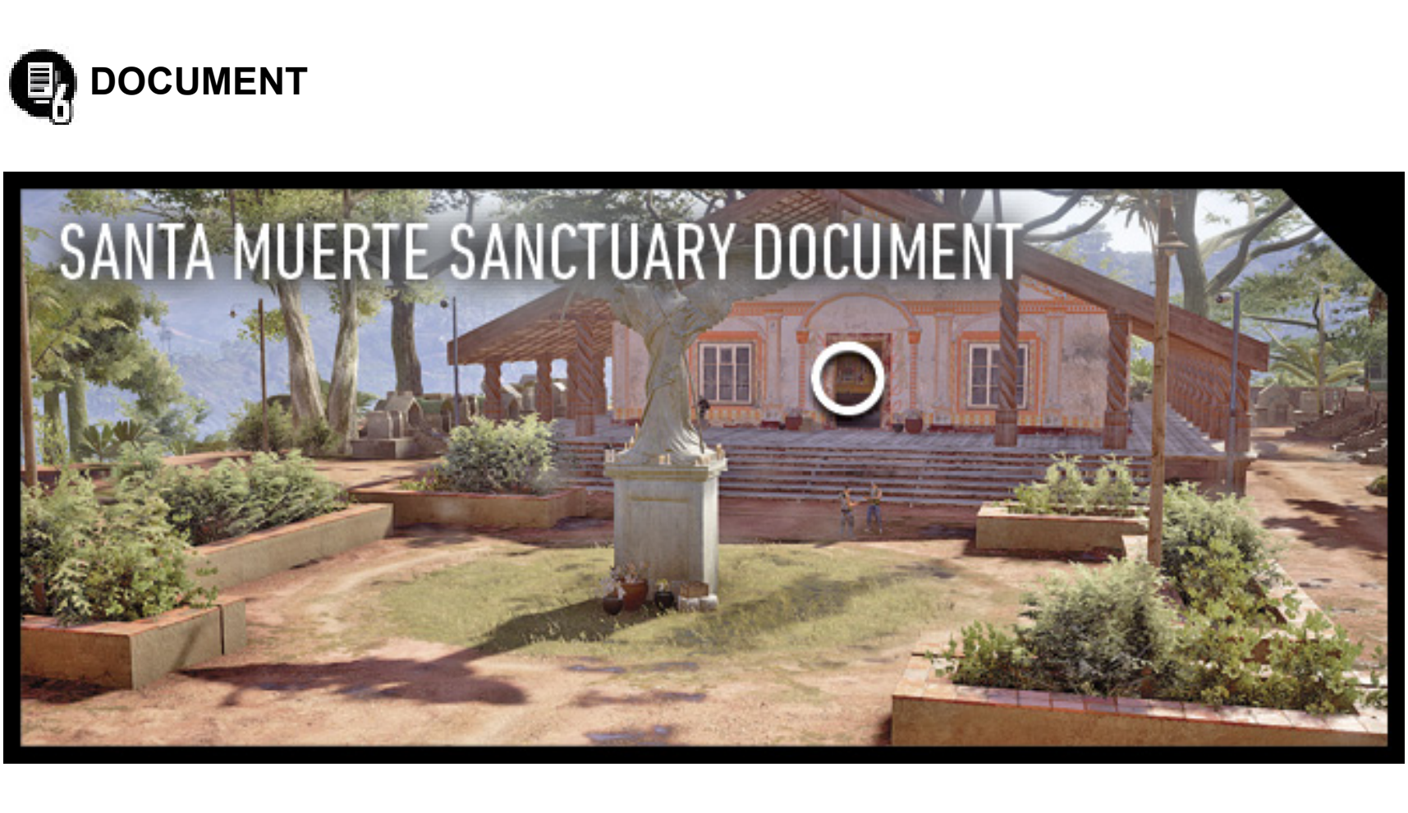
LEGEND



At the western Pilgrim House, spot the center home next to the big cross. Grab the legend that sits within a memorial on the northeast side.

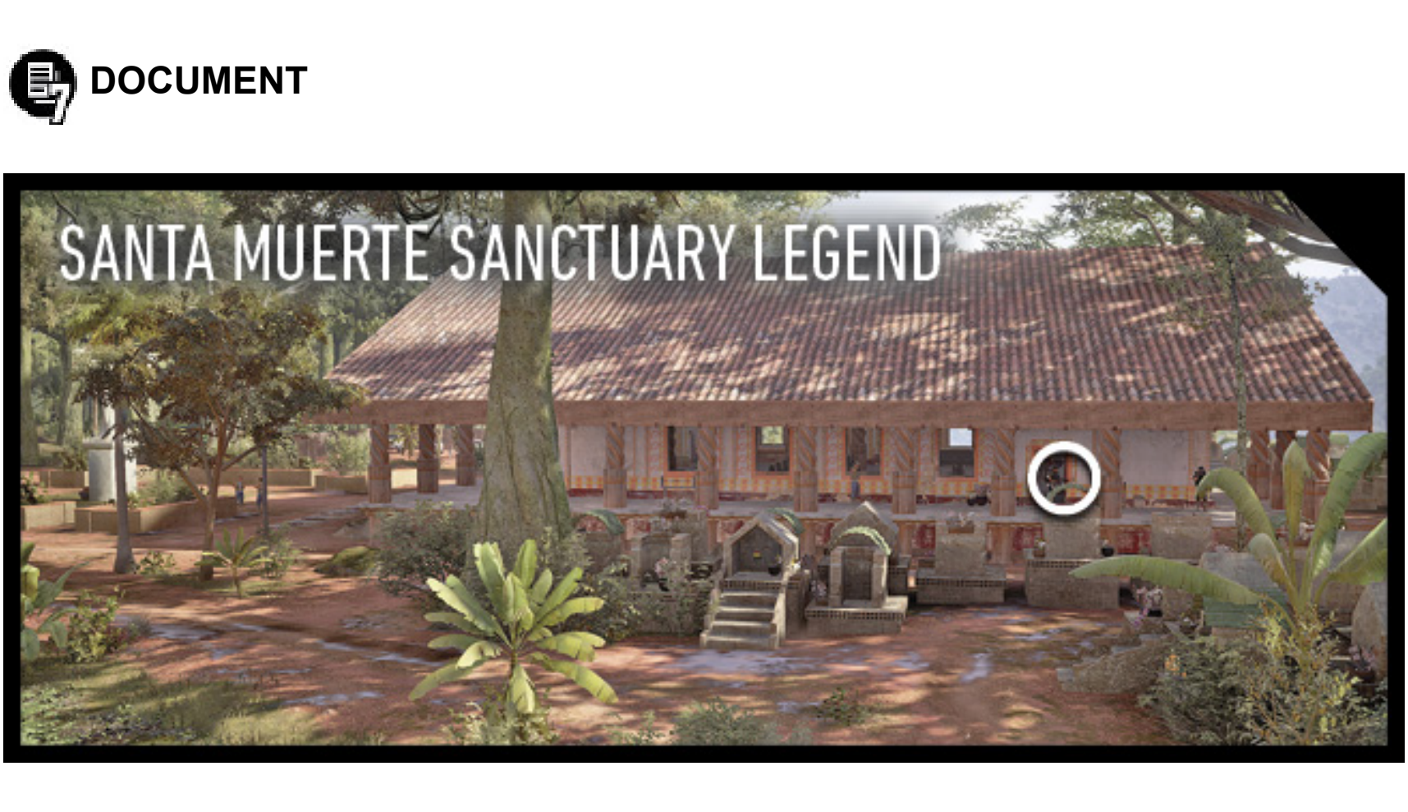
Cult of Santa Muerte (expansion): The Santa Muerte Cult has been rapidly growing over the past 15 years, gaining several million followers in Mexico, the USA, and parts of Central America. This can be credited to a popular belief that Santa Muerte grants miracles more easily than her Catholic 'cousins', but it is also due to the fact she embodies the identity and values of a growing number of poor Mexicans facing violence and struggling to survive in a brutal economy.

DOCUMENT



Find the sanctuary built on a hill deep in the jungle. A document sits between a group of candles and a trumpet at the front of the chapel.

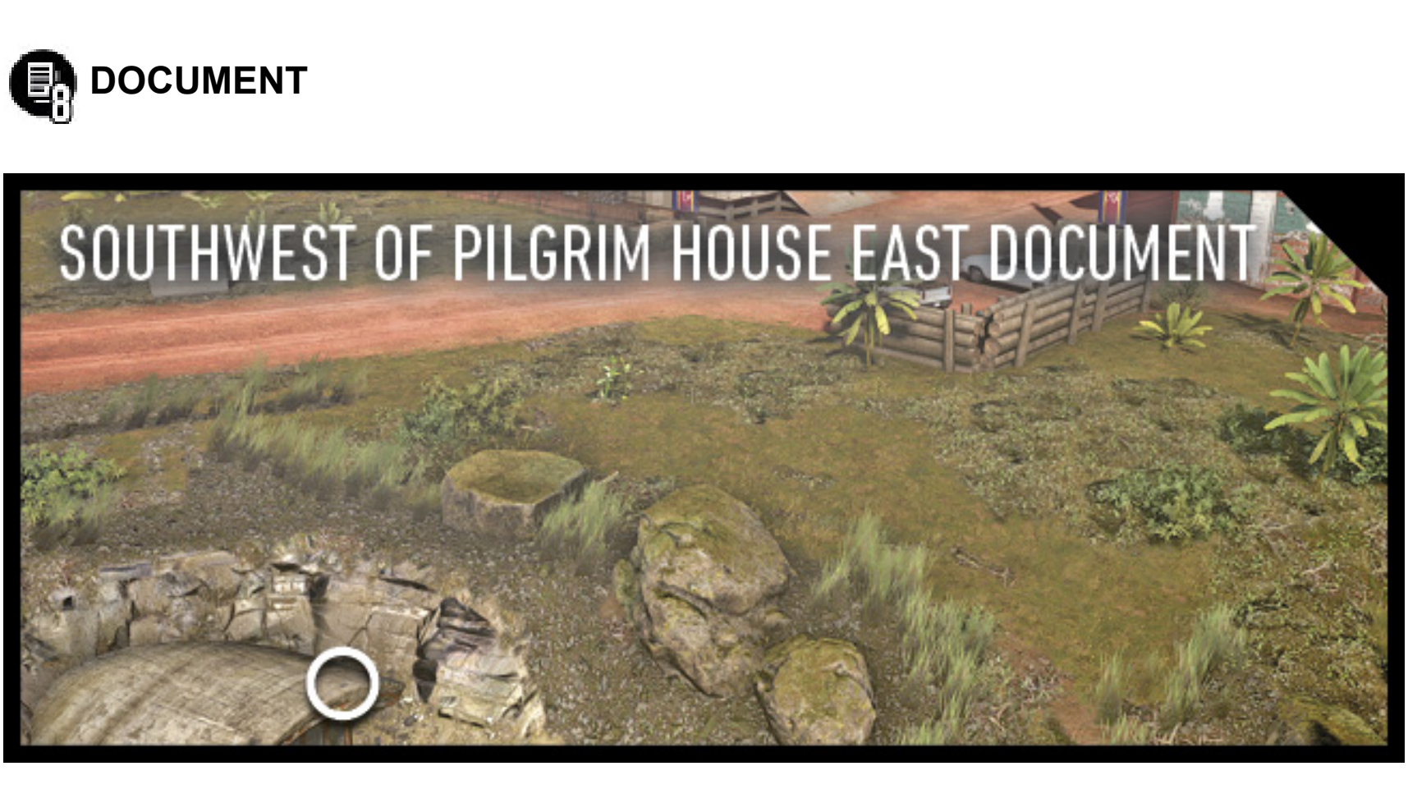
DOCUMENT



At the Santa Muerte Sanctuary, search behind the altar to find another document.

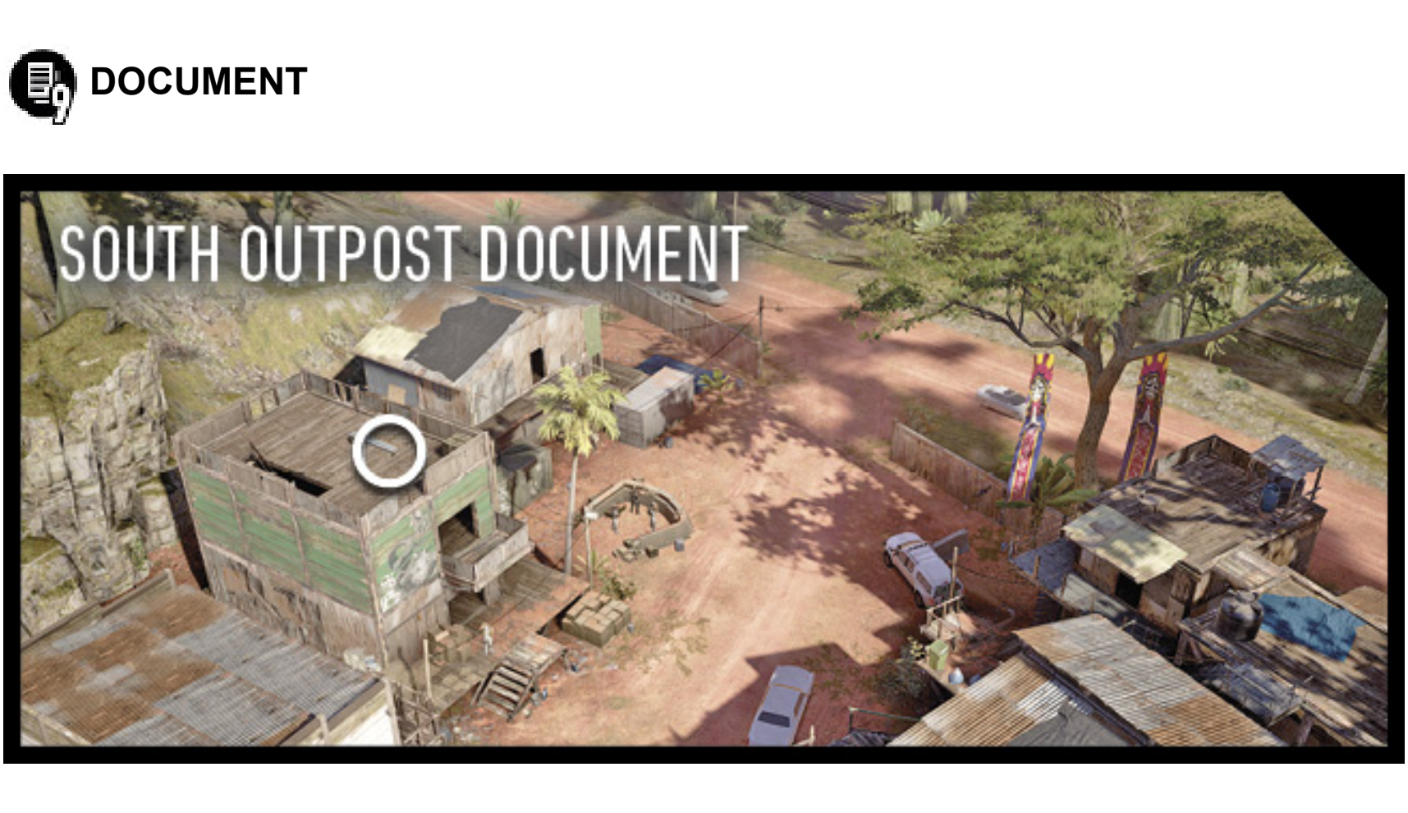
Religious Syncretism: The main religion in Bolivia is Catholicism, although it is considered highly syncretic. It is a complex mix of native and foreign influences, both in terms of rites and beliefs. In their effort to convert indigenous communities, the first Catholic Missions led by the Spanish mixed native religious principles with Catholic teachings in order to promote Christianity. The plan then was to gradually eliminate indigenous beliefs, except it never really worked. Today, it is still common to honor both God and Pachamama in the same ceremony.

DOCUMENT



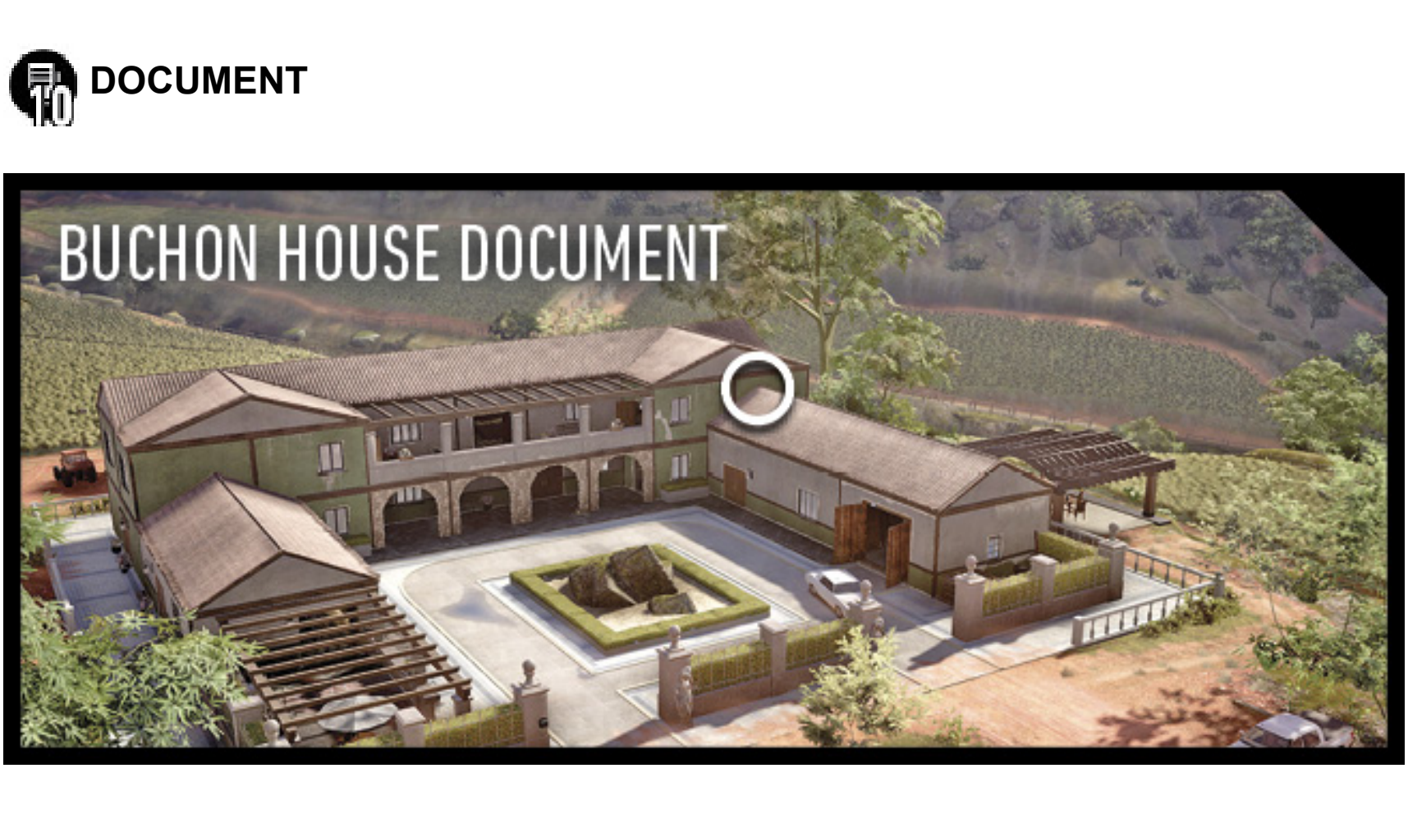
A ditch runs from the jungle into the nearby river west of the eastern Pilgrim House. Search just south of the road for a recording.

DOCUMENT

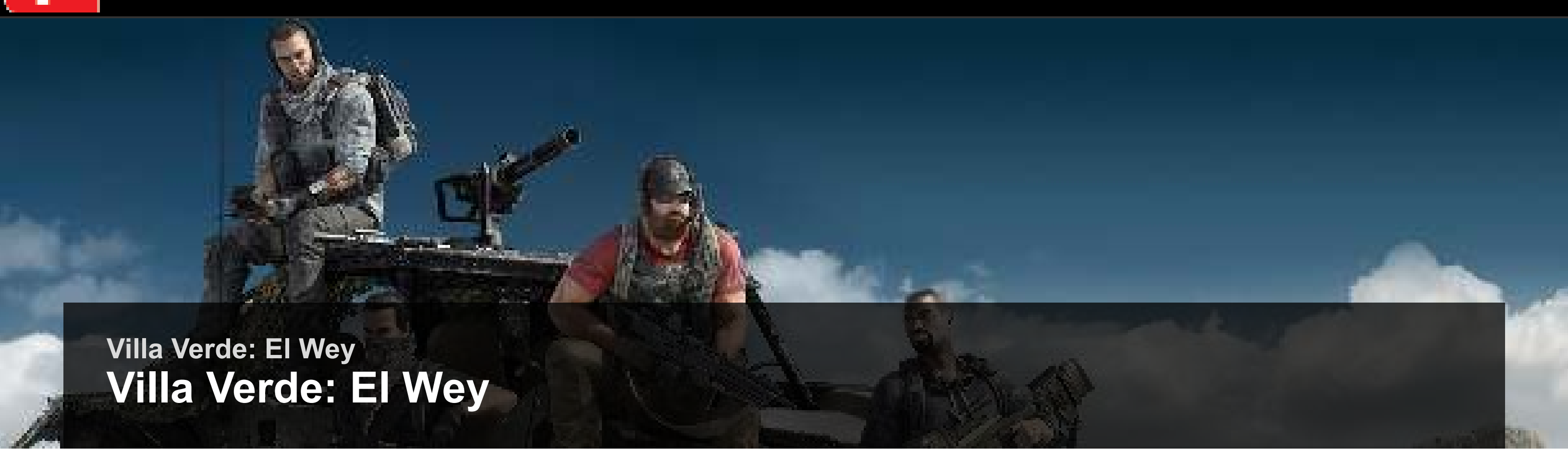


A Santa Blanca outpost is tucked into the side of a hill, giving it protection on the west side. Sneak into the middle building on the north side and climb the stairs to the rooftop. The document lies next to the bench.

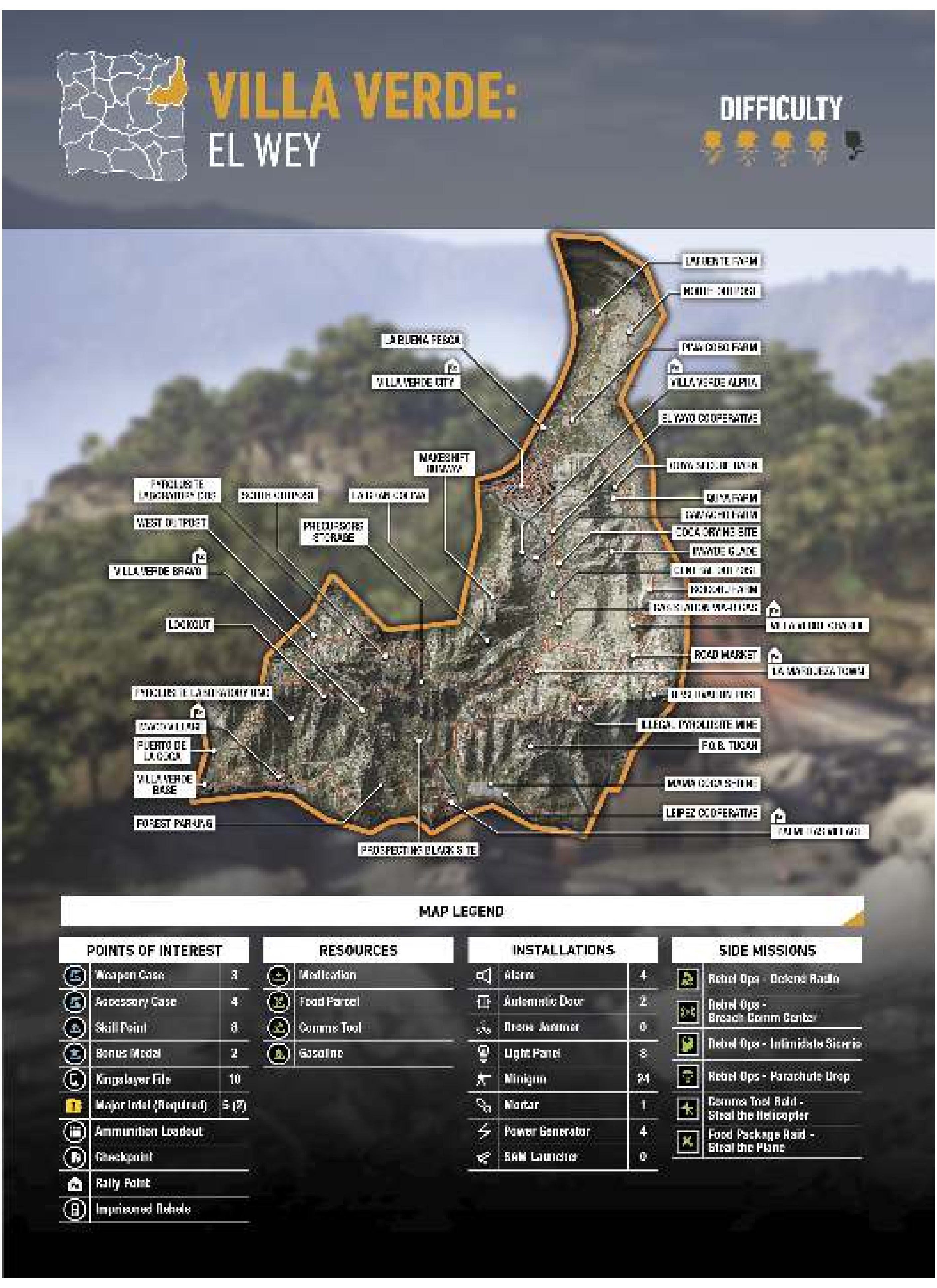
DOCUMENT



The posh home of El Yayo sits in far south Espiritu Santo. Sneak into the house and make your way to the stairs on the south side. Climb to the second floor and collect the item off the dresser.



Villa Verde: El Wey


VILLA VERDE:
EL WEY
DIFFICULTY
LA FUENTE FARM
NORTH OUTPOST
LA BUENA PESCA
VILLA VERDE CITY
VILLA VERDE ALPHA
EL YAYO COOPERATIVE
MAKESHIFT HIDEWAY
SOUTH OUTPOST
WEST OUTPOST
PRECURSORS STORAGE
VILLA VERDE BRAVO
LOOKOUT
COCA DRYING SITE
ROAD MARKET
LA MARQUEZA TOWN
ILLEGAL PYROLUSITE MINE
F.O.B. TUCAN
MAMA COCA SHRINE
LEPEZ COOPERATIVE
PUERTO DE LA COCA
VILLA VERDE BASE
FOREST PARKING
PROSPECTING BLACK SITE
MAP LEGEND
POINTS OF INTEREST
Weapon Case 3
Accessory Case 4
Skill Point 8
Bonus Medal 2
Kingslayer File 10
Major Intel (Required) 5 (2)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 4
Automatic Door 2
Drone Jammer 0
Light Panel 8
Minigun 24
Mortar 1
Power Generator 4
SAM Launcher 0
SIDE MISSIONS
Rebel Ops - Defend Radio
Rebel Ops - Breach Comm Center
Rebel Ops - Intimidate Sicario
Rebel Ops - Parachute Drop
Comms Tool Raid - Steal the Helicopter
Food Package Raid - Steal the Plane

The coca capital province where the cartel exploits a pyrolusite mine.

Content	Number in Province
Main Missions	5
Side Missions	8

- **OperatioN: Production**
- **Chief: El Wey**
- **Ecosystem: Jungle**

This province follows the high, jungle-covered valley of Rio Habana. The valley has allowed the construction of an important road and of secondary roads. The river is used as a communication way. This accessibility facilitated the creation of a large capital city in the heart of the jungle: Villa Verde. Other settlements are the small town La Marqueza and the villages of Marco and Palmeras. Marqueza and Maco are dedicated to coca activity, Palmeras relies on fishing. Human activity is focused on the coca culture. The fields are cultivated in clearings carved in the jungle by the cocaleros themselves.

This province has always been the heart of coca culture. The main coca market, where cocaleros from Villa Verde and other provinces came, was found in the center of the city. Today, the Santa Blanca buys all the coca production on the Villa Verde market. Coca bags are sent under heavy guard to Ocore labs. The syndicate of cocaleros built there one of its national headquarters, where El Yayo worked as syndicate manager of cocaleros.

Santa Blanca has developed another activity, a pyrolusite mine and the necessary labs to refine the extracted ore. This mine has become as precious to the cartel as coca production in Villa Verde. Sueño handed El Wey the responsibility to install a modern mine and associated labs. Ambitious and efficient, the Mexican has rapidly reached his objectives with the help of engineers from Barvechos Plata.

Today the mine produces about twenty tons of Pyrolusite per week. The ore is sent to labs installed in the province where cartel chemists work under El Wey's supervision. There, they create part of the chemical precursors that allow cocaine synthesis. Chemical precursors are submitted to a very restrictive legislation that handicaps cartels. It is difficult for them to get some without corrupting many people. So for the cartels it is more cost-efficient to produce some of these precursors themselves, such as Ammoniac, Permanganate of Potassium, Acetone, Ether, Ethyl and, Hydrochloric acid.

Once produced, these chemical precursors are sent under high guard to cocaine and coca paste labs in Ocoro.

PEDRO GIL, AKA EL WEY (THE GUY)

BORN: 12/12/1988 in Toluca, Mexico

CARTEL POSITION: Pyrolusite Mine Supervisor

Coming from a miner's family, he learned that profession in his childhood years. He befriended El Boquita in elementary school. They lost contact for some years when Pedro went to continue his studies in the nearest city. They met again as teenagers and El Boquita quickly offered him his first cartel job in a cocaine lab. Ambitious and curious, but not that smart, he started to experiment with the lab chemicals. He wanted to be known as the guy that would make the best cocaine in the world. But he ended up badly burning his face.

He's the person in charge of the process of extracting the pyrolusite and transforming it in the chemical agent that allows the Cartel to turn coca leaves into high quality cocaine. He sends this agent to all The Bolivian Narco-labs. Self-conscious about his burns, he tries to compensate for it, showing a great sense of humor. Within the Santa Blanca he's known as the funny guy. But if he feels that someone is judging the way he looks, he gets violent and destroys everything.

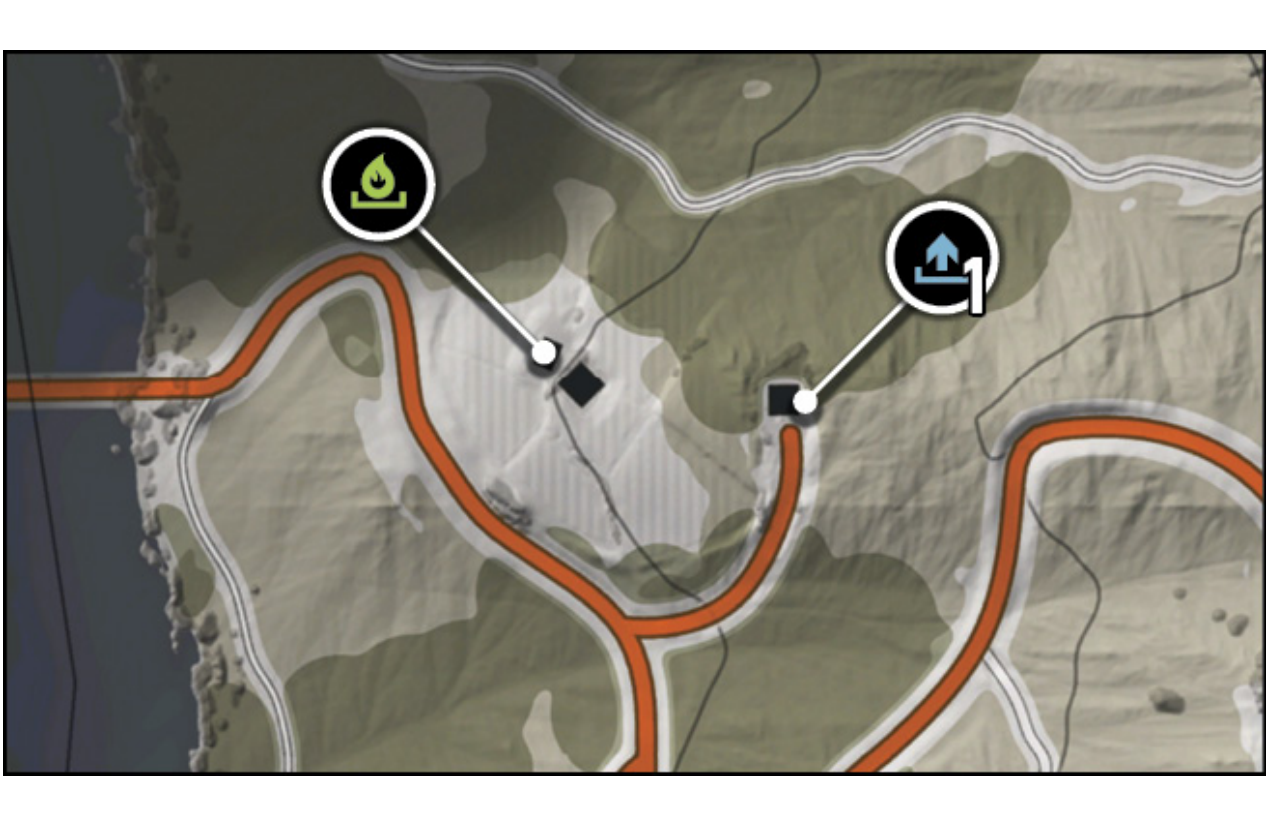
Villa Verde: El Wey

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

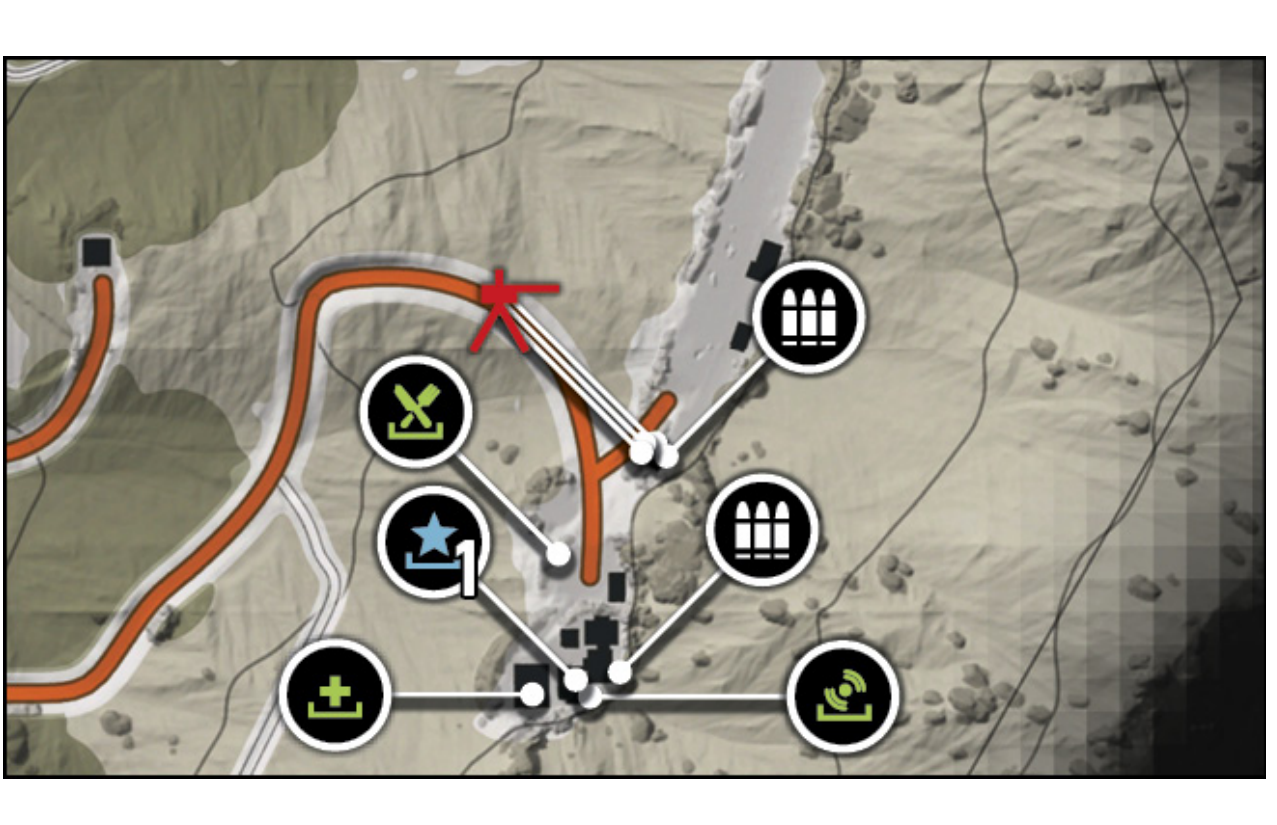
LAFUENTE FARM

A traditional cocalero's family farm.



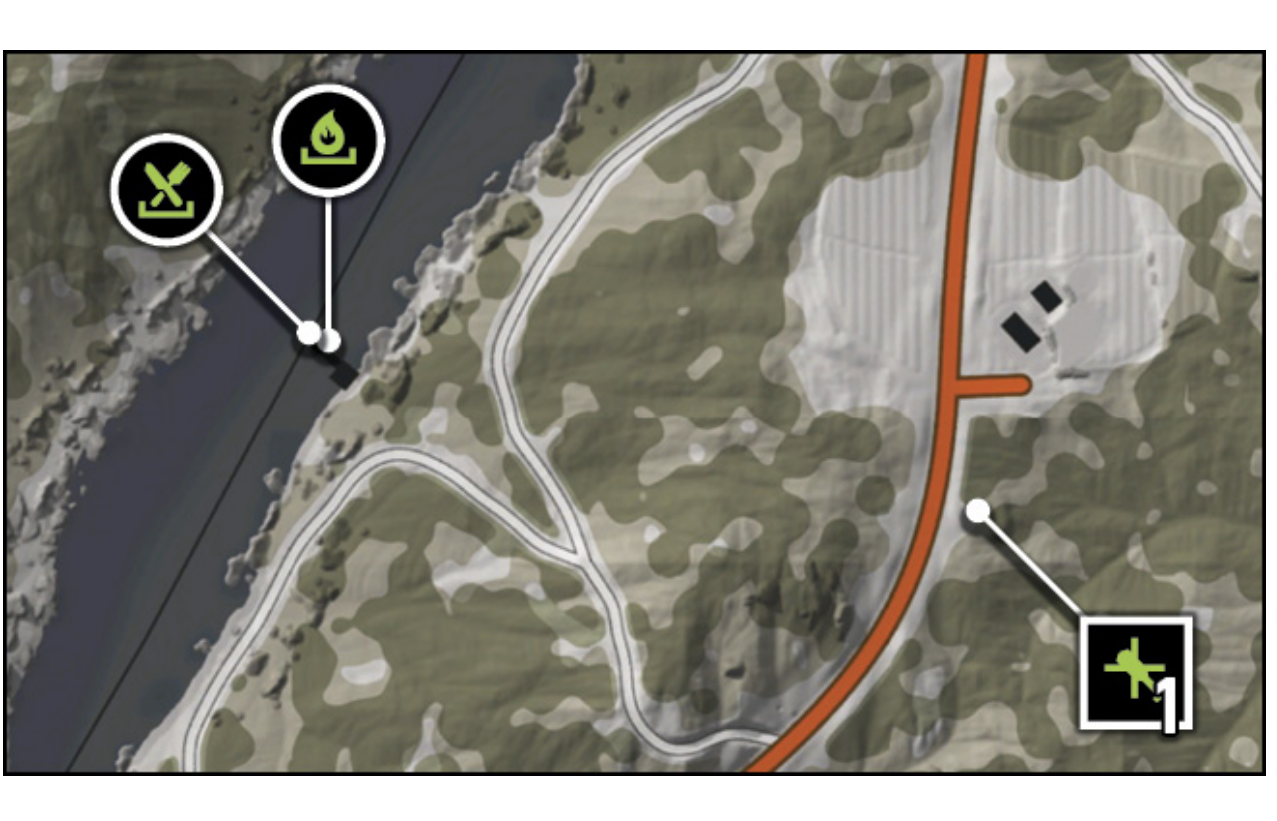
NORTH OUTPOST

Protects the coca fields from rebel raids.



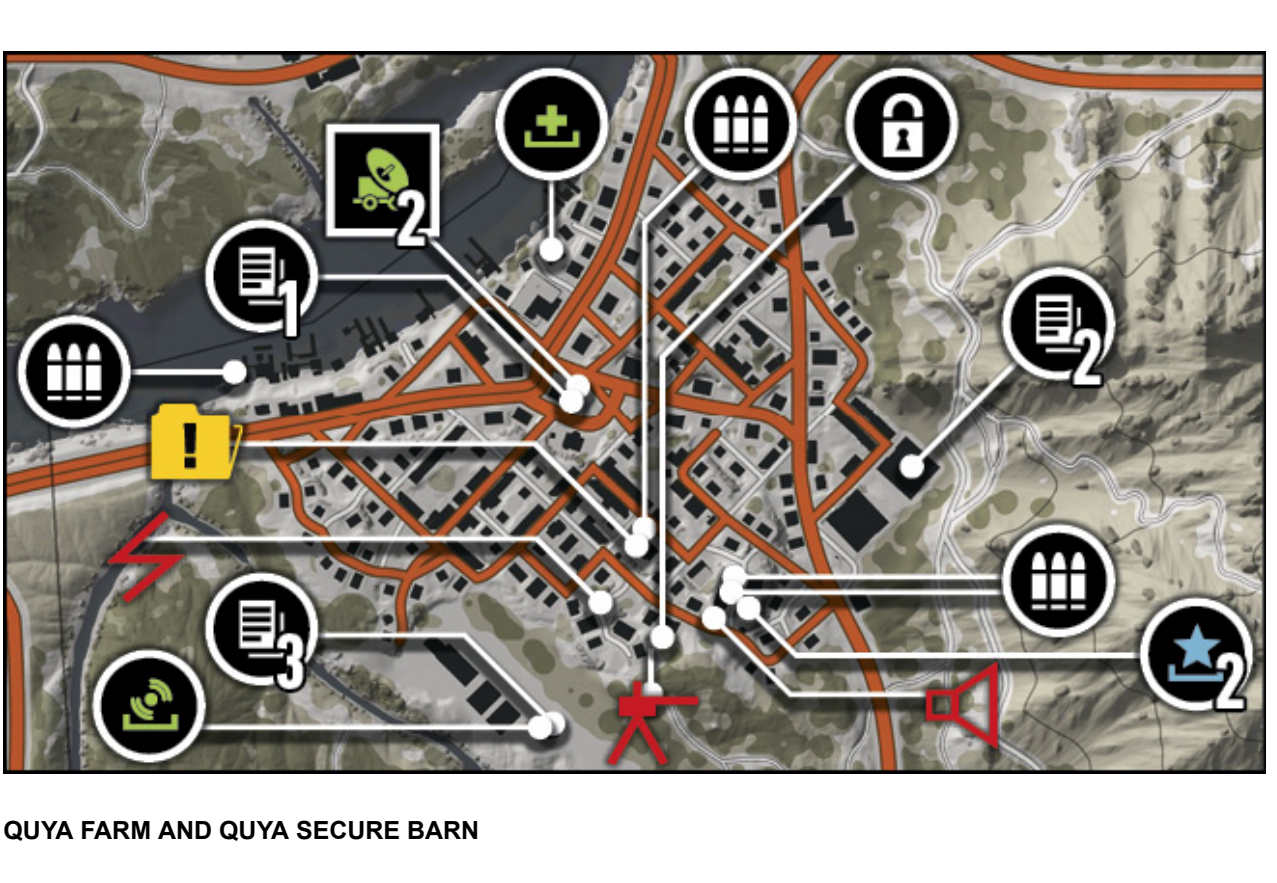
LA BUENA PESCA AND PINAICOBO FARM

The best fishing spot in Villa Verde and a traditional cocalero's family farm.



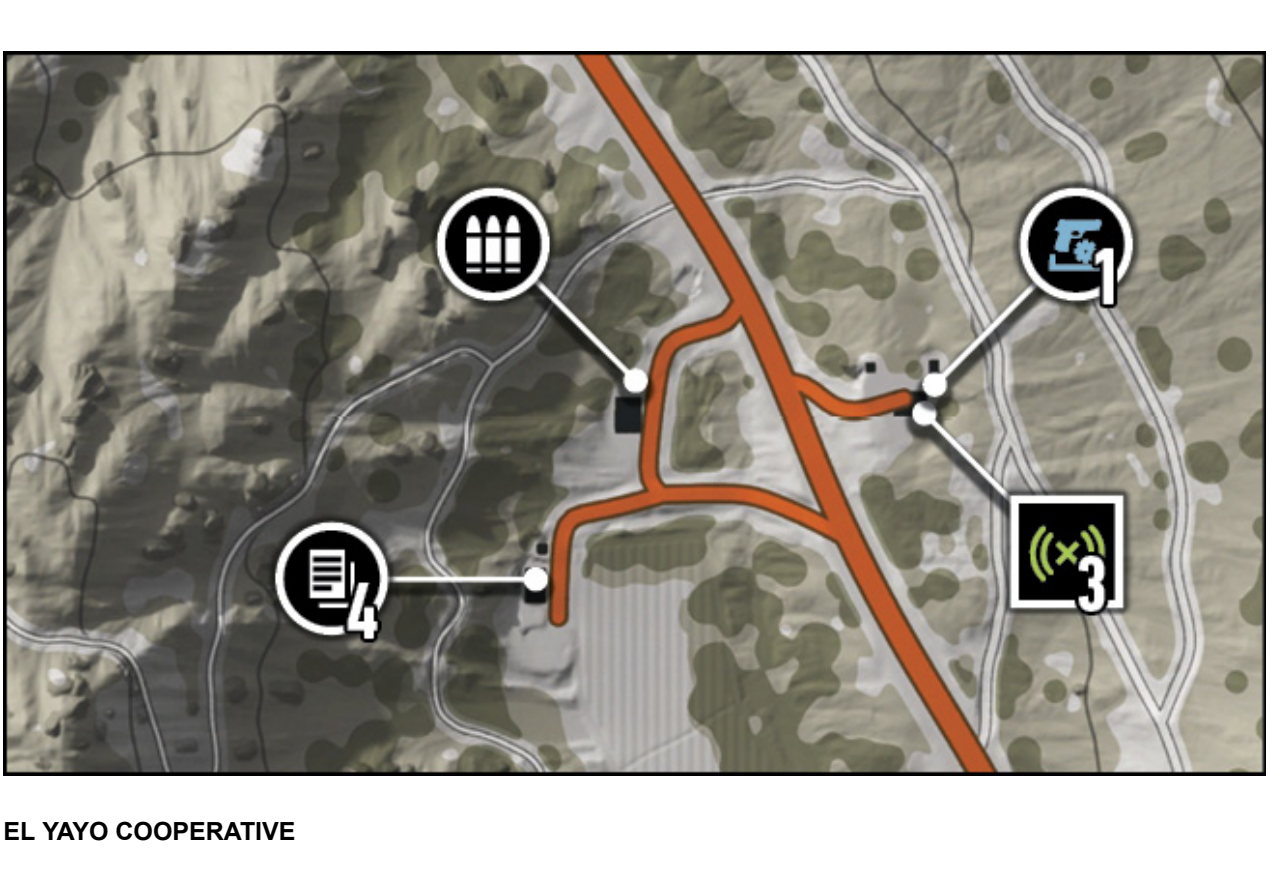
VILLA VERDE CITY

The traditional capital of Bolivian coca trading.



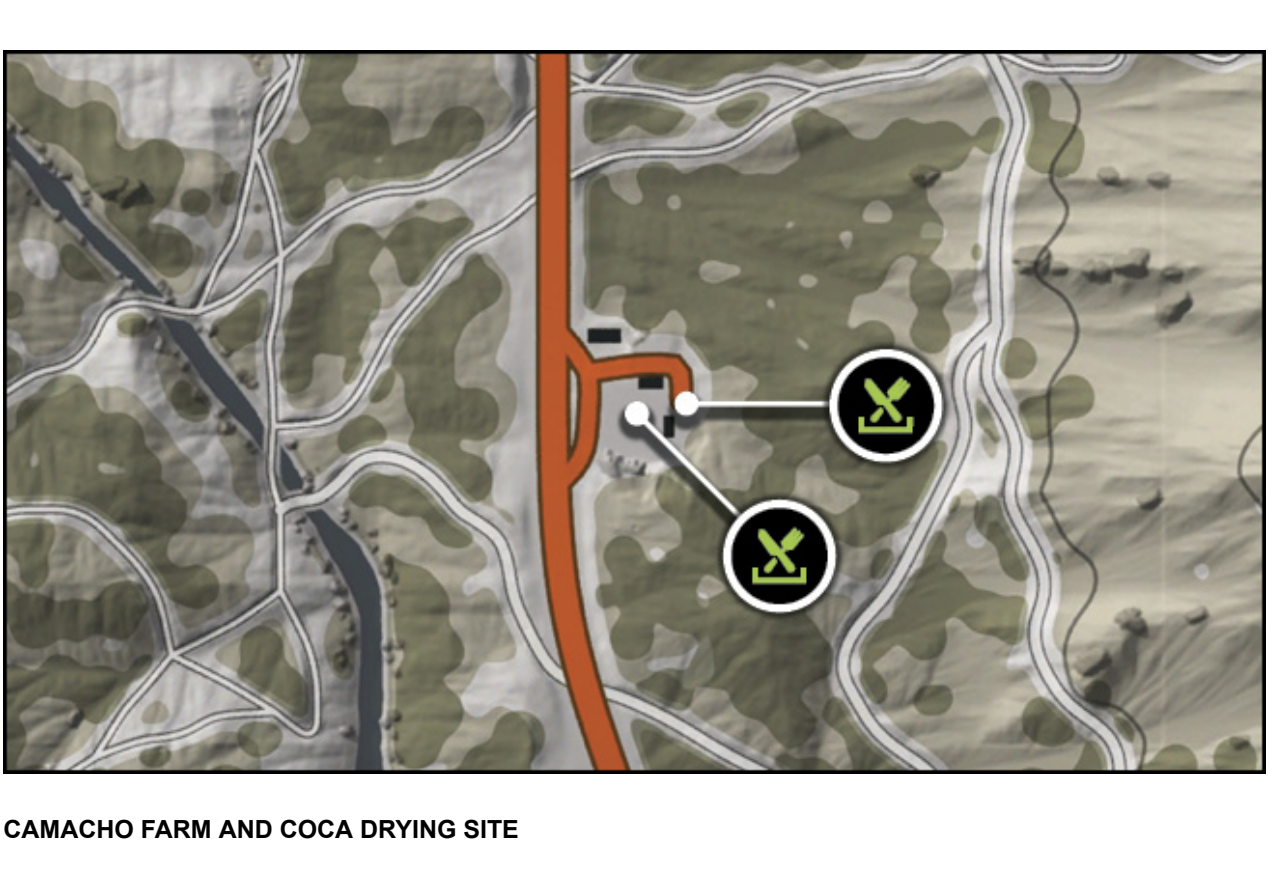
QUYA FARM AND QUYA SECURE BARN

A traditional cocalero's family farm and a barn where the cartel stores dried coca leaves



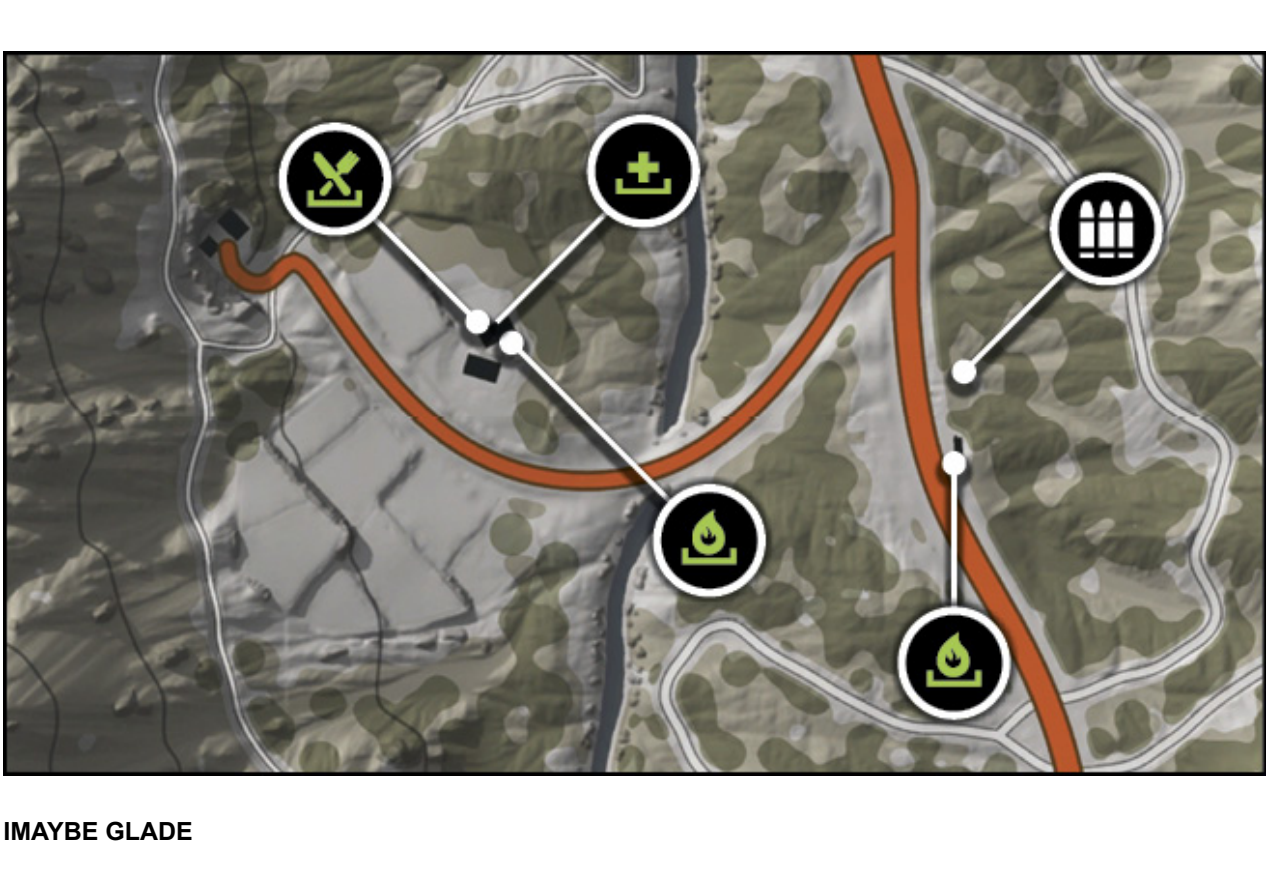
EL YAYO COOPERATIVE

A cocaleros co-op founded by El Yayo 40 years ago.



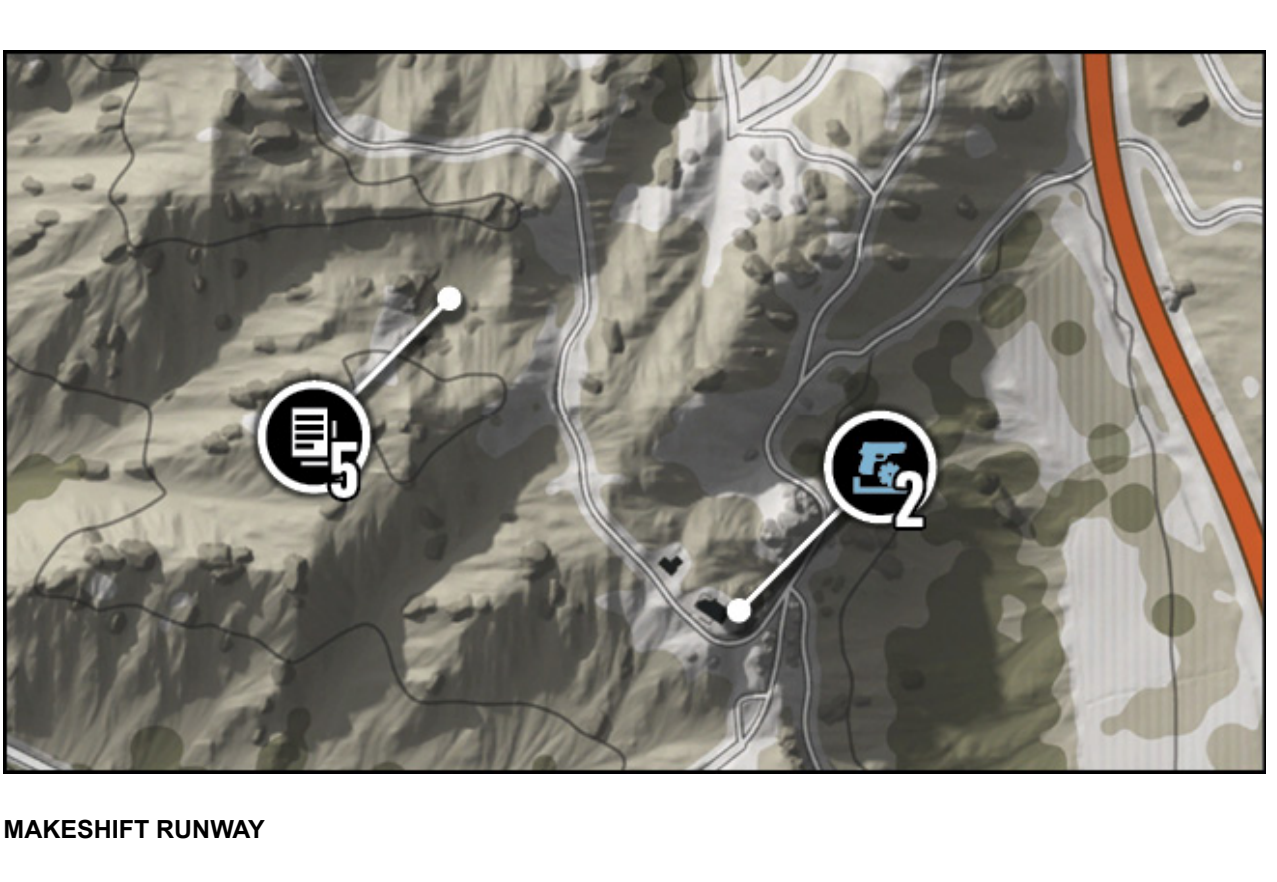
CAMACHO FARM AND COCA DRYING SITE

A traditional cocalero's family farm and the site where the cartel dries fresh coca leaves.



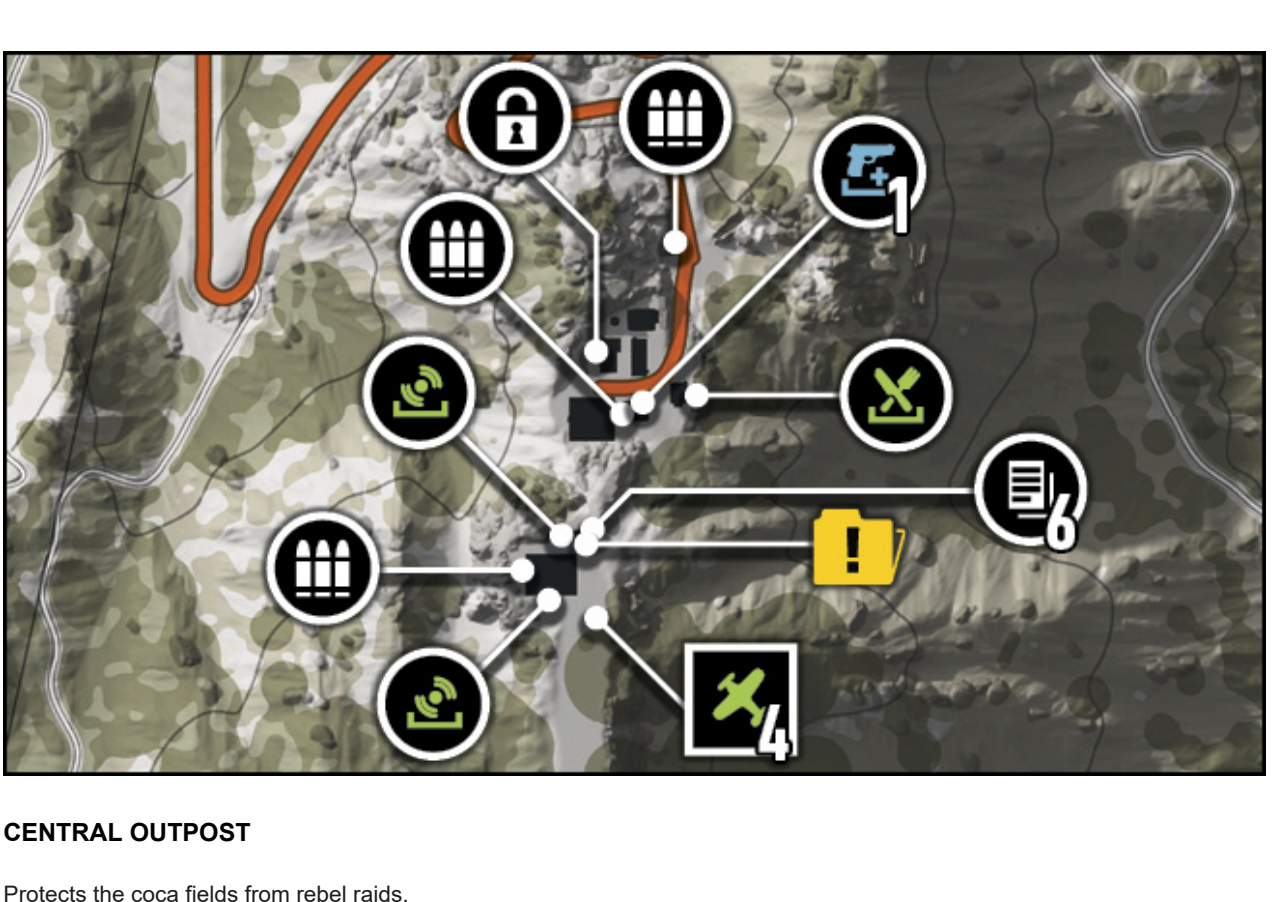
IMAYBE GLADE

A legendary glade.



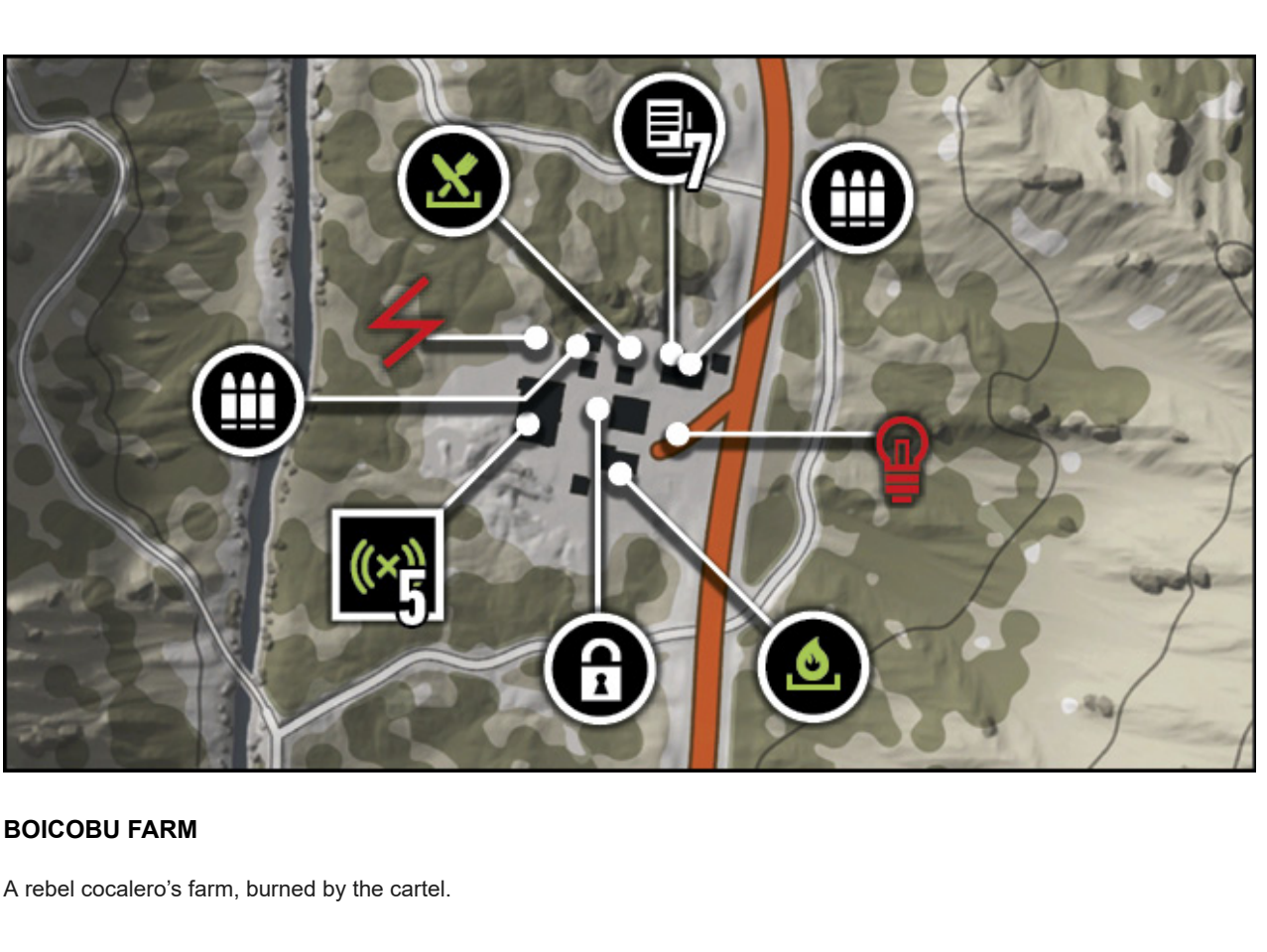
MAKESHIFT RUNWAY

A runway improvised by the cartel.



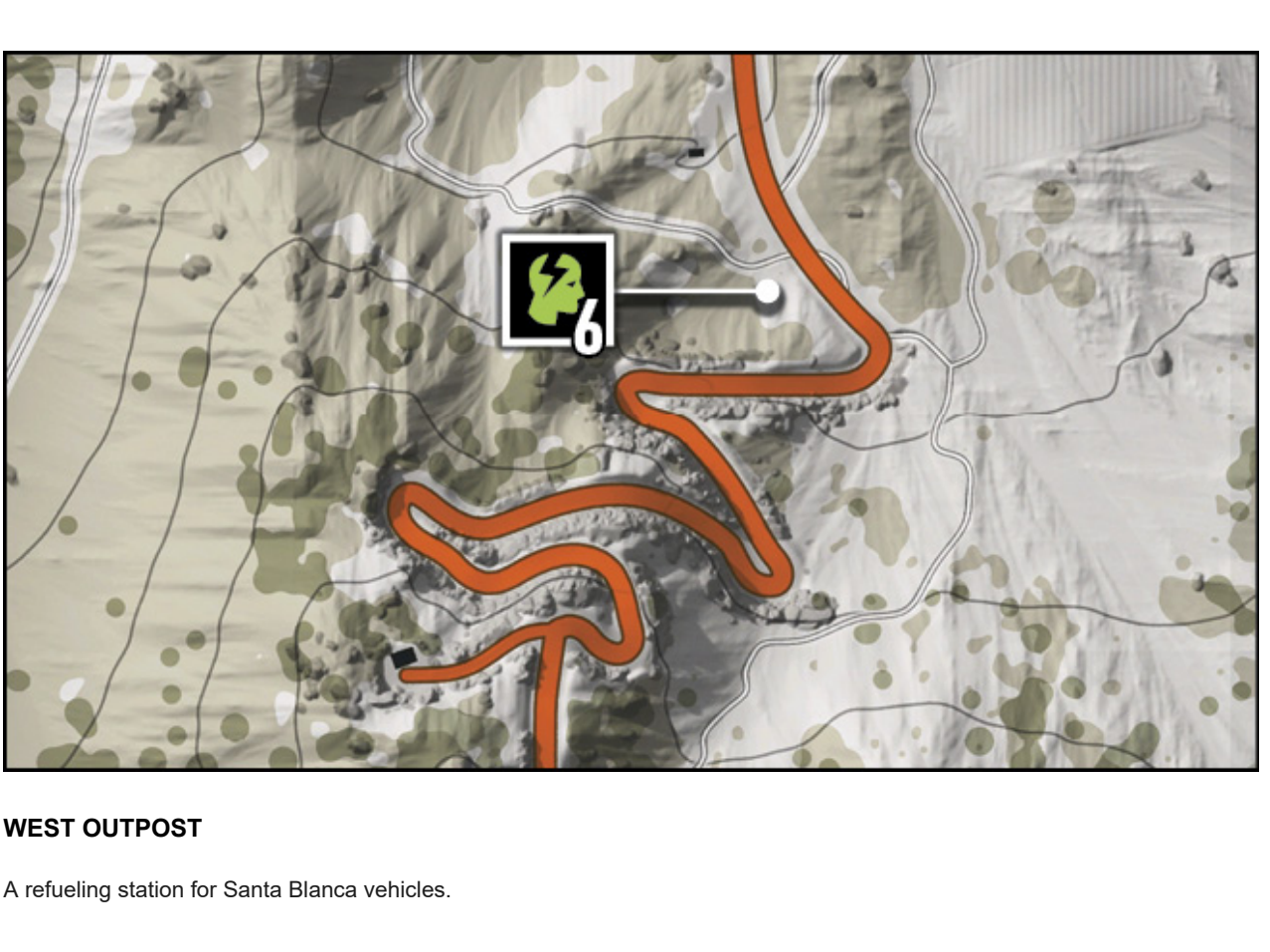
CENTRAL OUTPOST

Protects the coca fields from rebel raids.



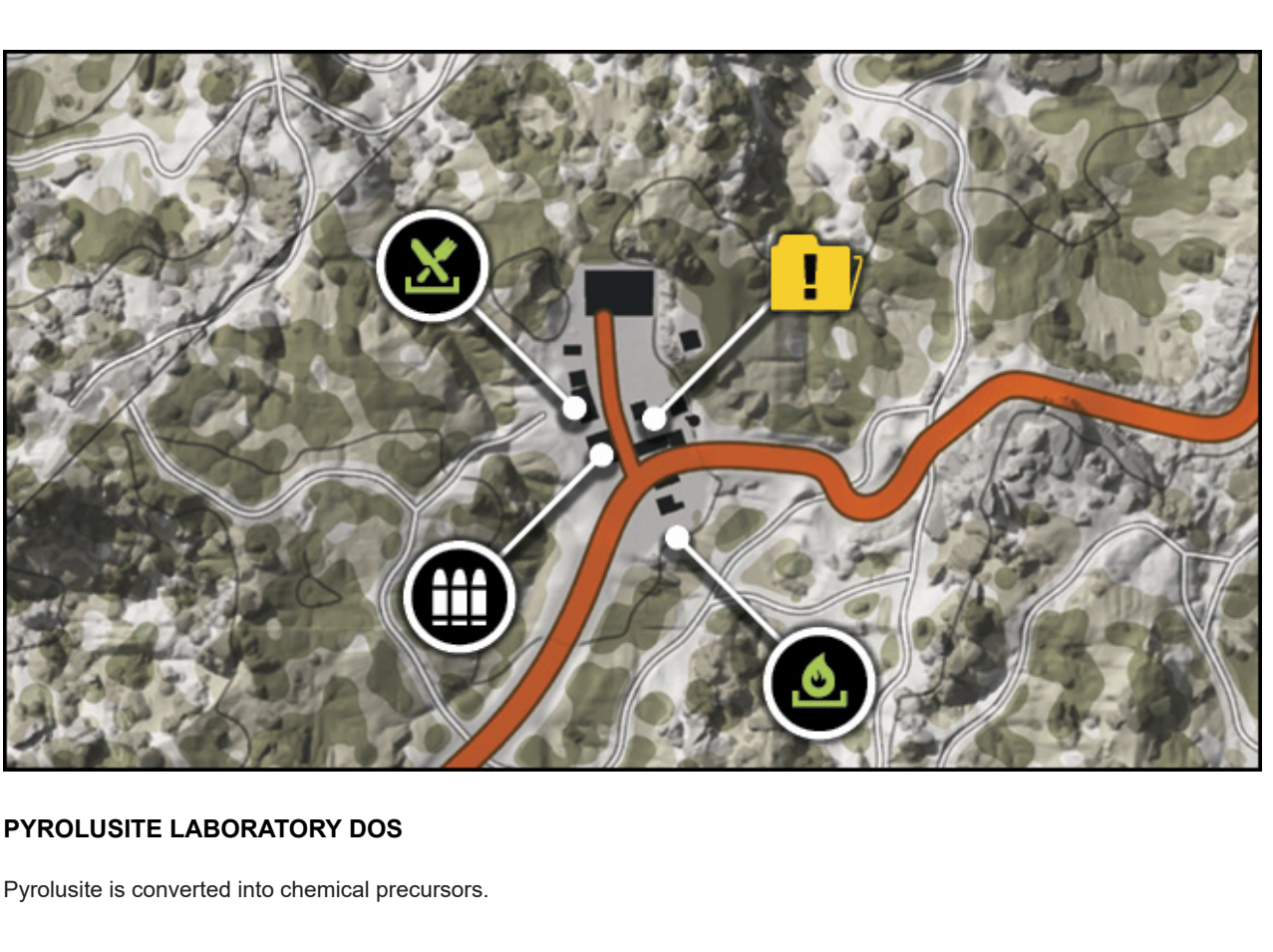
BOICOBU FARM

A rebel cocalero's farm, burned by the cartel.



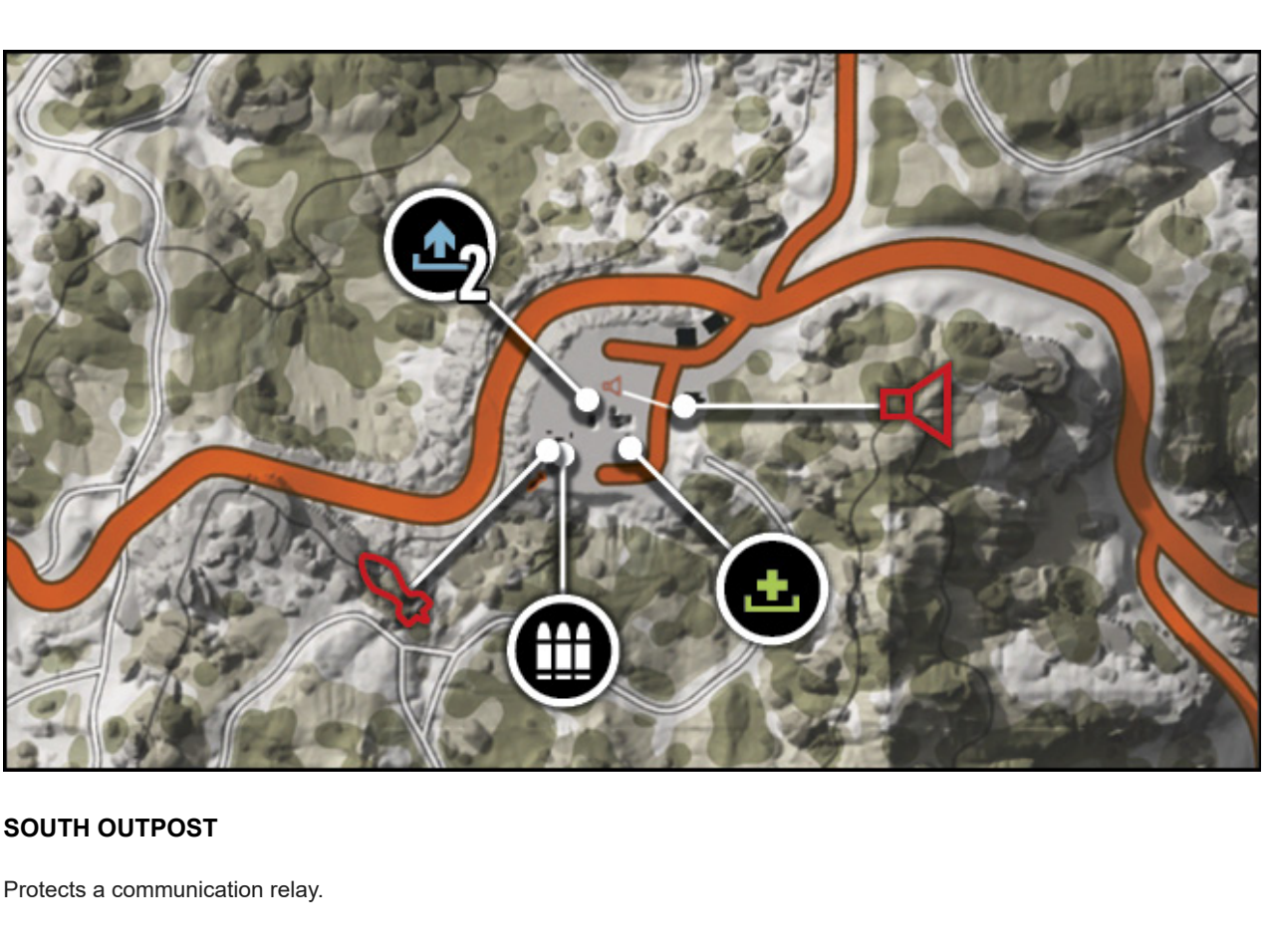
WEST OUTPOST

A refueling station for Santa Blanca vehicles.



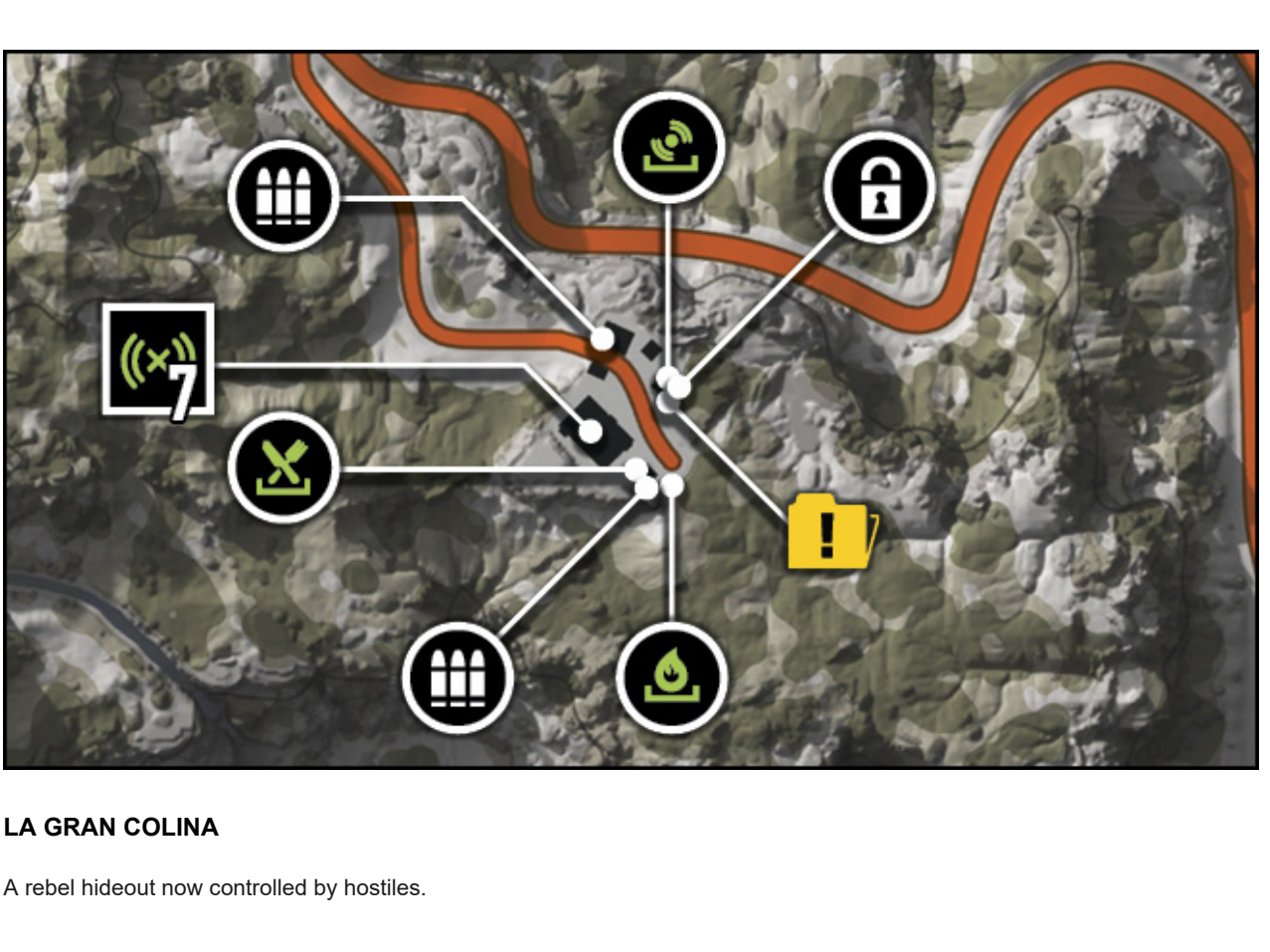
PYROLUSITE LABORATORY DOS

Pyrolusite is converted into chemical precursors.



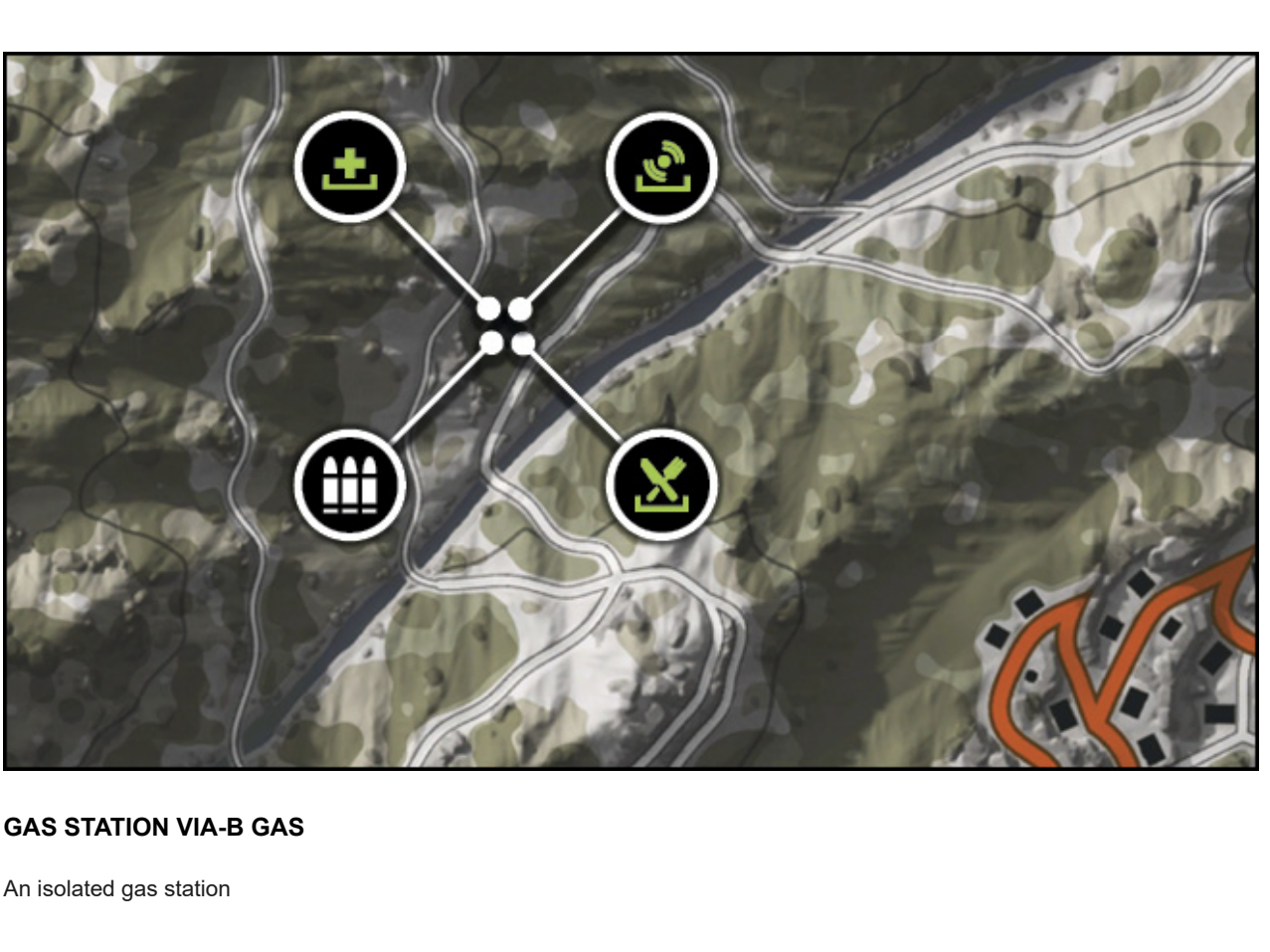
SOUTH OUTPOST

Protects a communication relay.



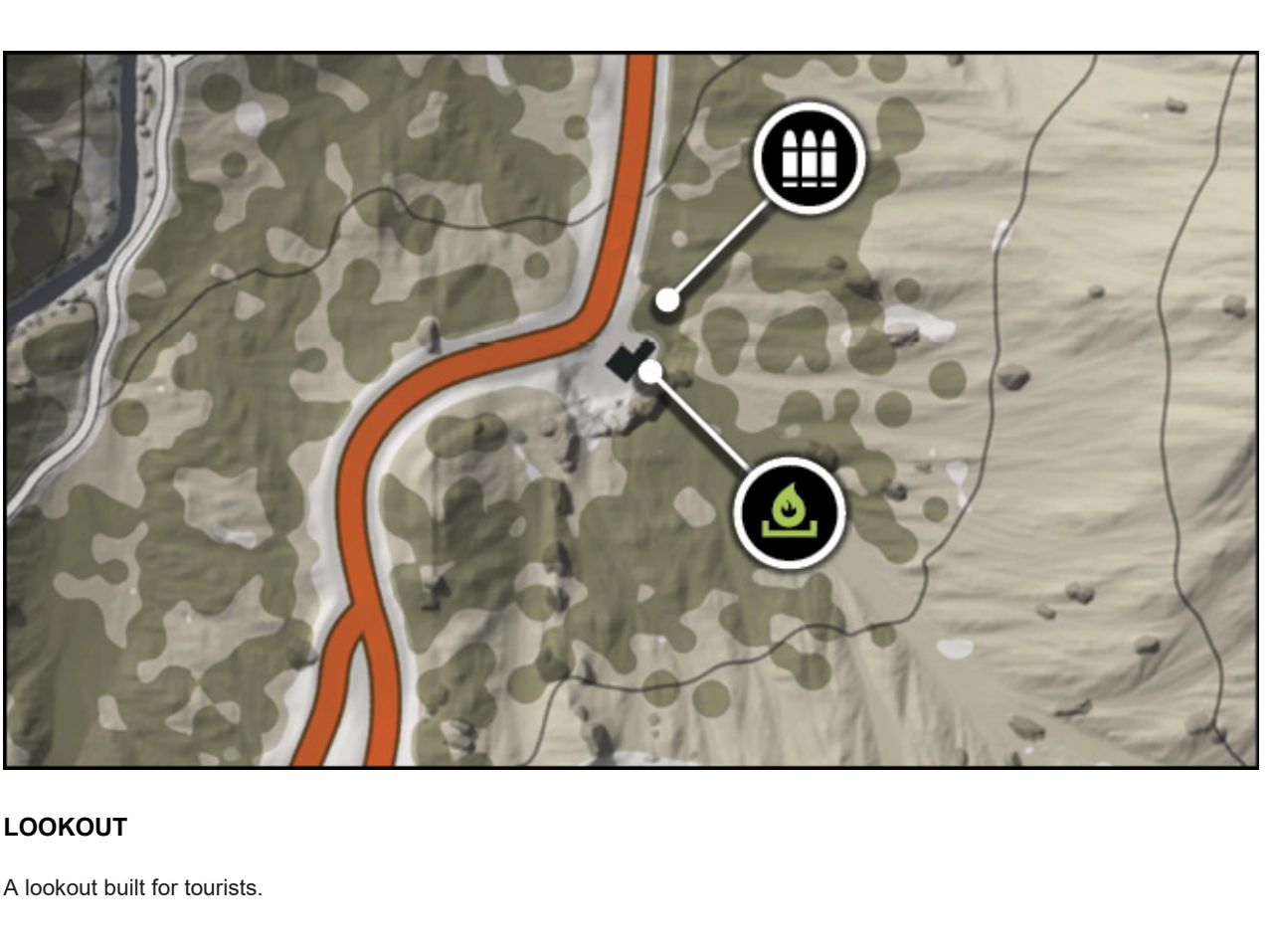
LA GRAN COLINA

A rebel hideout now controlled by hostiles.



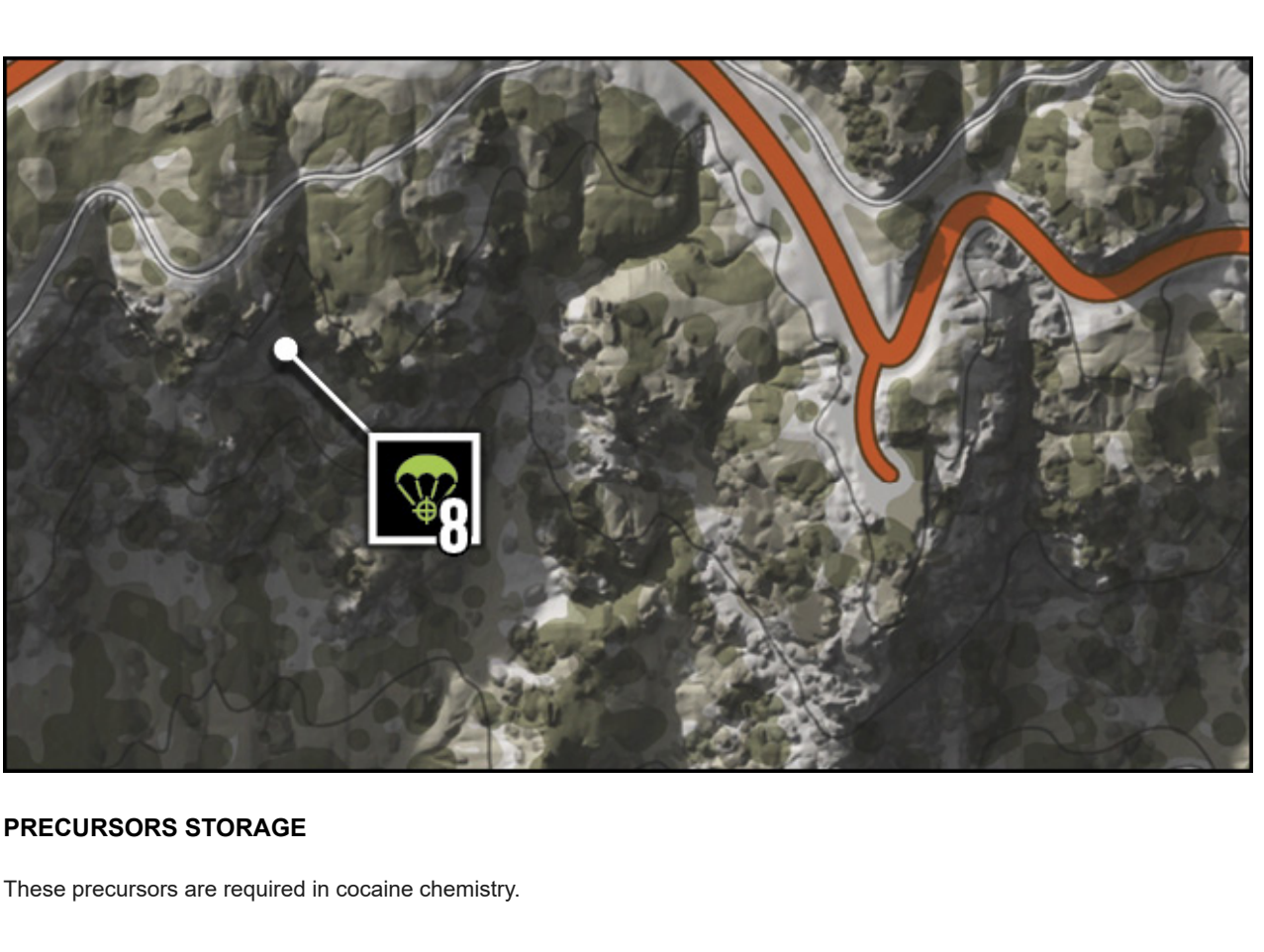
GAS STATION VIA-B GAS

An isolated gas station



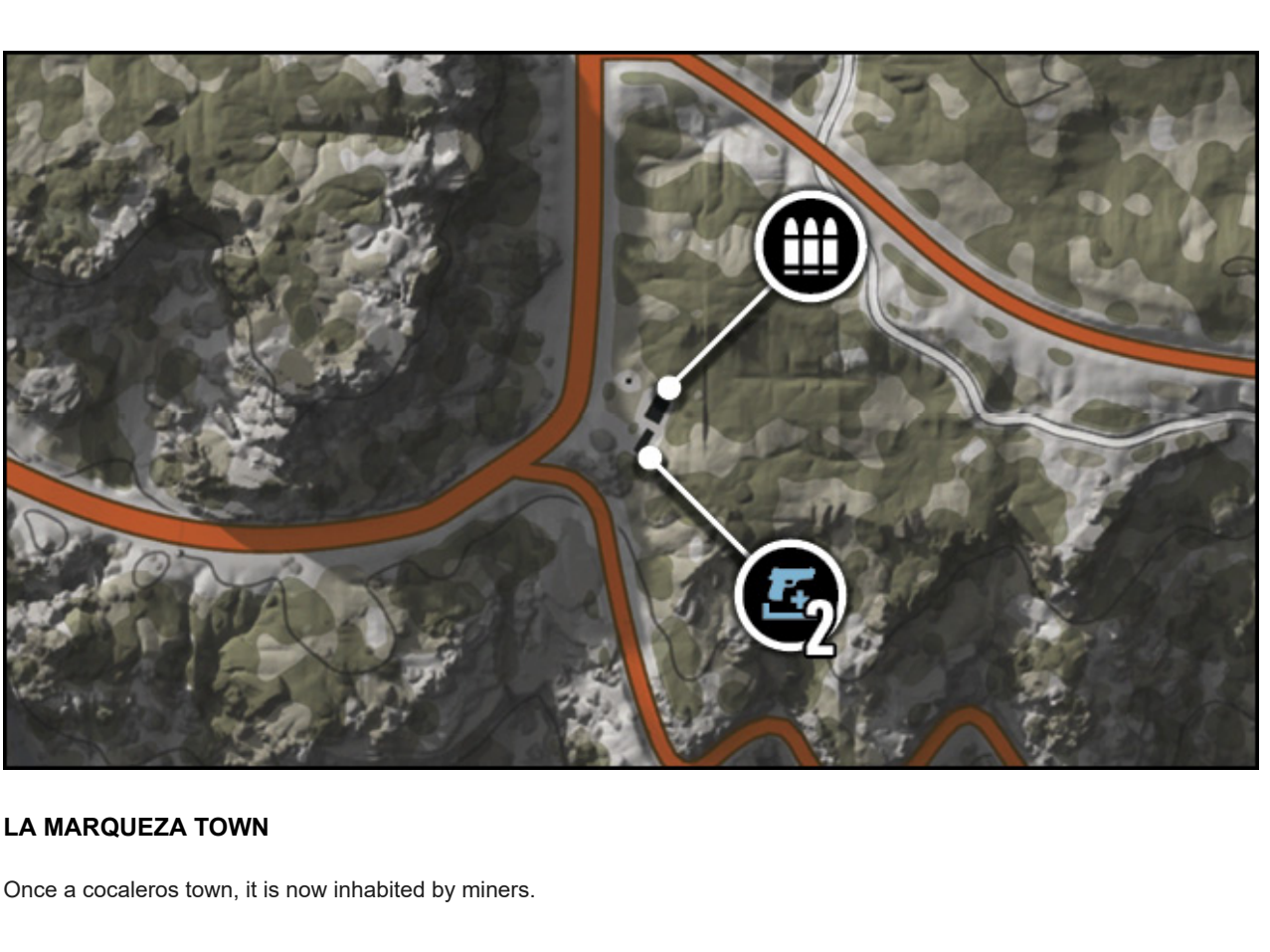
LOOKOUT

A lookout built for tourists.



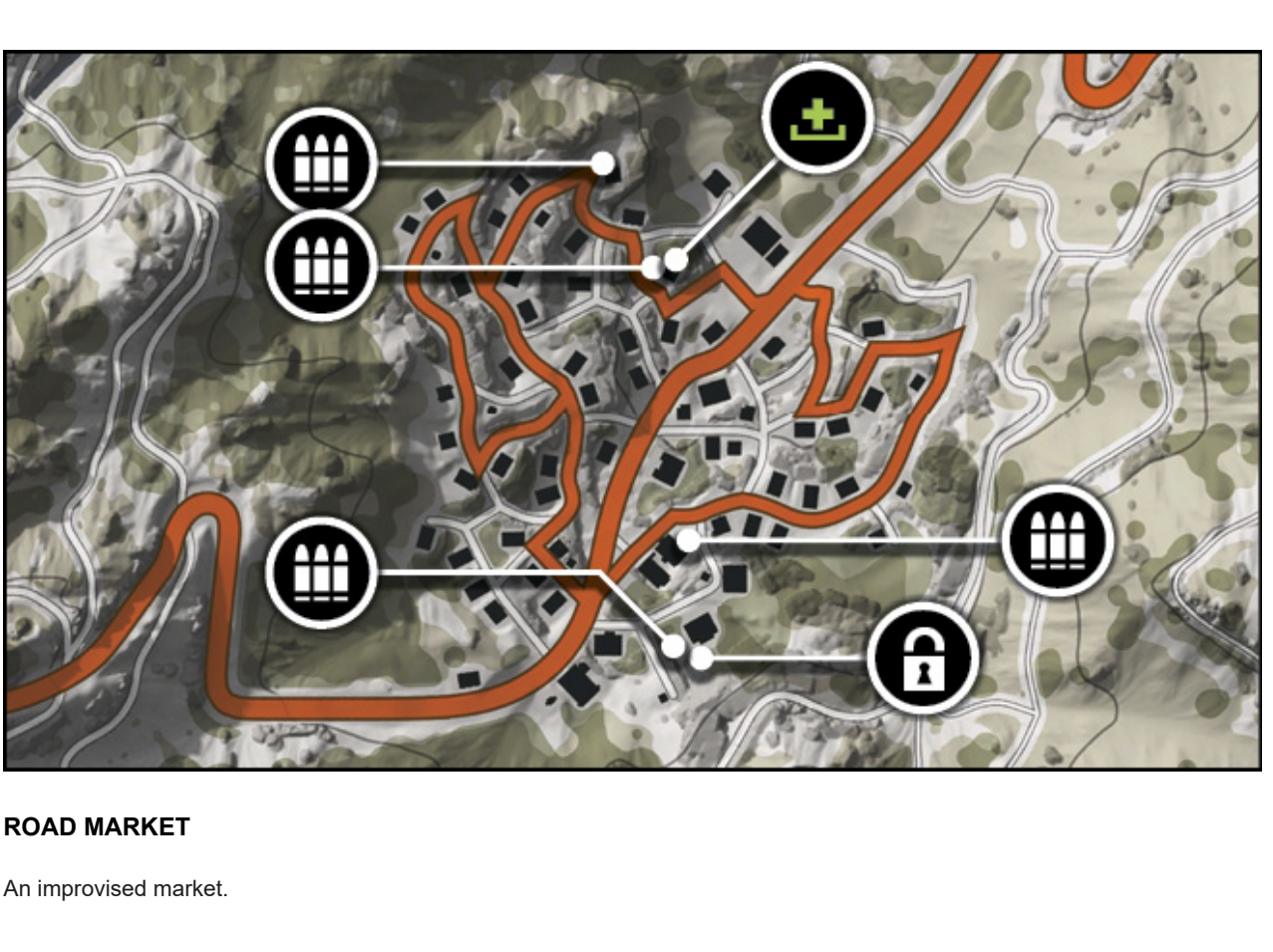
PRECURSORS STORAGE

These precursors are required in cocaine chemistry.



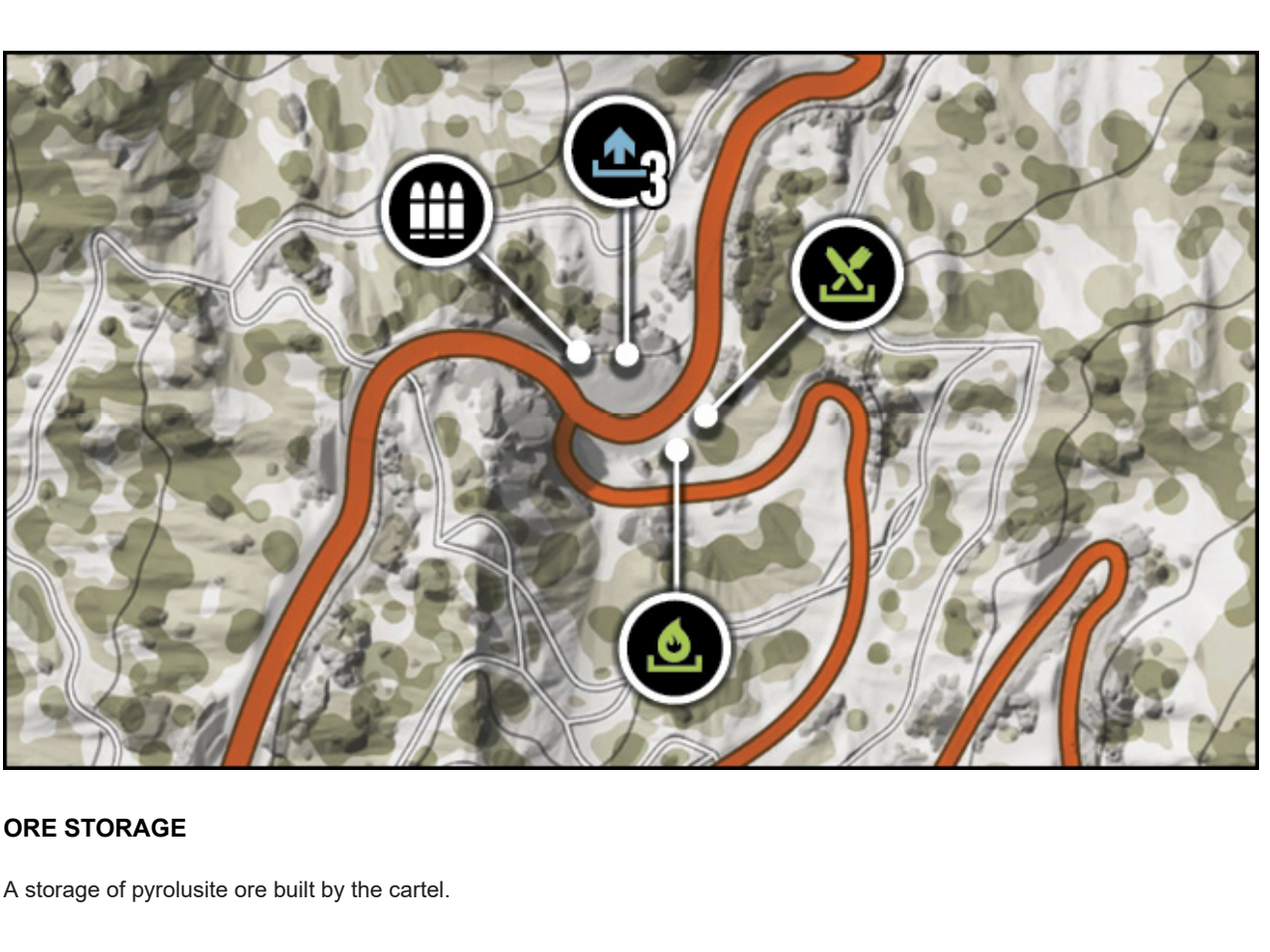
LA MARQUEZA TOWN

Once a cocaleros town, it is now inhabited by miners.



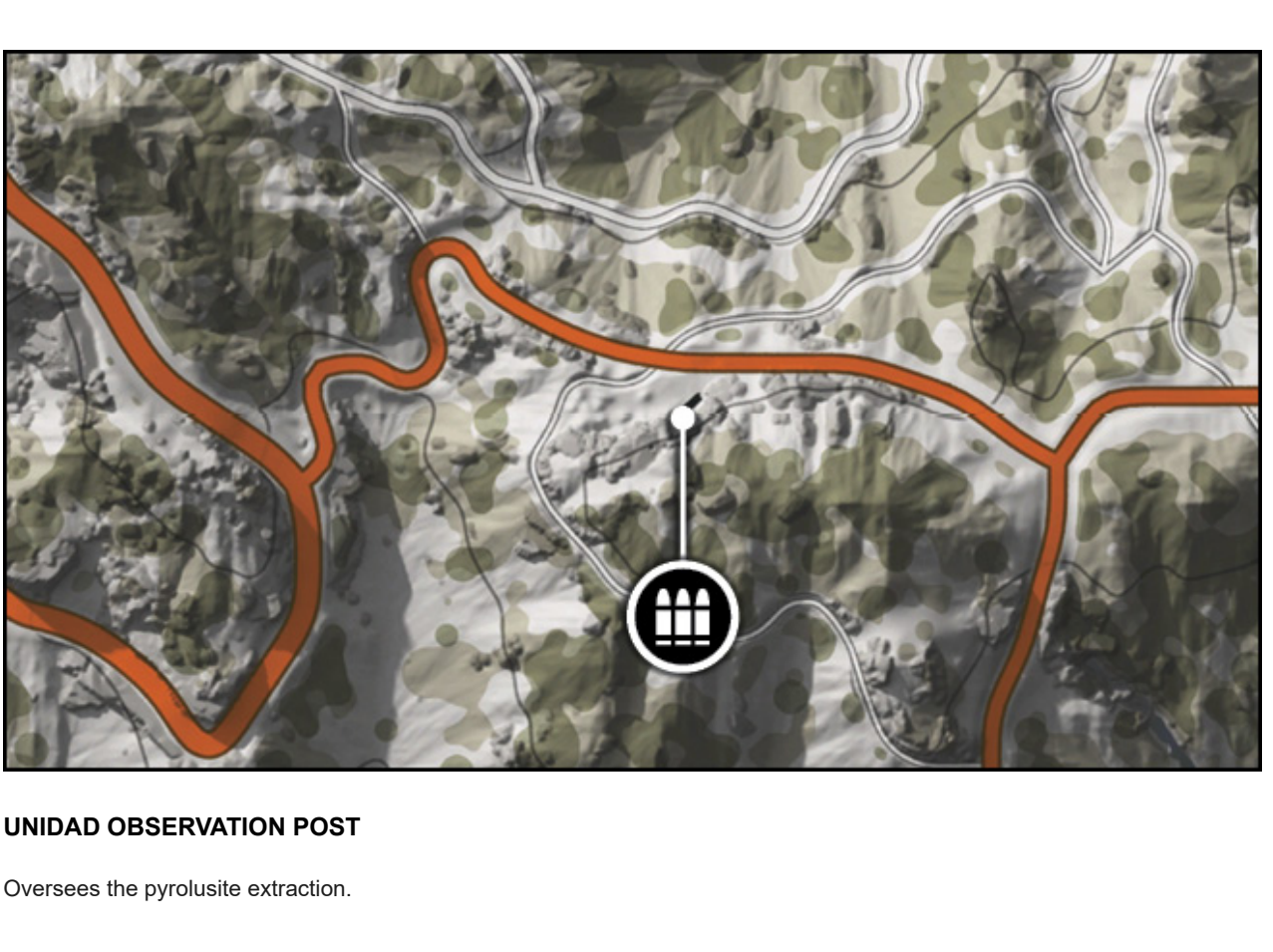
ROAD MARKET

An improvised market.



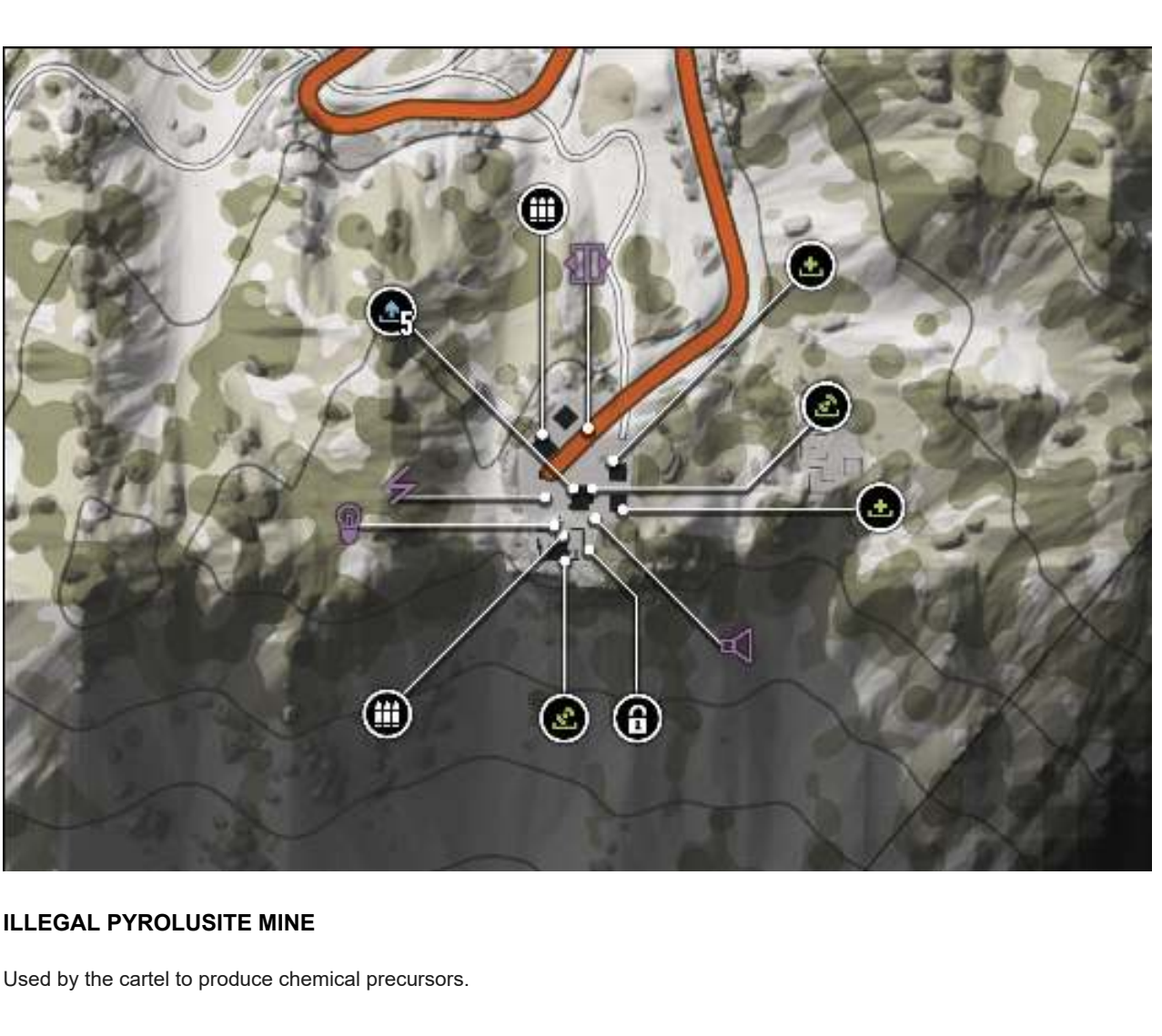
ORE STORAGE

A storage of pyrolusite ore built by the cartel.



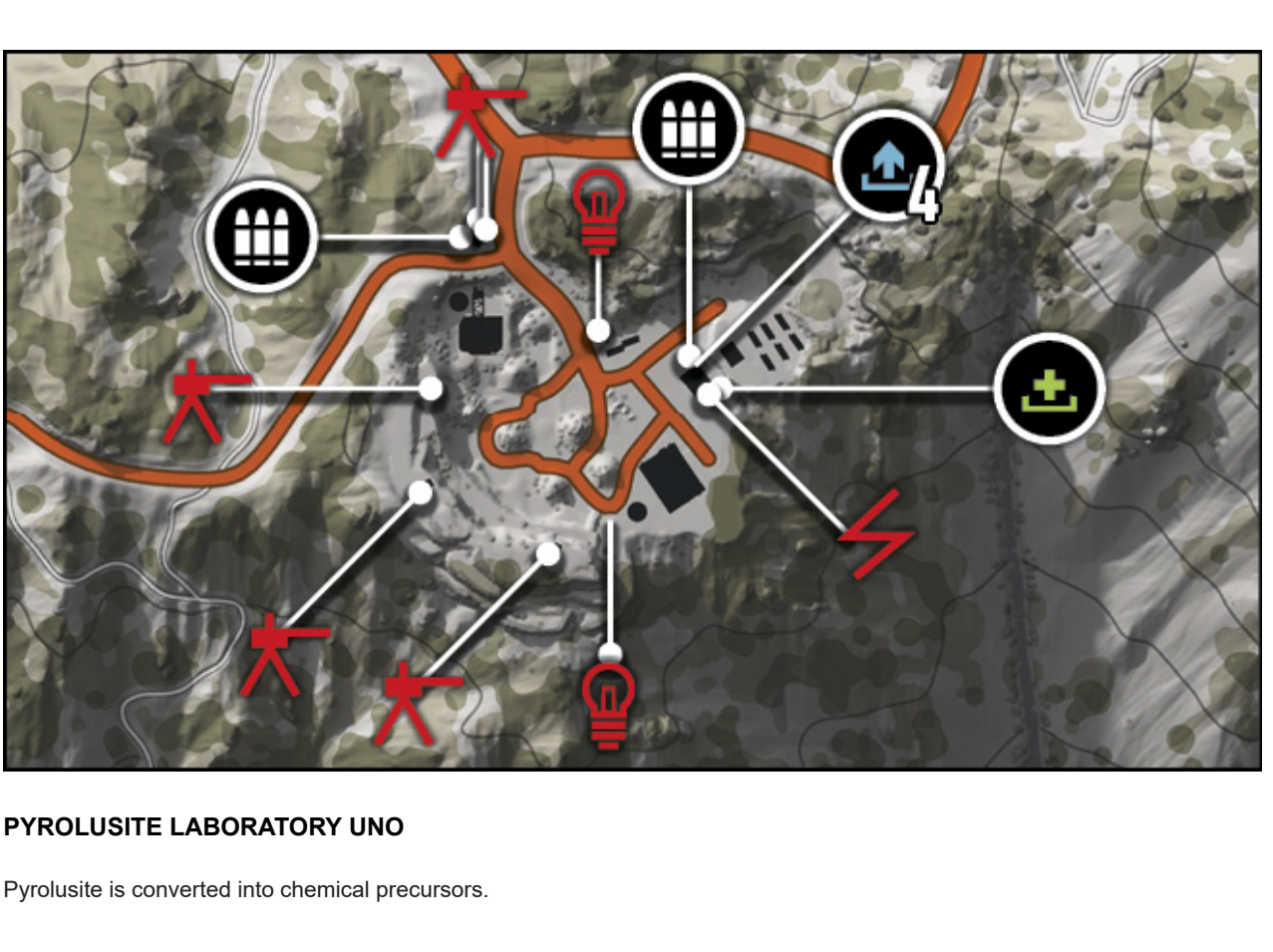
UNIDAD OBSERVATION POST

Oversees the pyrolusite extraction.



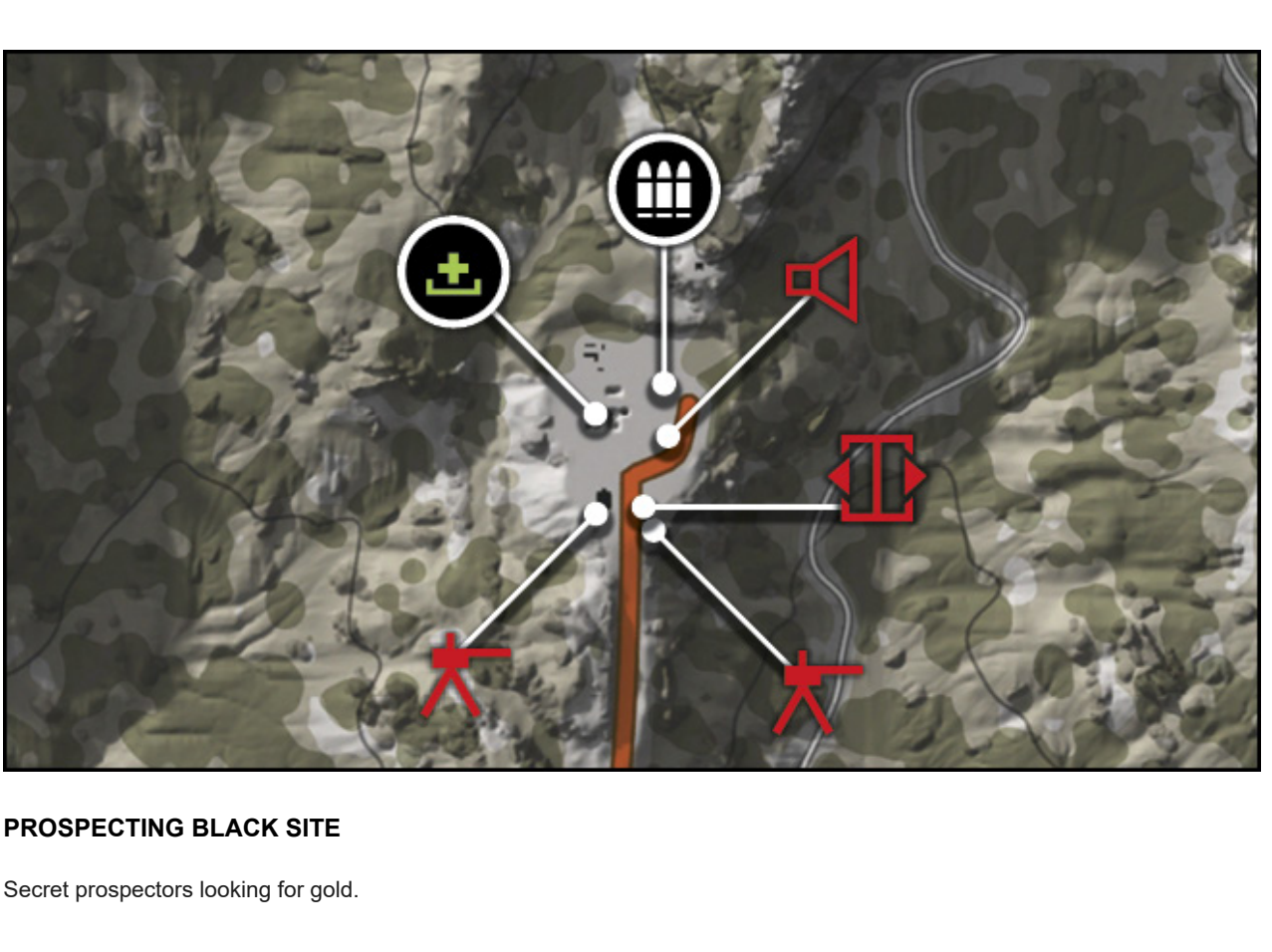
ILLEGAL PYROLUSITE MINE

Used by the cartel to produce chemical precursors.



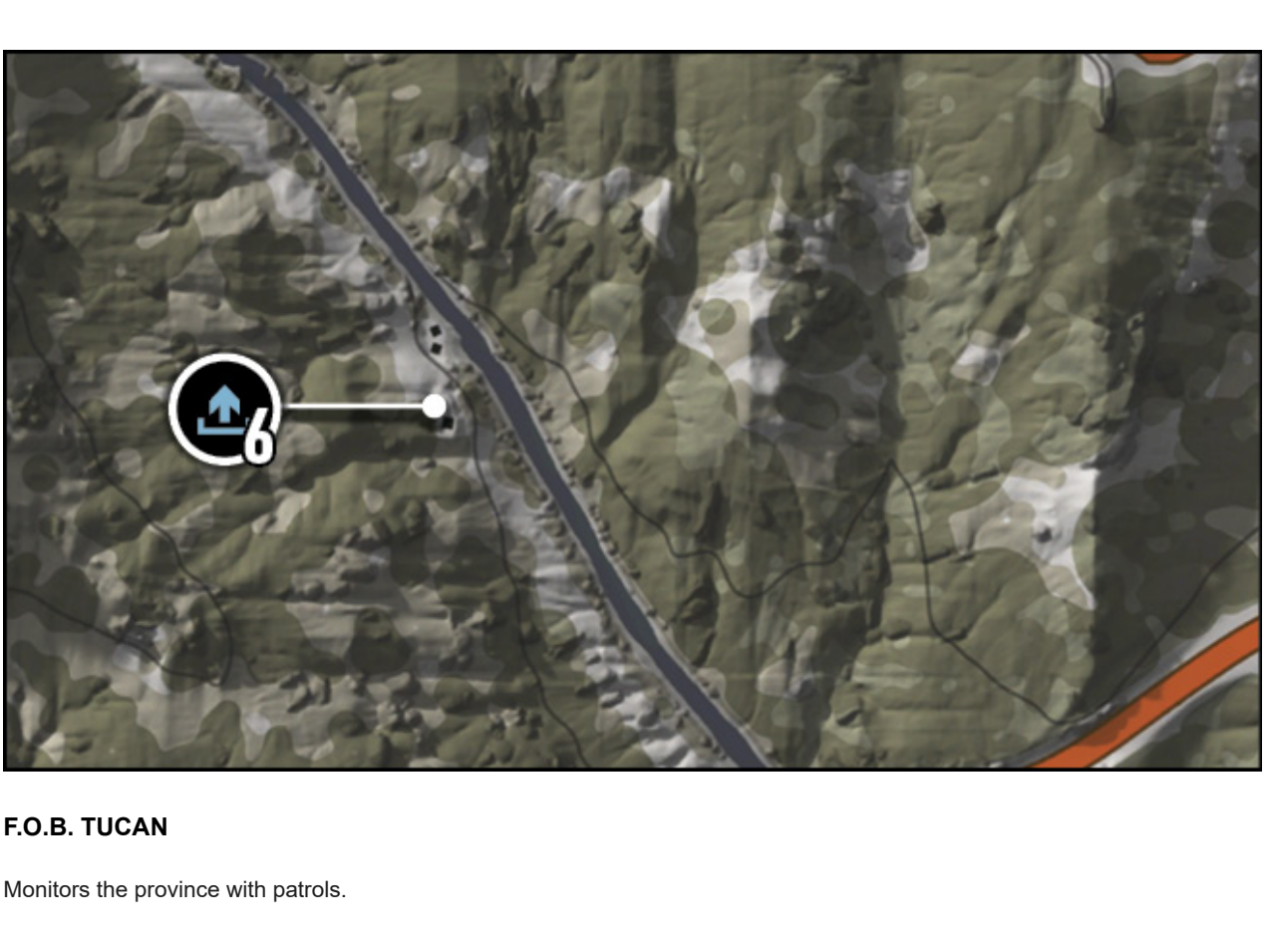
PYROLUSITE LABORATORY UNO

Pyrolusite is converted into chemical precursors.



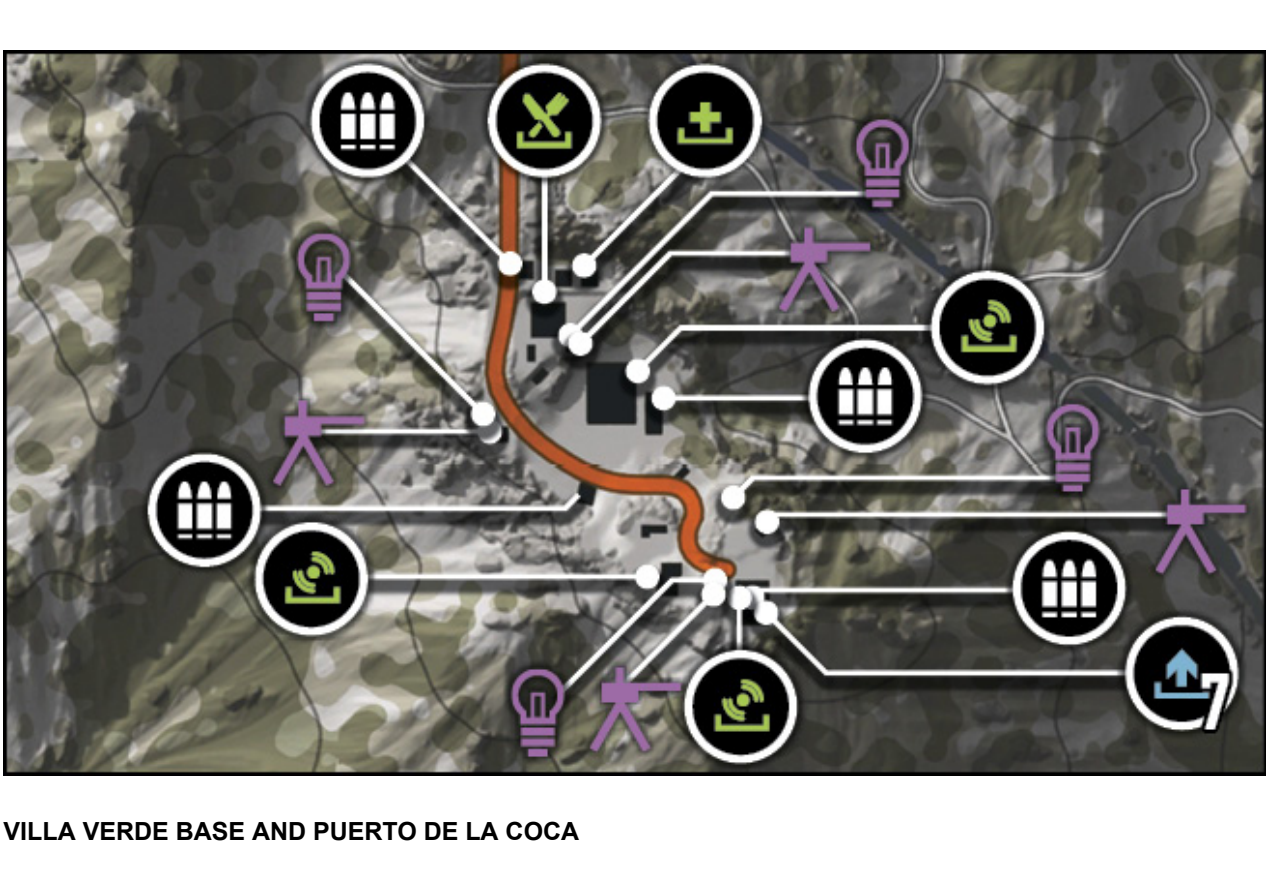
PROSPECTING BLACK SITE

Secret prospectors looking for gold.



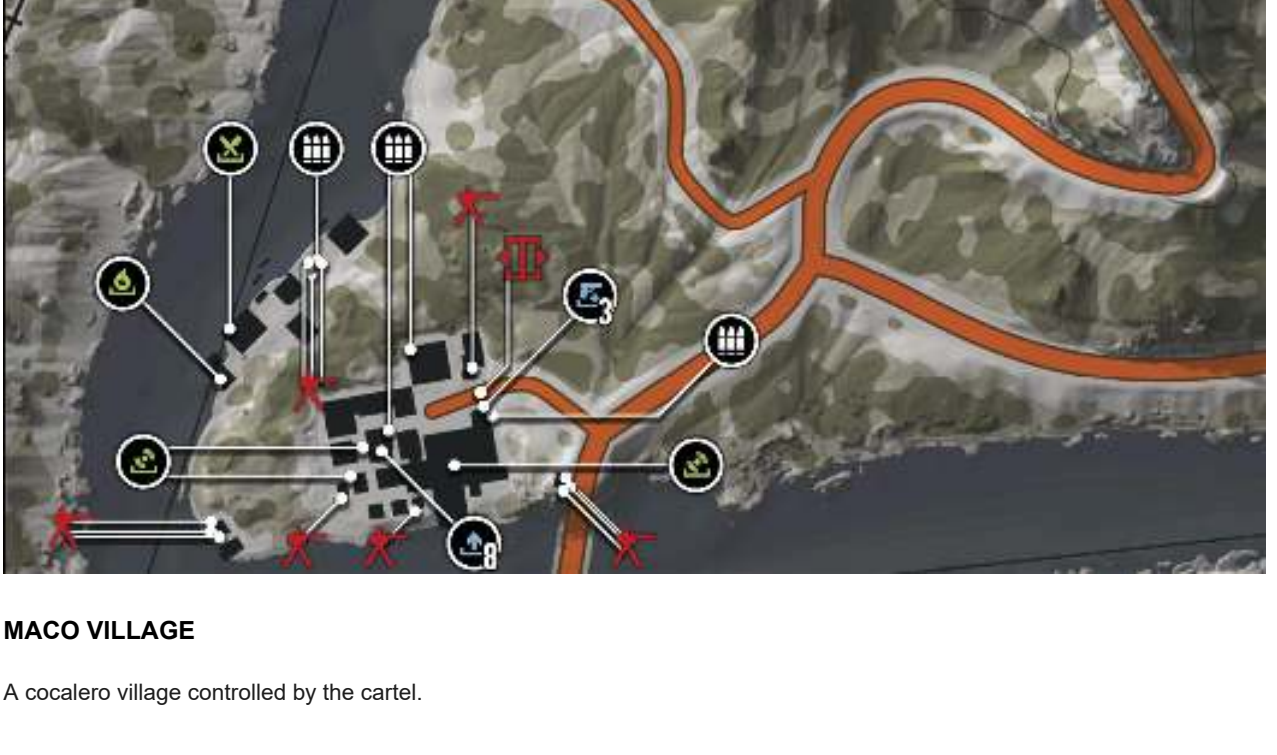
F.O.B. TUCAN

Monitors the province with patrols.



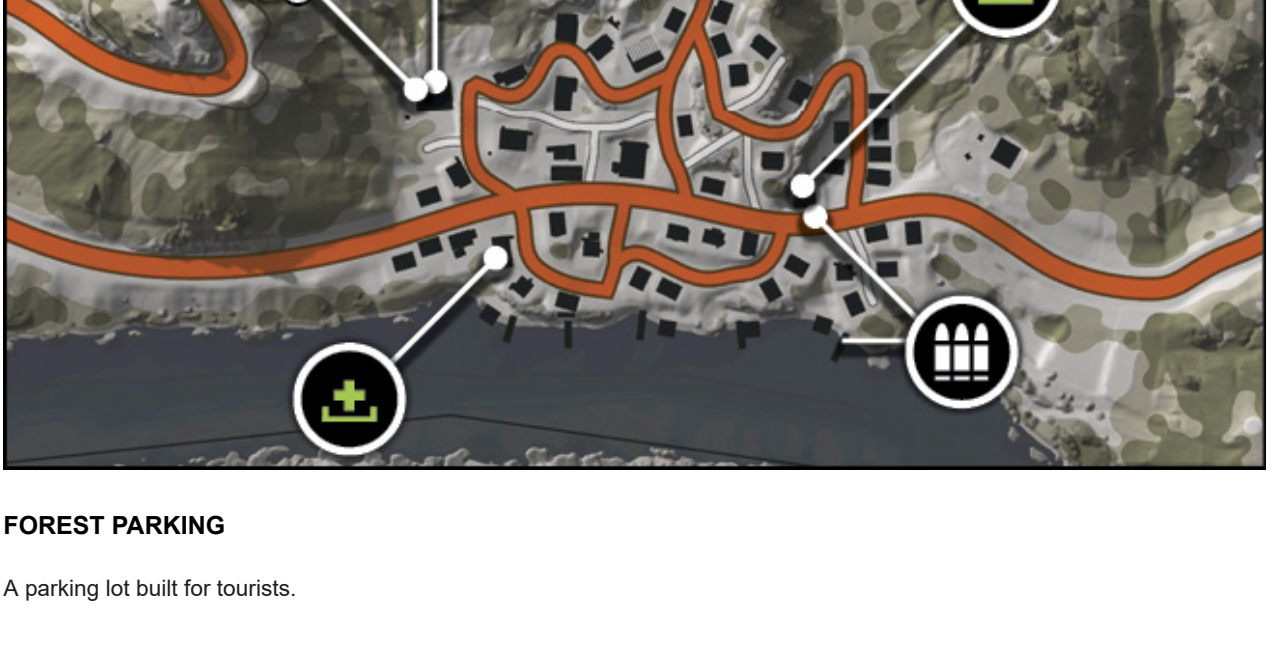
VILLA VERDE BASE AND PUERTO DE LA COCA

Ships coca leaves and chemical precursors and the locale where dried coca leaves are shipped toward Ocoro.



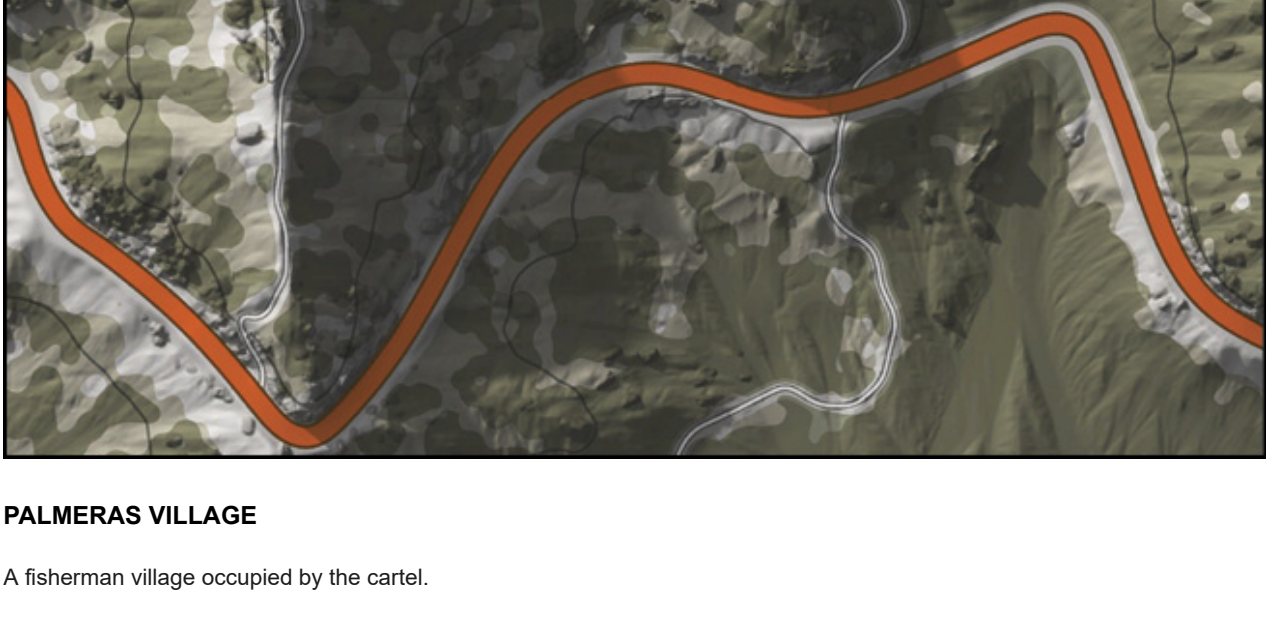
MACO VILLAGE

A cocalero village controlled by the cartel.



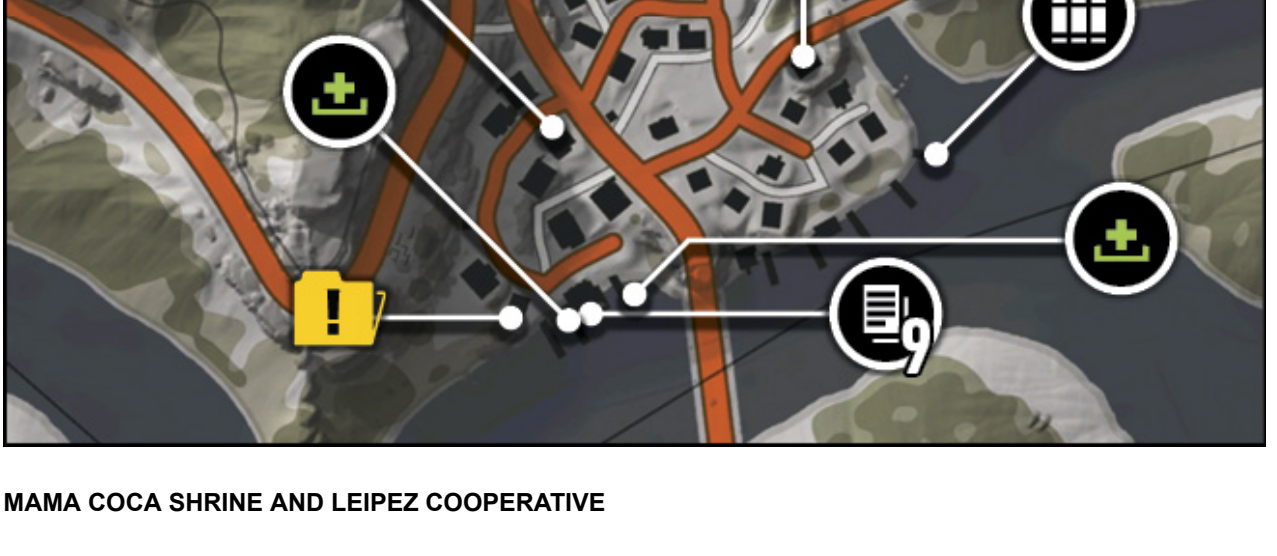
FOREST PARKING

A parking lot built for tourists.



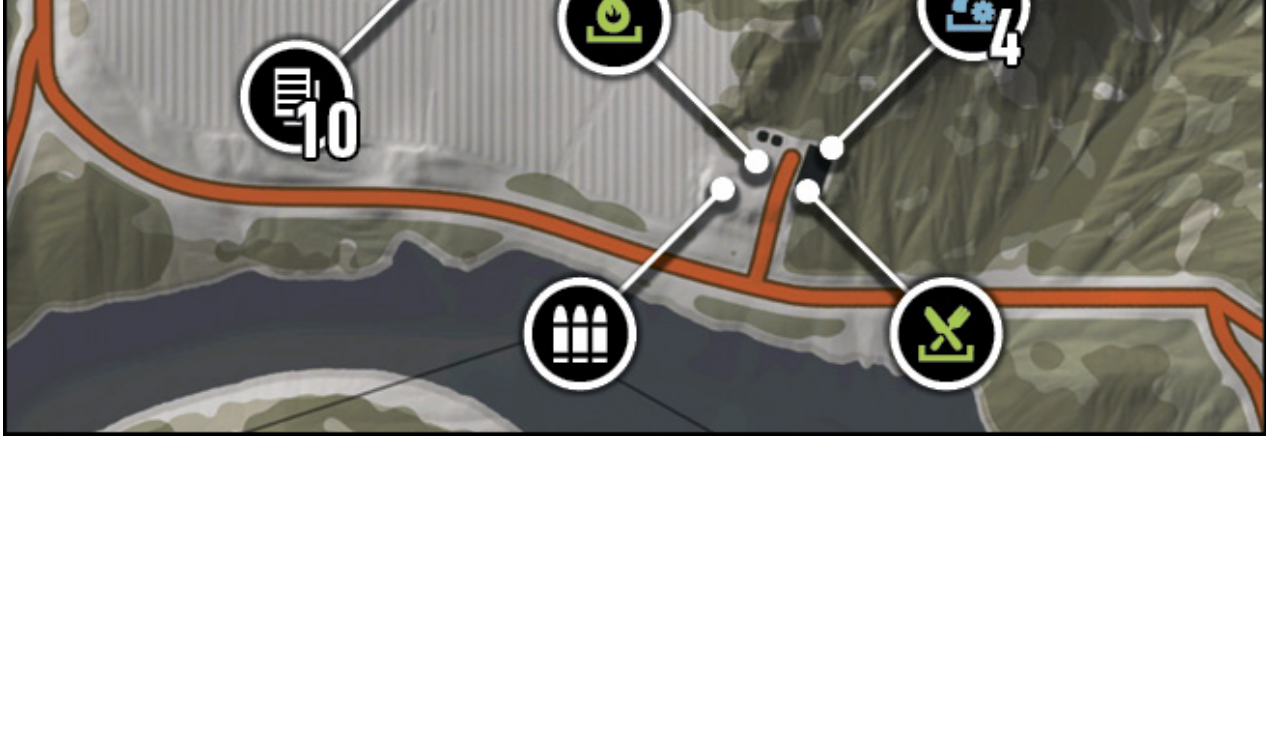
PALMERAS VILLAGE

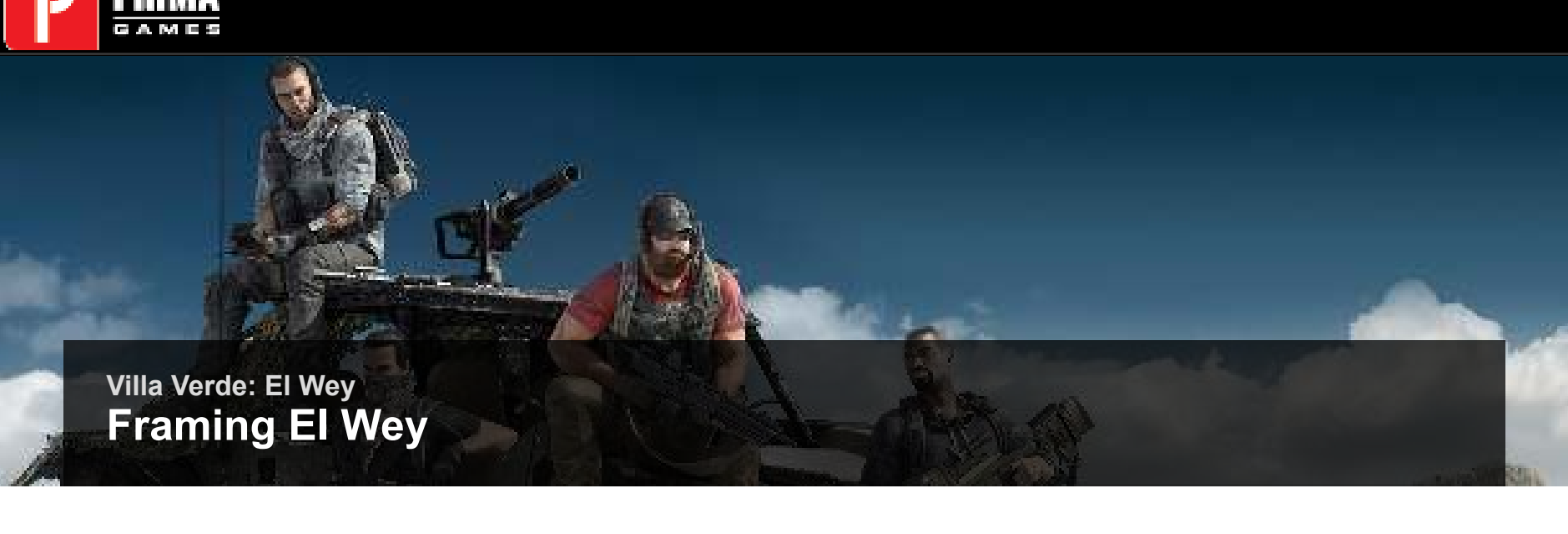
A fisherman village occupied by the cartel.



MAMA COCA SHRINE AND LEIPEZ COOPERATIVE

A shrine dedicated to an Inca goddess and a cocaleros cooperative controlled by the cartel.





Villa Verde: El Wey

Framing El Wey

OBJECTIVES

- **Reach the Villa Verde base**
- **Search El Wey's headquarters**
- **Pick up one of El Wey's signature shotgun shells**
- **Kill Lieutenant Bento**
- **Place El Wey's shotgun shell near Bento's body**

LOCATIONS

- **Villa Verde Base (Cartel)**
- **Observation Post (Unidad)**

REWARDS

- **+ 1,000 XP**

BRIEF

We can use the feud between El Wey and Bento as leverage to topple the buchon. Obtain some of El Wey's custom shotgun shells, kill Bento, and leave the shells near the body. That should be enough to convince Unidad that El Wey was the killer.

MISSION ACCESS

Acquire Major Intel in Villa Verde Province to access this mission.

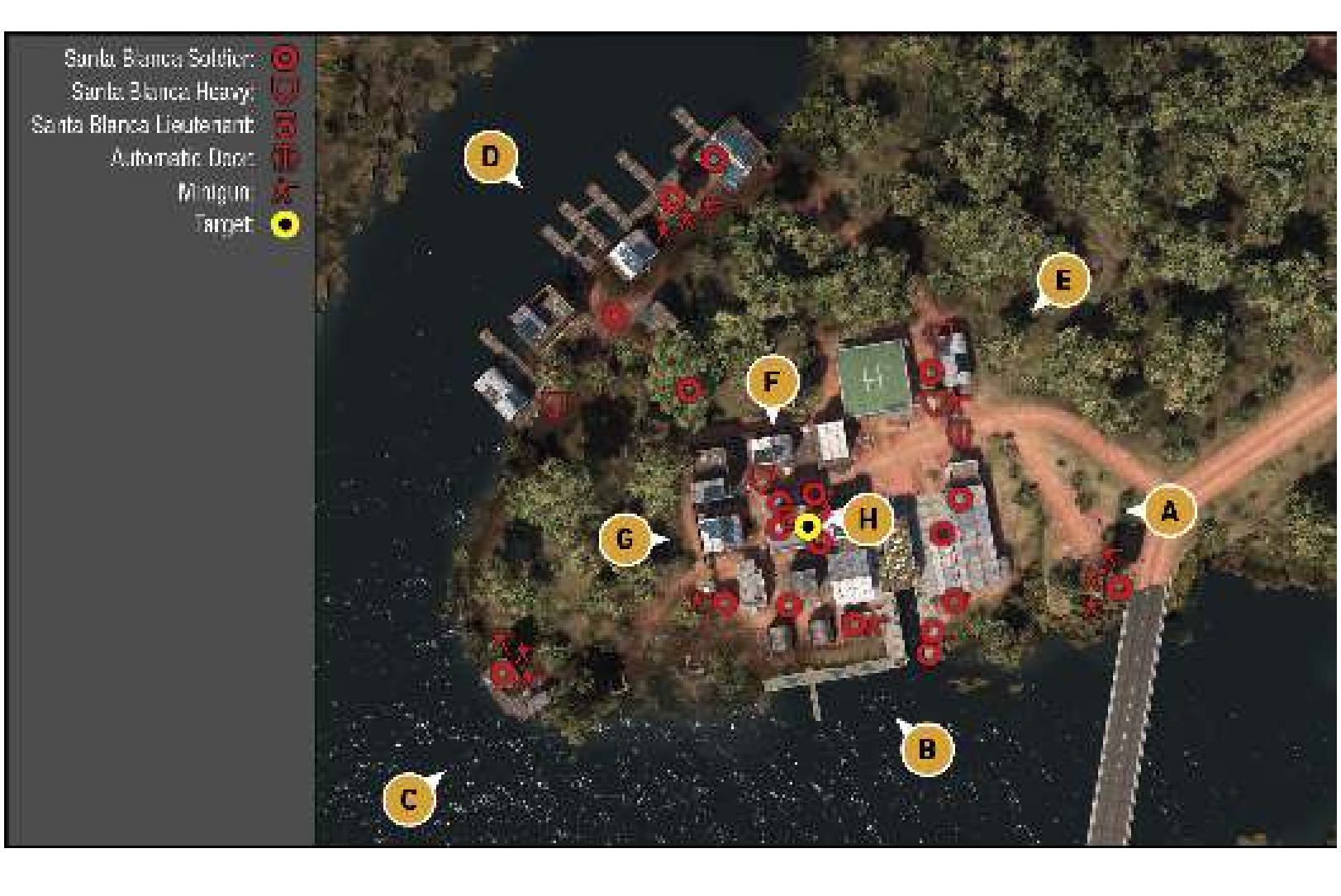
SHELL-SHOCKED

There is a two-fold plan to complete. First, to infiltrate and remove some specific shotgun shells from the Villa Verde Base in the far southwestern corner of the Province. Then, it's a colossal hike to a small, but extremely well-guarded, Unidad base along the eastern edge, killing a lieutenant and planting the shells on his still-warm corpse. Neither are particularly easy, unless you plan carefully before tackling both parts of the mission.

CAUTION: MINIGUNS AND MORE MINIGUNS

There are, perhaps, more miniguns in and around this base than any other you've encountered. There are three on the tower by the road and bridge near A, one inside each slit-windowed, tarp-covered firing post on either side of the docks on the south of the base, and another at a third firing post near G. Don't forget three more atop a tower on the southwestern tip of the land by the river (near C). Check a second tower farther northeast along the river, by the secondary jetties (at D), then a final minigun at E, just to the north side of the main gates. That's a total of 13! Fortunate, then, that there are no other defenses to worry about, aside from regular cartel thugs, four armored foes, and a captain at the target building.

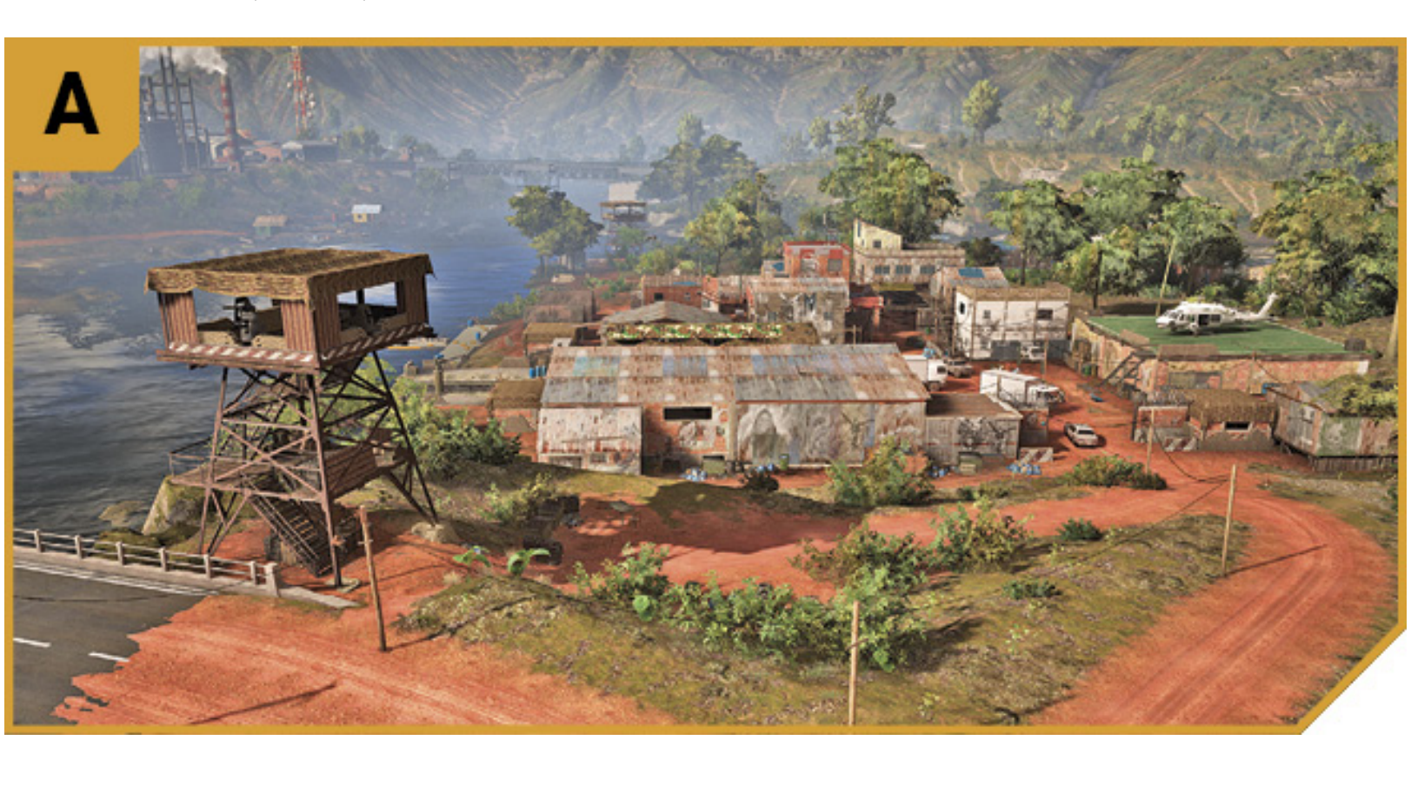
VILLA VERDE BASE: RECON



TACMAP

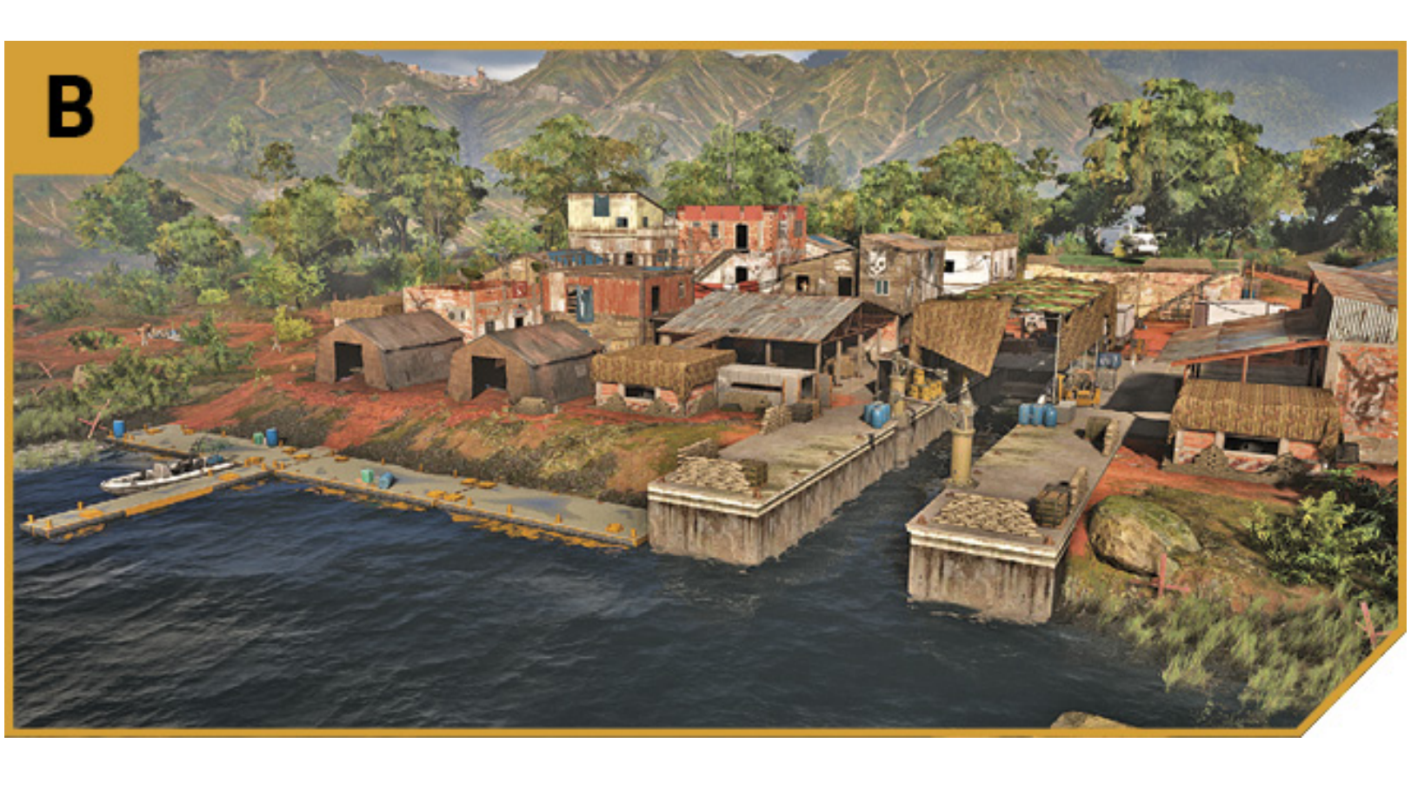
This is a well-guarded, but easily-accessible base, especially if you use the undergrowth from the northeast. Think of the area as a main base with a cluster of eight buildings around the central HQ, along with some barracks to the south, a large covered dock, and a mechanic's warehouse, main gate, and helipad with a smaller warehouse along the eastern side. Then there's a secondary docks area with fewer foes, but bristling with minigun defenses along the northeast shore of the river. Neutralizing or circumventing these areas allows you to reach the HQ building, which is almost crowded with foes and a target you need to physically reach.

EAST: MAIN ROAD, GATES, AND MINIGUN TOWER



Taking out the single foe atop the tower is easy if you approach from the woodland to the east, the river, or anywhere else at a distance and ideally from cover. The main gate remains shut (and there's a minigun in a firing post just to the side of it), unless you drive in with a cartel vehicle; there's one at the base of the minigun tower, though that usually starts violence once you breach the gates. Park the vehicle so that the gates can't close, and you have another entrance and exit.

SOUTH RIVER: DOCKS AND BARRACKS

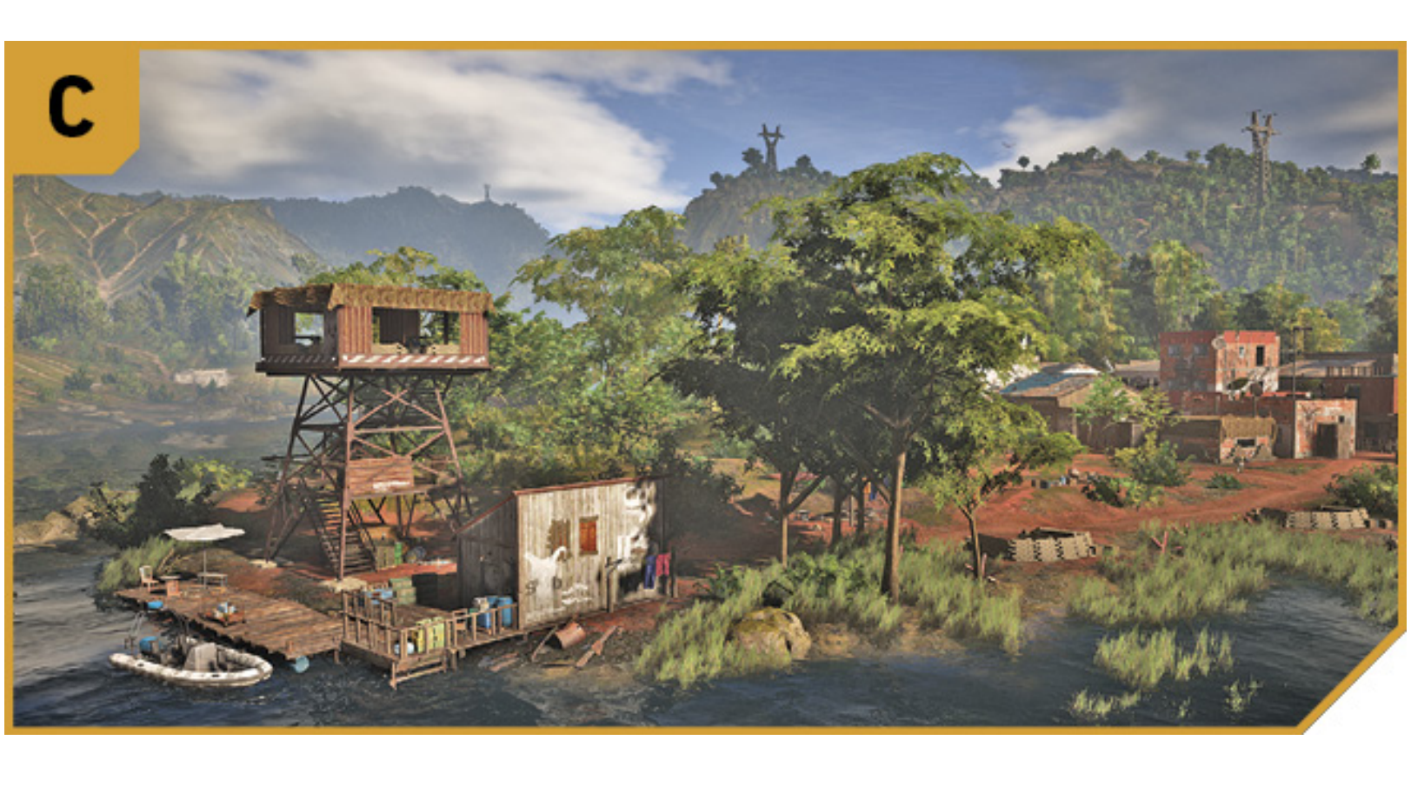


This is a good stealthy infiltration location, mainly because the river is lower than the ground the base sits on, and on the eastern side, there's bushes you can use (or you can sneak in from A), allowing you to lob a grenade into the firing post, or enter the southeast warehouse by the open doorway, and start tagging sicarios.

The concrete docks can be driven down in a boat, but this usually just ends up with you being unable to climb out, and being shot at. Instead, creep to the firing post west of the concrete docks from the barracks area, overpower the minigun operator, and use the container with the slit windows as cover, with your team advancing into the main base interior. Note you can climb on top of this container, and use planks across various buildings to sneak across the rooftops, allowing access to the structures immediately east and south of the HQ structure—most helpful when you're attempting to get there as cunningly as possible.

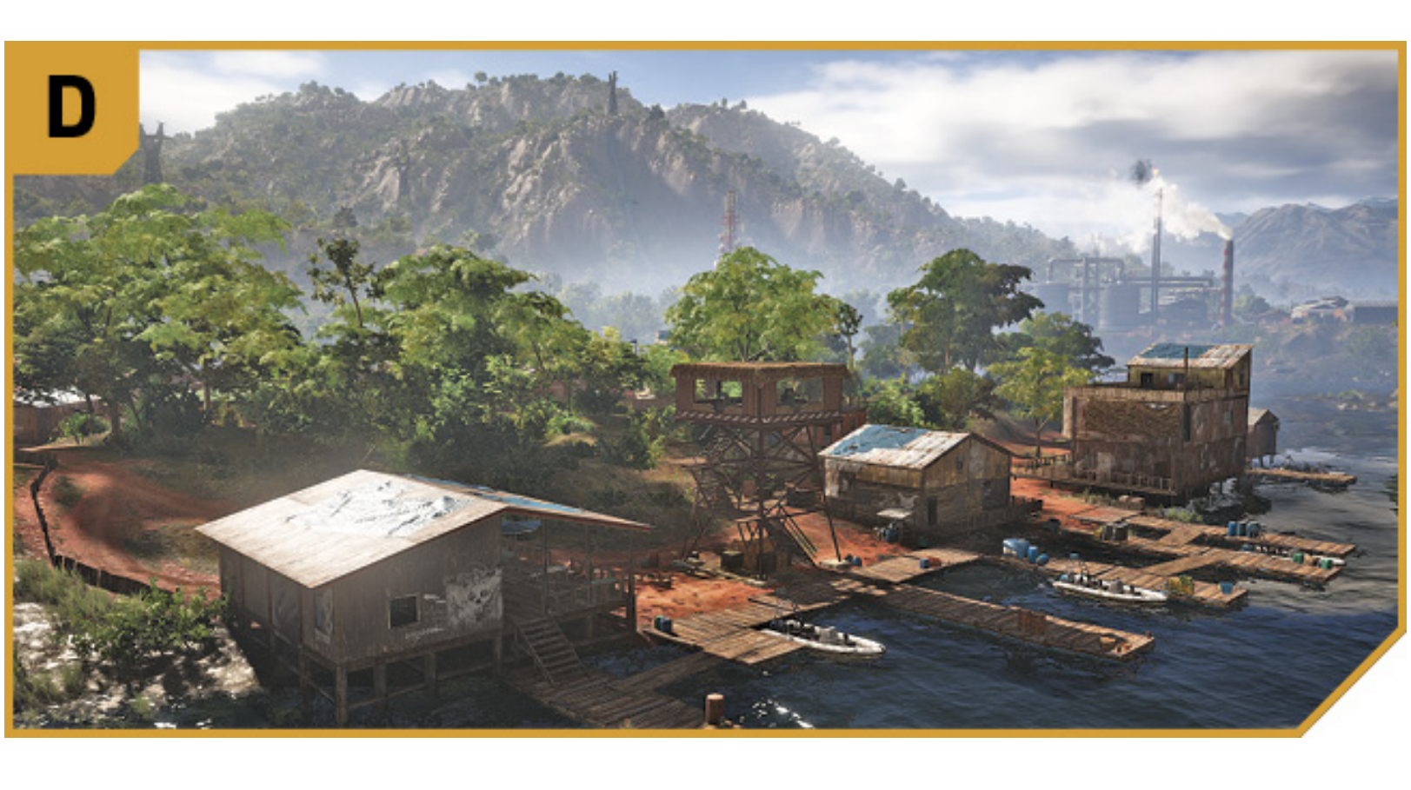
The barracks are easily accessed, as this corner of the main base hasn't the protection of walls that other parts do. Infiltrate at night, and remove multiple foes sleeping in this area, easing your main battle.

SOUTHWEST: RIVER JUNCTION AND MINIGUN TOWER



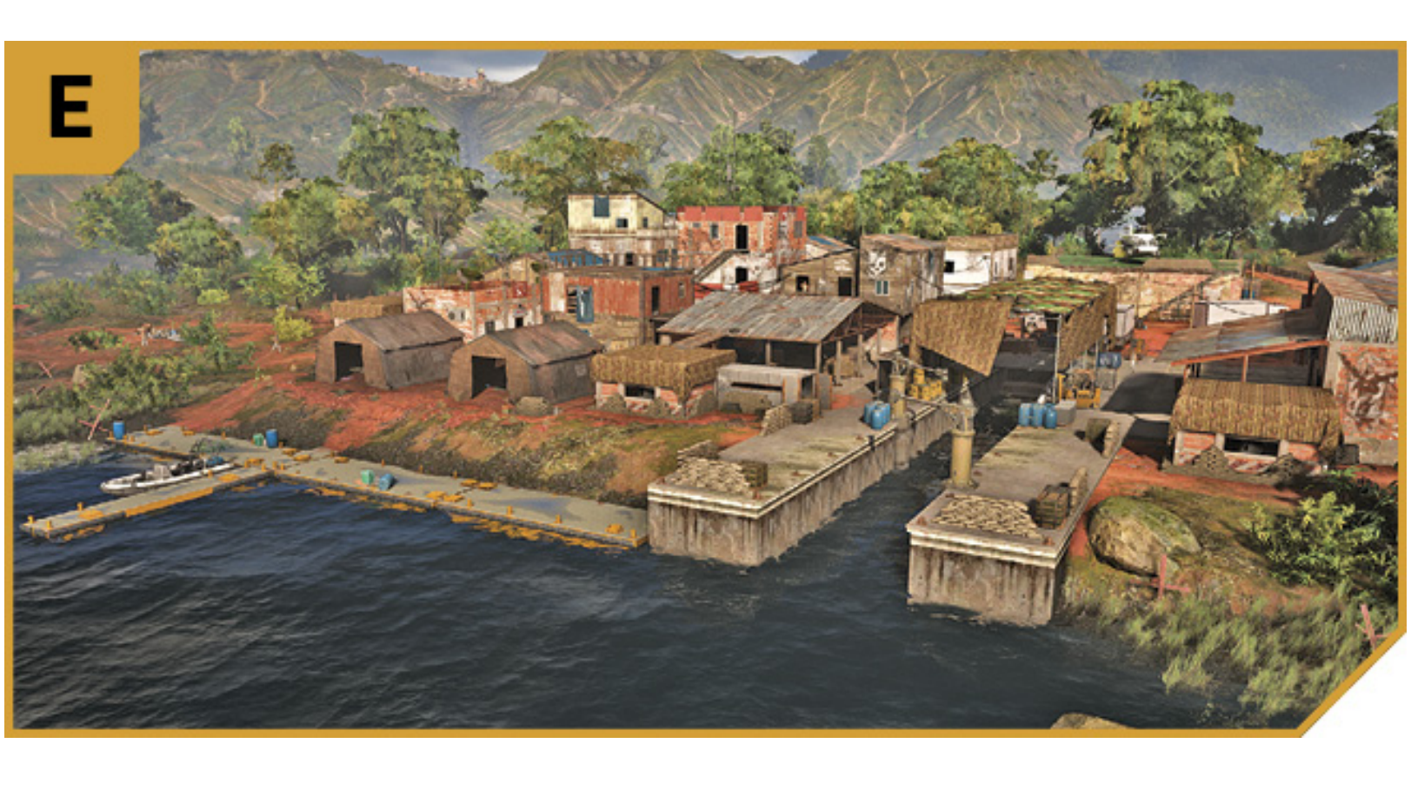
This can prove to be an early warning to the rest of the foes if the minigun operator here sees and starts firing down on you. Prevent this by mooring your boat to the southeast, near the tree, and shooting him from this cover. Then infiltrate toward D or G, depending on whether you're wanting to remove all foes, or attack the HQ building immediately.

NORTHWEST: SECONDARY DOCKS AND MINIGUN TOWER



Clearing this cluster of river-side structures is optional, though it prevents the enemies from running in and helping during the main storming of the base. Attempt a clearing with stealth tactics as much as possible. Approaching from the river isn't really advisable as you're easily seen. Instead, snipe across from (northwest of) the river, or from E, taking out the minigun tower foe first, then the three to four other enemies, ideally in complete silence.

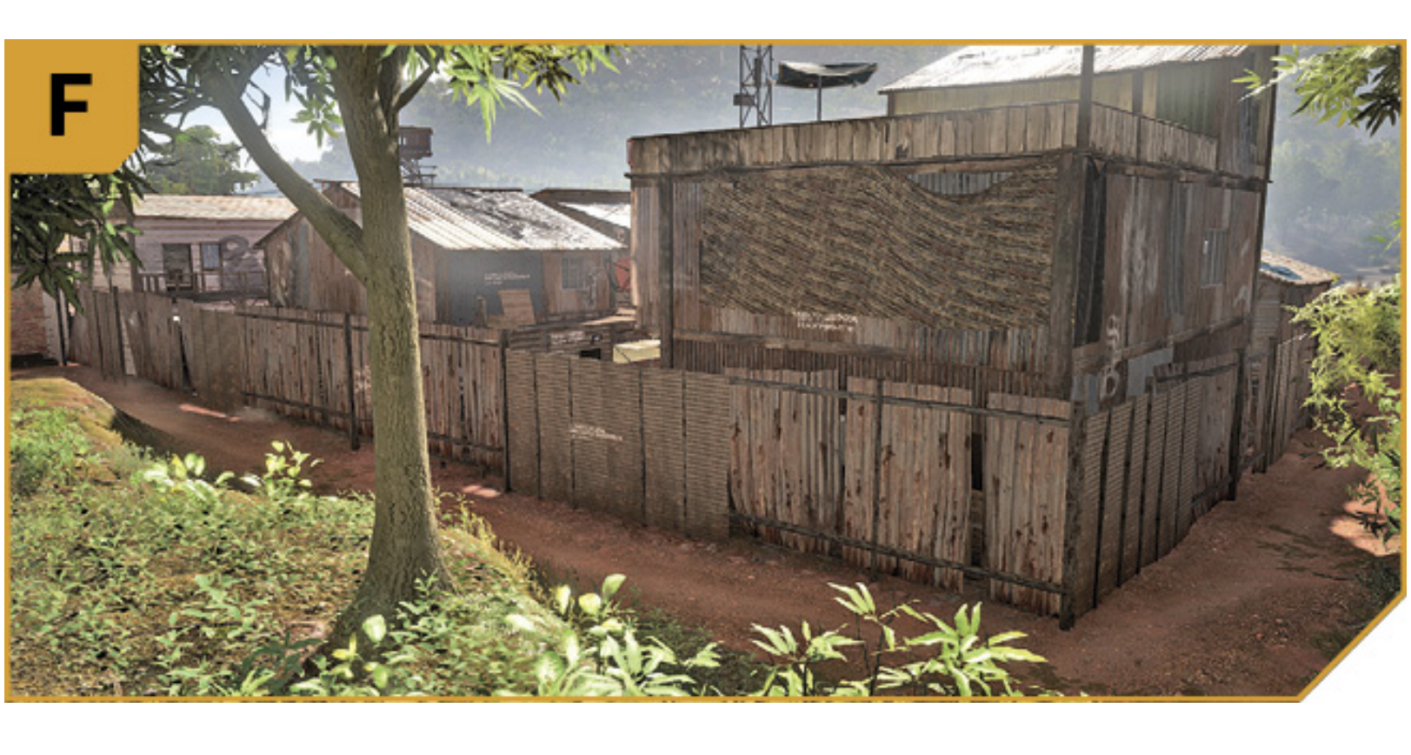
NORTHEAST: JUNGLE AND HIGHER GROUND



An optimal amount of trees, higher ground, and bushes that can easily hide you (and patrolling enemies, so use thermal vision) exists at E and F. Approach from the northeast and you have a commanding view of the secondary docks (D), as well as a lightly-guarded entrance between the elevated helipad and the corner warehouse. The helipad offers great covering fire and combat potential as long as you trap the entrance stairs with mines; use the elevation to fire and throw projectiles at foes below.

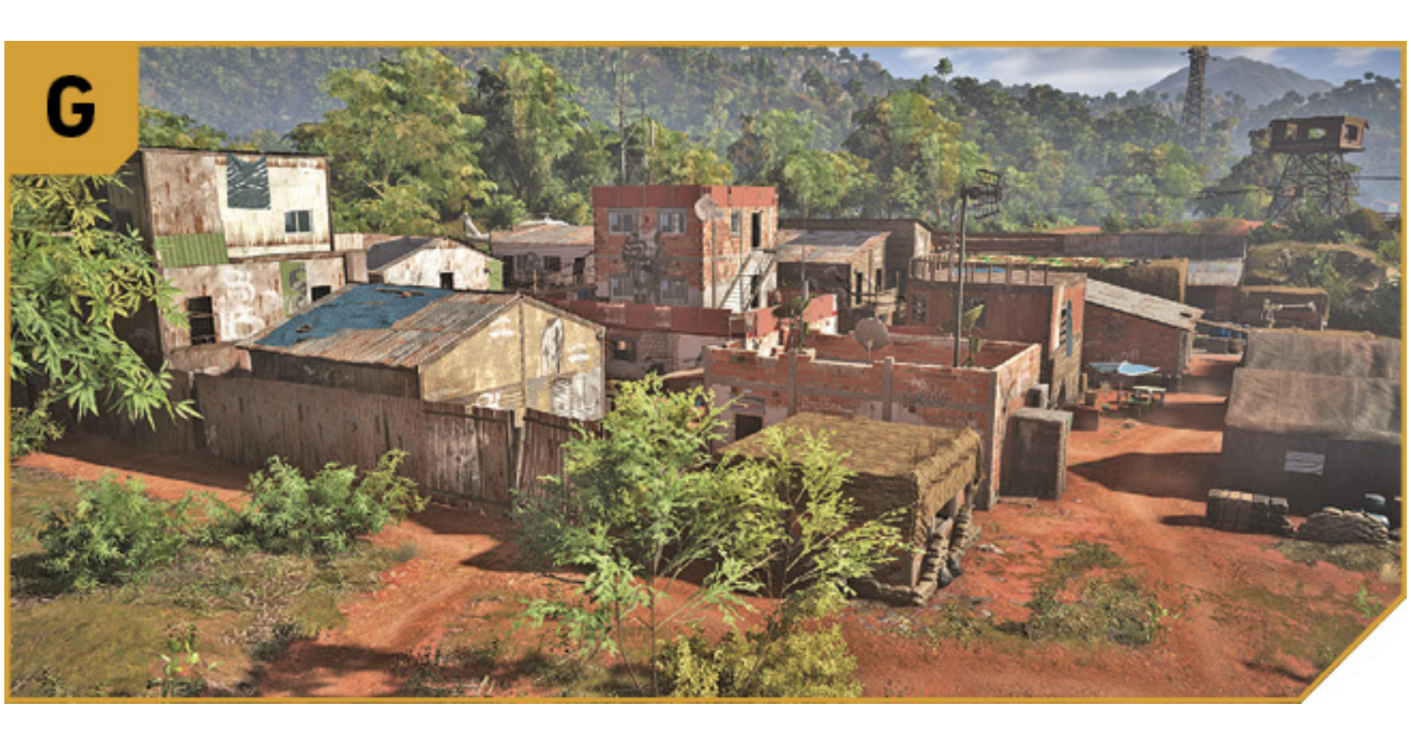
Before it all kicks off, sneak in and remove the enemies at the firing posts (one near the gate, the other to the southeast, through the larger open warehouse. You can also use the cargo trucks as cover, or to drive in and out of the base, or to the HQ building itself. If you're standing atop the truck, you can drop onto the upper balcony of the HQ building.

NORTH: JUNGLE AND NORTH PERIMETER



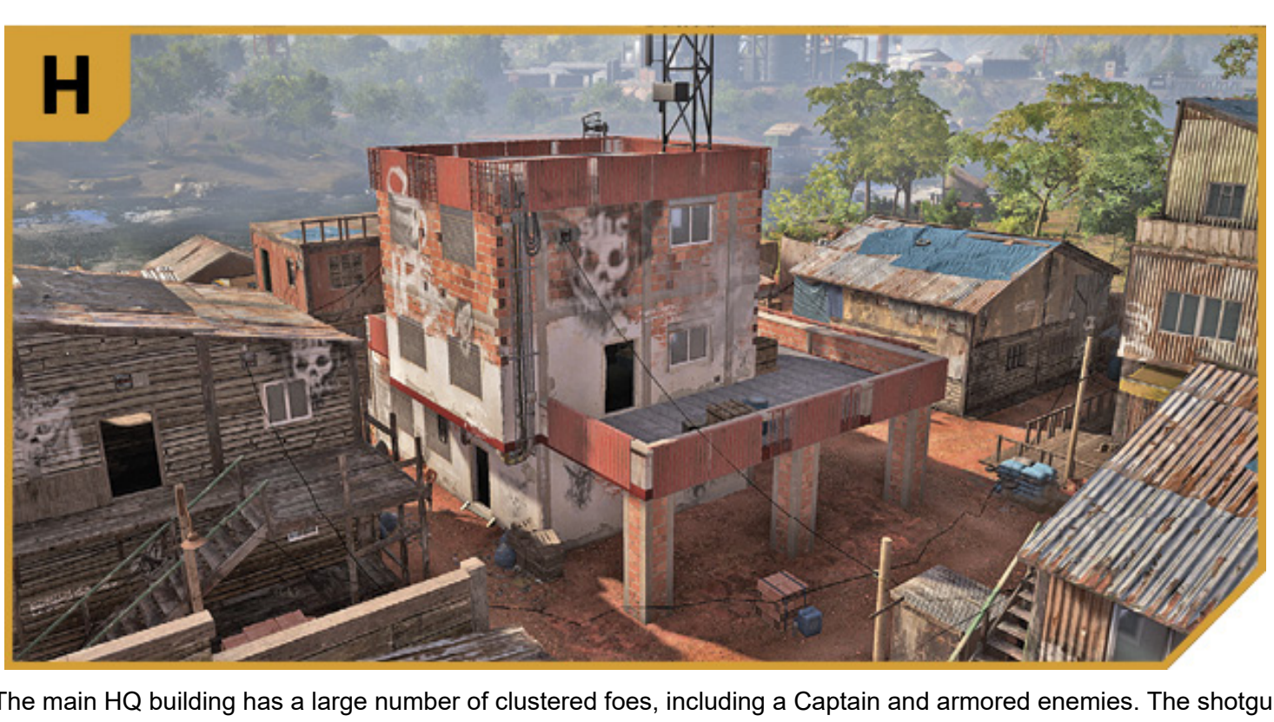
The north perimeter of the base has a high metal wall. Aside from firing at foes on rooftops or balconies, or through the gaps in the metal, this area is secure; seek an infiltration point east or south of here (E or G).

WEST: PERIMETER



The western wall is impenetrable, until you reach the southwest corner of the interior base. Sneak under the firing post, and you can easily reach the HQ building, the street-to-street fighting in the buildings that circle the HQ, or you can move and neutralize the barracks and loop around into the unloading dock area to the east.

TARGET: HQ BUILDING



The main HQ building has a large number of clustered foes, including a Captain and armored enemies. The shotgun shells you seek are on the second floor (one up from the ground), accessed via a ground-level entrance (south windows, east doorway, or west window or doorway). There's also a third floor office that's unnecessary to reach unless you're clearing out the entire base and a foe has retreated up here.

To the north are three warehouse structures with two or three floors, all of which can be snuck into via E, F, or G, and used to shoot across at foes in the HQ building.

To the south is a the comms building, a rickety wooden structure with a second floor, and the dock warehouse. The narrow alleys can be both an advantage and disadvantage here; you can't move down them in vehicles (except bikes), and you're easily ambushed, but you can tag foes quickly and seek cover just as fast, too.

VILLA VERDE BASE: OTHER TACTICAL ADVICE

SOLO: It's time for a distraction! If your drone has a noisemaker, place it elsewhere in the base (toward E) while you sneak in from B, C, or G and enter via the southwest, grab the shells, and leave the way you came.

Or, you can try a methodical sweep of enemies, attempting stealth until you're spotted. Remove the minigun operator at A, sneak along the south river area (B) removing foes at the firing posts, defeat the minigun operator at C, then clear the secondary docks of foes (D), enter the base at E, and use the helipad (and your teammates) to push into the base from this location, and southeast into the HQ building.

You could find a cartel vehicle that's well-armored, and drive it through the gate, and lay waste to the area, though there are problems obtaining visuals on all the foes, and you're surrounded if you park in the unloading docks.

Long-range sniping is minimized here, as you physically need to enter the HQ building to obtain the shotgun shells. Parachuting onto the roof of the HQ building, then descending to the second floor room with the shells works, though shotguns and backup from teammates are needed.

CO-OP: A more robust plan involves each Ghost infiltrating from a different point, some with the intention of causing a ruckus or distraction, and others intent on getting the objective done. Start at night so you can kill the sleeping foes in the barracks. Have a Ghost enter from B and G, heading through the narrow alleys to the HQ building, with one splitting off to cover the three structures north of the HQ. The other two can cause a distraction at E, or the yard outside the door, or drive a vehicle into the main gates. Or, if stealth is more important, have all four Ghosts enter from B and G, and swarm the HQ building, ascending as quickly as possible, and remaining in the relative cover of this structure, killing foes who try to enter from below.

Use the boats to the south (B) or the helipad (E) as escape possibilities, as well as a vehicle parked inside the unloading dock (driving it out of the main gates, to A).

GET BENTO

With the shotgun shells in your hands, it's time to kill the Unidad lieutenant, and frame El Wey for it. This involves travelling to the far eastern edge of this province (or fast-travelling to Villa Verde Charlie and heading due south), and assaulting a hilltop observation post. Though compact, expect the enemies to be even tougher than those you've just dealt with. Rearm, and recon before the assault.

CAUTION: NO CAUSE FOR ALARM

Assuming you can neutralize the alarm, the light panel, the generator, and don't mow down the innocent civilians inside this base alongside the nine well-trained (and well-armored) Unidad soldiers, this is a piece of cake. Ensure proper reconnoitering to ascertain the positions of each defense before disabling it.

If the alarm sounds, the reinforcements are more problematic than those summoned by cartel thugs; expect helicopters and trucks of more competent soldiers in your vicinity. This is yet another reason why destroying the alarm panel must be the first shot you fire, or deactivating the generator the first action you undertake.

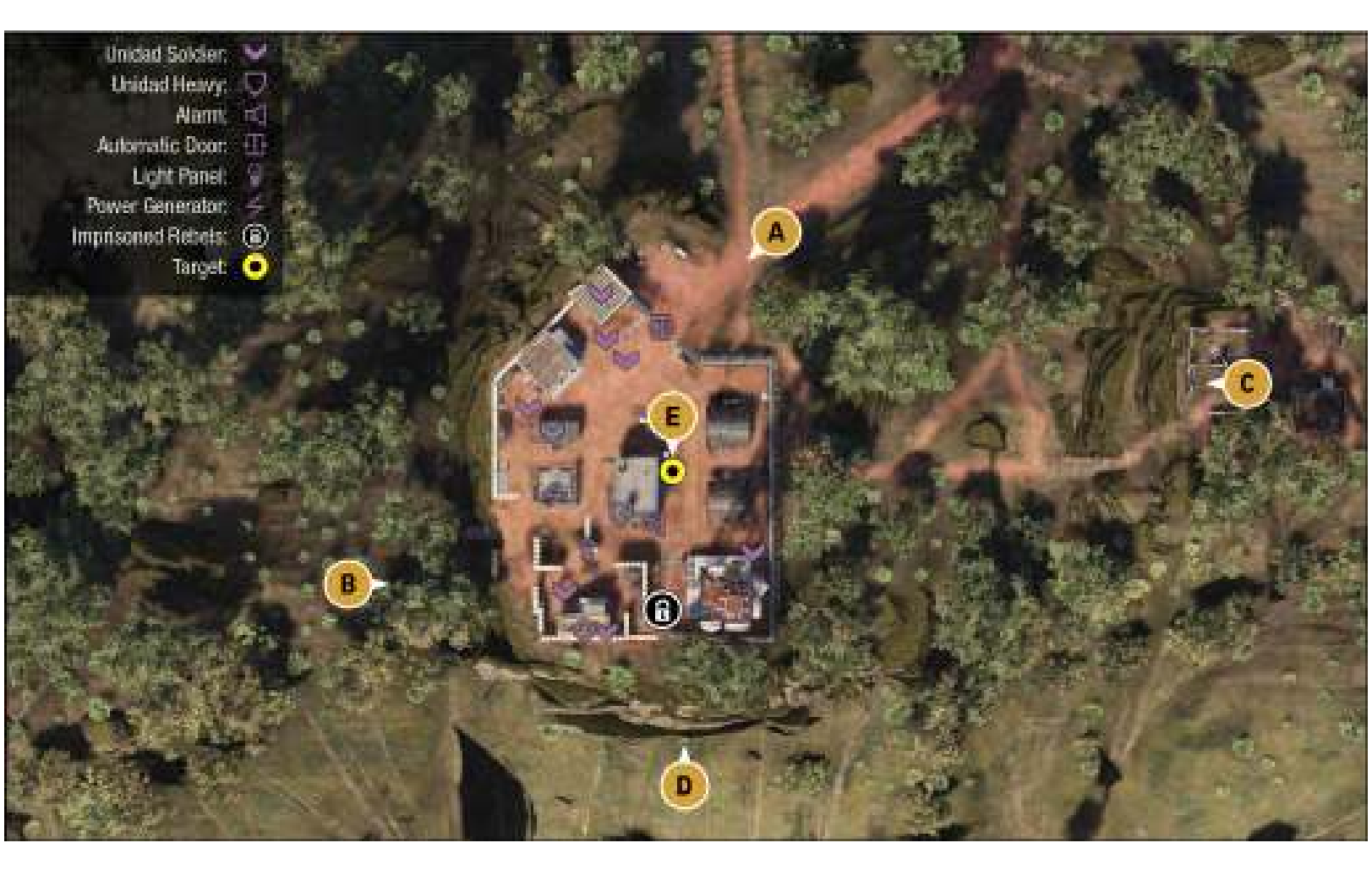
CAUTION: SOME CAUSE FOR ALARM

Even if you've removed the alarm, which results in reinforcements not being immediately available to Unidad, the fact that you've killed enemies (and you need to do this to at least one) means reinforcements arrive anyway, at the main gate (A). Prepare for this, if the lieutenant isn't lying down for you.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

The barracks along the eastern side of the base may have snoozing soldiers if you infiltrate here after dark. Just be aware of the large light panel that needs deactivating (shoot out the electrical box or deactivate the generator) if you're planning a low-light invasion.

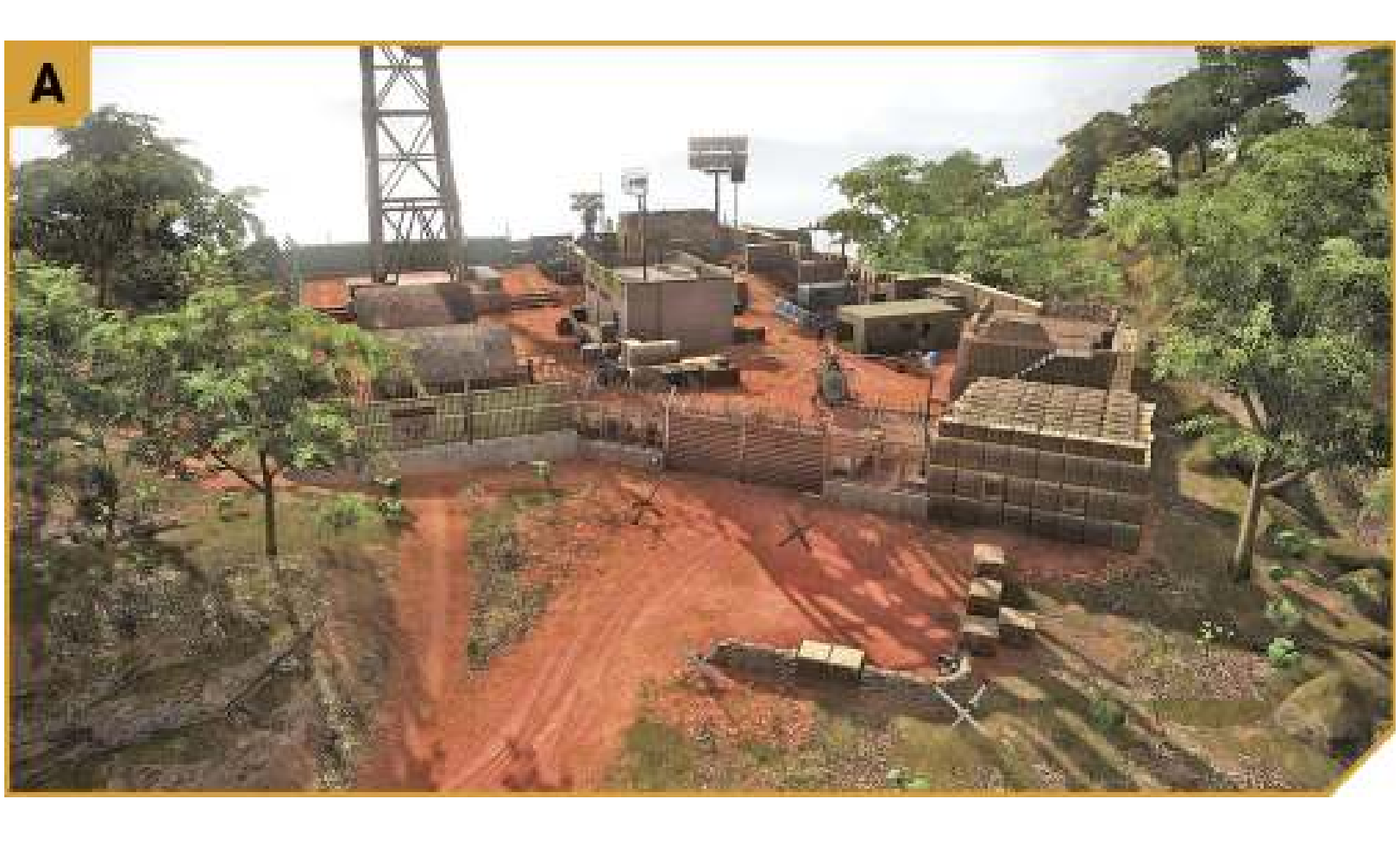
OBSERVATION POST: RECON



TACMAP

At the top of a very long and winding mountain is a compact, but well-guarded, observation post where pyrolusite extraction is overseen. The northeast entrance only allows Unidad vehicles in or out; the east side is impenetrable. The south side has a single break in the perimeter to infiltrate through, while the west side has defenses, but is open enough for an infiltration. Note the light panel, alarm, and generator are all relatively close to each other. As for the lieutenant, he begins sitting on some boxes near the barracks, on the east side of the comms building.

NORTHEAST: MAIN GATES

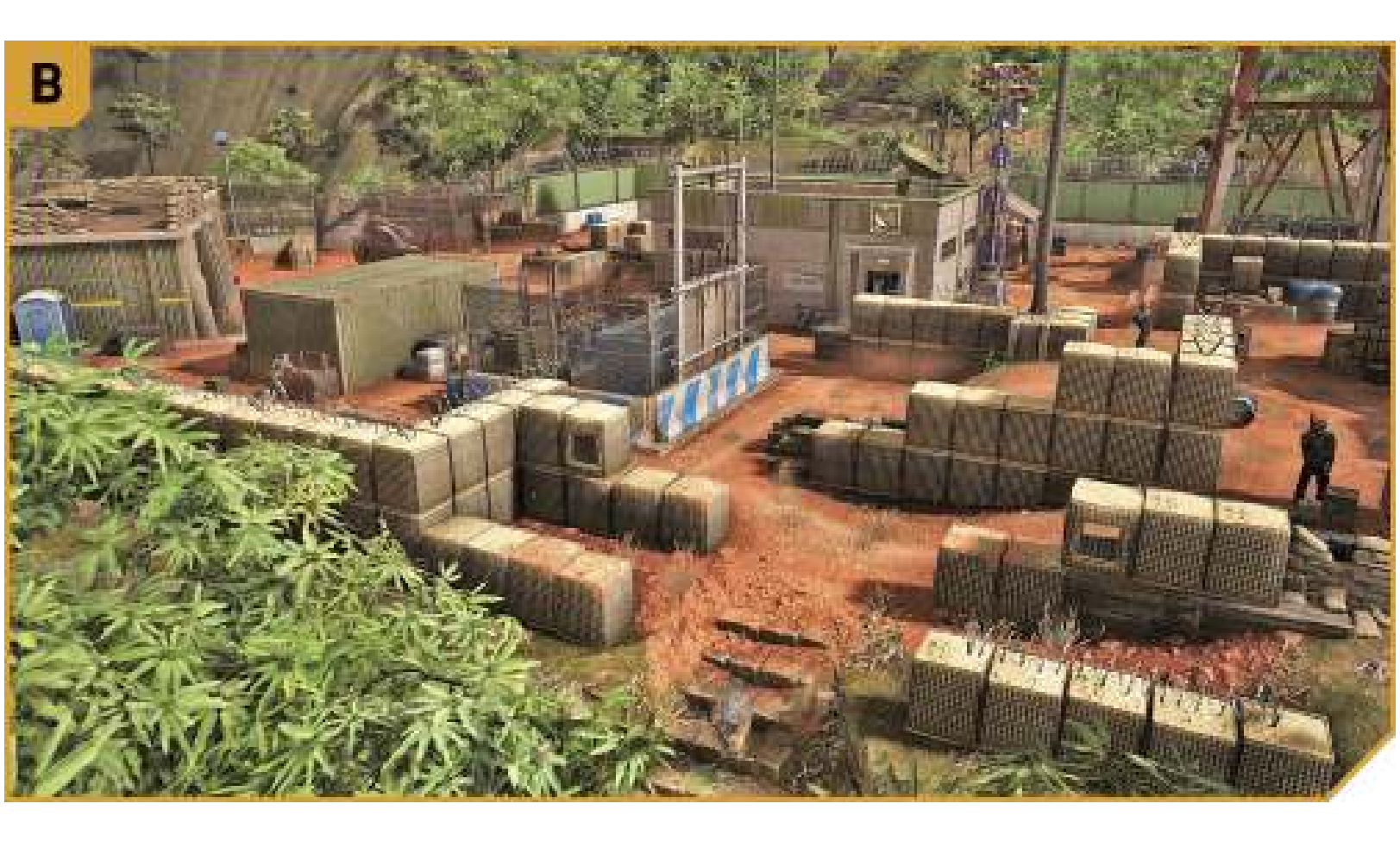


Truly the worst location to infiltrate from, unless you're driving up and into the base in an armored truck owned by Unidad, can slay the lieutenant in seconds, and run the gauntlet to place the shotgun shells by the corpse and return to the vehicle before you're shot to bits yourself.

Instead, ignore this area, looping around to B or C. If you must attack from A, lob in grenades into the firing posts to soften up the enemy. But do this after the alarm has been neutralized.

When enemy reinforcements arrive (and they will), vehicles come up this hill, so it's wise (and cunning) to litter the road with mines. Not just one, but three or four, all at different parts of the hill (so when one explodes, the others are still intact). This, along with pushing your team to guard the gates from the inside of the base, keeps reinforcements at bay for as long as you need.

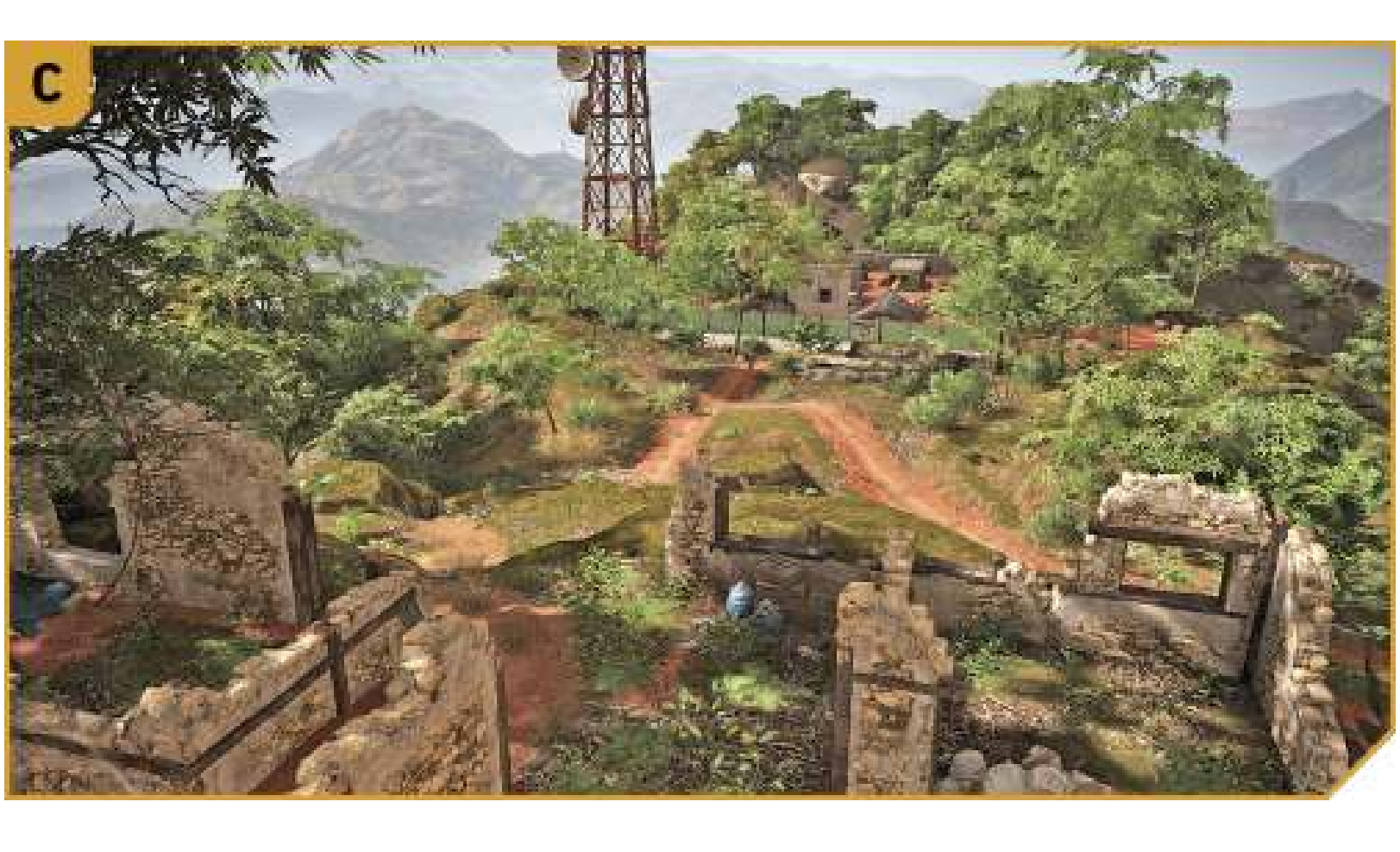
WEST: HILLTOP ROCKS



Whether you're reconnoitering from here, using this cluster of boulders as a sniping position, or shooting out the lights and alarm panels, this is a great support spot to take. Though the target isn't initially visible from here, if he runs, he can be seen and taken down from here, too. Plus, you can just about take down reinforcements appearing at A.

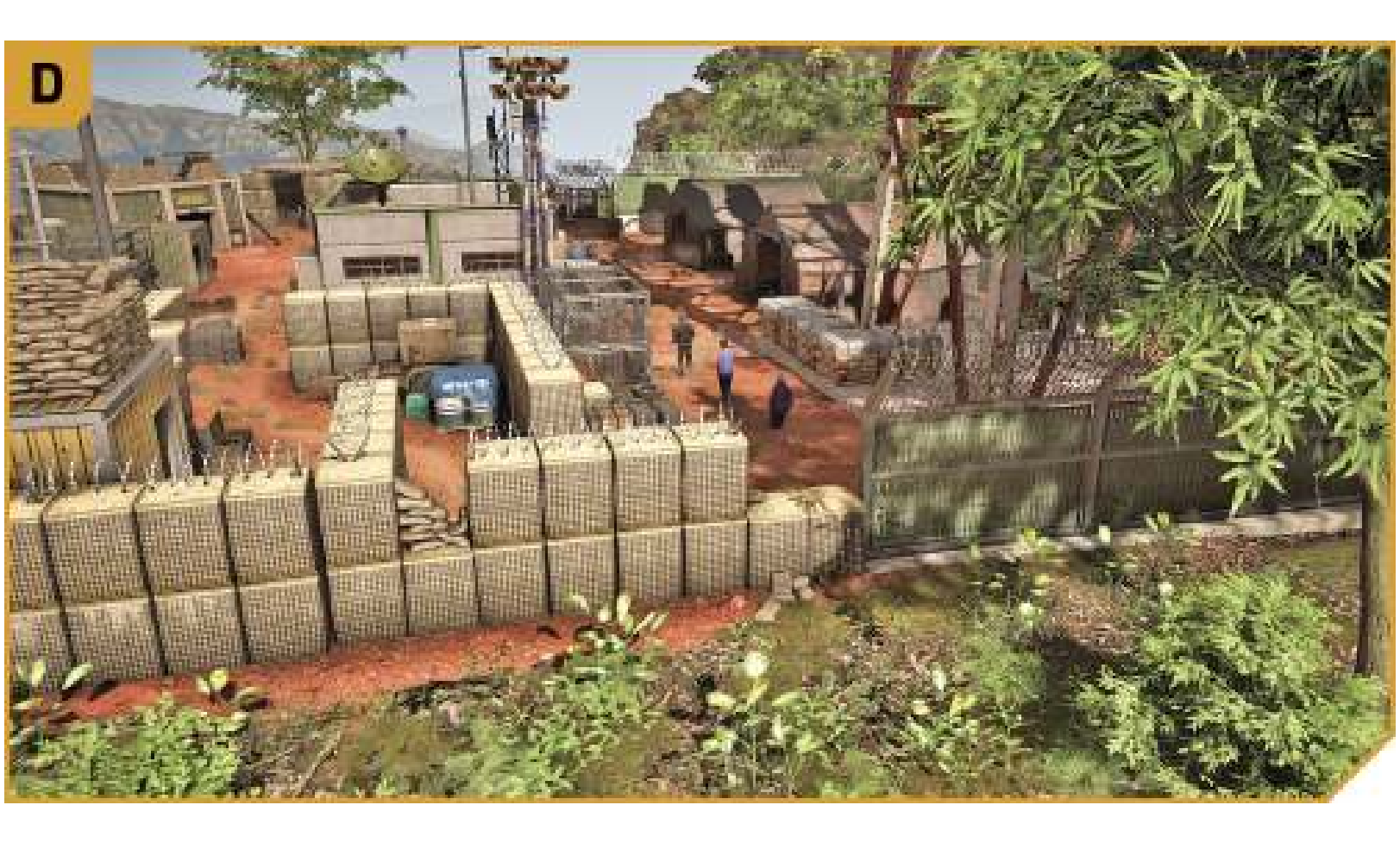
Closer to the base perimeter, you should notice that the wall cubes the base walls are built of have some handy gaps here, and there's no real enemies patrolling the immediate area (though you need to watch for the sniper to the south). This is the prime spot for infiltrating, freeing the rebel in the cage, shutting down generator power, and killing both the alarm and the lights.

EAST: HILLTOP RUINS



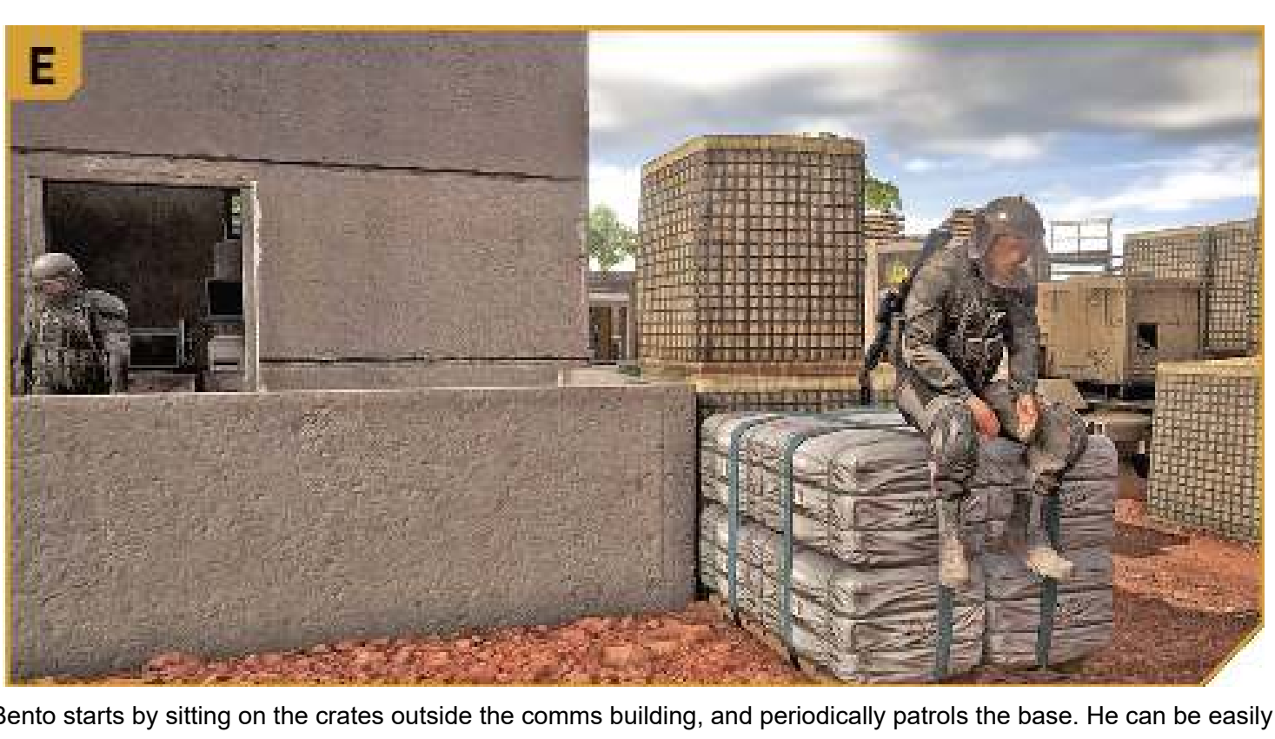
While the eastern perimeter is impenetrable from this direction, you're able to see almost all the important parts of the base from these old ruins. Sniping both the alarm and light panels, as well as the target (and foes in the barracks area) is possible, though you'll need to reach the target to plant the shells afterward. This is another great camping spot.

SOUTH: WALL GAP



The gap in the wall here allows you to jump over and into the base, ideally before anyone sees you. At this point, you can find the lieutenant and, when he starts patrolling, you can quickly follow, neutralize him with suppressed fire, plant the shells, and retreat the way you came without anyone knowing. Or, you can quickly tag the alarm panel, move to the barracks, or into the base and start firing at folks.

TARGET: LIEUTENANT BENTO



Bento starts by sitting on the crates outside the comms building, and periodically patrols the base. He can be easily shot, either at close range, during a firefight, or by sniper fire. The problem is with the last objective: placing shotgun shells on his corpse. This means you should think about where he's going to be when you kill him, so the planting of the shells takes place in an area beneficial to your extraction. Near D is a good example.

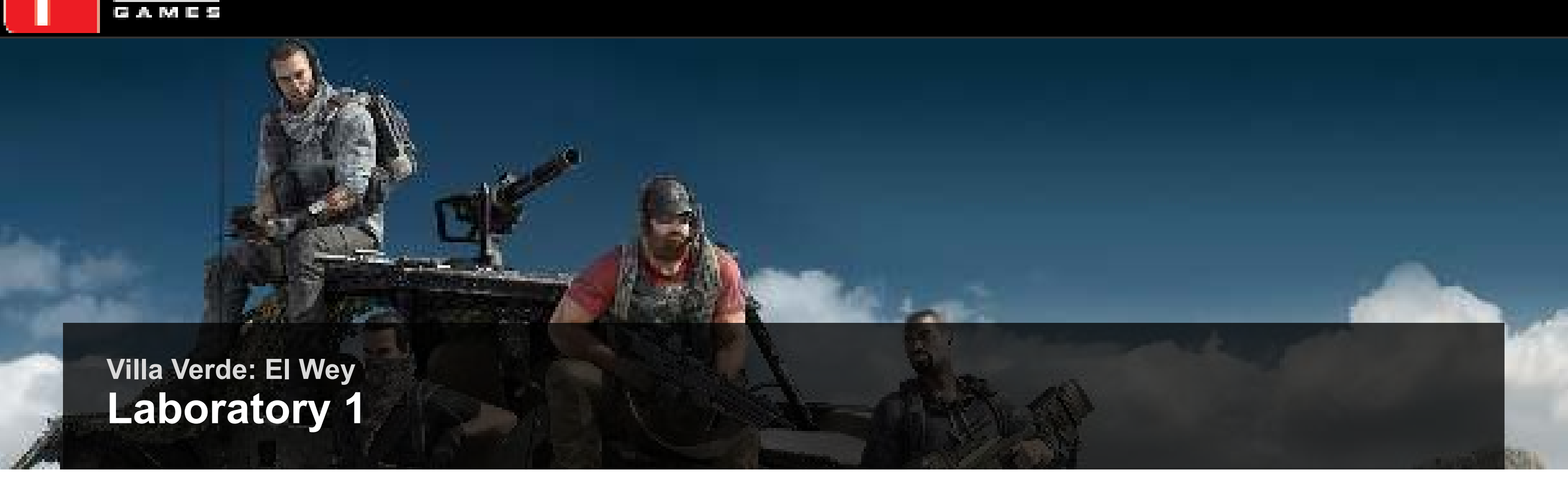
OBSERVATION POST: OTHER TACTICAL ADVICE

SOLO: Remember that simply "clearing" a Unidad area isn't really necessary (unless you do this with pure stealth), as these forces simply increase their patrols until they kill you. Instead, enter via D, after dark, watch for the lieutenant, follow and silently kill him, then escape.

Or, enter from B, kill the light panel and alarm panel so reinforcements aren't instantaneous, and sweep south, removing the foes and sniper, then work your way to the barracks on the east side, into the comms building, and finally toward the firing post by the main gates (A), shooting foes silently along the way. Make Bento one of the casualties along with all the others; don't pay him special attention. Assuming no one sees you, plant the shells and slip away silently.

Otherwise, simply assault the base with you heading in from B, and your team coming in from A in a vehicle. Or, infiltrate from D while your team does so from B. Then move them to the helicopter near A, to deal with reinforcements while you kill the alarm and mop up the target.

CO-OP: Only a single Ghost is needed to perform the Solo plan detailed above (entering from D, killing the target, and retreating after mission completion). Or, you can set up snipers at B and C first, with two Ghosts entering the base (at B and/or D), killing the alarm and light panels, then everyone clad in Unidad uniforms. Alternatively, you can assault the base by driving a Unidad vehicle into A, causing a commotion while other Ghosts infiltrate from B or D to remove the target.



Villa Verde: El Wey

Laboratory 1

OBJECTIVES

- **Destroy the lab's generator**

LOCATIONS

- **Pyrolusite Laboratory Uno**

REWARDS

- **+ 1,000 XP**

BRIEF

Mined in Villa Verde, pyrolusite is processed in labs across the province for use in cocaine production. If we can locate and destroy these labs it will cut off the flow of pyrolusite to the cartel.

MISSION ACCESS

Acquire Major Intel in Villa Verde Province to access this mission. You can also unlock this mission by proximity.

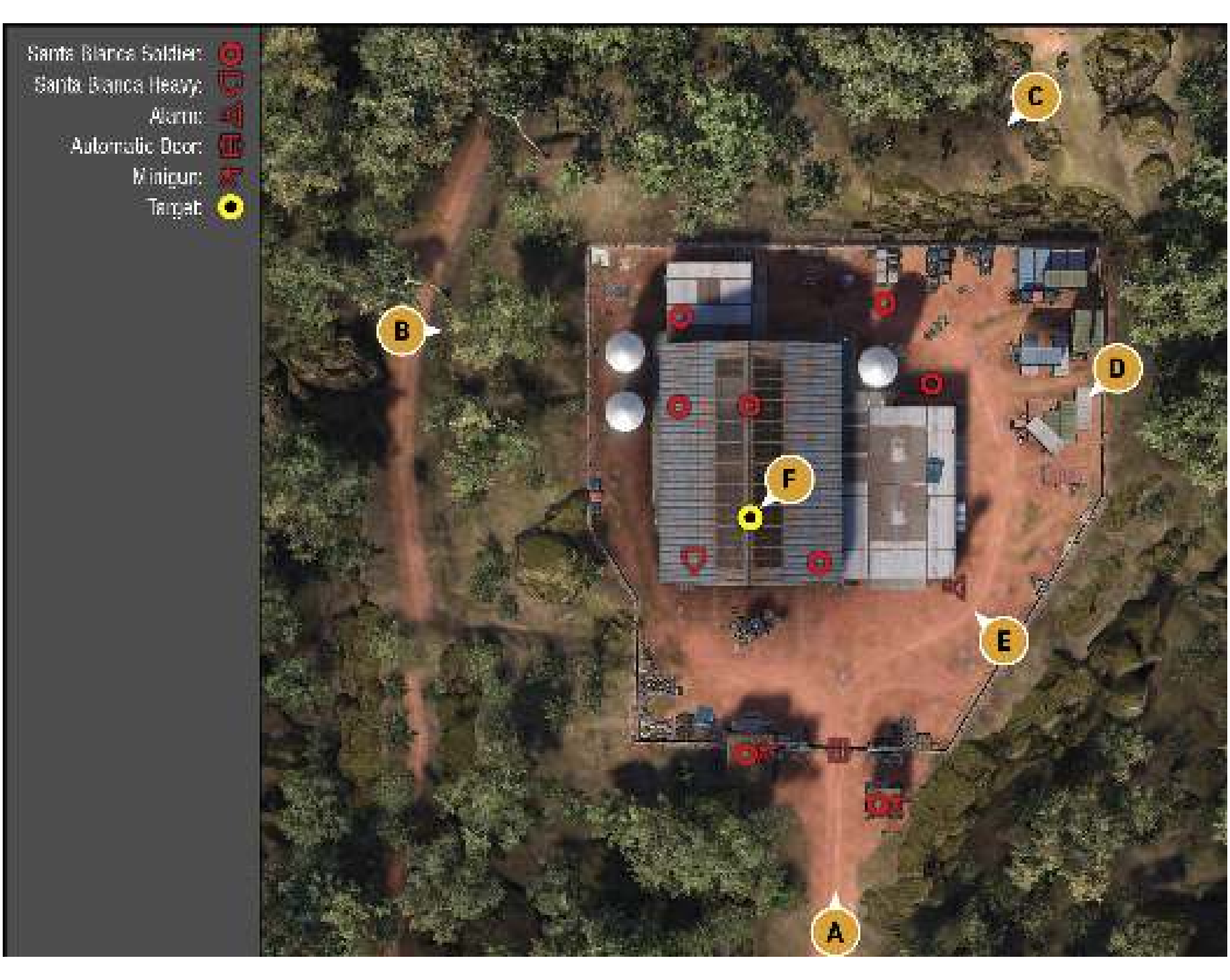
GENERATING SOME PROBLEMS FOR EL WEY

Around a kilometer southwest of Villa Verde Bravo is a small laboratory with a perimeter fence, and around ten cartel members guarding it. You're to destroy the generator inside the warehouse. You don't need to worry about clearing the area, rescuing anyone, or even entering the facility in the usual manner; the mission concludes as soon as the generator goes up in flames.

CAUTION: MINIGUNS AND MORE

Though not a sprawling base, this large central structure with high walls surrounding it also features two miniguns, an alarm and a generator. The miniguns face south, one in a nest just outside the gates, and the other inside a firing post on the other side of the gate. The alarm is in the main yard, east of the warehouse and easy to spot. The generator is the actual target you're here to destroy, so deactivating it just lengthens the mission; it needs to be blown up.

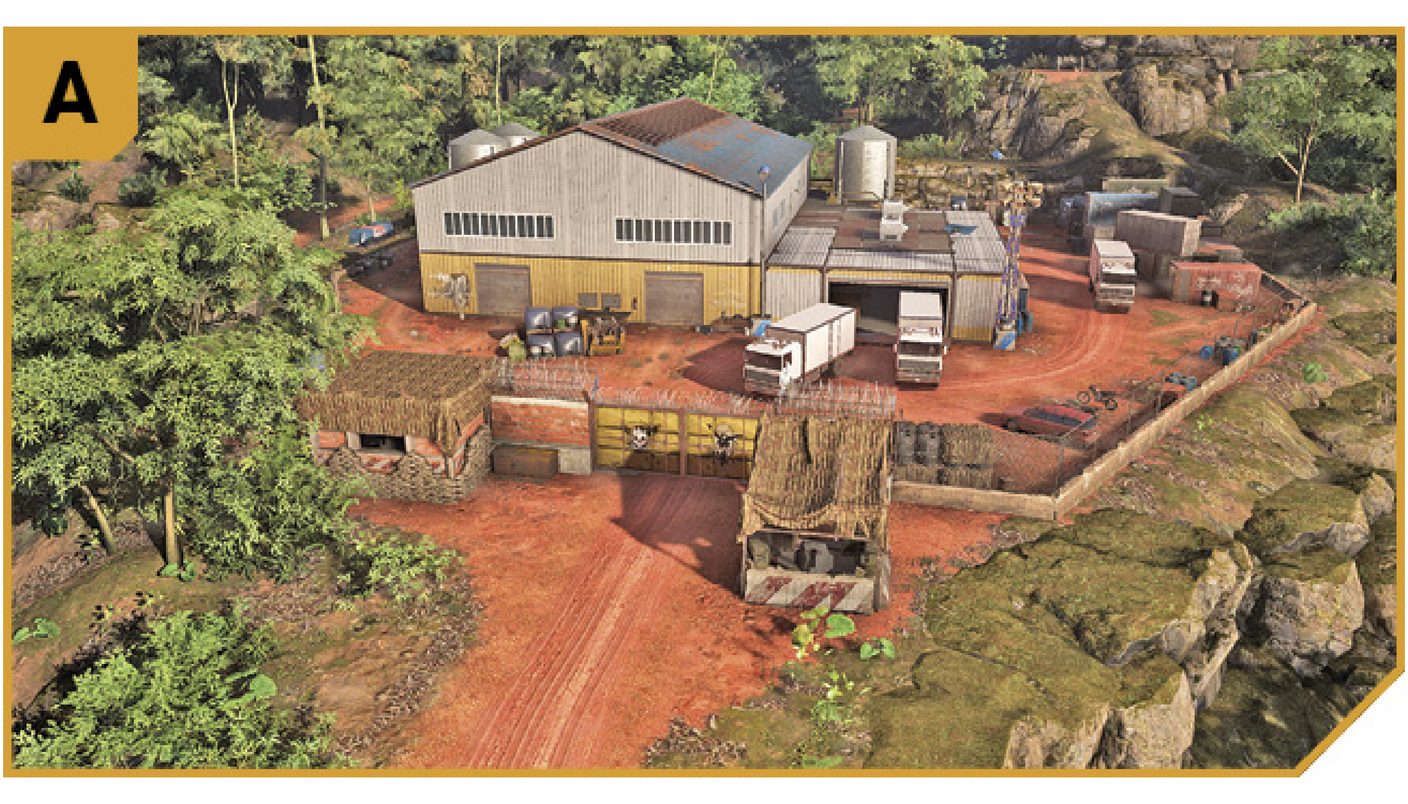
PYROLUSITE LABORATORY UNO: RECON



TACMAP

With a well-guarded south gate, and a perimeter fence that's sturdy in all but the northeast corner, there are few options for getting into this small lab base, which is simply a large warehouse with equipment inside, including the generator against the south wall of the structure. Study the various ways in before launching an attack.

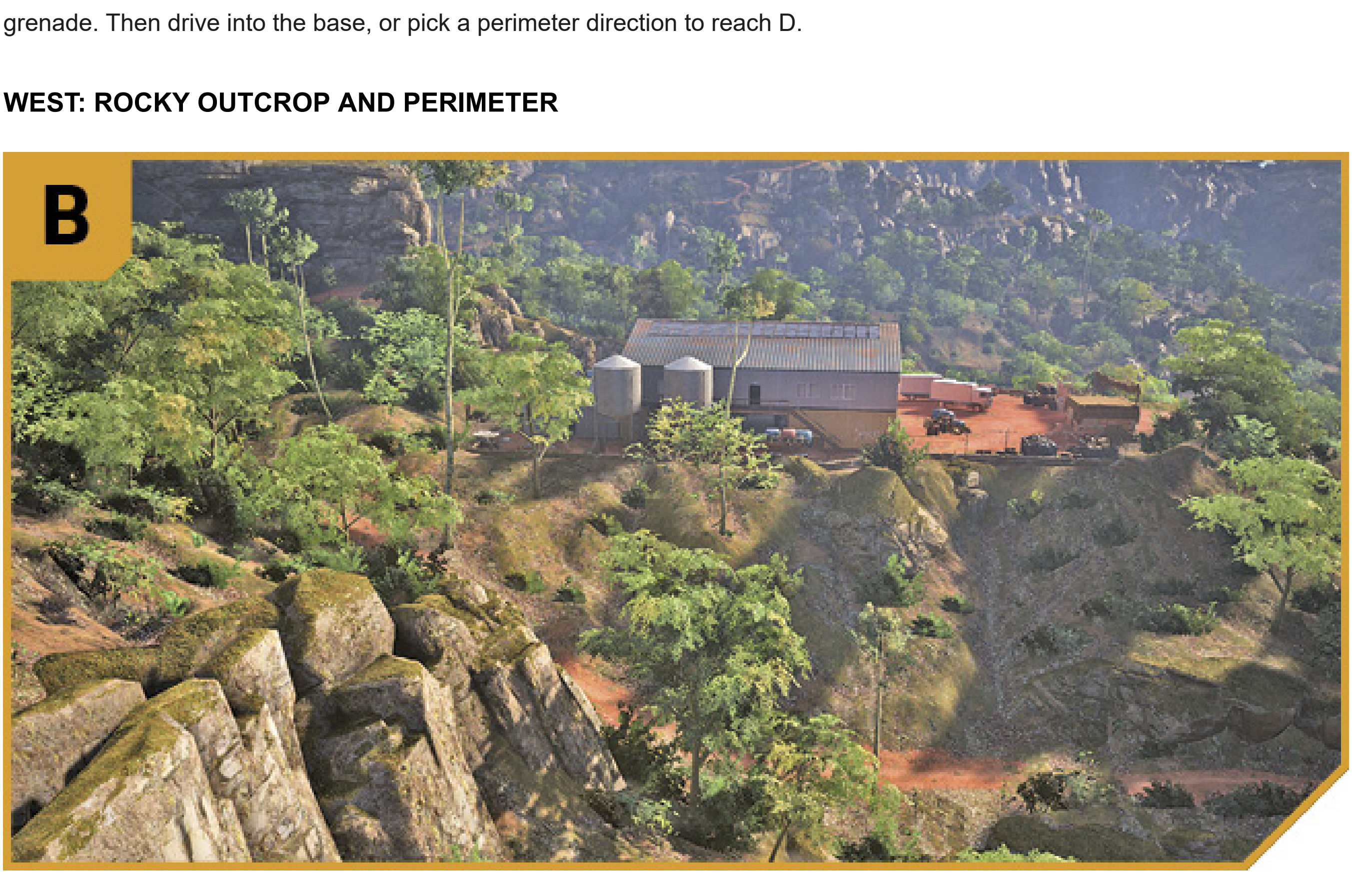
SOUTH: MAIN ROAD AND GATES



There's a foe at the minigun nest to the right (east) of the gate, and another to the left (west) at the firing post, inside the base itself. Though it's not subtle, you can drive a cartel-approved vehicle in through these gates, and immediately assault the foes or the generator inside.

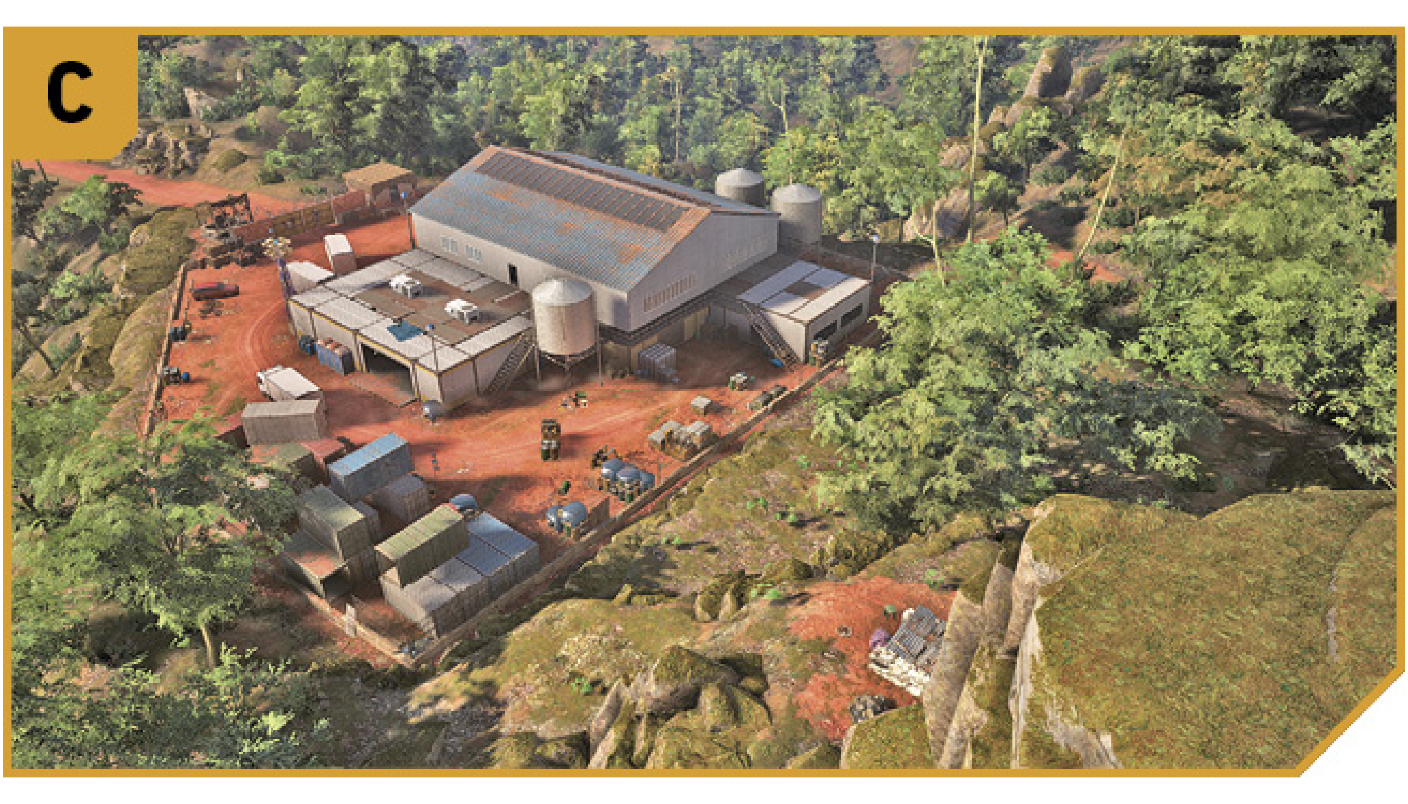
Better yet, you can tag the minigun nest foe from the rocky outcrop on the left side of the road, and use this elevation to snipe and destroy the alarm pole panel behind it, inside the base. Then creep to the firing post and shoot the foe, or lob in a grenade. Then drive into the base, or pick a perimeter direction to reach D.

WEST: ROCKY OUTCROP AND PERIMETER



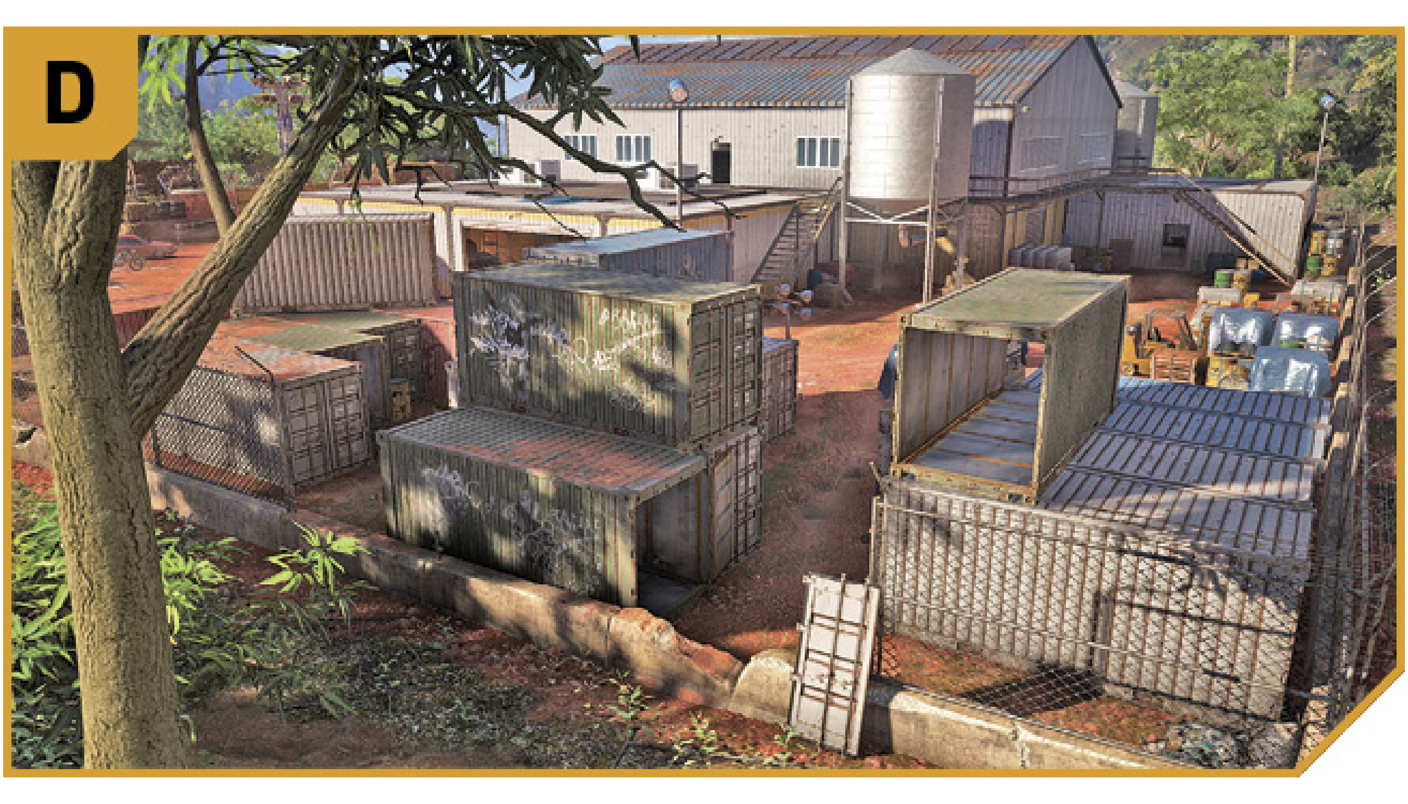
The perimeter on this side of the base is impenetrable, but the higher ground near the jungle trail to the northeast, and the area outside the perimeter, can be prowled around. After tagging foes with your drone, you can find those on the catwalk of the warehouse exterior, and those patrolling the ground nearby, and neutralize them from range. This is a great spot for sending in an explosive drone to detonate at the generator, completing the mission without having to set foot inside the warehouse.

NORTHEAST: SNIPER'S VIEW



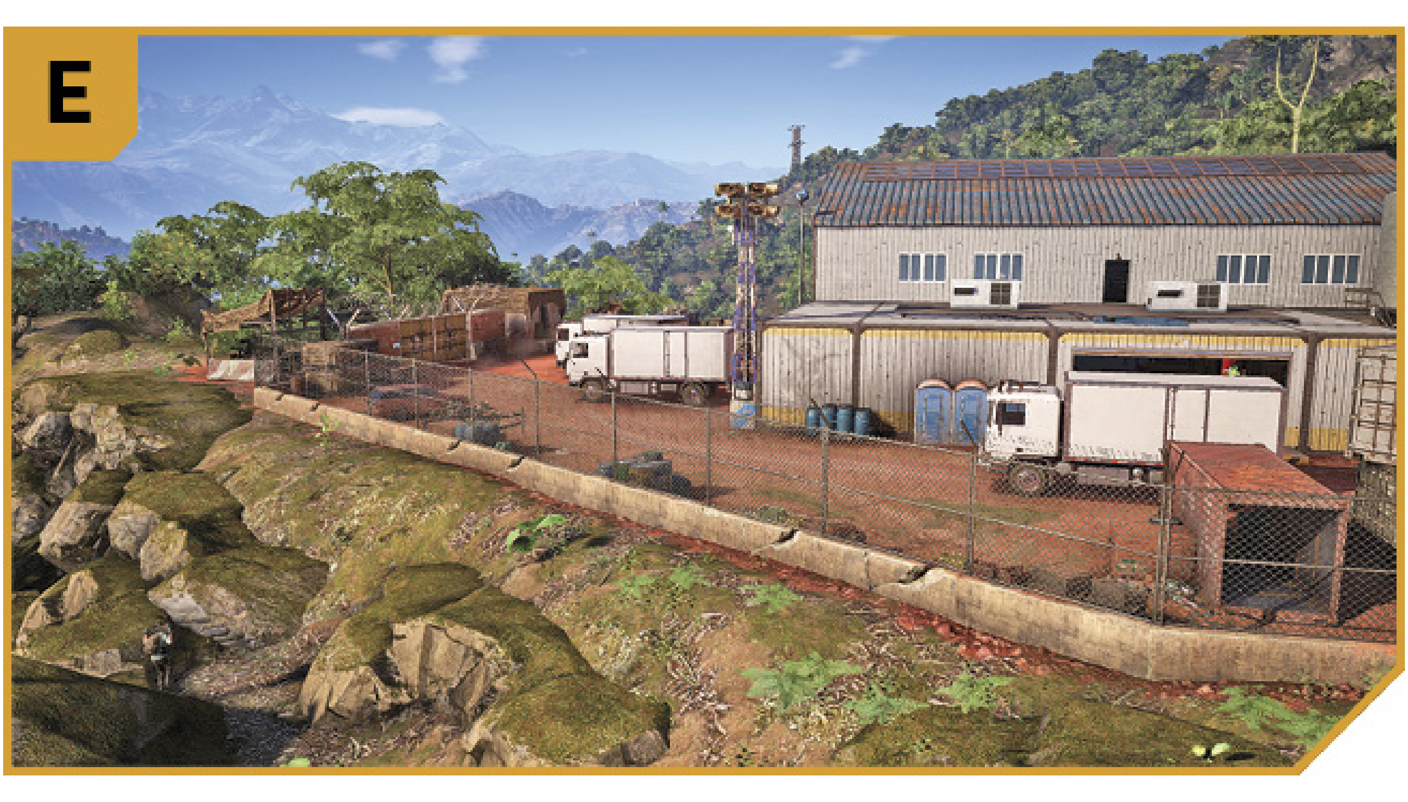
There's a high rocky promontory above and northeast of the base, above the small camping area, which provides spectacular views of the province, as well as the mission area. You can snipe the alarm panel, foes patrolling, those on the warehouse gantry, and anyone who freaks out and runs outside. Cover your teammates from here. Or send out an explosive drone to complete the mission.

NORTHEAST: PERIMETER GAP



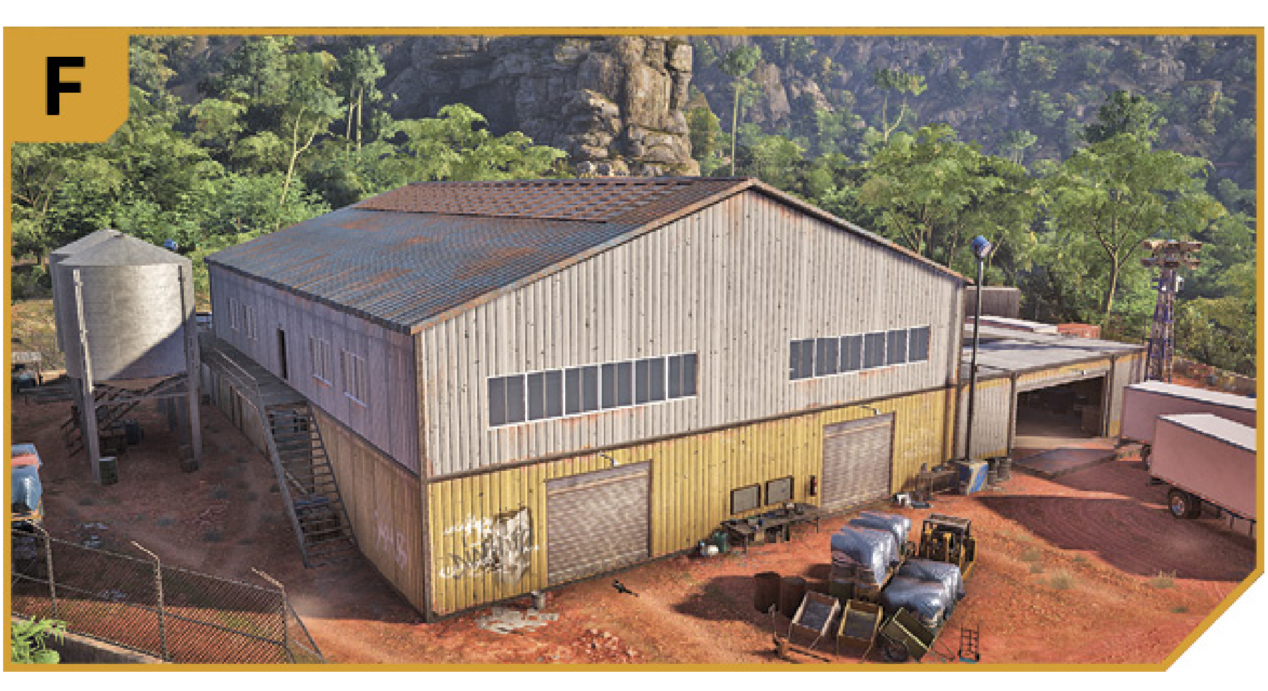
If you're determined to clear the area on the ground, enter via the break in the perimeter fencing at this location. The cluster of large metal containers makes perfect hiding spots until you've ascertained where every foe is, after which you can destroy the alarm panel, then all the enemies you wish. There's also great access to the western and northern sides of the target structure, as well as the metal steps to the gantry.

EAST: PERIMTER FENCE



Though you can't enter via the fence, you can certainly shoot through it, crippling the alarm panel, cause distractions, or head below the fence so you're not spotted when moving between A and D.

● TARGET: WAREHOUSE AND GENERATOR



This is a large laboratory warehouse with a smaller storage and unloading room on the east side. To the south, there are upper windows you can shoot out (if you want to pilot a drone through them), and a large doorway behind the unloading trucks. On the west wall is a large ground garage door entry, two metal gantry steps above (to the interior walkway and storage room exterior roof), and a doorway to the back room lab. Along the north wall are windows you can shoot and vault through, into the back room lab, as well as a stairwell to the gantry. Along the east wall are gantry stairs, a large garage opening into the storage room, and upper windows along with a doorway offering access into and out of the interior walkways of the warehouse. Don't forget the roof; there are windows up there, but they can't be smashed.

PYROLUSITE LABORATORY UNO: OTHER TACTICAL ADVICE

SOLO: The generator is on the interior south wall of the main warehouse room. It can be destroyed using a high-power weapon (like a shotgun or sniper rifle), or any explosive. It can also be shut down (as you would normally deactivate a generator), but this just wastes time. You need to blow this up, and get out.

Achieve this by flying an explosive drone in from outside. Or, shoot at the generator with a high-damage weapon from the perimeter, through the west garage doorway near B.

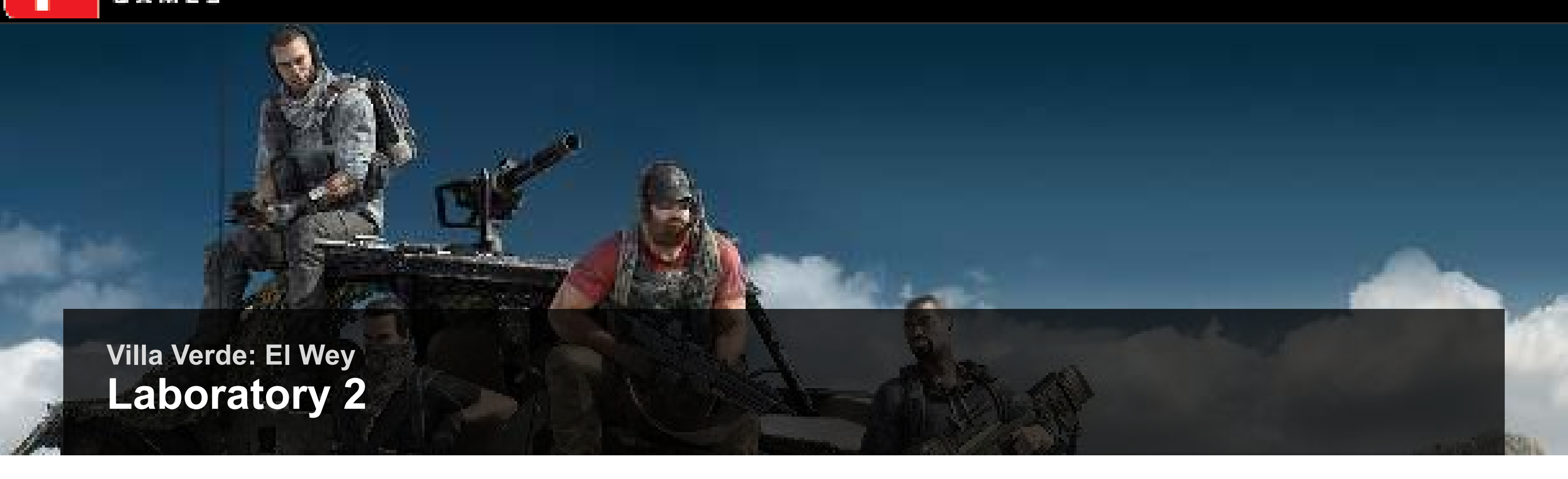
Another option is to stand on the rock midway along the western perimeter fence, shoot out one of the upper windows on the west wall of the warehouse, and lob a grenade over the fence, through the window, so it lands on the generator. Alternatively, sneak in from D, onto the gantry steps, into the warehouse, and destroy the generator by any means you wish.

Or, pick a cartel vehicle, drive it through the gates, get out and storm the building, lobbing in a grenade, and flee (using the same vehicle, one of the unloading trucks, or leave via D). You could also choose to tag the minigun foes from cover at A, moving clockwise to B, and removing the enemies and alarm panel as you go, then insert yourself and team at D, and finish off the enemies before committing to the generator destruction.

If you want a more dramatic entrance, drop from a helicopter onto the roof (or land the chopper on the roof), drop onto the gantry and blast the generator, or use an explosive drone. Choose the latter as you can't get back onto the roof once you've dropped off it.

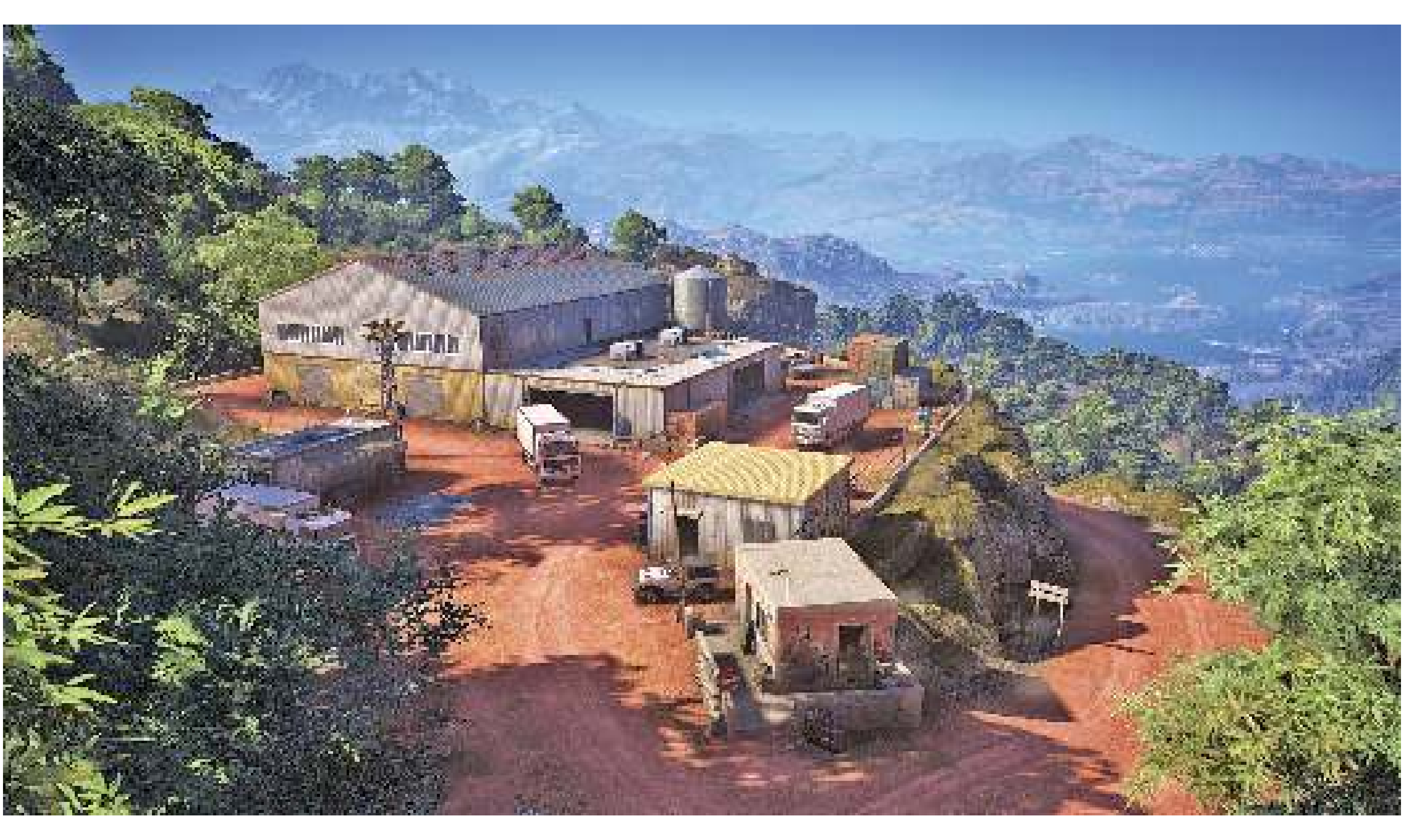
CO-OP: There are better distraction opportunities in Co-op, allowing you and a friend to speed through the main gate in a cartel vehicle, while a friend at C provides supporting fire, and a fourth Ghost heads in from D to attack enemies in all directions.

PRIMA GAMES



Villa Verde: El Wey

Laboratory 2



OBJECTIVES

- **Destroy the lab's generator**

LOCATIONS

- **Pyrolusite Laboratory Dos**

REWARDS

- **+ 1,000 XP**

BRIEF

Mined in Villa Verde, pyrolusite is processed in labs across the province for use in cocaine production. If we can locate and destroy these labs it will cut off the flow of pyrolusite to the cartel.

MISSION ACCESS

Acquire Major Intel in Villa Verde Province to access this mission, or discover the Laboratory 1 mission. You can also unlock this mission by proximity.

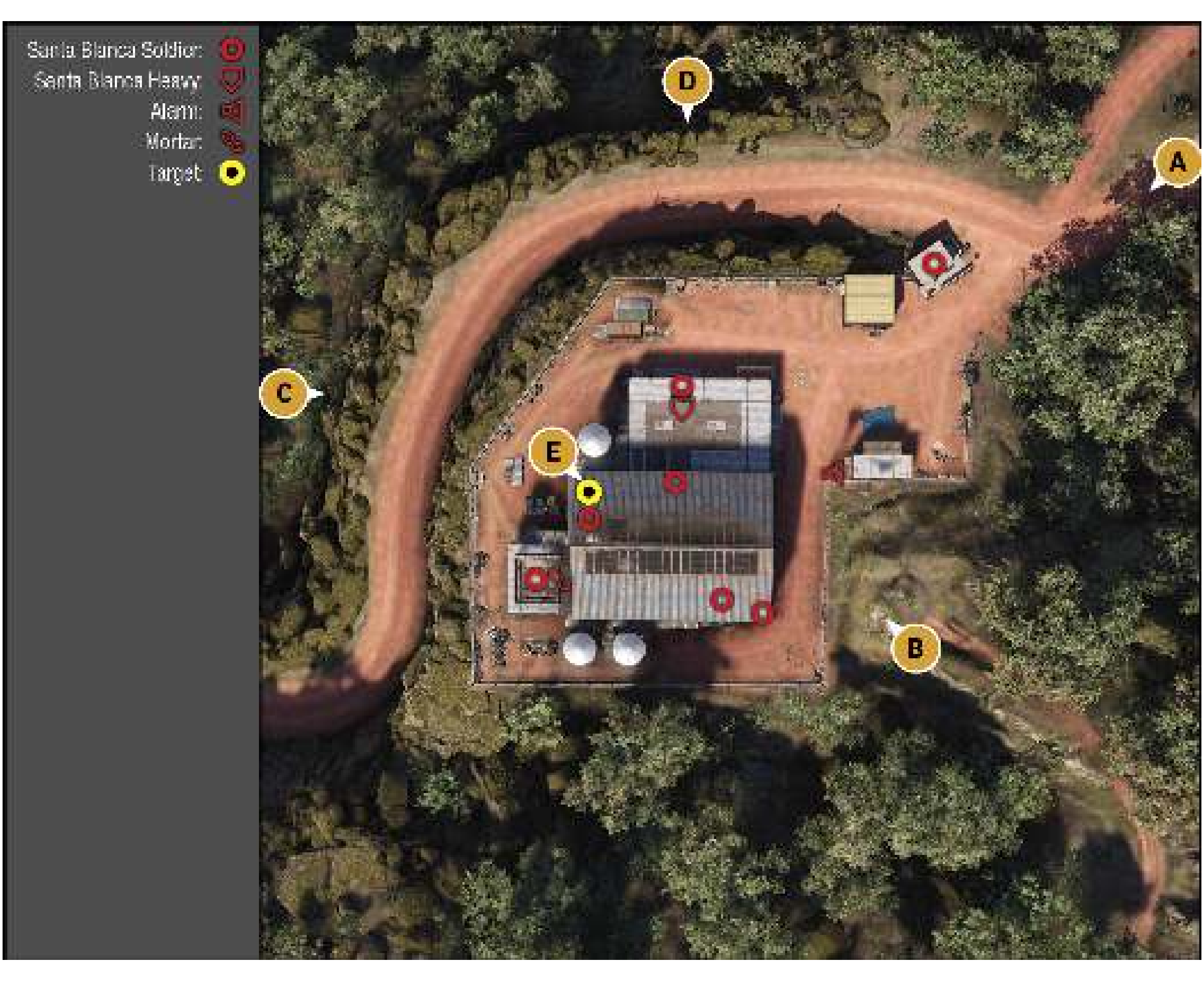
DE-GENERATOR X

Just over a kilometer north from Villa Verde Bravo is a base on a mountain promontory, with a main road wrapping around the west and north of the perimeter, and hillside jungle to the east and south. Sporting an annoying mortar, but otherwise lightly-guarded, your task is to locate the generator inside the facility, and destroy it. This is harder said than done.

CAUTION: MORTAR, AND NOT MUCH MORE

Your briefing has already mentioned the generator contained within this small lab base, and you're to keep an eye open for the alarm pole (it's extremely easy to spot, in the northeast yard), as well as a more troubling mortar on the upper gantry of the west side of the premises. However, if you get there quick enough, you can easily overcome this problem.

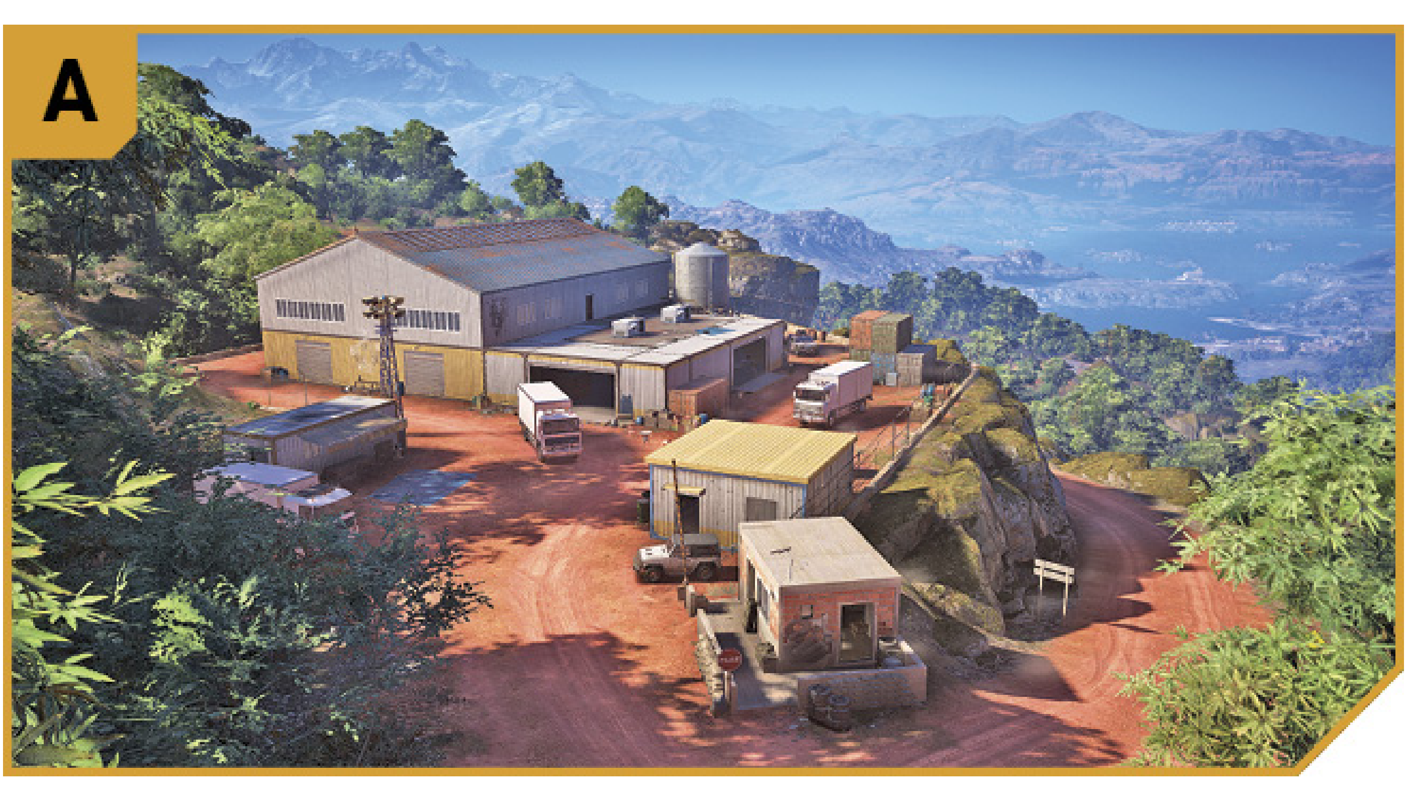
PYROLUSITE LABORATORY DOS: RECON



TACMAP

The cartel has done a reasonable job of keeping the perimeter of this base intact; the only way in and out is via the entrance to the northeast. Of course, you can fire from vantage points above the fence, or through it. Inside, there's a small yard with two trucks, a storage area attached to the main laboratory warehouse, and a smaller rear laboratory with an exterior mortar atop it, in the southwest corner. Access that via the exterior gantry wrapping around much of the warehouse itself. The generator is on the inside of the west wall of the main structure. Note the cartel vehicle parked in a narrow south yard; good for escaping in.

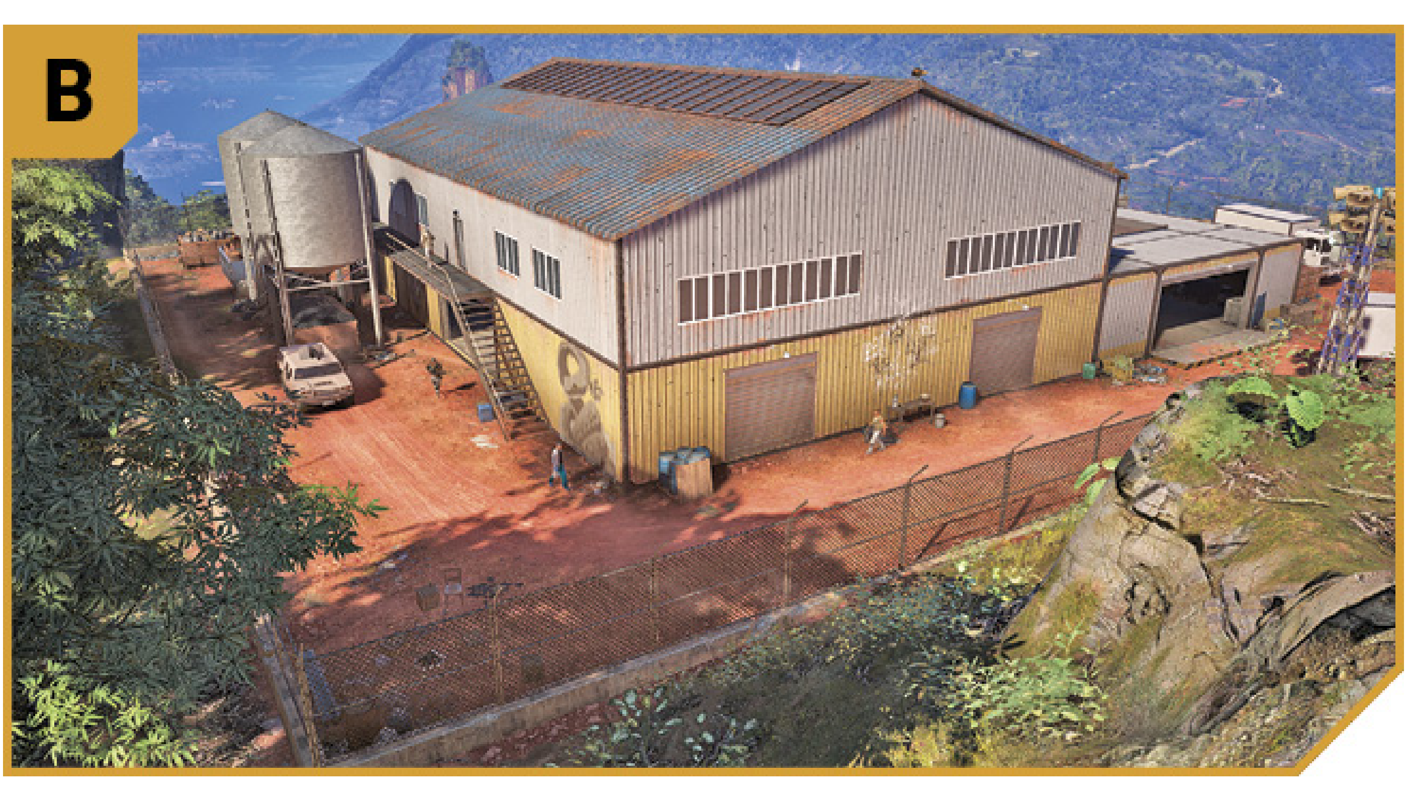
NORTHEAST: WAREHOUSE ENTRANCE AND YARD



Outside of a chopper landing (and there's a mortar to dissuade you from that), this is the only way into and out of this facility. This means that assuming you deal with the checkpoint guard, you can fan out and take the inside perimeter, and maneuver around the outside the warehouse, from outbuilding to cover opportunity, until you wish to enter the warehouse itself.

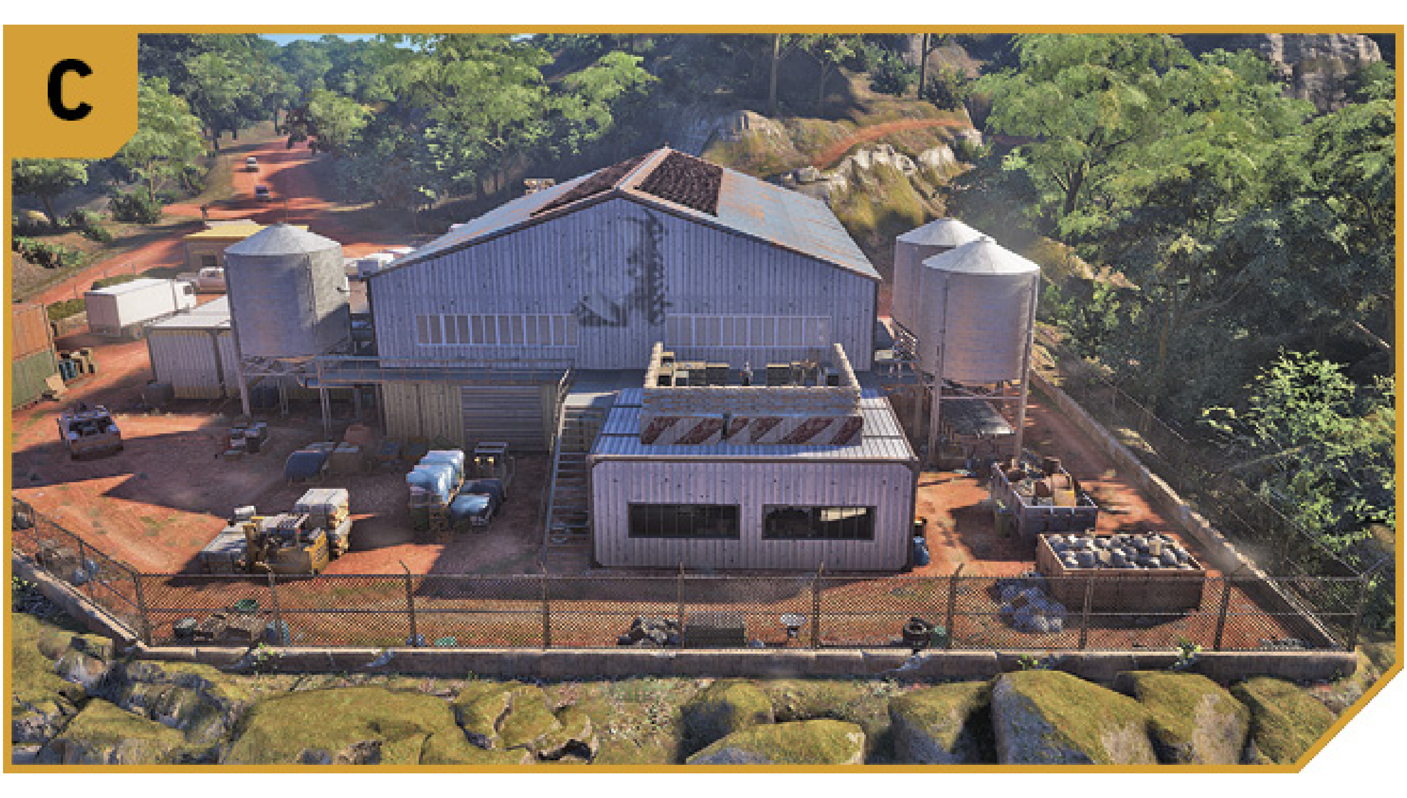
Familiarize yourself with all the window and door locations of the warehouse, so you can proficiently target the generator as early as possible. But always destroy the alarm pole panel in the front yard first.

SOUTHEAST: HILLSIDE OVERLOOK



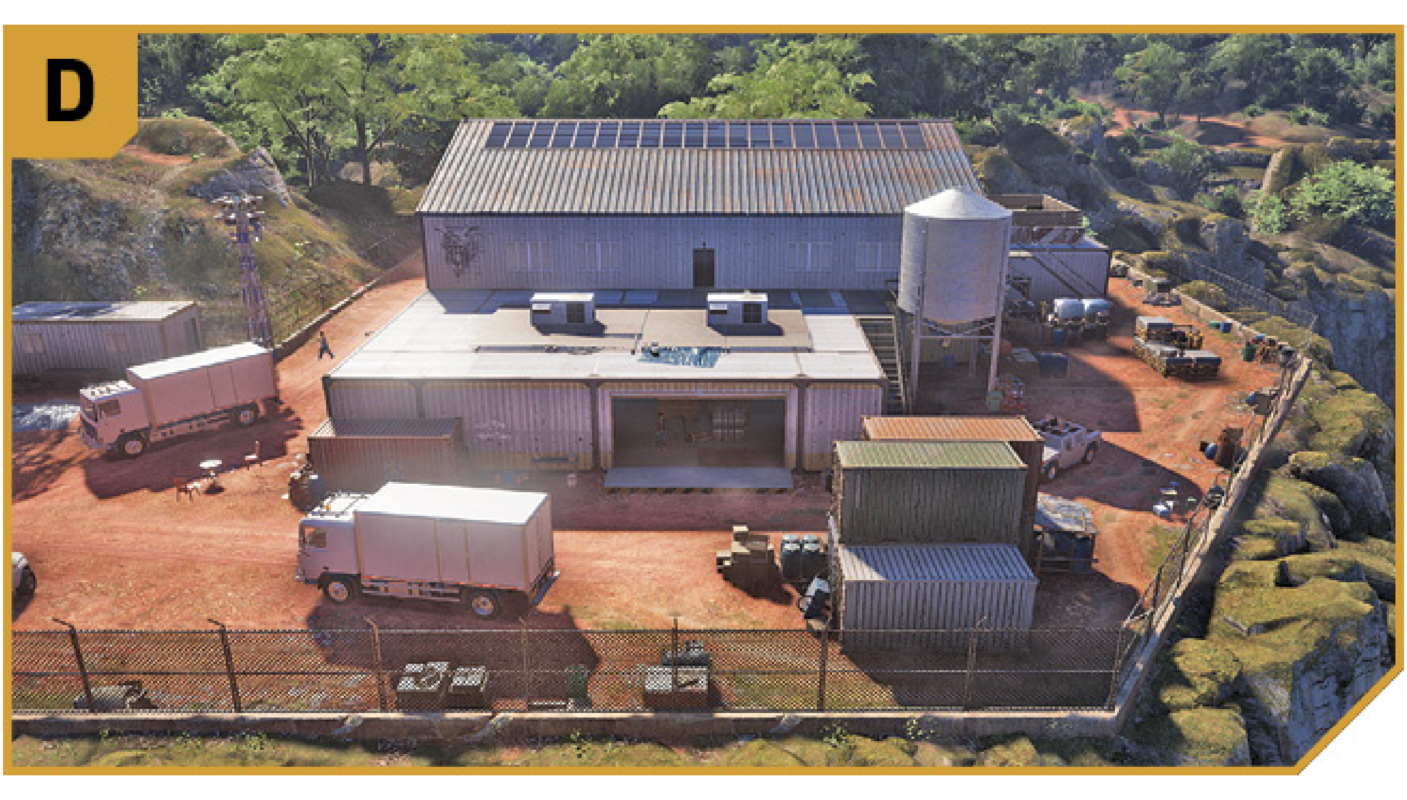
This is the other excellent location, as it's one of few areas (the trailhead to the southeast) where you can see straight through the southern garage door entrance into the warehouse, and the generator itself. This allows you to lob in a grenade, fly an explosive drone, or shoot a high-powered round or two into the generator without having to set foot inside the facility. Otherwise, this perimeter is inaccessible, so remain at height, and tag foes below before or after the mission succeeds. Don't forget your first shot should be to destroy the alarm panel.

WEST: PERIMETER AND WEST YARD



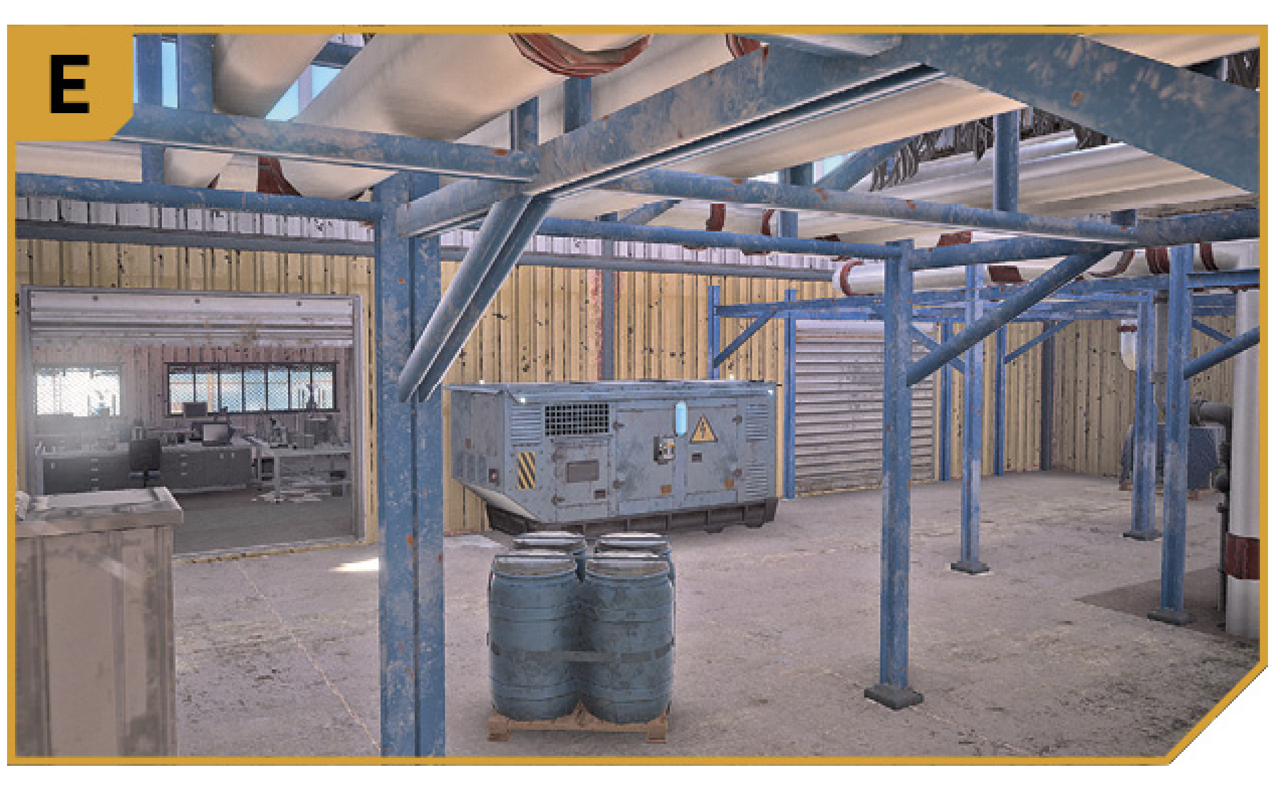
There's no way into this part of the base from outside (unless you're flying), but it's important to note the gantry steps you can reach by scurrying in from A, and around the inside of the perimeter of the base. Head up there, neutralize the mortar foe, so a chopper can extricate you, and perhaps smash the windows of the small lab structure the mortar is resting on; you can vault through the windows and you're very close to your target.

NORTH: PERIMETER AND NORTH YARD



You cannot access the base from the perimeter wall, so once again you need to infiltrate from A (or the sky), and then learn the nuances of the scenery in this part of the yard. There are containers to climb up and use as cover and a height advantage. There's a container at the northeast corner of the storage structure; climb onto the roof, and you can quickly overpower the mortar enemy around the corner, to the southwest. Or, you can use the gantry, or enter the warehouse at ground level.

● TARGET: WAREHOUSE AND GENERATOR



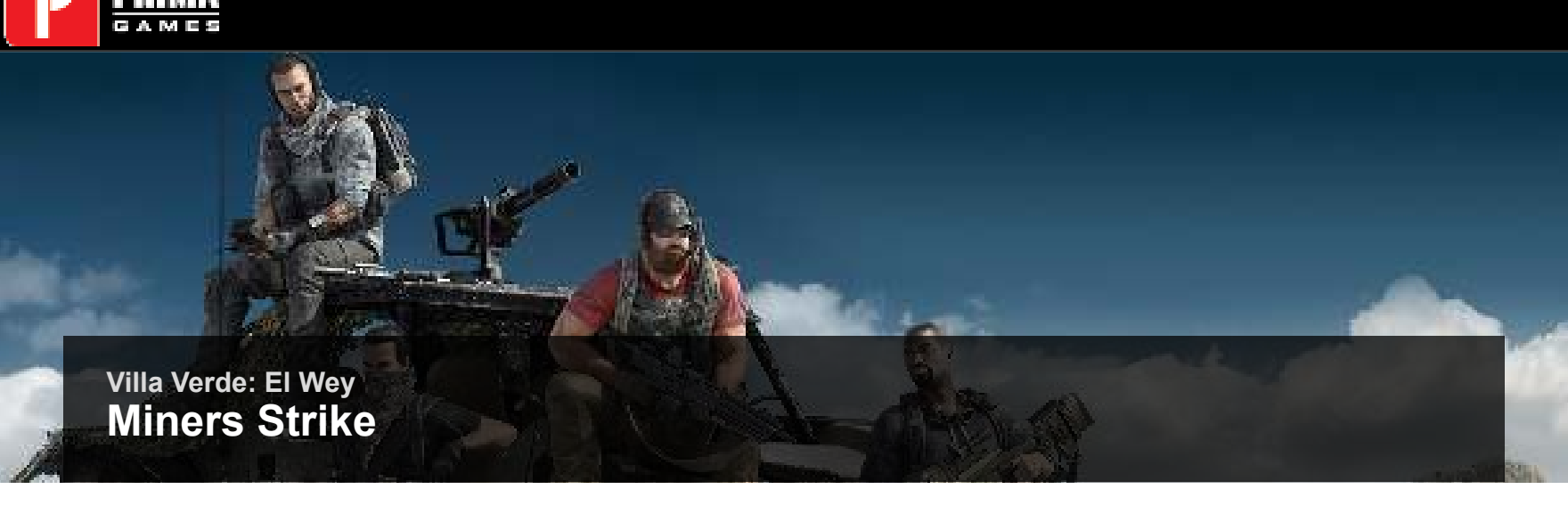
The main laboratory warehouse features an upper gantry with the generator against the far (west) wall. Behind that is a small laboratory (west) and to the north is a storage room. Note the following entrances: Along the east wall is a large storage room garage doorway, and upper windows you can shoot out and lob grenades or pilot a drone through. Along the south wall is a large garage doorway (with visible target), and two gantry steps to the upper walkway, along with smashable upper windows. To the west is a mortar, a small lab room with windows you can smash and vault through, and upper warehouse windows you can smash and vault through, too. Along the north wall is a storage room garage doorway, and gantry steps. You can also land on the roof, though the windows here can't be smashed.

PYROLUSITE LABORATORY DOS: OTHER TACTICAL ADVICE

SOLO: The generator is on the interior west wall of the main warehouse room. It can be destroyed using a high-power weapon (like a shotgun or sniper rifle), or any explosive. It can also be shut down (as you would normally deactivate a generator), but this just wastes time. You need to blow this up, and get out. Achieve this by flying an explosive drone in from outside. Or, shoot at the generator with a high-damage weapon from the perimeter, through the south garage doorway near B. Or, standing on the rock on the southwest corner of the southern perimeter fence, shoot out one of the upper windows on the south wall of the warehouse between the two cooling cylinders, and lob a grenade over the fence, through the window, so it lands on the generator. This is difficult, but not impossible. Try this from an easier angle (the gantry around the warehouse by the mortar, for example). Alternatively, sneak in from A, onto the gantry steps, into the warehouse, and destroy the generator by any means you wish. Or, pick an armored vehicle, drive it through the entrance, get out and storm the building, lobbing in a grenade, and flee (using the same vehicle, one of the unloading trucks).

Yet another option is to tag the checkpoint foe from cover at A, moving into the base and removing the enemies and alarm panel as you go, then insert yourself and team into the storage room's north entrance as well as spreading out to the gantry stairs near the mortar, and finish off the enemies before committing to the generator destruction. Or, drop from a helicopter onto the roof (or land the chopper on the roof), drop onto the gantry and blast the generator, or use an explosive drone. Choose the latter as you can't get back onto the roof once you've dropped off it. It's worth flying low and strafing the mortar foe first.

CO-OP: There are better distraction opportunities in Co-op, allowing you and a friend to speed through the main entrance in a cartel vehicle, while a friend at B provides supporting fire, and a fourth Ghost locates a getaway vehicle, or concentrates on the installation takedowns (alarm and mortar).



Villa Verde: El Wey

Miners Strike

OBJECTIVES

- Talk to the union leader
- Kill Santa Blanca forces in La Marqueza
- Kill Santa Blanca forces in the mine

LOCATIONS

- La Marqueza
- Illegal Pyrolusite Mine

REWARDS

- + 1,000 XP

BRIEF

The miners in Villa Verde hate working for the cartel, but Santa Blanca keeps them in line with threats to their families. Removing the threats will encourage the miners to throw down their tools and bring the mining to a halt.

MISSION ACCESS

Acquire Major Intel in Villa Verde Province to access this mission.

REBEL ASSAULT

Just under two kilometers downhill from Villa Verde Charlie is the town of La Marqueza, where a rebel leader must be questioned to see if there's a way for the local workers to break out of servitude the cartel has imposed upon them. It seems there is; and it involves removing all the cartel threats in town (along with some rebel support) and an additional group of foes guarding the main Pyrolusite Mine to the southeast. You have two mission areas and no time to recon once the mission commences, so make your tactical battle decisions with a swiftness of forethought.

CAUTION: MINIGUNS AND MORE

Aside from the sniper tower on the western side of the area, which also has a minigun nest pointing to the northeast, there's a minigun nest (usually manned) near the cartel mansion house (between D and E). Make those priority targets. Also do no harm to the town's non-combative civilians.

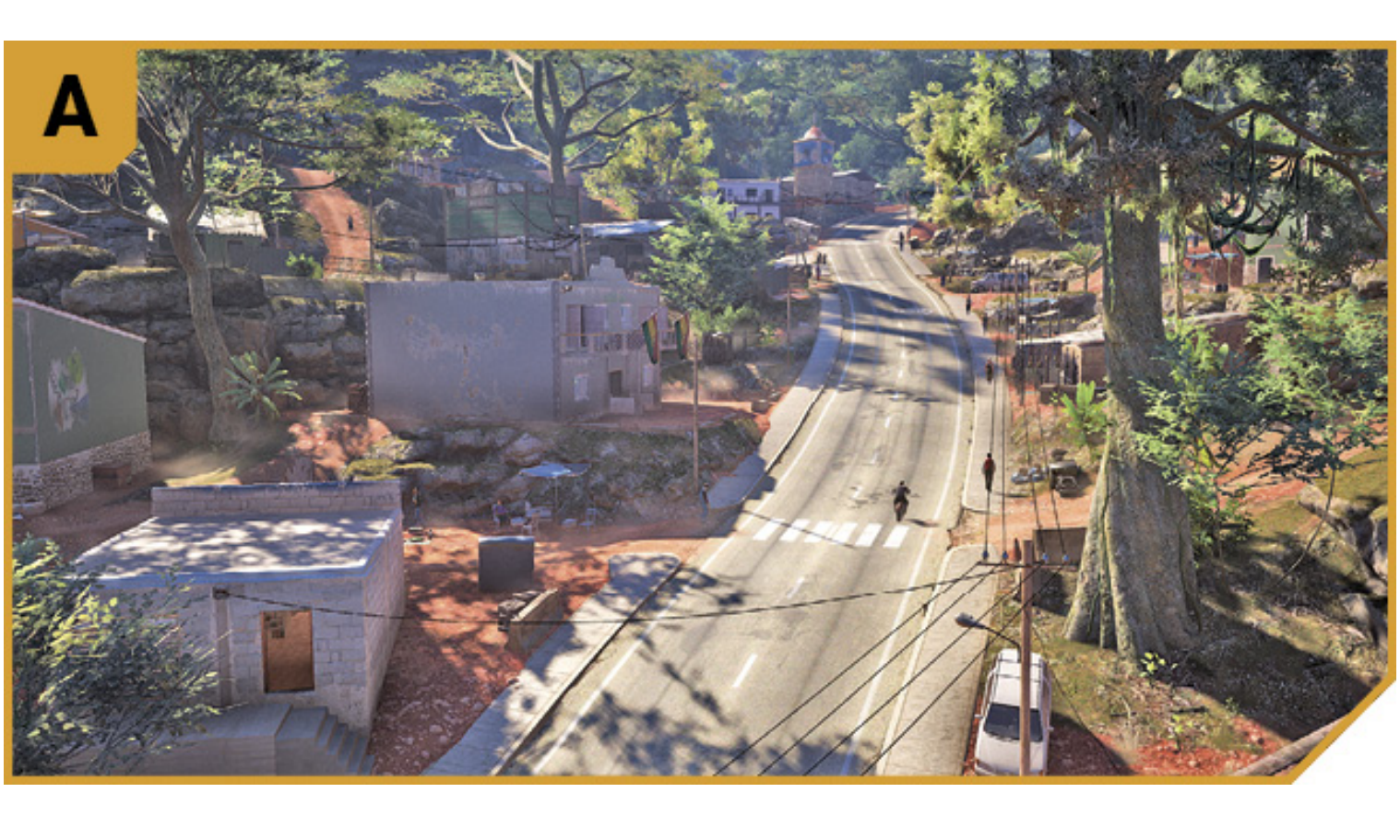
MOST RECON: EARLY WARNING SYSTEM

The first objective is to talk to the union leader, after which some cartel foes are pinpointed on the south edge of town. You have little time to tactically plan how to defeat them; this is more of an all-out assault with rebels backing you up. If you want a more particular planning to your mission, simply recon the south part of town prior to speaking with the union leader; the same enemies are there, and can be fought (without the help of the rebels, of course).

In Co-op mode have three of the Ghosts check the infiltration points detailed below prior to chatting to the leader, so a full lay of the land is known, and you can take advantage of the hilly section of town.

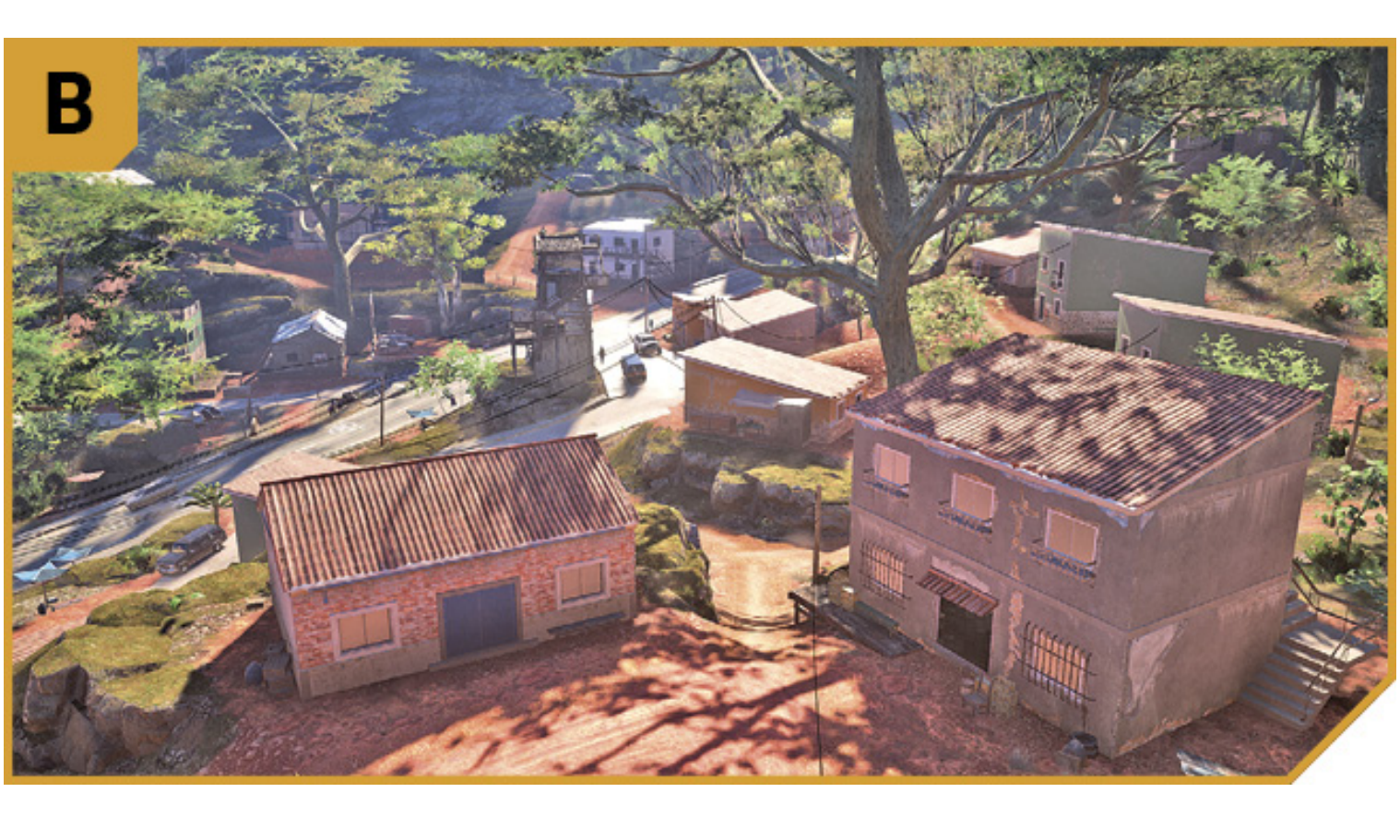
LA MARQUEZA: RECON

NORTH: MAIN ROAD



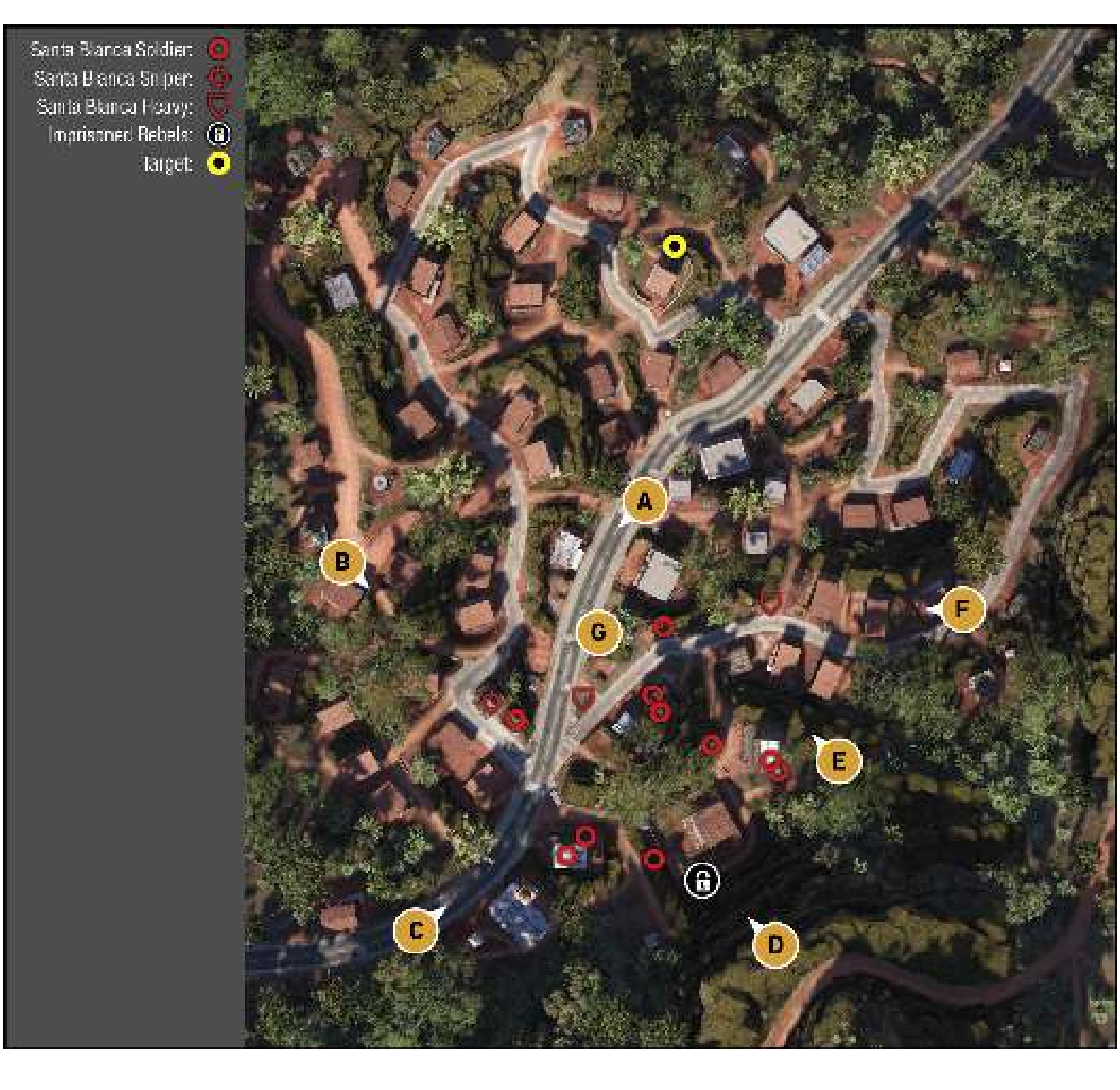
The main arterial thoroughfare is great if you're zooming up here in an armored vehicle while shooting up the place, or stealthily moving from building to building, but there are more tactical insertion points than this.

NORTHWEST: BRICK BUNGALOW OUTCROP



This single-story cabin-sized house has a rock outcrop, about 80 meters northwest of the sniper tower and minigun nest. As these two enemy locations are priorities, and this vantage point allows you to swiftly engage them, other foes, or stay back and snipe, it's a thoroughly recommended flanking point.

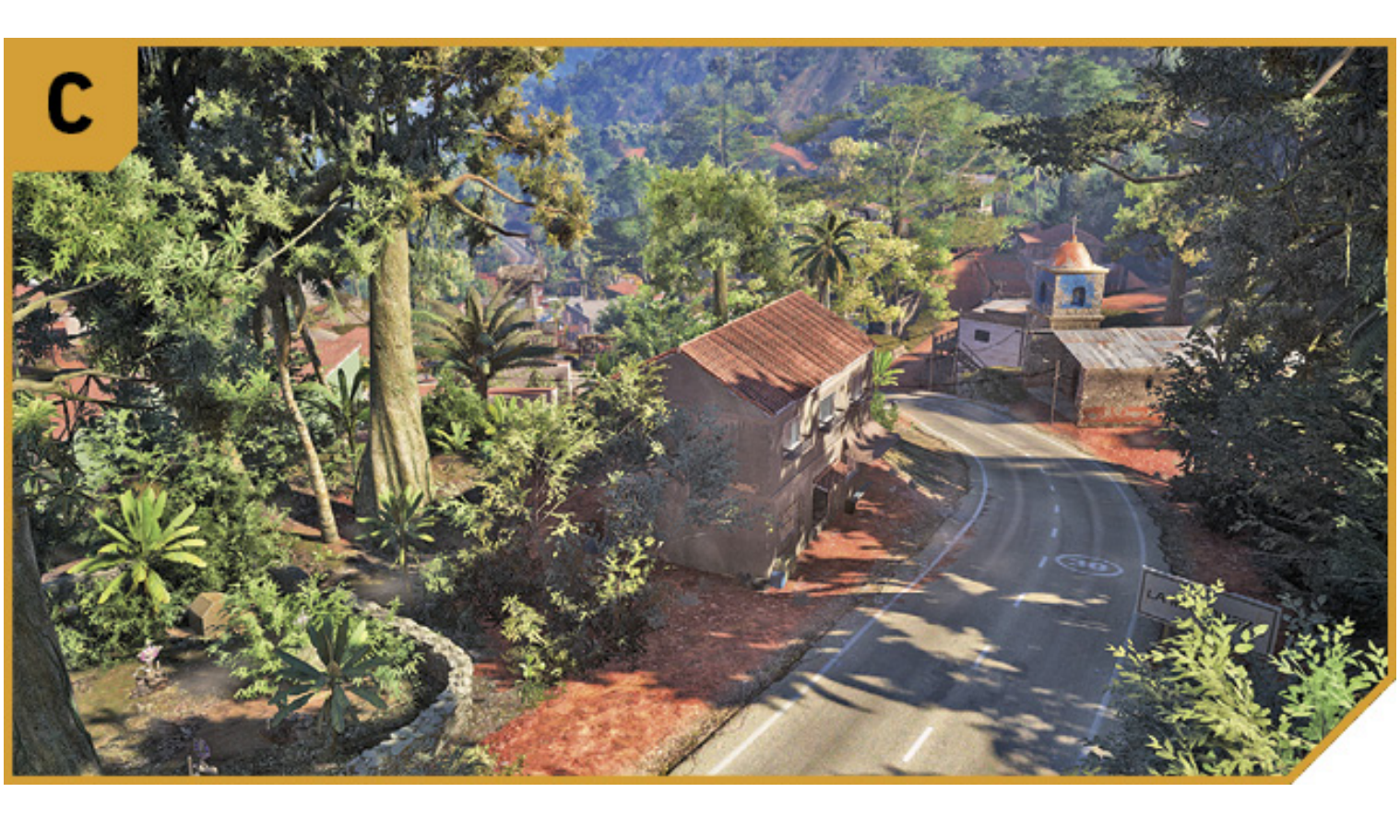
LA MARQUEZA: RECON



TACMAP

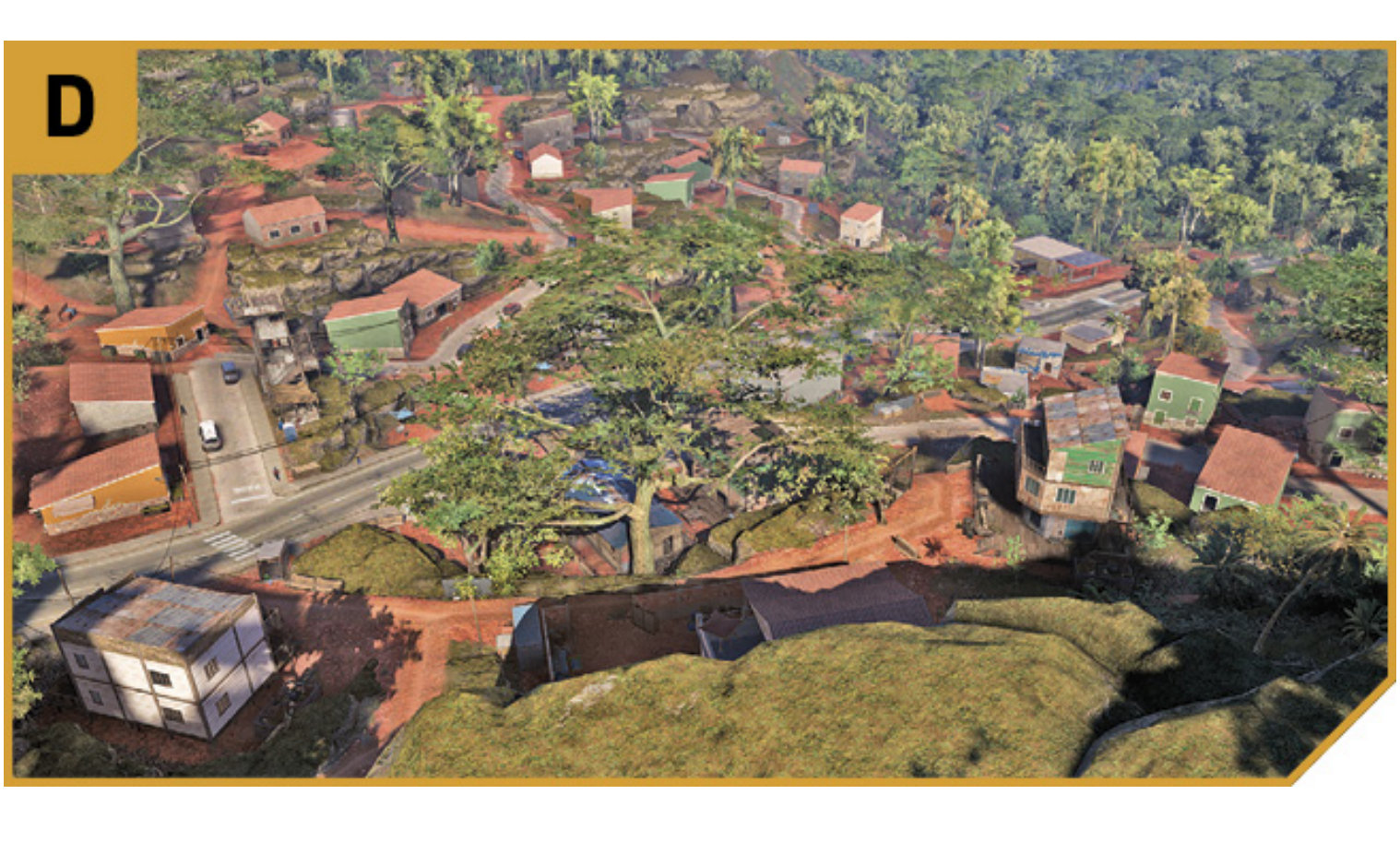
Expect around 13 enemies to be tagged for removal on your Tacmap, in the starting positions shown here. They are clustered at the south end of the settlement, which gradually slopes uphill the farther south you go, making a looping route into combat more advantageous, as you aren't attacking uphill. There are scattered defenses, and a few containers with slit windows enemies like to fire out from, but this is street combat you've attempted before, with no installations aside from the two minigun nests and sniper tower to worry about.

SOUTHWEST: MAIN ROAD



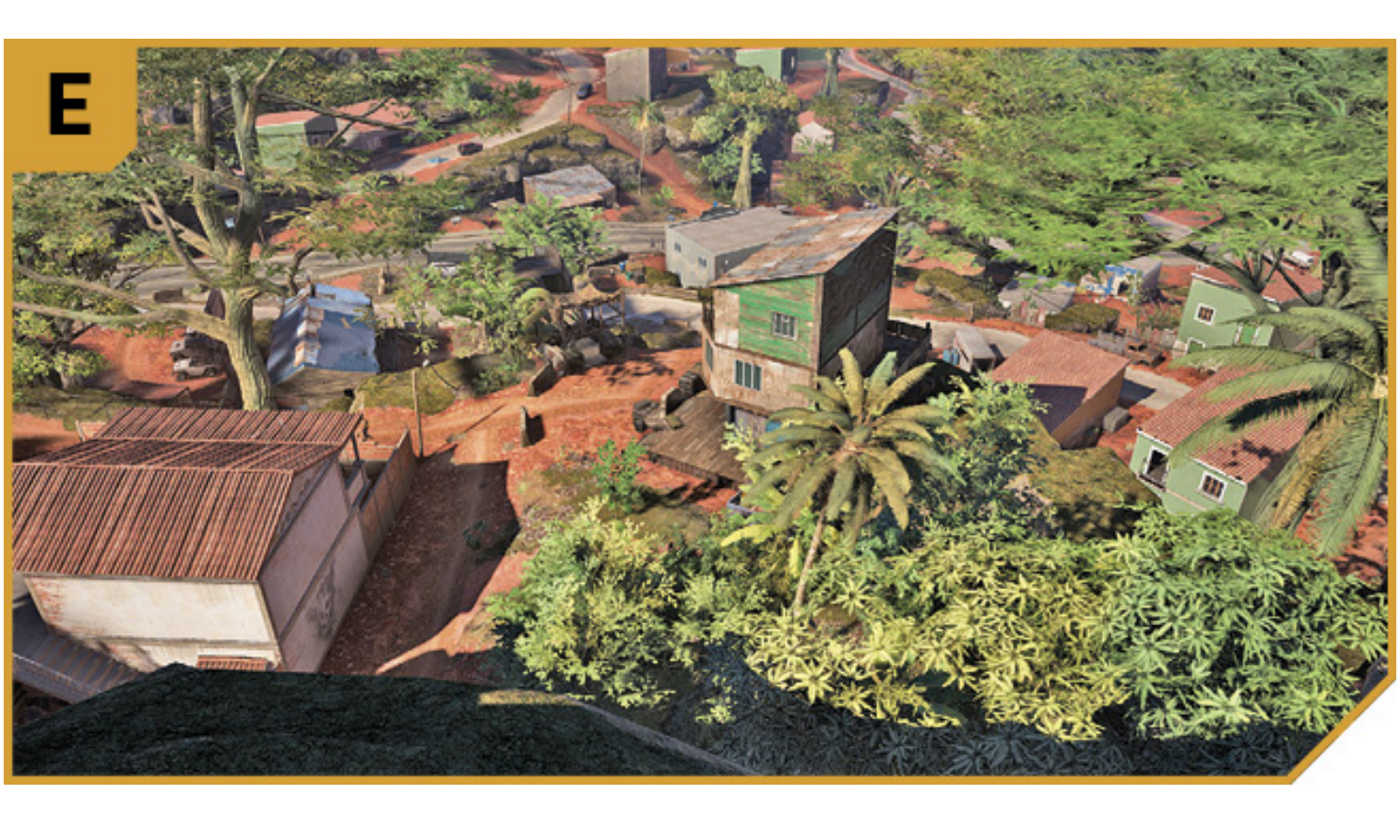
If you can, hike or journey round to the edge of town, and head downhill, with the chapel ahead and on your right. There's cover, height advantage, and easy access to taking out the foes at the sniper tower and minigun nest. You can stay on the southeastern edge of town and work your way through the back yards (on the higher ground), toward the cartel mansion near E, or remain at the road junction at the metal container with the slit windows.

SOUTH: ROCK OUTCROP



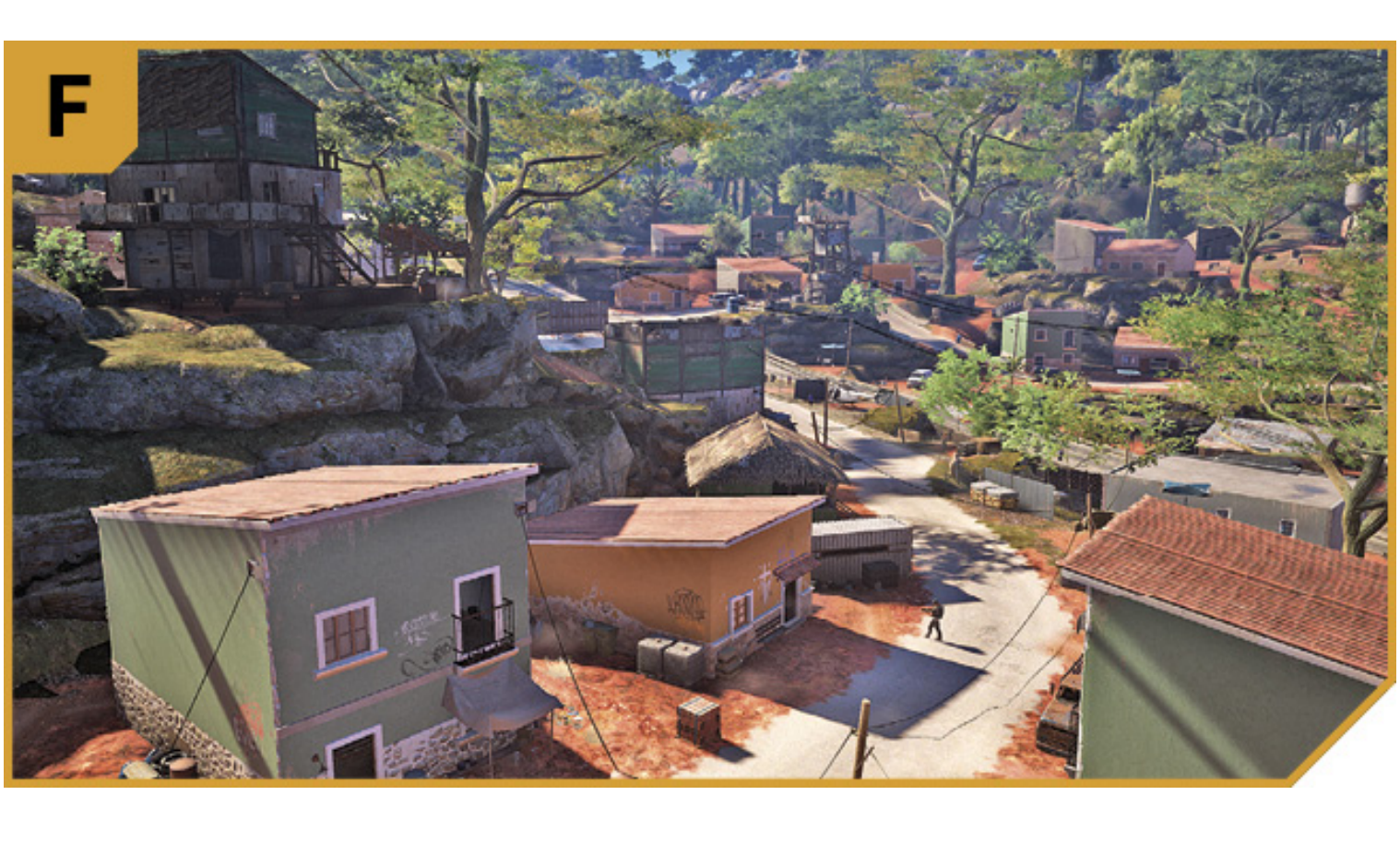
The best sniping position mixes safety with a panoramic view of the town, and the entire area below you. Hike up here via the trail, and stand directly above the cartel mansion. You're around 200 meters from the sniper tower, and can sweep from west to east, removing foes without worrying about being flanked (and if you are, just place a mine to the sides of you).

SOUTHEAST: LOW ROCK OUTCROPS



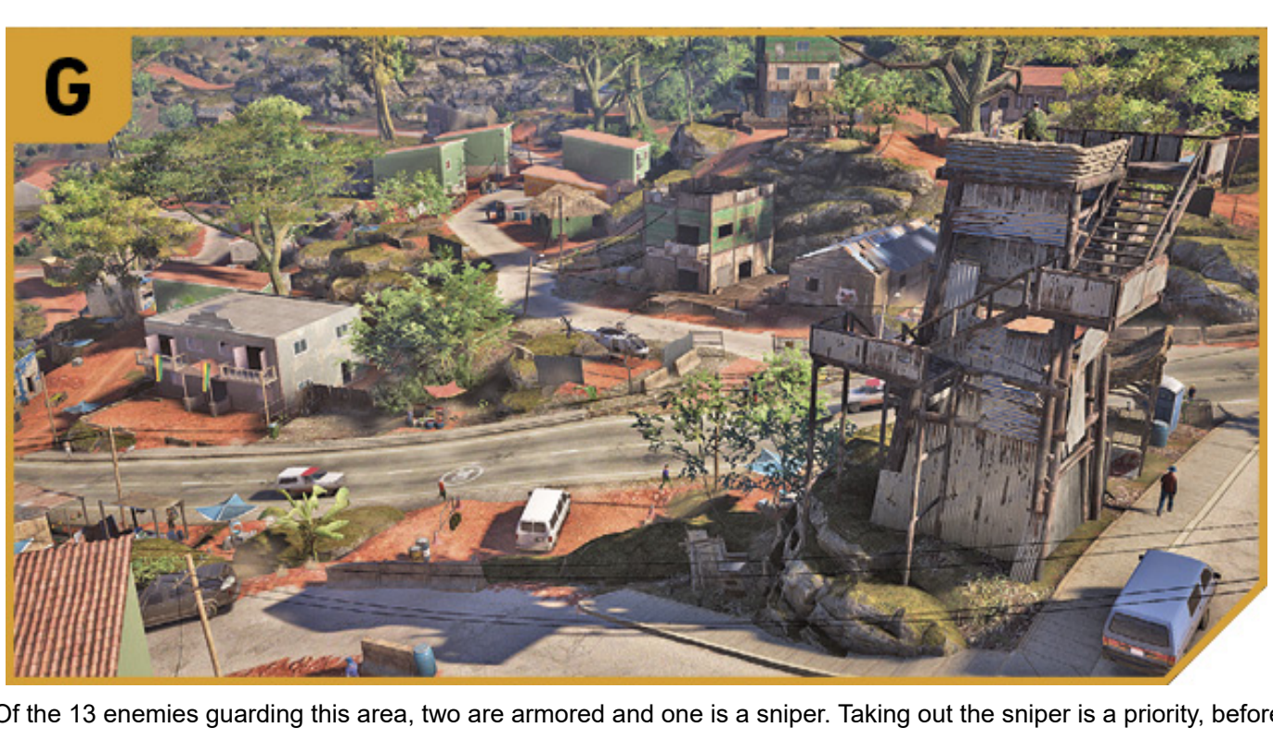
Offering similar, but not spectacular views of the town like D, this location allows you to snipe foes on the eastern edge of the mission area, as well as infiltrating the buildings on this side of town, like the green shack structure with a balcony overlooking one of the minigun nests. Fall back to here, or head down and engage the foes between the buildings.

EAST: MINOR ROAD



This road offers better cover opportunities than A, as it's on higher ground, and you're able to engage the enemy more quickly, fighting down this street. The first confrontation is at the minigun nest, near the armored enemy, then the cluster of homes between there and C. Use the buildings as cover, and work around or through each of them, clearing the area of foes.

TARGET: THIRTEEN ENEMIES



Of the 13 enemies guarding this area, two are armored and one is a sniper. Taking out the sniper is a priority, before switching your attention to the adjacent minigun operator, and the remaining cartel thugs scattered around and inside the structures on the south of town.

LA MARQUEZA: OTHER TACTICAL ADVICE

SOLO: Your plan is straightforward, and you have rebels incoming from the north, so a more clandestine approach soon gives way to regular and violent gunfire. Make your opportunities count by heading to B, and removing the sniper and minigun operator, before circling to C or the sniper tower itself, and looking for further foes as you urge your team toward G to weed out enemies; then support them until the place is cleared out. Remember you can attempt a more clandestine approach if you tackle these foes before talking to the union leader, though you don't have the rebels supporting you.

Other options include sniping down from D as your team clears the area, or landing your chopper atop the cartel mansion roof (below D) and fighting off foes using the defenses of this small compound. Otherwise, utilize building-to-building fighting, with grenades to flush out your enemies.

CO-OP: While all Solo options work, having multiple vehicles causing mayhem while other Ghosts snipe down from vantage points and/or shoot out from the same vehicles is an exciting, if not too tactical, plan.

Outflanking is another great idea: One Ghost should tackle the sniper and minigun operator from B. Another should head down the road from C, clearing the foes to the south. A third Ghost should stand atop the rock outcrop at D, shooting at foes below and covering other Ghosts. The fourth player should sneak in from E or F, attempting close assaults with cover from the Ghost up at D.

CAN YOU DIG IT?

You must travel, either via the helicopter found in the previous area, or in a vehicle (or for a much slower assault, by foot) to the large open mine. The foes are less numerous this time, but have slightly better defenses at their disposal. Fortunate then, that they aren't using all of them.

CAUTION: MINIGUNS AND MORE

Note the five miniguns at this mine installation, along with two light panels and a power generator. You won't need to worry about reinforcements, so this is a simple matter of avoiding the miniguns, and deciding whether the light panels present too much of a compromise to your night-time sneaking.

Of the miniguns, two are in an unmanned tower at the northwest side of the mine, by the road junction. Figure out whether using it is beneficial to your infiltration plan. The third, fourth, and fifth miniguns are along the upper west ledge above the mine pit, and only one is manned. As for the lights? One is in the middle of camp, the other by the large cylinder vat to the south. The generator is to the southeast, near a rusting metal warehouse.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

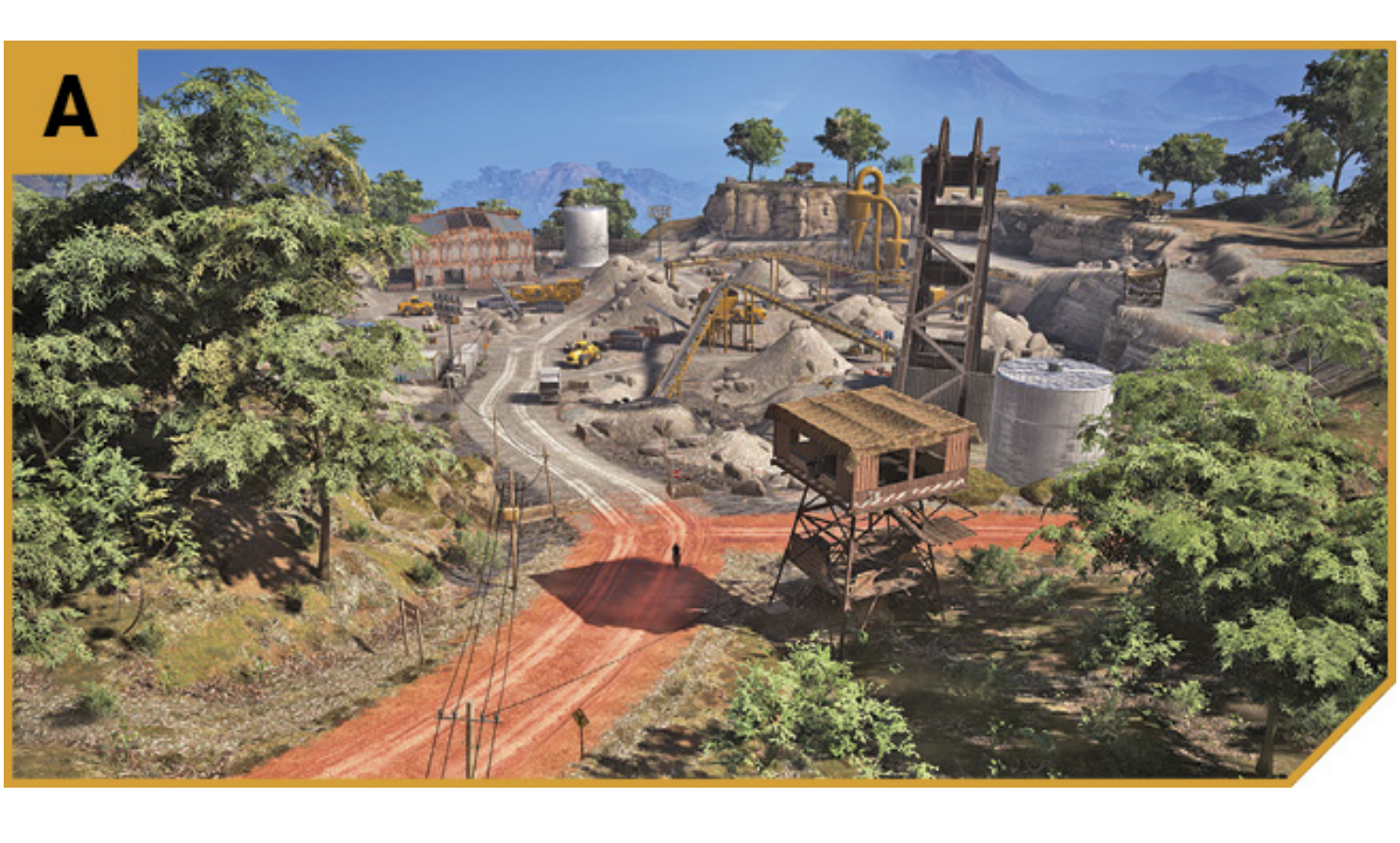
For this part of the mission, beware of just blanketing the area with projectiles or strikes as there are workers in this area. They cower or flee, and the presence of the rebels backing you up means wayward gunfire (at either friendly group) is neither advisable, nor warranted.

MOST RECON: EARLY WARNING SYSTEM

There's little time for recon during the mission, but plenty of time prior to it. Visit this mine before you speak with the union leader in La Marqueza to get a full tactical outlay of the terrain, so you aren't just wading into the mine from the main road.

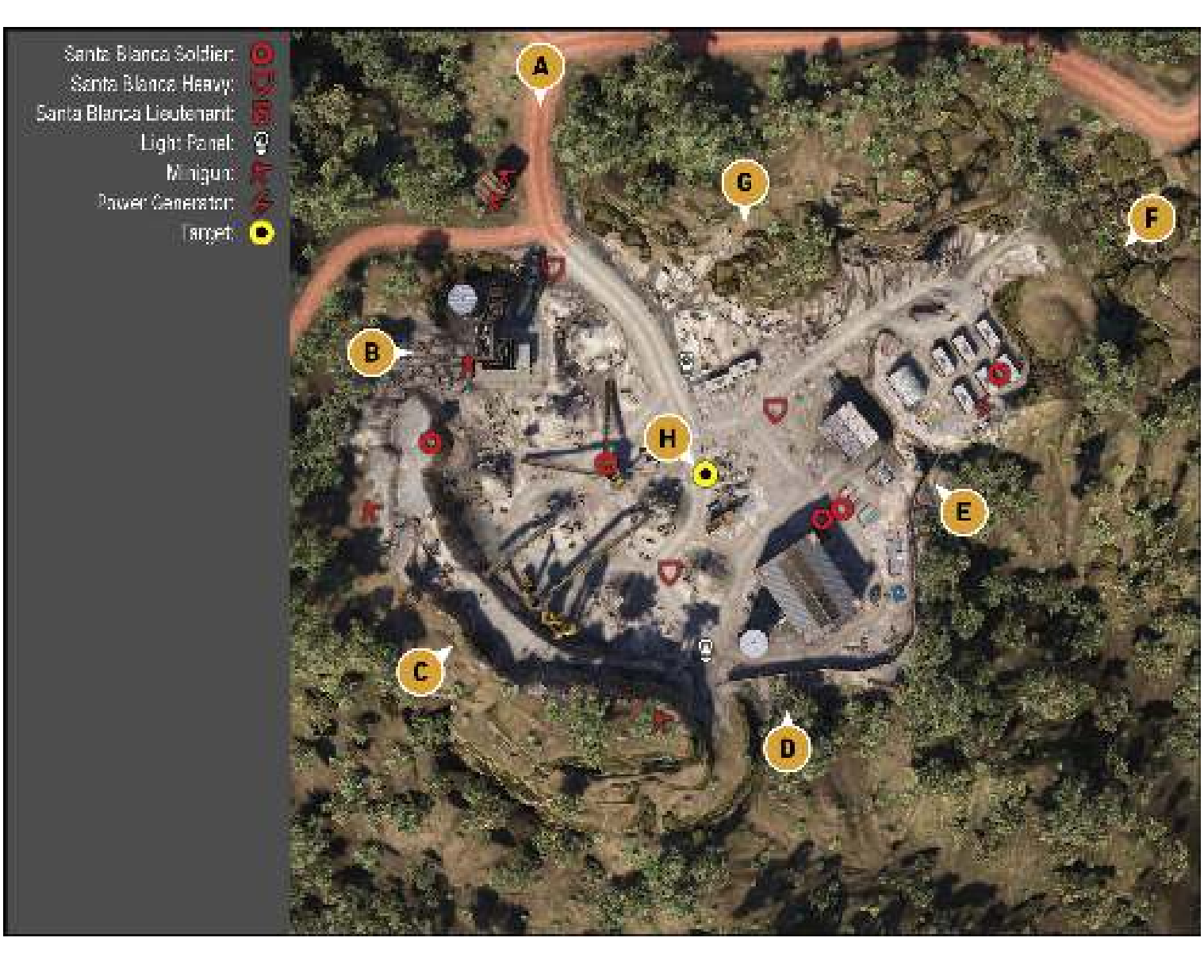
ILLEGAL PYROLUSITE MINE: RECON

NORTHWEST: MAIN ROAD AND MINIGUN TOWER



The tower is unmanned; an oversight on the part of the cartel, and you can use the minigun to waste the foes in the immediate vicinity. A better plan is to either drive down this road, all guns blazing, or peel off to the east or west if you want to gain the height advantage. Head down the road on foot if you wish to engage the enemy in close quarters fighting, get into a vehicle parked at the mine, or use the rock conveyor belts to gain height (but not much protection).

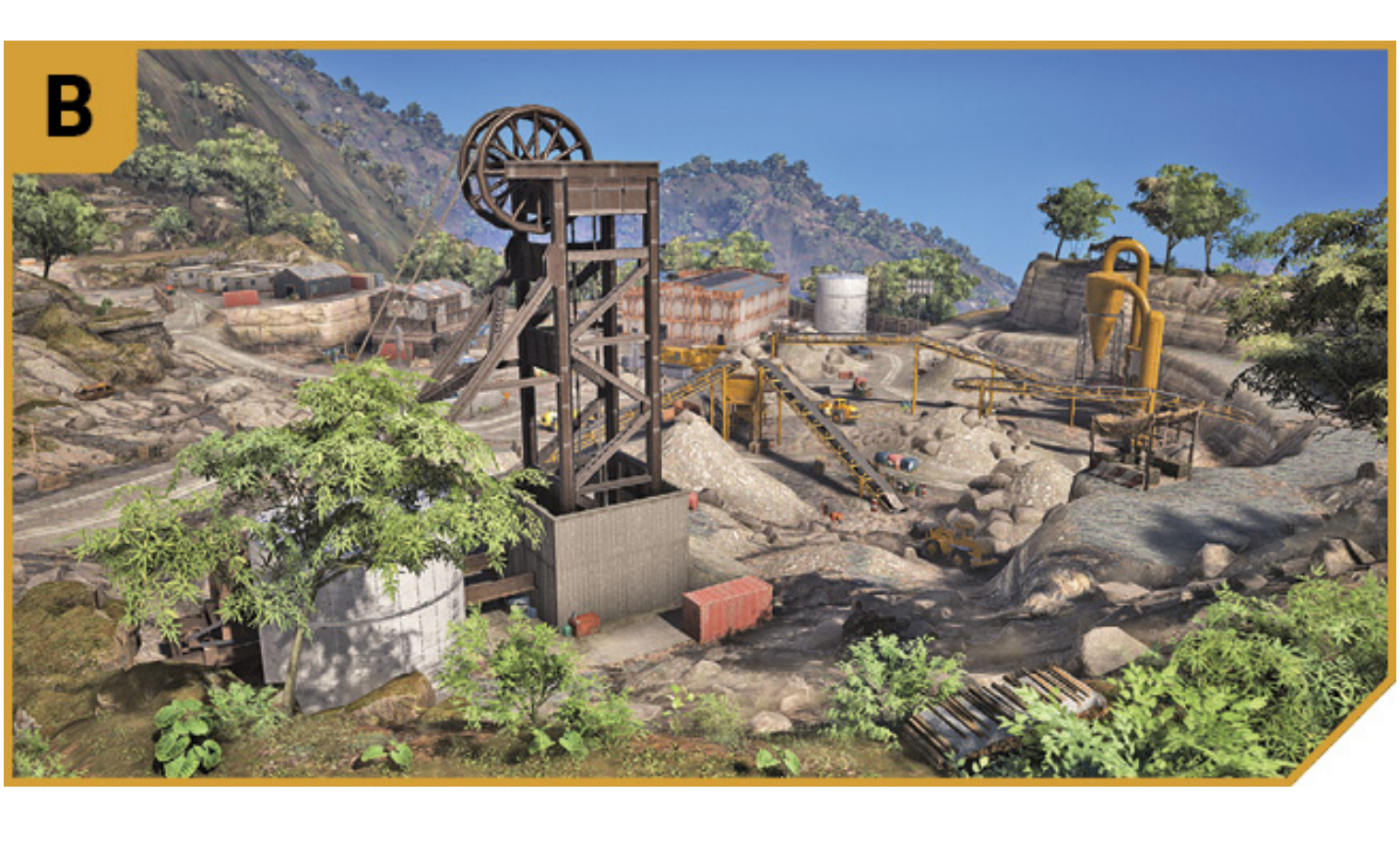
ILLEGAL PYROLUSITE MINE: RECON



TACMAP

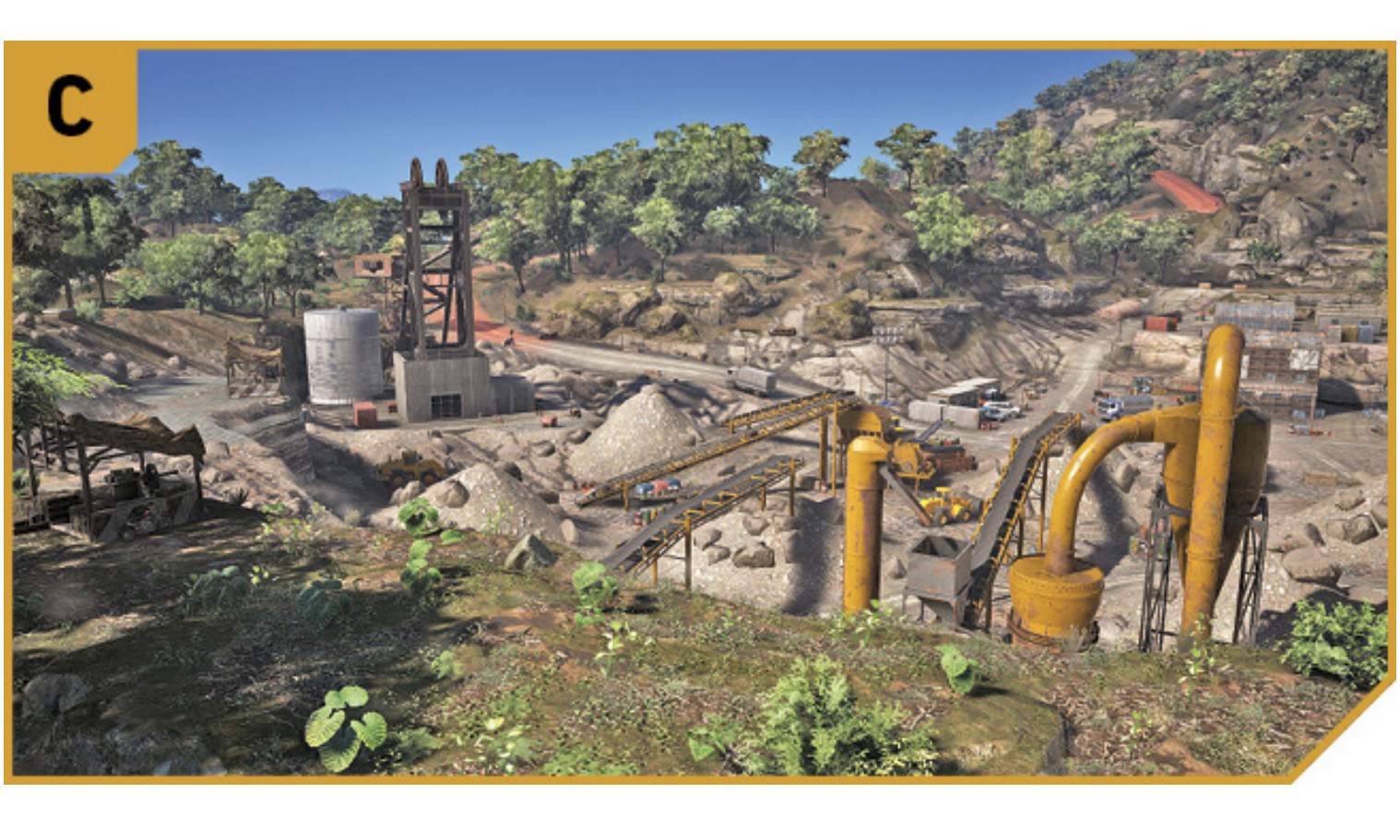
The mine is an open-cast pit with massive digging equipment, including diggers you can use to ram foes or hide behind. The entire western side of the mine has an upper ledge where minigun nests are located, while the central area is accessed from the sloping road to the north. East is a smaller raised area of container housing for workers, and the northeast hills make a great vantage point. All foes, with the exception of two, are in the lower mine grounds, making this a relatively smooth execution.

NORTHWEST: UPPER LEDGE AND MINIGUN NEST



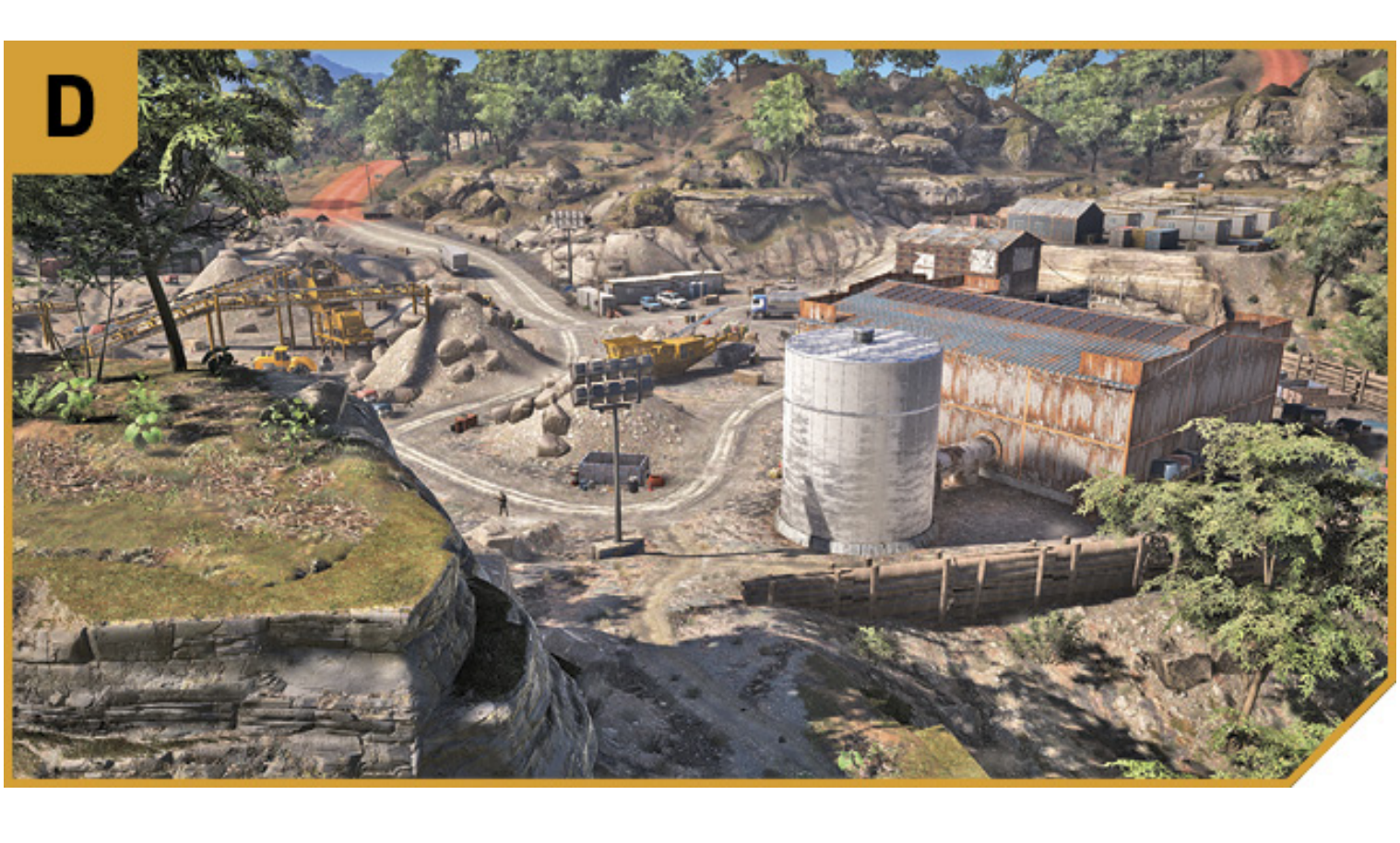
This is a recommended infiltration spot, as you have an excellent height advantage, can defeat all but one of the enemies relatively easily (the only one who might give you trouble is near the workers' barracks close to E). Also, you can sneak behind the foe at the minigun nest and remove him, optionally using the miniguns afterward. Great sniping views make this a go-to spot.

SOUTHWEST: UPPER LEDGE AND MINIGUN NESTS



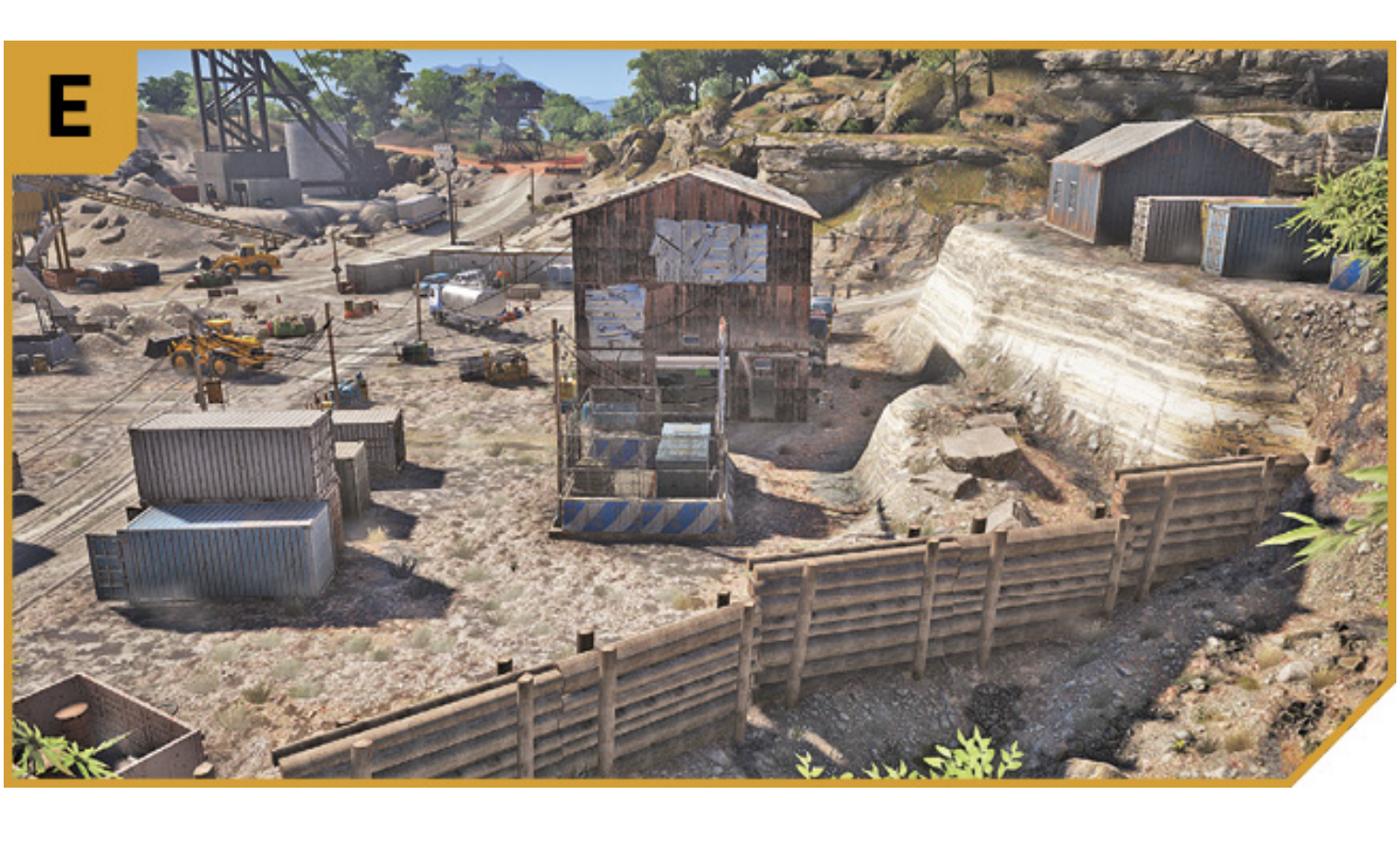
The two further minigun nests in the southwest upper ledge are unmanned, so use them for cover, or employ the miniguns to lay waste to foes (not workers) down below. Simply move farther round from B to reach here, as you catch the enemy by outflanking and firing at them from multiple directions. This is safe, and you can even kill the panel on the light pole if you need to.

SOUTH: MAIN WAREHOUSE



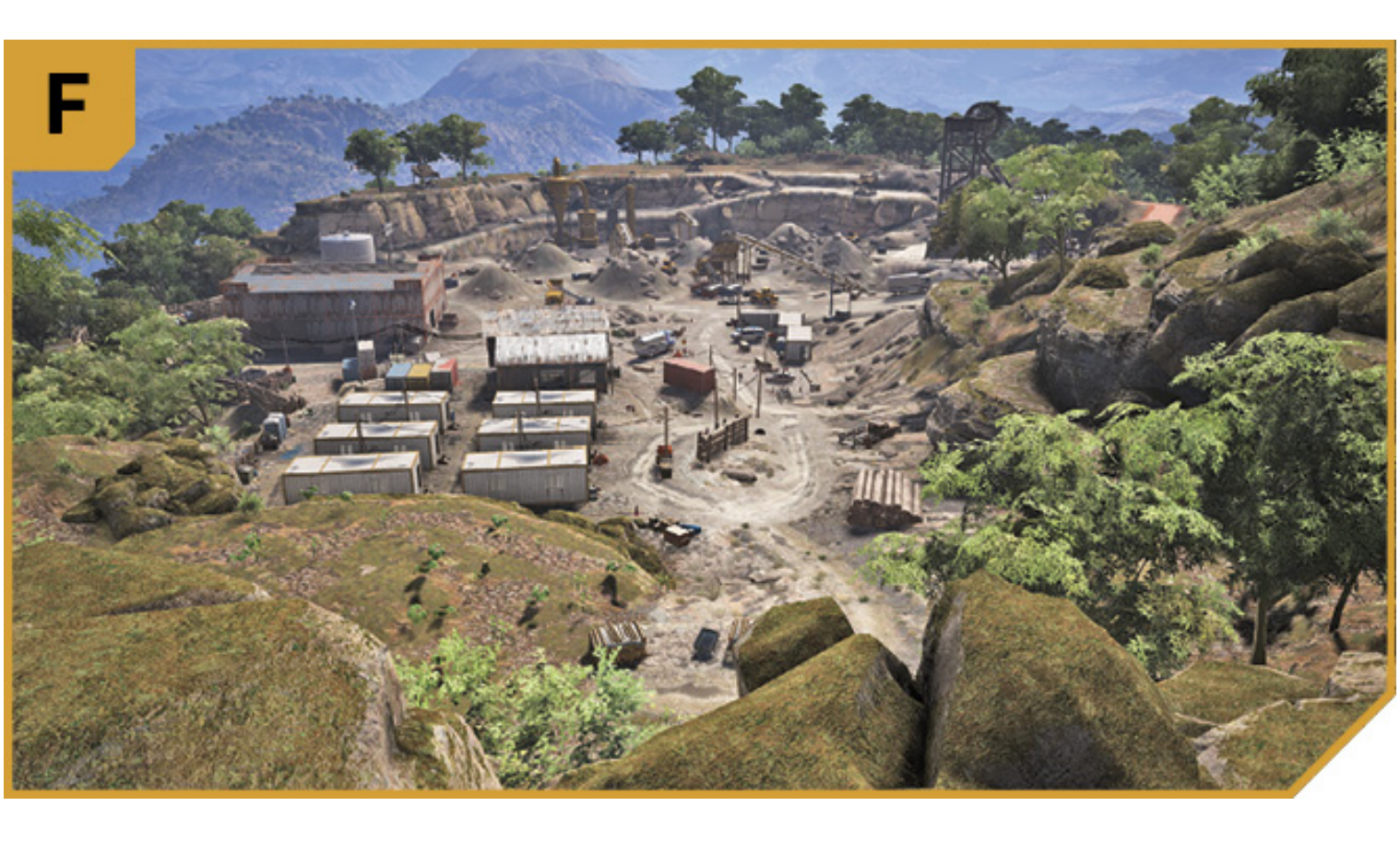
The largest warehouse in the mine is filled with cylindrical containers, with a vertical vat outside, near the main lights you can destroy. Though getting here takes time (unless you have a helicopter, which you can use to land or drop Ghosts off on the roof, which is an excellent defensive position), the main reason for infiltrating here is the quick access to the generator, if you want to kill the lights. Under normal circumstances, however, the foes don't represent enough of a threat to require killing the lights as well as the enemy.

SOUTHEAST: WOOD WALL AND GENERATOR



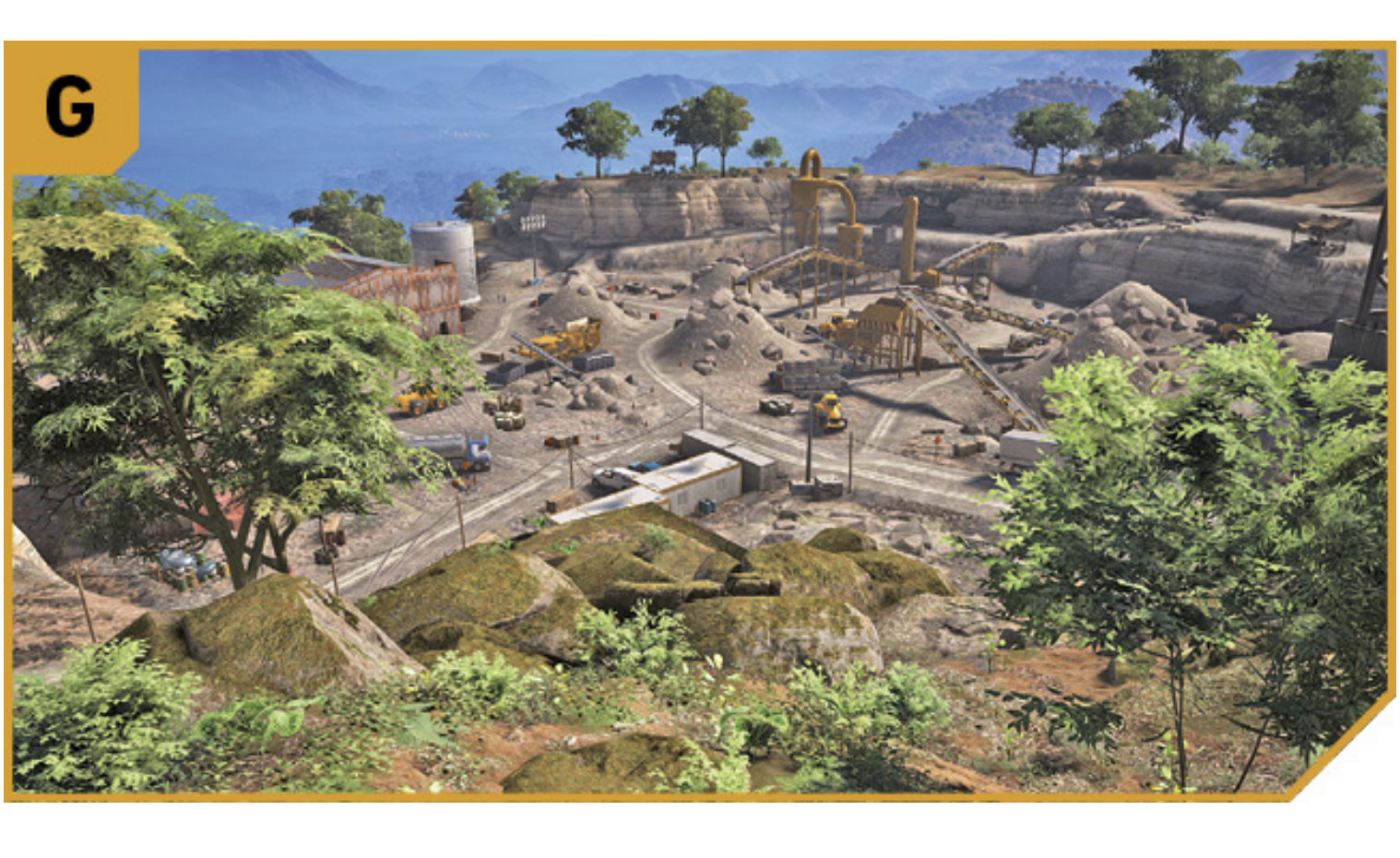
The perimeter wall along the south side of the mine consists of stacked logs, and can easily be climbed over. This allows access to the main warehouse, as well as the generator and smaller warehouse on the lower level of the mine exterior. Head here if you need to kill all power to the mine, or into the warehouse if you need to use it as a defensive position.

EAST: WORKERS' BARRACKS AND HILLSIDE



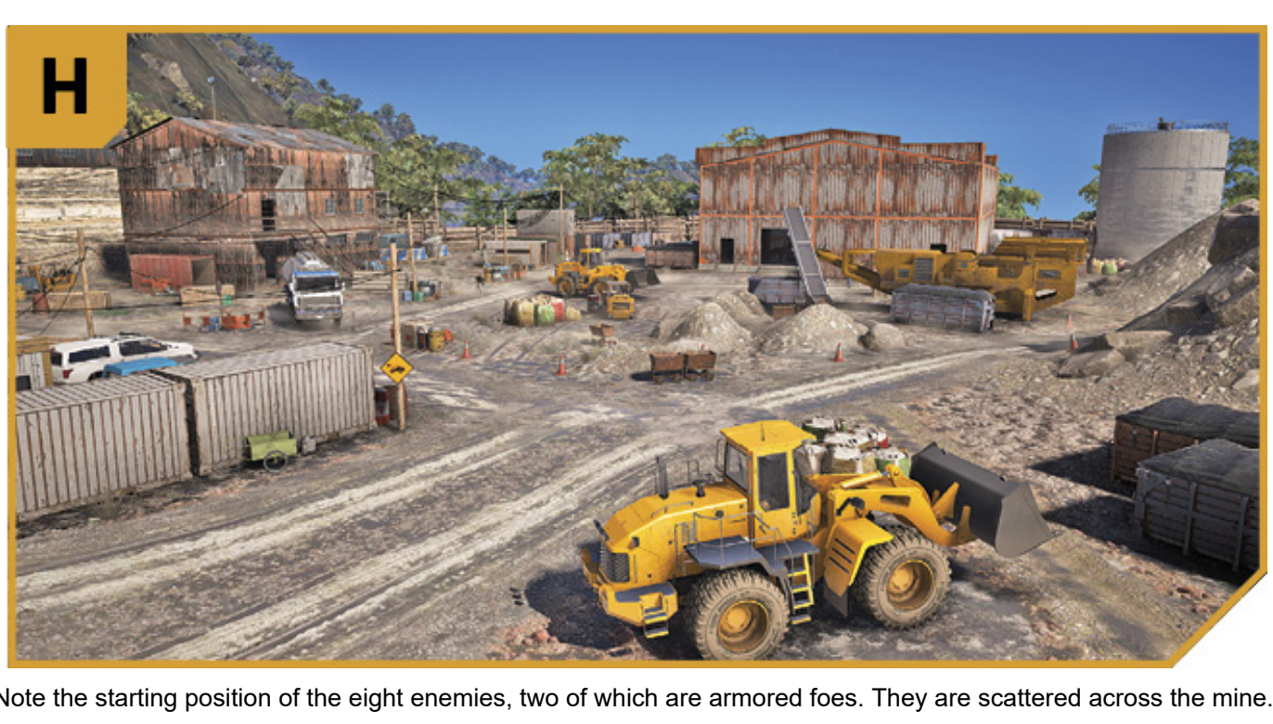
Instead of heading down the hill from A, you could hike or drive to F, which provides a great view of (and infiltration route into) the eastern side of the base. This raised area usually has a single foe, so attacking him from the hillside makes clearing the area easy. In addition, the cabin on the ledge overlooks the main grounds of the mine, allowing for many ranged takedown opportunities.

NORTH: ROAD AND HILLSIDE



Use the hills as cover; the rocks and long grass allow you to thoroughly check the position of your opponents if you need extra information (like whether your enemy is one of the three armored foes), as well as exceptional ranged attacking opportunities.

TARGET: EIGHT ENEMIES



Note the starting position of the eight enemies, two of which are armored foes. They are scattered across the mine. With even a modicum of competence, they shouldn't provide more than a minor challenge, given the open exterior and height advantage you have around the perimeter of the mission area.

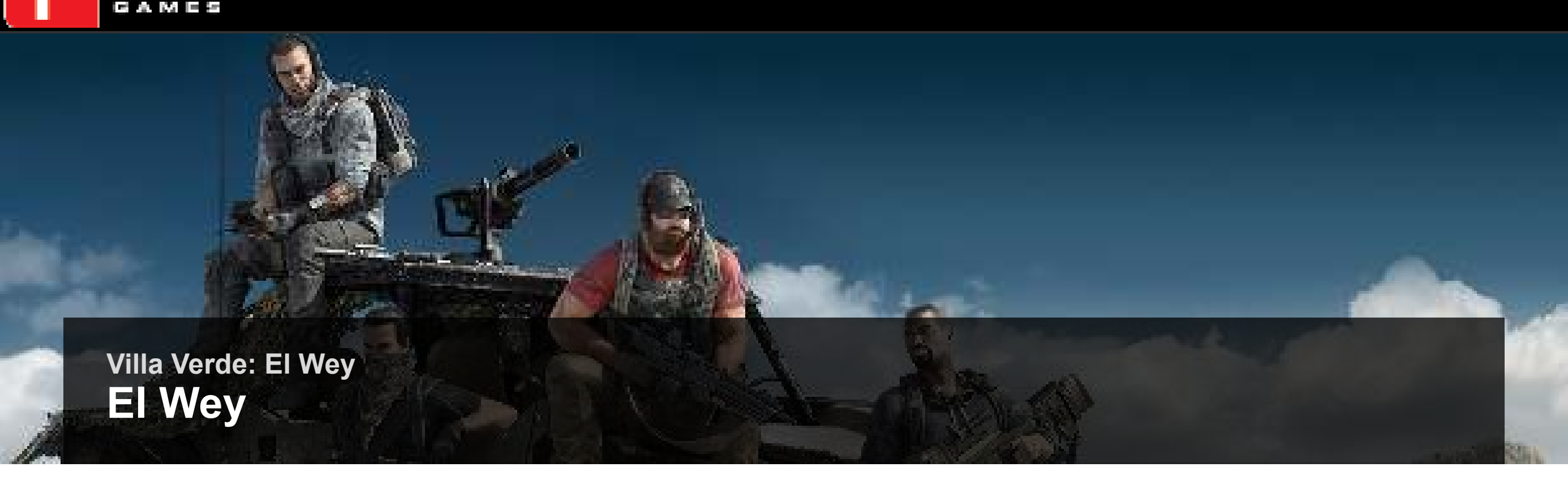
ILLEGAL PYROLUSITE MINE: OTHER TACTICAL ADVICE

SOLO: After ordering your team down to engage the enemy from A to H, hike around to B, and make your first kill the foe at the minigun nest. This hobbles any rapid-fire defenses the enemy has access to. Now snipe from this nest, ideally at the armored foes first, then the remaining stragglers. Or, you can snipe the minigun operator from A, and make a joint push down into the mine grounds, ordering your team south while you loop round to catch the foe on the higher ground near the workers' barracks to the east.

Alternatively, you could steal one of the large diggers and drive it into the mine with your Ghosts hanging off the sides, all guns blazing. You could also land a helicopter on the roof of the main warehouse, and snipe from this vantage point, or just strafe the ground with chopper fire (making sure you don't hit any workers).

CO-OP: Solo plans work well here, though you have the obvious advantage to split up and dot yourselves around the perimeter, providing sniping fire for any Ghosts wanting to experience close combat, or backing up the rebels that are arriving. Place a Ghost at B, C, F, or G and catch all enemies in the crossfire.

Or, the use of multiple vehicles is also encouraged, with a digger, the armored truck you arrived in (or requested via Rebel Support), and a chopper all making short work of the enemies here.



Villa Verde: El Wey

El Wey

OBJECTIVES

- **Reach the Tucan Unidad base**
- **Search the Unidad base for intel on El Wey's location**
- **Capture El Wey**
- **Extract El Wey to Villa Verde Bravo**

LOCATIONS

- **F.O.B. Tucan**
- **El Wey's Car**
- **Villa Verde Bravo**

REWARDS

- **+ 1,000 XP**
- **+ 5 Skill Points**
- **Shotgun: El Cuentista**
- **Facial Detail: Deep Cut**

BRIEF

El Wey is on the run. Unidad wants him for the death of Lieutenant Bento, and El Sueño wants him for the loss of the miners and the pyrolusite labs. The buchon has no one to turn to except us. Search the Unidad base for intel on El Wey's location and extract him.

MISSION ACCESS

Complete Main Missions: Framing El Wey, Laboratory 1, Laboratory 2, and Miners Strike in Villa Verde Province to access this mission.

NO "WEY" OUT

It's a 2.4 kilometer distance between Villa Verde Bravo and Forward Operating Base Tucan, where El Wey's location is to be found. Your objective is high on a jungle cliff top; you need to infiltrate the place, secure El Wey's location from a laptop inside the F.O.B., and then capture him before the Unidad forces catch up to him. Once you bundle El Wey into your own vehicle, he needs extraction to Rally Point Villa Verde Bravo.

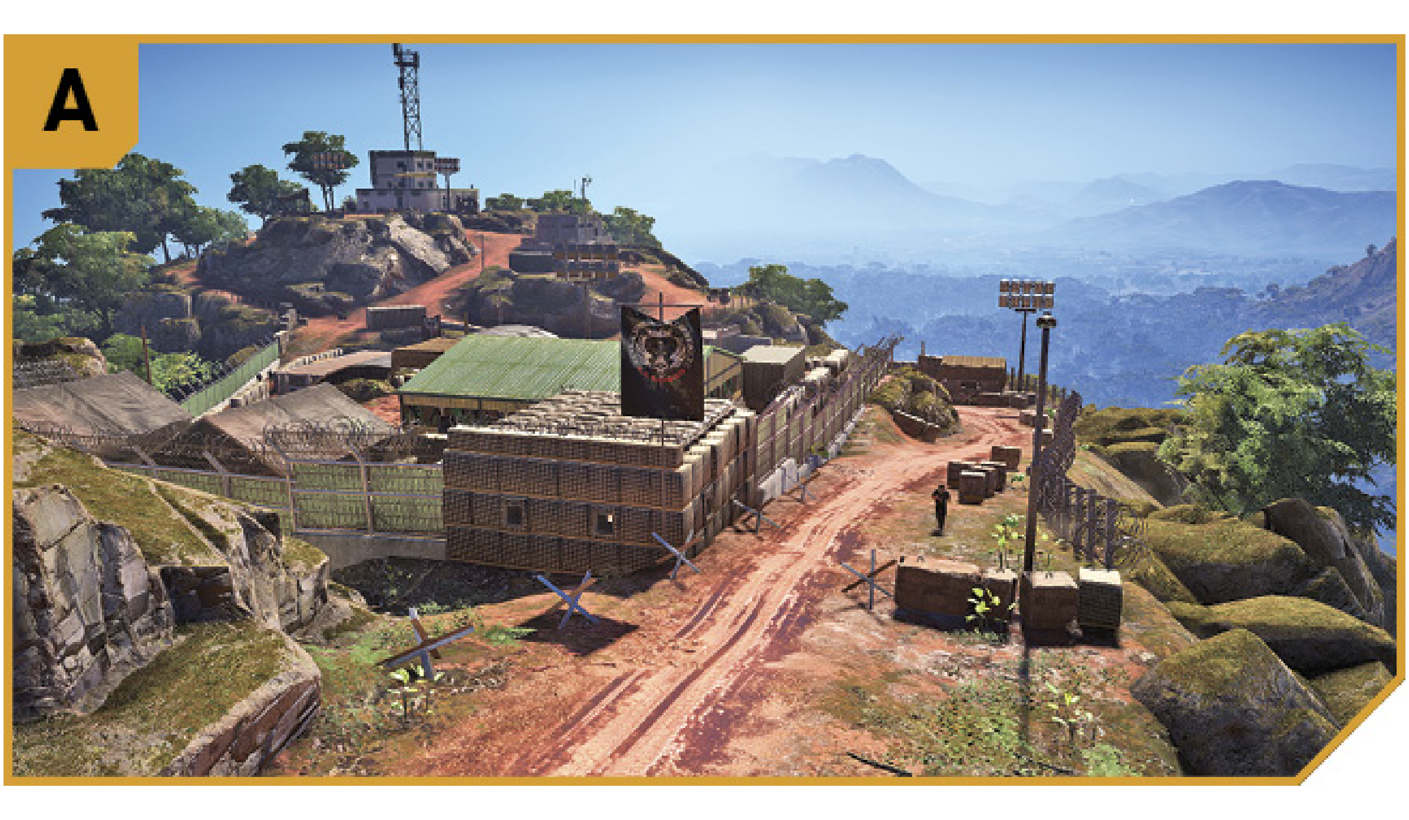
CAUTION: MINIGUNS AND MISERY

Having four miniguns and four lights (the latter of which you can't deactivate aside from manually shooting each of the bulbs, as there's no generator to destroy) this base may be compact, but it's impressively defended. The miniguns are behind defenses too; there's one at the bottom of the entrance road hill, in a firing post. The second is by a light pole, pointing south toward the hangar (target), on the higher ground to the north. The remaining two are in nests on either side of the HQ building, on the hill to the southeast.

Remember you're dealing with Unidad here too; there's little point in killing troops unless you really need to, as consecutive waves of reinforcements arrive until you're completely overwhelmed. Just get in, get the intel, and get out! Try checking in after dark, in case a few of the soldiers are sleeping in the barracks tents along the north perimeter.

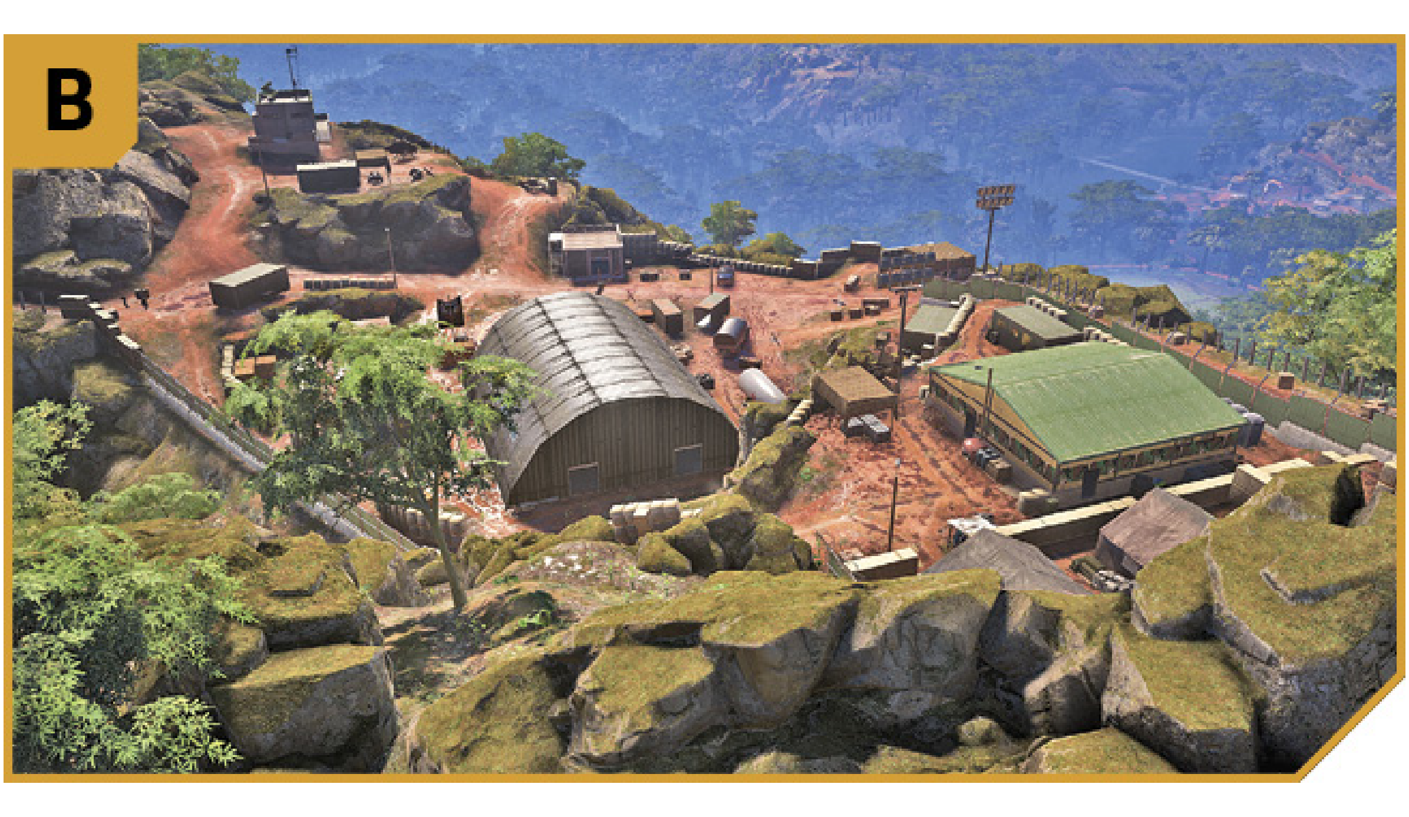
F.O.B. TUCAN: RECON

NORTHWEST: ENTRANCE ROAD



With a minigun inside a firing post at the bottom end of this road, plus two additional foes at the entrance and two more behind the barricade to the left (east) of the threshold, heading down here is suicide in all but the most well-armored of vehicles. Use this route to escape, rather than a way in, if you're thinking of using Unidad vehicles.

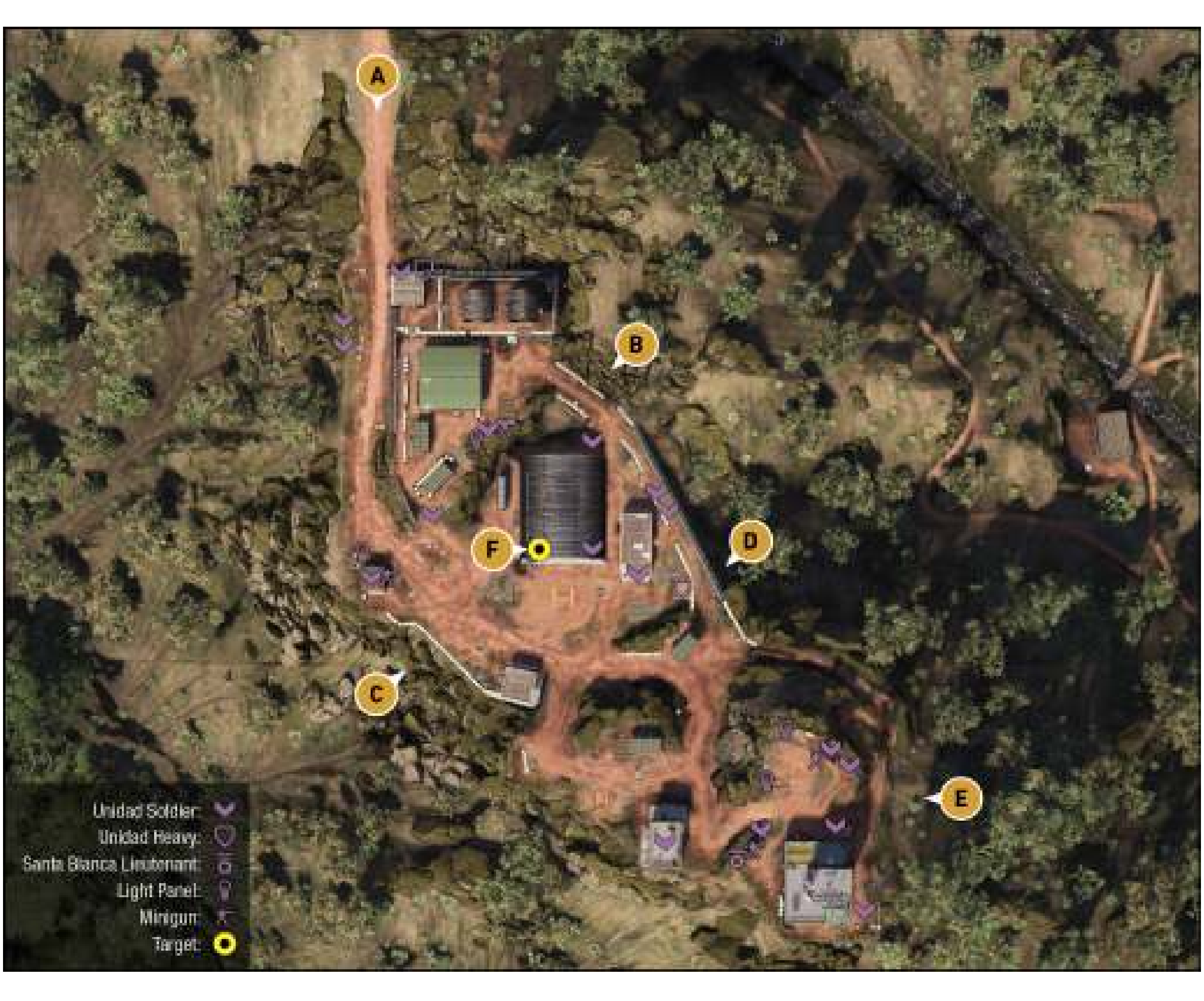
NORTH: HILL ACCESS



The preferred method of infiltrating the base is to head along the trail north of A, then cut down to the rocky outcrop overlooking the entire base. This is a good time to send up a drone. Then drop down, crossing the perimeter blocks and heading into the rear entrance of the hangar. Bring any foes down with melee strangles to maintain complete silence. Head to the laptop.

You can even escape up here by retracing your steps, though it's usually easier to steal a truck or the attack helicopter before Unidad gets a precise location on your team.

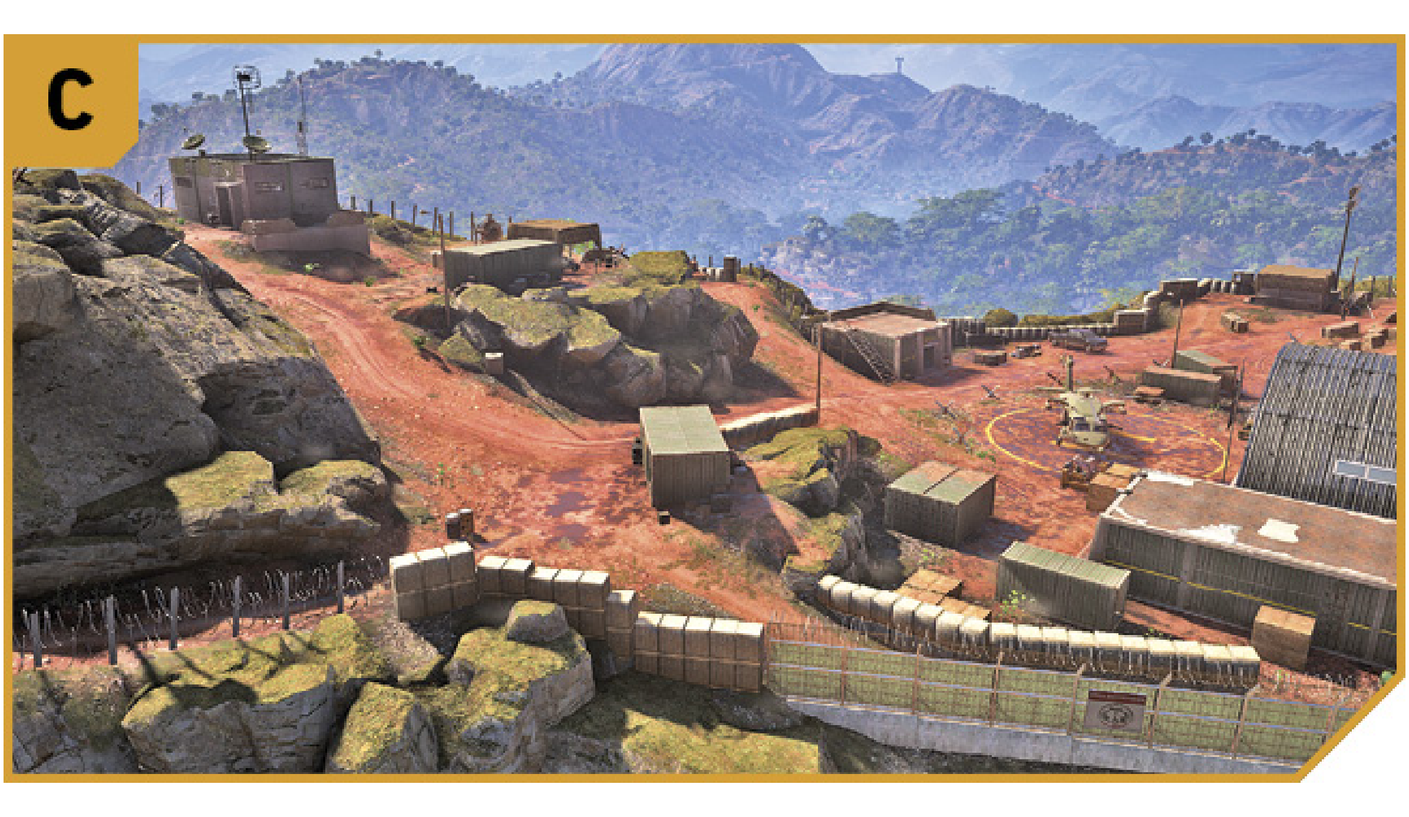
F.O.B. TUCAN: RECON



TACMAP

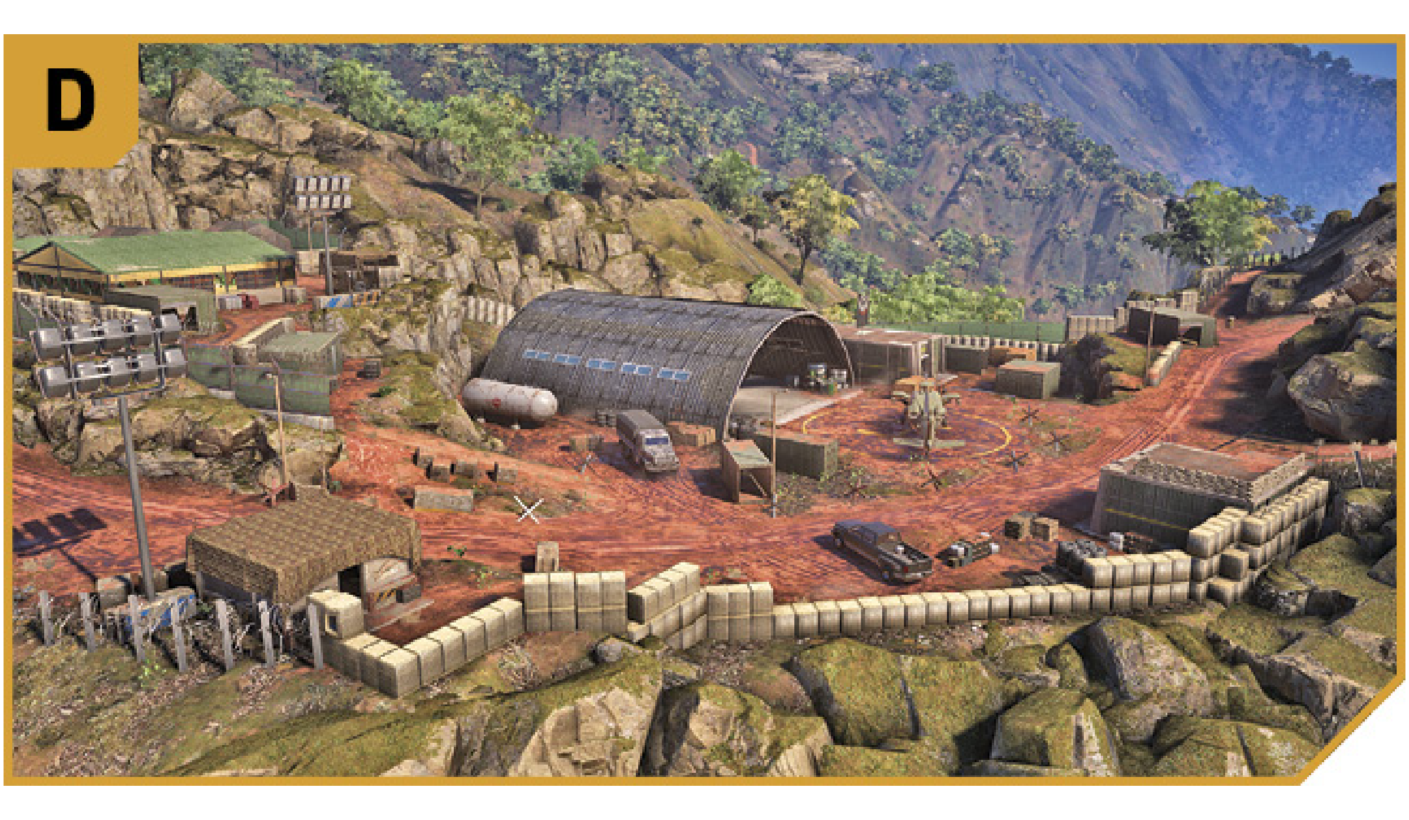
This is a tightly-guarded location with competent enemies, and little room to hide or maneuver, or escape from. Bristling with defenses, especially down the entrance road (there's miniguns and Unidad aplenty here), a proficient plan involves heading into the hangar to reach the target laptop, via one of the minor openings in the perimeter wall. Most of the base is difficult to reach (involving steep hiking from obtuse angles), so air support is another possibility. Beware the HQ building to the southeast, on a hill with more problematic defenses. If you can avoid combat here, so much the better. Otherwise, perimeter sneaking from the north and assaulting via openings is a better bet than a rush through the muddy roads.

SOUTHWEST: RAVINE ACCESS



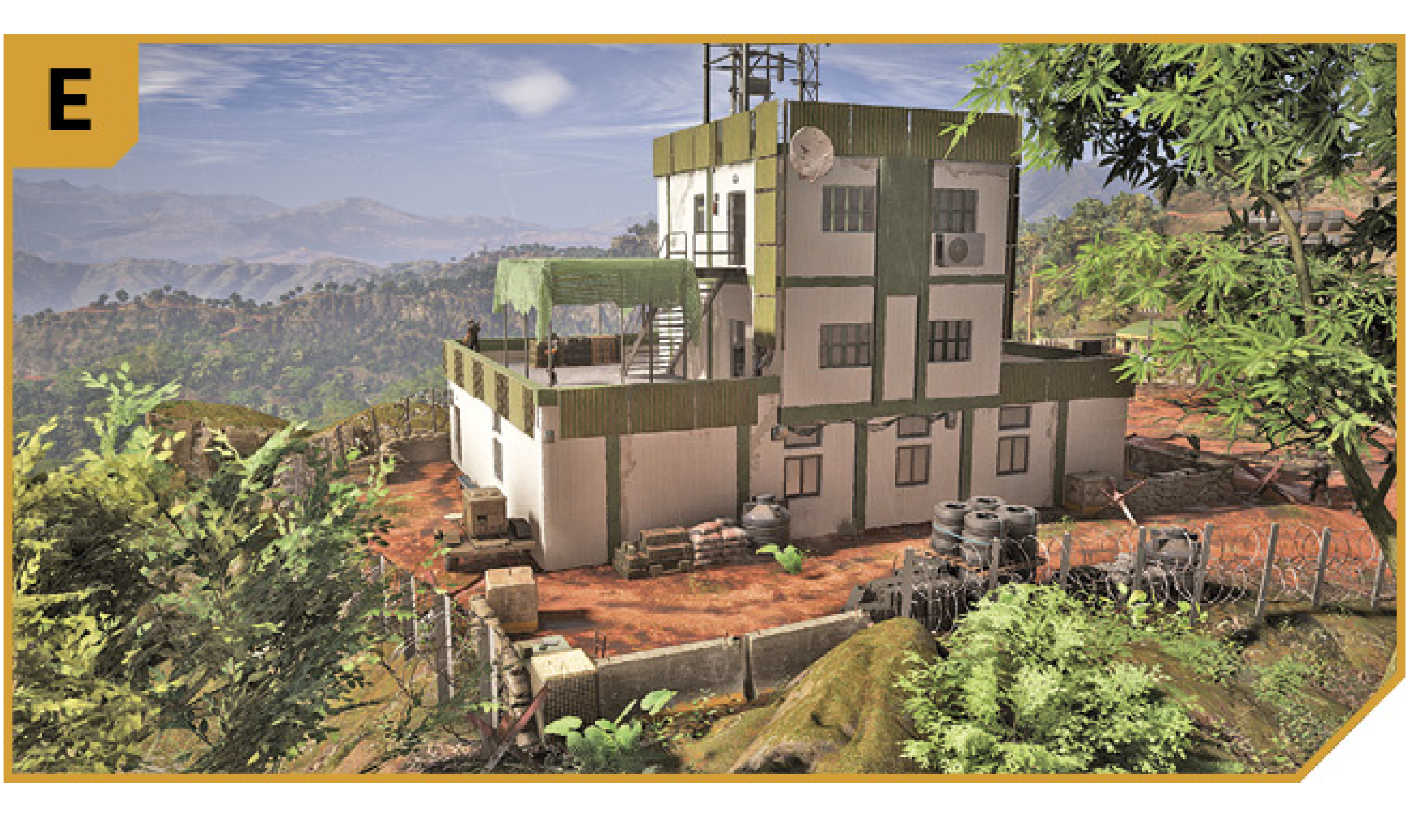
The deep ravine to the southwest of the camp can actually be climbed up, allowing you to reach the block wall between the firing post and the armory. From here you can sprint to the hangar while your team distracts, or start popping off shots to enemies at the aforementioned locations. If there's no other option, you can even leap over here and scramble down the ravine to escape.

WEST: GORGE ACCESS



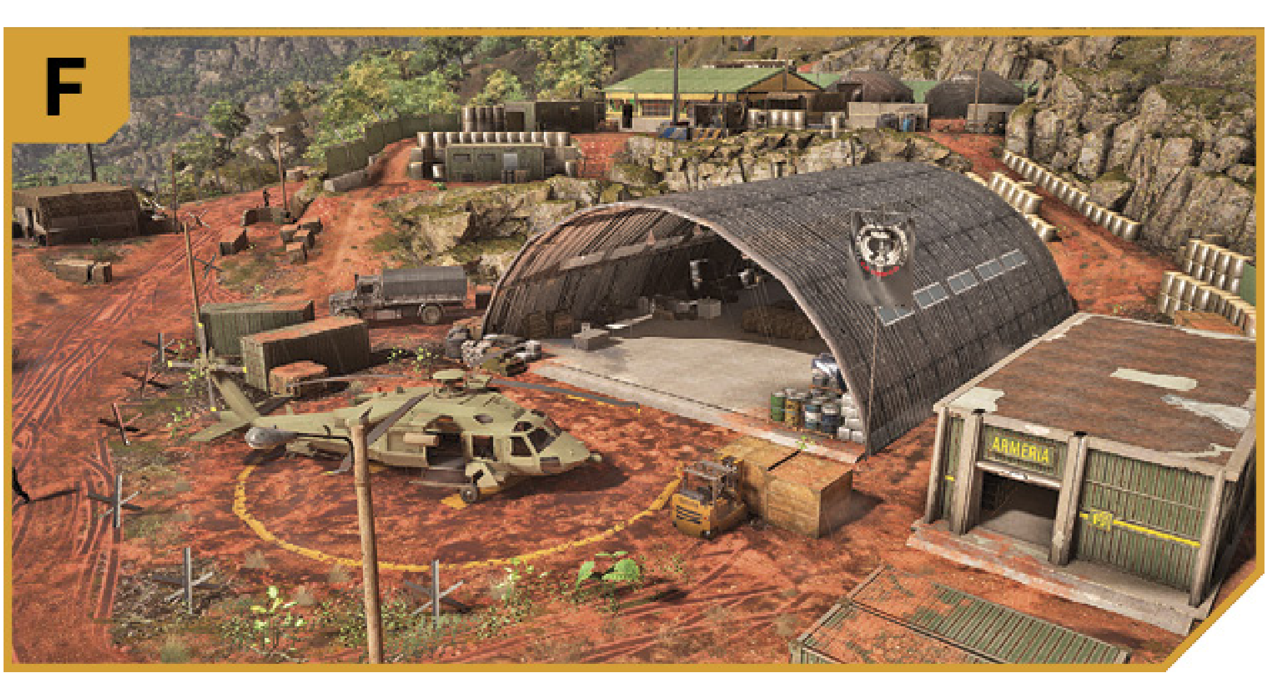
After quite a hike along the trail to the northeast, you can climb up to this location, which is the only area of block perimeter on this side of the base (aside from B). Hop over here, to the container shed, or down to the armory, then to the hangar itself.

SOUTHWEST: HQ BUILDING ACCESS



Make even more of a hike to the southeast corner of the base perimeter, and you can hop over a concrete barrier, and stealthily tackle the enemies in and around the HQ building. This is helpful if you're trying to remove all foes, you're wanting to create a distraction, or want to head to the Comms building, then to steal the Unidad Buggy.

● TARGET: LAPTOP (HANGAR)



Unfortunately, this is rather close to the entrance, so you may wish to enter from the rear doorways (down from B), or create a distraction elsewhere in the base. Note the propane tank, various barrels (for distraction purposes), and the attack helicopter which would be great to pursue El Wey in!

F.O.B. TUCAN: OTHER TACTICAL ADVICE

SOLO: Head in from B under cover of darkness, entering the hangar from the rear (north) doorway, attempting melee takedowns in silence of any foes you meet. Hack the laptop, and leave the way you came, with no mess, and no fuss. Or, have your team attack the HQ building at E, or the foes around the hangar while you access the laptop.

Another option is to send an explosive drone to the firing post to take out the minigun operator, then drive into the camp and create chaos. Park, rush the north (barracks) area of the camp, and with the higher ground, fan out and remove all remaining enemies. Snipe from the upper ground west of B, removing the foes behind the minigun nests near E. When few foes are left, head for the target.

Escape in a Unidad truck if you need to, or either of the two helicopters in this camp. Don't forget to call Rebel Support if you're in need of a distraction, extra men, or a vehicle to chase El Wey down in.

CO-OP: Solo plans are great plans, but with three additional humans, there's an extra degree of tactical mastery available. A good plan is to head in from B (two Ghosts), E, and C. With the Ghost at E tackling a good number of the enemy; back him up with sniper fire from B, while the Ghost at C neutralizes the enemies around the hangar with the help of a second Ghost who came down from B. Don't forget helicopters can help your side as well as Unidad's; bring one into the fray, along with ground troops, to distract as well as pick up your team for the next part of the mission. Aim to leave this base in multiple vehicles (perhaps a chopper and buggy or truck, or two ground vehicles).

EL WEY OR THE HIGHWAY

El Wey can be found driving his pickup truck in the northwestern mountain roads of the province. Unlike the majority of the vehicle-based missions you may have completed in the past, this one requires a single vehicle you need to bring to a halt. It isn't chaperoned by cartel vehicles, meaning that you don't need to fire a single shot. One slight worry? You need El Wey alive! The other slight worry? Expect Unidad patrol vehicles to arrive moments after you attempt an ambush!

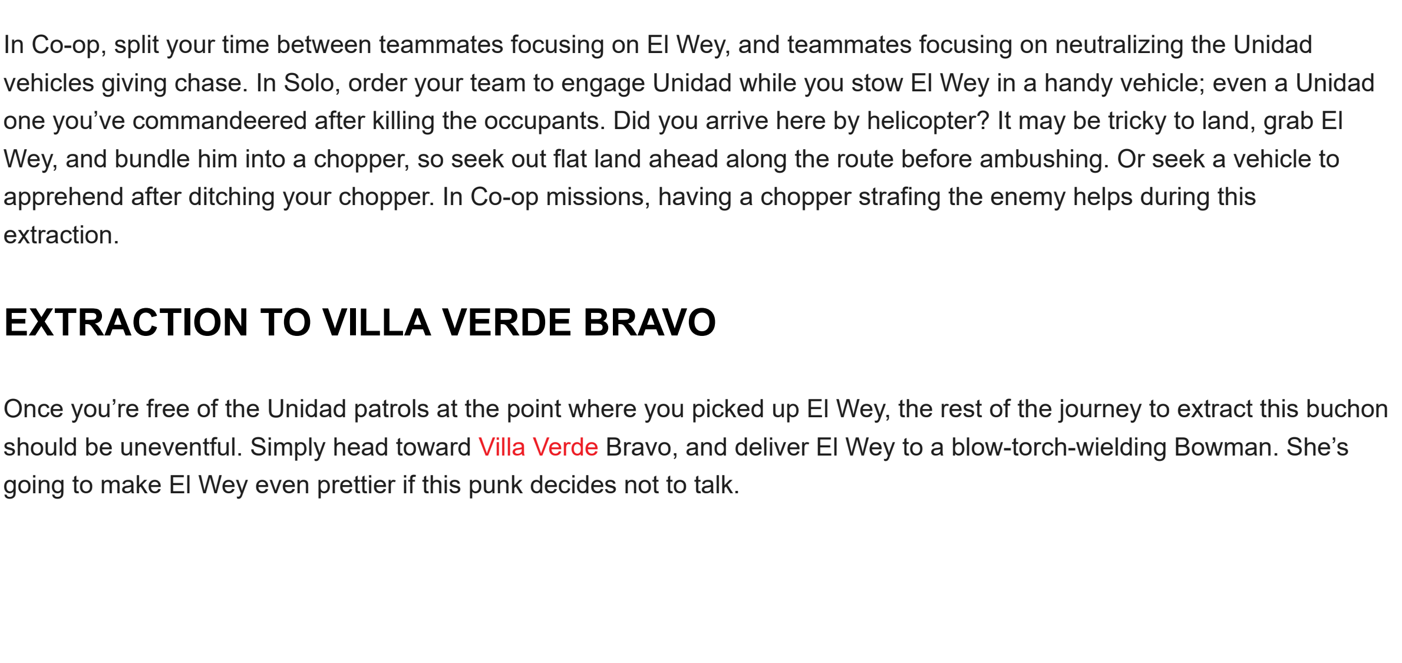
CAUTION: WHAT THE TRUCK?

El Wey's vehicle can be rammed, banged around a bit, and it can start smoking. When it starts fire, the occupant should get out. Be warned; you need to grab El Wey away from the effect of the explosion once that truck goes up. For this reason, it's worth keeping the truck from catching fire, or dragging him away quickly. Don't try to grab or climb onto the truck. You'll end up dead.

EL WEY'S TRUCK

TACMAP

The pickup truck can be found on the roads to the northwest of the province. You're rather far from this vehicle, so take a chopper from the Unidad base, or Fast Travel to Villa Verde Bravo, and call in a vehicle from Rebel Support. When you reach El Wey, engage the truck until he leaves the vehicle, or you drag him from it. Simple.



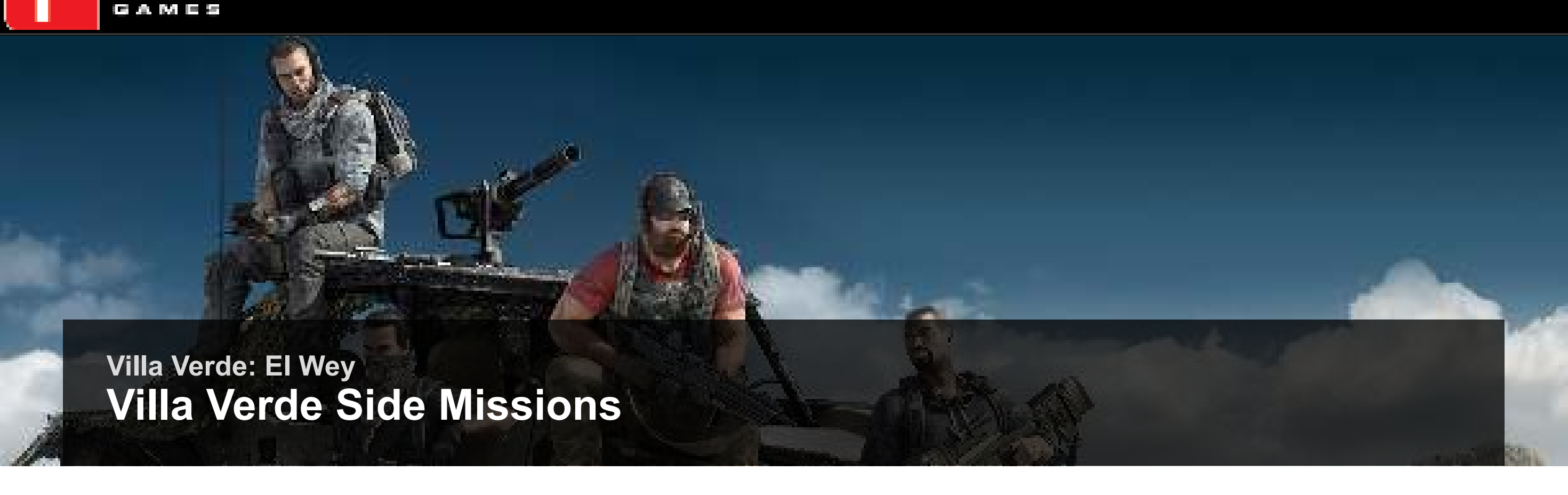
EL WEY'S TRUCK: OTHER TACTICAL ADVICE

SOLO: CO-OP: This gets a whole lot more simple if you ensure your ambush location isn't near an enemy stronghold. You can stand on the road, wave down the truck with your guns pointed at El Wey, but he usually takes off, running you over in the process. However, you can grab him from his vehicle (this is possible, but difficult) when it is stopped. Or you can cause a traffic jam by stopping civilian vehicles. To slow the pickup down, shoot out all four tires as quickly as possible. You can also ram him off the road (in Co-op, each use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or, you can all ride in an armored truck and ram the enemy vehicle while shooting at it (but not El Wey). When El Wey exits the vehicle, bundle him into a second vehicle and begin the extraction. Deal with Unidad by getting out of your vehicle once El Wey's pickup has stopped (even if he's trying to reverse). Shoot the Unidad driver and minigun operator immediately, or lob in a grenade and remove the immediate threats. It's best to ignore the Unidad forces as much as possible, as the longer you take grabbing El Wey, the more Unidad reinforcements arrive. Mines along the road to the ambush point are reasonable, but you don't want them destroying the vehicle instantly; which happens if there's more than one.

In Co-op, split your time between teammates focusing on El Wey, and teammates focusing on neutralizing the Unidad vehicles giving chase. In Solo, order your team to engage Unidad while you stow El Wey in a handy vehicle; even a Unidad one you've commandeered after killing the occupants. Did you arrive here by helicopter? It may be tricky to land, grab El Wey, and bundle him into a chopper, so seek out flat land ahead along the route before ambushing. Or seek a vehicle to apprehend after ditching your chopper. In Co-op missions, having a chopper strafing the enemy helps during this extraction.

EXTRACTION TO VILLA VERDE BRAVO

Once you're free of the Unidad patrols at the point where you picked up El Wey, the rest of the journey to extract this buchon should be uneventful. Simply head toward Villa Verde Bravo, and deliver El Wey to a blow-torch-wielding Bowman. She's going to make El Wey even prettier if this punk decides not to talk.



Villa Verde: El Wey

Villa Verde Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

COMMS TOOL RAID

OBJECTIVE

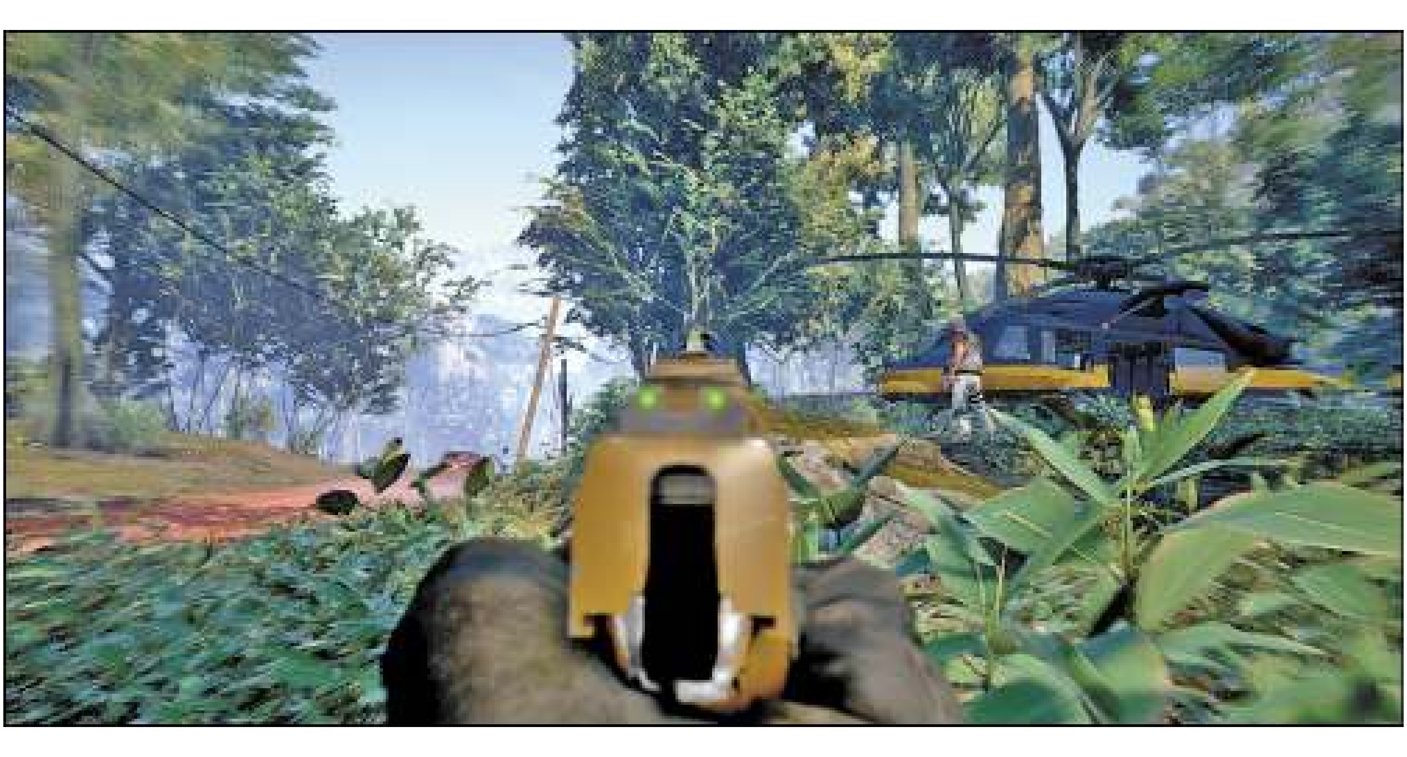
Steal the helicopter

LOCATION

Pinaicobo Farm

REWARDS

+2500 Comms Tool



Find a helicopter loaded with comms tools next to the Pinaicobo Farm. Five Santa Blanca soldiers man the area, including a veteran and lieutenant. Sync up headshots on four of the men, making sure the captain is one of the targets. Engage the shot and quickly eliminate the final hostile. Hop in the aircraft and fly it five kilometers to the southwest.

REBEL OP: DEFEND RADIO

OBJECTIVE

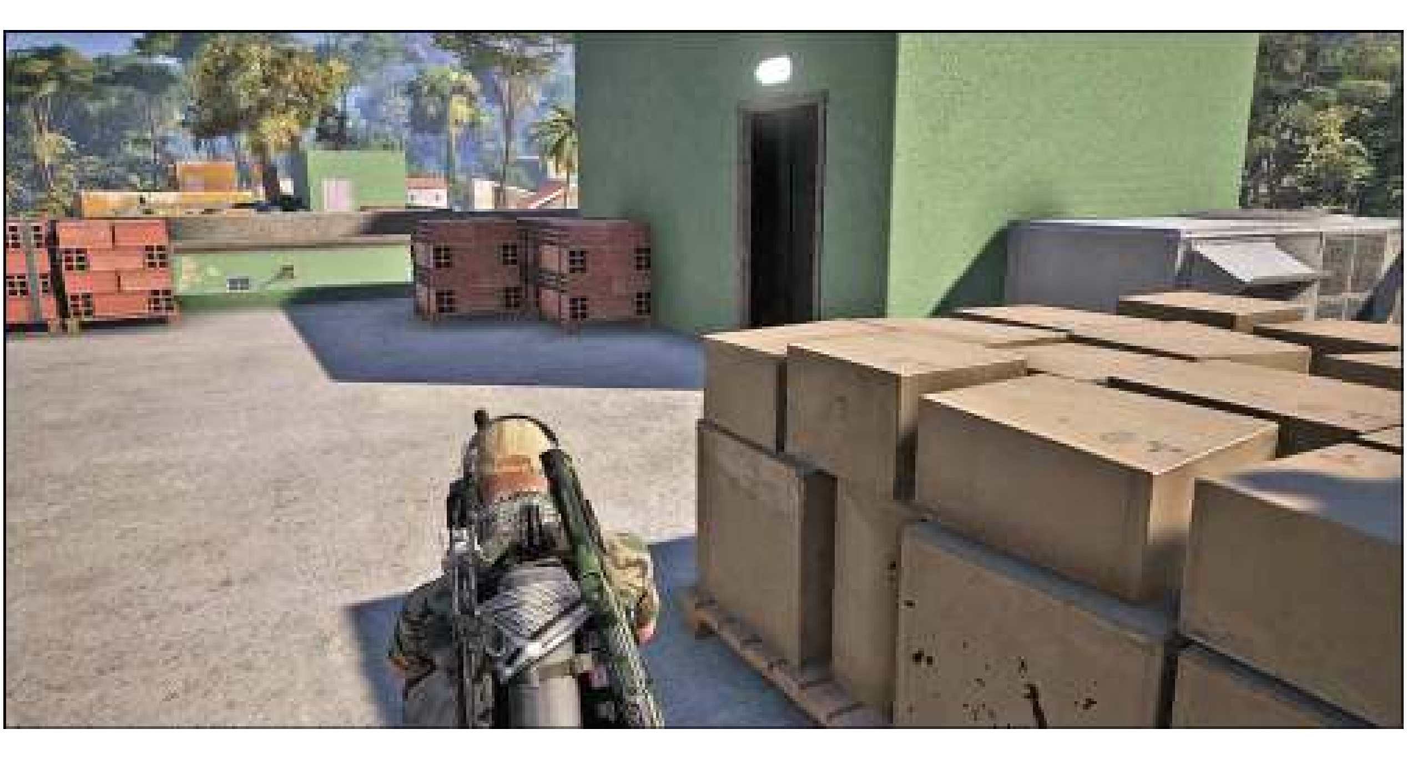
Start the radio and defend it

LOCATION

Villa Verde City

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike



A radio sits atop a rooftop in Villa Verde, across the street from a public square. Use the stairwell to access the roof, rally the troops, and start the radio. The transmitter must be defended for 2:30 as enemy troops attack from below and eventually above. While it is a good idea to monitor the streets, be sure to keep an eye on the roof access to avoid an ambush. Use the mini-map to spot incoming enemies. Listen for a chopper to join the onslaught and focus weapon fire its way to bring it down. Duck into the building if the Fall Back message appears on screen. Prioritize your focus on enemies near the southwest corner and the stairwell since they can do the most damage to the radio. Lob grenades down on vehicles and groups of foes. Keep the radio upright for the entire 2:30 to complete the mission.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

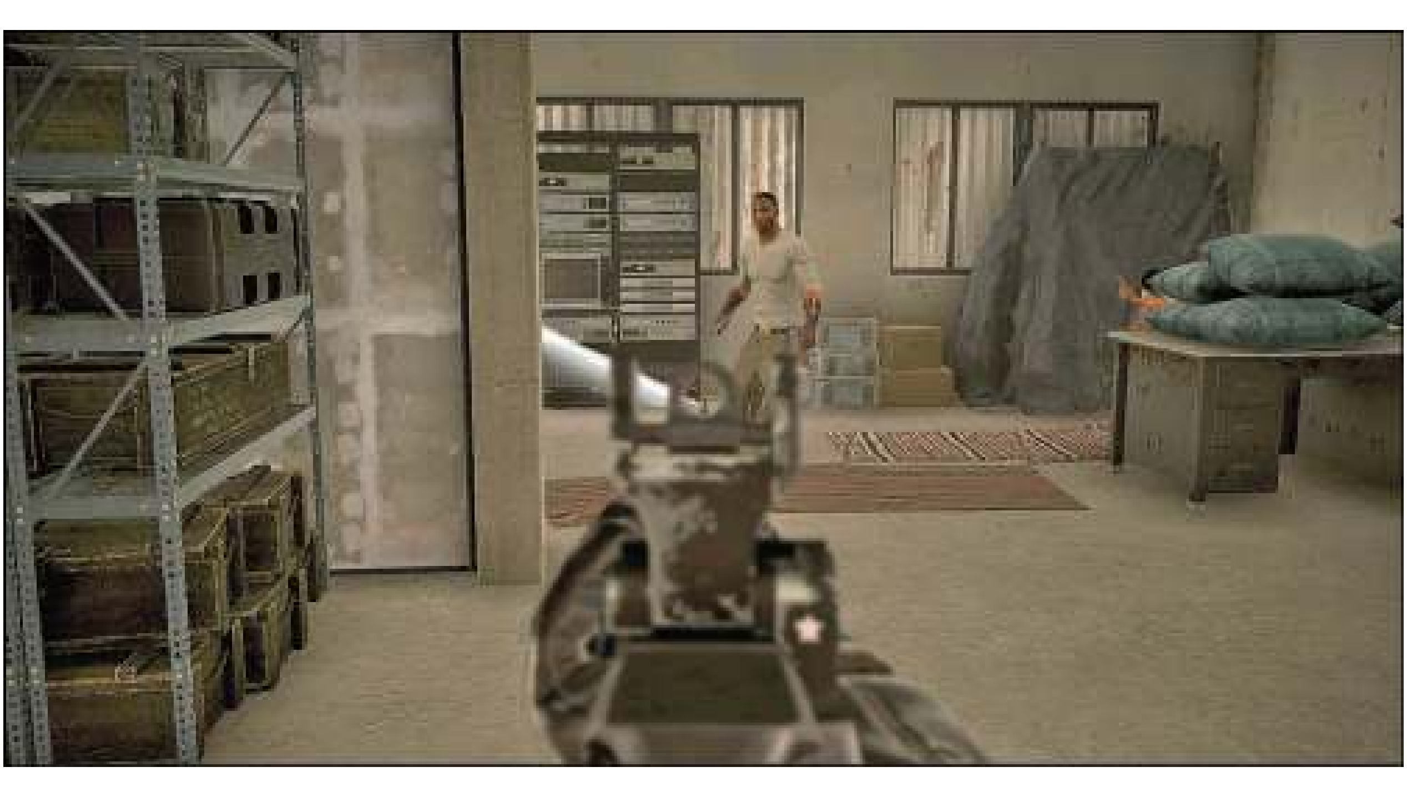
Blow up one of the station’s entrances and then hack the network relay

LOCATION

Quya Secure Barn

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



A network station sits near the Quya Secure Barn. The network relay is found on the second floor and only ground-level doors are available. Blow the west door open with an explosive to begin the 1:30 timer. This gives you quick access to the stairs. Cautiously turn left at the top of the steps and take out the hostiles that surround the computer. Once you’re clear, hack it to complete the side mission.

FOOD PACKAGE RAID

OBJECTIVE

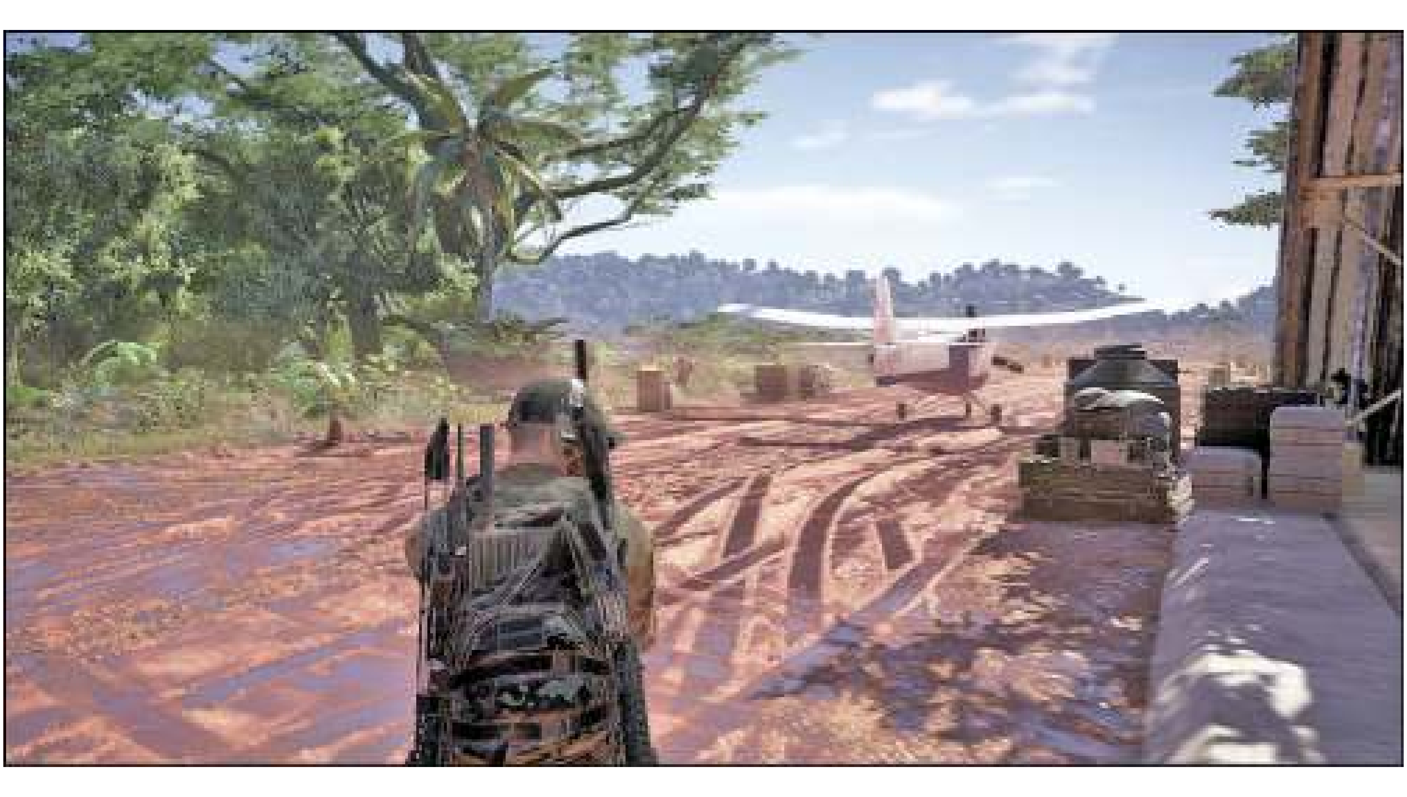
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2500 Food Parcels



At the cartel’s makeshift runway, an airplane loaded with food parcels sits ready for takeoff. Approach from the north and enter the comms center, taking out the soldier inside. Four hostiles remain, two on the runway and two inside the hangar. Setup Sync Shots on the guys inside and one outside. Engage with a headshot to the fourth man before hopping in the plane.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

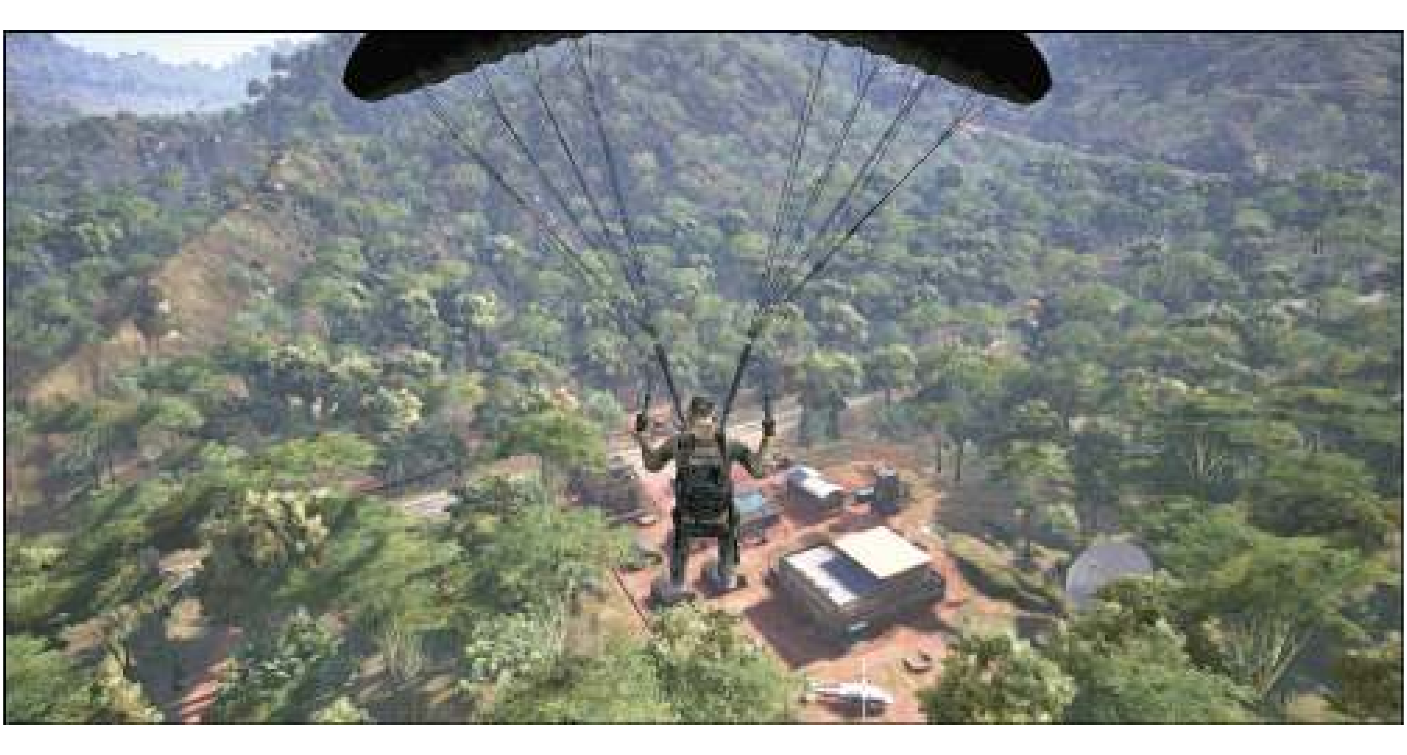
Blow up one of the station’s entrances and then hack the network relay

LOCATION

Central Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



The network station in this side mission is part of Santa Blanca’s central outpost, so be ready for the possibility of extra soldiers when you exit the building. The network relay is against the south wall on the third floor with an entry point straight across from the computer. Grab a helicopter, such as the one from the Villa Verde airport, and parachute onto the station’s roof. Blow the door open, take out the hostile ahead, and hack the relay. Once done, be ready to fight your way out.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

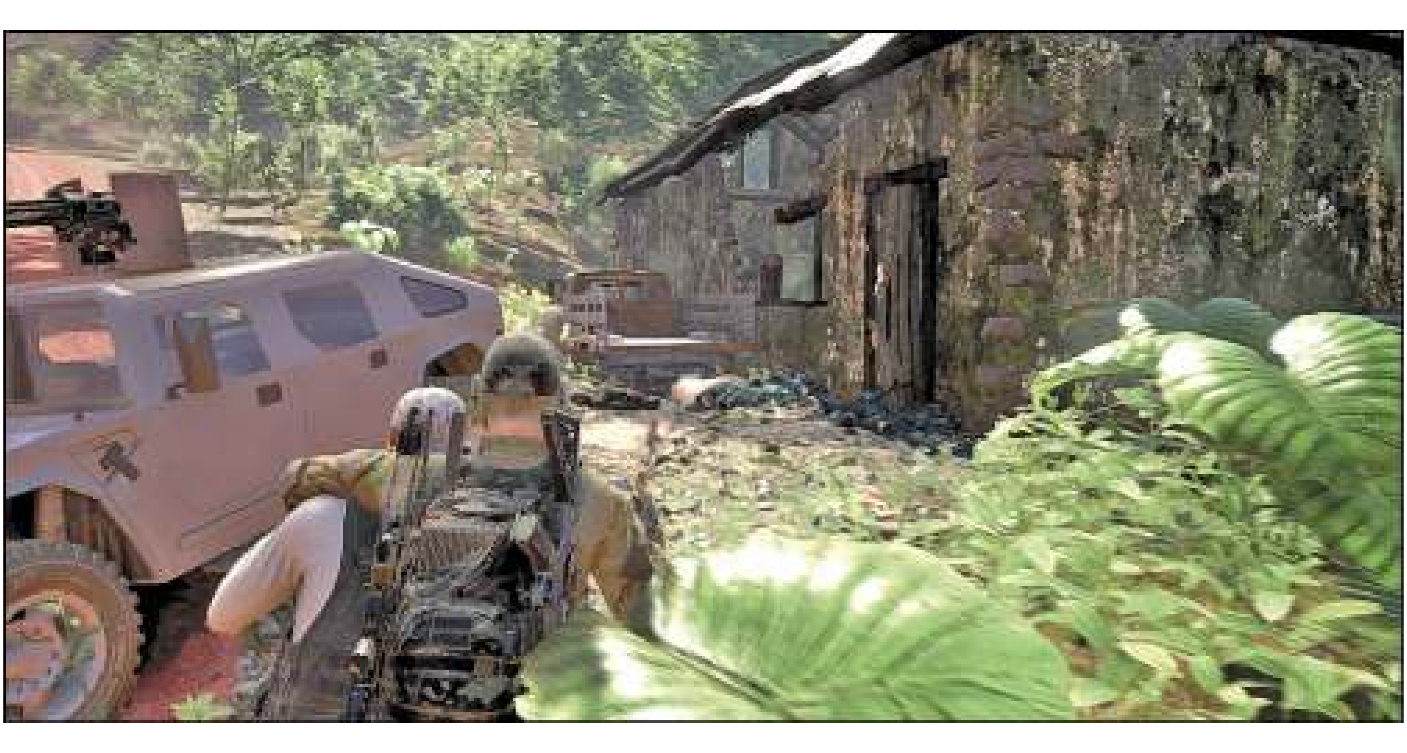
Grab and intimidate the sicario

LOCATION

Boicobu Farm

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



A sicario, currently at Boicobu Farm, is your next target in the Guns for Hire side missions. Five soldiers, including a heavy and veteran, surround him. Recon the property and if a hostile stands on the north side of the burnt out house, snipe him out of sight from the others. Clear out the rest, but always keep an eye on the target. When he makes a run for the SUV, be sure to grab him before he can take off. Remember you have a short amount of time after he closes the door to pull him out.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

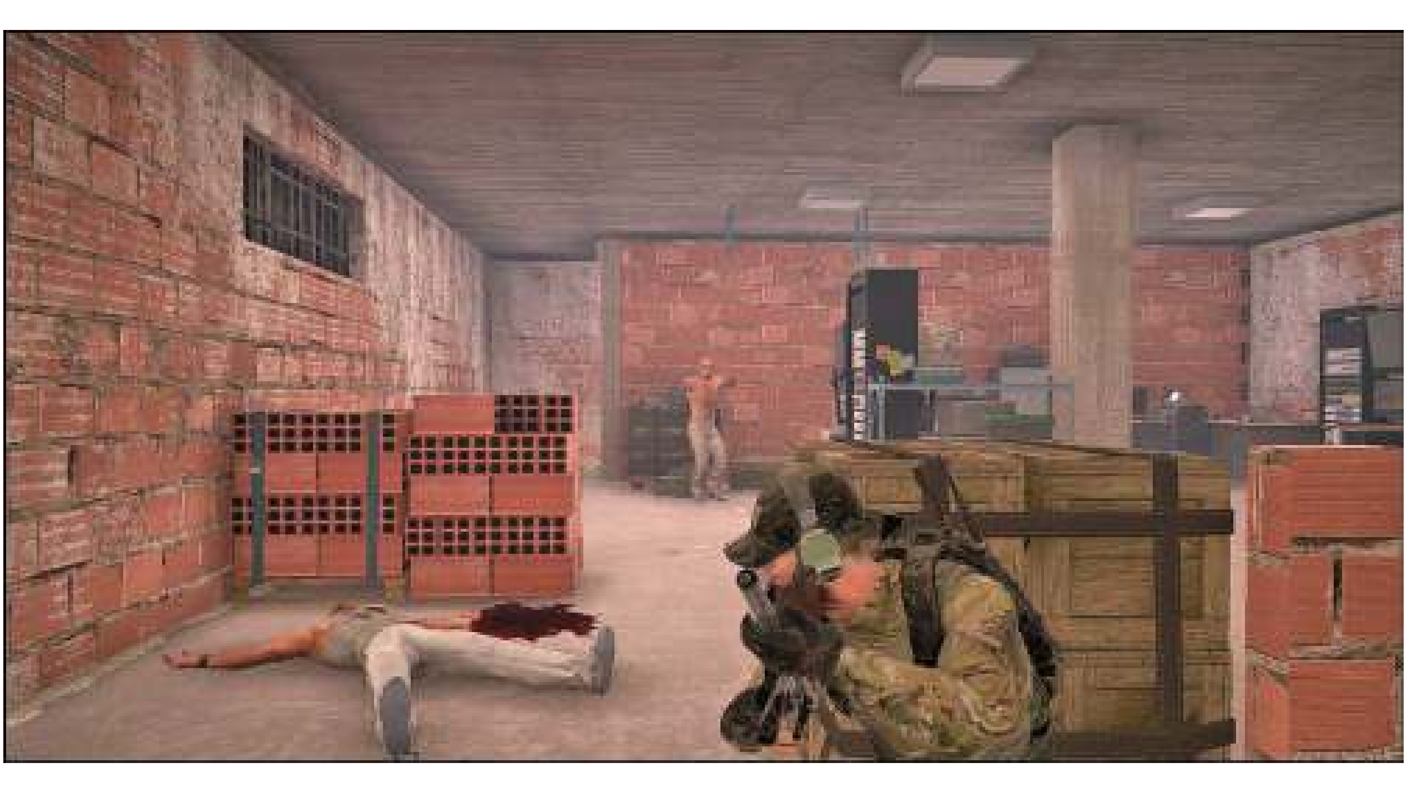
Blow up one of the station’s entrances and then hack the network relay

LOCATION

West Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Find the next network station at Santa Blanca’s west outpost. A few soldiers man the outpost, outside of the station. Make your way through their camp and quietly eliminate them. Once the base is clear, detonate the front entry point and fight your way inside. Within the 1:30 timer, carefully make your way around to the right to find the network relay sitting against the inside wall.

REBEL OP: PARACHUTE DROP

OBJECTIVE

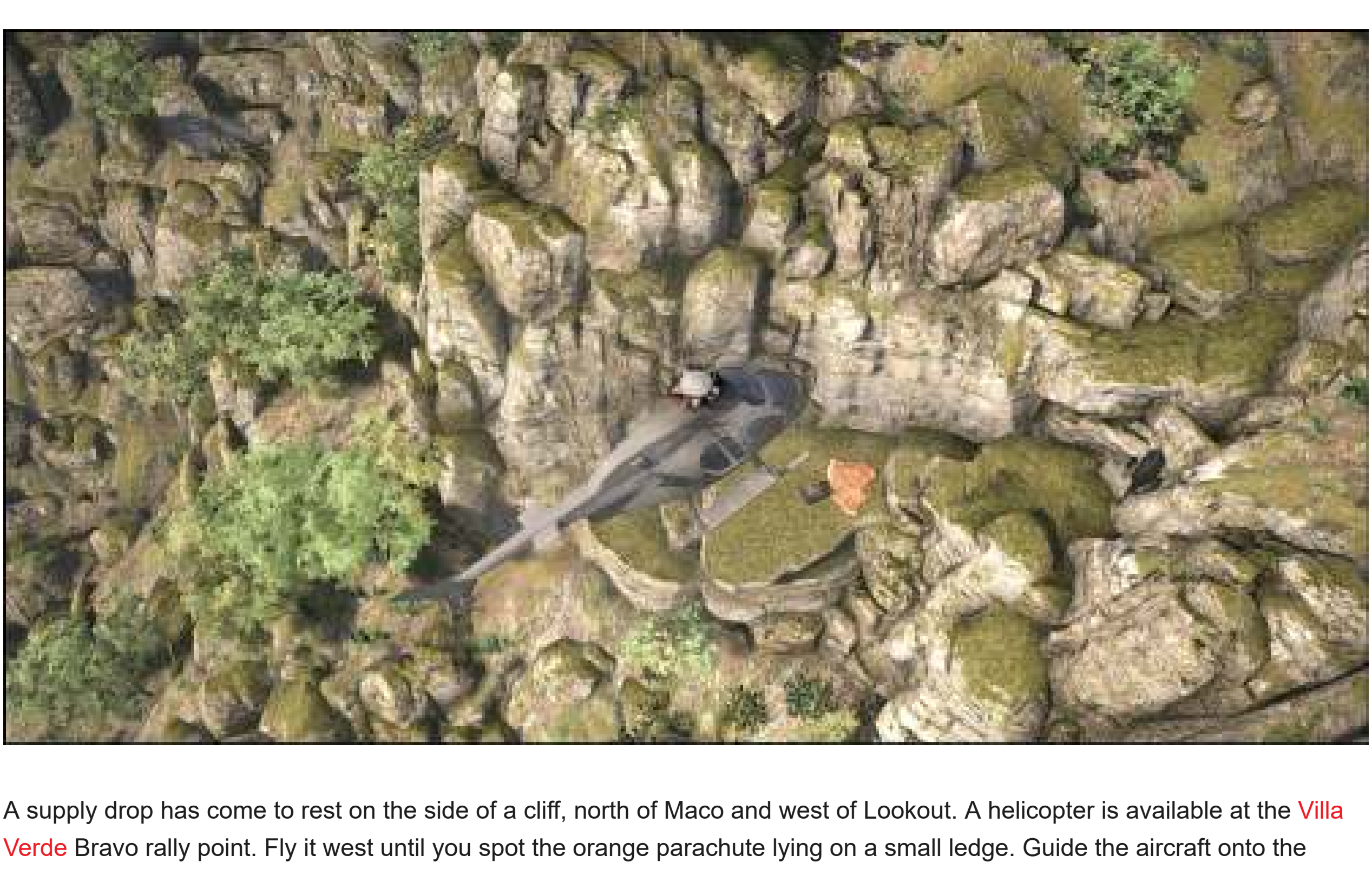
Tag the drop site supplies

LOCATION

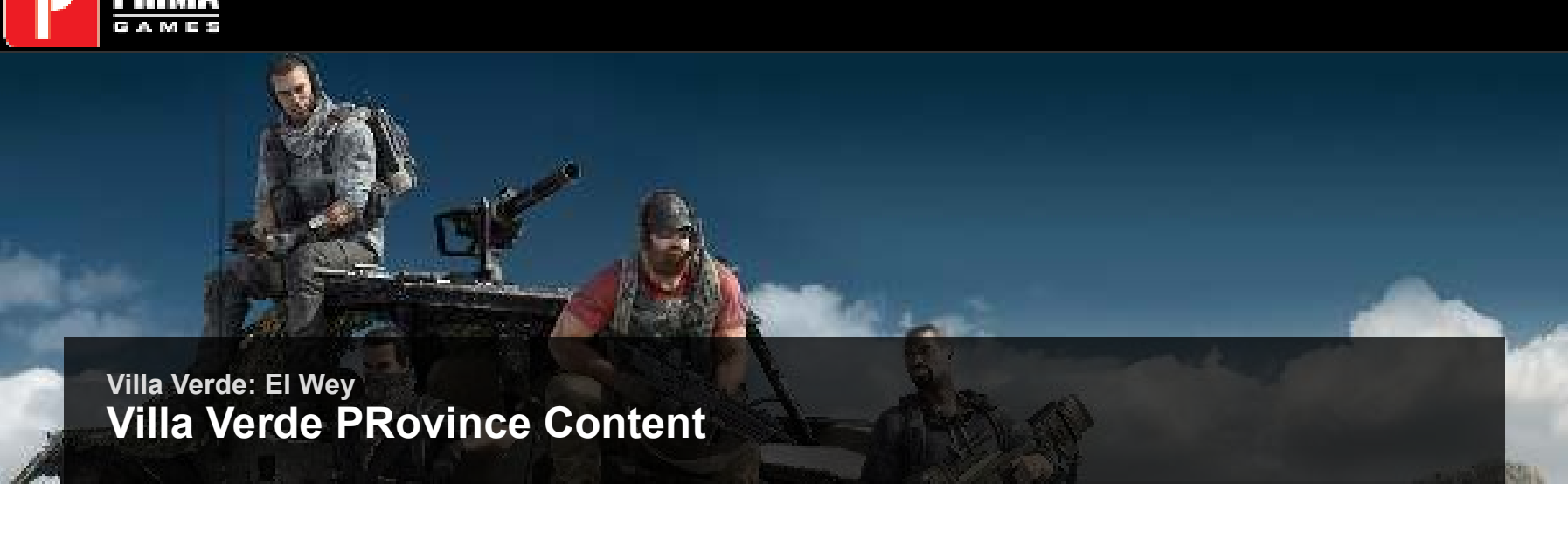
North of Maco, Near Lookout

REWARDS

Support Unlock/Upgrade – Rebel Recon



A supply drop has come to rest on the side of a cliff, north of Maco and west of Lookout. A helicopter is available at the Villa Verde Bravo rally point. Fly it west until you spot the orange parachute lying on a small ledge. Guide the aircraft onto the small landing area, hop out, and tag the supplies.

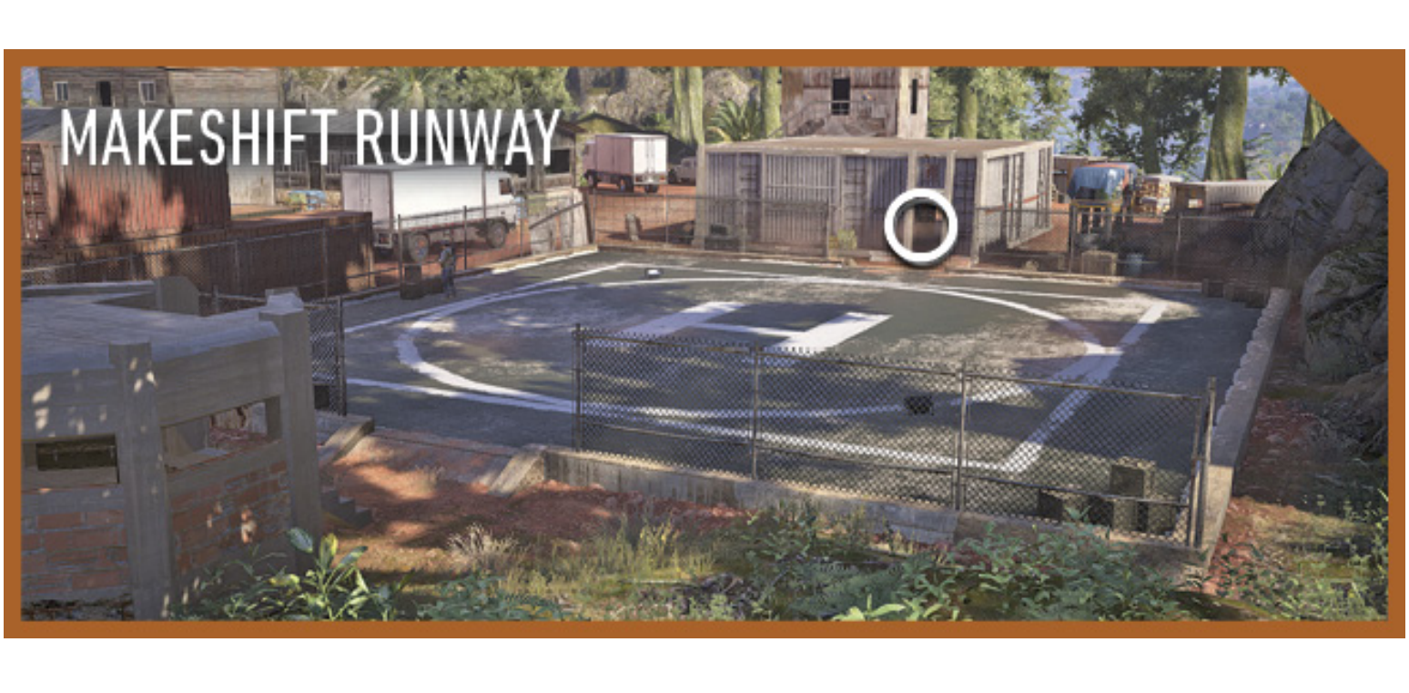


Villa Verde: El Wey

Villa Verde PRovince Content

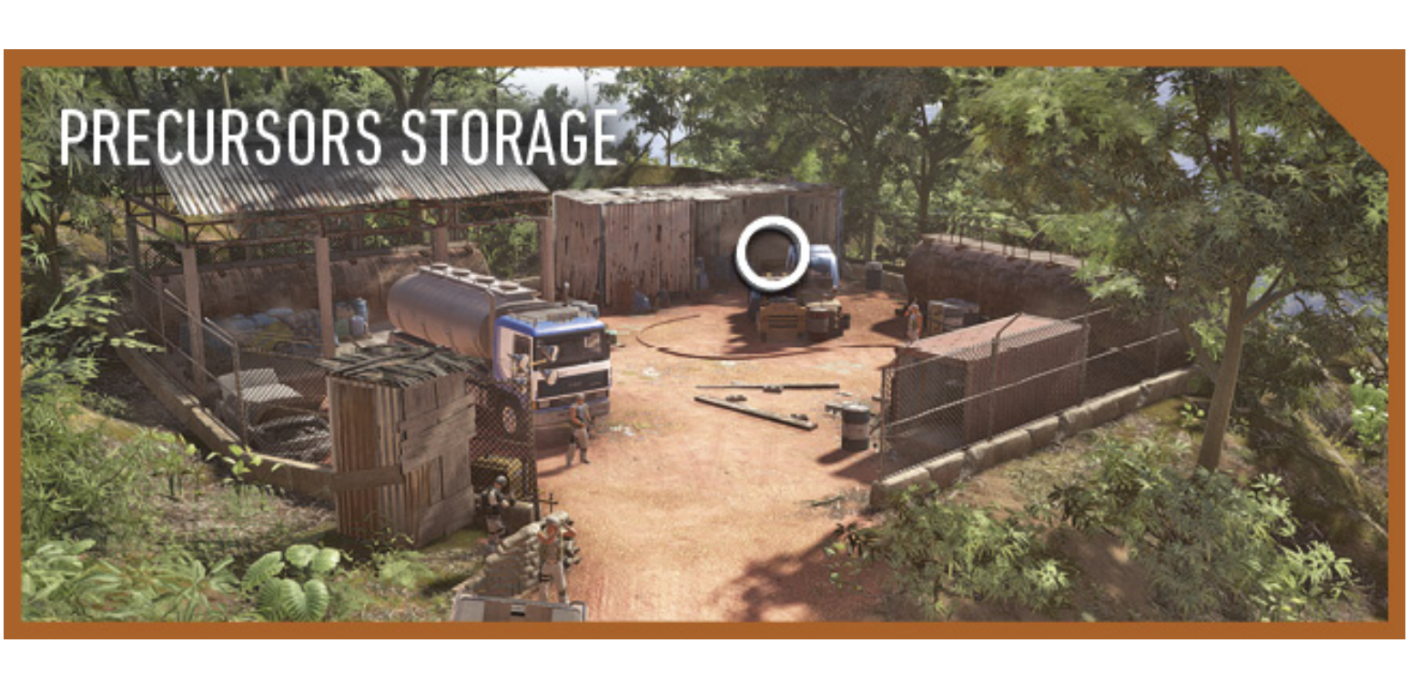
WEAPON CASES

WEAPON: M9 HANDGUN



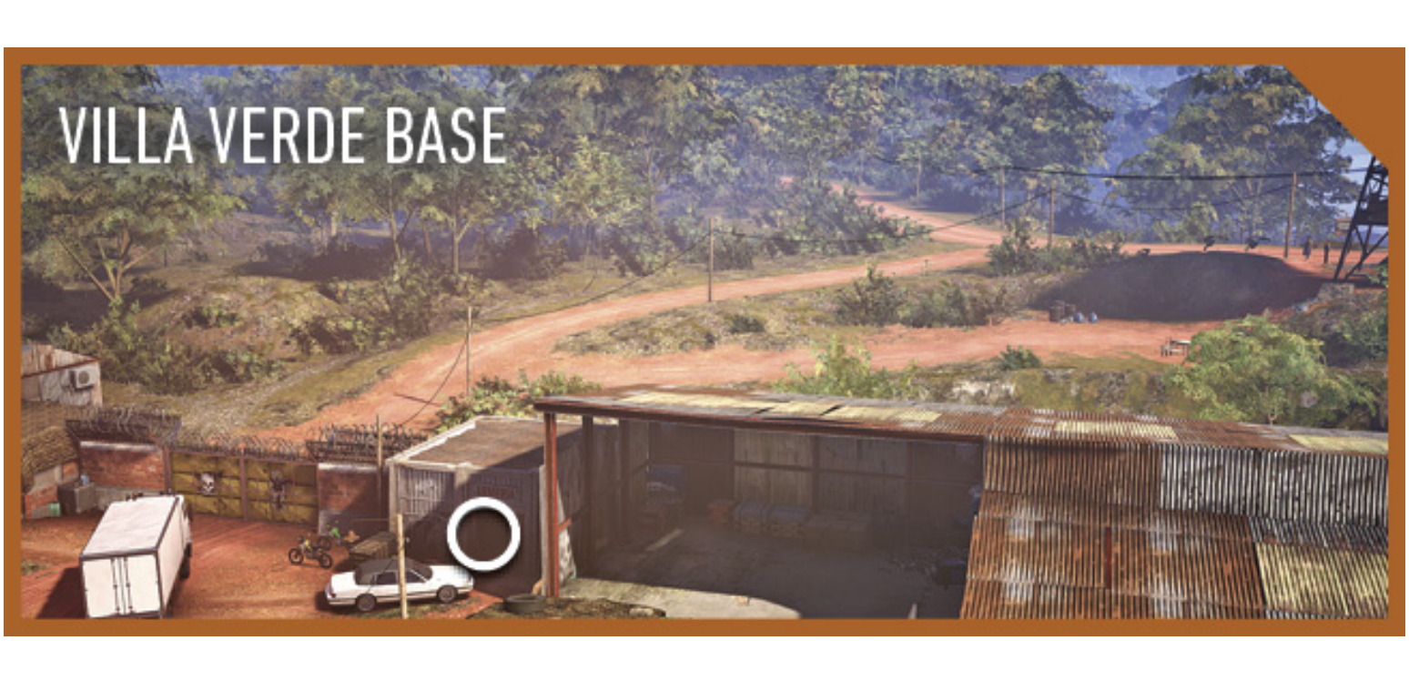
A small base is setup down the hill from the makeshift runway. Sneak into the armory that neighbors the helipad and collect the new handgun.

WEAPON: 805 BREN A2 ASSAULT RIFLE



Find the Santa Blanca's precursor storage west of La Marqueza. A new assault rifle sits inside a small shanty in the southeast corner of the property.

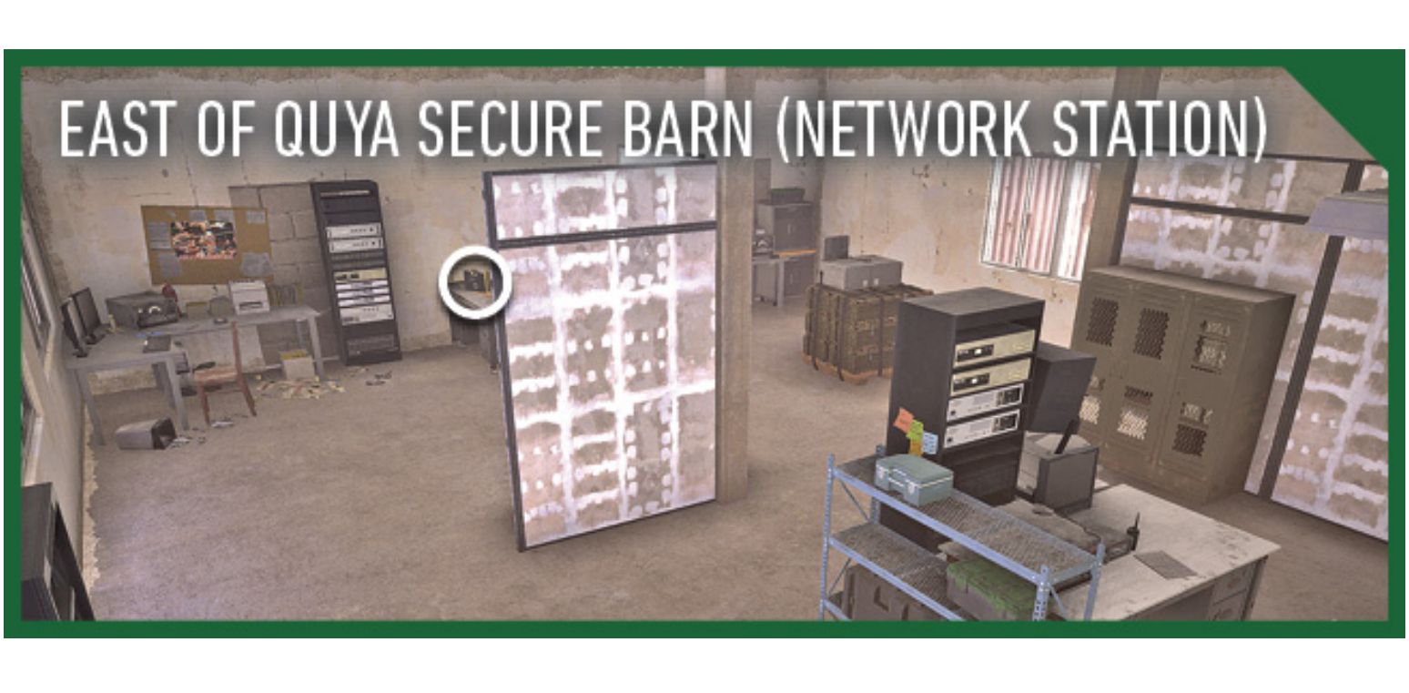
WEAPON: DRAGUNOV (SVD) SNIPER RIFLE



The Villa Verde Base is located in the far southwest corner of the province. Start out by taking out the sniper in the east watchtower and grabbing the Santa Blanca vehicle. Drive it through the automatic gate and park it in front of the armory just inside on the left. Collect the brand new sniper rifle from the case inside.

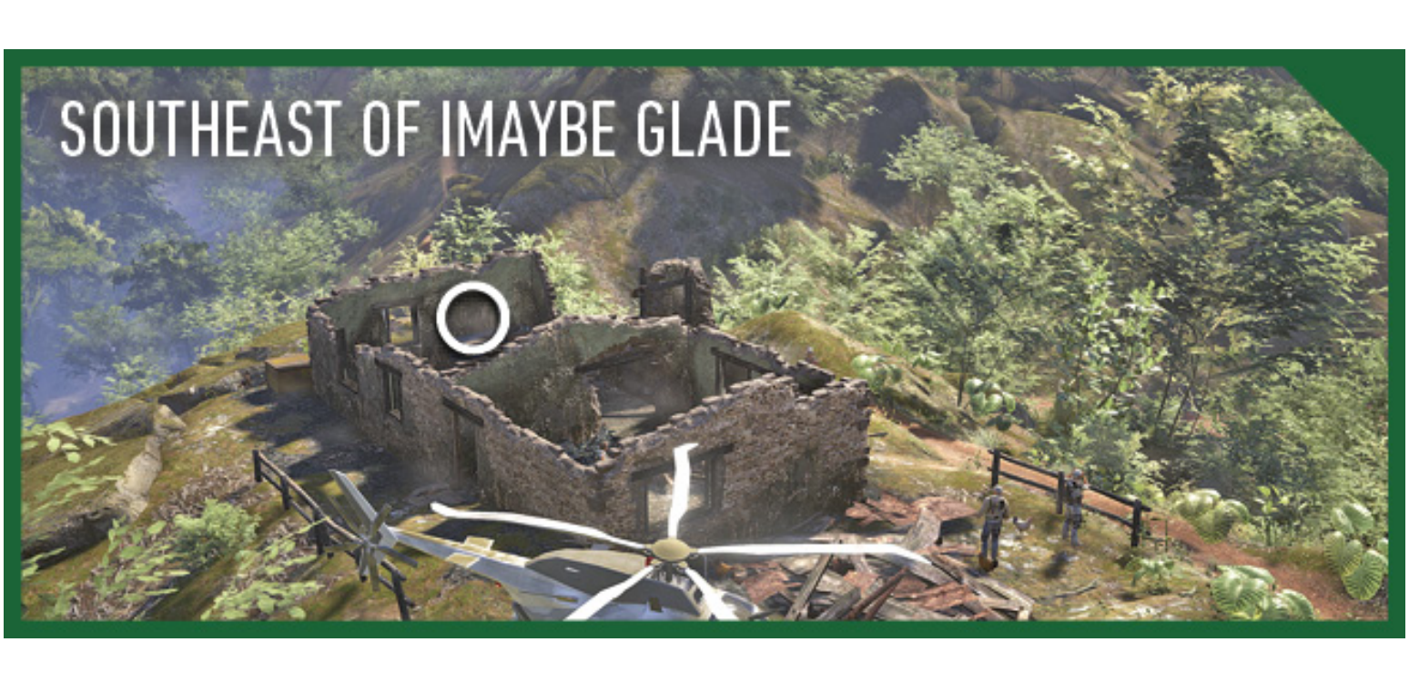
ACCESSORY CASES

ACCESSORY: RUSSIAN RED DOT SCOPE



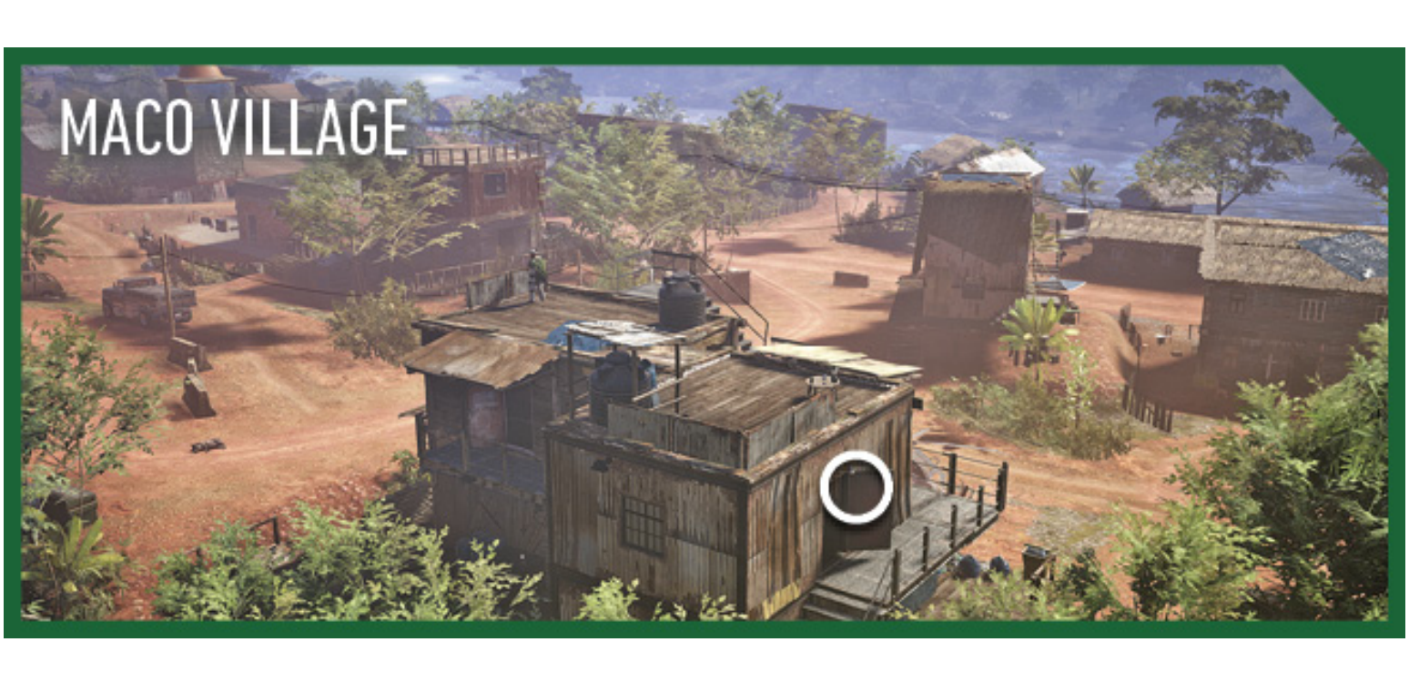
Complete the Rebel Op: Vehicle Drop Off side mission east of the Quya Secure Barn. Before exiting the network station, collect the scope off the desk on the third floor.

ACCESSORY: EXTENDED 9X19 MAGAZINE (25)



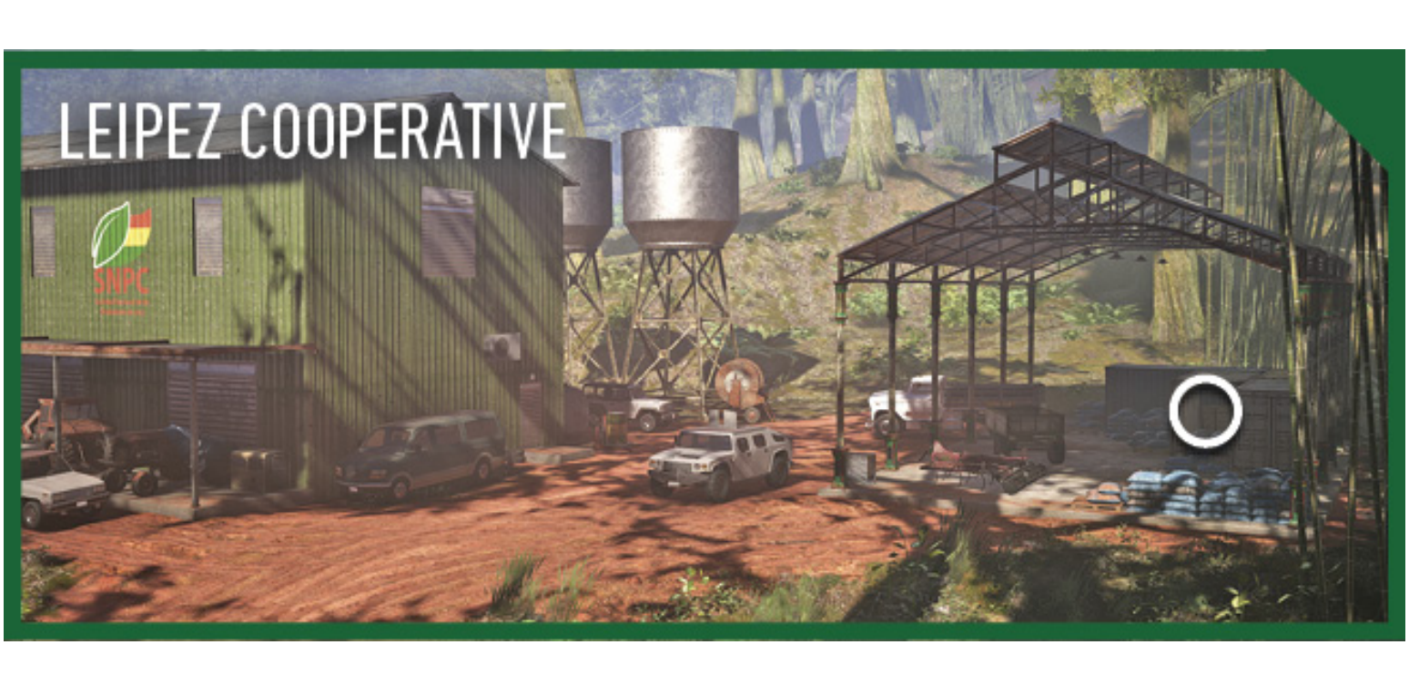
Sitting up on a ridge, northwest of Boicobu Farm, ruins from a burnt home still remain. Fight off the Santa Blanca narcos and grab the Accessory Case from the back room.

ACCESSORY: EXTENDED 6X35 MAGAZINE (30)



Enter the two story shanty next to the helicopter and use the north steps to reach the second floor. An Accessory Case sits on the metal shelves in the back room.

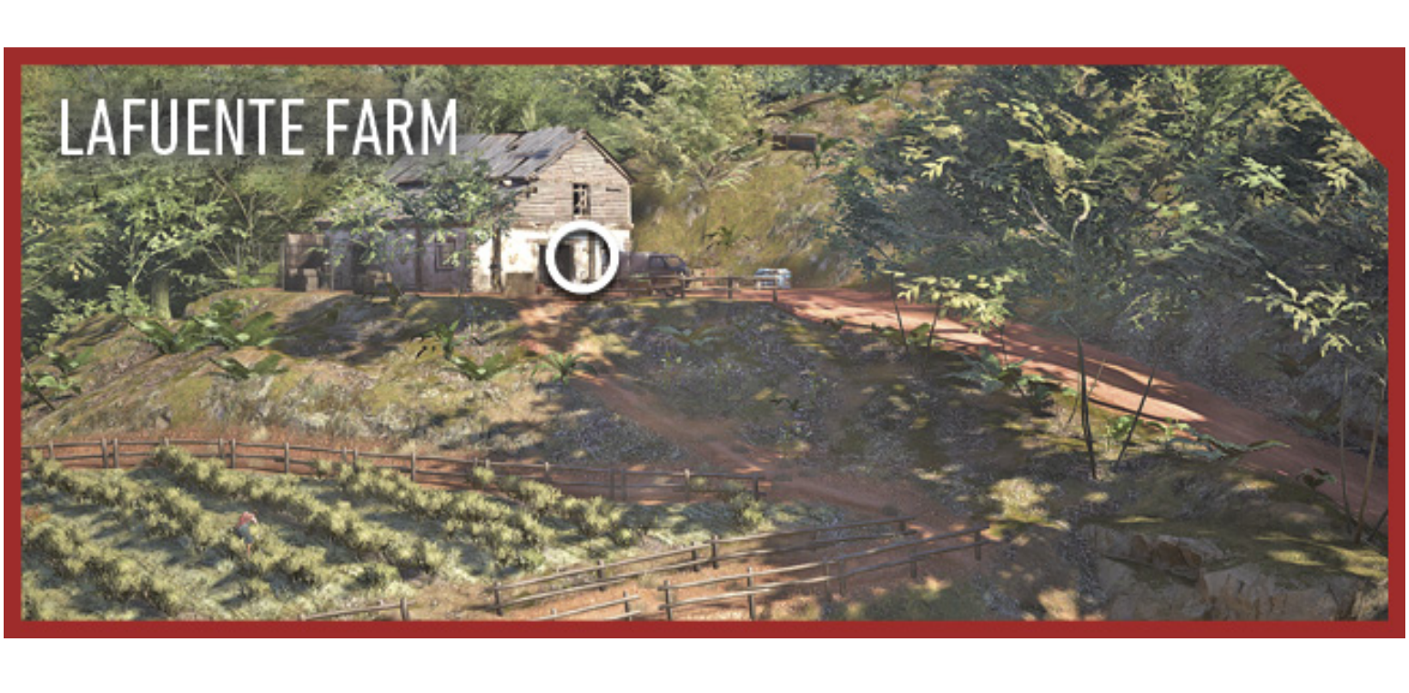
ACCESSORY: SHORT STOCK (ASSAULT RIFLE)



Travel to the Leipez Cooperative, east of Palmeras Village, and search the open storage container that rests under a shelter. An Accessory Case sits in the back.

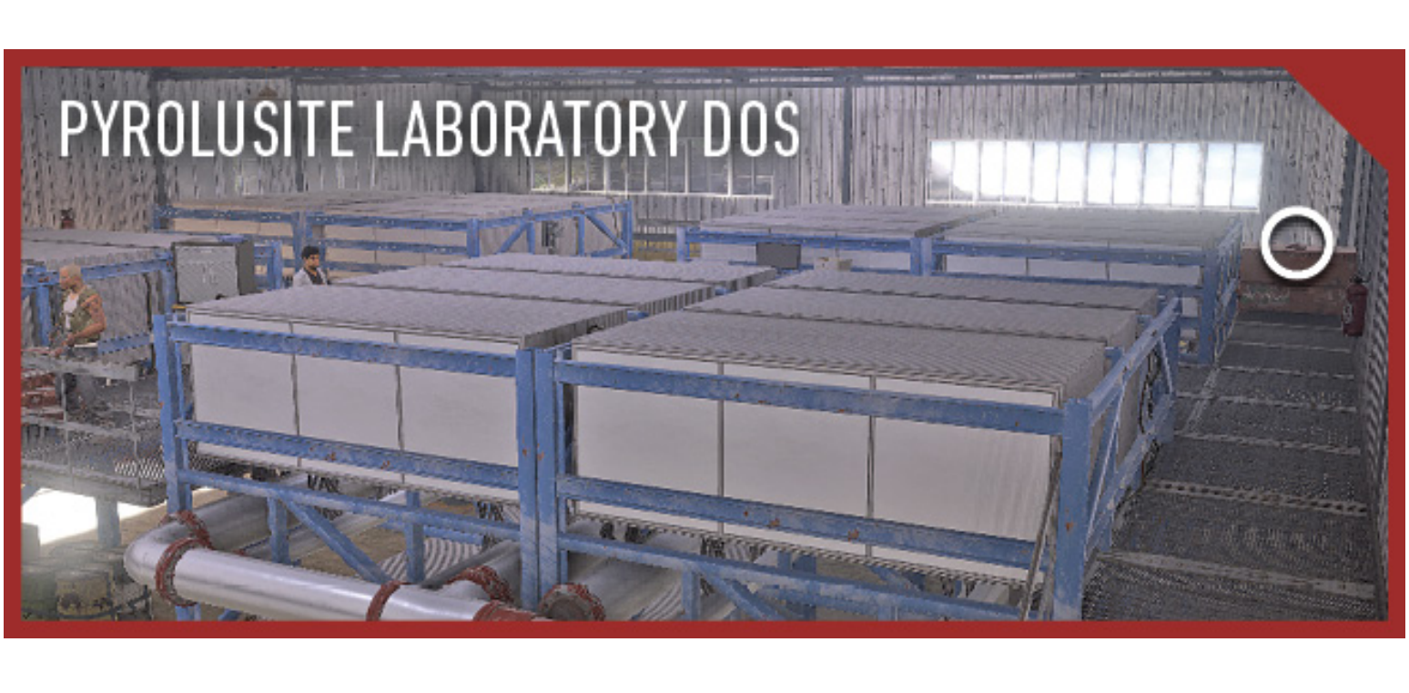
SKILL POINTS

SKILL POINTS: +1



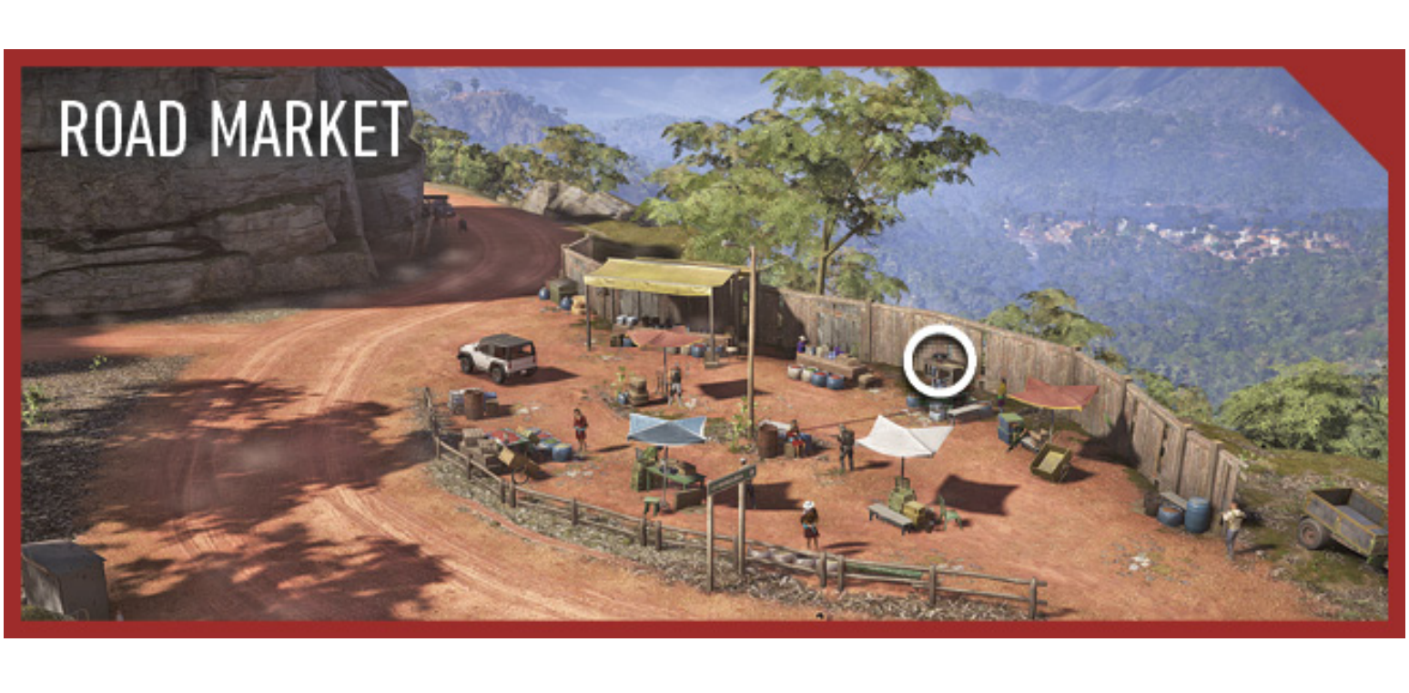
Far up in the northern reaches of Villa Verde, visit the Lafuente Farm. Enter the barn on the hill and collect the Skill Point off the stack of pallets in the corner.

SKILL POINTS: +3



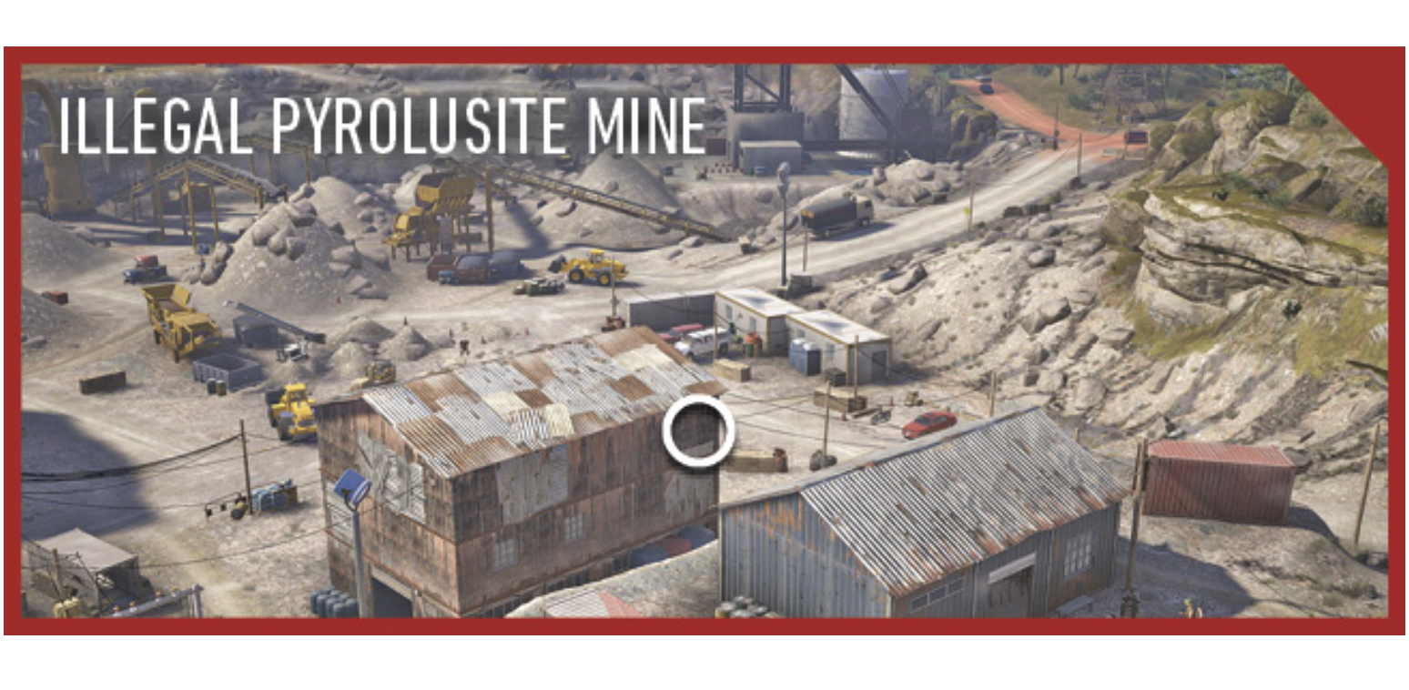
Hostile presence is fairly light at Pyrolusite Laboratory Dos, but you still need to tread carefully as you infiltrate the plant. Take the stairs up to the catwalk and search along the north wall for Skill Points.

SKILL POINTS: +1



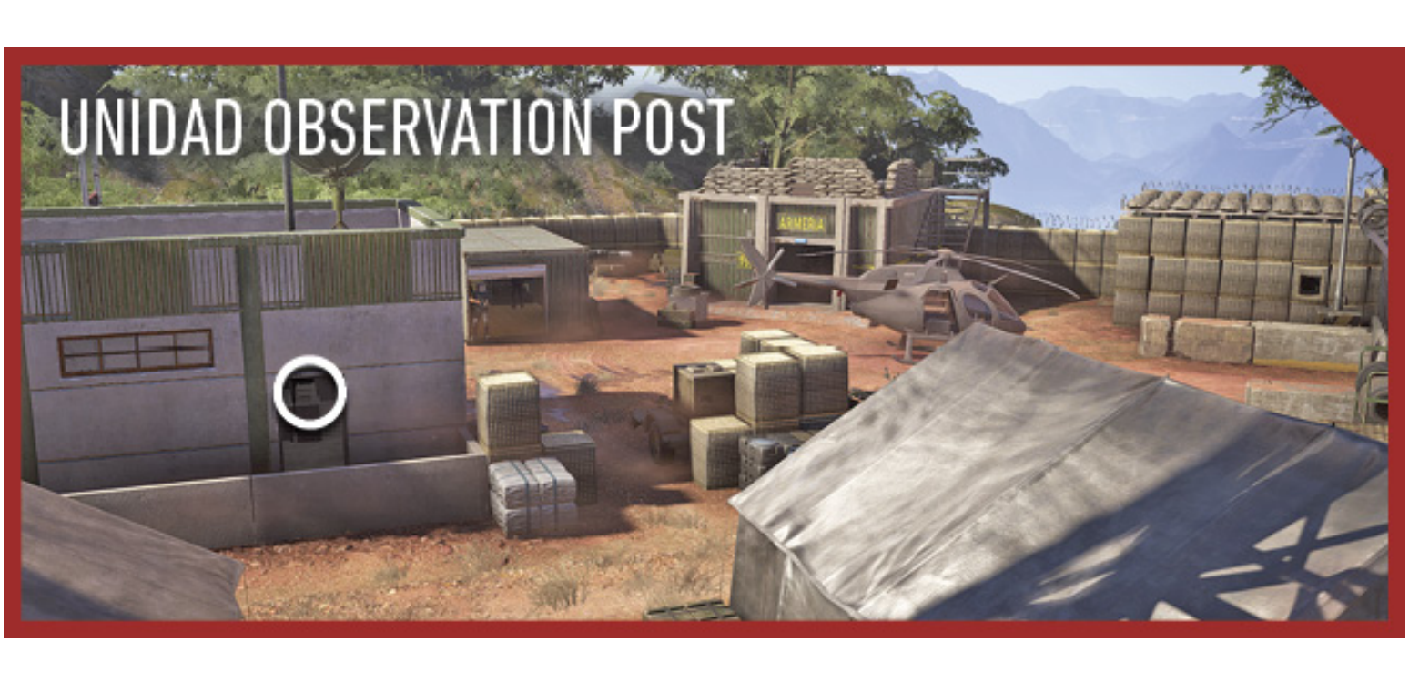
A road market has setup business at an intersection on the side of the mountain, east of La Marqueza. Wipe out the Santa Blanca sicarios before collecting the Skill Point that sits on the back table.

SKILL POINTS: +3



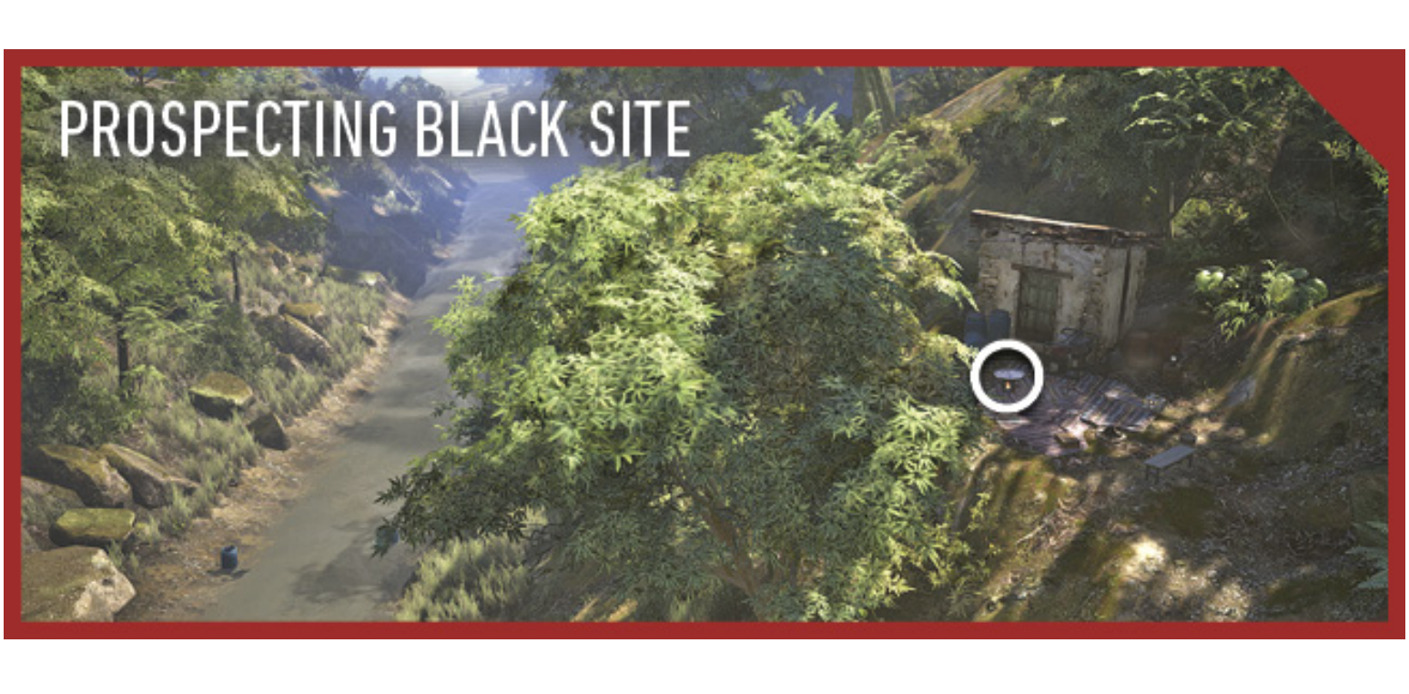
Infiltrate the Pyrolusite Mine from the northeast to avoid the defenses at the main entry point. Sneak past the trailers and drop off the short cliff. Enter the big warehouse and climb to the third floor loft to collect the Skill Points.

SKILL POINTS: +1



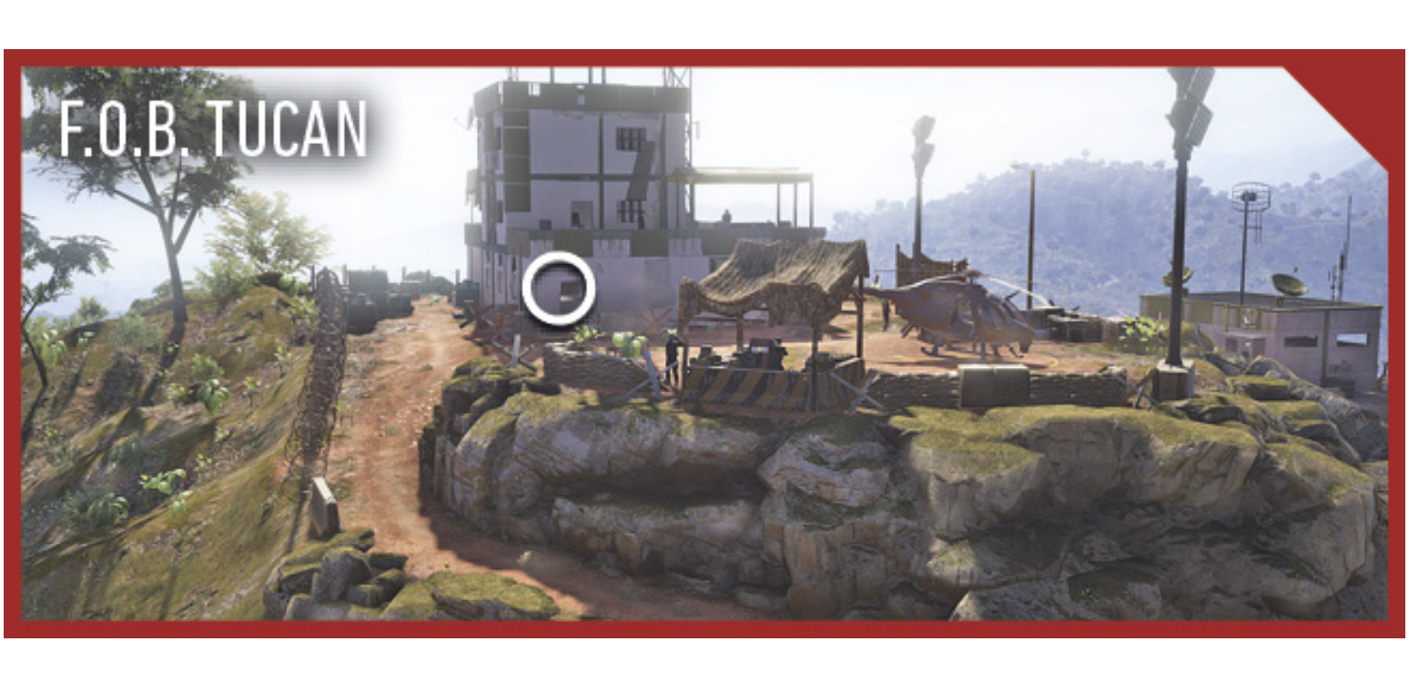
Infiltrate Unidad's observation post and enter the comms center located in the center of the base. A Skill Point rests on the metal shelves inside.

SKILL POINTS: +1



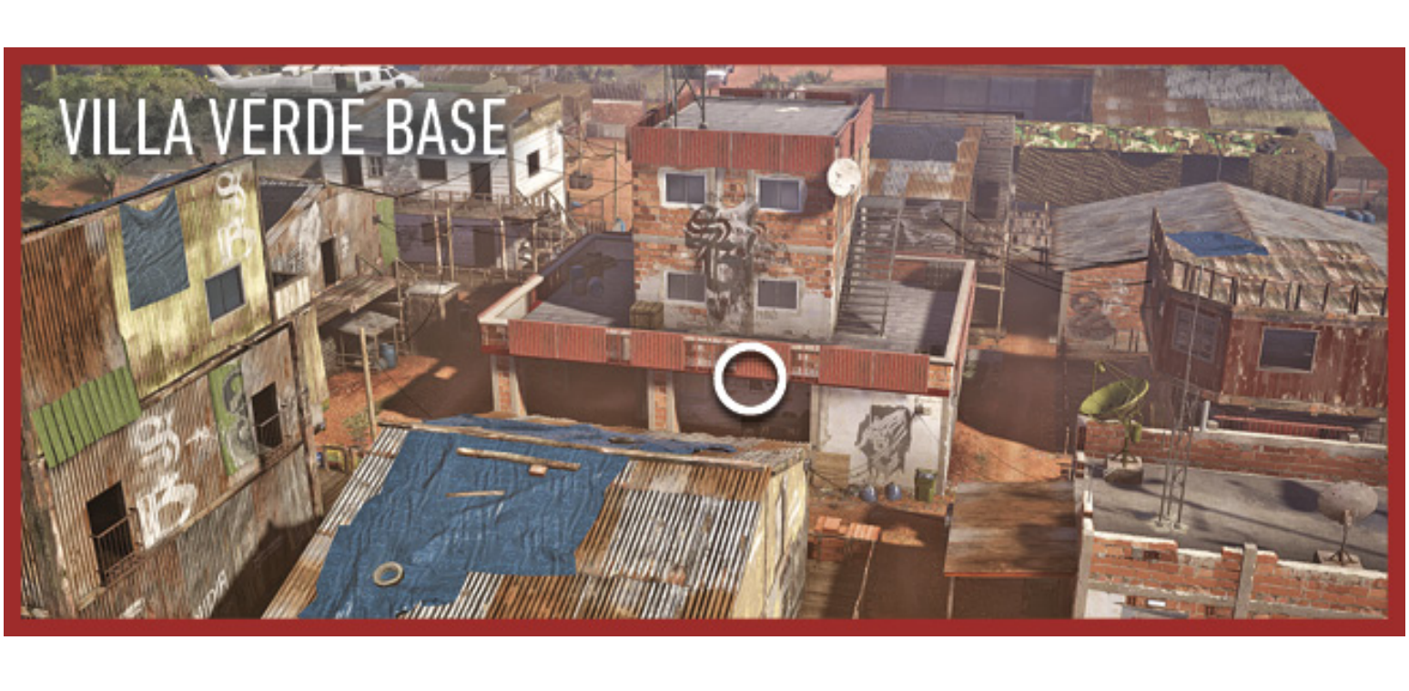
Follow the stream north from Palmeras to find a prospecting black site. Find a Skill Point sitting on a stump at the camp site.

SKILL POINTS: +1



The Unidad operating base is well protected, but it is possible to sneak in without resistance. Approach from the southeast side and climb over the barricade in the corner. Watch out for Undidad forces and enter the HQ building. The Skill Point sits on a desk on the first floor.

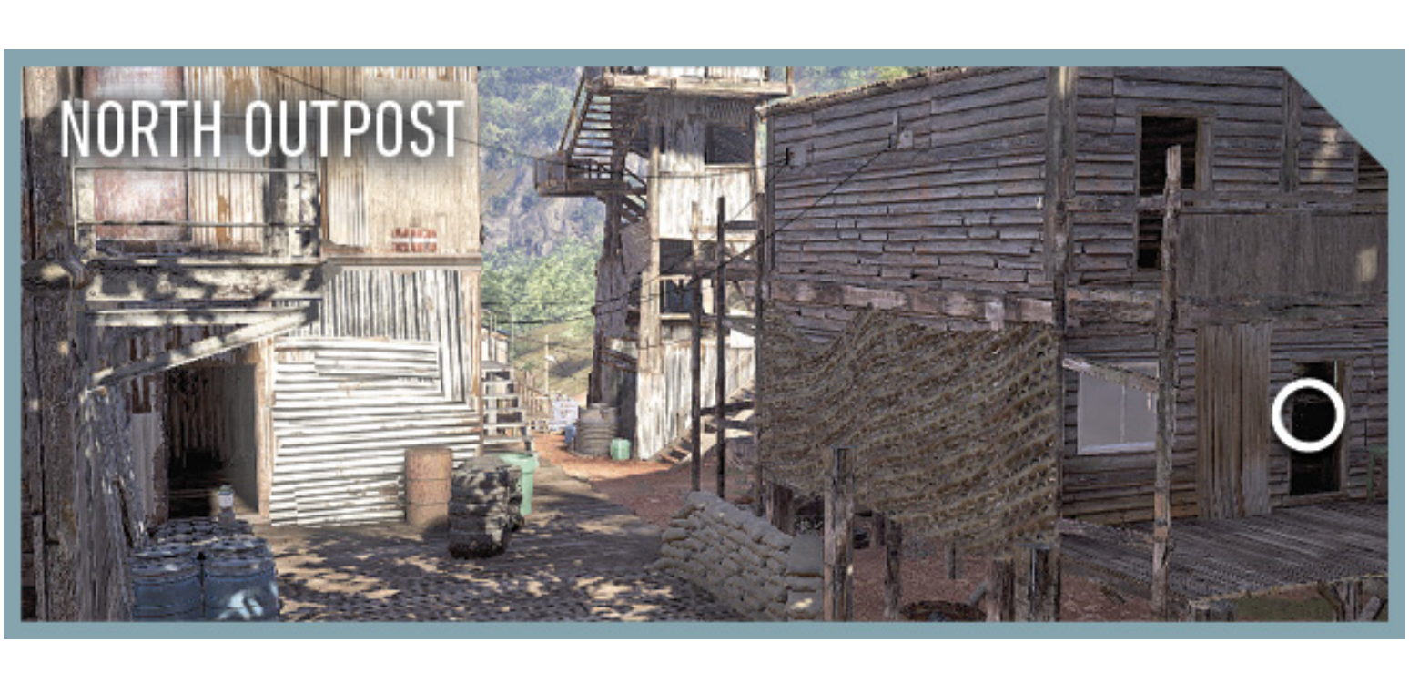
SKILL POINTS: +5



Cautiously enter the Villa Verde Base, located in the southwest corner of the province, and find your way to the HQ building. A medal rests on metal shelves under the staircase on the first floor.

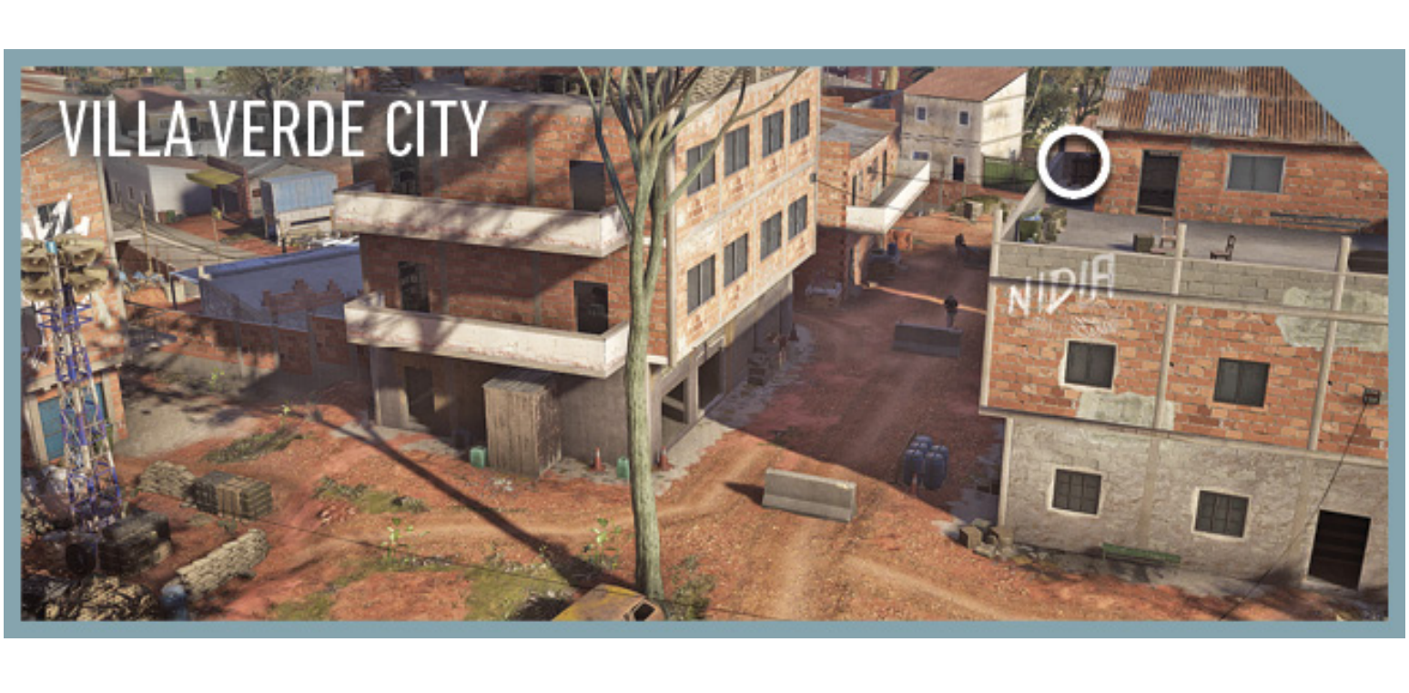
BONUS MEDALS

BONUS: VHC DESTRUCTION



At the northern Santa Blanca outpost, infiltrate the base at the far south end. Utilize the rear steps at the second home and enter the first floor. A Bonus Medal sits on a desk next to the TV.

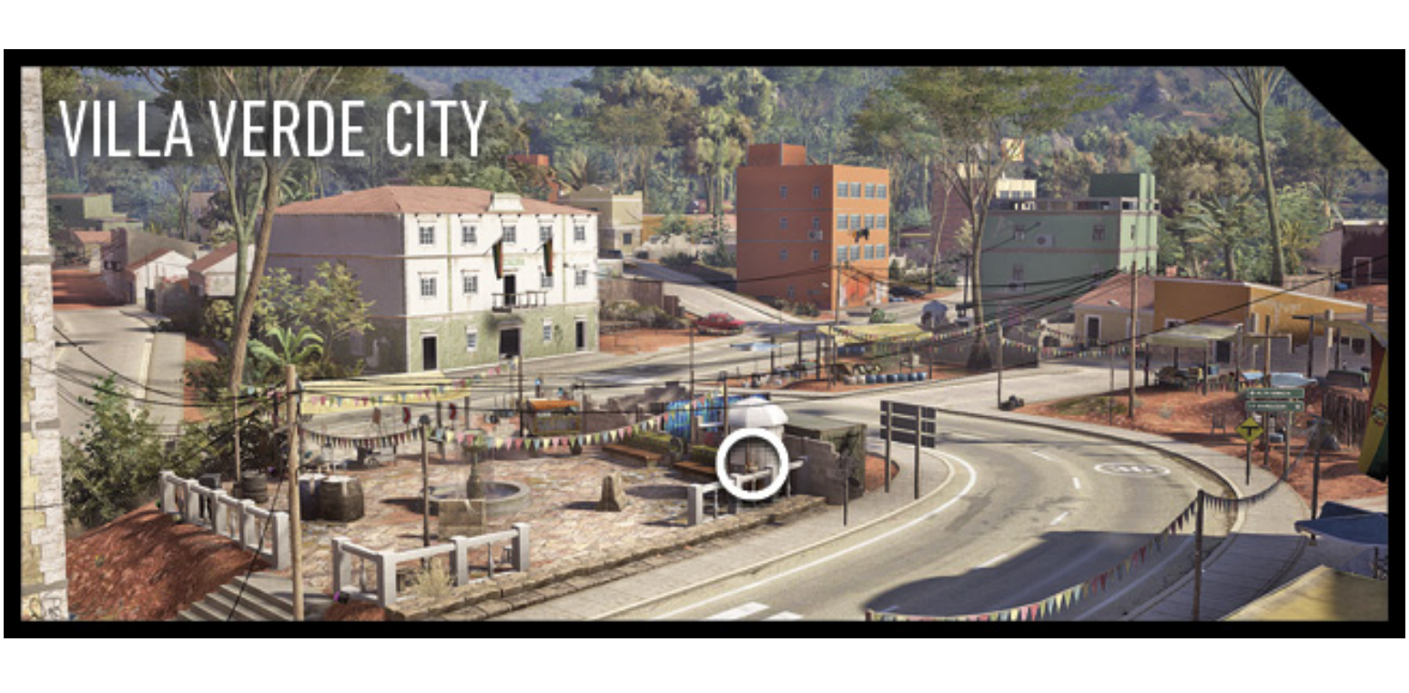
BONUS: COOLDOWN



On the southeast side of the city, defenses are a bit tighter with a bunker and alarm. Enter the building just north of this bunker and ascend to the rooftop, where a Bonus Medal is found in the far corner.

KINGSLAYER FILES

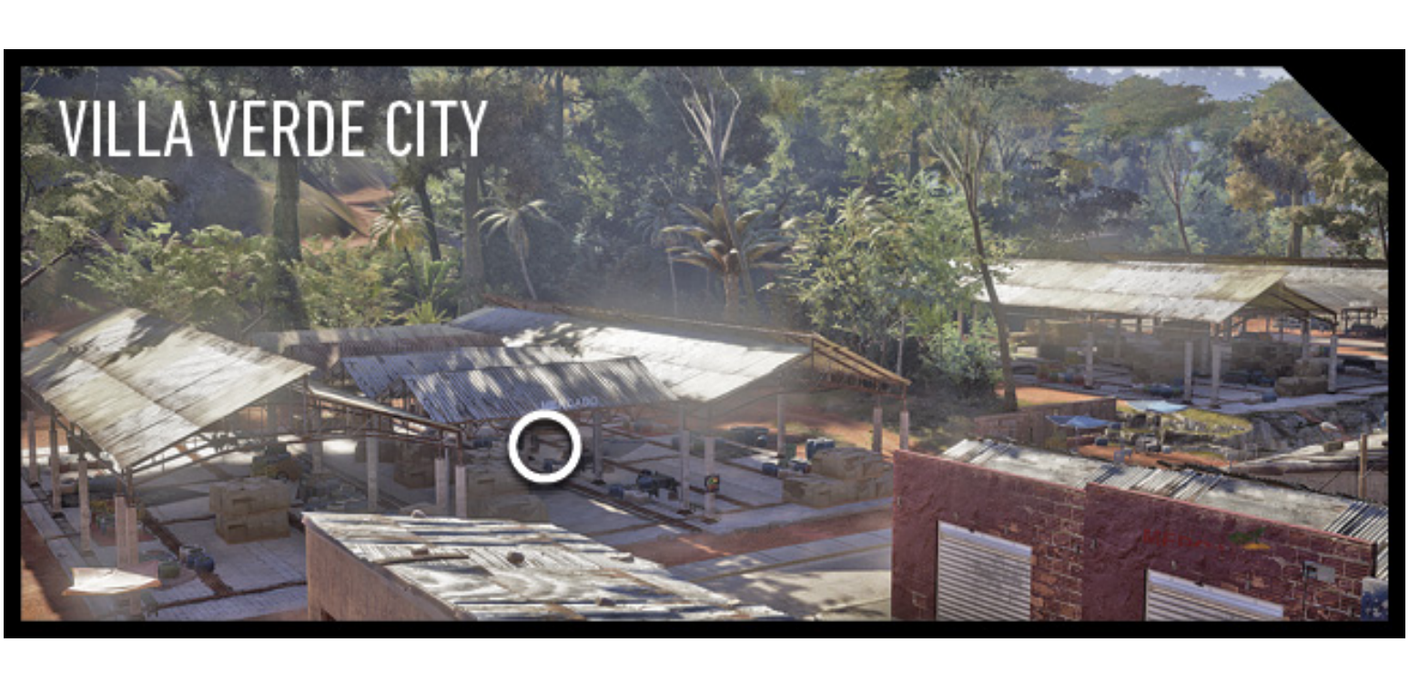
LEGEND



At the center of the city, a public square sits between a bank and city hall. A legend sits on the south railing.

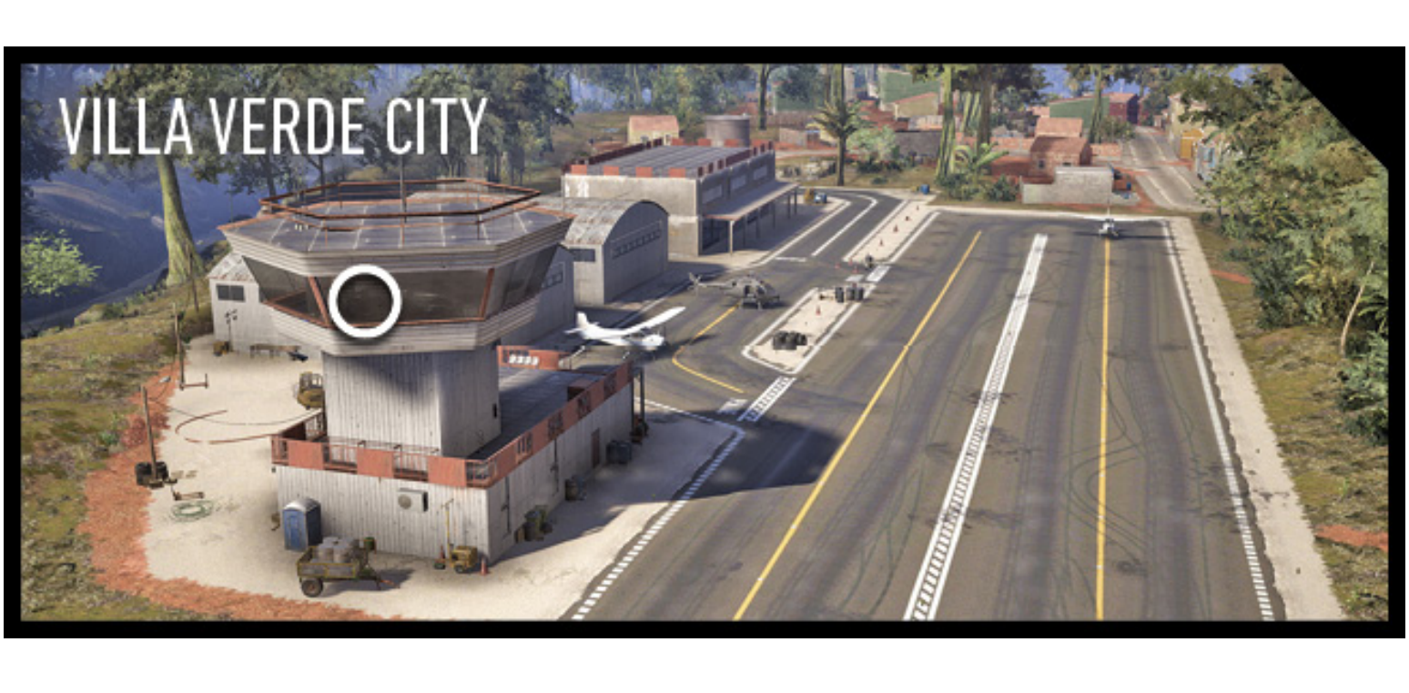
Diablada: La Diablada is the Spanish name for the Devil's Carnival held each February in the mining city of Oruro to honor the Virgen del Socavón – the Virgin of the Tunnel – the saint patroness of miners. The carnival takes its name from one of its most emblematic dance, la Diablada, during which performers wear devil suits, masks, and horns and parade in the streets. The dance dates back to the pre-Columbian period of the Urus who used to practice it in honor of the god Wari.

DOCUMENT



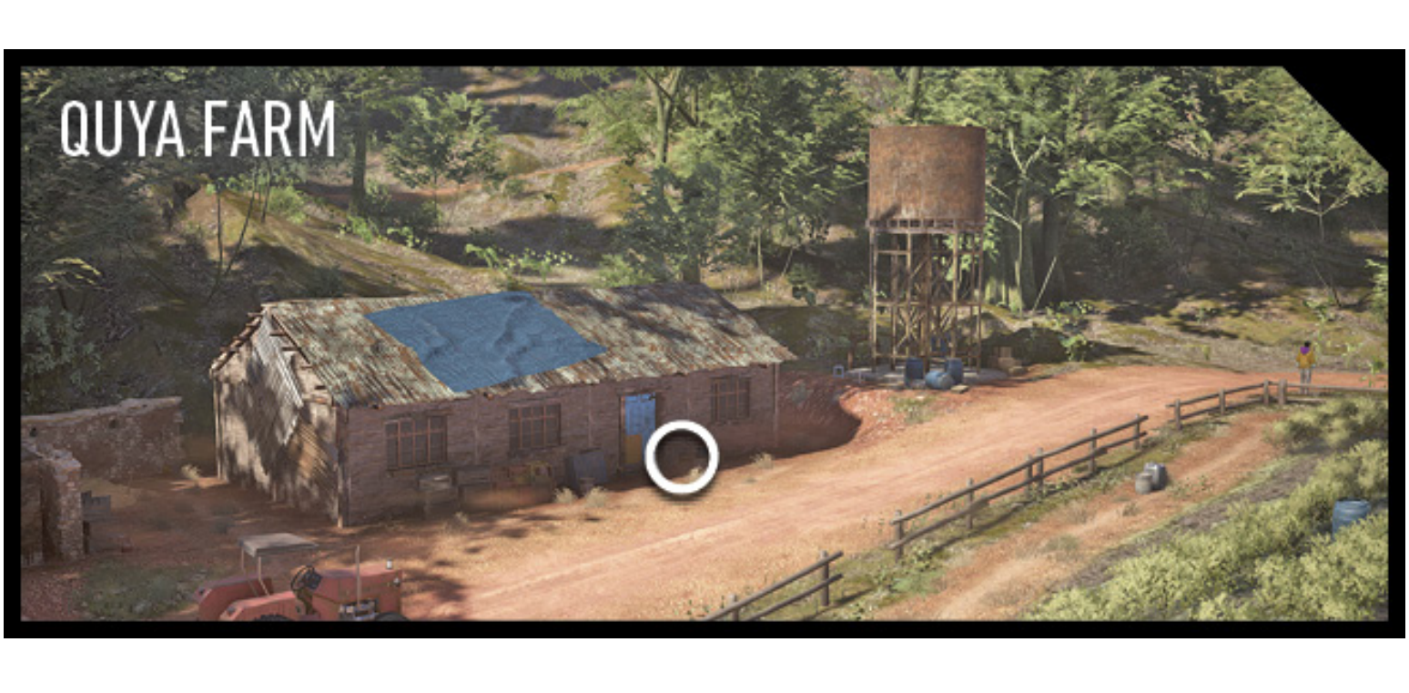
Visit the market on the east side of the city, and search under the northern shelter. A briefcase sits next to a pillar.

DOCUMENT



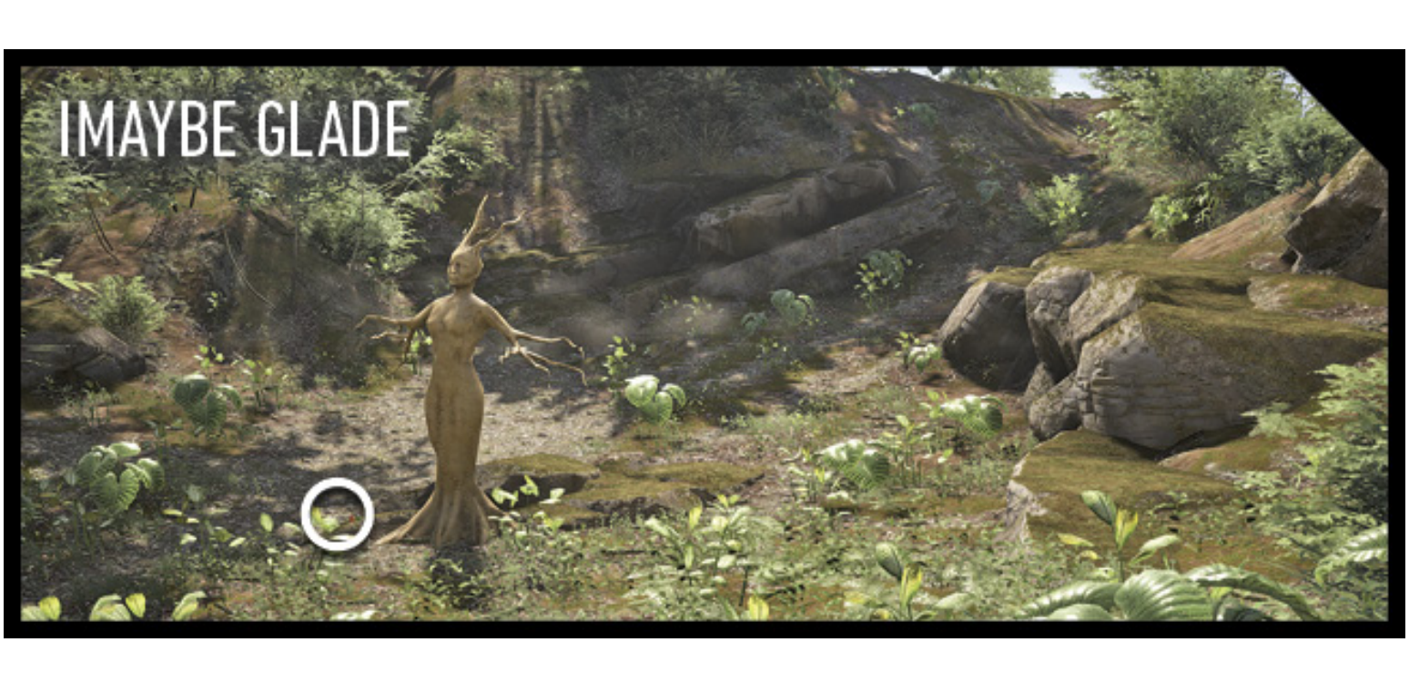
Sitting next to the runway on the south side of the city, an air traffic control tower controls the aircrafts that fly in and out. Climb to the top floor to find a file on the controller's desk.

DOCUMENT



Travel to the Quya Farm east of Villa Verde City. Grab the disc that lies on the ground next to the house front door.

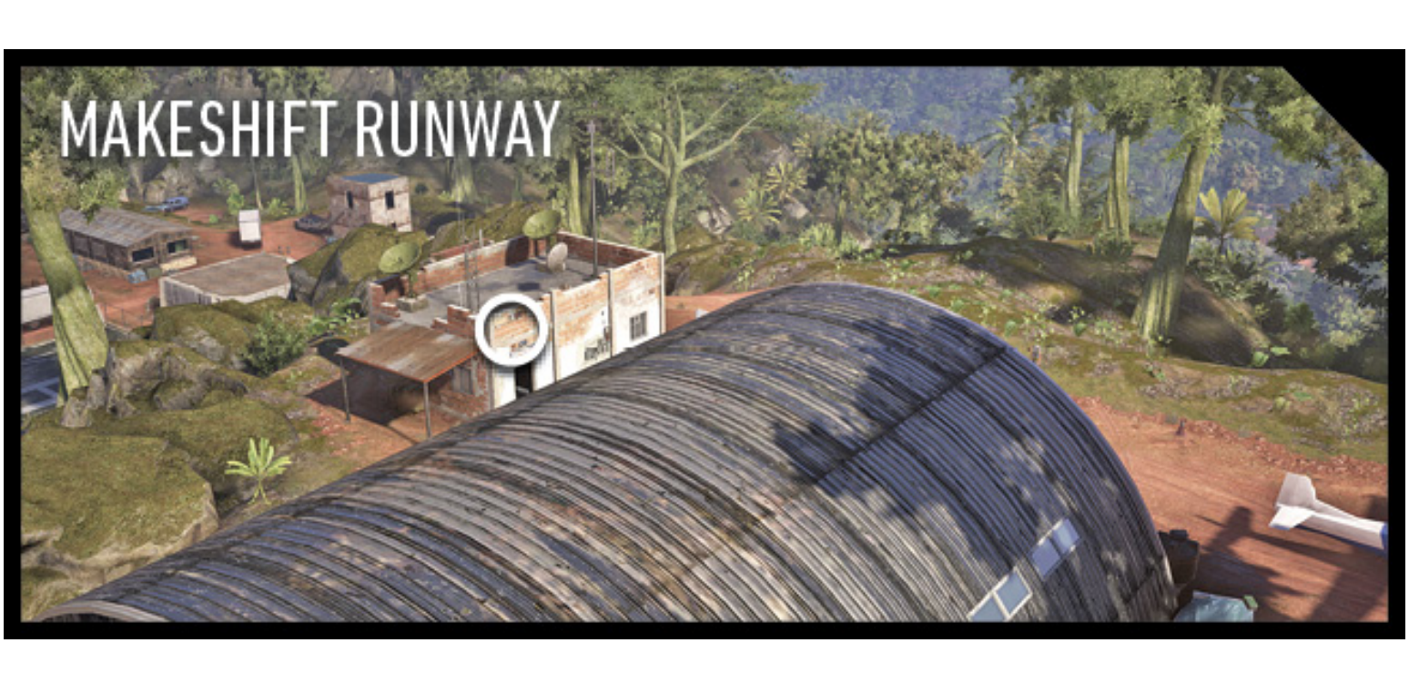
LEGEND



Go to Imaybe Glade directly east of Villa Verde Alpha rally point and collect the legend that lies next to the statue.

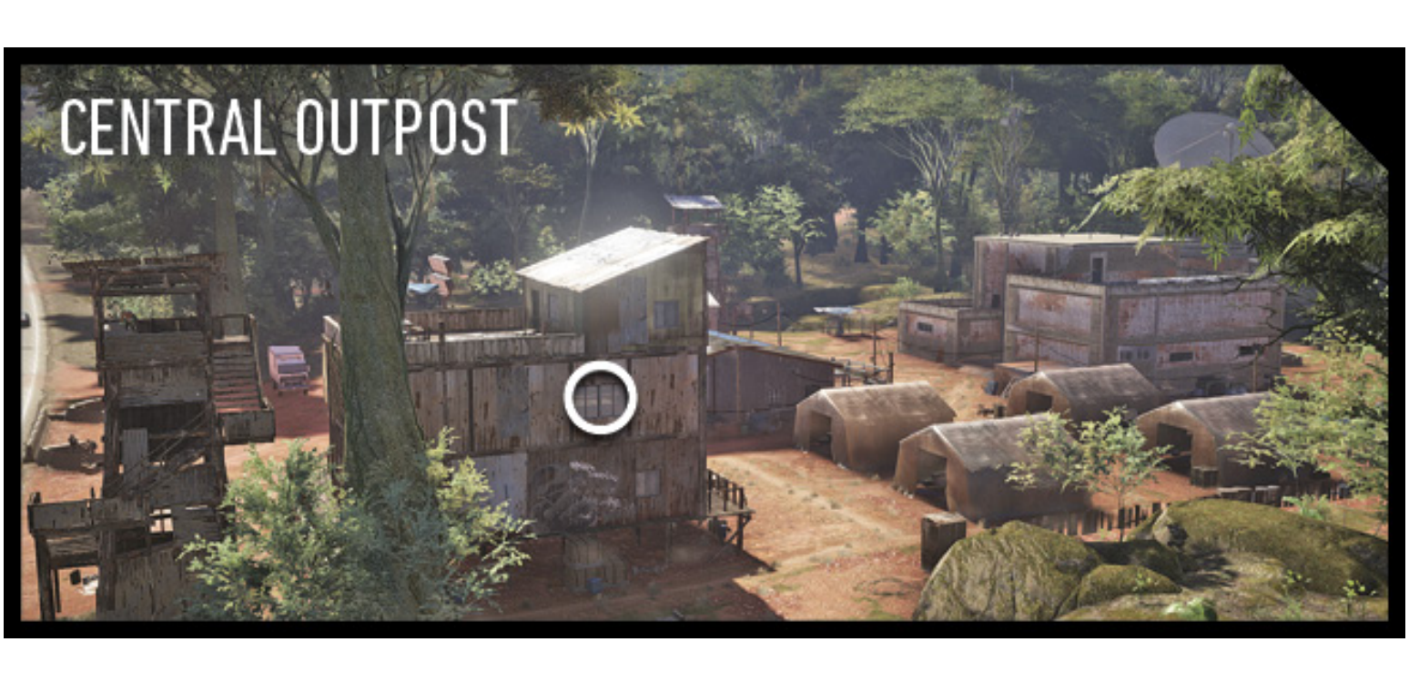
The Woman That Turned into a Tree: According to an eastern myth, a beautiful girl once fell in love with a warrior and married him. One day, he went to war but never returned. His wife was so sad that she disappeared into the forest and died embracing a big, round tree. When some hunters found her, they could not take her back to her village because her body had become part of the tree. As time passed, she changed completely into a tree. The legend goes that once a year, a single flower blossoms on the bark of the tree.

DOCUMENT



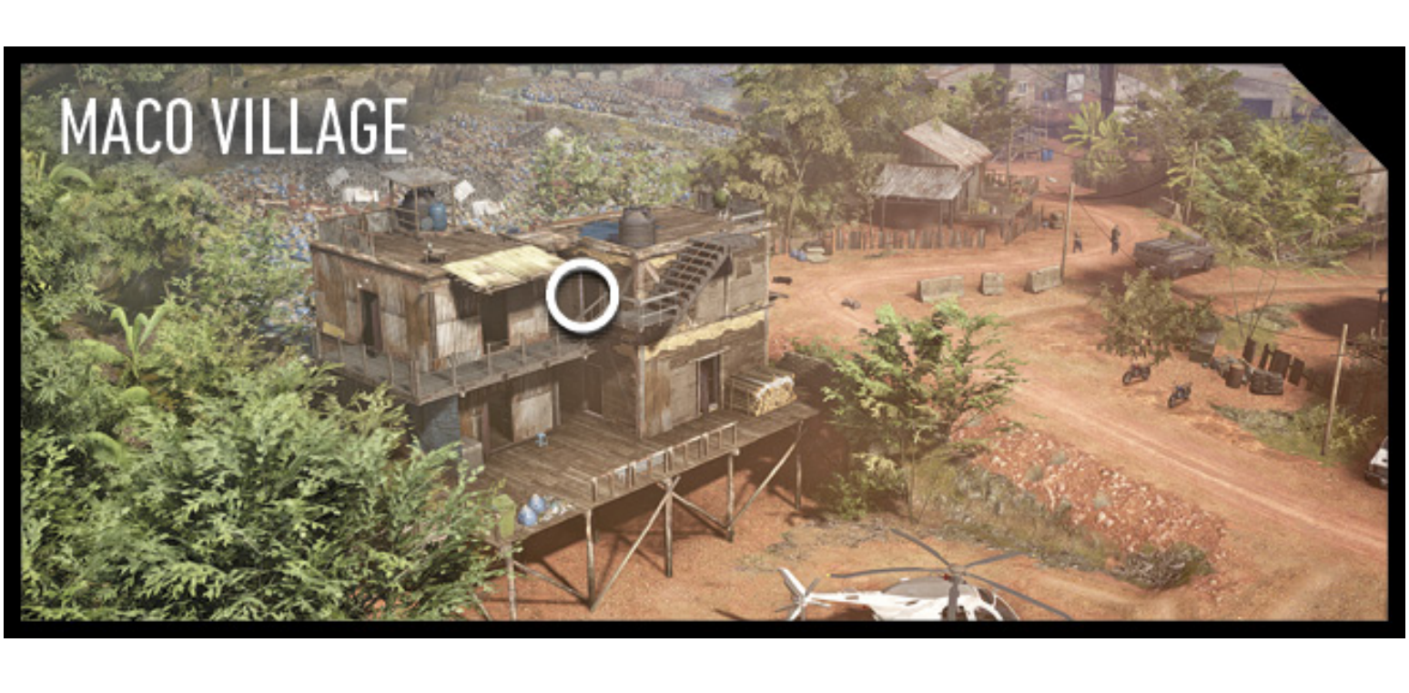
A comms center sits just north of the runway at the top of the hill. Sneak into the north door and snag the briefcase that sits on the shelf.

DOCUMENT



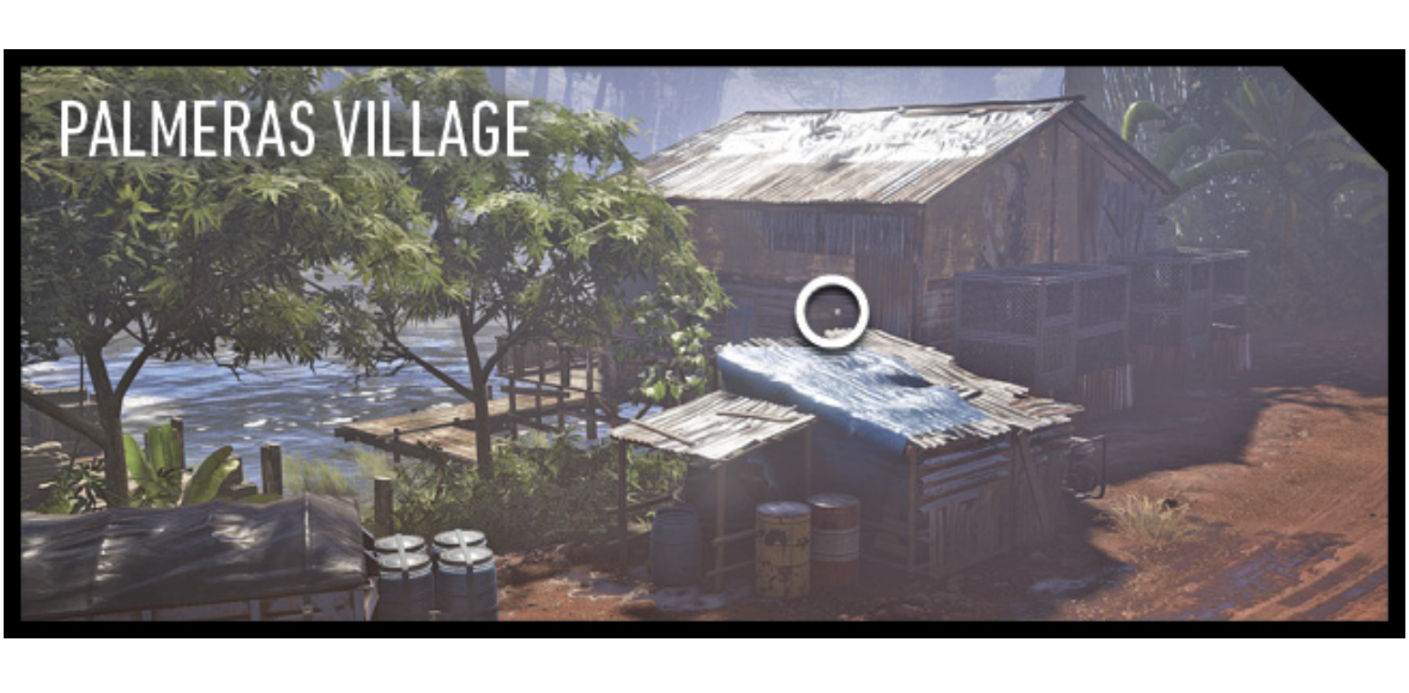
At the central Santa Blanca outpost, located between Villa Verde and La Marqueza, sneak into the large housing on the north side. Head upstairs to the second floor, where a document has been left on one of the beds.

DOCUMENT



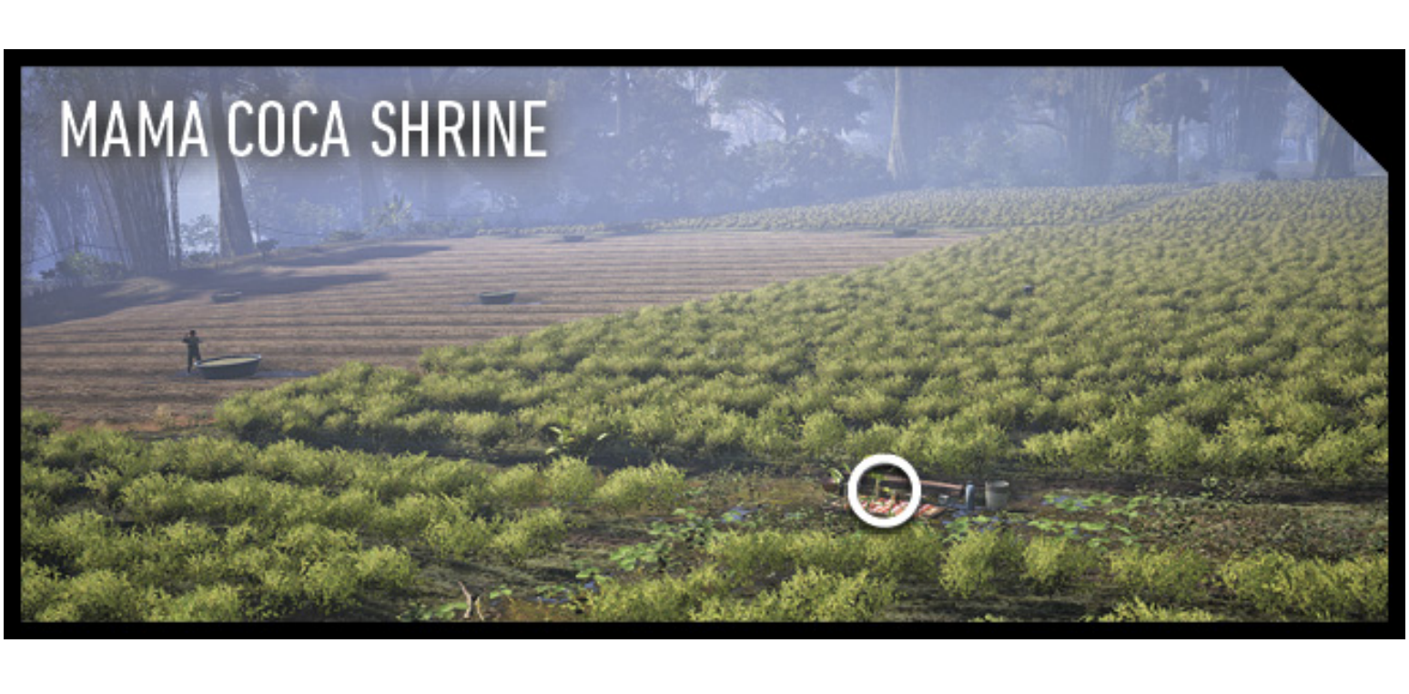
On the northwest side of Maco Village, find the building next to the helicopter and access the stairs on the north side. Climb to the second floor and search the front room. A recording sits on a pile of trash.

DOCUMENT



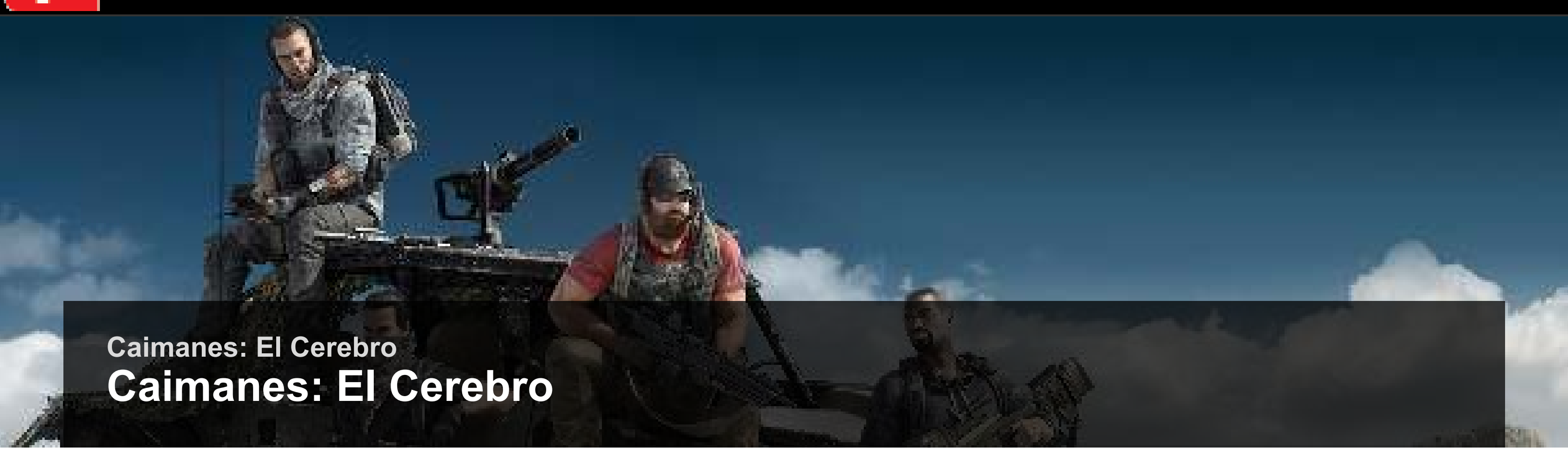
Follow the main road south into Palmeras Village and turn onto the second dirt road as it leads toward the water. Just before the dead end, two cages sit behind a shanty. A document rests on a desk inside.

LEGEND

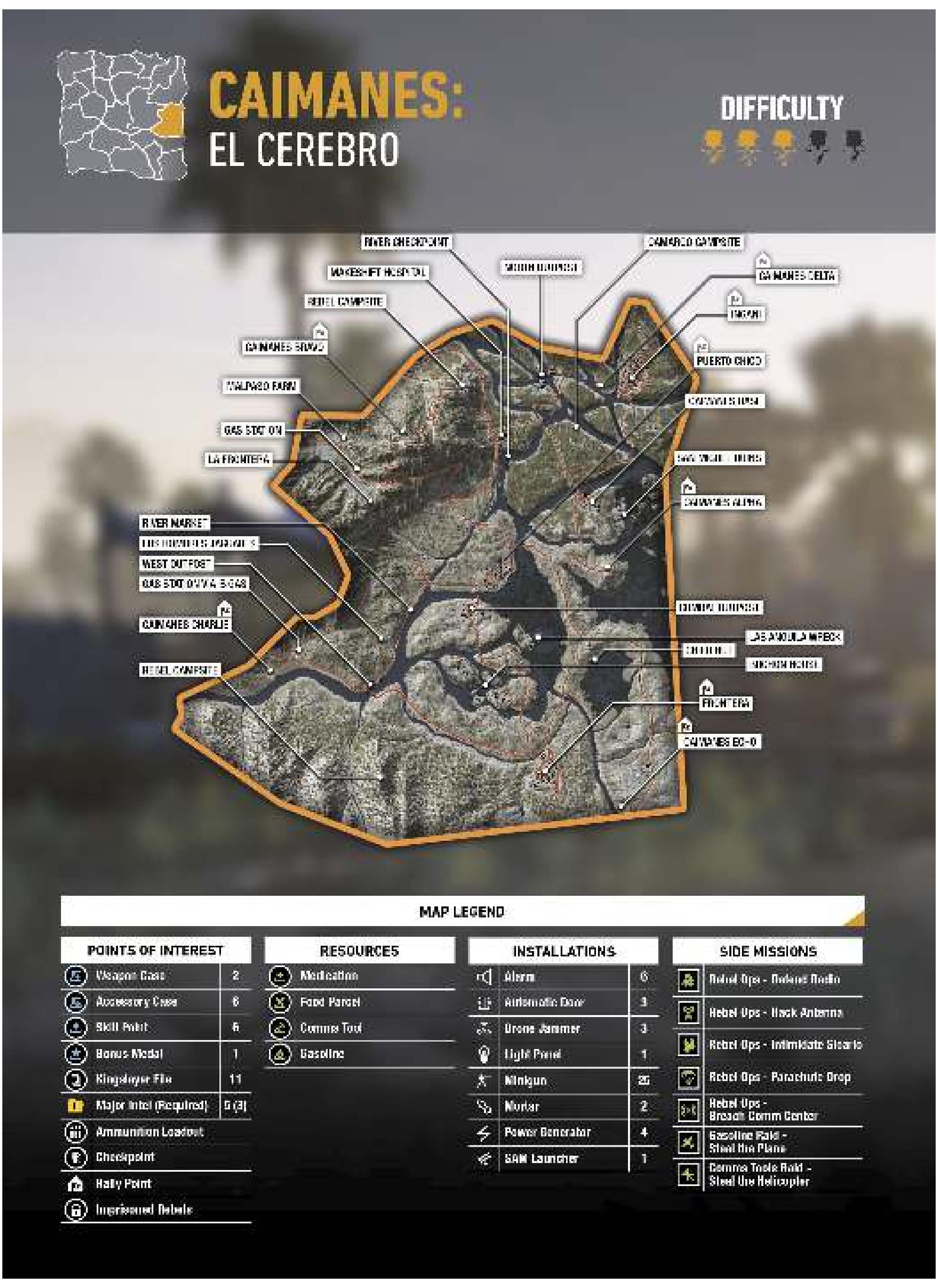


A shrine dedicated to an Inca goddess sits in the middle of coca fields east of Palmeras Village. Grab the legend that sits between the candles.

Mama Coca: Legends about Mama Coca often tell very different tales: some think she was Pachamama's daughter. Others say she was the courted wife of one of the first Incan emperors. But most stories end up with the idea that when she died, her body was dismembered and buried separately. In the tomb's center appeared a new plant called "coca," whose leaves, originally reserved for men, could be used to relieve pains and soon were considered sacred.



Caimanes: El Cerebro


CAIMANES:
EL CEREBRO
DIFFICULTY
RIVER CHECKPOINT
MAKESHIFT HOSPITAL
REBEL CAMPSITE
CAIMANES BRAVO
GAS STATION
LA FRONTERA
RIVER MARKET
WEST OUTPOST
CAIMANES CHARLIE
REBEL CAMPSITE
CAIMANES DELTA
INGANI
PUERTO CHICO
CAIMANES ALPHA
LAS ANGUILA WRECK
FRONTERA
CAIMANES ECHO
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 6
Skill Point 6
Bonus Medal 1
Kingslayer File 11
Major Intel (Required) 5 (3)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 6
Automatic Door 3
Drone Jammer 3
Light Panel 1
Minigun 25
Mortar 2
Power Generator 4
SAM Launcher 1
SIDE MISSIONS
Rebel Ops - Defend Radio
Rebel Ops - Hack Antenna
Rebel Ops - Intimidate Sicario
Rebel Ops - Parachute Drop
Rebel Ops - Breach Comm Center
Gasoline Raid - Steal the Plane
Comms Tools Raid - Steal the Helicopter

Santa Blanca build narco submarines in these swamps where Bolivians fish and hunt caimans.

Content	Number in Province
Main Missions	6
Side Missions	9

- **OperatioN: Smuggling**
- **Chief: El Cerebro**
- **Ecosystem: Swamps**

This province is a big swamp, a prolongation of the Pantanal Swamp in Brazil and one of the two spillways of the Amazonian forest. Each year a big flooding covers these territories, except a few hills. The Rio Habana drains the Caimanes swamp and pours into a large river that opens itself in the south Atlantic.

The population is very small. The only possible activities in the swamp are fishing and caiman hunting. The province has 3 villages that share these activities: Puerto Chico, Frontera, and Ingani.

This forgotten place was part of Santa Blanca's initial plan. Once produced, the cocaine must leave Bolivia and head toward consumption countries, without attracting attention. One of the safest smuggling vectors used by cartels is pocket submarines made out of glass fiber. They are almost undetectable and can transport several tons of cocaine in one trip.

Nidia Flores handed the mission of organizing the submarine trips of cocaine produced in Bolivia over to El Cerebro. But Bolivia does not have access to the sea. El Cerebro recruited former Russian engineers, experts in the construction of nuclear submarines. Bolivia has very large rivers that pour into larger rivers, which in turn pour into the Ocean. Given all the appropriate information about the watercourse to take, they defined a submarine plan able to navigate the rivers and end up in the Atlantic Ocean.

The last step of the plan was building a naval construction site Band-Aid where submarines were built. Every two weeks a submarine leaves Caimanes.

The naval construction site is well guarded, Bolivians learned to avoid this part of the swamp. Some of them whisper about gigantic caimans that swim between these waters.

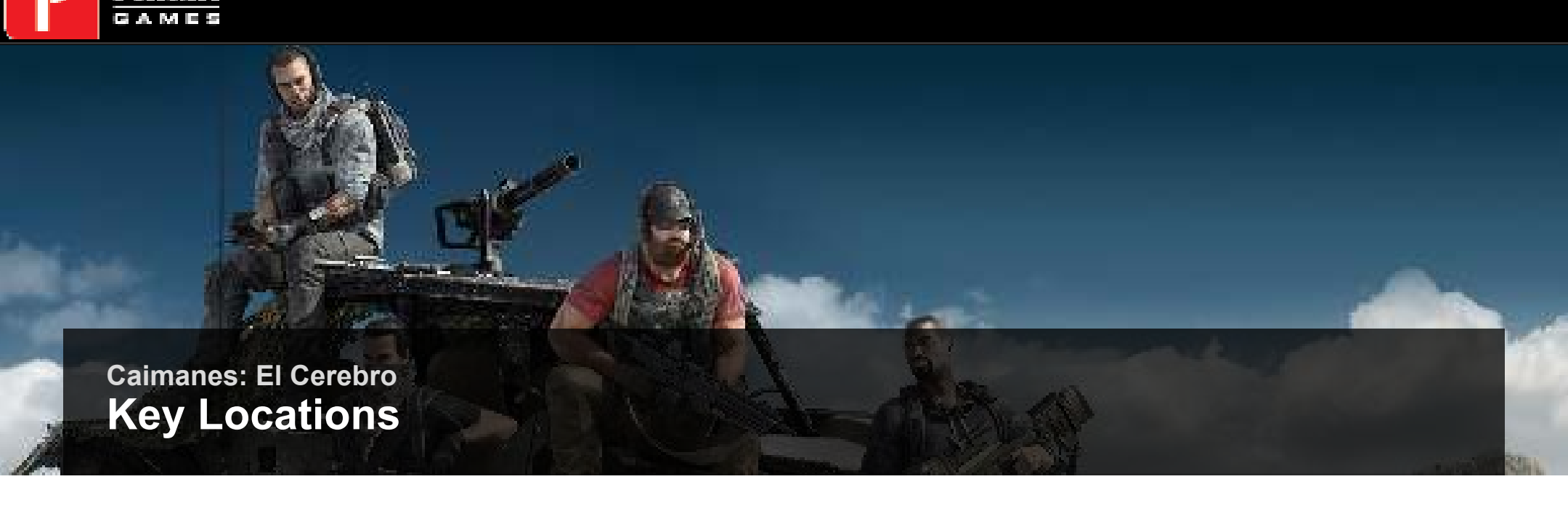
PATRICIO MENDEZ, AKA EL CEREBRO (THE BRAIN)

BORN: 08/08/1993 in Mexicali Mexico

CARTEL POSITION: Submarine Engineer

El Cerebro creates new technologies to get information and to move merchandise under the radar.

He is from a poor family in Mexico. He was the fifth child and while considered eccentric, he was clearly gifted from an early age. He would have been bullied and beaten in grade school if it were not for his older brother, a tough gang member who protected him. After his brother became a member of the Santa Blanca cartel, he introduced El Cerebro to Nidia Flores. The cartel paid for his education and he became the first in his family to attend college, at the Universidad Autonoma de Informatica, followed by graduate school in America at the California Institute of Technology. After he graduated with honors in 2014, Nidia put him to work.

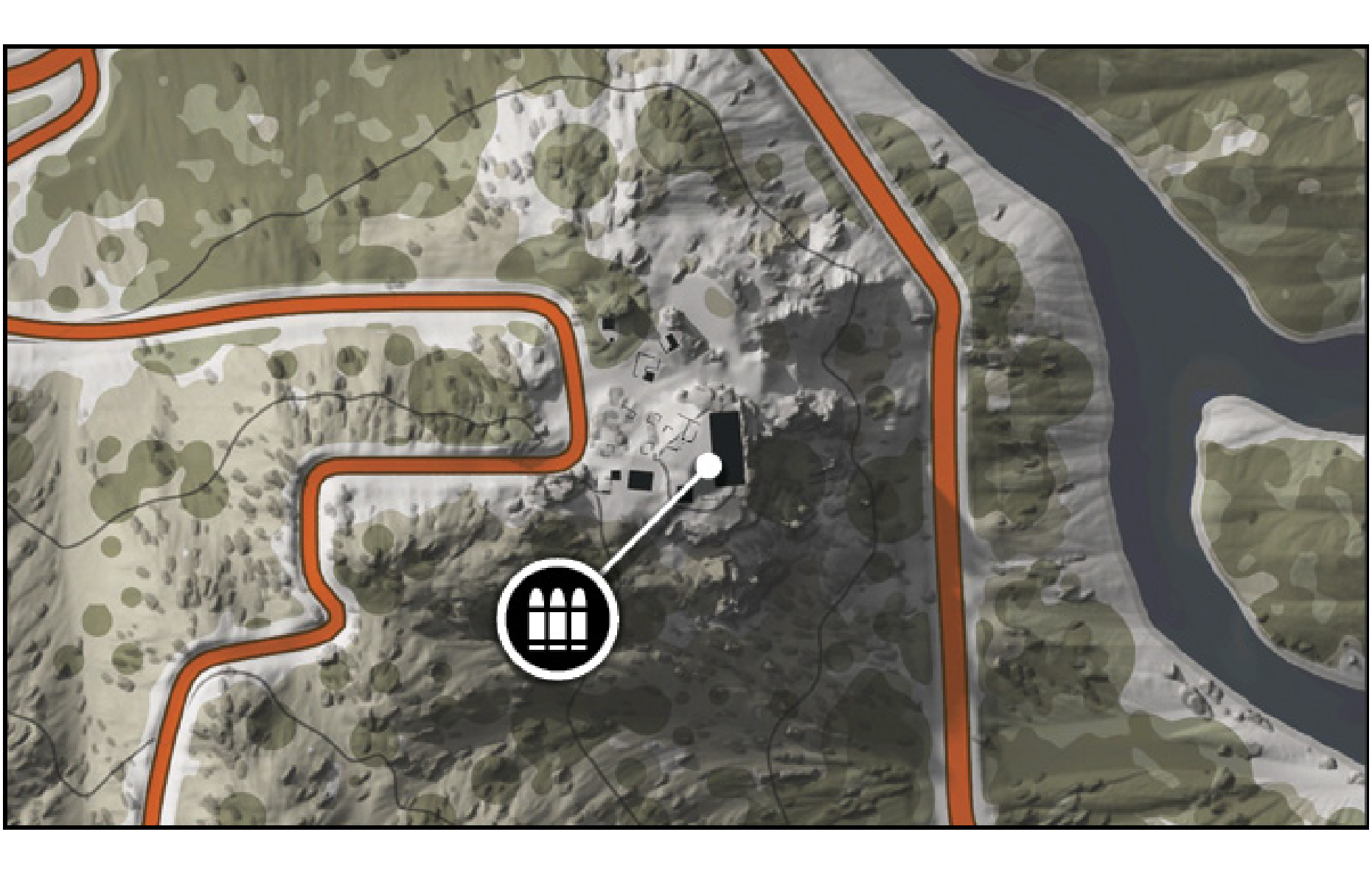


Caimanes: El Cerebro
Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

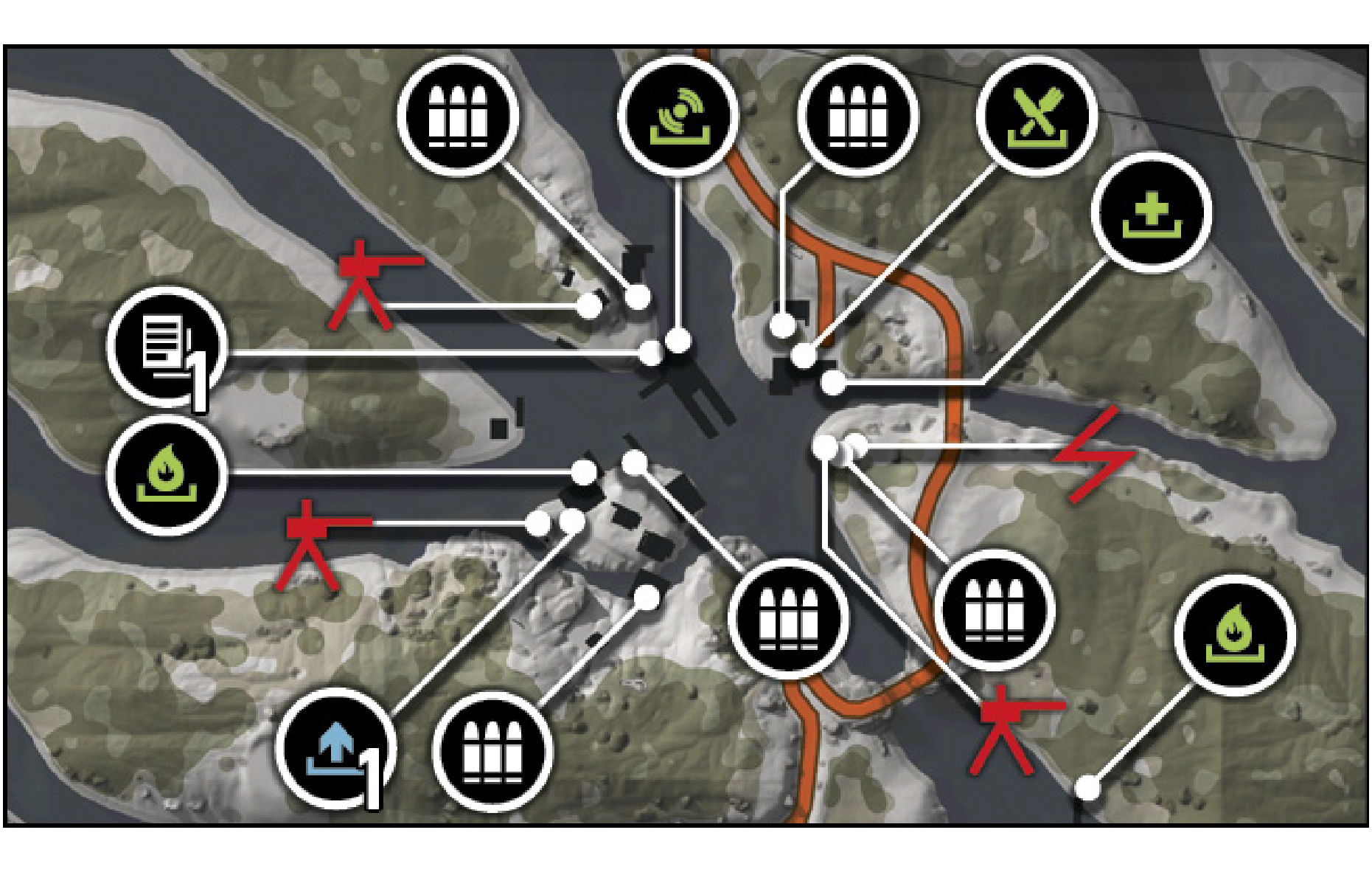
REBEL CAMPSITE

A temporary rebel campsite.



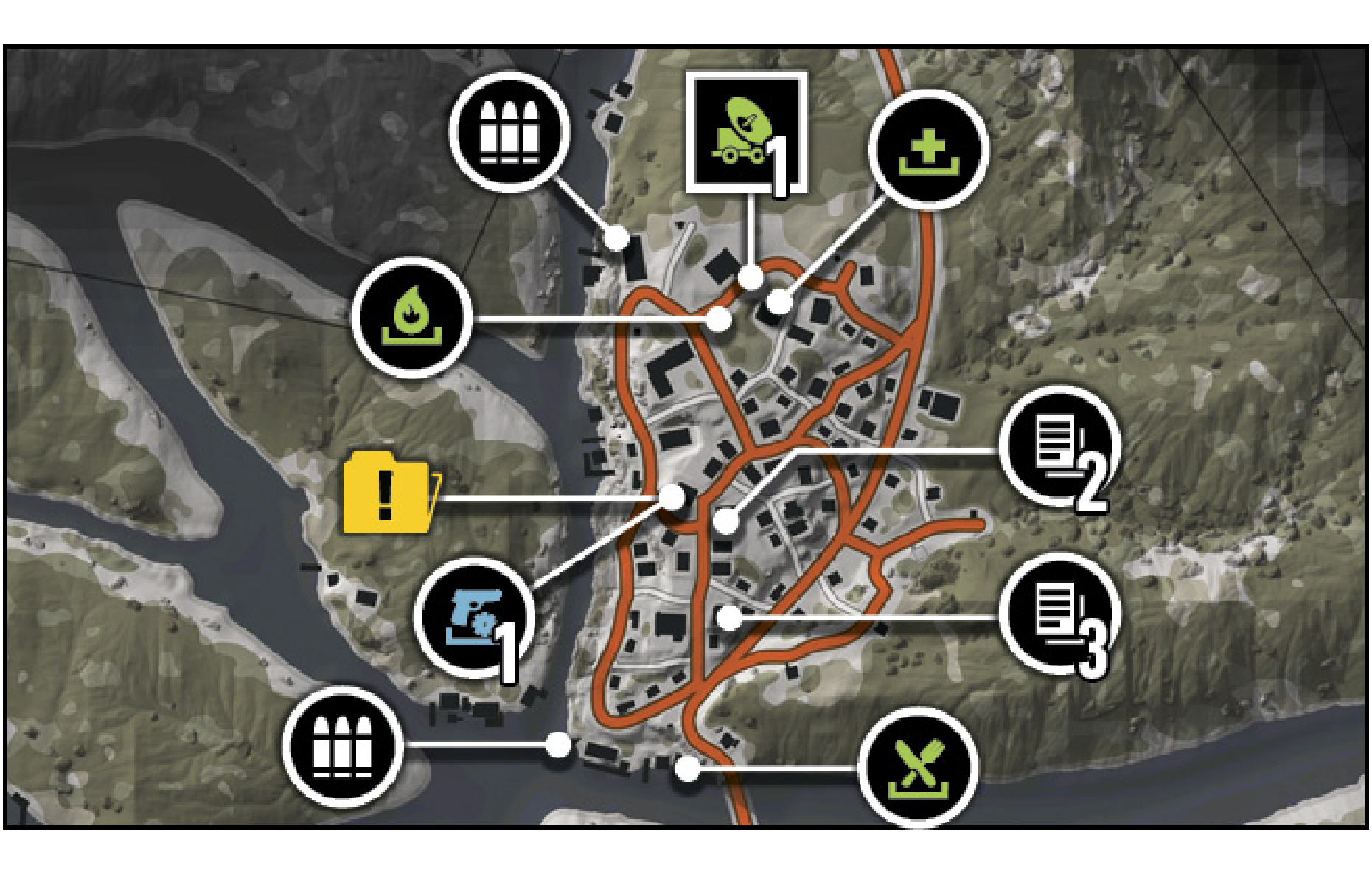
NORTH OUTPOST

A logistics platform for the narco-submarine base.



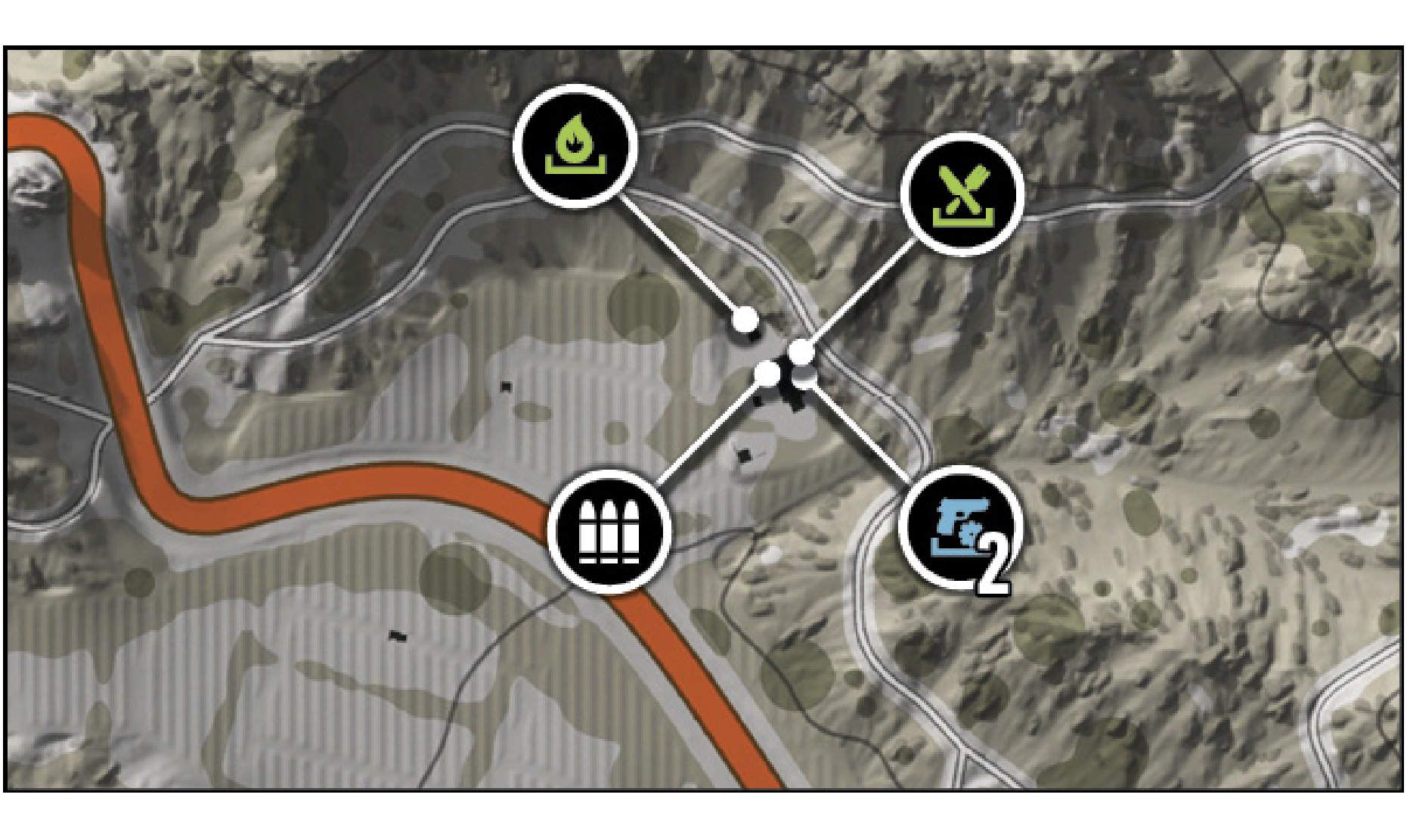
INGANI

A remote fishing and caiman-hunting village.



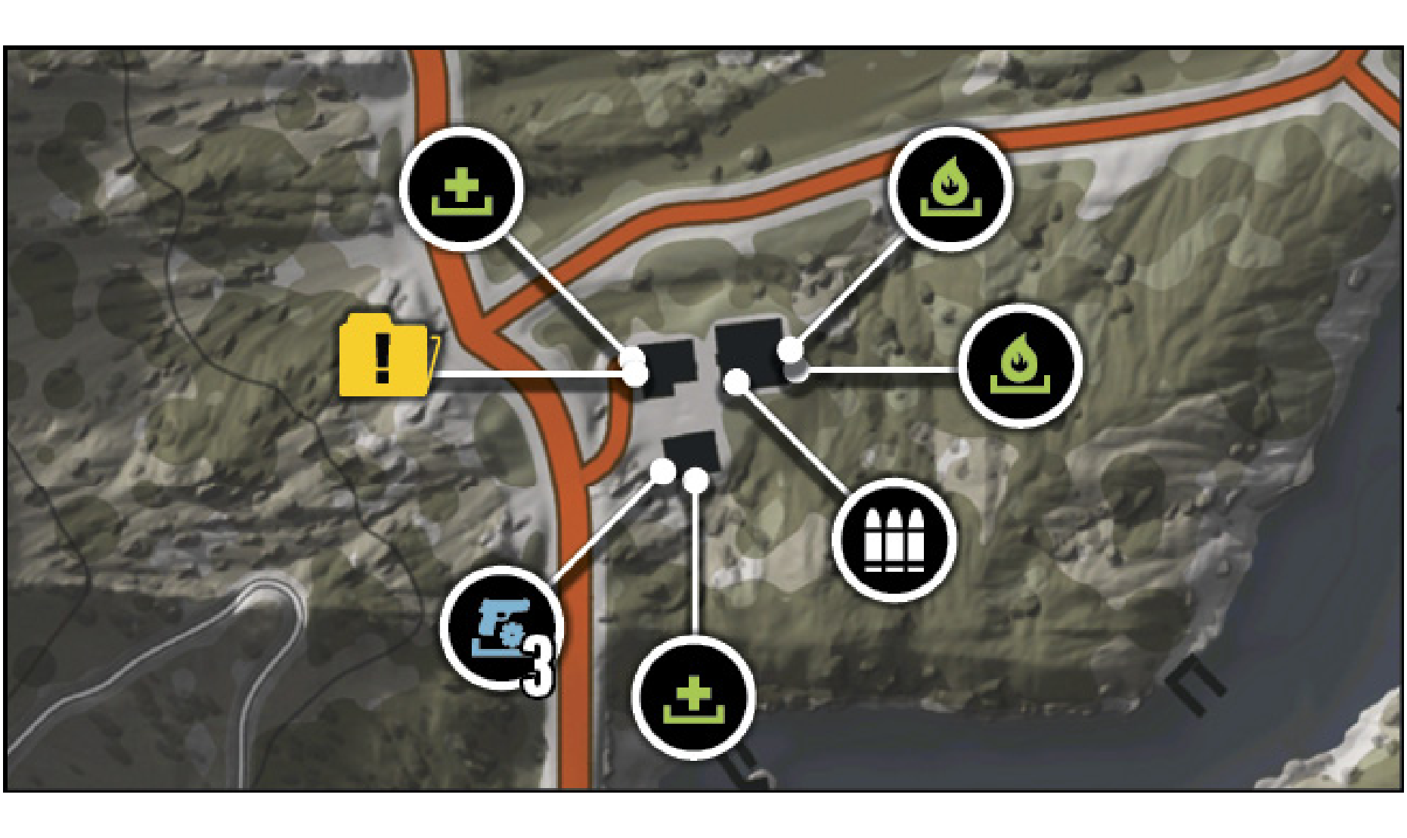
MALPASO FARM

A corn farm.



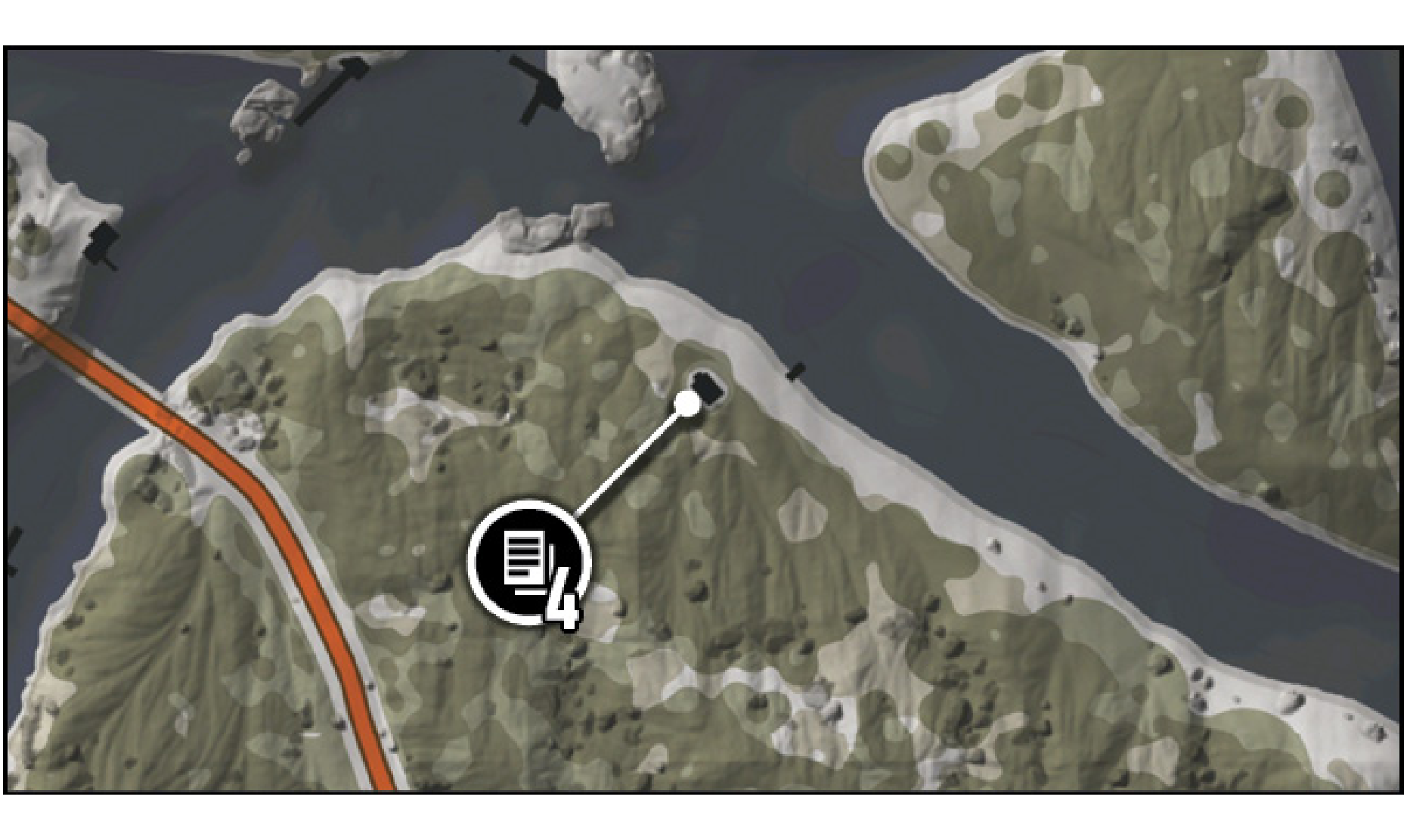
MAKESHIFT HOSPITAL

Swamp fever hurts many sicarios.



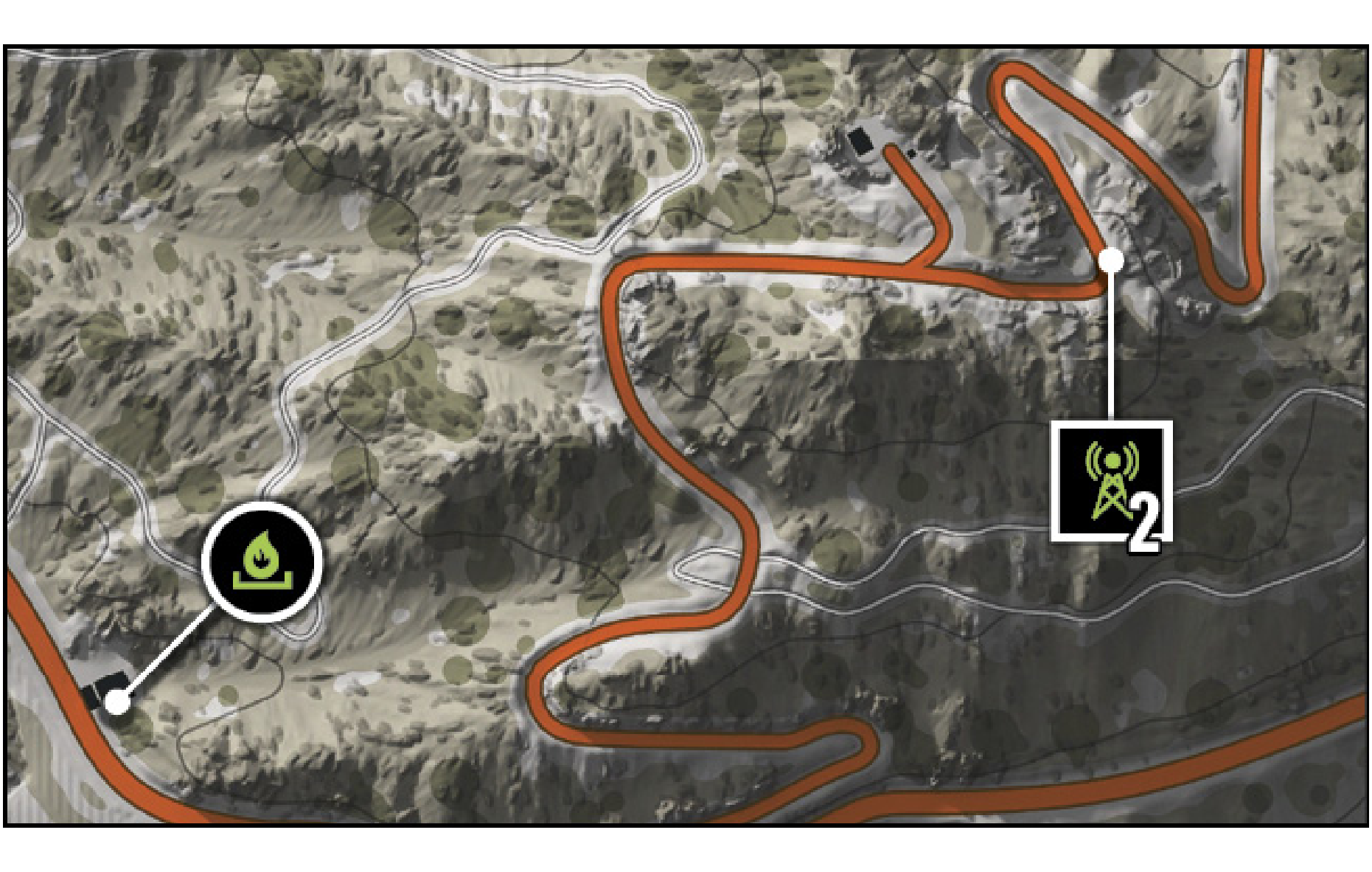
CAMARGO CAMPSITE

A caiman hunters' camp.



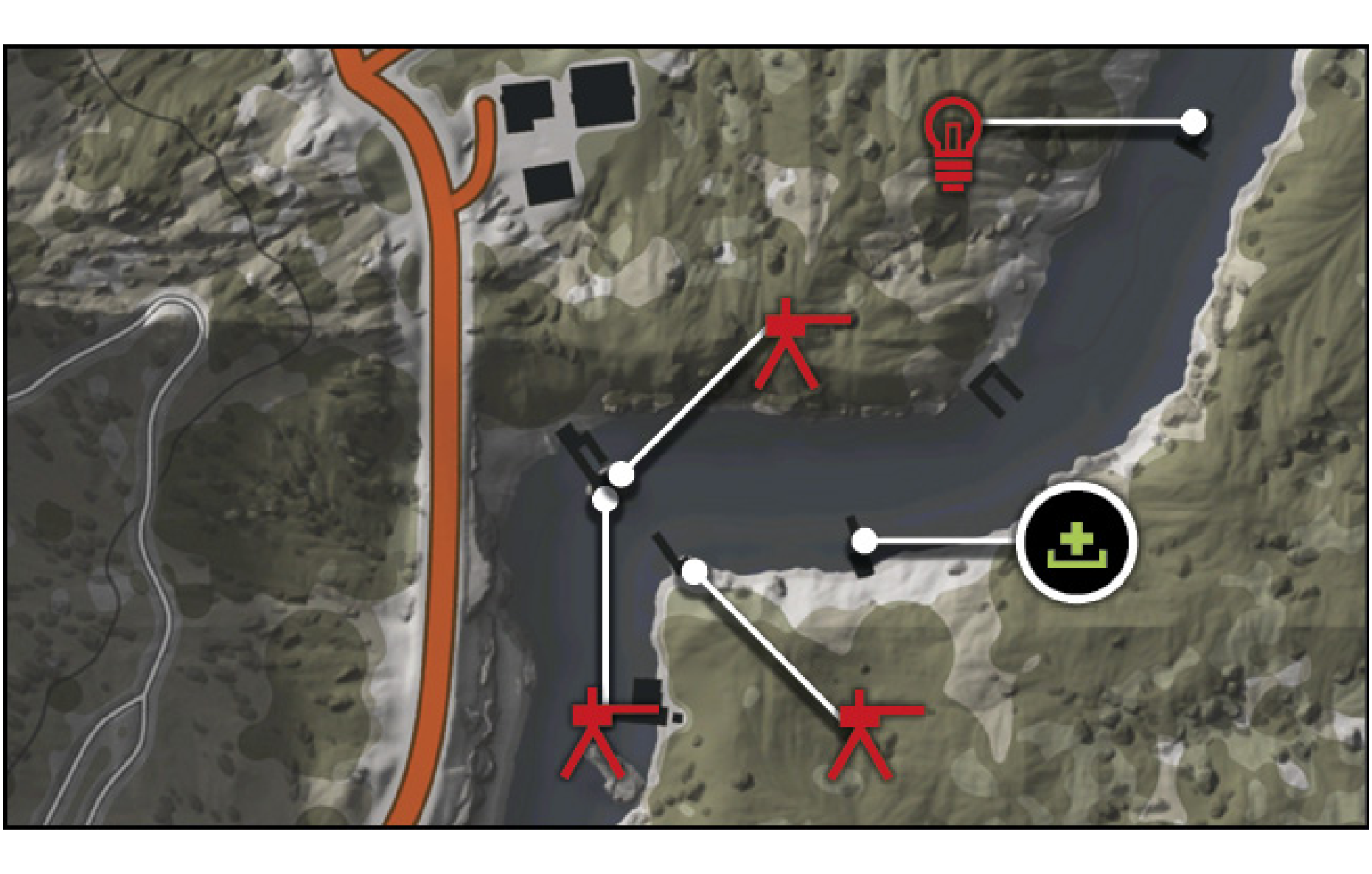
GAS STATION

A relay for cartel vehicles and convoys.



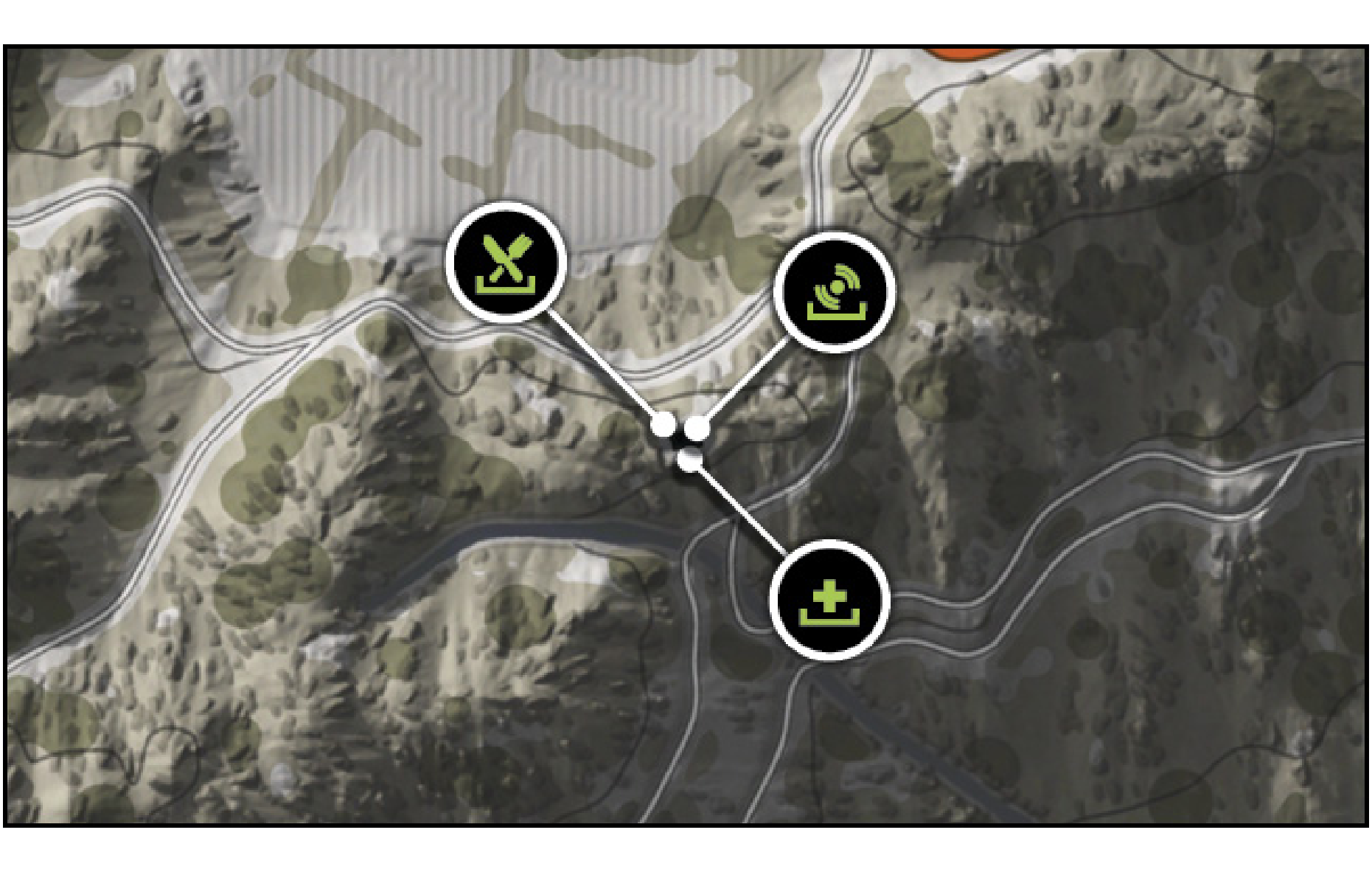
RIVERINE CHECKPOINT

Controls the traffic on the river.



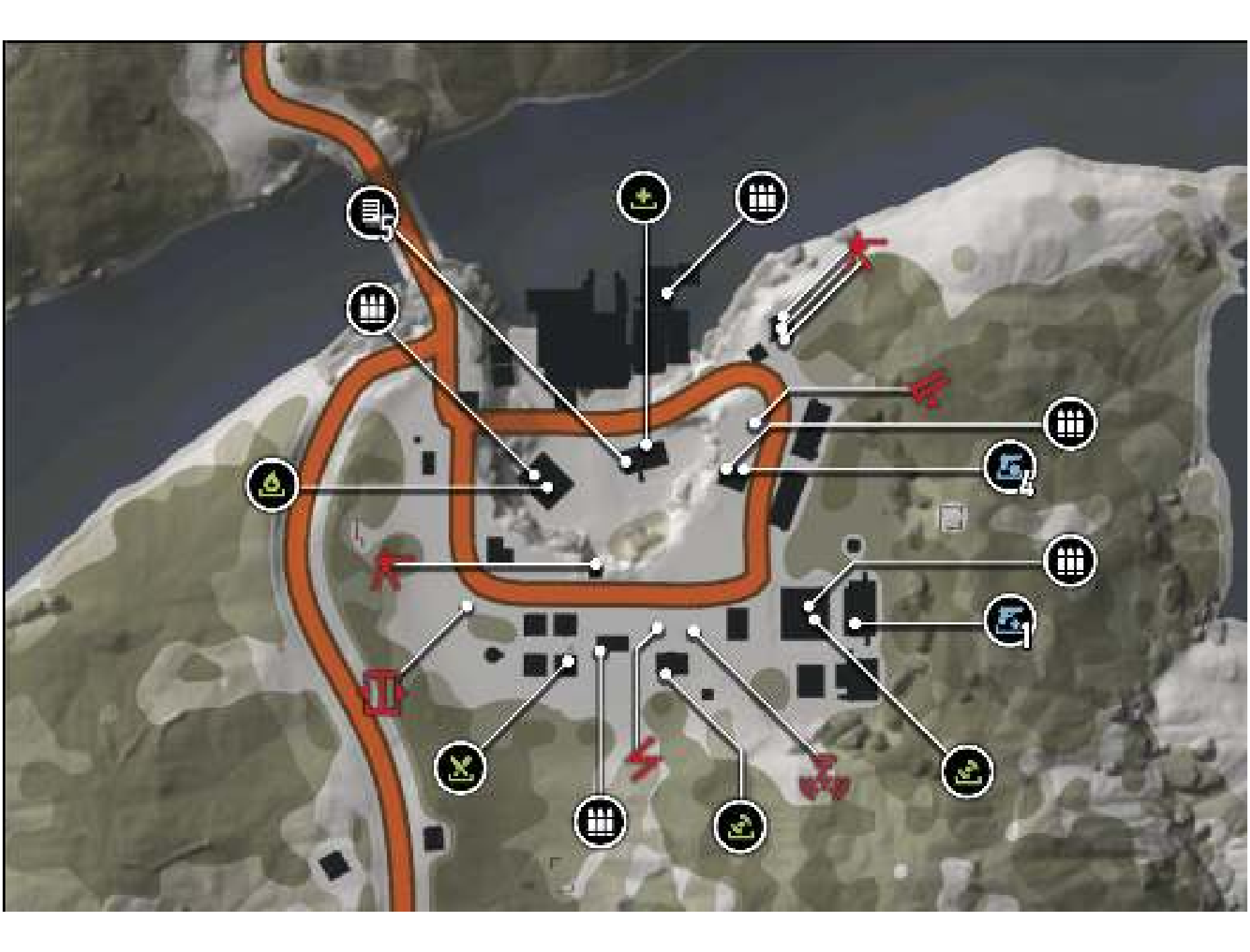
LA FRONTERA

A rebel hideout now controlled by hostiles.



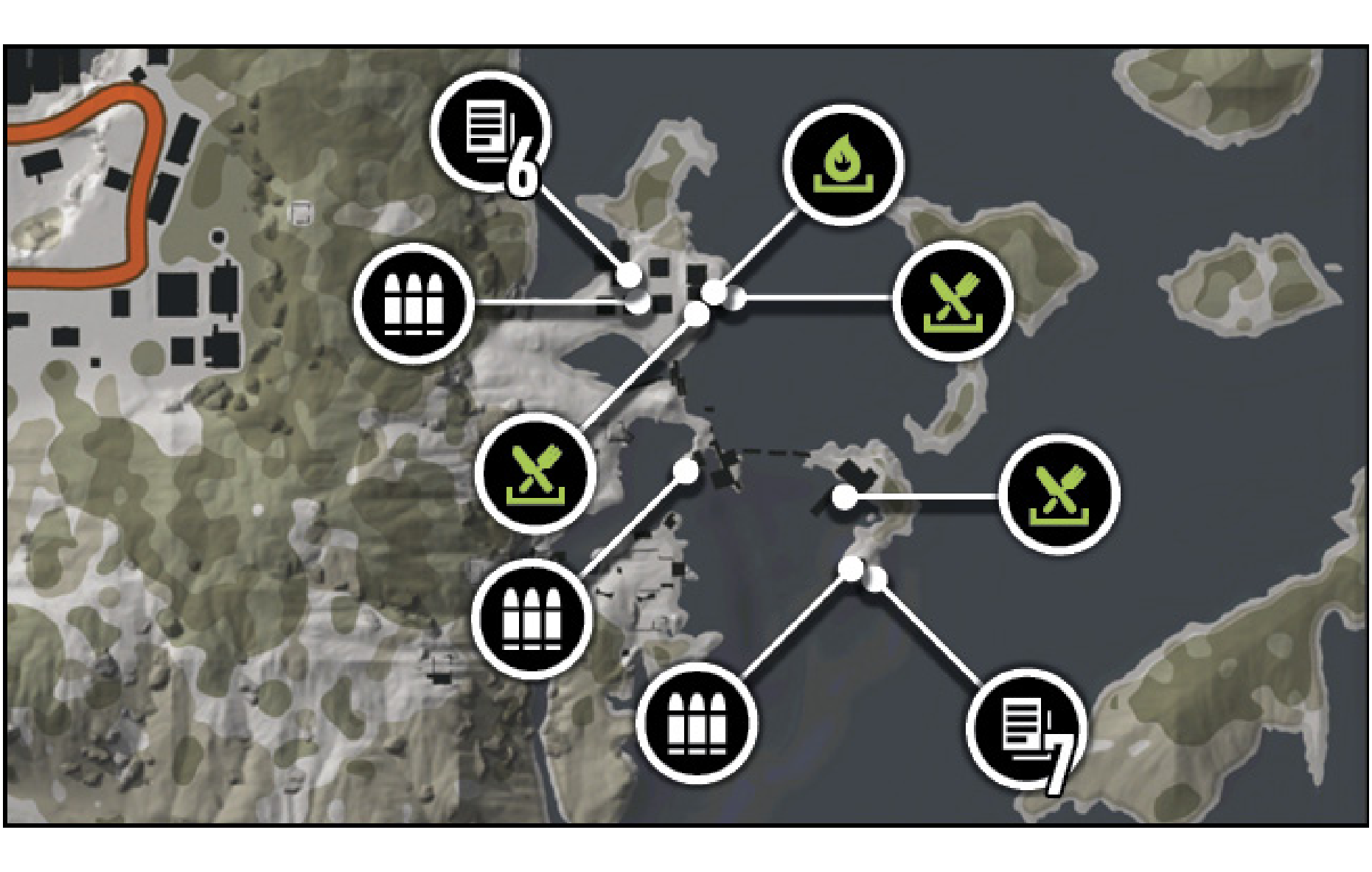
CAIMANES BASE

Narco-submarines leave from this base to the Atlantic.



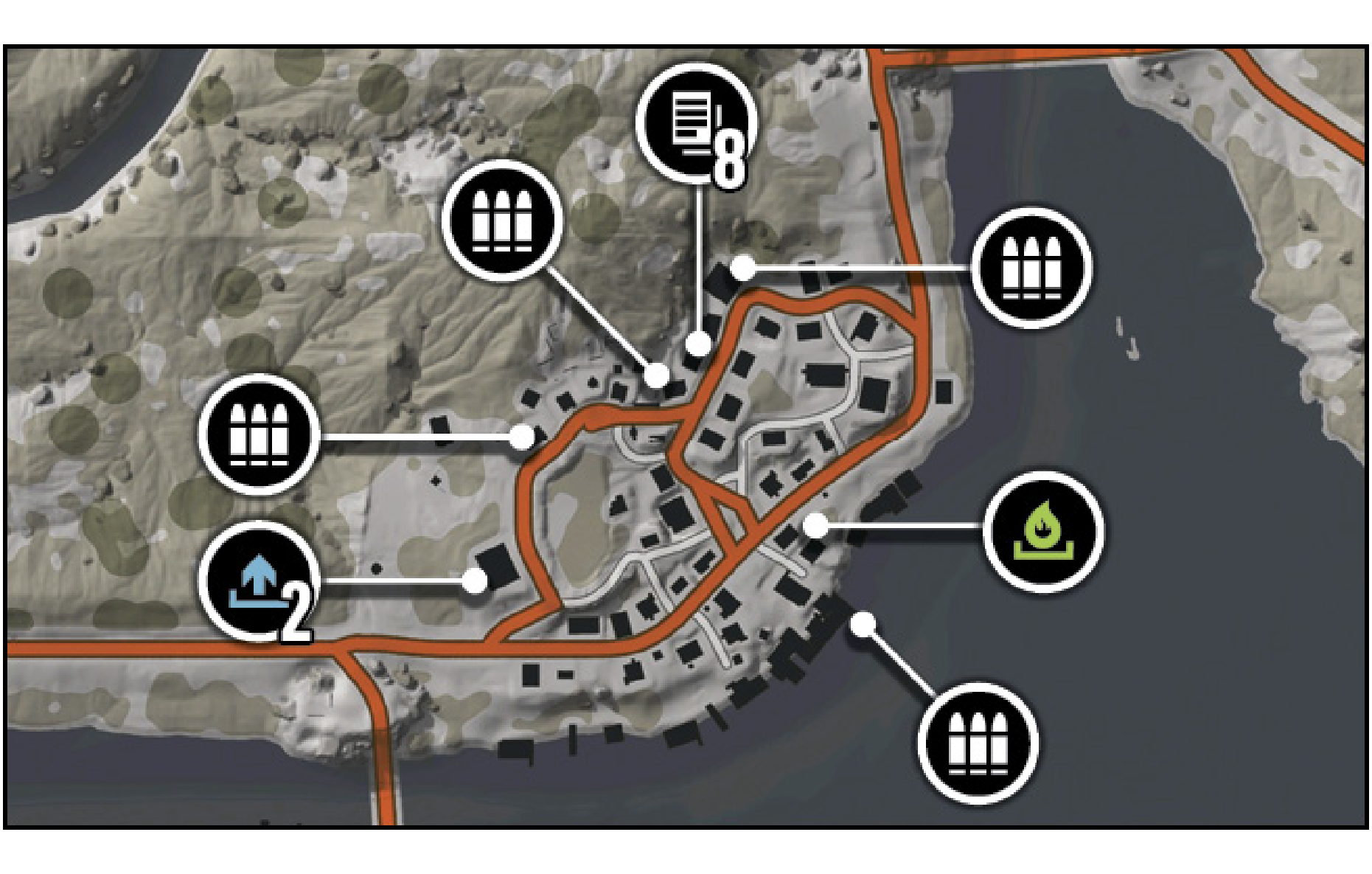
SAN MIGUEL RUINS

Remains of a colonial site.



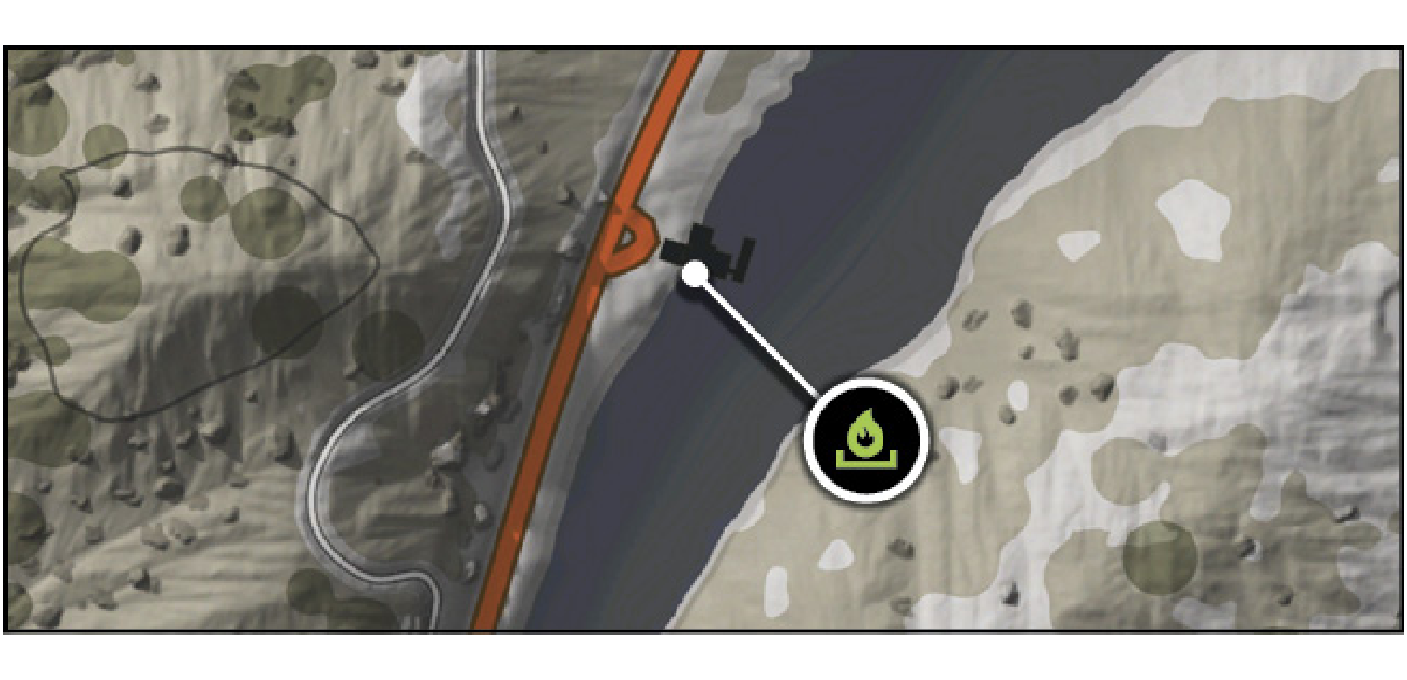
PUERTO CHICO

A fishing village occupied by the cartel.



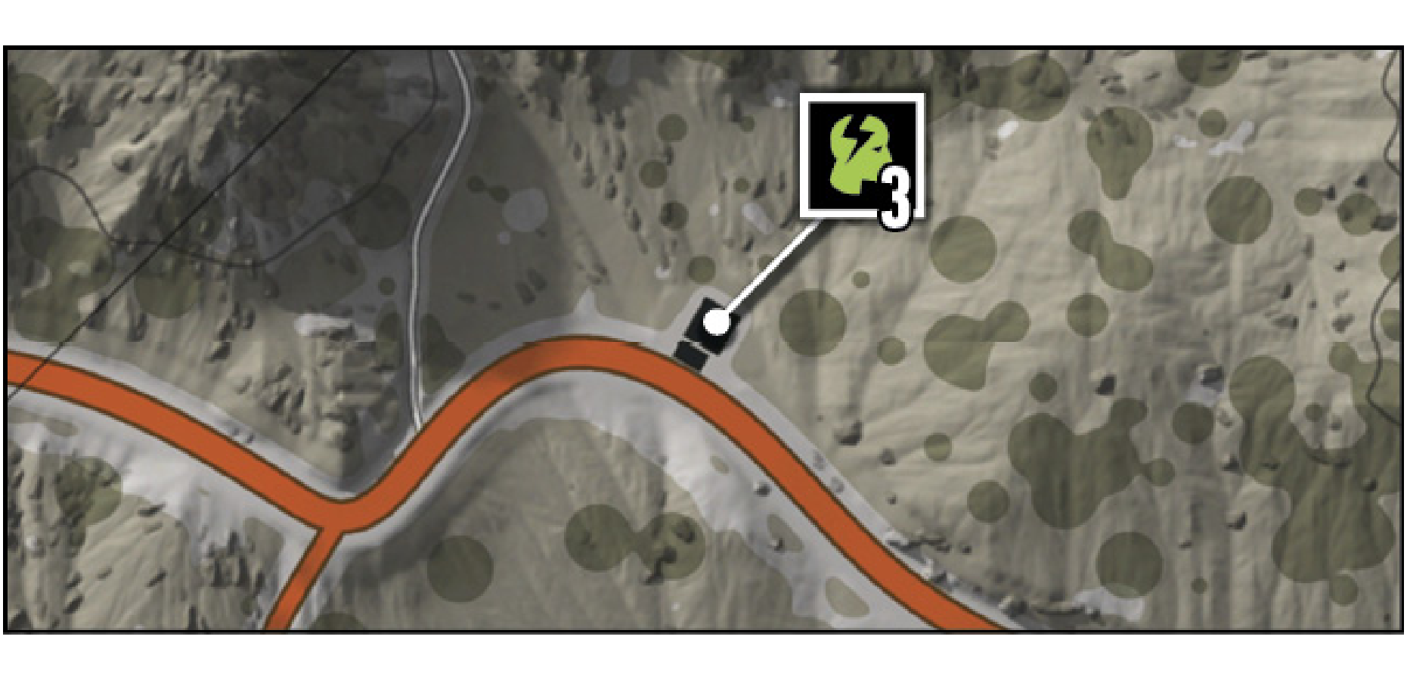
RIVER MARKET

A rough-hewn market along the river.



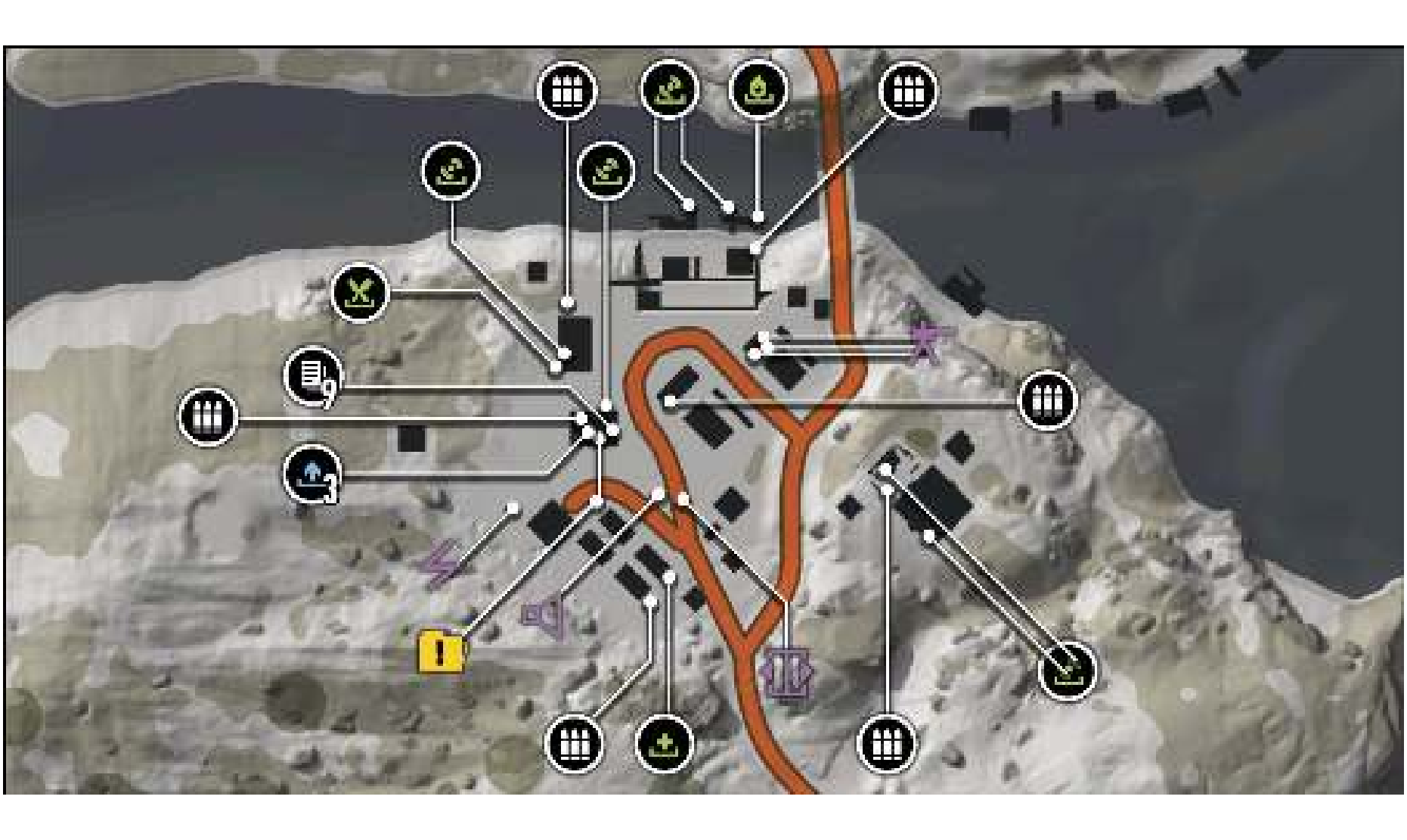
GAS STATION VIA-B GAS

An isolated gas station.



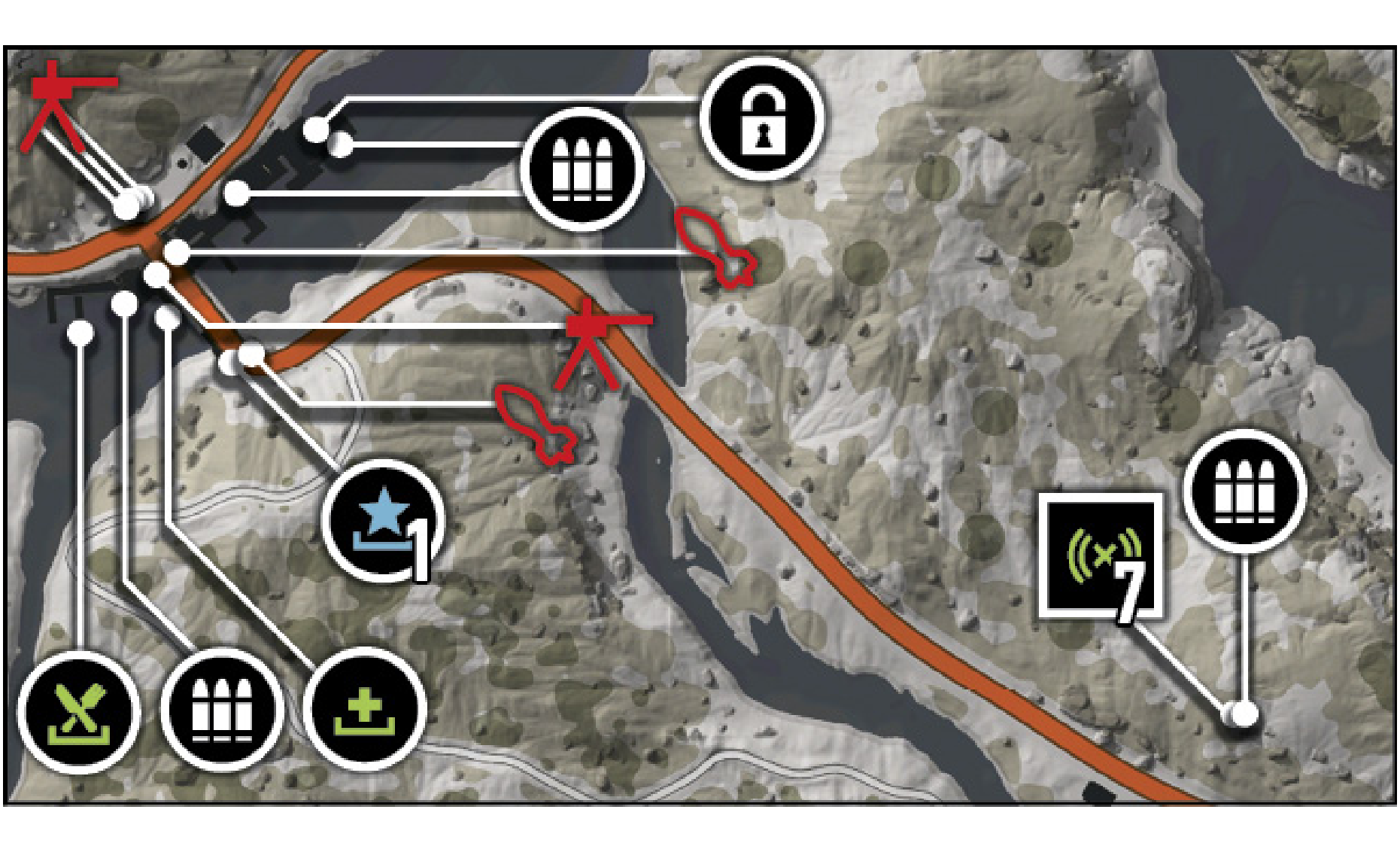
COMBAT OUTPOST

Controls river traffic.



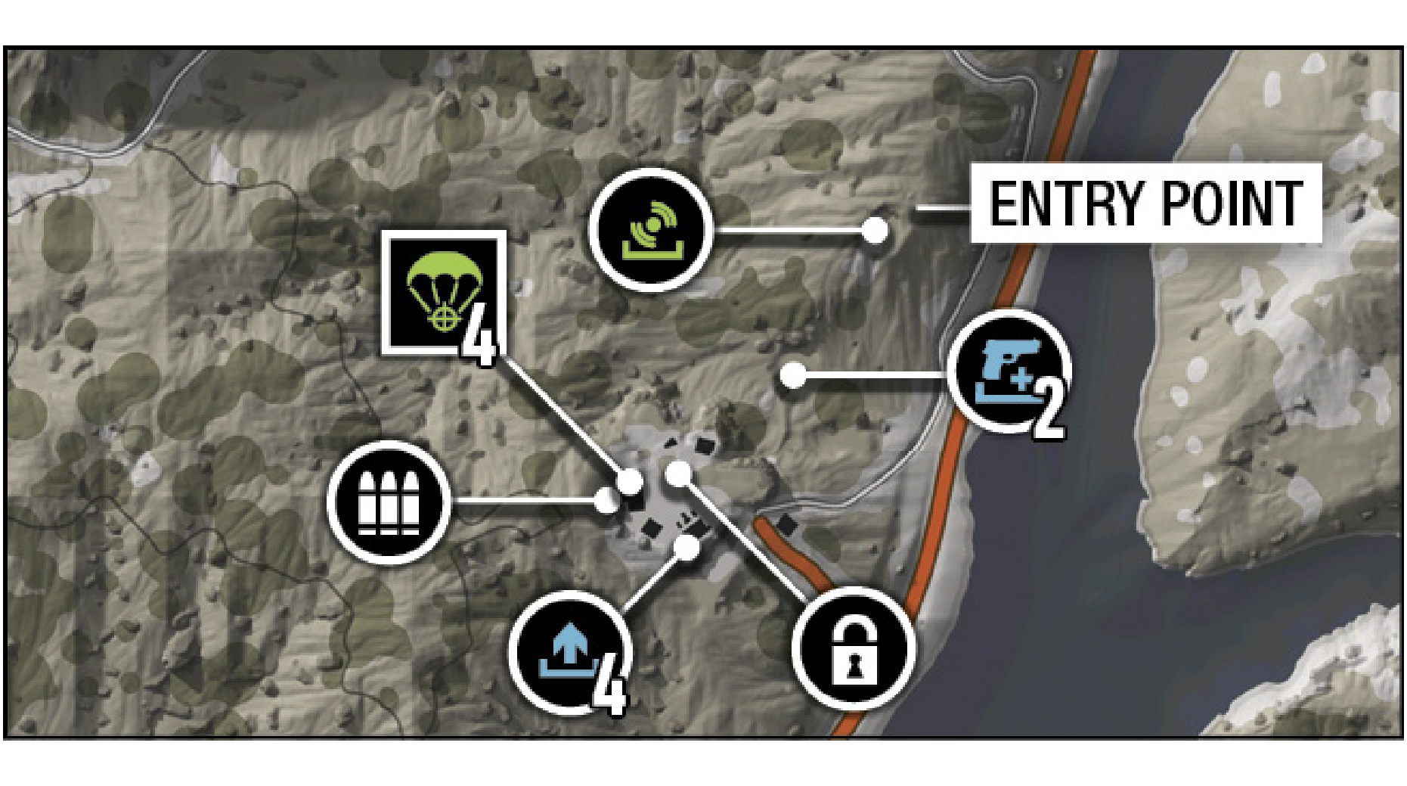
RIVER OUTPOST

Controls river traffic.



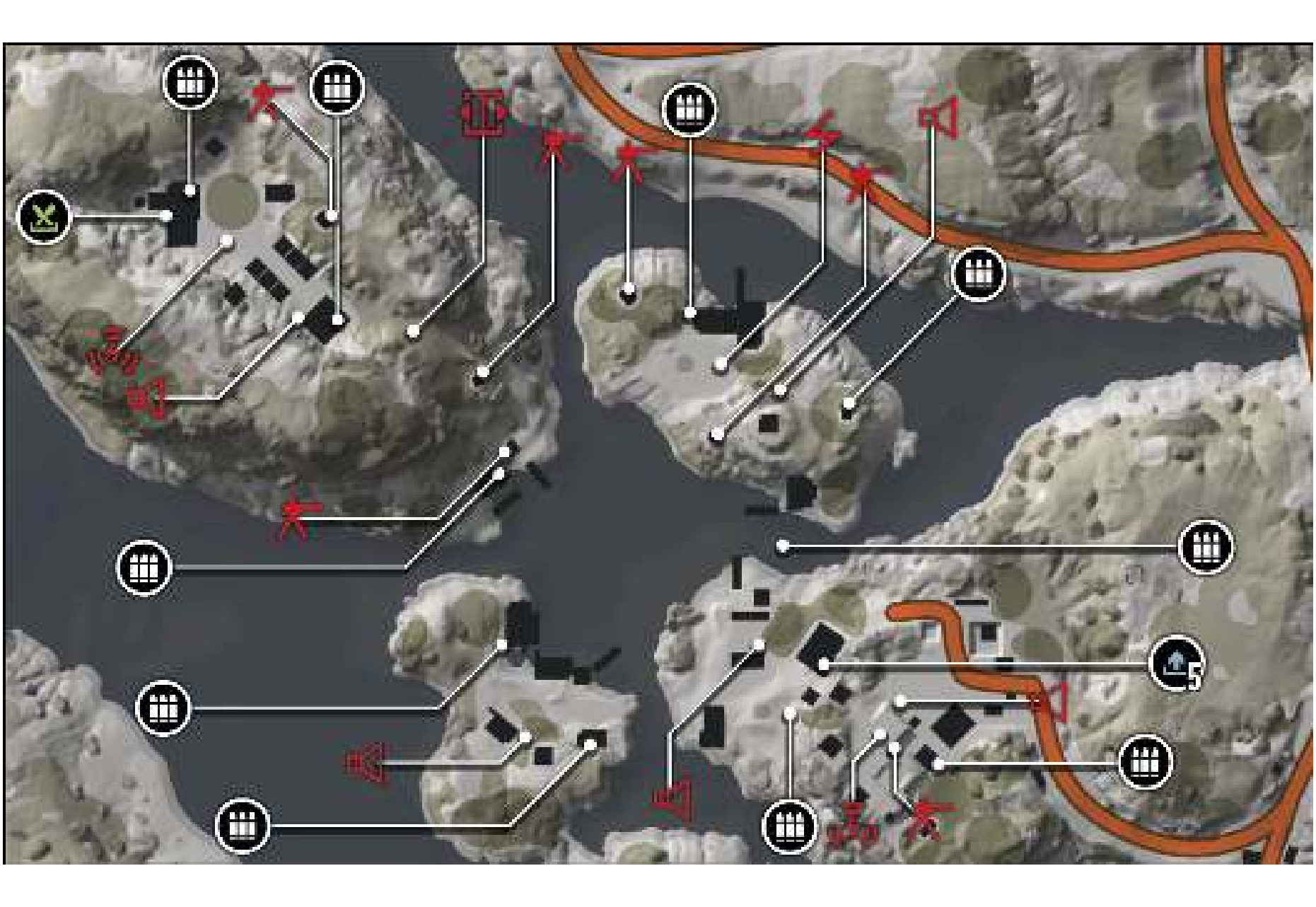
LOS HOMBRES JAGUARES

A cartel manhunt.



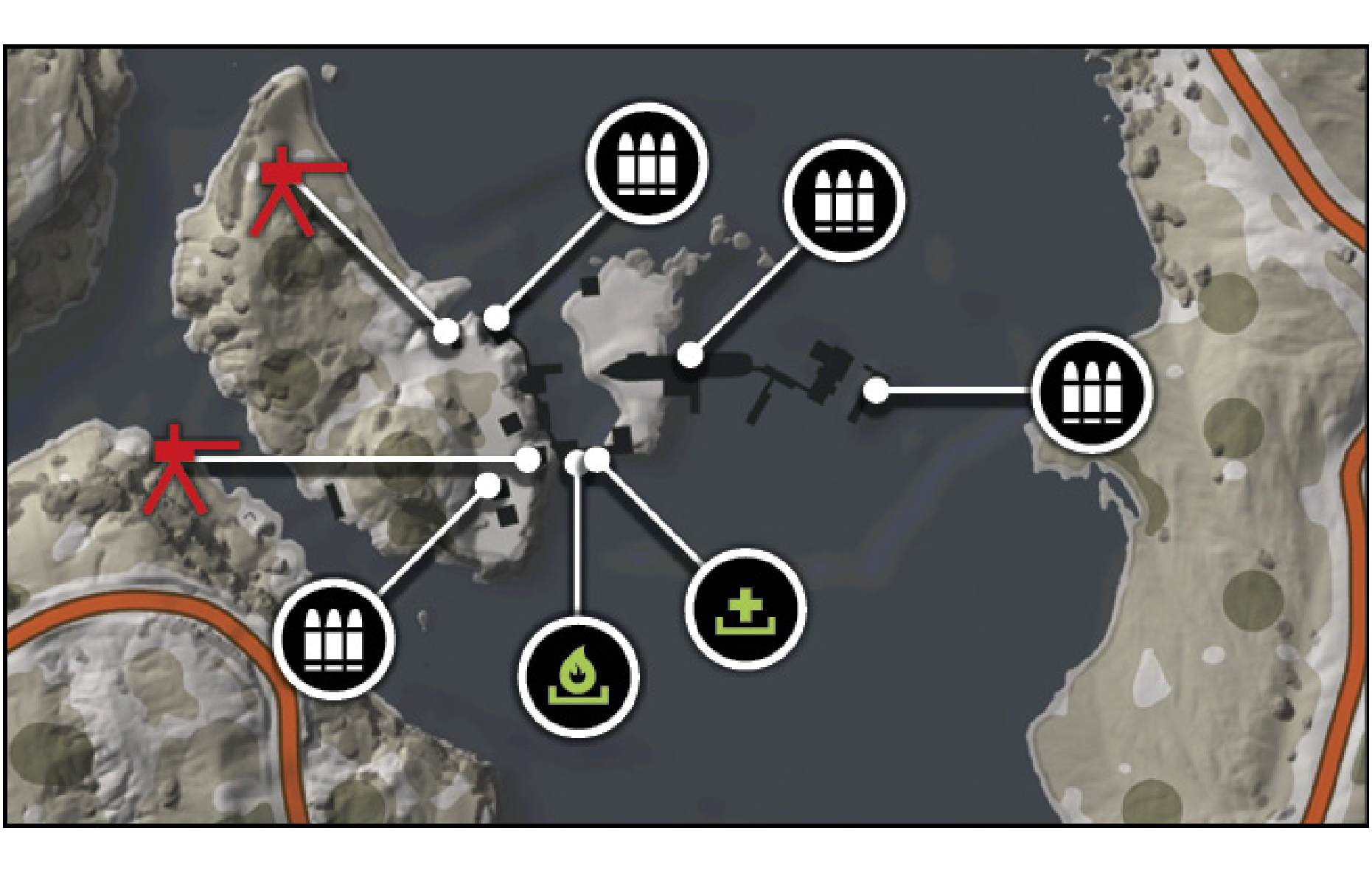
BUCHON HOUSE

The house of a top cartel member.



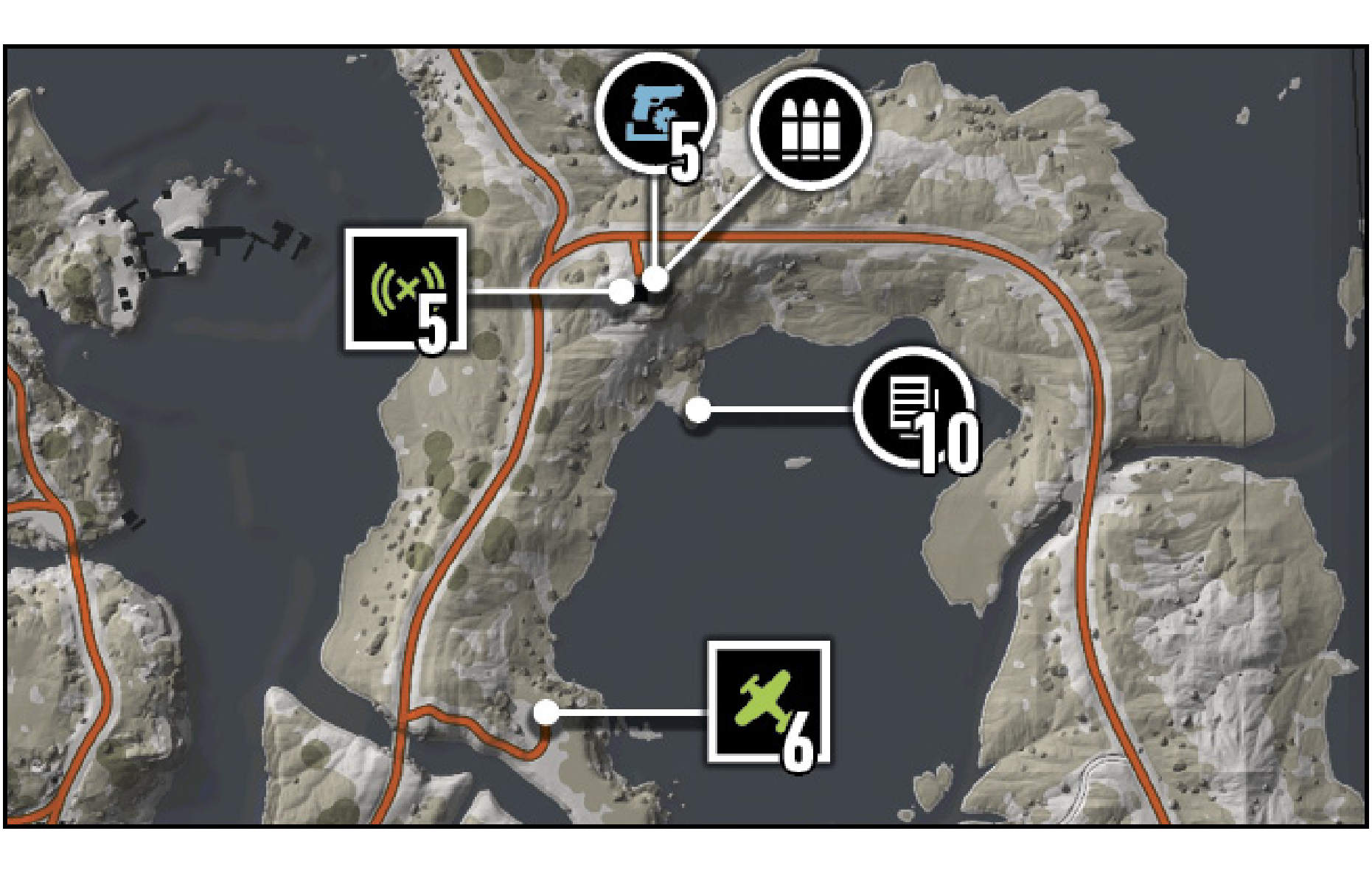
LAS ANGUILA WRECK

The remains of a decades-old wrecked ship.



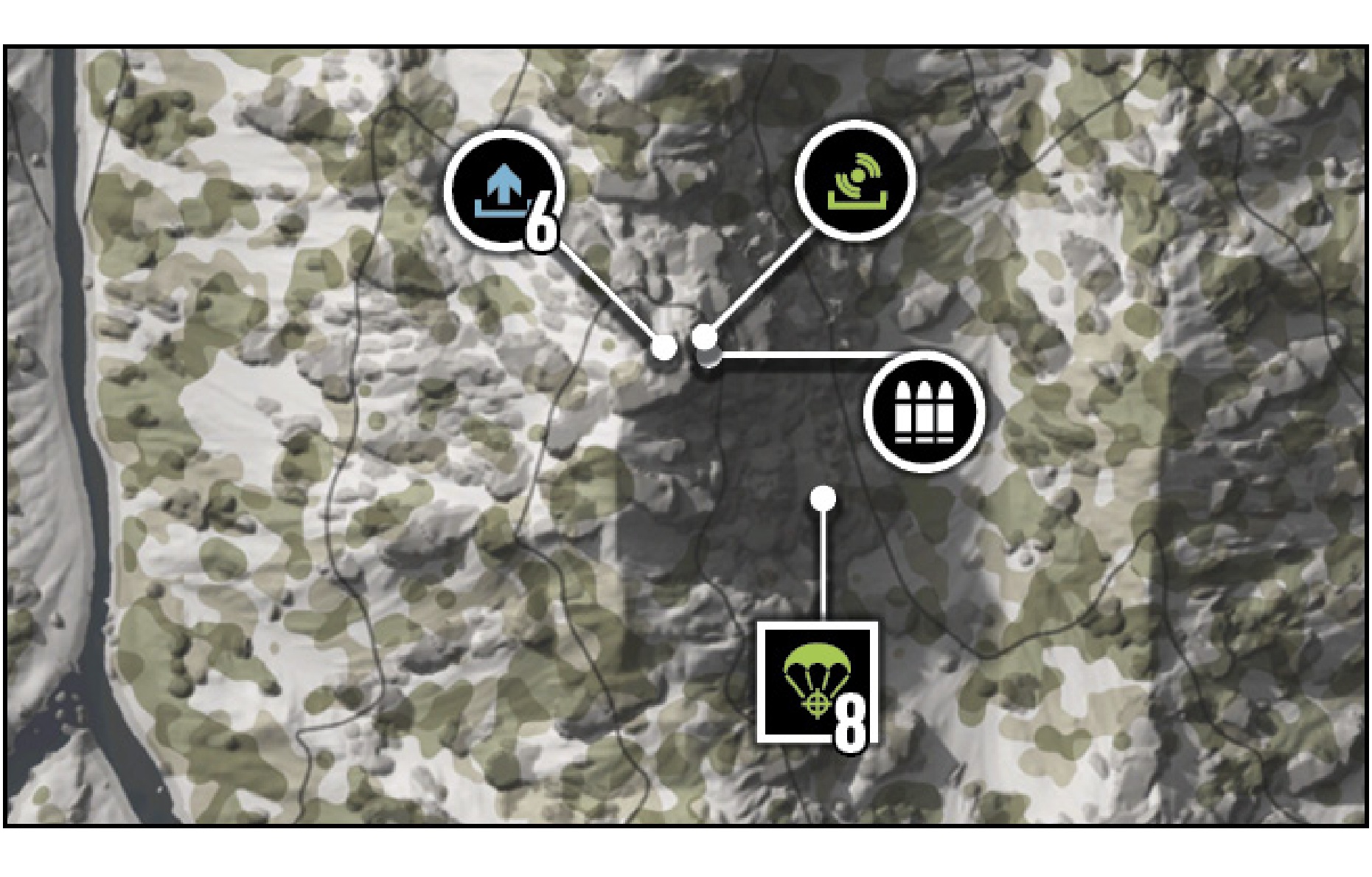
CHILD HUT

A lone hut.



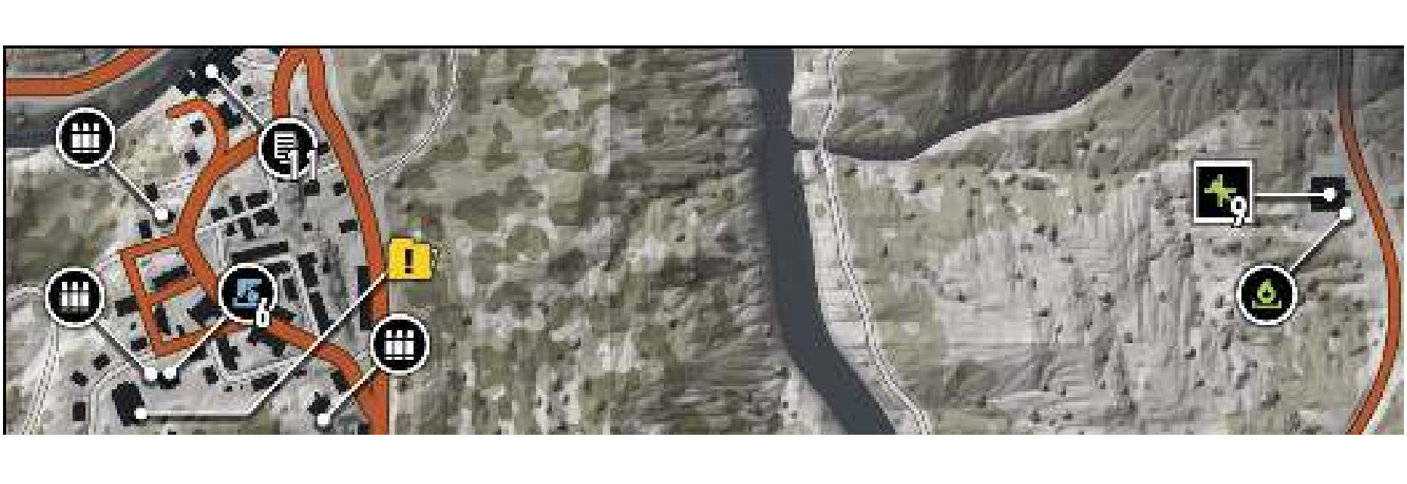
REBEL CAMPSITE

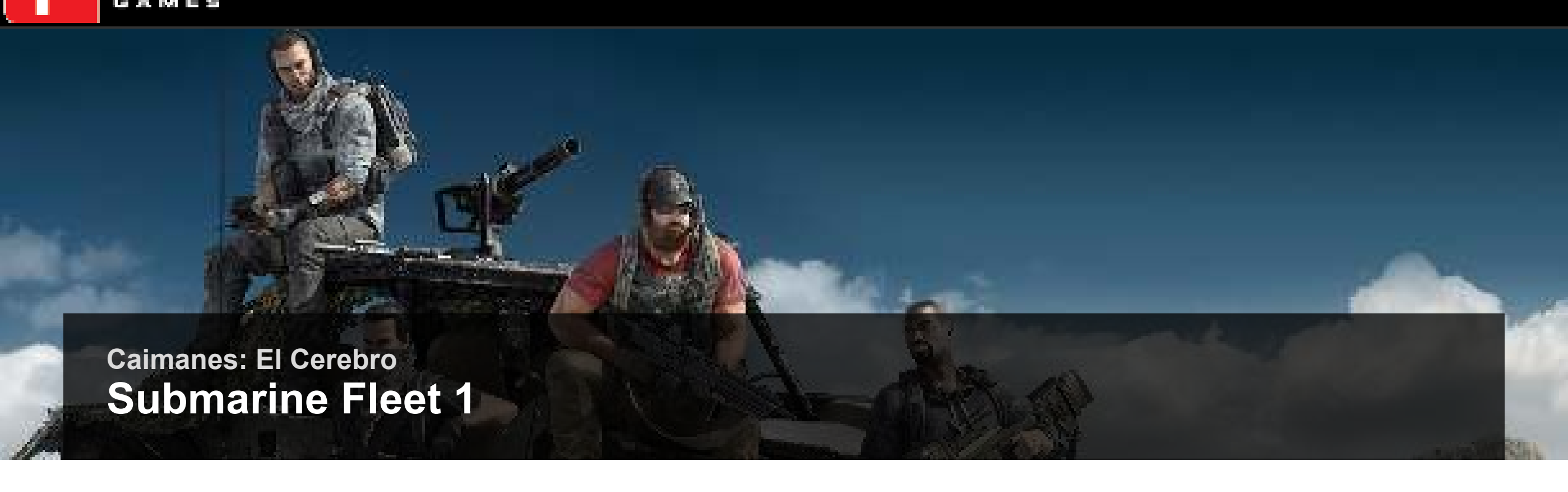
A temporary rebel campsite.



FRONTERA

A caiman-hunting village occupied by the cartel.





Caimanes: El Cerebro

Submarine Fleet 1

OBJECTIVES

- Destroy the drug sub

LOCATIONS

- Outpost (West Outpost: Caimanes)

REWARDS

- + 500 XP

BRIEF

El Cerebro has built a flotilla of three submarines that are capable of making the run from Caimanes all the way to Florida. This represents a major increase in the cartel's smuggling capability, and it must be stopped. Locate and destroy these submarines.

MISSION ACCESS

Acquire Major Intel in Caimanes Province to access this Mission. You can also unlock this mission by proximity.

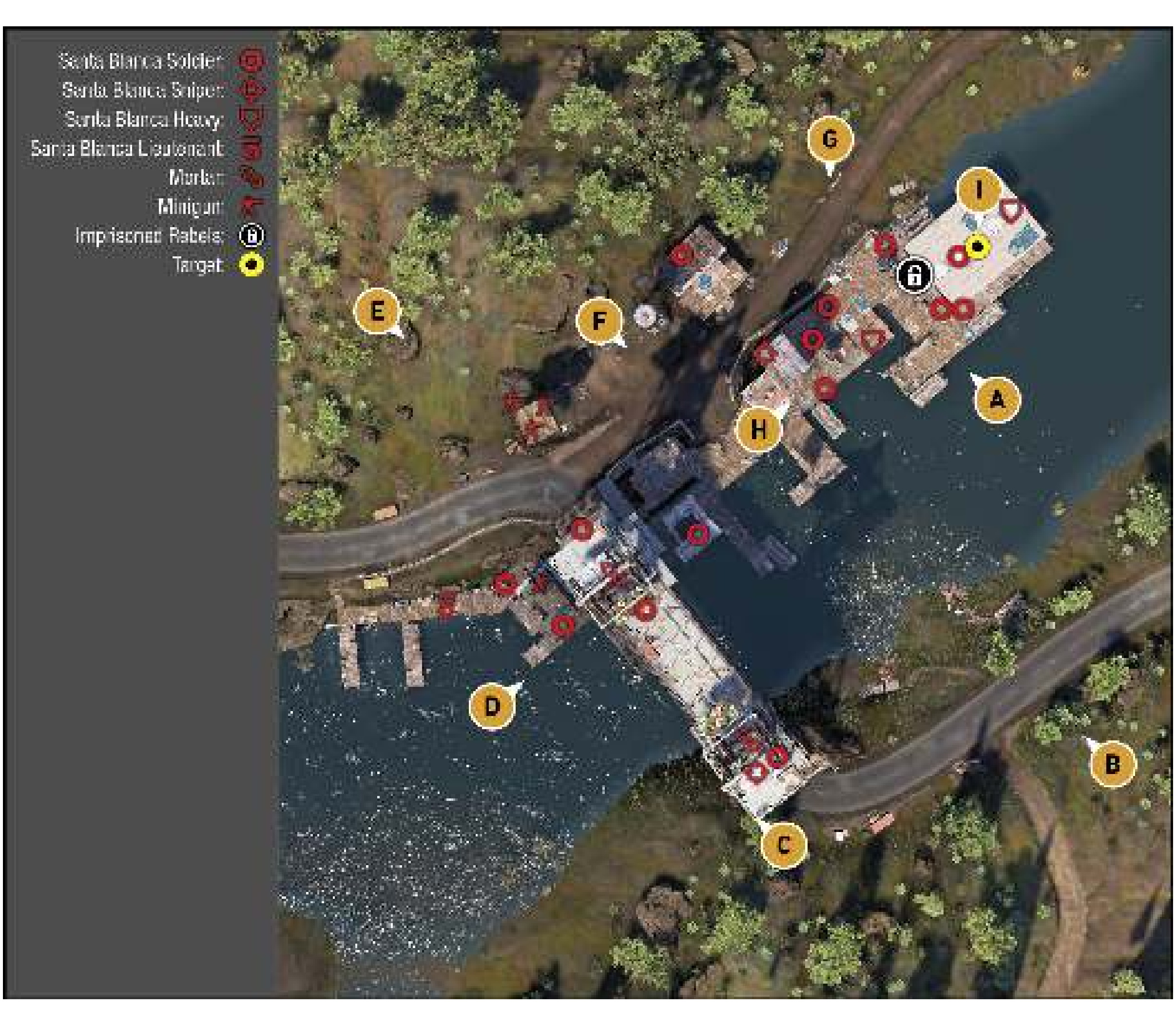
RIVER RAMPAGE

Taking out the first submersible involves entering a mooring warehouse that's tightly controlled by close to 20 armed cartel thugs, who are guarding a rather makeshift jetty of observation towers. They've commandeered a huge suspension bridge well, and placed a mortar nest on top of each bridge tower. This means a quick and explosive completion isn't really possible due to the tricky navigation needed to reach the warehouse. Unless you drop in from above, of course.

MOST RECON: MORTARS AND MINIGUNS

Though there aren't any Bolivians to worry about accidentally shooting, this place is well-defended with mortars on each bridge tower, and a gun tower on the north end of the bridge bristling with three miniguns, as well as a minigun nest just before the north bridge tower. These can hamper progress, so take them out as a matter of priority.

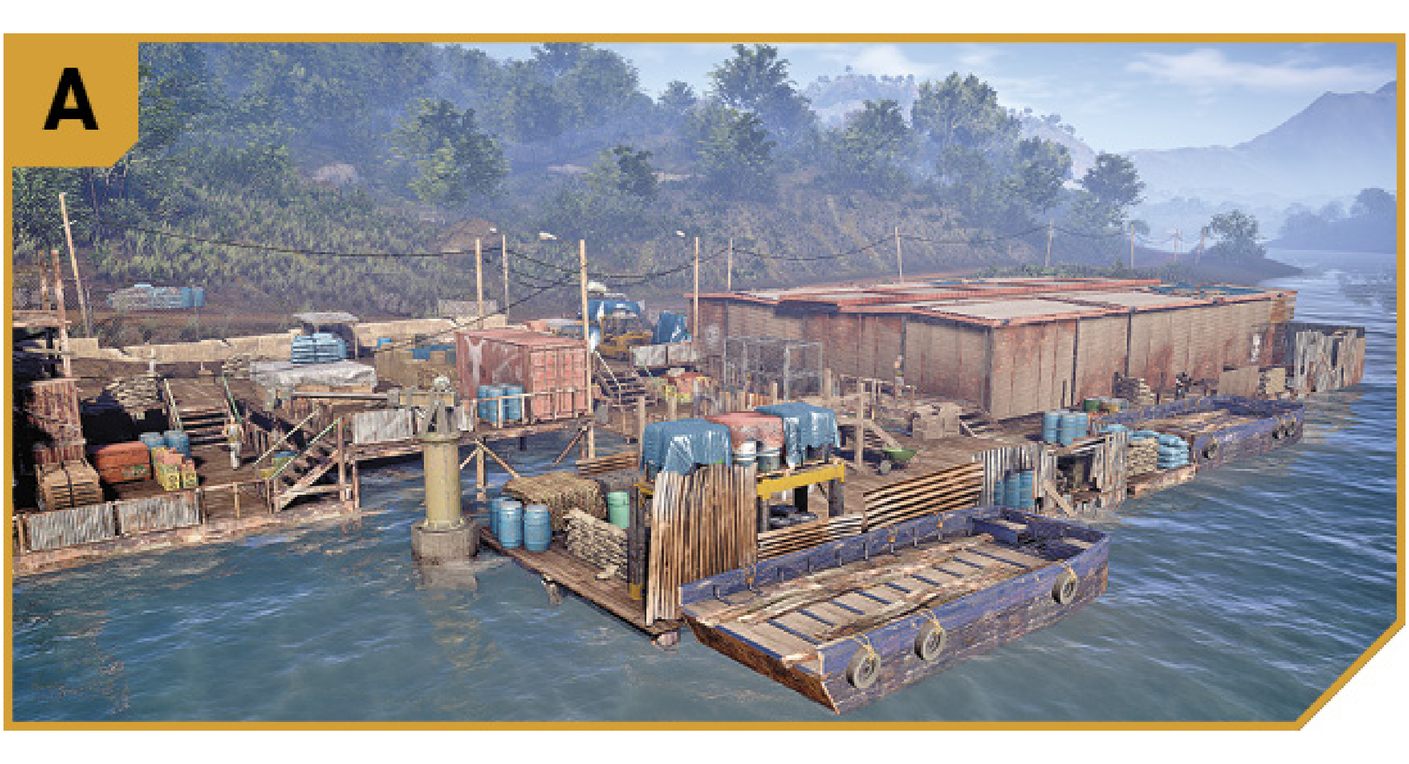
OUTPOST (WEST): RECON



TACMAP

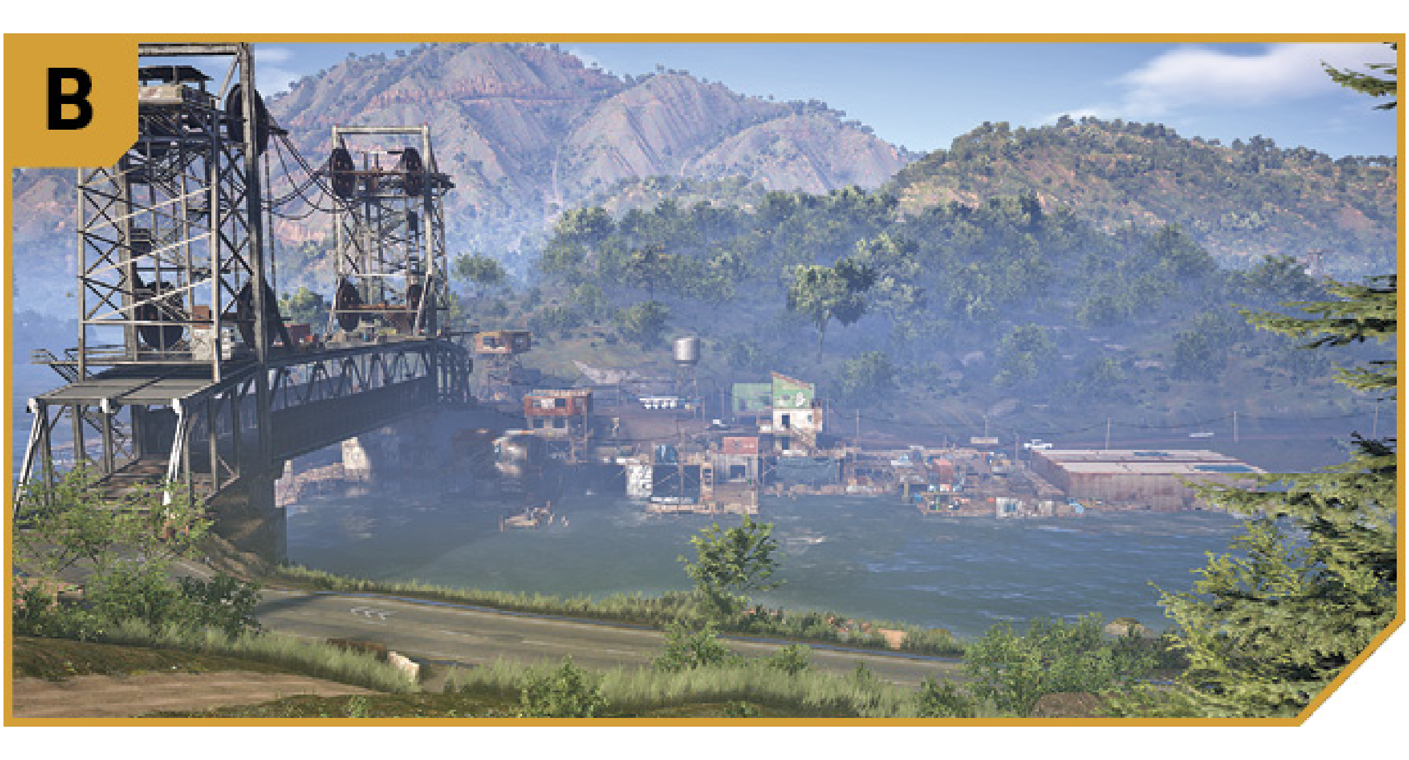
Separate this Outpost into three distinct areas, all south of the main road on the north bank of the river. There's a western jetty area with a minigun nest and rickety tower, all under the massive suspension bridge tower. The second area is the bridge itself, with a roof span and two towers to assault, if you're worried about mortar fire (and haven't neutralized the mortars with your own Rebel Support mortar request). Finally, there's the maze of wooden gantries and buildings northeast of the bridge, where the majority of the foes, and the submarine, lies.

RIVER BARGE



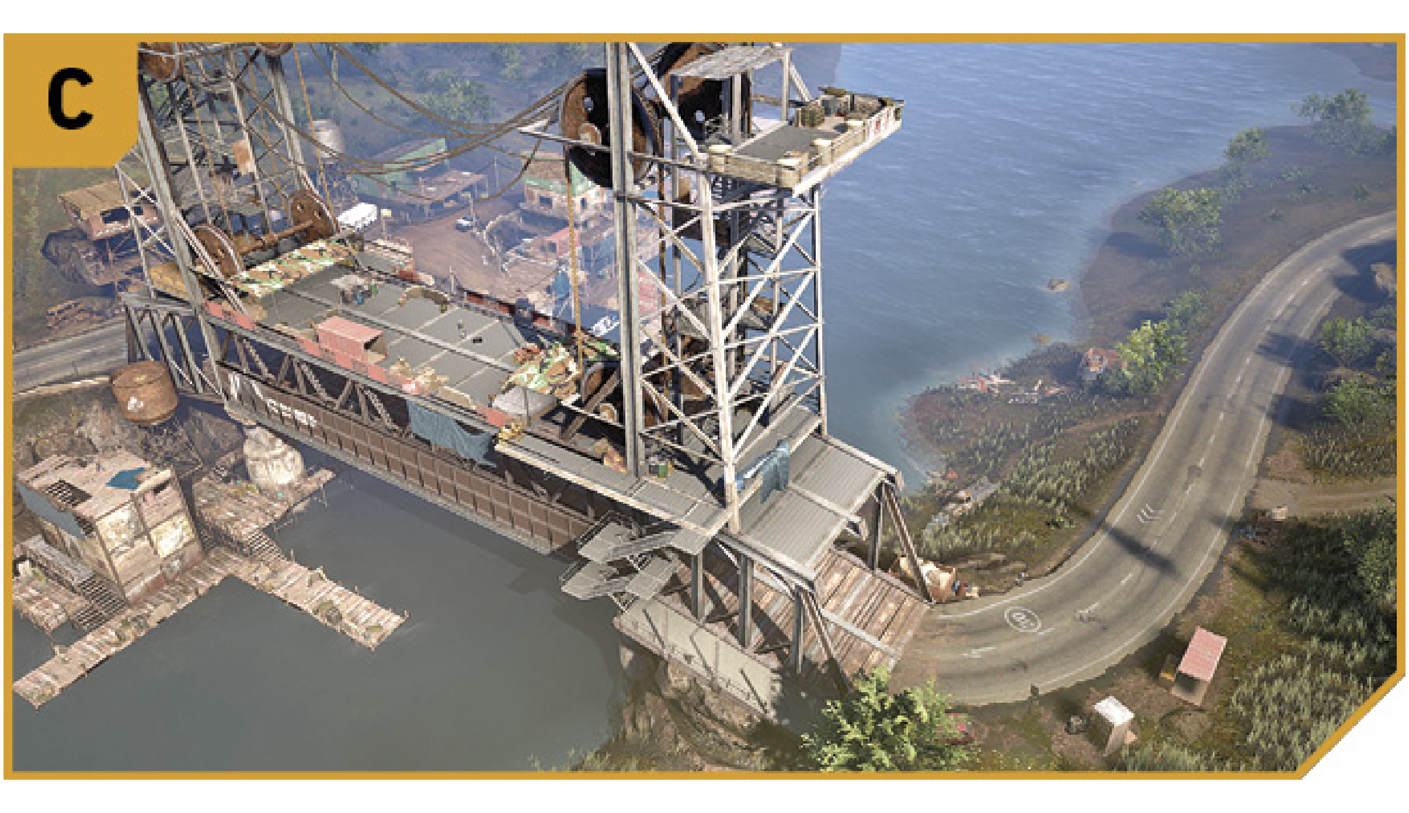
If you're not approaching the target by land or air, this river barge is the nearest location to deploy onto if you're after a quick dash up and over the corrugated metal fence onto the floating deck, and into the submarine warehouse (I). You only have around three or four foes to face if you know the exact route, and the rest (who are likely to be alarmed if you aren't swimming up to this infiltration point) should already be feeling the heat courtesy of your teammates.

SNIPER'S HILL (SOUTHEAST)



A reasonably high spot to recon the area, aim up at the snipers on both bridge mortars, and most importantly, snipe across the river at the outpost itself. You're not likely to face enemy retaliation, and can keep a fellow teammate who's going for the target. Train your rifle on the floating deck structures and cover your fellow Ghost.

MORTAR NESTS AND SUSPENSION BRIDGE

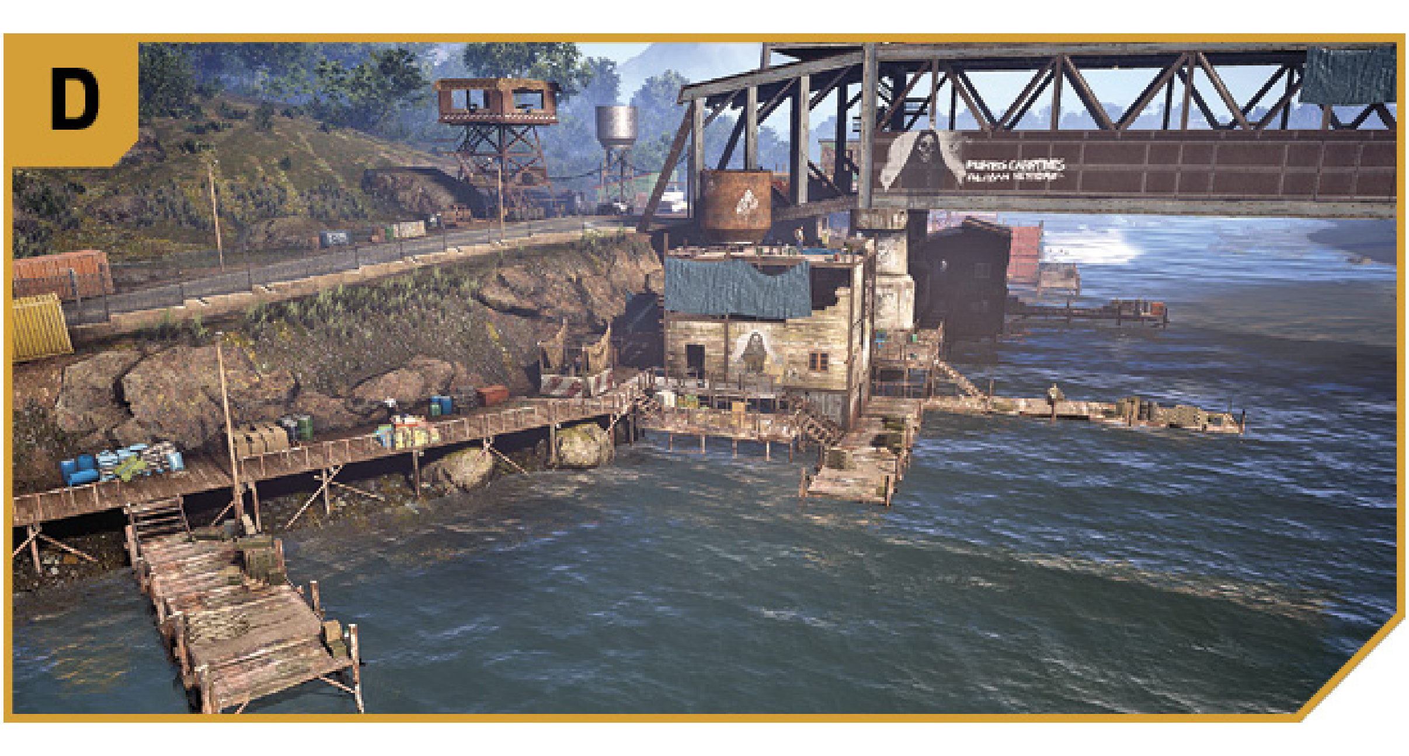


The north and south towers of this rusting suspension bridge each have a platform around five floors up from the road, which is the least dangerous part of this structure. Directly above the road is the top of the bridge where a cartel thug is located. Expect one or two more thugs atop each tower, where a mortar is also stationed.

Use the metal stairs near C to climb (south tower), as this tower also has a sniper to neutralize, and ascending using the steps on the north side of the river makes you more easily spotted by foes inside the Outpost. Or, you could try parachuting down to either mortar nest.

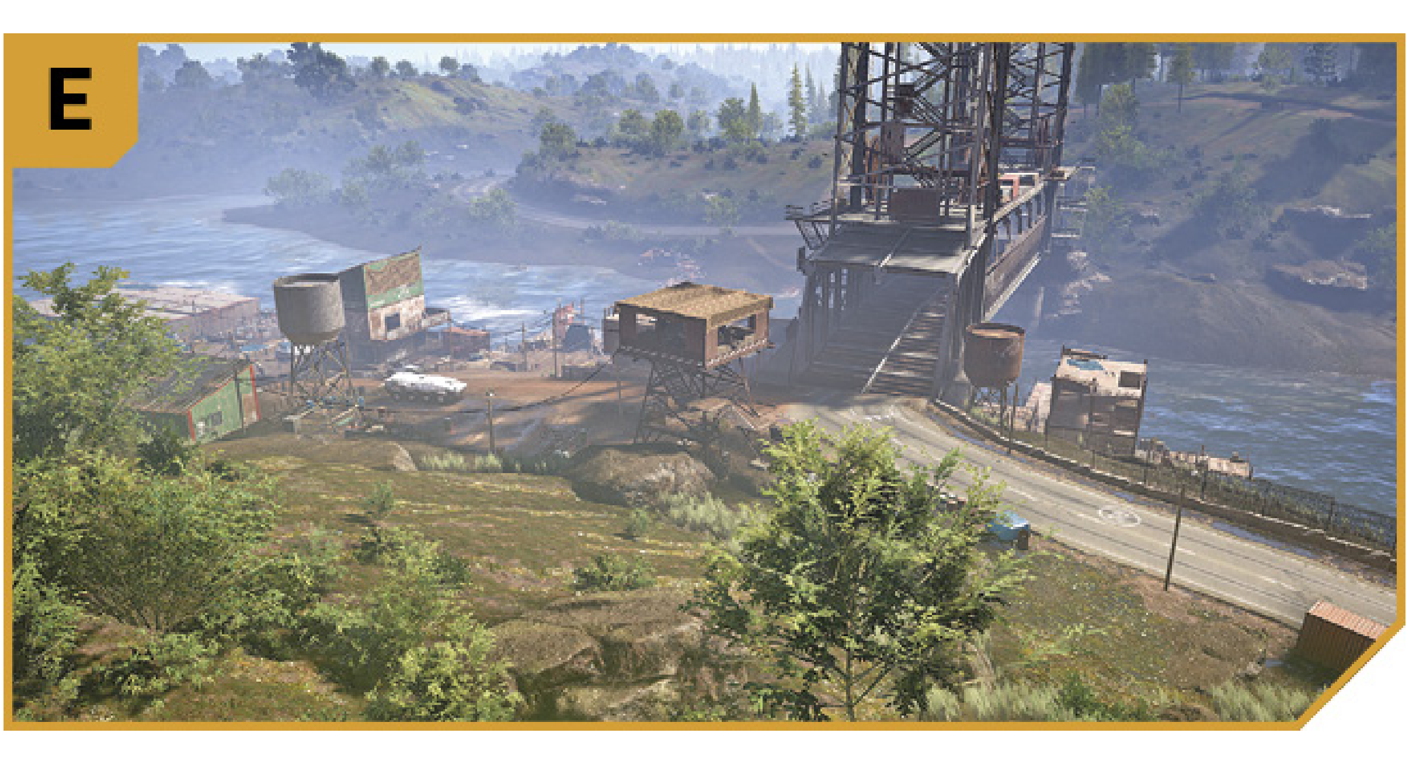
Defeating the light defenses up here allows you to put the enemy mortar out of action, letting you use a chopper. Plus, the vantage point enables exceptional sniping opportunities.

WEST JETTIES



This isn't a particularly wise infiltration point if you're heading in from the river, as there's a minigun nest on the rickety wooden platform and small tower at the foot of the bridge on the west side. Deal with this gunner by shooting him from the bridge road junction so you don't have to shoot through any defenses. Otherwise, this area can be maneuvered through, as there's a narrow deck bridge under the main suspension bridge linking to the east side of this Outpost.

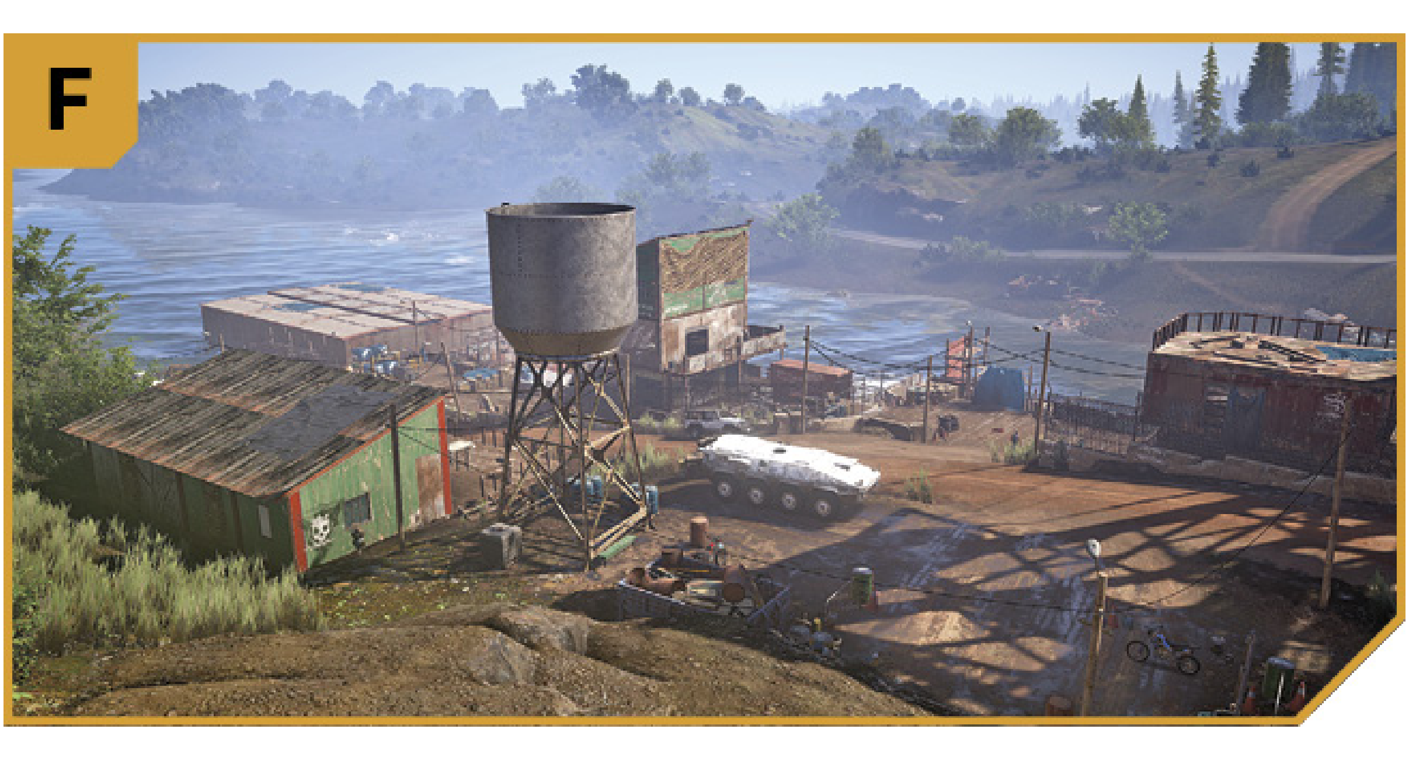
NORTHWEST HILL AND MINIGUN TOWER



A wooden tower at the north end of the bridge road has three miniguns, but the place is usually unmanned, making it a key area to infiltrate and snipe from. Rifle fire toward H is better than using the minigun, unless you've roadside vehicles to mow down (from any direction!).

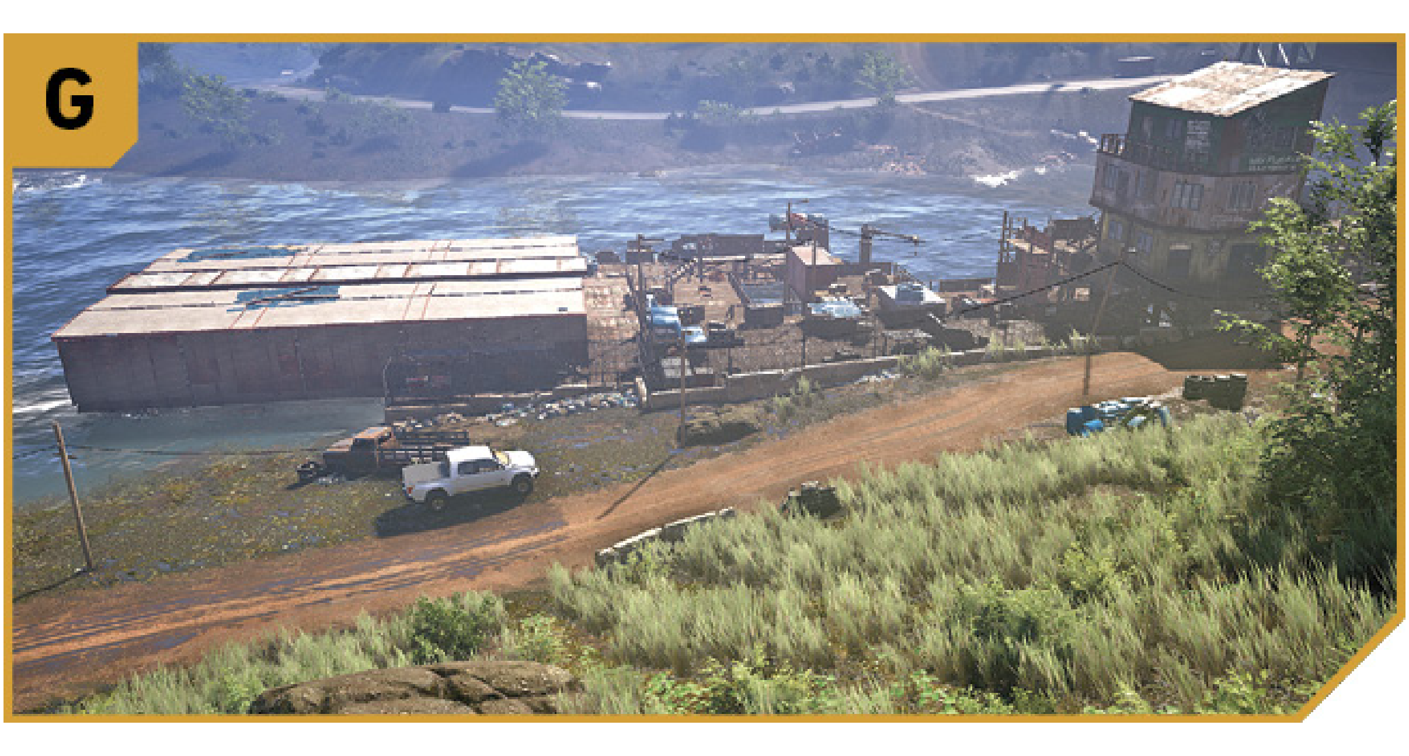
The sloping grassy hillside has enough height for you to use the area to recon the bridge, shoot the foes up on the mortars (with careful aiming), and provide covering fire to Ghosts inside the Outpost itself.

ROADSIDE CAFÉ AND MAIN ENTRANCE



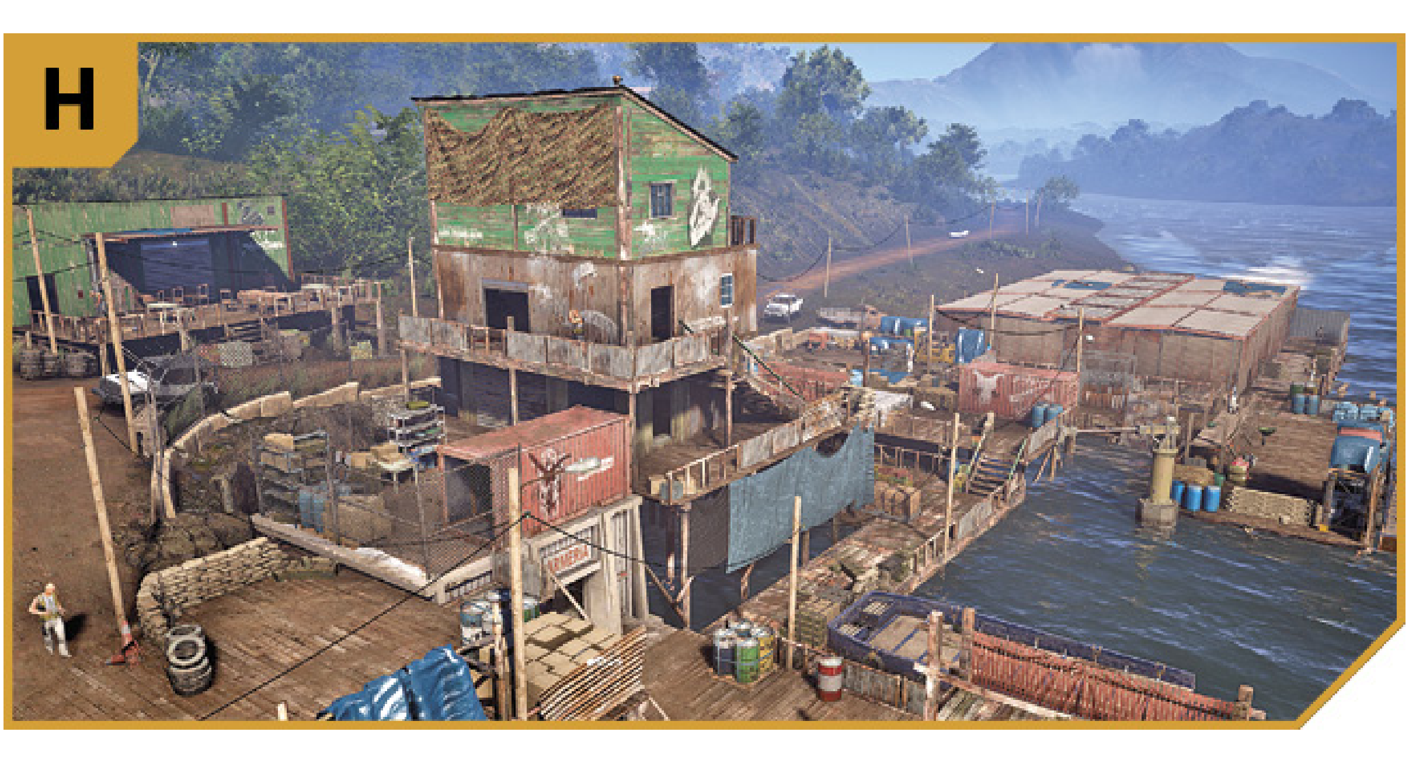
Don't overlook the foe in the green roadside café, before studying the main entrance into the Outpost itself. Though there might be some decent vehicles (such as an APC) to commandeer, the concrete barrier and mesh fencing along the side of the road can't be driven through, so the main gap in the fence between the observation posts on the rickety river platforms is the only way in from the road.

NORTH HILLS



If your sniping capabilities are good enough, you can tag foes on the bridge, and throughout the yard from here, though many of the enemies at H and I aren't easily lined up due to the undergrowth and buildings blocking your view.

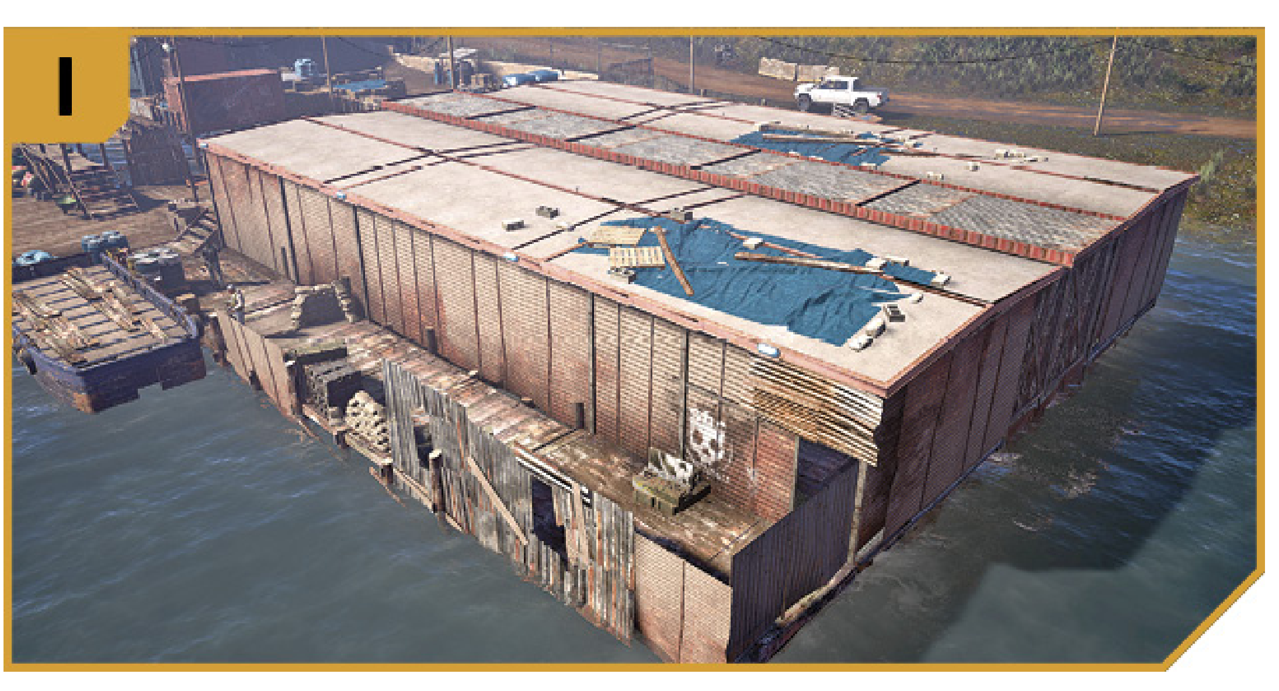
CENTRAL YARD AND OBSERVATION POST



The rough maze of wooden shacks, walkways, equipment, and well-armed foes makes this a tricky place to maneuver through. It's worth heading from southwest to northeast, removing foes from the west docks and bridge first, before heading into the Observation Post (you can't reach the upper balcony) and pushing forward toward the submarine warehouse.

You may find sneaking along the inside (south side) of the road fence lets you ignore the drop down to the lower decks and walkways, and offers an easier time to reach your objective. Prepare for fierce fighting as you go.

● TARGET: SUBMARINE WAREHOUSE



You can't access this warehouse from the road or the water, only via the walkway along the southeast side of the structure, which can be reached from A or H. There's a heavy cartel presence here, so backing up your team is a must. There's likely to be two or three foes inside the warehouse itself, which is accessed via the doorway in the southeast corner. Be ready for them!

Then destroy the submarine with any explosive you wish. Grenades or C4 work well, though the vessel is tough and needs two grenades before it detonates. Then flee in whichever direction seems most safe; to A and then north to the road, with teammates covering you is a good option.

OUTPOST (WEST): OTHER TACTICAL ADVICE

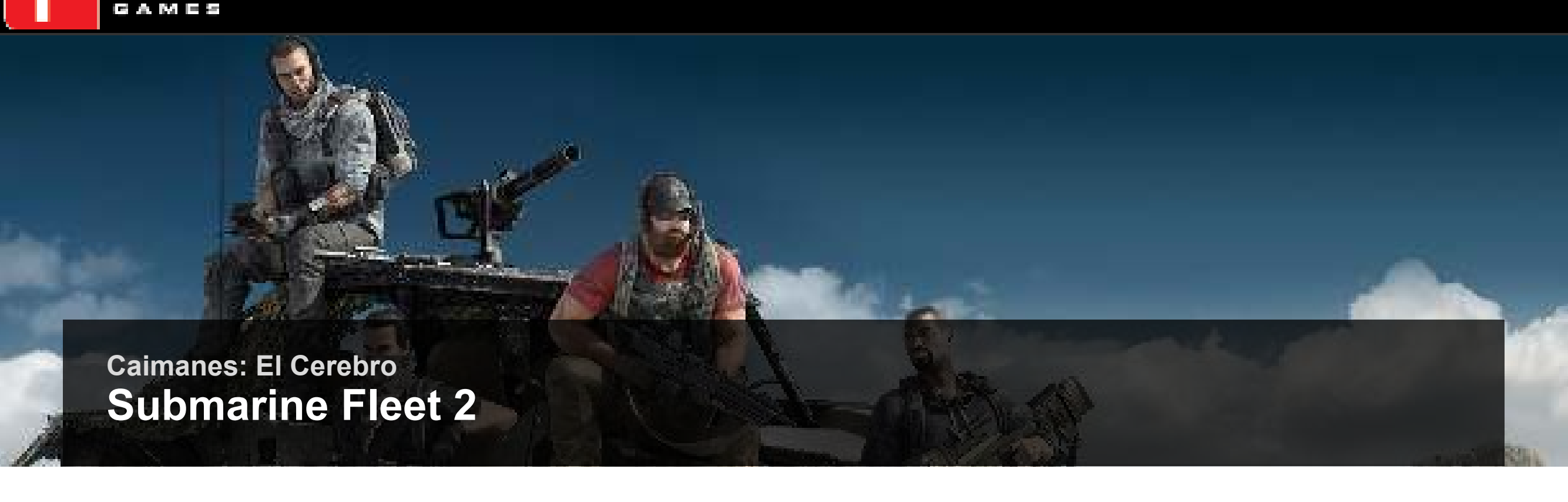
SOLO: Depending on how you want to play this, the biggest concern is likely to be neutralizing the mortar nests atop each bridge tower. Start from C and ascend to defeat the foes on the south tower, then move to the north, and you can order your teammates into the Outpost (H) and provide covering fire, or follow them in after removing any adversaries to the west (D).

Or, you might wish to minimize carnage, maximize stealth, and swim from the south bank to A, hop over the low wall or climb straight onto the floating dock. Work your way with suppressed fire northeast to the submarine warehouse entrance, and clamp C4 to the submarine hull before leaving the way you came. Detonate when safe.

Or you could just land a chopper on the submarine warehouse roof, drop down to the entrance, destroy the sub, and then flee, but getting away is far more difficult than dropping in.

CO-OP: The major mortar nests are the biggest initial concern if you want to overwhelm this area instead of infiltrate it. Strafe the two towers with helicopter gunfire, then target the enemies on the jetties too, raking the Outpost until there's a safe route to the submarine.

Or, try a variation on the Solo plan; either head in from A, or push northeast from D. With Ghosts backing you up at B, C, E, or F, perhaps creating disturbances, lobbing in area-of-effect explosives, and generally causing havoc, you can destroy the first submarine relatively easily, providing you know how tight the entrance into the mooring warehouse is.



Caimanes: El Cerebro

Submarine Fleet 2

OBJECTIVES

- Destroy the drug sub

LOCATIONS

- Las Anguila Wreck

REWARDS

- + 500 XP

BRIEF

El Cerebro has built a flotilla of three submarines that are capable of making the run from Caimanes all the way to Florida. This represents a major increase in the cartel's smuggling capability, and it must be stopped. Locate and destroy these submarines.

MISSION ACCESS

Acquire Major Intel in Caimanes Province to access this Mission. You can also unlock this mission by proximity.

SLAUGHTER IN THE SWAMP

Among the river inlets and swampy ground toward the eastern side of the province is the rusting wreck of an old ship called Las Anguila. This makeshift outpost has around 20 cartel members guarding a small submarine docked on the eastern edge of the base, and getting to it via the base itself is a tricky business. A better plan is to attack from a direction your foes won't be expecting.

CAUTION: A NARROW PATH TO VICTORY

If you're planning an on-foot infiltration to reach this submarine, be warned that you'll need to maneuver through a rusting shipwreck, and a series of narrow wood platforms, decks, steps and gantries, in order to reach the objective. This gives the advantage to the enemy, as you have limited cover opportunities or maneuvering capabilities.

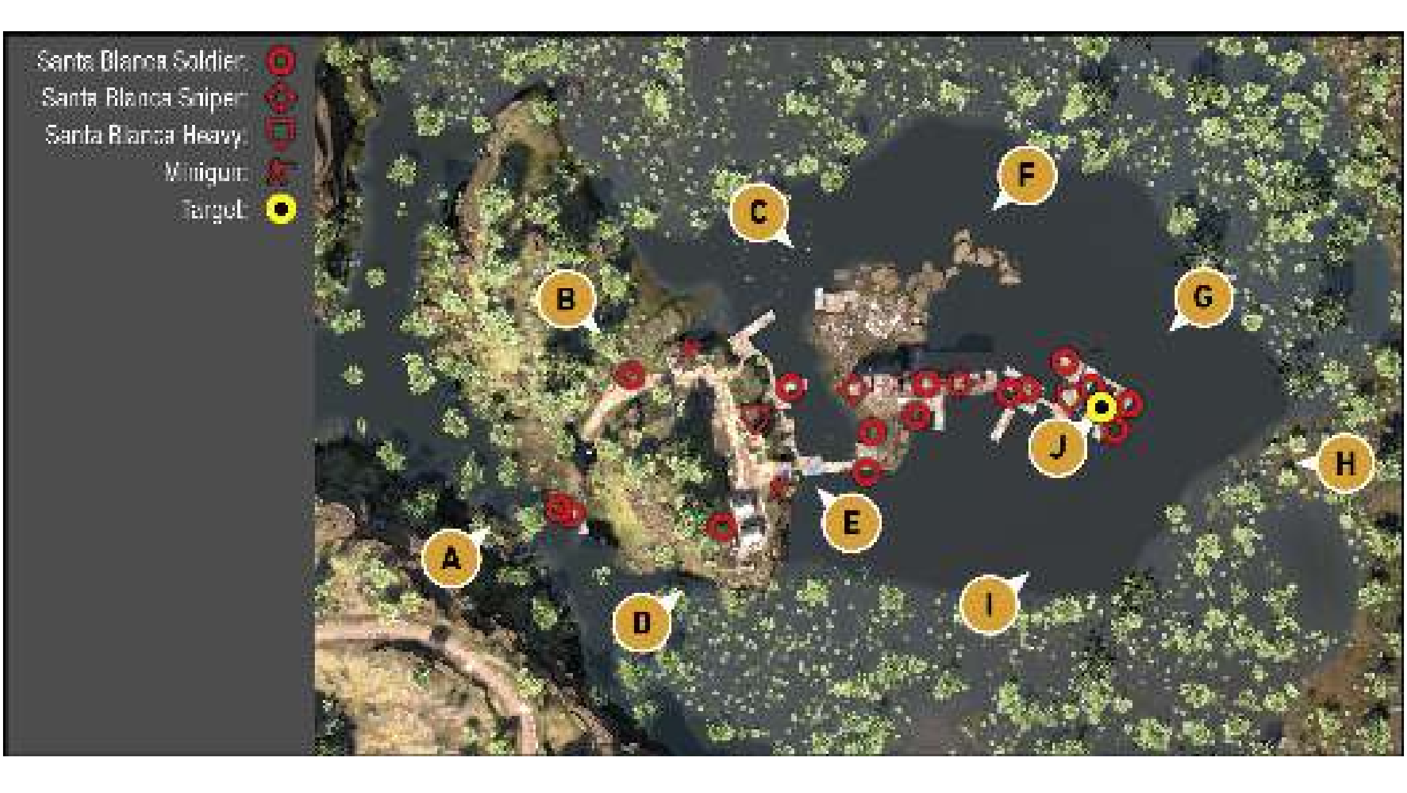
MOST RECON: NIGHT TIME IS THE RIGHT TIME

Despite the narrow walkways you must maneuver across to reach your goal, the mission is a little easier if you remove the sleeping threats clustered around both the barracks tents on the southern part of the larger island. Note there's a minigun nest just north of these barracks too, so neutralize that to avoid being raked as you reach the rusting shipwreck itself.

MOST RECON: NOWHERE TO RUN

Though the narrow path to the submarine can be tricky to navigate for your team, it's just as problematic for your foes. If you're systematically neutralizing enemies from west to east, once you're on board the gantries and connecting walkways from the rusting ship to the submarine dock, the enemies have little maneuverability to dodge your fire. They will stand and fire, can't flee, and are therefore easier targets.

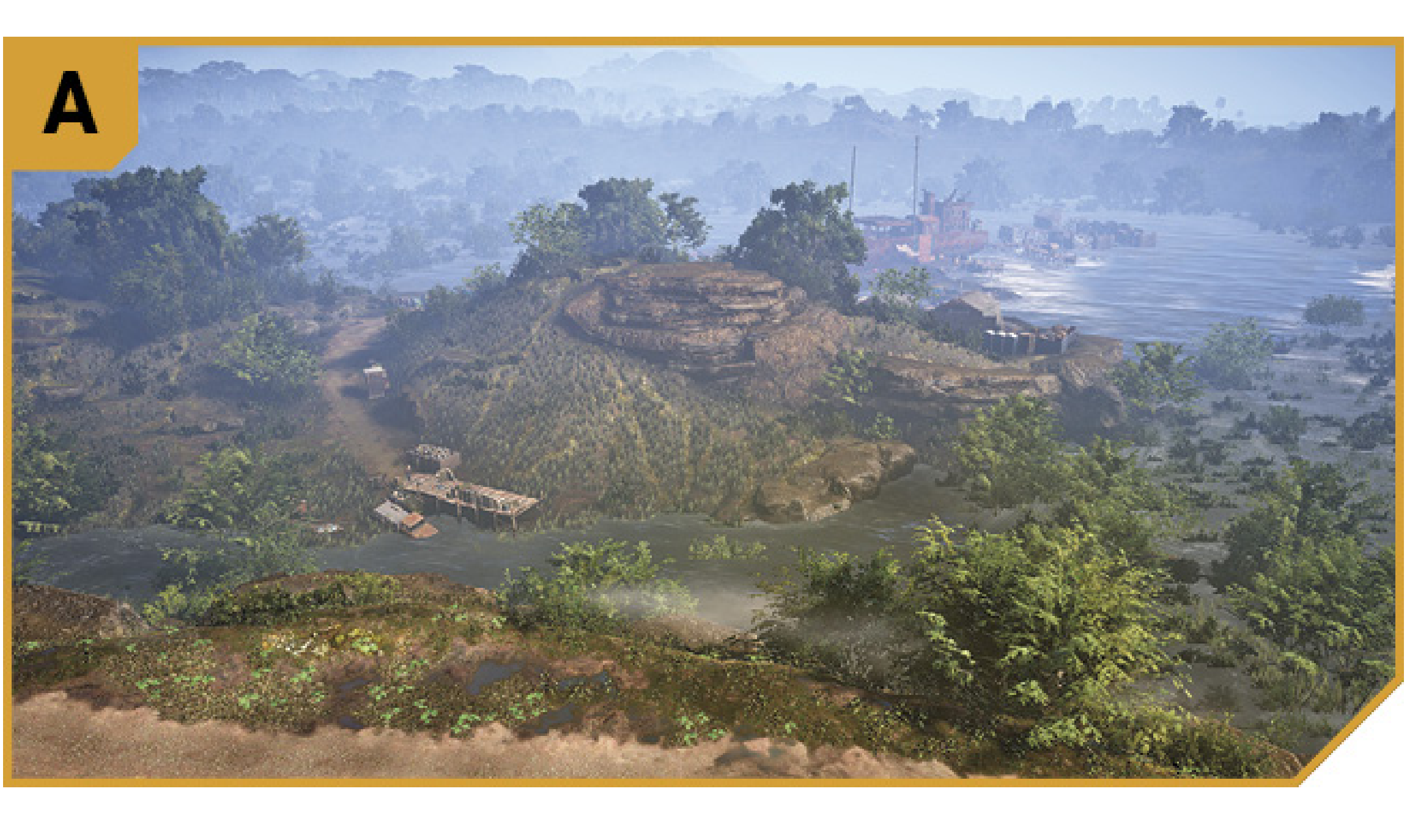
LAS ANGUILA WRECK: RECON



TACMAP

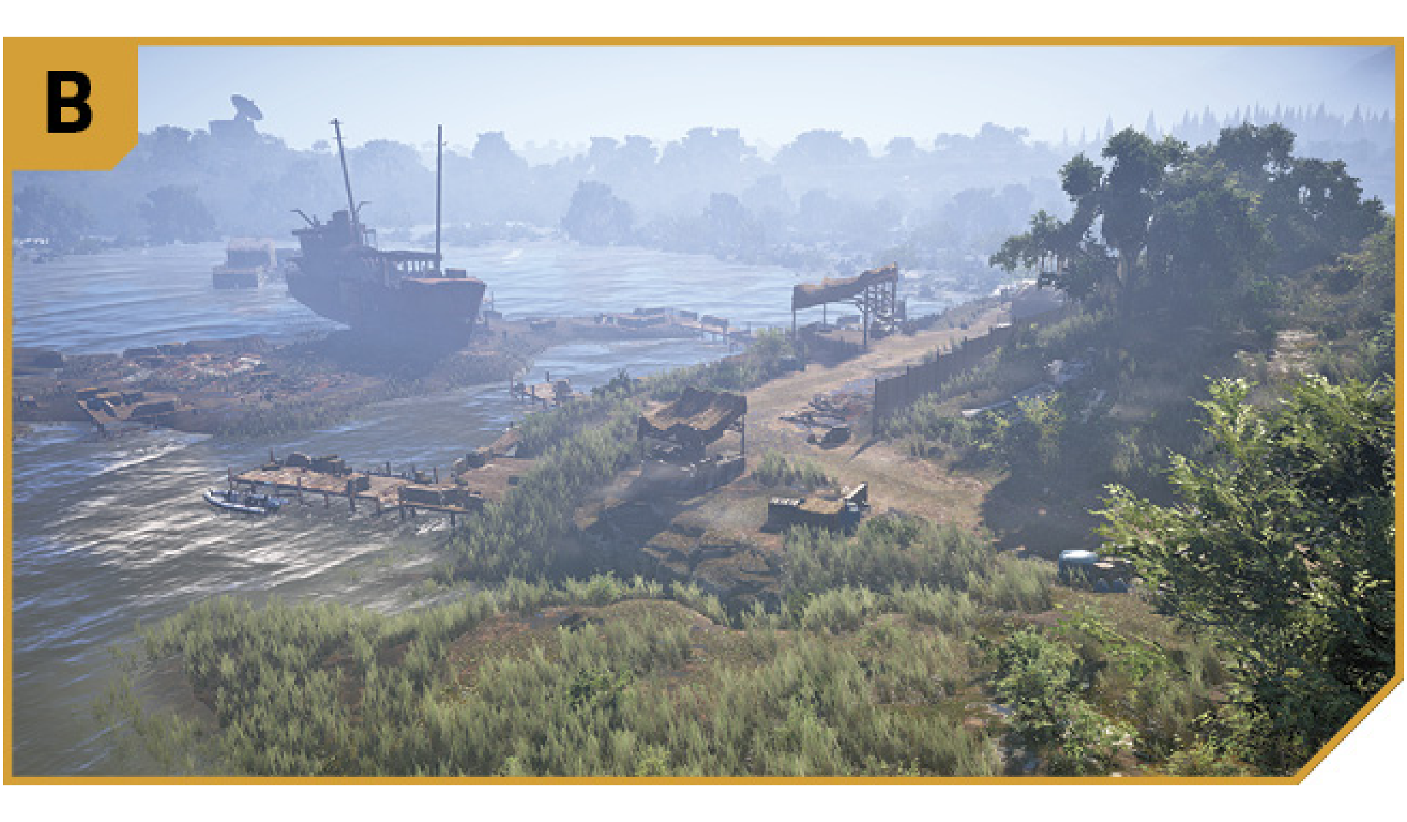
The wreck of Las Anguila takes the center spot in this low-lying swamp, with living quarters on the big island to the west, the boat stuck in the mud on a smaller, waterlogged island, and the submarine moored at some makeshift docks on the eastern edge of the base. Most foes are positioned in a line from west to east, and the single minigun nest and a couple of snipers on the boat are your main concerns.

WESTERN ROAD



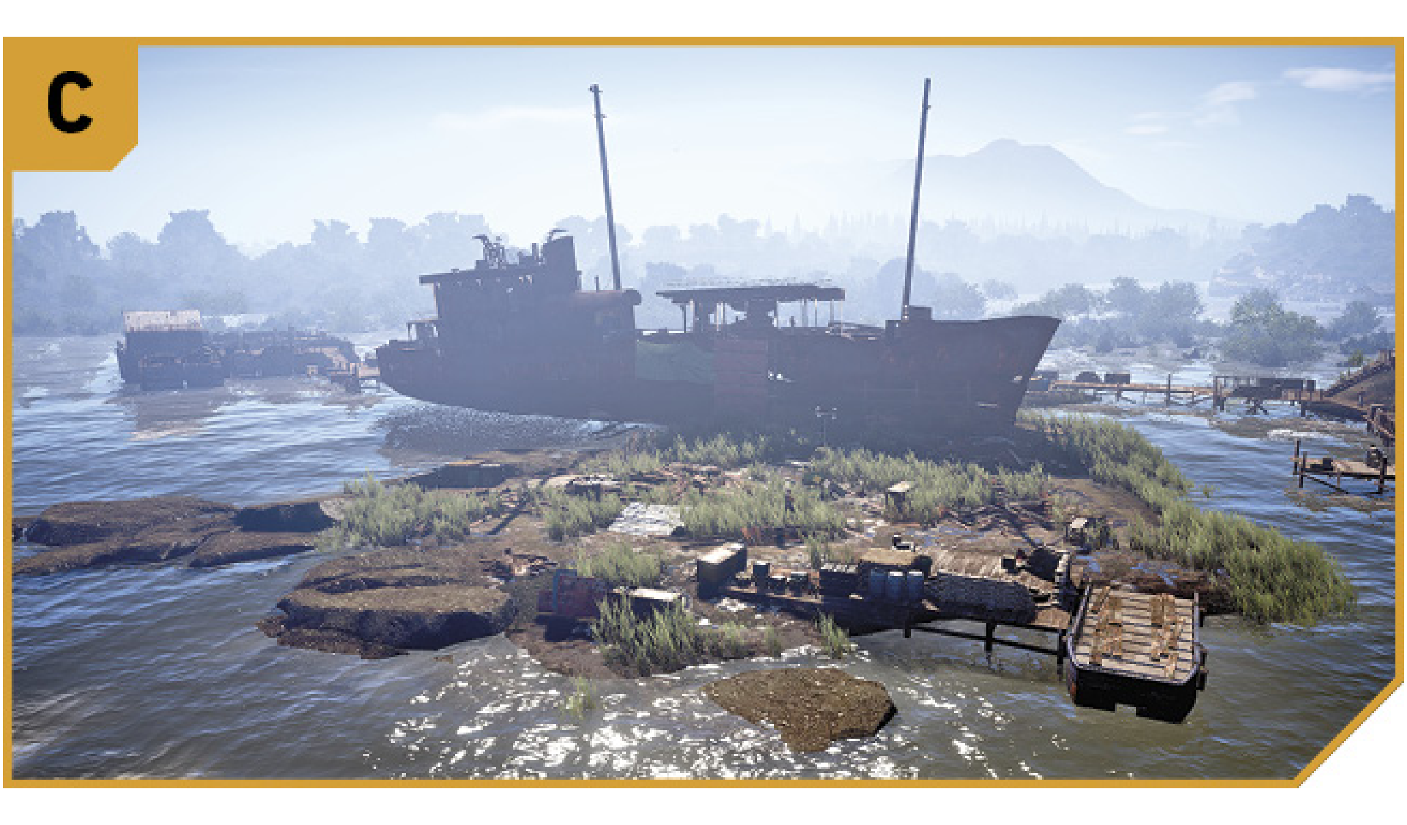
If you're driving here by road vehicle, this is where to disembark; on a low hill overlooking the main island. Here you can mop up the couple of fellows on the small dock below, and figure out whether you'll approach the main base around the north (B) or south (D) sides of the main island. Obviously, you can also toy with the idea of approaching from the water instead.

LARGE ISLAND: NORTH ROAD



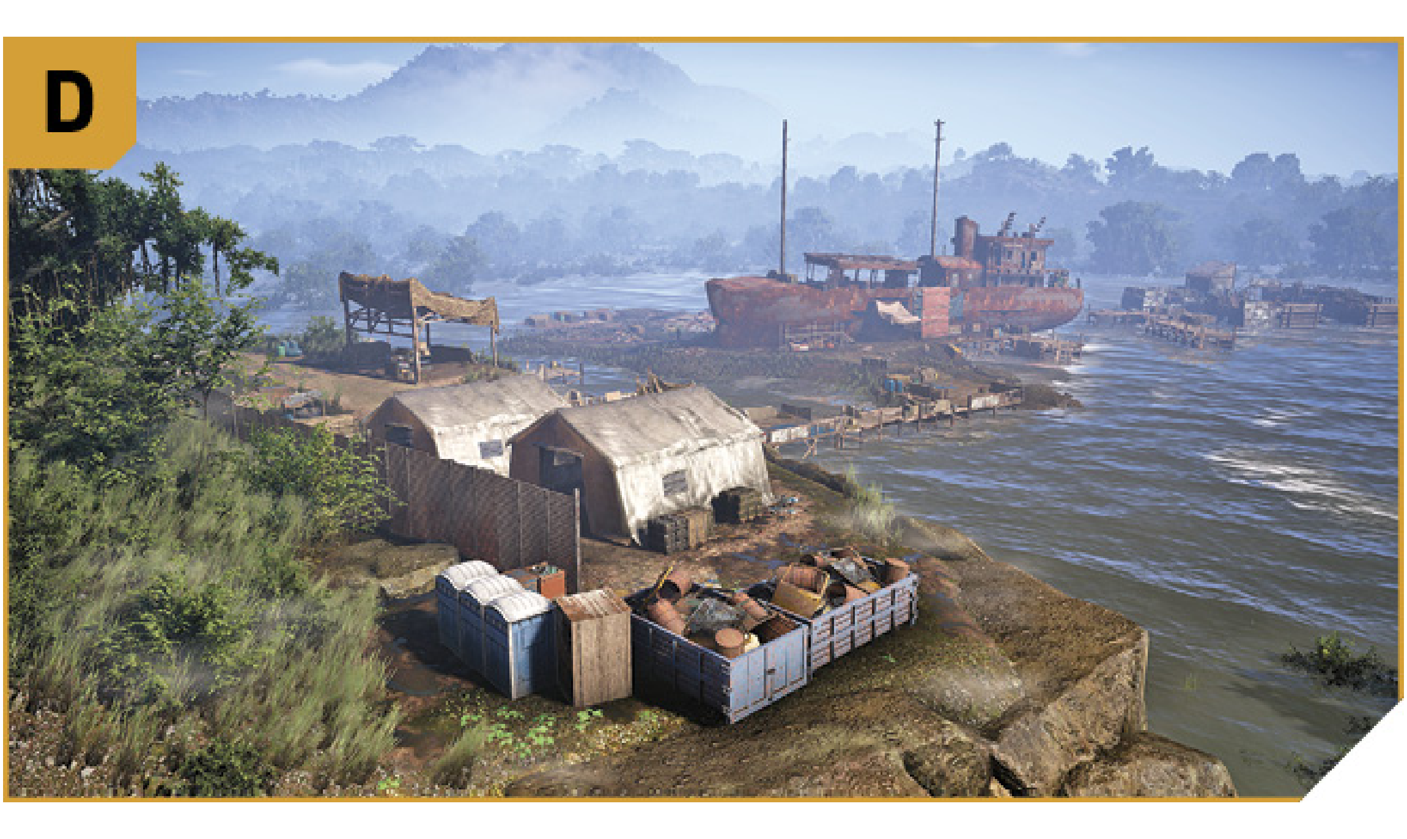
The track from the small dock (A) runs around the north side of the island, and into the rudimentary cartel base overlooking the rusty boat. The slightly higher ground on either side of the track (on the northern part of the island, or in the middle behind the metal fence) are possible sniping spots if you need to tag the minigun nest operator, or the sniper on the western edge of the boat. There are few enemies, so an on-foot stealth takedown here is straightforward.

SMALL ISLAND: JETTY



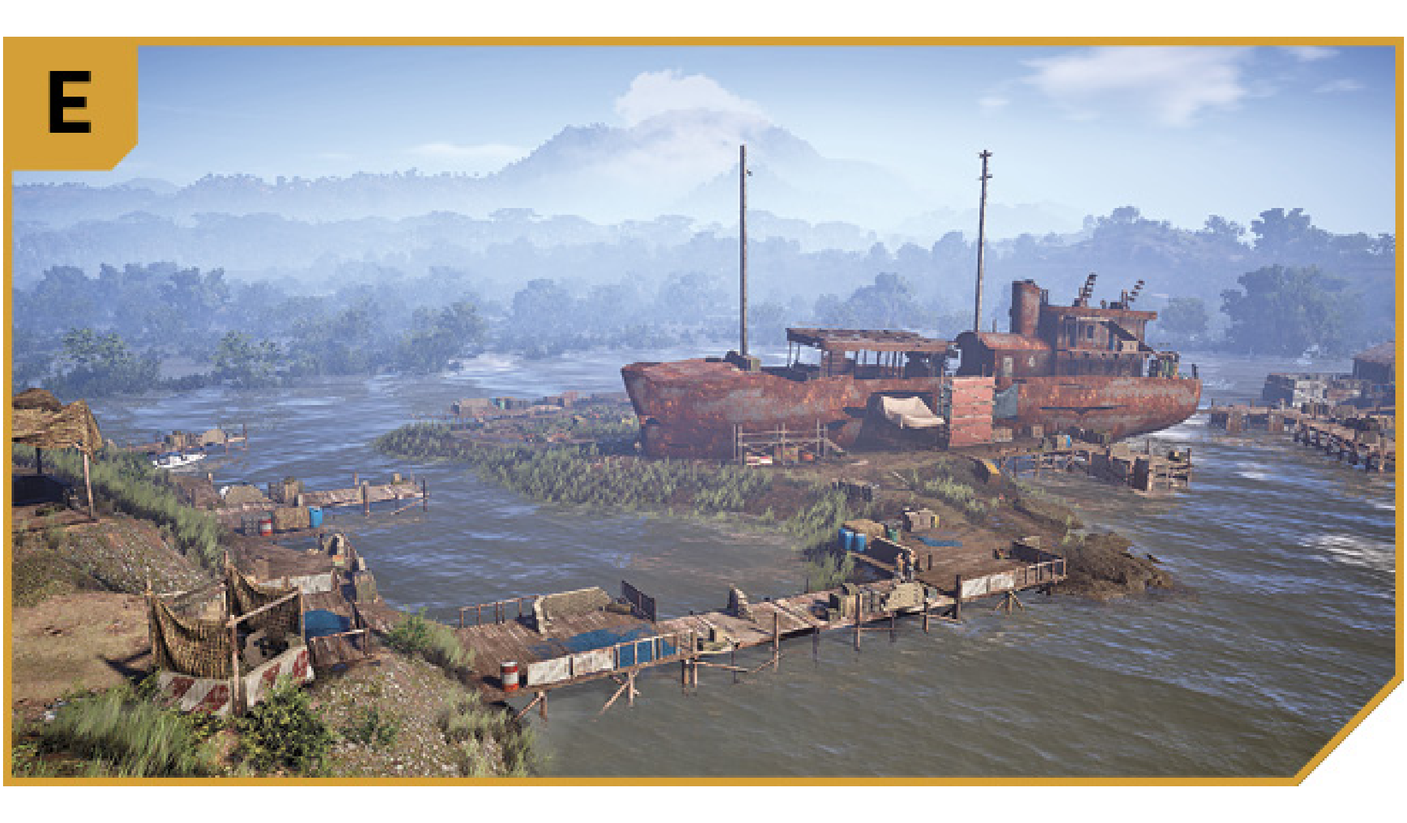
If you're trying a clandestine attack, you can sneak here, then move west and assault the large island base, or swim east using the hull of the boat as cover, and maneuver onto the wooden docks where the submarine is. However, this area is exposed, and you're easily shot at from above (both the boat and base). There are boats moored near here if you need a quick extraction, though.

LARGE ISLAND: BARRACKS



Maneuver around the metal fence running north-to-south and attack the base from this direction (ideally with a fellow Ghost doing the same from B); if you're heading here during the night, you can wipe out multiple foes at the tent barracks. Then ensure the armored foe near (or using) the minigun is put to rest.

SOUTH JETTY AND LAS ANGUILA WRECK

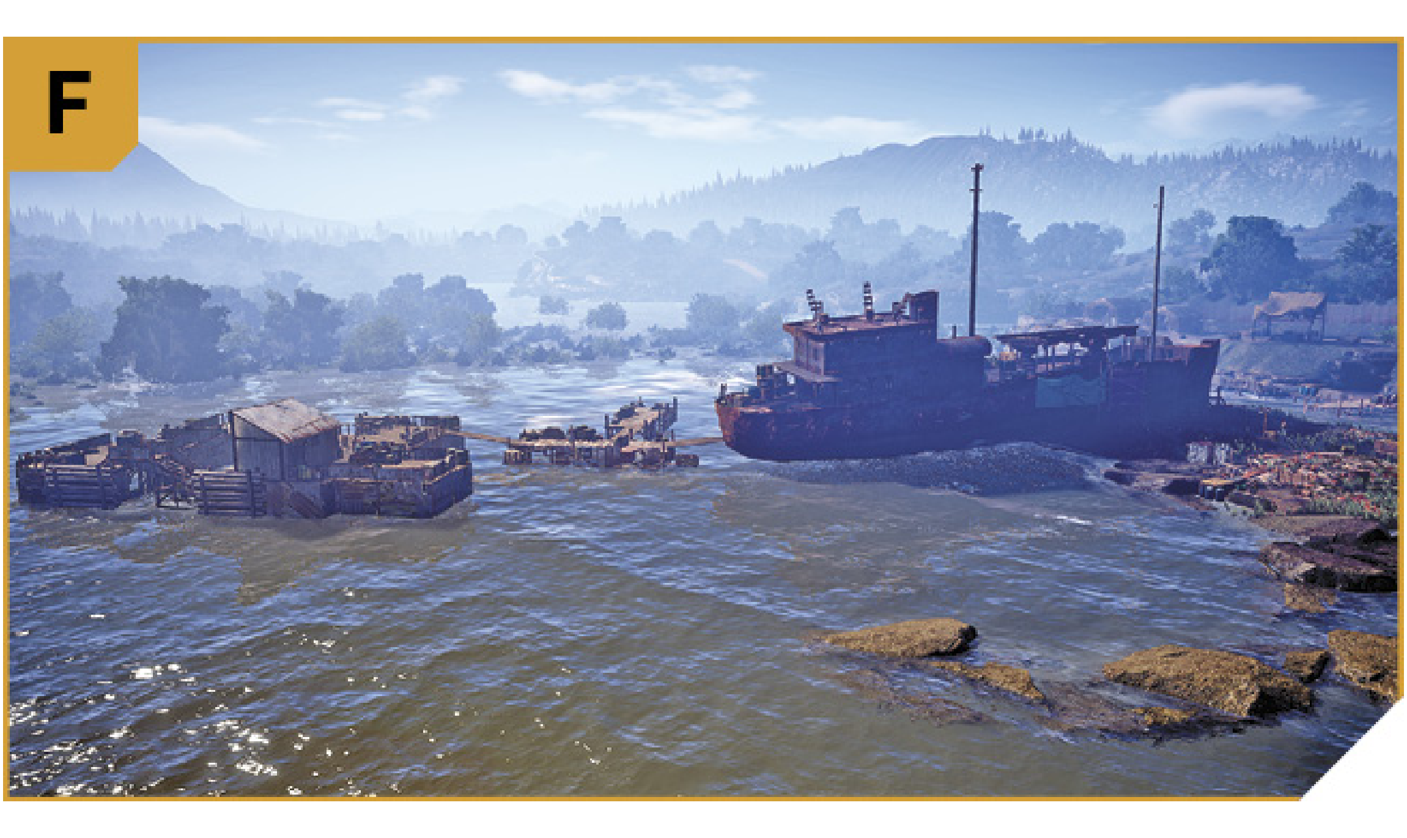


Unless you like swimming, the only way to cross to the small island and boat is via this jetty on the southeast part of the large island. Note the explosive barrels dotted about the wooden jetty, which you can shoot to cause a distraction (moving enemies west, so a teammate can infiltrate J from the water, for example).

Note the huge hole in the boat's hull on the south side, near a secondary jetty. This is the usual way to access the boat interior and deck, where the going is narrow for both you and the enemy. If you're wanting to completely clear the area of foes, trying heading in here with the enemy unaware of your presence, as close-assault battles are very dangerous.

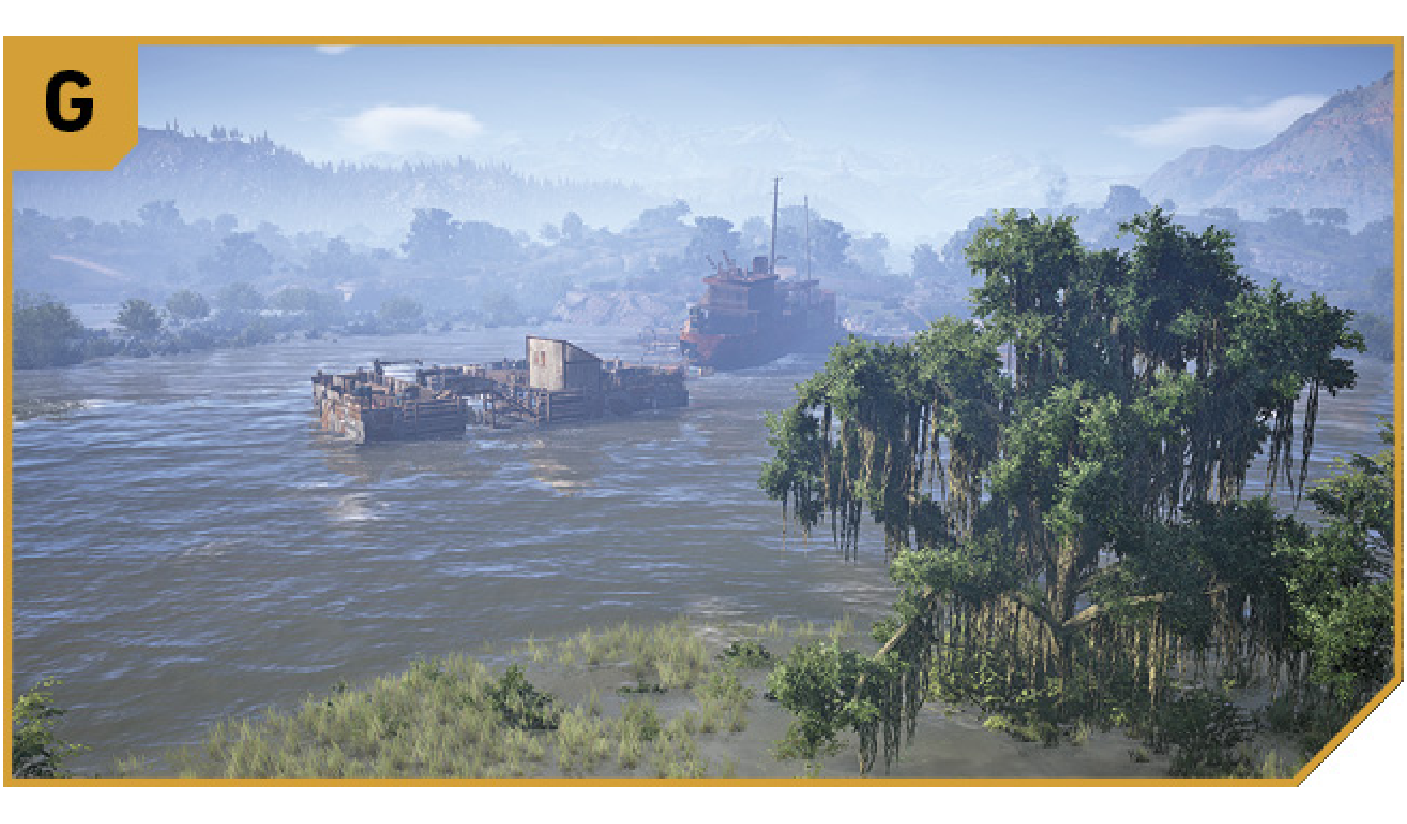
The other entrance and exit to the rusting boat is the hull hole on the eastern end of the vessel (stern), which allows access onto the wooden docks. This is where the majority of the enemies are, so you may wish to study alternative routes, or tag the snipers on the boat's roof before entering here.

NORTH SWAMP



Looping around and standing on the edge of the deeper water, the edge of the swamp is a good spot to start removing foes from long range, including enemies on the roof of the boat (which is difficult to climb up and onto), as well as the majority of the enemies on the docks. A great position for covering fire.

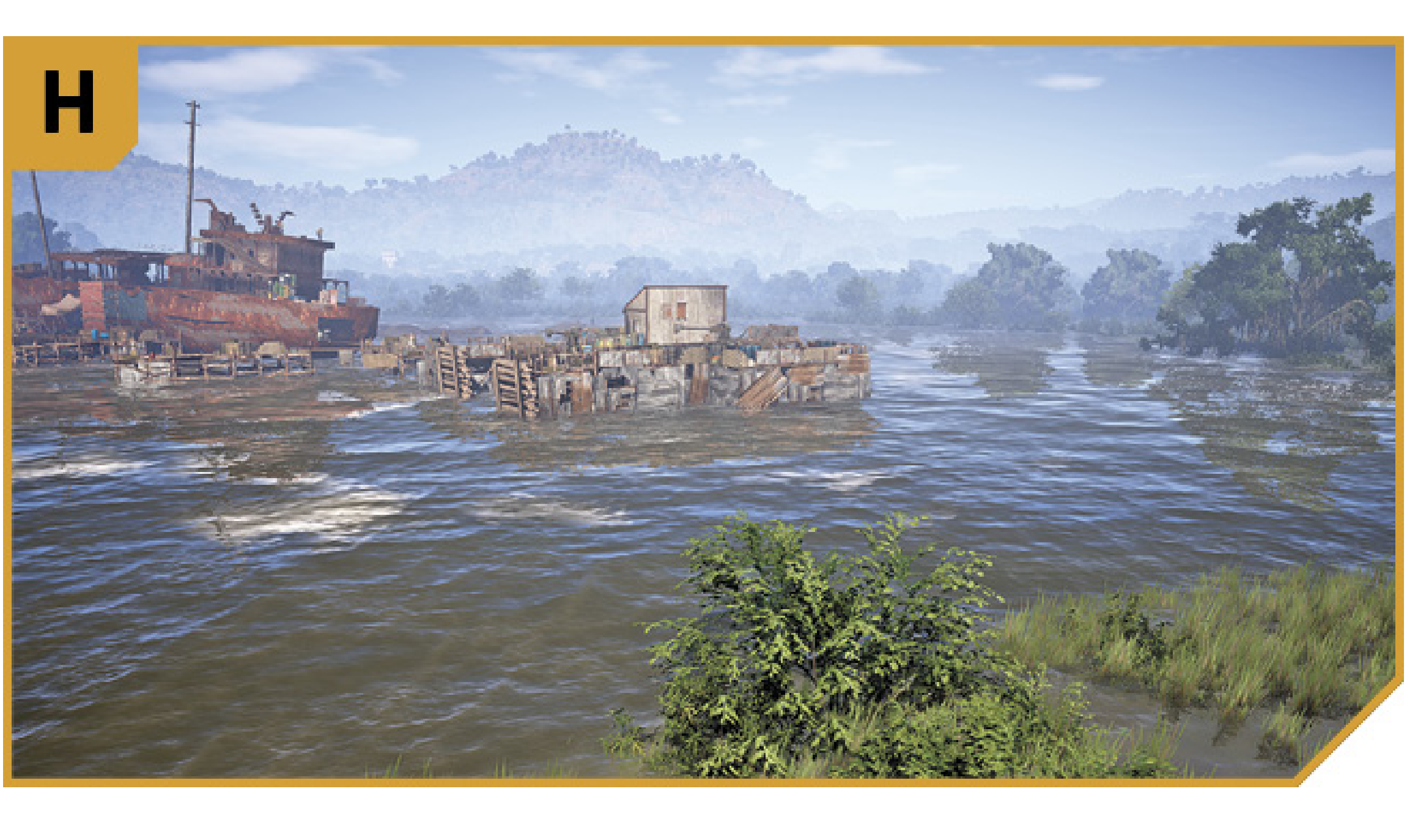
NORTHEAST SWAMP (BIG TREE)



Standing close to the large tree on the edge of the swamp, around 110 meters away from the submarine, is another good spot for sniping. You're safe, and can clear the eastern edge of the docks, as well as the exposed foes on the boat. Then you can swim to the target, or circle around to C, F, H, or I and provide additional support. Bring a boat if you need to move more quickly.

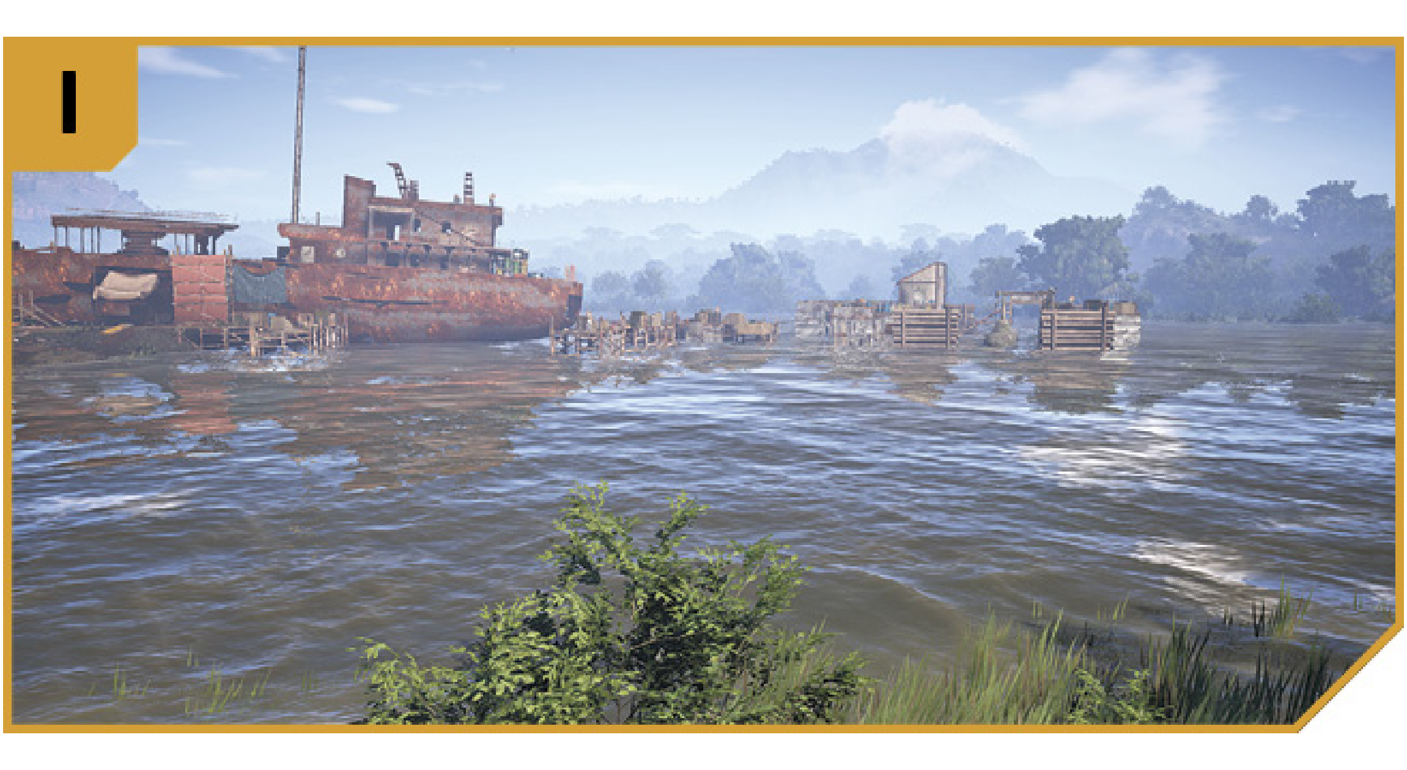
Though it's difficult to make out, the northeastern corner of the dock is on shallow water that you can stand on, and allows you to cross; climbing up and onto the eastern dock platform above the submarine. Use this to surprise and overwhelm your foes if you opt for quick submarine destruction. This is one of a few shallow areas around J you can use to quickly climb up out of the water.

EAST SWAMP (PENINSULA)



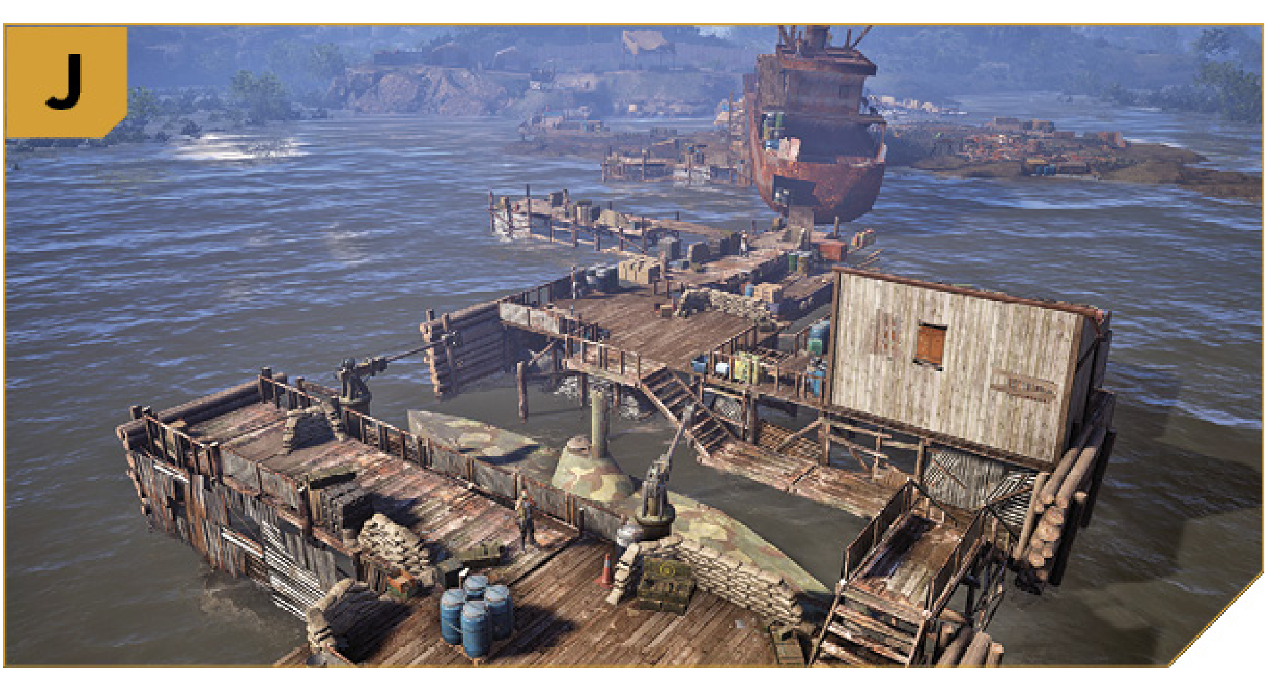
Study the Tacmap in great detail, and you can make out a slightly differently-colored area of water that's shallow enough to stand in, which surrounds the submarine docks. Wading from the peninsula (H) west, allows you to get around 80 meters from the target. From here you can snipe, or swim to the target.

SOUTH SWAMP



Though you're farther from the submarine (around 130 meters before you need to swim), this section of swamp has low bushes to use as cover, and an excellent view of the southern side of the boat and docks. This allows takedowns of many foes, and brings more out onto the small exposed island too.

TARGET: EAST DOCKS AND SUBMARINE



A thin jetty ramp links the rusting boat to the docks either side of the submarine. A cluster of well-armed thugs guards the submarine itself, and it's important to realize the gangplank from the boat isn't the only way to reach the target:

You can swim in from the swamp, standing in the water and clamping C4 to the submarine before swimming away, undetected.

You can swim to the base of the docks, find shallow water you can stand up in, and then cross, vaulting up and onto the dock deck, surprising the enemy and starting a firefight (with fellow Ghosts to hopefully back you up). There are cross points on the east, north, and west sides of the docks.

Or, you can just parachute in from above, or launch projectiles from your chopper while gunning down the enemies as they scurry for cover.

LAS ANGUILA WRECK: OTHER TACTICAL ADVICE

SOLO: A thrilling, but not tactically advantageous method is to approach from the road (A), and work your way east, methodically killing enemies on the big island, and battling your way through the boat to the docks. Have your team sweep in from the south to act as bullet sponges while you remain on dry land.

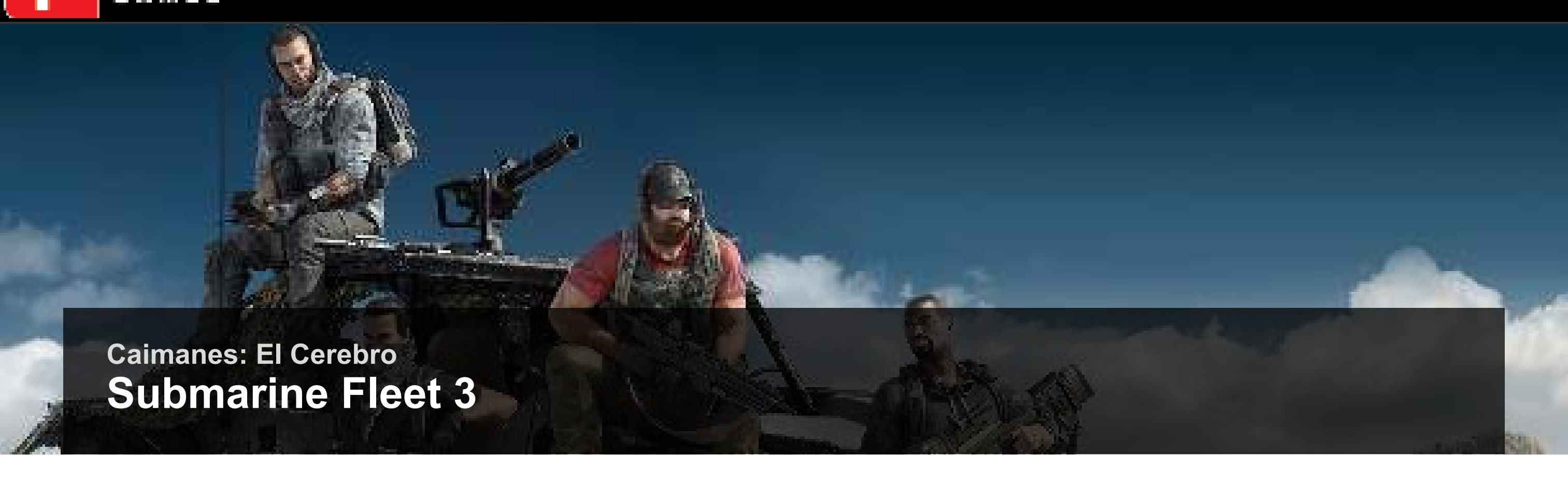
Or, pile everyone into a chopper, and strafe the area, dropping grenades or other explosives on the target.

Alternatively, swim in from F, G, H, or I and neutralize the target without fighting a single foe.

Variations on the Solo plans are feasible here, though you have the added ability to split your forces and attack from every direction, using multiple boats, choppers, and on-foot attacks to get the job done.

Causing disruption by having a boat harry the enemy from the north or south (along with a chopper doing the same, and taking out the minigun) allows more clandestine members to enter via the eastern swamp.

Or, you can elect a more subtle approach, with one or two Ghosts methodically slaying foes from west to east across the large island to the boat, then to the docks, while their teammates snipe from the edge around the eastern swamp.



Caimanes: El Cerebro

Submarine Fleet 3

OBJECTIVES

- **Destroy the drug sub**

LOCATIONS

- **San Miguel Ruins**

REWARDS

- **+ 500 XP**

BRIEF

El Cerebro has built a flotilla of three submarines that are capable of making the run from Caimanes all the way to Florida. This represents a major increase in the cartel's smuggling capability, and it must be stopped. Locate and destroy these submarines.

MISSION ACCESS

Acquire Major Intel in Caimanes Province to access this Mission. You can also unlock this mission by proximity.

RUMBLE IN THE RUINS

Just north of Caimanes Alpha are the soggy ruins of San Miguel mission, which is now one of three mooring docks for a clandestine smuggling operation using a submarine. Like the other two missions, this one requires a simple destruction of the craft. This can be done from any distance, using C4, a grenade or two, or a launcher. There's just the small matter of the four cartel snipers, two heavily-armored foes (close to 20 enemies total), and extreme sogginess under foot.

CAUTION: DON'T BEACH YOUR BOAT

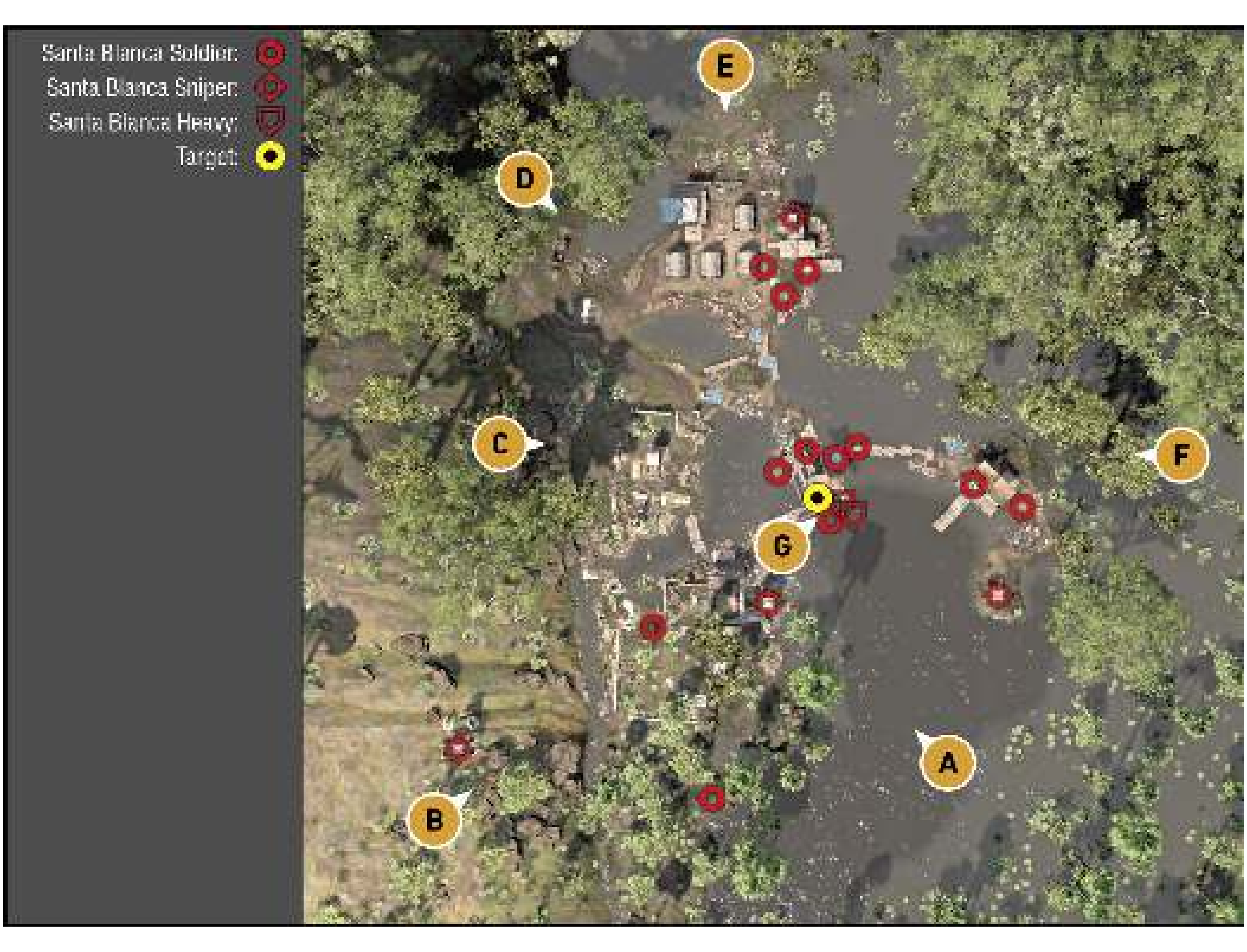
A good rule of thumb to follow is to keep your boat in the water. If there's grass sticking out of the water, it's likely to be too shallow to maneuver over, and there's nothing quite as embarrassing as scraping your craft to a halt in the middle of a firefight when trying to escape or maneuver expertly.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

This base has a large barracks on the northern perimeter of the combat zone, and sneaking in here after dark ensures some of the enemies are likely to be asleep, and easily neutralized.

In addition, it's worth considering the use of thermal vision on this sortie. This is especially true when hunting foes in the southwest ruins and jungle area, who are notoriously-hard to spot, even during daylight hours.

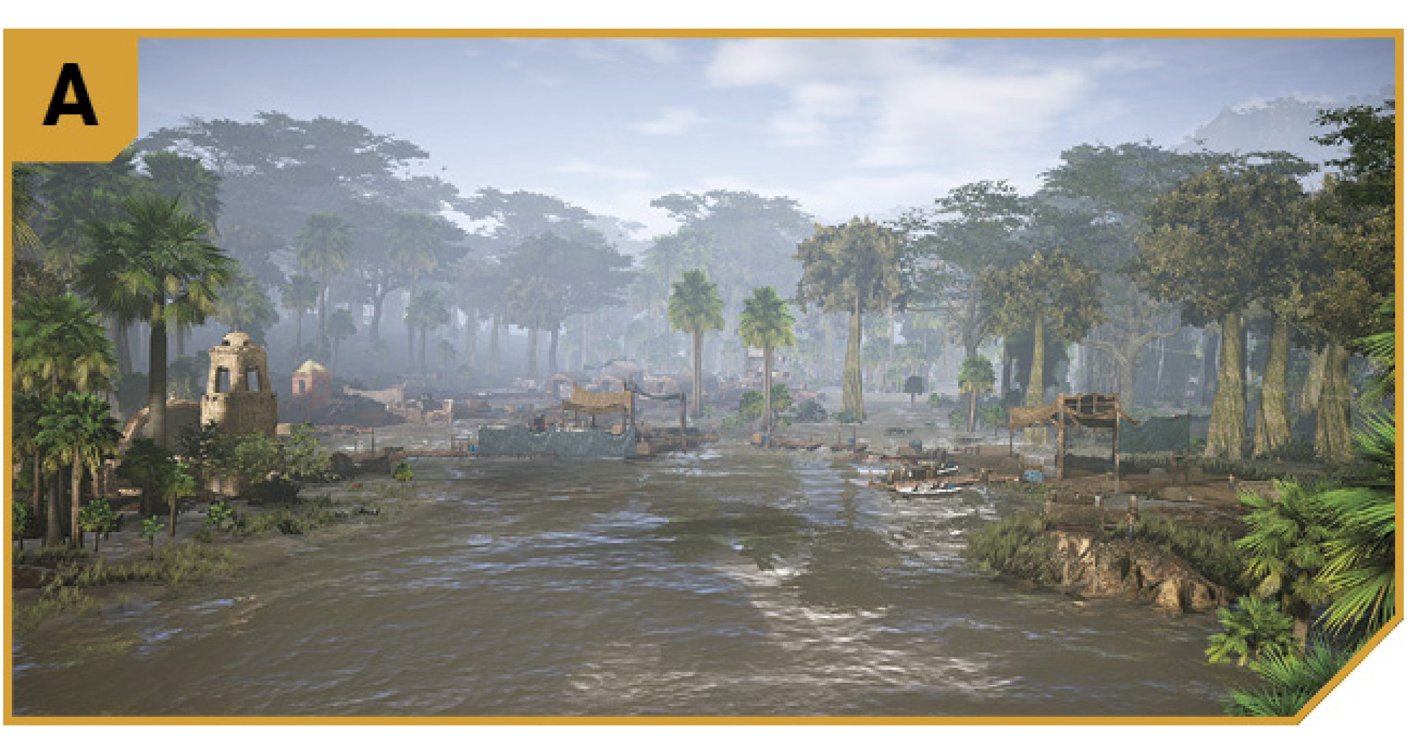
SAN MIGUEL RUINS: RECON



TACMAP

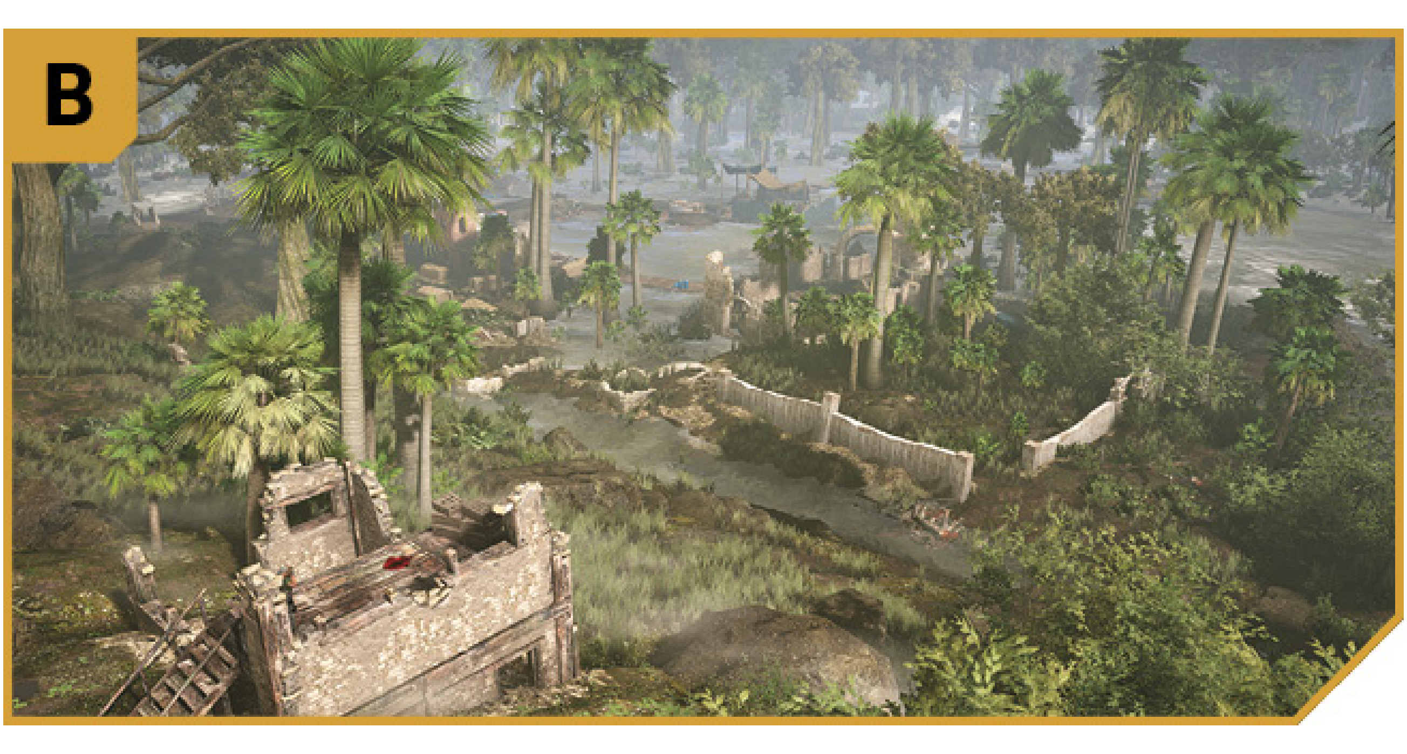
Consider this combat zone to be four separate areas, with the main cluster of foes around the submarine itself. The relatively open area means despite the number of enemies, you're able to take them down with relative ease. This is optimally attempted once the other areas with foes have been neutralized; the barracks to the north with a sniper tower, a small island to the east with a sniper, and the southwest jungle with four separated foes, two of them atop sniper nests. There's excellent cover on the western jungle slopes, and almost none anywhere else.

SOUTH SWAMP (WATER)



Not shallow enough to wade through, and open enough to be spotted by enemies unless you're infiltrating at night, there are better places to attack from than here, though a mass assault toward the east island, or running and gunning (using grenades with a fast-moving boat, lobbing projectiles at the target) are reasonable plans.

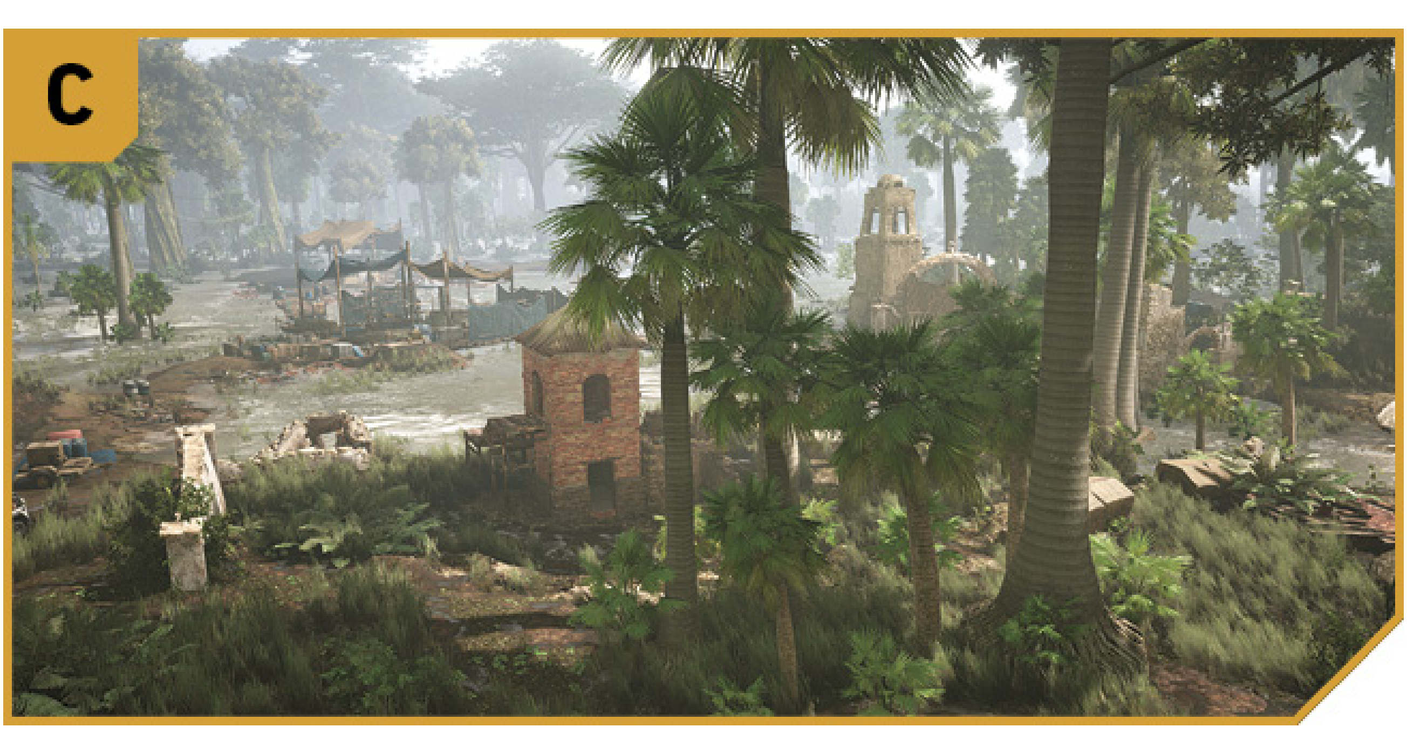
SOUTHWEST JUNGLE AND MISSION RUINS



Thermal vision is a great idea when hunting cartel members on the southwest slope and main mission ruins. Note the two snipers here: one atop a ruin up on the slope that's easily missed, a location which then offers excellent elevation and a clear sniping shot at the target. The other foe is atop the mission belltower, which can't be climbed; you must shoot this foe from the ground or air around the belltower. Then use the ruins to fire out from. You should be able to tag the enemies and sniper across the water to the east on the small island, as well.

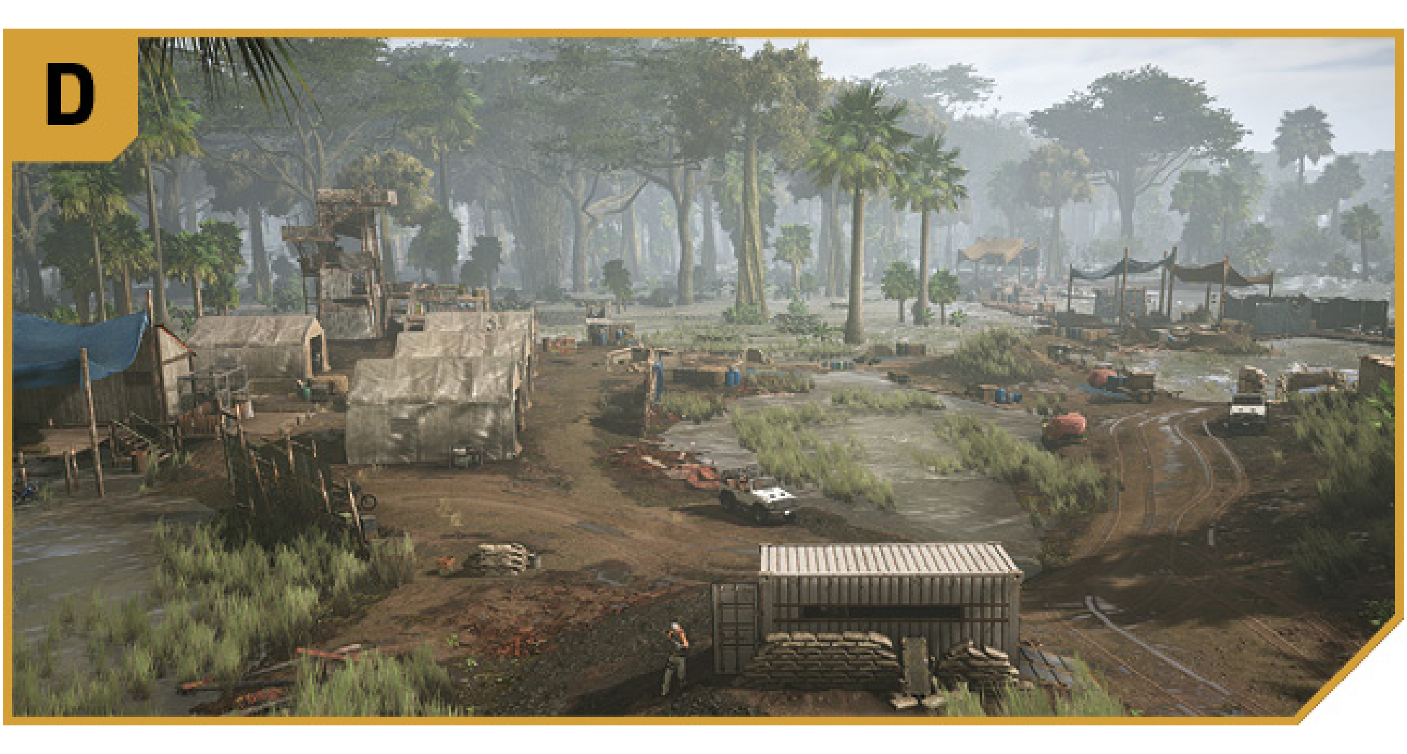
You're also very close to the target (close enough to lob grenades and complete the mission without having to wade into the target area at all) while still maintaining cover behind the old stone walls.

WEST JUNGLE AND STEEPLE



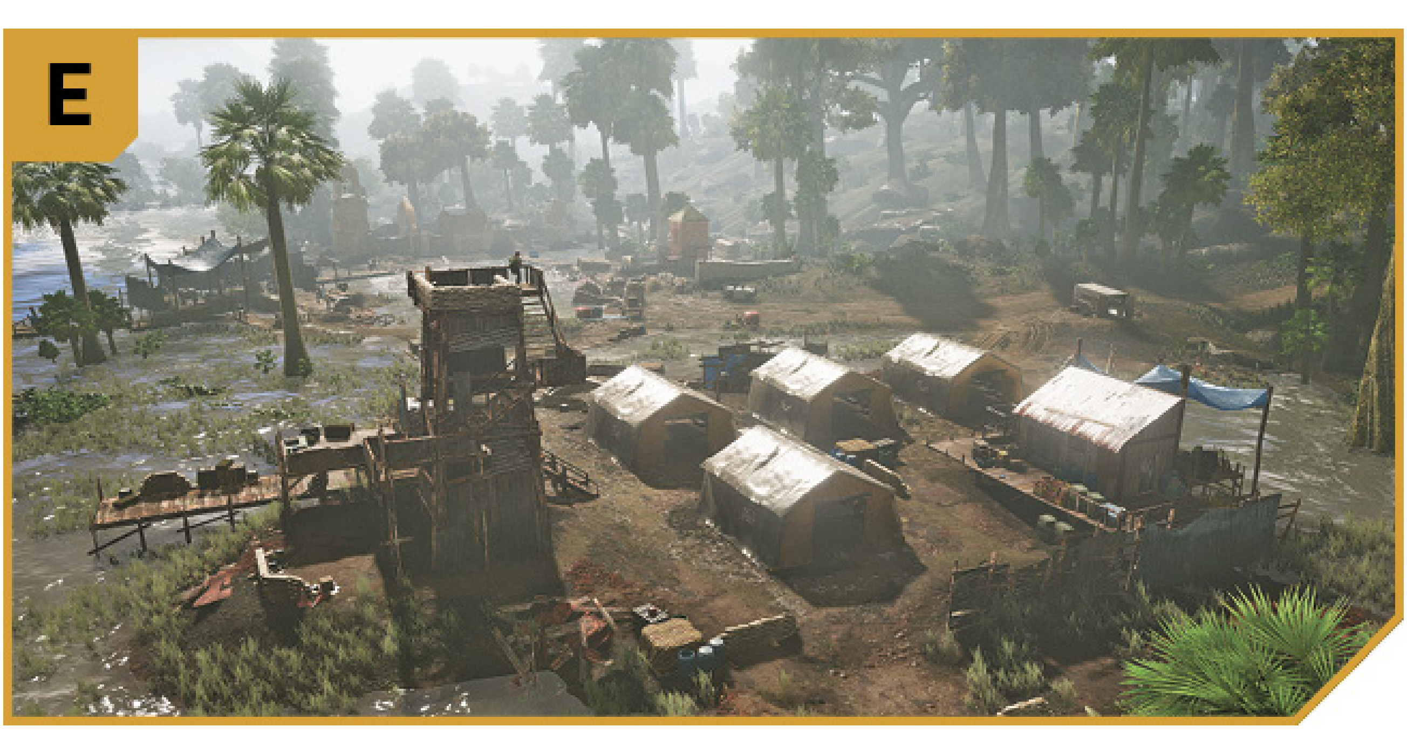
The area of open marsh and jungle slope to the west of the target is more open than B, has fewer areas to hide, and you can easily be spotted by foes at both E and G. However, the small brick steeple is a good place to hold up and snipe from; there are views of E and G, though you aren't quite close enough to lob a grenade at the sub. Use this for crossfire opportunities, and to drop the sniper at E.

NORTHWEST JUNGLE



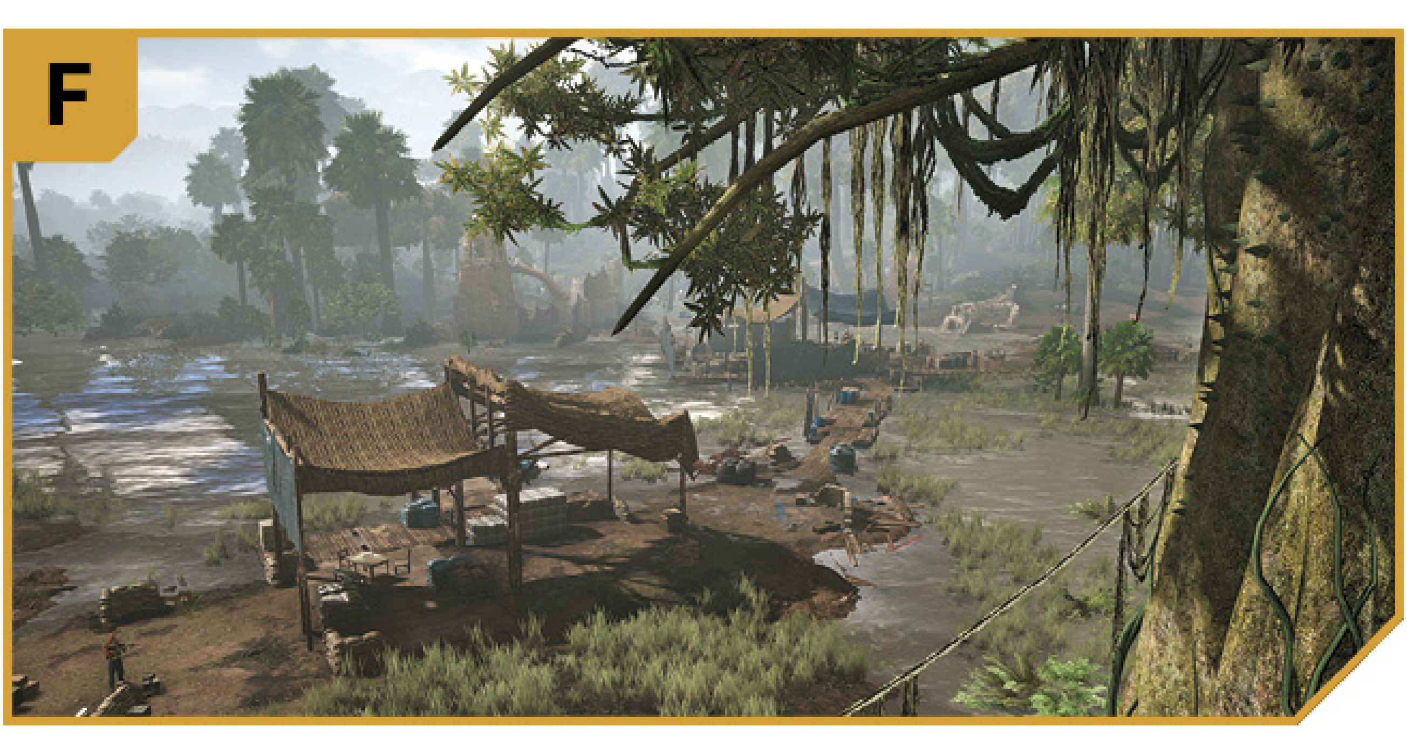
Don't veer too far to the west, or you risk infiltrating and alerting the Caimanes Base instead. Approach from here, using the large trees and undergrowth as cover, and you can easily tag the sniper at the barracks, most of the foes at E, and offer long-range fire at the target area. Note the muddy tire tracks; there's a vehicle near here and a rough track out if you need a quick extraction route.

NORTH SWAMP AND BARRACKS



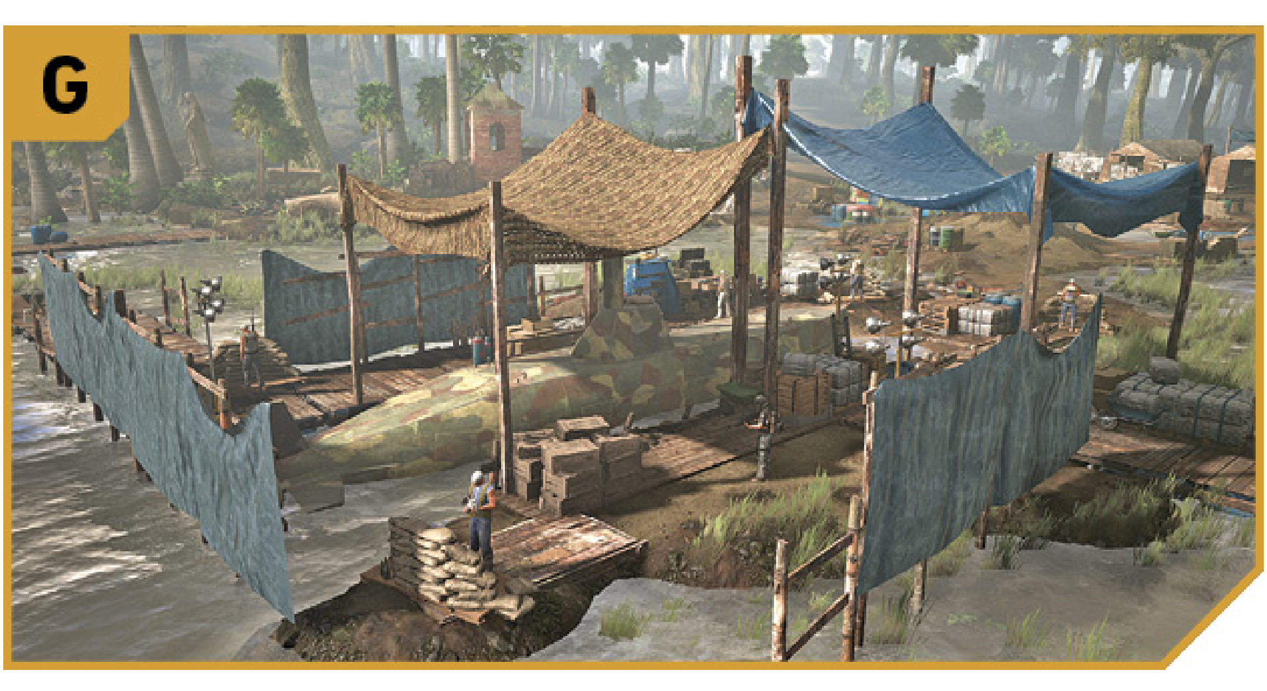
This barracks has only around four foes during daylight hours, but more at nighttime; the four tents can be easily accessed from the north, using the metal fencing as cover, and the sleeping foes either slain or ignored. Climb the sniper tower and use it to rain death down on the target foes. This is a good area to defend, as it has sand bags and few foes to give you any trouble.

EAST ISLAND



Approaching from the swamp to the east is a better idea than you'd think, as the tall grass and massive buttress-root trees offer excellent cover. The trio of enemies can be quickly slain without drawing attention to your team, and the defenses here (especially the platform where the sniper is) offer great protection against the foes in the target docks. Plus, there are boats moored here for a quick getaway.

● TARGET: SUBMARINE DOCK



A sizable enemy presence surrounds the target submarine, which can be problematic if you're attempting a simple assault. Note the two pressurized gas canisters you can shoot to explode, which can kill or start the foes milling about, allowing others in your team to tag them from range.

Though it's dangerous, you can take a boat from A, pull up alongside the metal wall on the south perimeter of this area, and lob a grenade over. Or stealthily swim to the sandbags in the southeast corner of this area and lob in a grenade; this assumes enemies at B and F are preoccupied or slain.

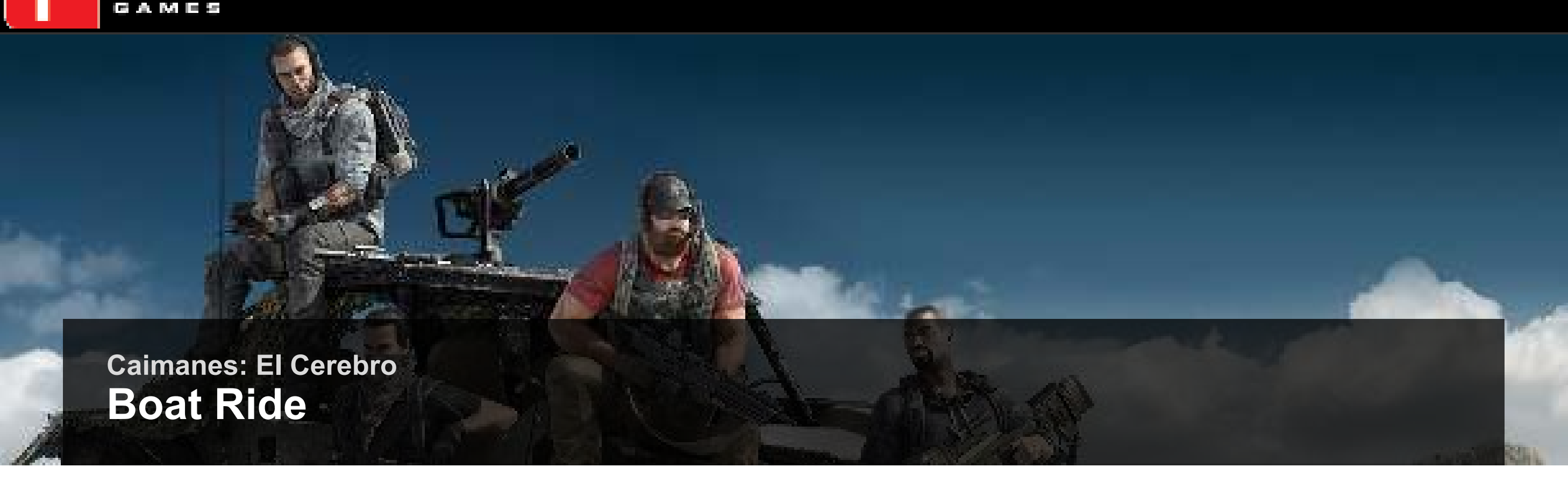
SAN MIGUEL RUINS: OTHER TACTICAL ADVICE

SOLO: Approaching from B, removing the four foes in the southwest jungle area, before lobbing in a grenade from the gap in the wall of the ruins next to the bell tower, and destroying the submarine from this covered spot, before retreating the way you came, is perhaps the most proficient method of completing this mission.

Other options include sending your team in to battle the foes directly, while you take up refuge at the sniper tower (E), or at another defensive position.

CO-OP: If the Solo plans aren't to your taste, you can clear the entire combat zone by placing a Ghost at B (the sniper ruins) to provide cover and shoot at the target area. A second Ghost can remain in the ruins after defeating the sniper in the bell tower. A third Ghost can tackle the barracks and stay atop the sniper tower with a fourth Ghost defending the stairs from foes. Then, simply tag all foes you see until the base is cleared. An alternate camping location is from the defenses at F.

Using a chopper to strafe the target area is of limited use, unless you have a steady pilot and better sharpshooters, as the foes around the target are usually protected by the roof covering. Dropping explosives from overhead is a great idea, though, assuming your pilot doesn't fly into any of the tall trees in the immediate area.



Caimanes: El Cerebro

Boat Ride

OBJECTIVES

- Locate the armored boat
- Steal the armored boat
- Take the armored boat to the delivery point

LOCATIONS

- Outpost (North Outpost: Caimanes)
- CIA Delivery Point

REWARDS

- + 500 XP

BRIEF

There is an armored boat anchored at the Santa Blanca base in Caimanes, loaded with high-tech electronic systems for use in El Cerebro's submarines. Get to the boat, steal it, and take it to a delivery point where a CIA team will pick it up.

MISSION ACCESS

Acquire Major Intel in Caimanes Province to access this Mission. You can also unlock this mission by proximity.

WE'RE ON A BOAT!

The armored boat in question is moored in a jungle outpost in the northern part of this province. A scattering of buildings on each peninsula of this river junction masks the fact that there aren't quite as many enemies here as you might be expecting. But don't be over-confident; the boat is in the middle of this outpost, where every foe can see you if you aren't careful.

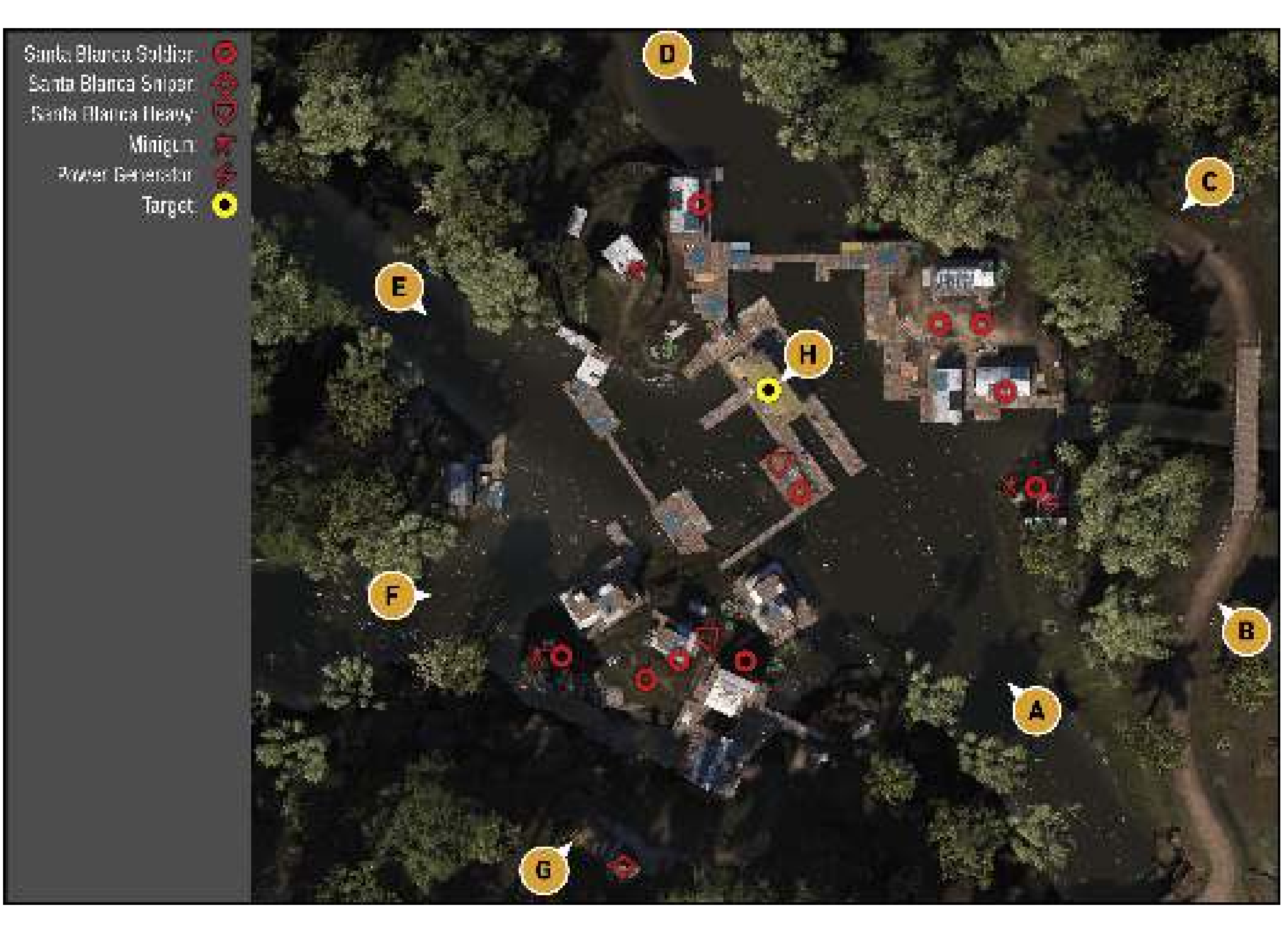
MOST RECON: MINIGUNS AND GENERATOR

Note the locations of three miniguns at this location (a nest on the west side, one on the east side with a power generator, and a tower with a minigun to the north). Reducing the enemy's firepower is critical to this mission's success, so learn where these are and use them to your advantage.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

Though the foes aren't snoozing in barracks, if you approach the boat at night, especially if you're planning on swimming to the vessel, and you've removed the generator so there are no lights, you can steal the boat without firing a shot.

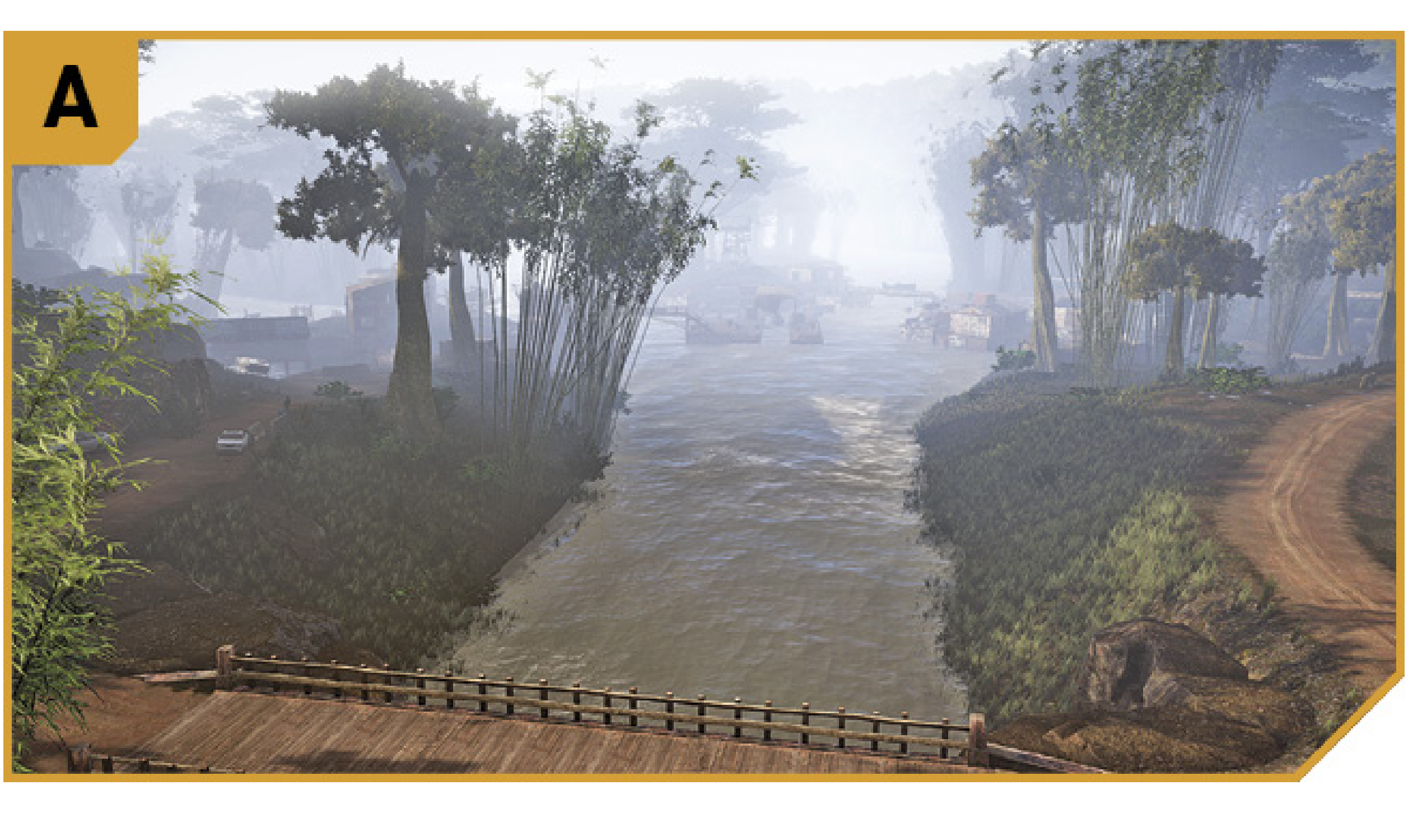
OUTPOST (NORTH): RECON



TACMAP

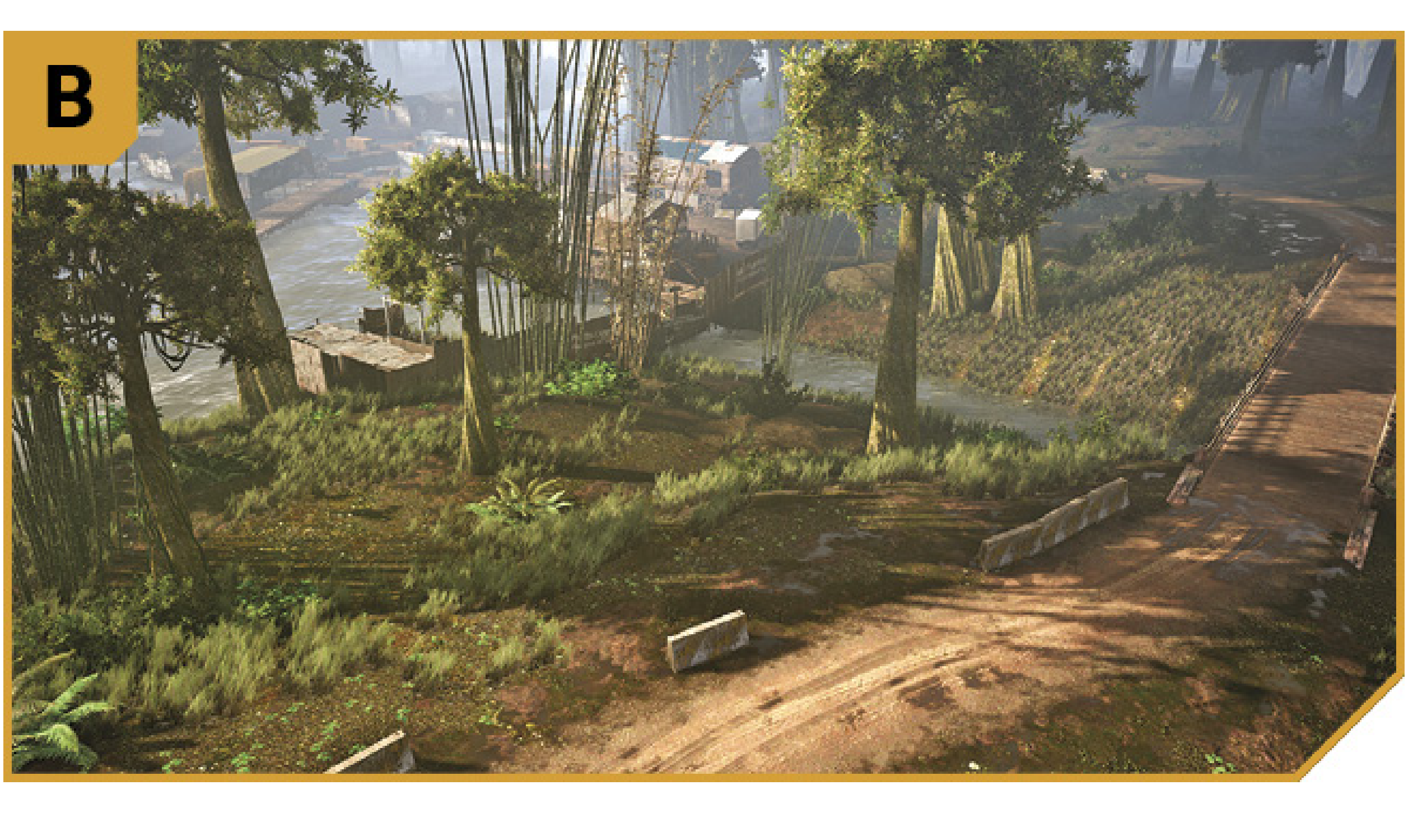
Caimanes Delta Rally Point to the east offers a great stealthy approach into this combat zone. There are three areas of interest, all accessible on foot, by land, or river. To the northeast is a cluster of warehouses; note the minigun nest and power generator) on the eastern bank, the gun nest pointing south. To the north is an entrance bridge, and a minigun tower, with the main docks and gunboat itself, moored in the middle of the Outpost. To the southwest is a cluster of four low-rise shacks and a sniper tower, as well as a final minigun nest on the western tip of this building cluster.

SOUTHEAST RIVER INLET (BRIDGE)



In all likelihood, this is the river route you'll take out of here, so it's worth inspecting, but heading through here is almost impossible, as there's a small (but annoying) group of foes manning some light defenses to the south, at the mouth of this inlet. The access is under the bridge on the west side of these defenses, and even if you get through, there's a gate blocking your river-based access here. Just moor up under the bridge, and fan out to tackle B or G.

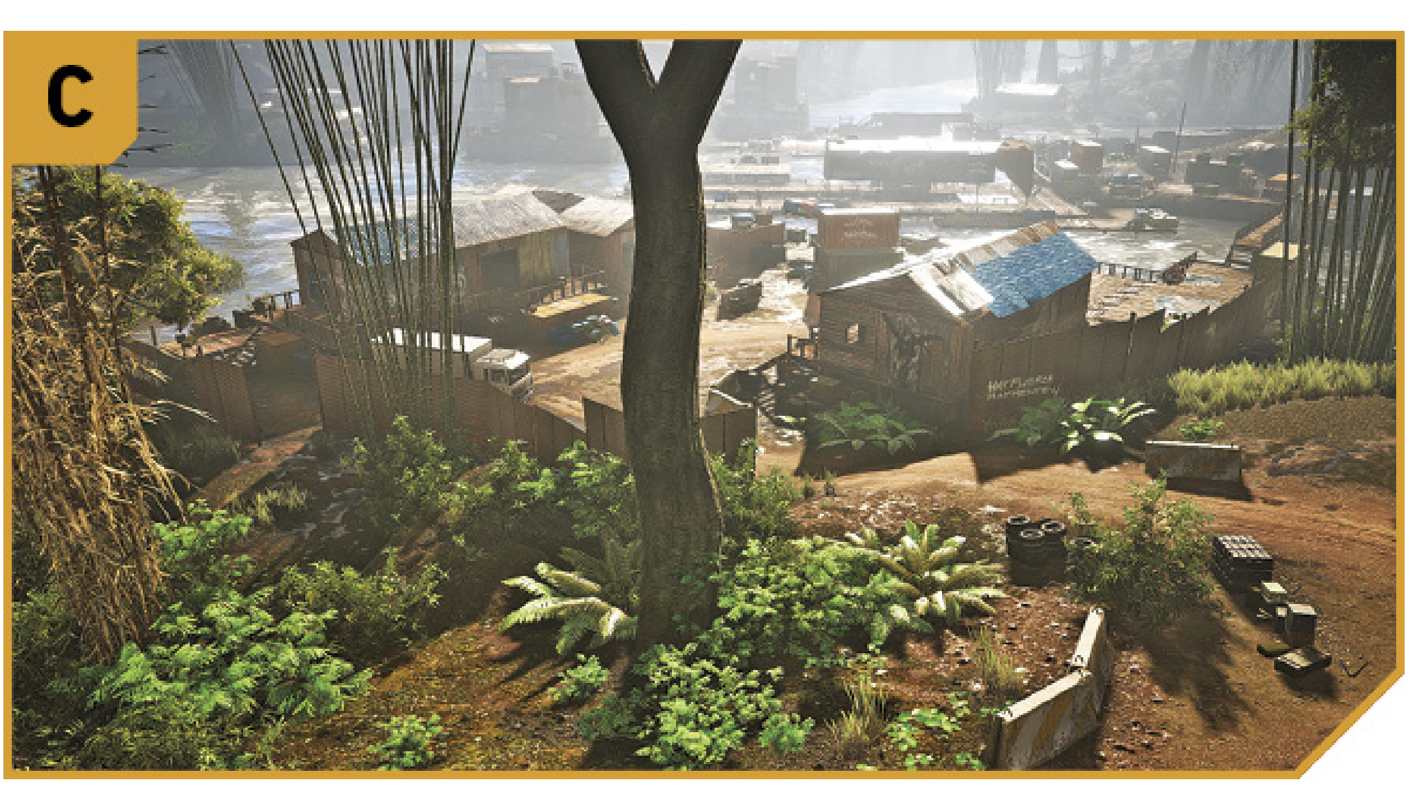
EAST ROAD BRIDGE



If you're approaching from the road, or the small eastern river inlet channel, this is a good place to tackle the enemy at the minigun nest, as well as removing the power to this location at the adjacent generator. You need to crawl around to avoid being spotted by the gunner, so be aware of this, or have a teammate shoot him from another position. You can then infiltrate the warehouse area (C) via the perimeter bridge.

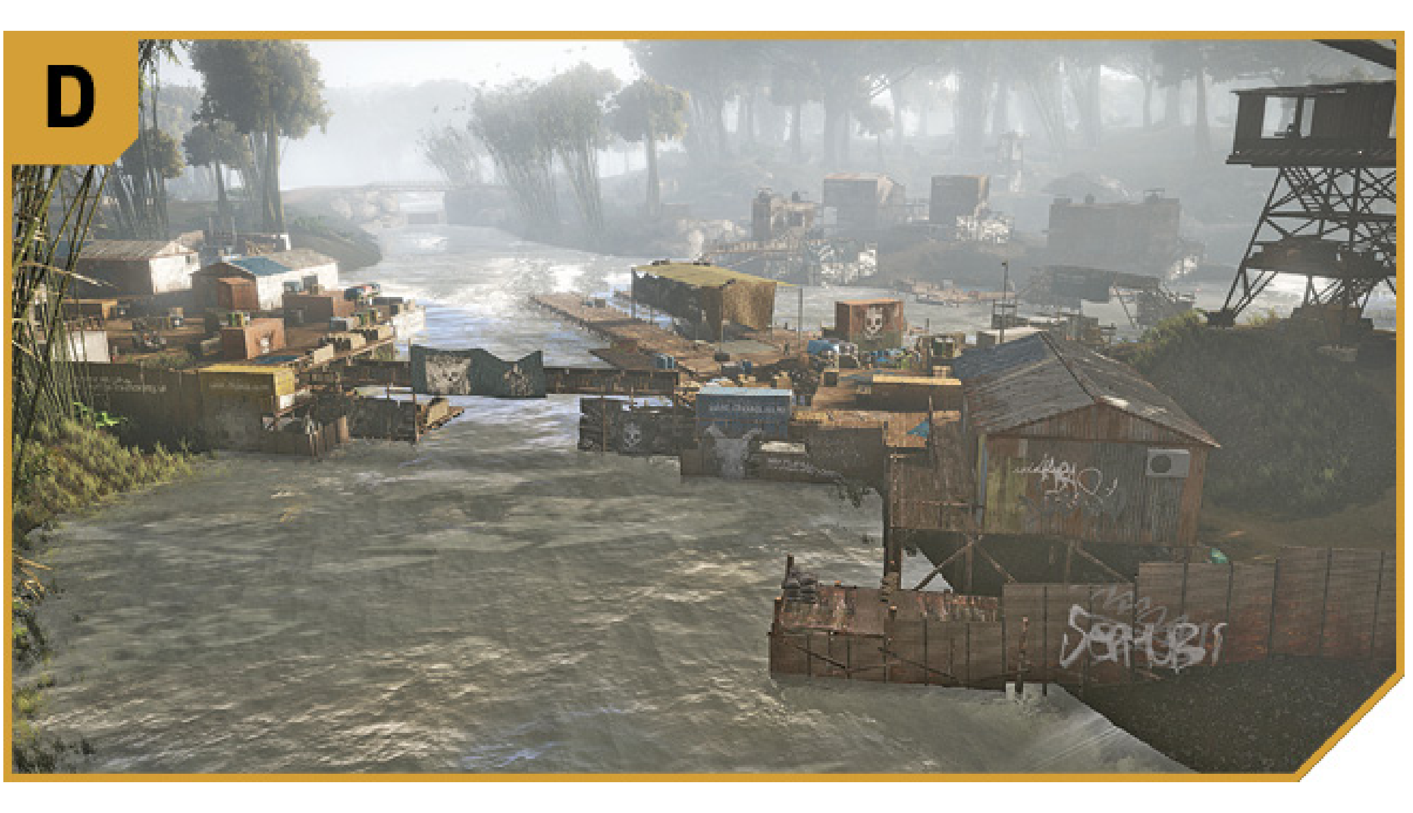
Over at the east road bridge, you can recon, snipe ineffectively at closer foes due to the perimeter wall, and have more luck shooting enemies across near G, at the limit of your scoped accuracy.

NORTHEAST WAREHOUSES AND DOCK



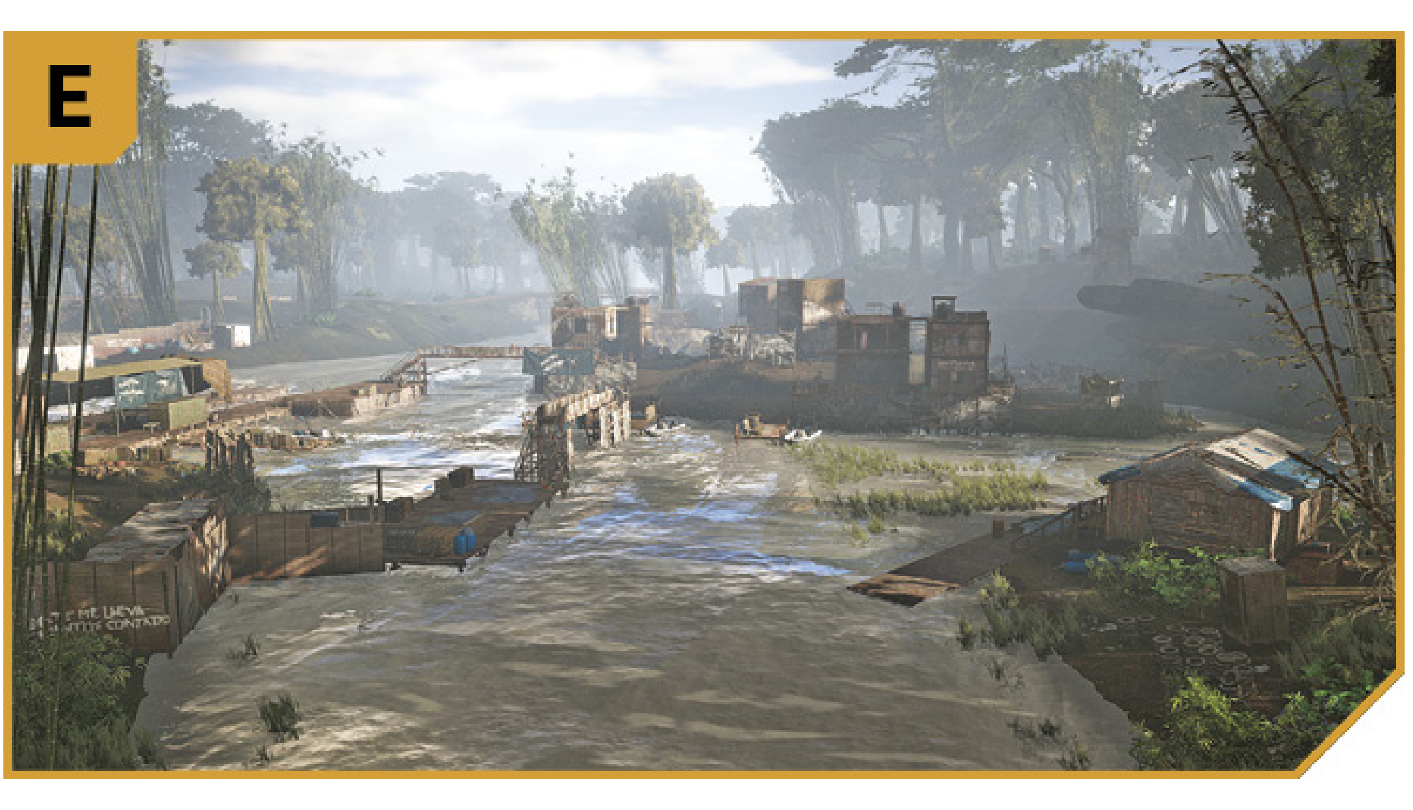
This area consists of three ramshackle warehouses (two by the river, one to the north perimeter), with relatively few foes to defeat. This is a great place to hold up and fire from, as it's easily defendable, you can use the minigun, you control the generator, and you can start a battle with the foes diagonally across the water from you (at G). Note the gap in the tall perimeter metal fence allowing you to slip in near the cargo truck. Or just saunter in from the road to the north.

NORTH RIVER ENTRANCE



Another great spot to infiltrate in from, as there's only a single foe in the warehouse on the west shore, and there's a tall (and usually unmanned) minigun tower offering exceptional views of the target docks, and the enemy encampment to the south (G). Use this tower (or even the top of the hill at the base of the tower) to cover your teammates.

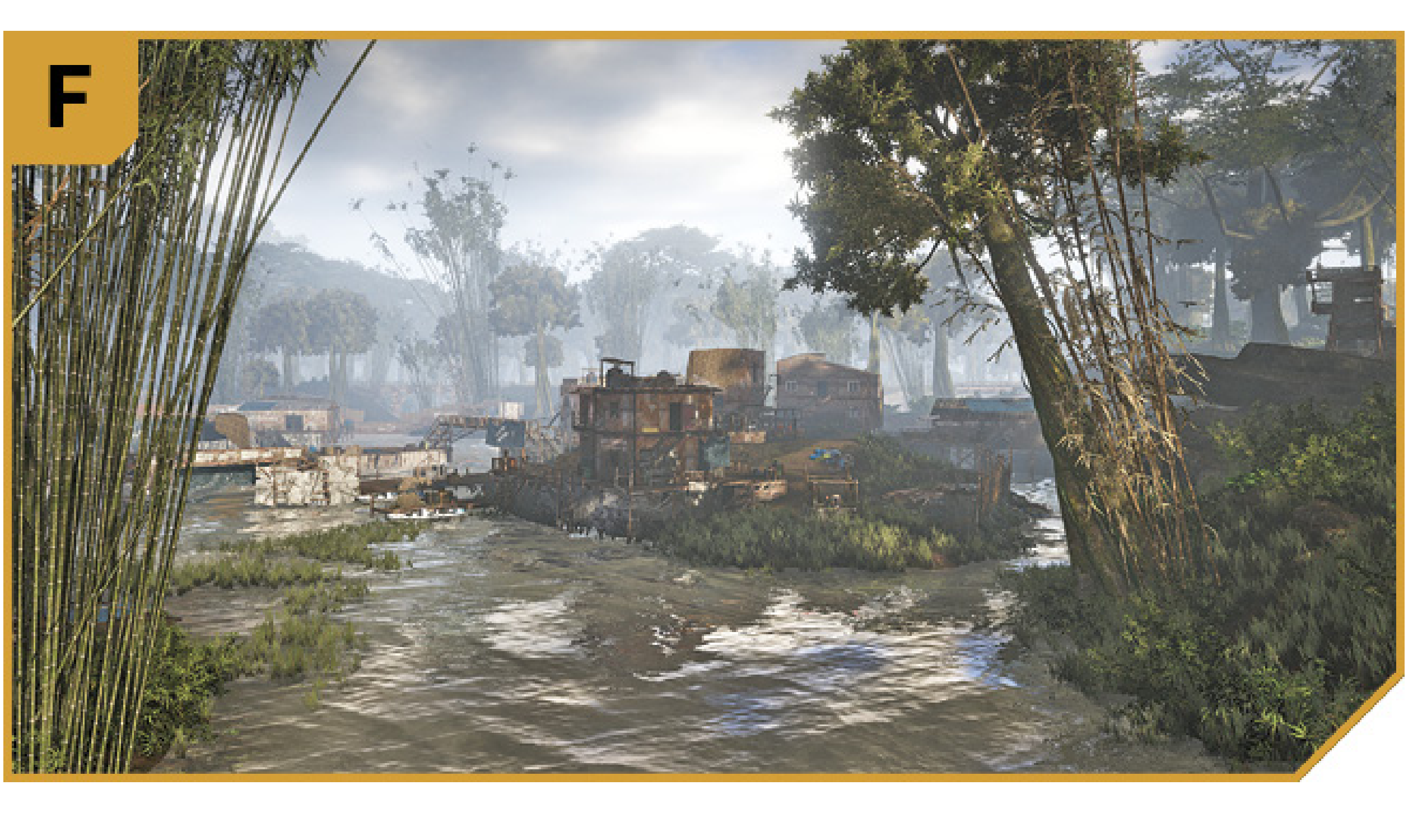
NORTHWEST RIVER ENTRANCE



Not the most tactically advantageous way into this compound, as you're easily spotted by the majority of the foes in the low-rise shacks to the south (G). You can quickly drive a boat southeast and east to the main docks, though you'll be under heavy fire while doing so.

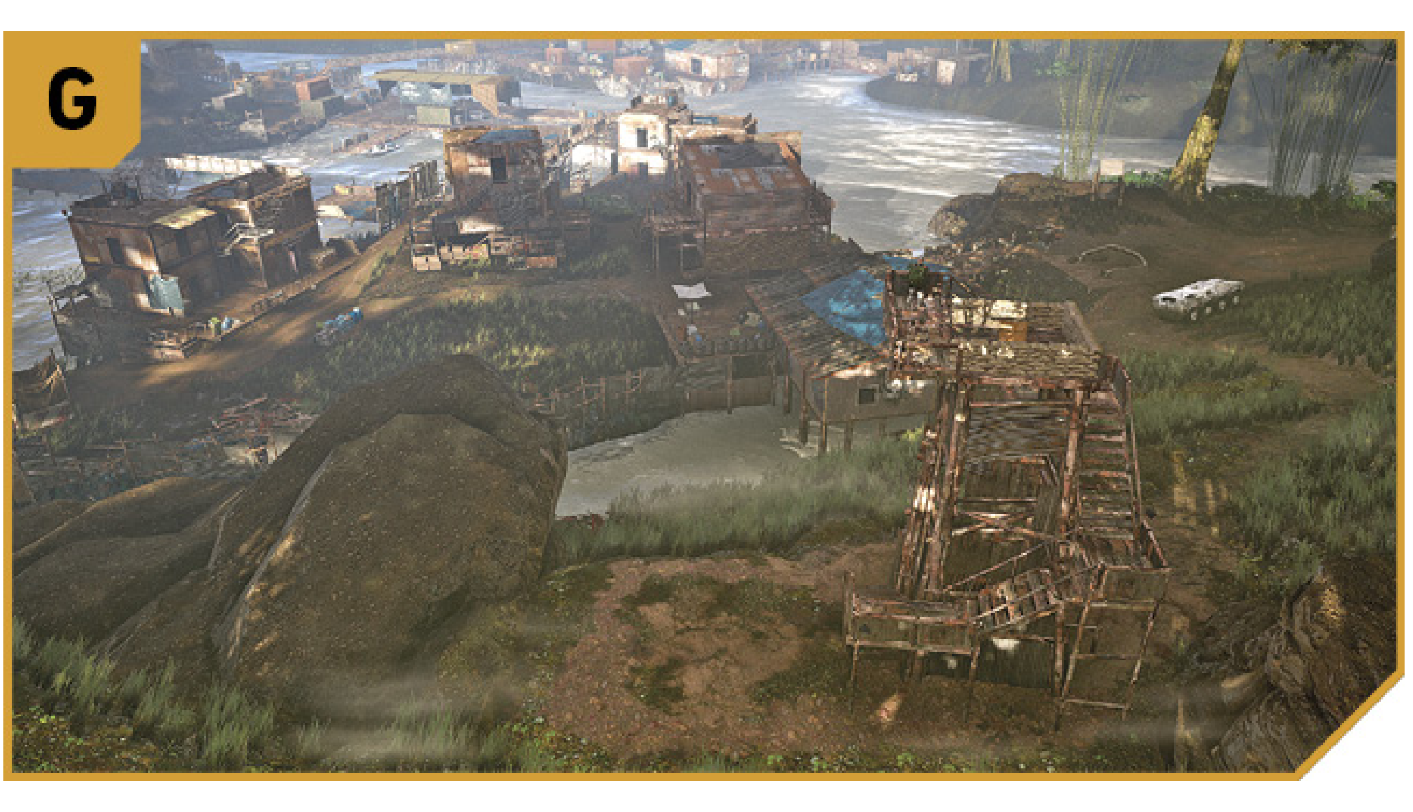
A better plan is to creep in on foot, behind the lone cottage between E and F, and use it as cover, shooting across to G and H.

WEST RIVER ENTRANCE



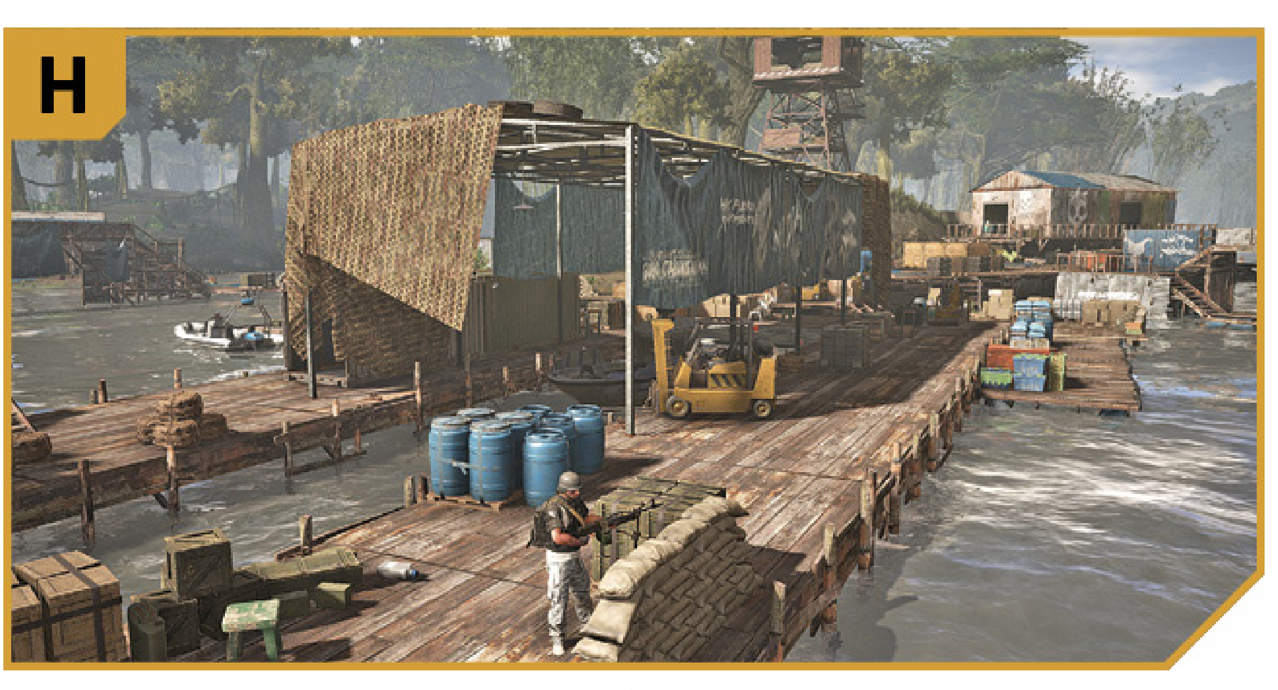
Another water route that's compromised by the enemy's commendable southern defenses to the east of this location; there's a (manned) minigun nest as well as a sniper tower to contend with, so mooring your boat farther away from the action, and trekking towards G on foot, is a better plan. Use this as a possible escape route when you have the boat, though.

LOW-RISE SHANTY STRUCTURES



The cluster of five shack buildings, some with a couple of floors for enemies to look out from, is where the enemy defenses are the strongest. Note the minigun on the west edge of the river pointing west, and the sniper tower on the perimeter of the jungle. It's well worth sneaking up and subduing the sniper on the tower, and using the height and protection to rain death on the foes down below while your team sweeps the area for stragglers. Then you can read the Gunboat via the bridge without getting your feet wet.

● TARGET: ARMORED BOAT DOCK



The gunboat is beneath the covered dock in the middle of this outpost, and can be reached via the water, or connecting bridges to the north and south. Note the two foes here (one of which is armored). Deal with them both, then use the metal containers as cover if you haven't dealt with foes in the rest of the camp. It's relatively easy to drive the boat out of here, even under gunfire.

Once you've stolen the boat, the impetus may be to maneuver it down the southeast river inlet (A), and under the bridge. Be aware that south of the combat zone is a small defensive barricade with around four foes. These are easily engaged or avoided (especially at speed), but for a clandestine escape, choose a different river path. Note the barrier doors under the bridge open when you near the bridge, so don't automatically assume this exit is blocked.

OUTPOST (NORTH): OTHER TACTICAL ADVICE

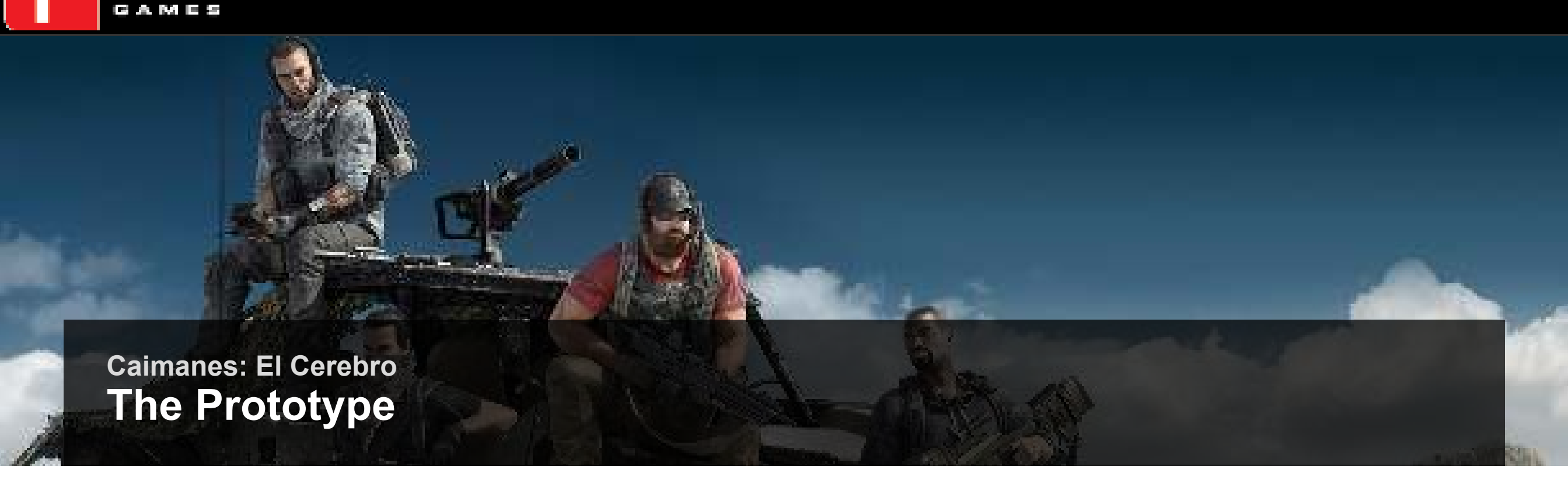
SOLO: It's possible to keep your teammates away from the Outpost entirely, and creep in from B, removing the minigun nest foe, and then swimming west, into the gunboat dock and up to the vessel itself. Then simply find the driver's spot to climb aboard, and start the craft. Simple!

Or, if you're wanting to secure the entire base, you can make a counter-clockwise sweep from B, removing the foes and shutting down the generator before defeating the foes at C, D, and H itself. This leaves the largest concentration of enemies at G. Loop around and attack them from G if they're still unaware of your presence, or seek higher ground and engage them from cover, elsewhere in camp.

CO-OP: Follow either of the two previous plans, with the option to combining the Outpost neutralization by splitting into two two-man teams. One approaches from C, and removes foes there, at B, then D, and H, and stations one Ghost at the minigun tower at D. The other approaches from G, removes the sniper, and engages foes throughout G itself.

BOWMAN'S BOAT

Once you've stolen the gunboat, it's a relatively simple matter of rendezvousing at an unmarked CIA delivery point (now tagged on your in-game Tacmap) about two clicks south of the Outpost. Simply trace a route southward along the river (there are two main paths), and don't get bogged down fighting foes along the way. Take it slow(ish) and steady, so you don't run aground and fail this mission. When you reach the unassuming river shack, simply dock the boat and disembark.



Caimanes: El Cerebro

The Prototype

OBJECTIVES

- **Investigate El Cerebro's secret project**
- **Destroy the prototype submarine**
- **Steal the prototype schematics**

LOCATIONS

- **Caimanes Base**

REWARDS

- **+ 500 XP**

BRIEF

We have intel on a warehouse in Caimanes where El Cerebro conducts his most advanced design work. Search the warehouse for intel and recover any files or schematics that are found.

MISSION ACCESS

Acquire Major Intel in Caimanes Province to access this Mission. You can also unlock this mission by proximity.

BLAST AND HACK

The Caimanes Base you need to infiltrate is located on the river and close to a road junction, and its topography benefits defenders. Adding to your problems is a second objective (hacking a laptop) after detonating explosives on the hull of the prototype submarine, and additional forethought (as well as the removal of the SAM launcher and Drone Jammer) is the key to victory.

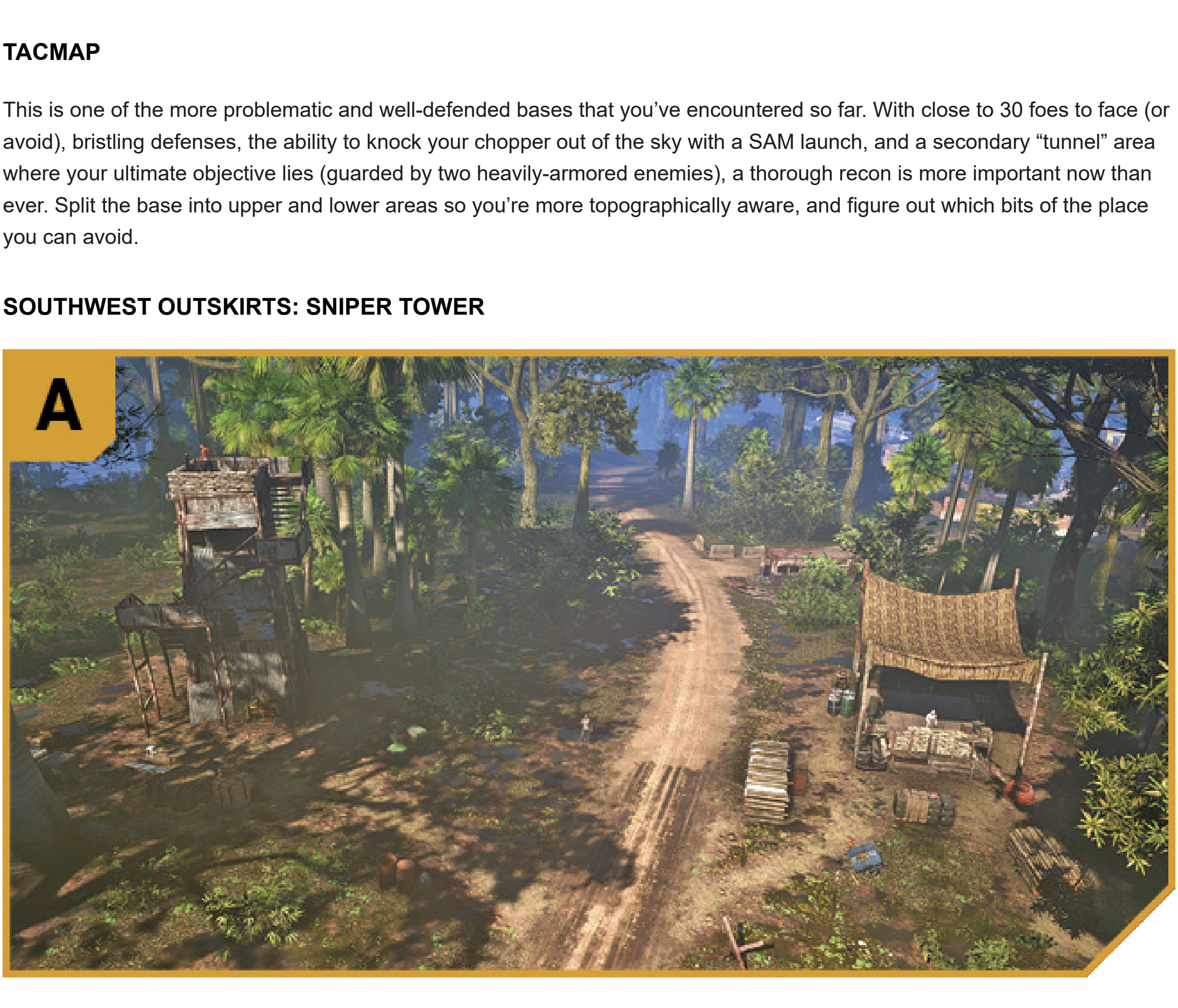
MOST RECON: NIGHT TIME IS THE RIGHT TIME

There are four tents in the southwest corner of the base, where a few of the guards sleep during nighttime hours. Remove them in a group massacre, as quietly as you can, for a slightly easier time of it.

MOST RECON: MINIGUNS, SAMS, AND POWER

With four miniguns to avoid (three up on the northeast tower, and one directly over the tunnel, in the south of the camp by the road), a SAM launcher (northeast) and a generator (southern surface area), there's more than just gun-toting criminals to impede your progress. Also note the Drone Jammer close to the generator. Make the deactivation of these emplacements important, if your tactics call for it.

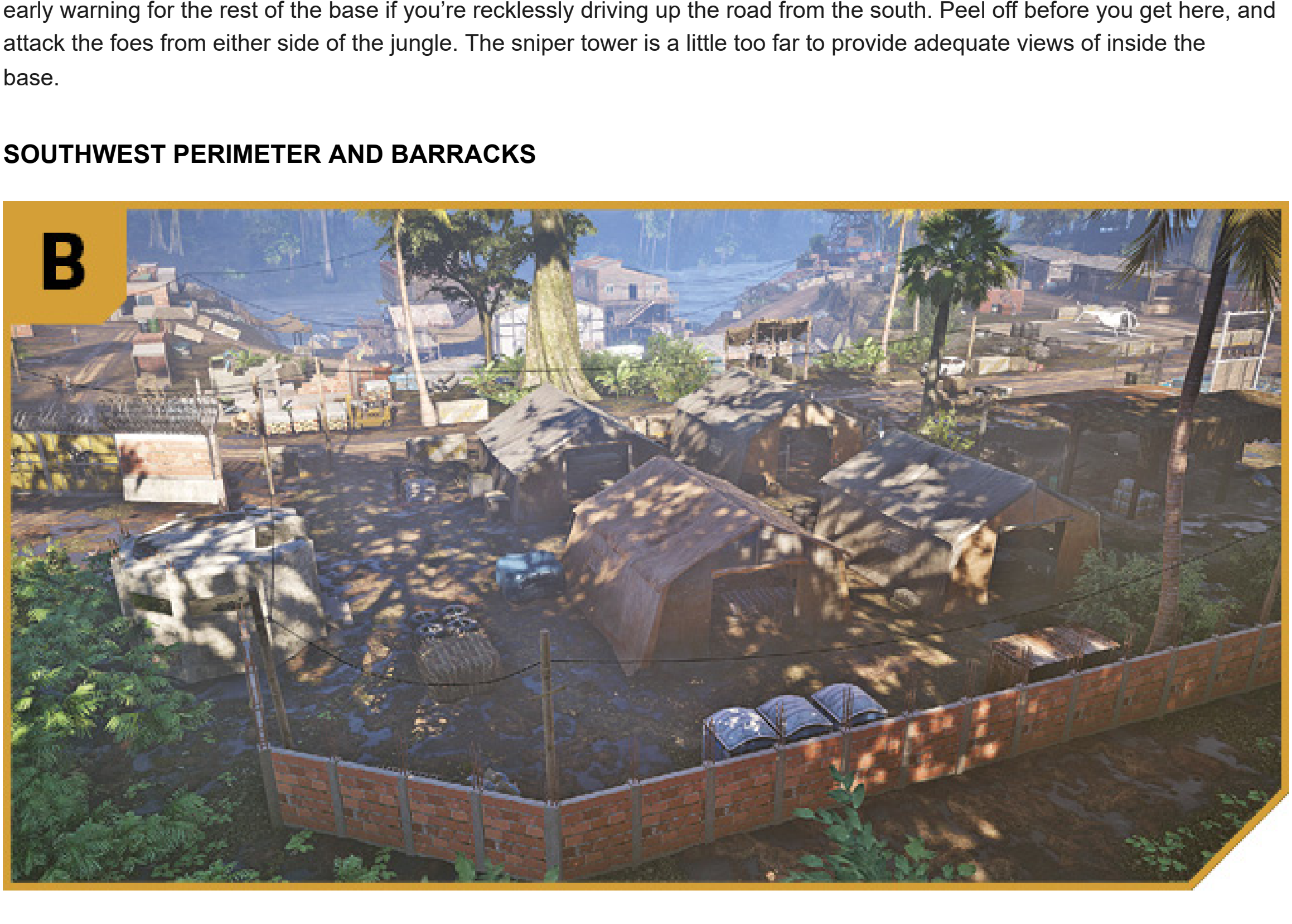
CAIMANES BASE: RECON



TACMAP

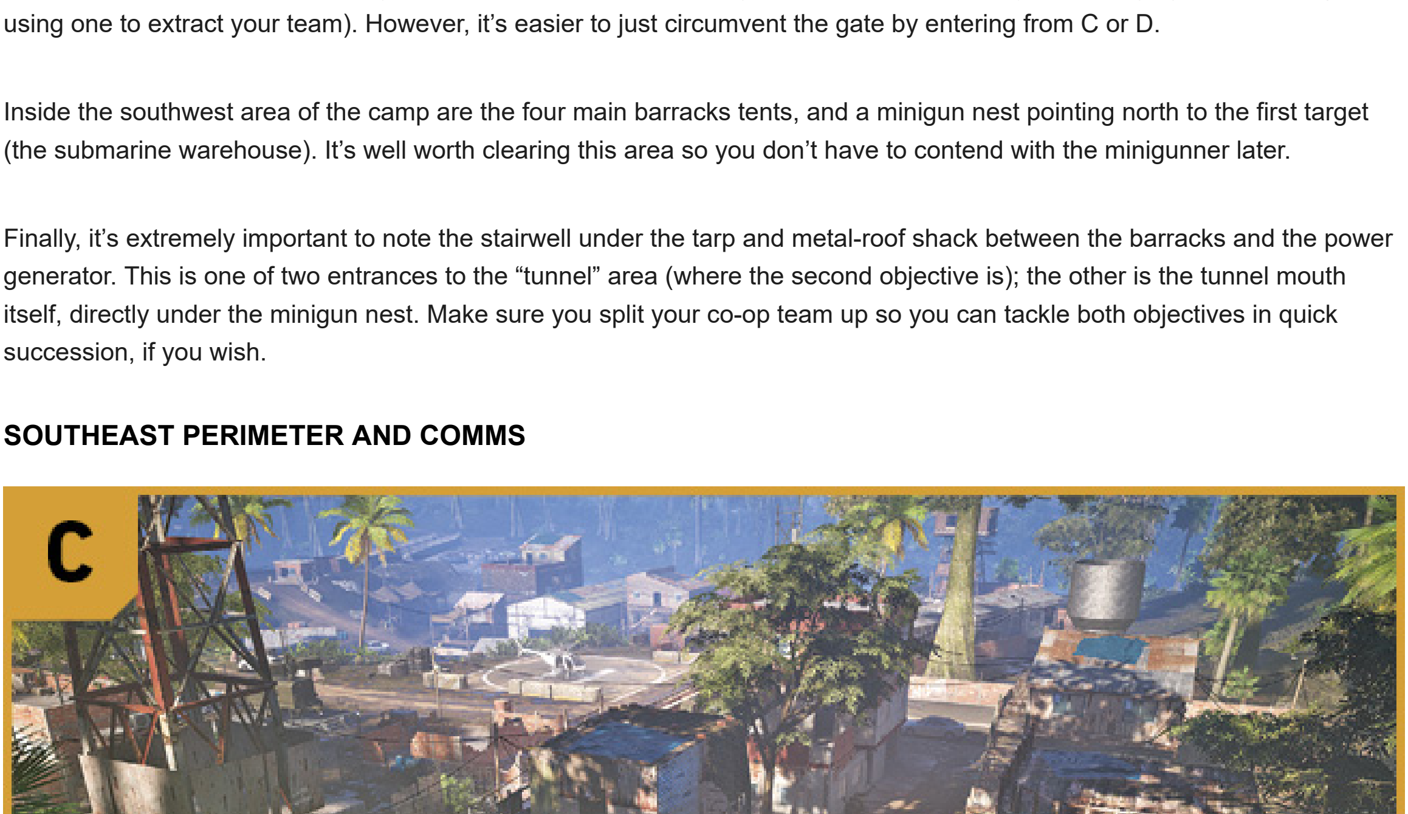
This is one of the more problematic and well-defended bases that you've encountered so far. With close to 30 foes to face (or avoid), bristling defenses, the ability to knock your chopper out of the sky with a SAM launch, and a secondary "tunnel" area where your ultimate objective lies (guarded by two heavily-armored enemies), a thorough recon is more important now than ever. Split the base into upper and lower areas so you're more topographically aware, and figure out which bits of the place you can avoid.

SOUTHWEST OUTSKIRTS: SNIPER TOWER



Technically not inside the combat area, but this checkpoint and sniper tower with its three foes can be problematic and an early warning for the rest of the base if you're recklessly driving up the road from the south. Peel off before you get here, and attack the foes from either side of the jungle. The sniper tower is a little too far to provide adequate views of inside the base.

SOUTHWEST PERIMETER AND BARRACKS

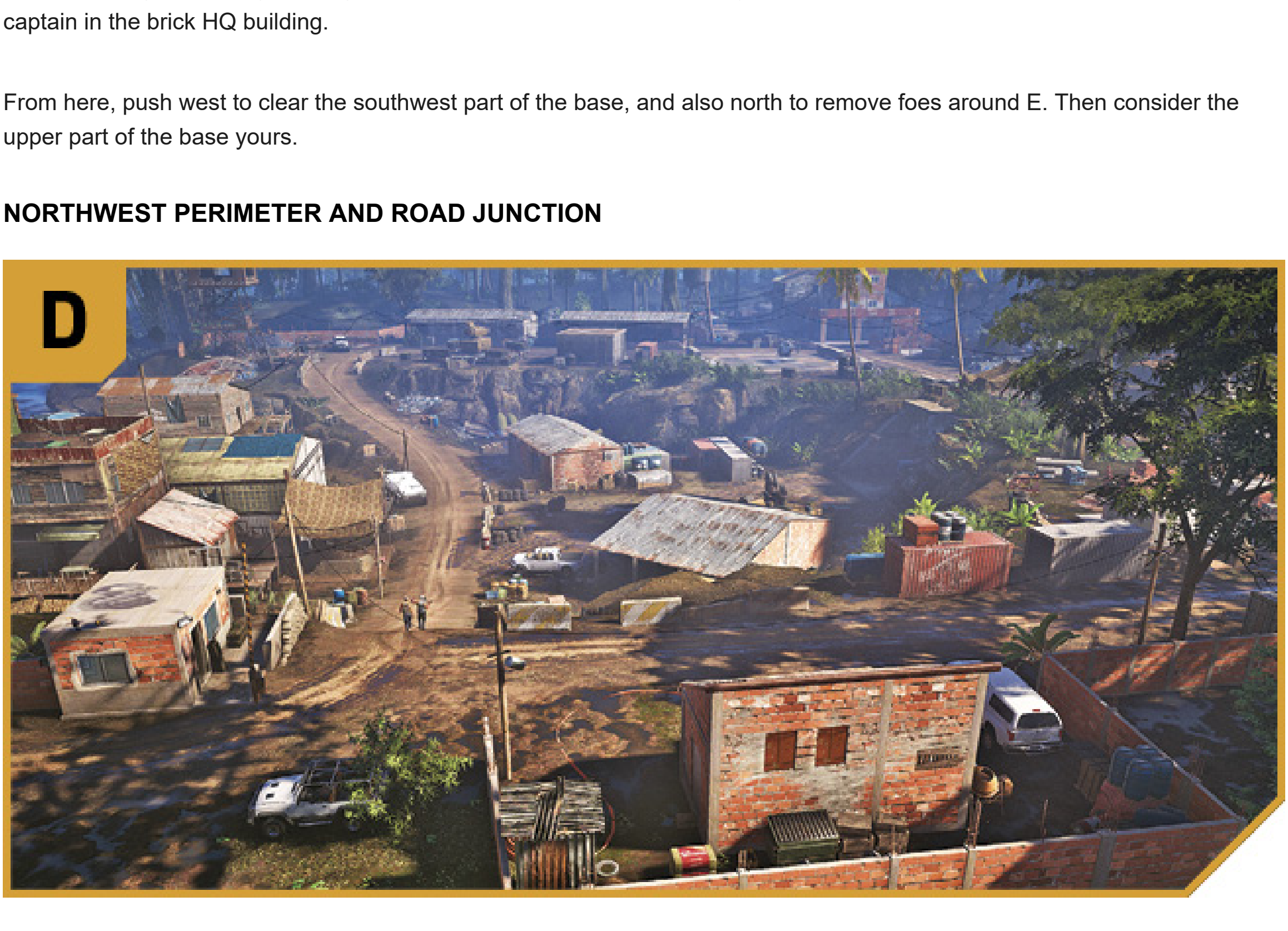


The brick wall topped with barbed-wire isn't allowing access into the base from this direction. Note the main gates to the southwest, from a dirt road leading south to the sniper tower. The gates can be "opened" if you're bringing in a vehicle (or using one to extract your team). However, it's easier to just circumvent the gate by entering from C or D.

Inside the southwest area of the camp are the four main barracks tents, and a minigun nest pointing north to the first target (the submarine warehouse). It's well worth clearing this area so you don't have to contend with the minigunner later.

Finally, it's extremely important to note the stairwell under the tarp and metal-roof shack between the barracks and the power generator. This is one of two entrances to the "tunnel" area (where the second objective is); the other is the tunnel mouth itself, directly under the minigun nest. Make sure you split your co-op team up so you can tackle both objectives in quick succession, if you wish.

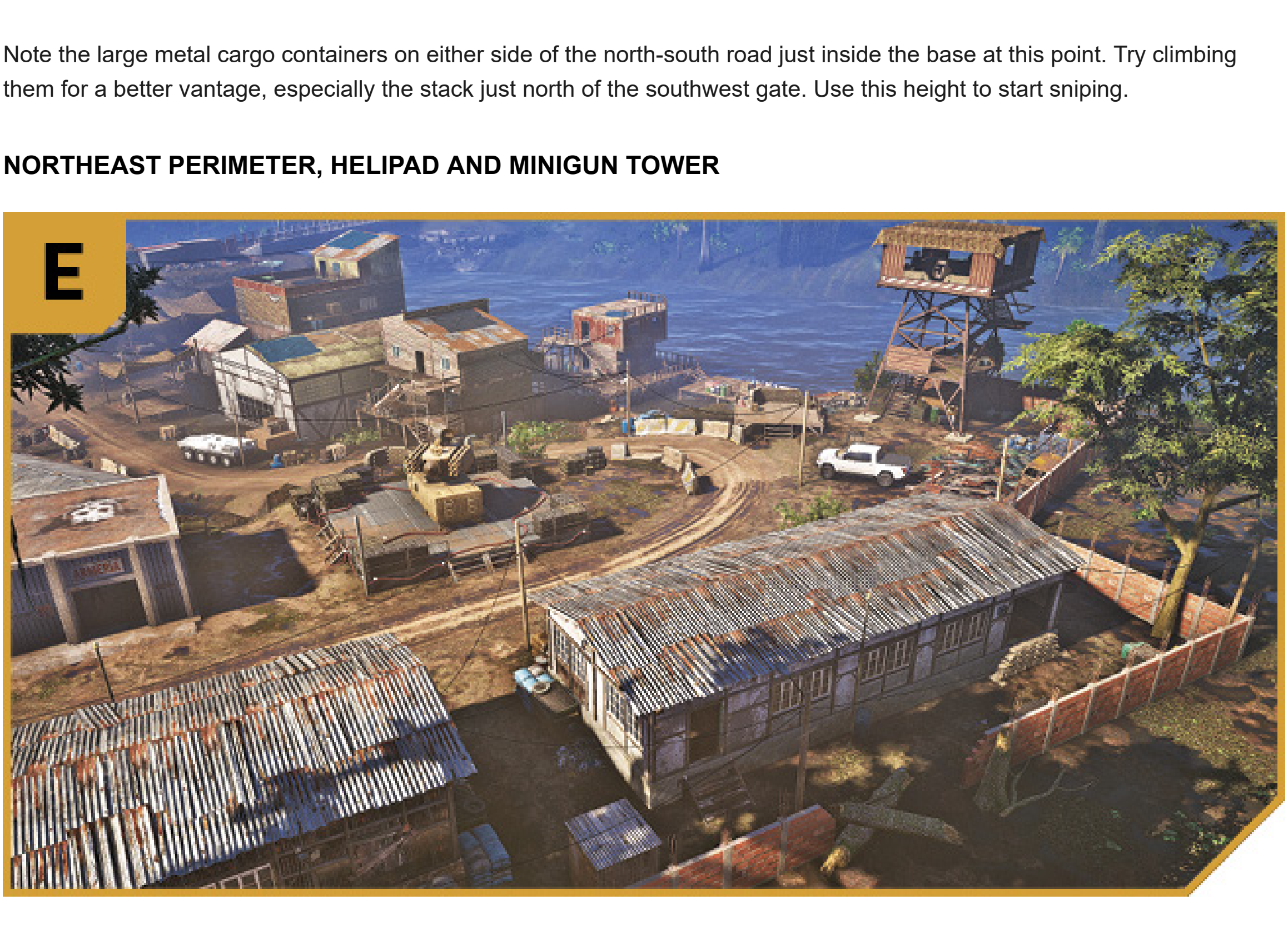
SOUTHEAST PERIMETER AND COMMS



Three low-rise shacks, a main brick HQ building, and a drone jammer near the power generator make this area important enough to recon and overtake. Depending on the available Ghosts, you can have a sniper in the jungle slopes to the southeast, though there's limited opportunities. A better plan is to climb over the ruined sections of brick perimeter wall, and start a building-to-building clearing. Don't venture farther than the drone jammer until this section is neutralized. Note the captain in the brick HQ building.

From here, push west to clear the southwest part of the base, and also north to remove foes around E. Then consider the upper part of the base yours.

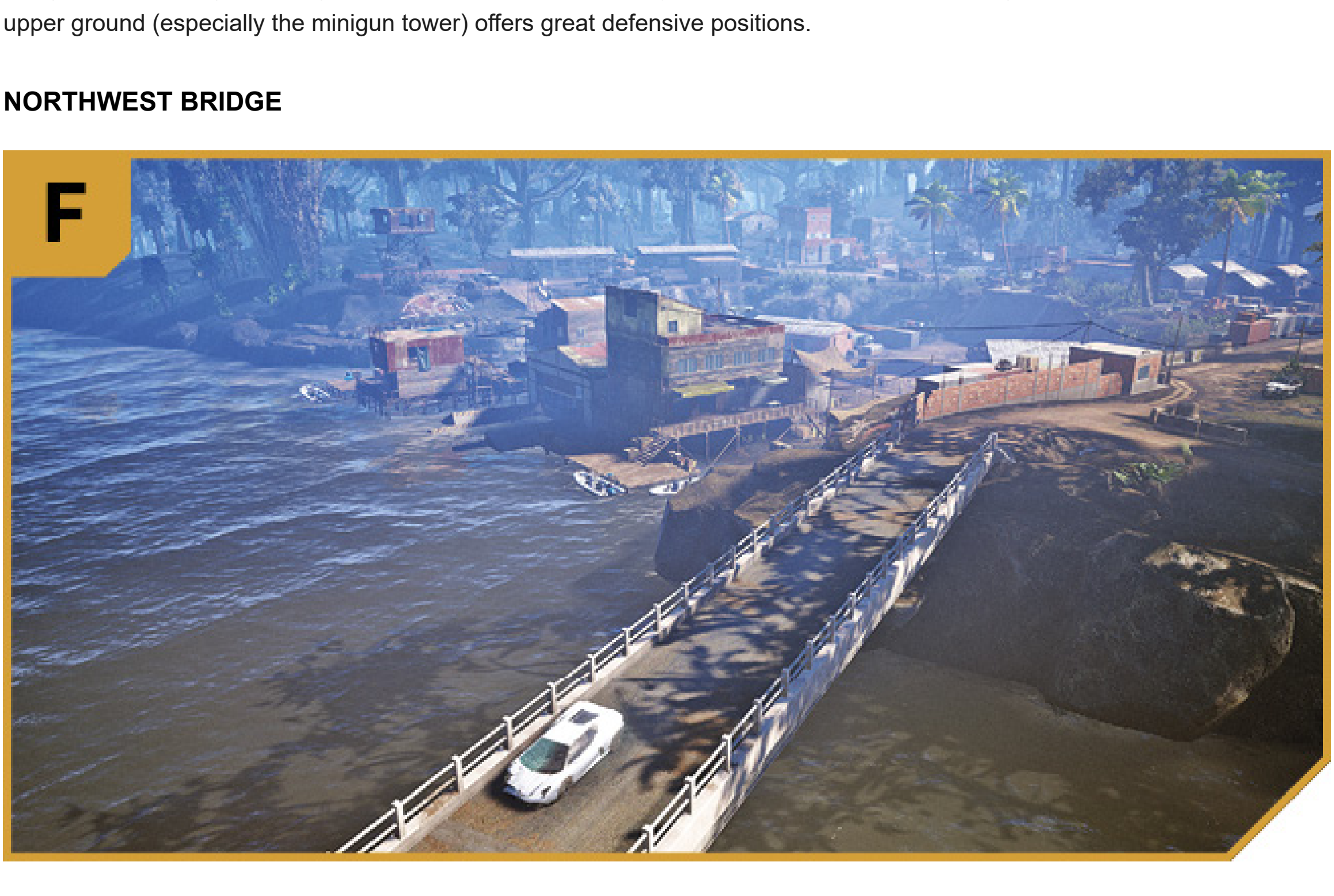
NORTHWEST PERIMETER AND ROAD JUNCTION



The base perimeter is pretty solid along its western wall from the gate to the southwest, all the way north to the gap where the road enters the base. Watch for a foe in the small brick security hut on the corner of the road junction, as he can easily raise the alarm. Tackle him, and a second foe patrolling the road to the south, before peering down into the lower north-central part of the base, where there's a few more foes to kill accurately.

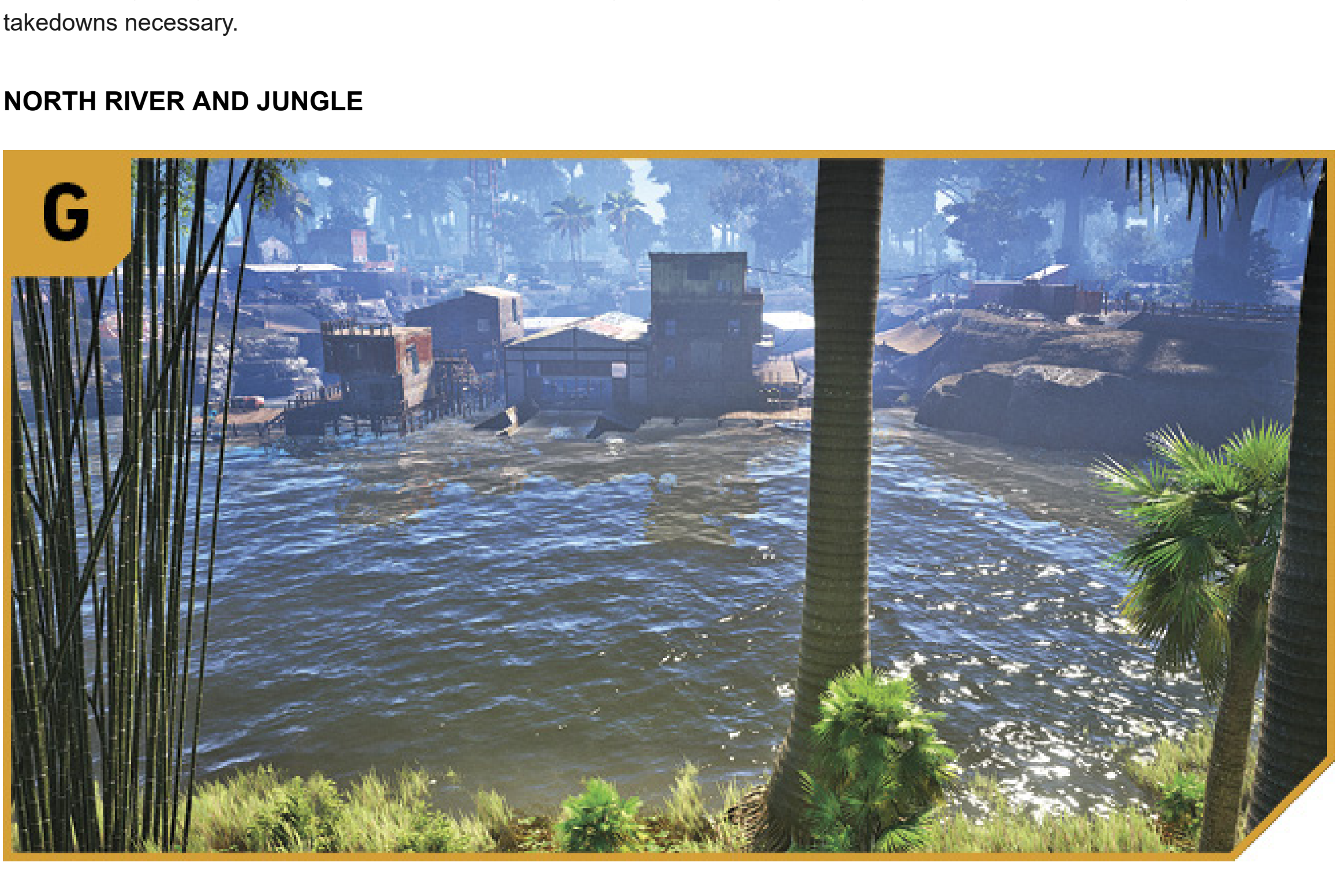
Note the large metal cargo containers on either side of the north-south road just inside the base at this point. Try climbing them for a better vantage, especially the stack just north of the southwest gate. Use this height to start sniping.

NORTHEAST PERIMETER, HELIPAD AND MINIGUN TOWER



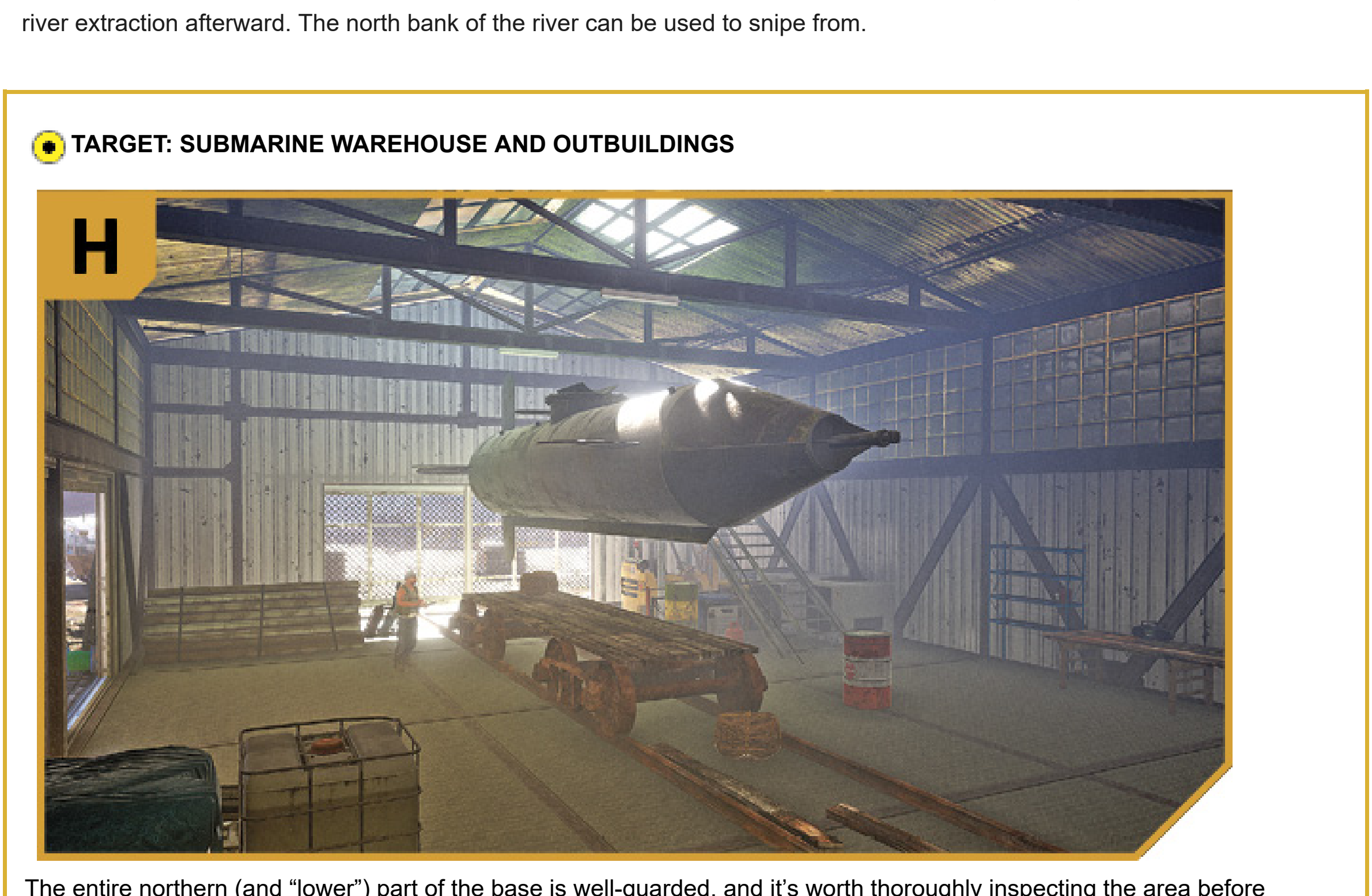
This is a preferable location to infiltrate from, as you can neutralize the SAM launcher from here, allowing airborne attacks and extractions without the threat of missile fire. The perimeter wall is porous near the two long canteen warehouses, and the minigun tower, though sporting three of these weapons, usually isn't manned. The helipad is a good extraction point, and the upper ground (especially the minigun tower) offers great defensive positions.

NORTHWEST BRIDGE



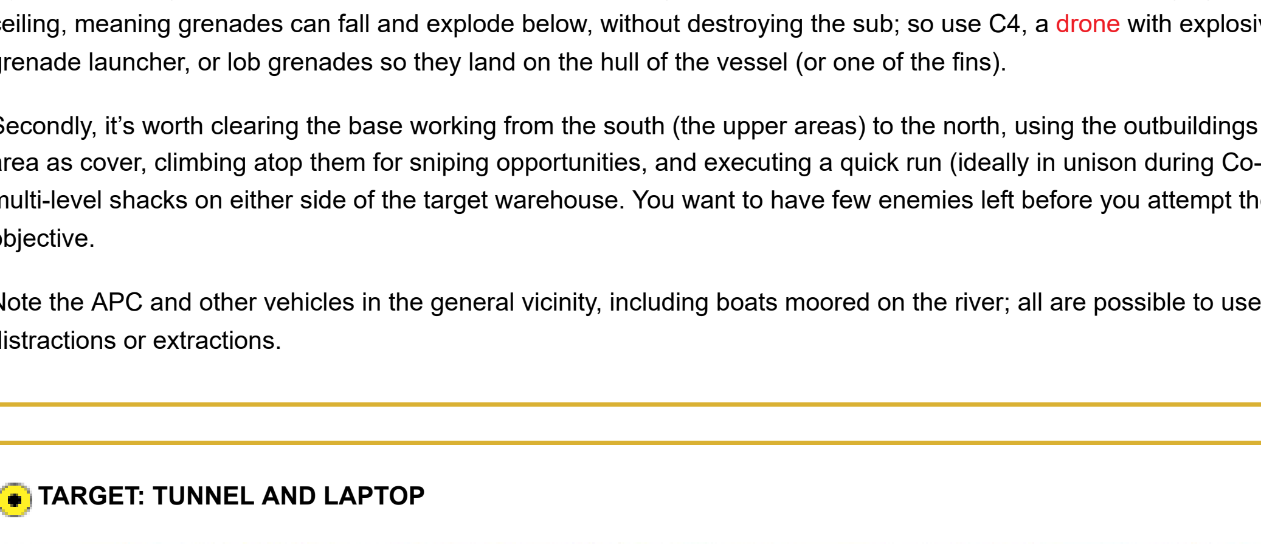
Don't overlook the river bridge to the northwest of the camp; yomp over it or use a vehicle, and either infiltrate at D, or stop before the brick perimeter wall on your left, and stealthily creep down to the target warehouse (H) via the river docks, without encountering many foes at all. While this won't help during the second objective, you can reach the sub with only one or two takedowns necessary.

NORTH RIVER AND JUNGLE



If you're planning a boat trip, this isn't the place to dock, as the enemies can easily see you coming. Moor further along the south bank of the river, or swim from the north bank to infiltrate H. Note the number of enemy boats you can steal for a quick river extraction afterward. The north bank of the river can be used to snipe from.

TARGET: SUBMARINE WAREHOUSE AND OUTBUILDINGS



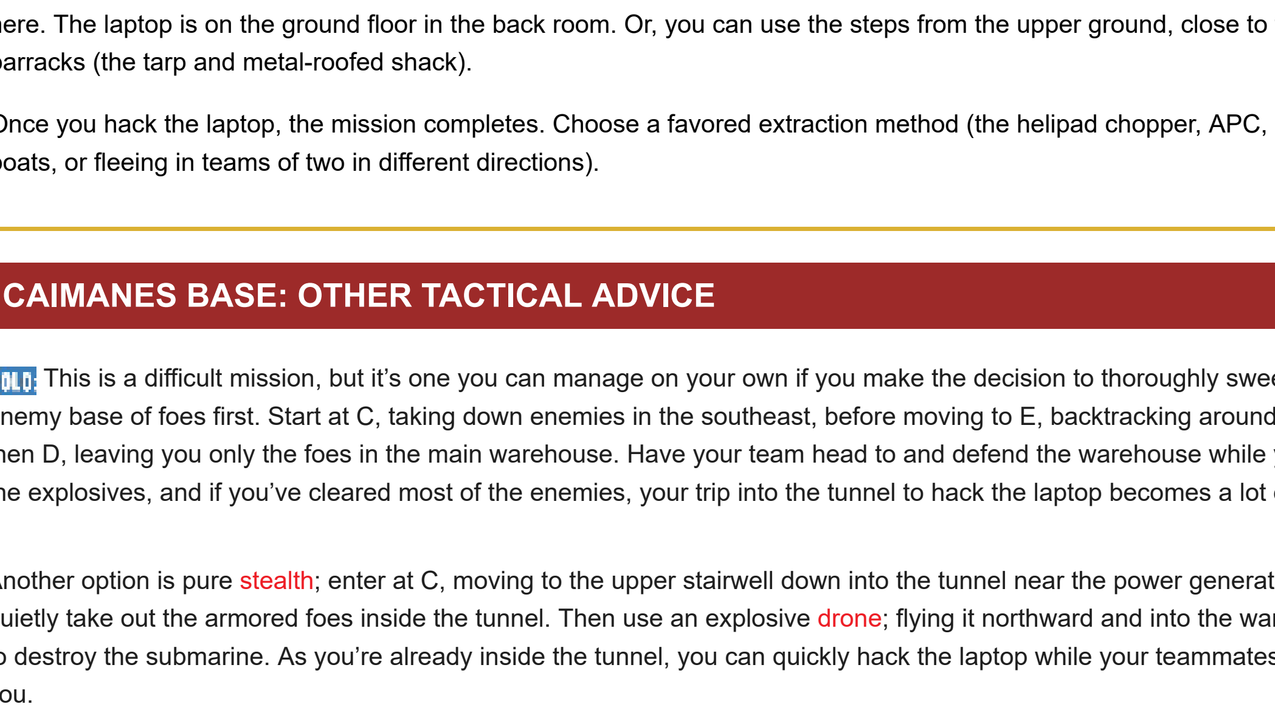
The entire northern (and "lower") part of the base is well-guarded, and it's worth thoroughly inspecting the area before launching an attack on the submarine.

First, note that the submarine is inside a toughened warehouse with open doors on the east wall, and a gap on the north wall if you're planning to maneuver a drone with explosives through to detonate the sub. The submarine is hanging from the ceiling, meaning grenades can fall and explode below, without destroying the sub; so use C4, a drone with explosives, a grenade launcher, or lob grenades so they land on the hull of the vessel (or one of the fins).

Secondly, it's worth clearing the base working from the south (the upper areas) to the north, using the outbuildings in this area as cover, climbing atop them for sniping opportunities, and executing a quick run (ideally in unison during Co-op) of the multi-level shacks on either side of the target warehouse. You want to have few enemies left before you attempt the second objective.

Note the APC and other vehicles in the general vicinity, including boats moored on the river; all are possible to use as distractions or extractions.

TARGET: TUNNEL AND LAPTOP



As soon as the submarine is destroyed, you have a second objective; to find schematics which are contained on a laptop hidden in the storage tunnel of the base interior, under the minigun nest to the south of the submarine warehouse.

As there was just a massive explosion rocking the base, there's no need for clandestine action (though removing most foes before destroying the submarine is a great idea, leaving you a few stragglers rather than a fully-alerted base to deal with).

You can sprint or drive south to the mouth of the tunnel, disembark and remove the two armored foes who start their patrol here. The laptop is on the ground floor in the back room. Or, you can use the steps from the upper ground, close to the barracks (the tarp and metal-roofed shack).

Once you hack the laptop, the mission completes. Choose a favored extraction method (the helipad chopper, APC, river boats, or fleeing in teams of two in different directions).

CAIMANES BASE: OTHER TACTICAL ADVICE

SOLO: This is a difficult mission, but it's one you can manage on your own if you make the decision to thoroughly sweep the enemy base of foes first. Start at C, taking down enemies in the southeast, before moving to E, backtracking around to I and then D, leaving you only the foes in the main warehouse. Have your team head to and defend the warehouse while you plant the explosives, and if you've cleared most of the enemies, your trip into the tunnel to hack the laptop becomes a lot easier.

Another option is pure stealth; enter at C, moving to the upper stairwell down into the tunnel near the power generator, and quietly take out the armored foes inside the tunnel. Then use an explosive drone; flying it northward and into the warehouse to destroy the submarine. As you're already inside the tunnel, you can quickly hack the laptop while your teammates defend you.

CO-OP: Splitting into two teams is a reasonably good idea here, with each team responsible for clearing a section of the base. Have the first duo sweep in from C, removing foes by the nest, in the tunnel, and finally moving to E and providing covering fire from the minigun tower. Have one of this team remain inside the tunnel to instantly hack the laptop once the sub is destroyed.

The second duo should approach from D, F, or G, and start removing foes in the lower part of the camp. Start with enemies just south of the warehouse road, near the APC, then sweep the shacks on either side of the warehouse, and prime the explosives to complete the first objective.

With expert timing and competence, you can complete both objectives more or less in unison, before fleeing in the APC. As only a few foes are likely to be still alive (if any), extraction usually isn't a problem.

Caimanes: El Cerebro

El Cerebro

OBJECTIVES

- **Reach El Cerebro's assistant without being detected**
- **Tail El Cerebro's assistant**
- **Capture El Cerebro**
- **Extract El Celebro to Caimanes Bravo**

LOCATIONS

- **Puerto Chico**
- **Buchon House (Caimanes)**
- **Caimanes Bravo (Rally Point)**

REWARDS

- **+ 500 XP**
- **+5 Skill Points**
- **Submachine Gun: Experiment #42**
- **Tattoo: Penance**

BRIEF

The intel we've obtained in Caimanes has allowed us to ID El Cerebro. His current location is unknown, but we do have a solid fix on his assistant. We need to get eyes on this assistant and tail him until he leads us to El Celebro, then extract him.

MISSION ACCESS

Complete the previous five missions in Caimanes province to access this Mission.

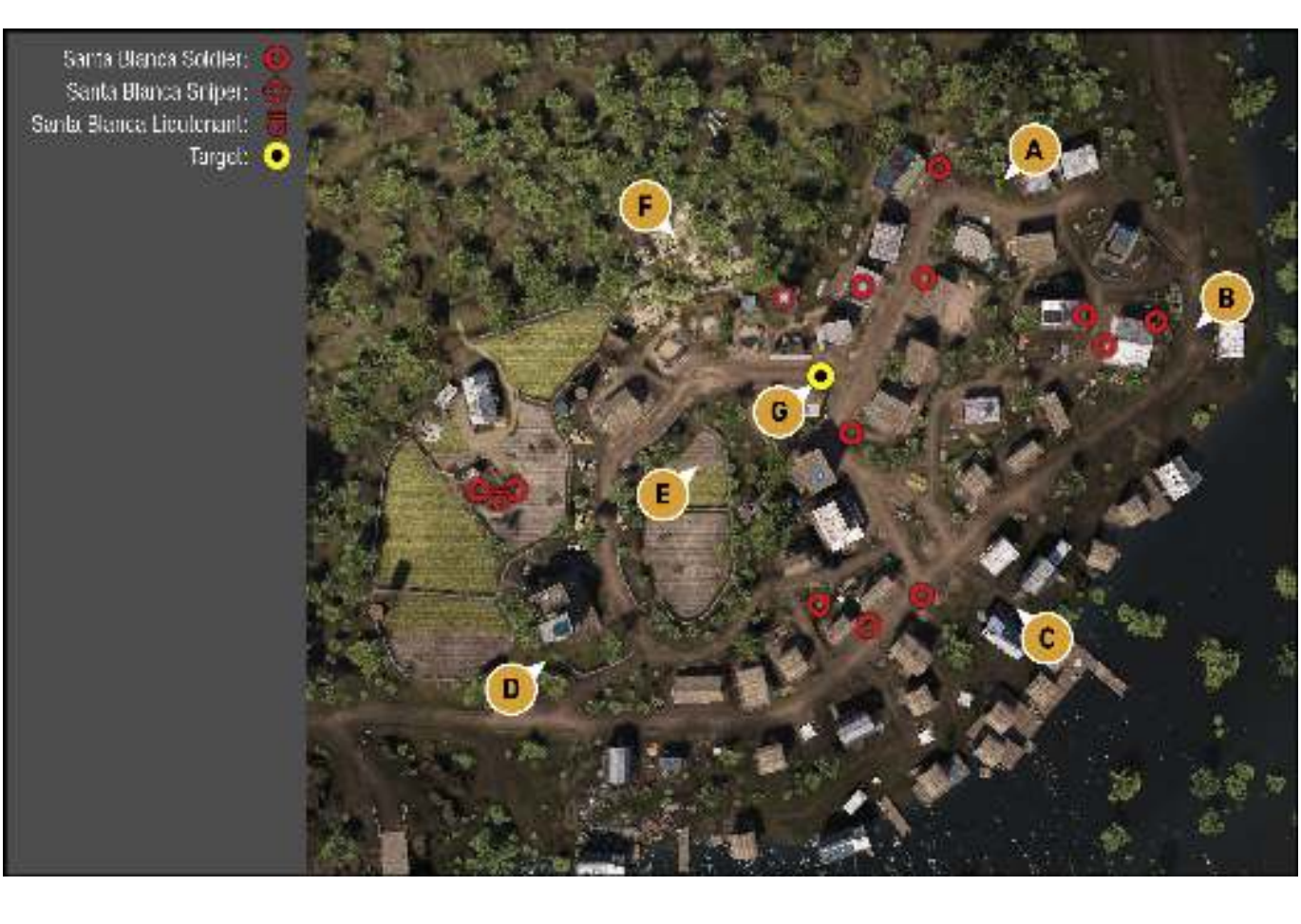
SOME ASSISTANCE REQUIRED

Locating El Cerebro begins with pinpointing the whereabouts of his assistant. His last known whereabouts is in the town of Puerto Chico, which has a scattering of enemies loyal to this underboss. The first part of this mission involves the precise location of the assistant.

CAUTION: SUPPRESSED FIRE ONLY

Make this a non-violent infiltration if at all possible, as mission failure occurs if the enemy hears your weapons, spots a foe fall, comes across a dead body, or actually sees you at any time. In addition, there are innocent locals in this village, so explosives (which wouldn't be advisable anyway!) are out, too.

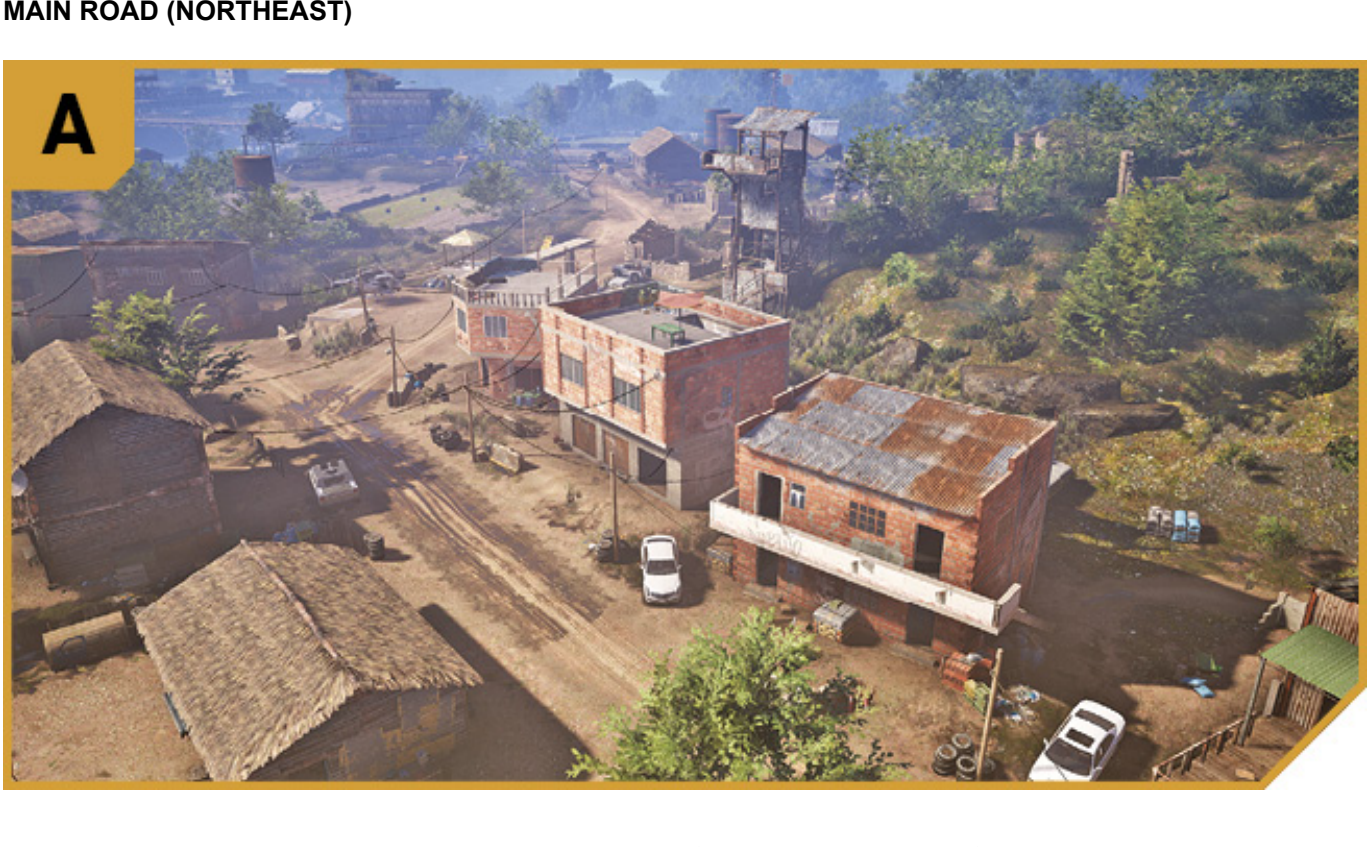
PUERTO CHICO: RECON



TACMAP

This small village on the edge of a river junction is small enough to be problematic to navigate through due to the clusters of enemies who can spot you, failing this mission. It's worth locating any nearby vehicles, so you have something to drive in order to tail the assistant, who leaves via the road heading southwest. You're here to prowl around the town square until the assistant makes his move; removing foes just adds to your chances of being discovered.

MAIN ROAD (NORTHEAST)



This main road to the town square has enemies on both sides of it, as well as a number of parked vehicles, including a Landrock SUV that's an excellent choice to steal, once the assistant is mobile. Otherwise, avoid the buildings by moving along the grassy sloped perimeter to the sniper tower, dropping the foe up here only if necessary, and gazing down at the target from this point.

EASTERN PERIMETER

There's no need to mop up the foes in this area, but this is a good spot to park up, so you don't drive too far into the town and raise suspicion. From here, skirt the perimeter to A, and around to the target.

SHRINE AND MAIN ROAD

This route is perhaps a little too direct, as the large cross and main road offers little cover, and there are foes in a number of directions. If you must enter from here, move during the cover of dark from house to house.

SOUTHWEST ROAD AND RANCH ENTRANCE

The ranch entrance with the cow skull sign is a good landmark to refer to, and this road is the one the assistant heads down in order to reach Buchon House. Have one of your team stationed here in a vehicle, so you can easily follow the assistant if others can't reach a car in time. Note the three-story structure which is technically out of the combat zone, but a sniper can act from here (very rarely, and only to save a fellow Ghost from being spotted by shooting the foe in question).

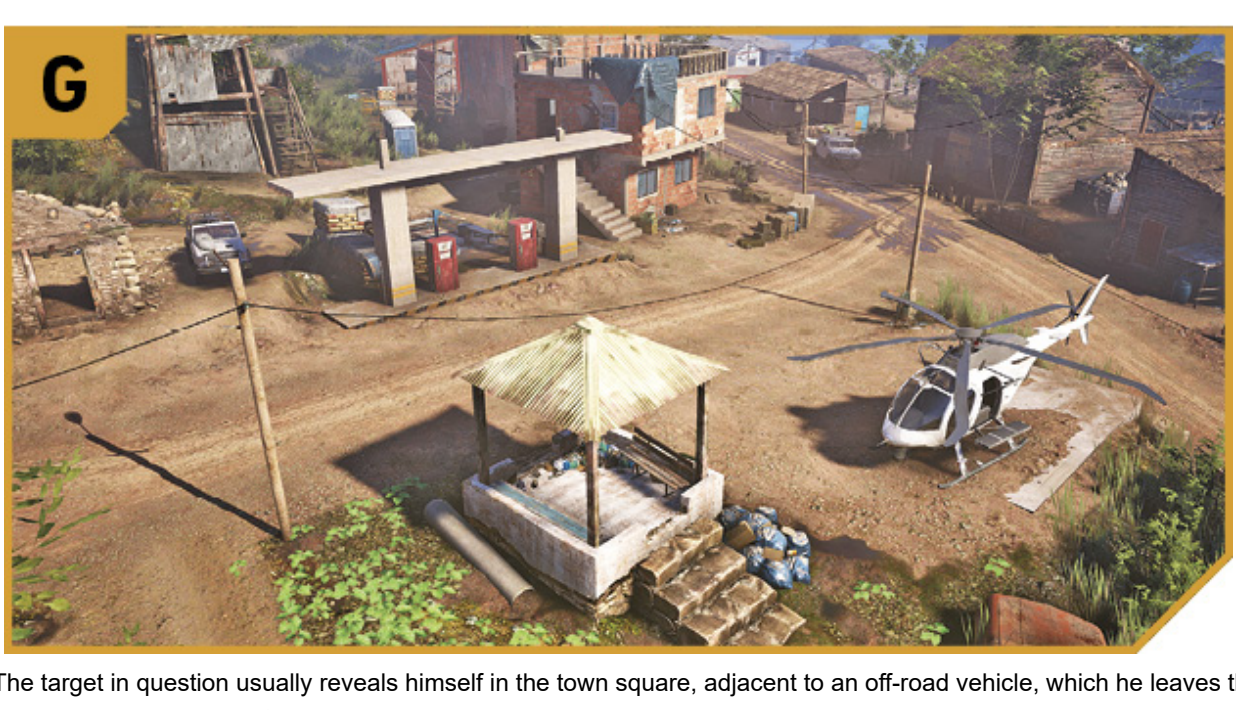
RANCH FIELD

Infiltrating from here is advisable, as you can head across the field past E, and observe near the helipad, by the low drystone wall. Make sure you have a vehicle to use during the ensuing getaway though.

UPPER HILLSIDE (NORTHWEST)

Approaching from this direction is a safe option, as you can maneuver through ruins where no enemies are residing, and tag the sniper in the tower if he's endangering your mission. Then you can study the town square where the assistant finally makes his presence known. Just be sure you have a vehicle parked close by, or know where one is.

◉ TARGET: TOWN SQUARE AND GAS STATION



The target in question usually reveals himself in the town square, adjacent to an off-road vehicle, which he leaves the settlement in. You are to follow him, not too closely, but without letting him get away. He takes a winding road southward, passing a Unidad Combat Post, and arrives at the only road entrance into Buchon House, where El Cerebro is located. It's wise not to follow the assistant in, as the base is heavily guarded, and the combat zone doesn't require you to engage foes in this part of the sprawling base.

PUERTO CHICO: OTHER TACTICAL ADVICE

SOLO: You're here to watch the movements of the assistant, so make sure you have either a helicopter or ground vehicle parked close by (ideally on the road near E), and then enter from F, moving through the ruins. When the assistant is seen getting into his vehicle, back up, move quickly to your own vehicle, and give chase. Do not engage the enemy.

CO-OP: A similar tactic to Solo options is optimal here, though you could approach from E, or split your team and drop four targets in unison in each cluster of enemies, so there's no one left but the assistant. That's impressive, but entirely unnecessary.

Heighten your chances of keeping up with the target by having at least two of your team in different vehicles (one of which could be a helicopter), ready to head south as soon as a teammate gives word that the target is leaving town.

USANDO TU CEREBRO

The assistant is now irrelevant to your ongoing mission; let him drive into the large Caimanes base known as Buchon House, and resist the temptation to follow him in. When the mission updates, it is revealed that the combat zone, and area to infiltrate where El Cerebro is hiding, is farther to the northwest. Take this knowledge on board, and try for a clandestine push via the narrow river inlets, instead of a full-on assault.

CAUTION: ISLANDS UNDER ATTACK

Casa Buchon is a sprawling cartel base on four separate islands which, if you've been following Cerebro's assistant a little too enthusiastically, may already be on alert and ready to fight in an extremely dangerous and chaotic manner. With this in mind, it's worth making a concerted effort not to raise the alarm (and this base has five of them), and back off the pursuit so you still have some element of surprise.

MOST RECON: EARLY RECON

Heading through the main gates of this compound, and battling northwest to El Cerebro's helipad, is a reasonable plan. But a better one is to reconnoiter this entire base prior to beginning this mission, so you know the layout of the land (especially as drones have a knack of being jammed). If you can infiltrate close to El Cerebro's location without fighting around 40 enemies (and that's not including reinforcements), then you have a greater chance of success.

Note that almost the entire part of the southeastern island, where the assistant entered from, isn't even in the combat zone, so you know El Cerebro isn't in this area. Feel free to break off combat to navigate a more watery and clandestine path instead of a central assault.

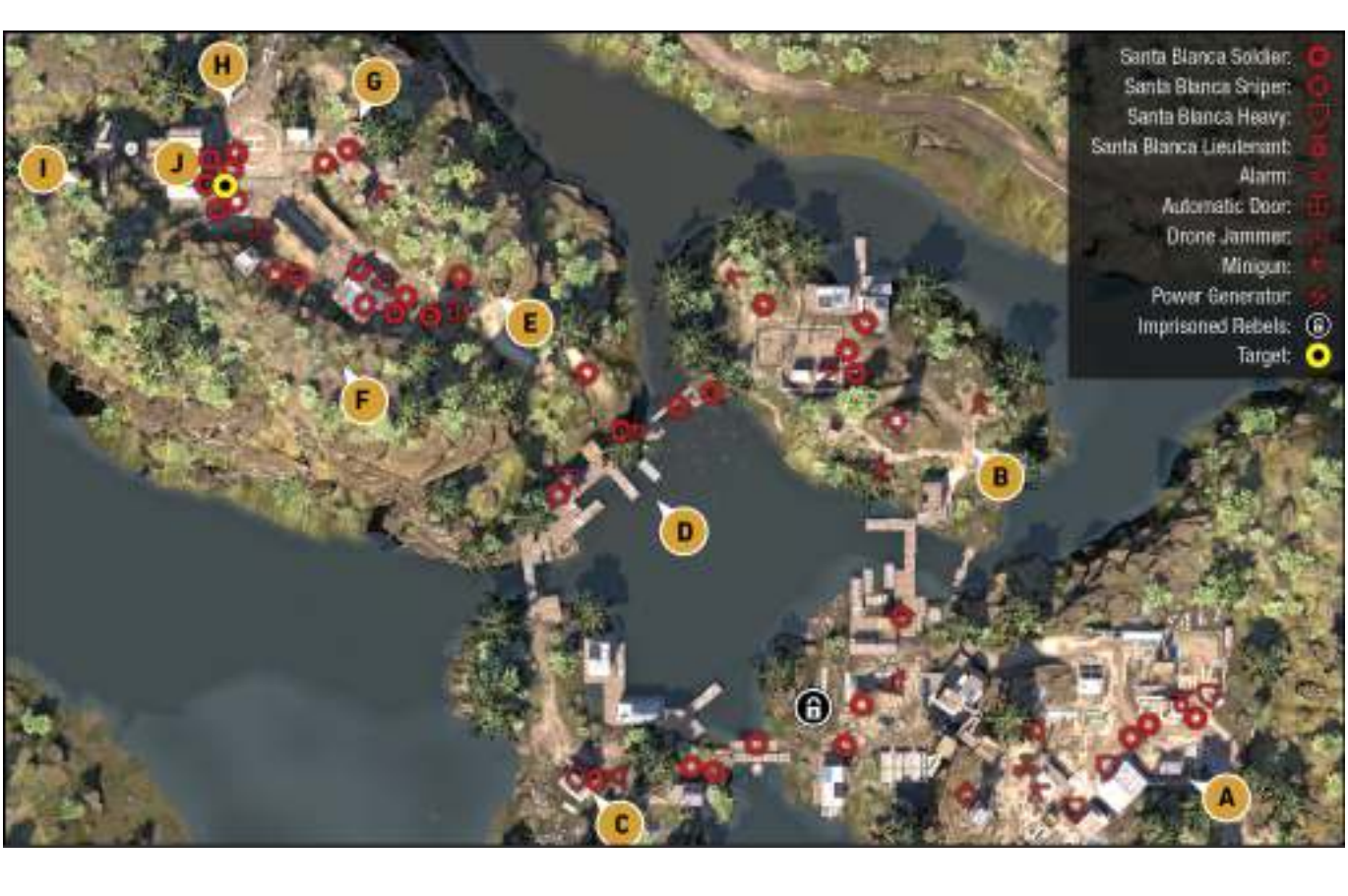
MOST RECON: ALARMS AND MINIGUNS APLENTY

It's worth checking the guide map for a complete view of where all of these additional defenses are, but remember that this covers the entire base, rather than the northwest island where El Cerebro is being held, and the only necessary location to invade and hold long enough for extraction.

MOST RECON: A REBEL YELL

If there was ever a time to request Guns for Hire, Mortar (to drop on their main defenses), a Diversion, or Spotting, it's this mission. While your team concentrates on the northwest island helipad area, feel free to create a disturbance with others throughout the rest of the base.

BUCHON HOUSE: RECON



TACMAP

This is a set of four islands extremely close to one another (and technically, the small south island is attached to the main land mass). The cartel have built a main supply and defense depot on the southeast island (where the assistant drove into), there are two smaller islands to the west and north, and finally the northwest (and steeper) island with a small base nestled in the rugged, but lush, landscape. The fiercest fighting should take place here.

SOUTHEAST ISLAND BASE

This collection of buildings with a main checkpoint entrance (where the assistant drove into), drone jammer, alarms, scattered vehicles, construction equipment everywhere, and a line of foes guarding the main muddy thoroughfare to an armory (southwest) leads to a sniper tower (west), which overlooks the lower part of the island.

This lower section is comprised of a two-story shack, a large wooden deck platform, another alarm, and numerous outbuildings, including a wooden bridge to both B and C.

There are plenty of hiding places, vehicles to commandeer, and the sniper tower is a good place to pick off foes in the vicinity. But check your combat zone, and you'll find this area is irrelevant and does not need to be cleared at all. Simply skirt the perimeter fencing around to the north, or the west. Or approach from a completely different direction.

NORTH ISLAND: SUBSTATION (SMALL)

If you'd like to remove power to this location, the generator and a couple of shack-like structures (a warehouse and two-story wooden low-rise with a roof), as well as an easily-spotted sniper tower, are the main defenses on this spit of rock. Note the two minigun nests pointing out toward the river, and another alarm. Feel free to completely circumvent this location, move around the water's edge, or assault it.

WEST ISLAND: SNIPER TOWER (SMALL)

A number of rotting jetties are attached to the inner (northeast) part of this small island, which also connects you from the Southeast Island to the main one where the target resides. A slow and steady infiltration with special attention to the alarm and sniper atop the tower are necessary. Also watch for a couple of foes on the two-story corrugated shack, though once again, completely ignoring this area and moving around the river is a better plan.

MAIN ISLAND: SOUTH JETTY

If you're battling your way through here, and have swum across from A, maneuvered through B, or headed in from C, there's a cluster of foes on these dilapidated docks. Of particular concern is the minigun inside the brick and tarp-covered pill box, close to a two-story corrugated metal structure. The majority of the half-dozen or so enemies are here, so you may wish to move in and up the slope to the north, and attack them using the height advantage. Or, just ignore them.

MAIN ISLAND: MAIN GATES

Head up the hill from D, passing a minigun nest on the dirt road, to reach an automatic gate. As you're not likely to have managed to get a vehicle here (aside from asking for one courtesy of a Rebel Support Vehicle Drop-Off, it's worth moving around the mesh perimeter fence for a better and more clandestine opening.

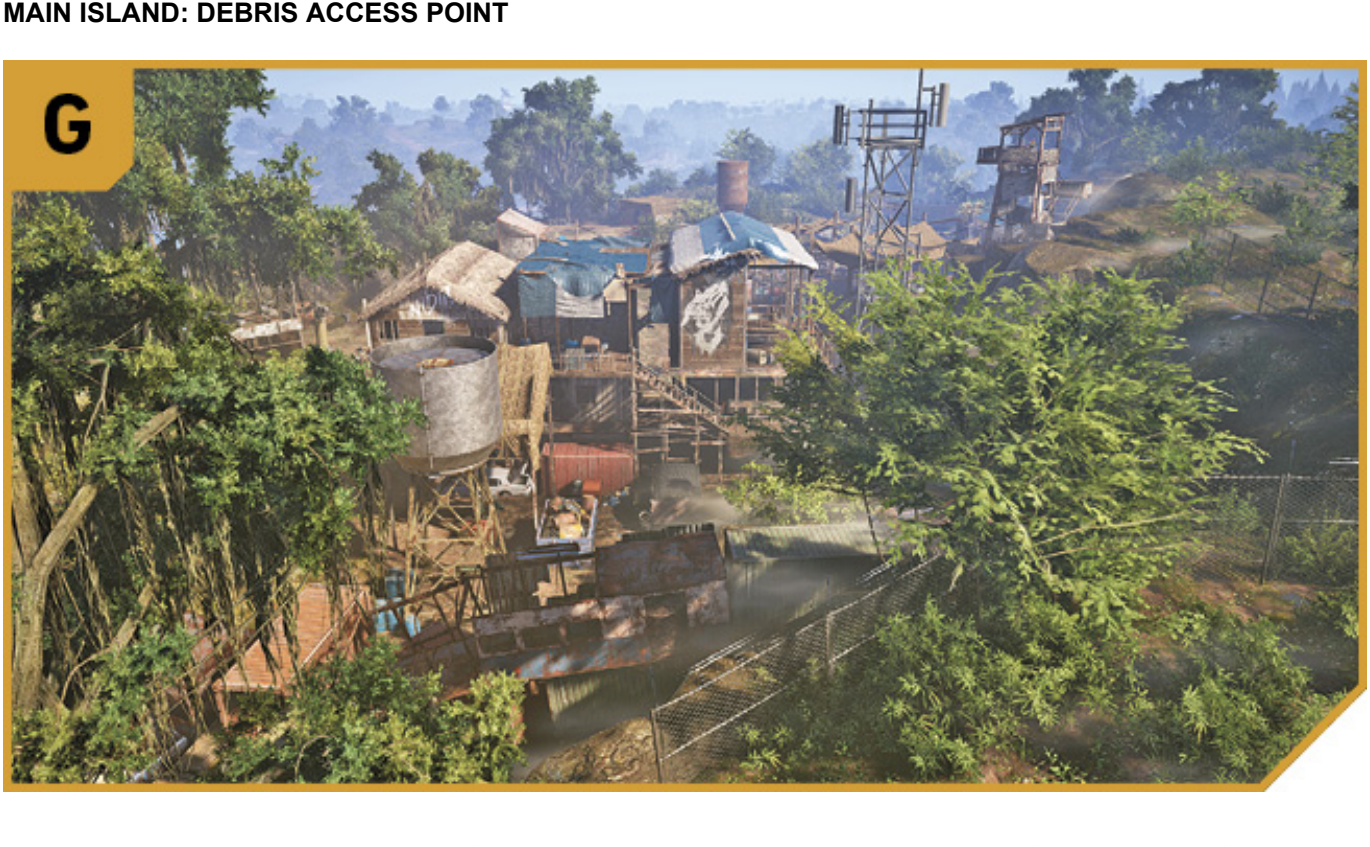
On the inside of the gate is a large warehouse, an alarm and two bays full of junk. At least eight enemies should be expected here, and there's a sniper tower along the western side that can give you trouble. Across the large helipad (one of two on this island) is a drone jamming your target's building.

You're more likely to be attacking from the north, if you're using a more cunning infiltration method, or strafing the area with helicopter gunfire. Though closer fighting is possible, it isn't necessary or encouraged.

MAIN ISLAND: WESTERN PERIMETER

From the main gates at E, all the way clockwise around the perimeter of the island base to I, is an impenetrable fence. This is actually helpful, as you can simply maneuver around it to either of the H and I infiltration points. Deal with the troublesome sniper by shooting him from this side of the fence too, if you need to.

MAIN ISLAND: DEBRIS ACCESS POINT



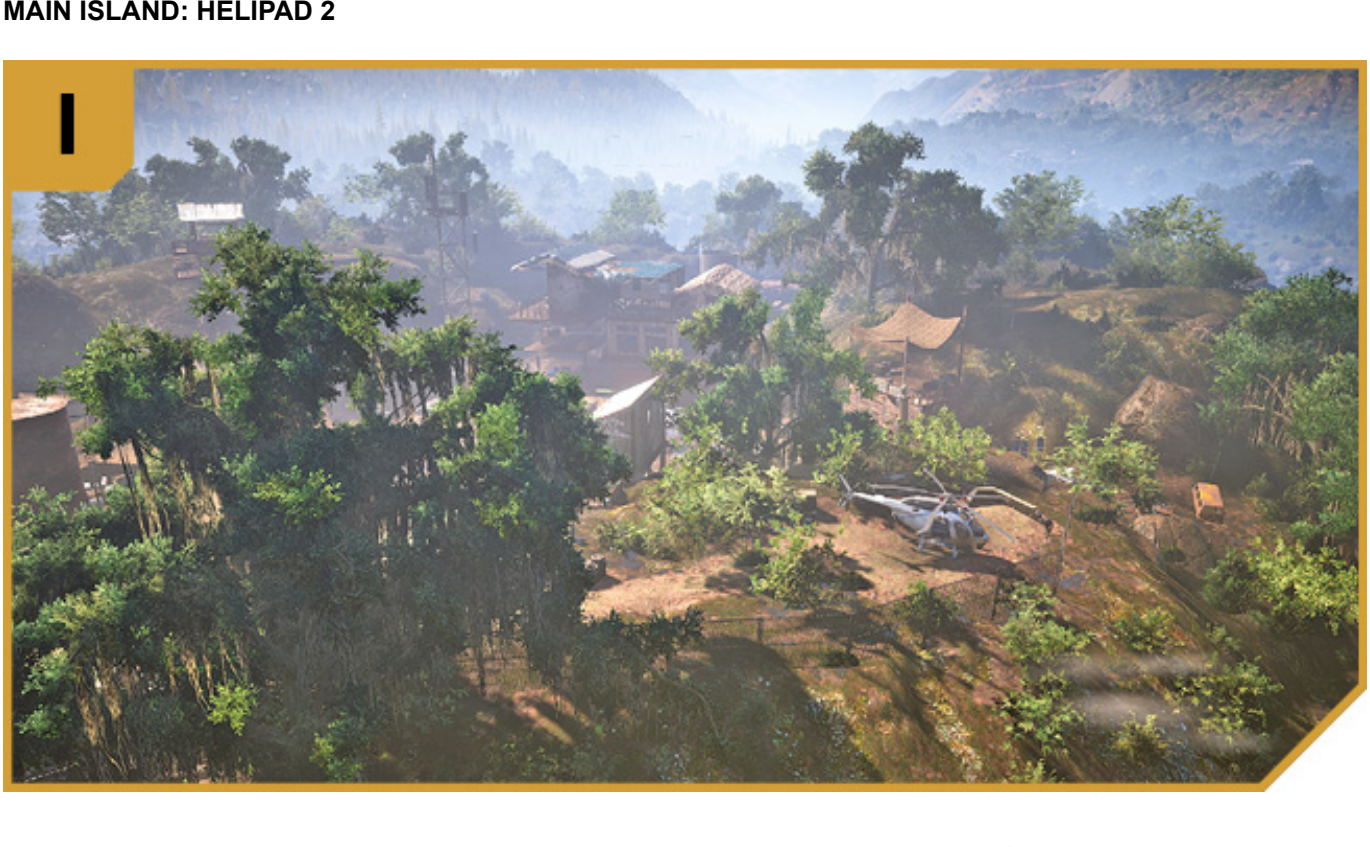
Approach by moving around the perimeter fence, or via the river to the west or north, and look for the gap in the fence leading to a large pile of debris, including some train carriages, containers, barrels, and other detritus. This is actually a great (and preferred) method of entering the base as you're very close to the target, you can remove the drone jammer with relative ease, and your team can quickly fan out around the inside of the perimeter fence to start raining death on the foes down below (including an assault on the sniper tower, and then dealing with the enemies at E).

Or, you can head through the gap and move to the left (clockwise roughly northeast), around to H. With four teammates all assaulting from the rear, the enemy won't know what's hit them. Attempt to take the Target building as the firefight continues.

MAIN ISLAND: RUSTING PLANE ACCESS POINT

On the north side of the island, up from the river via a series of climbable rocks, or if you move around the perimeter fence, there's an entrance into the helipad area, past the remains of a small crashed plane. This offers great and quick access to the defensive nest just north of the target's building, as well as the stilt shack to the east, close to Helipad 2. Both these structures are great positions to fire down on the foes below, so the remaining enemies inside the building have no reinforcements to rely upon.

MAIN ISLAND: HELIPAD 2



If your combat gets a tad too overzealous, and the main chopper in the helipad is destroyed (and a teammate isn't retreating to find another chopper), use the small helicopter at this position, after entering the base. South and inside the perimeter fence is upper ground above the main structures, with a minigun pillbox and large bushes. With thermal vision, you can neutralize many foes within these bushes, and remain on the higher ground to complement your teammates.

MAIN ISLAND: TARGET BUILDING AND HELIPAD

The main building where El Cerebro is hiding is a sprawling, four-floor structure overlooking the main helipad. With around six foes, you need to assault this from one of the wooden sets of stairs, and use the second floor interior workshop to fire out from, on any foes coming up from the main area to the south. This is, of course, after you remove any foes in the vicinity. Climb to the top floors and secure El Cerebro; he is docile, but the mission fails if you shoot him. So don't.

BUCHON HOUSE: OTHER TACTICAL ADVICE

SOLO: Abandon the chase of the assistant as soon as you see him enter the base, before backing off completely and moving to the main island to the northwest. Enter via H or I, and remain on the higher ground, and order your team to strike the foes in the area while you back them up. Call on any Rebel Support strikes or help you wish during this time, as well as removing the drone jammer. Or, creep to the jammer, destroy it, and use the drone to pinpoint El Cerebro.

Scale back your offensive capabilities the higher up the structure you go; no grenades near El Cerebro, please! Once you have El Cerebro, drag him down to the main helipad chopper, stow him inside, and fly to the rally point. Either helicopter should be available, but a third option is to leave via H, head down to the river, and leave by a boat you'll need to acquire, or cross to a road and summon a vehicle via Rebel Support.

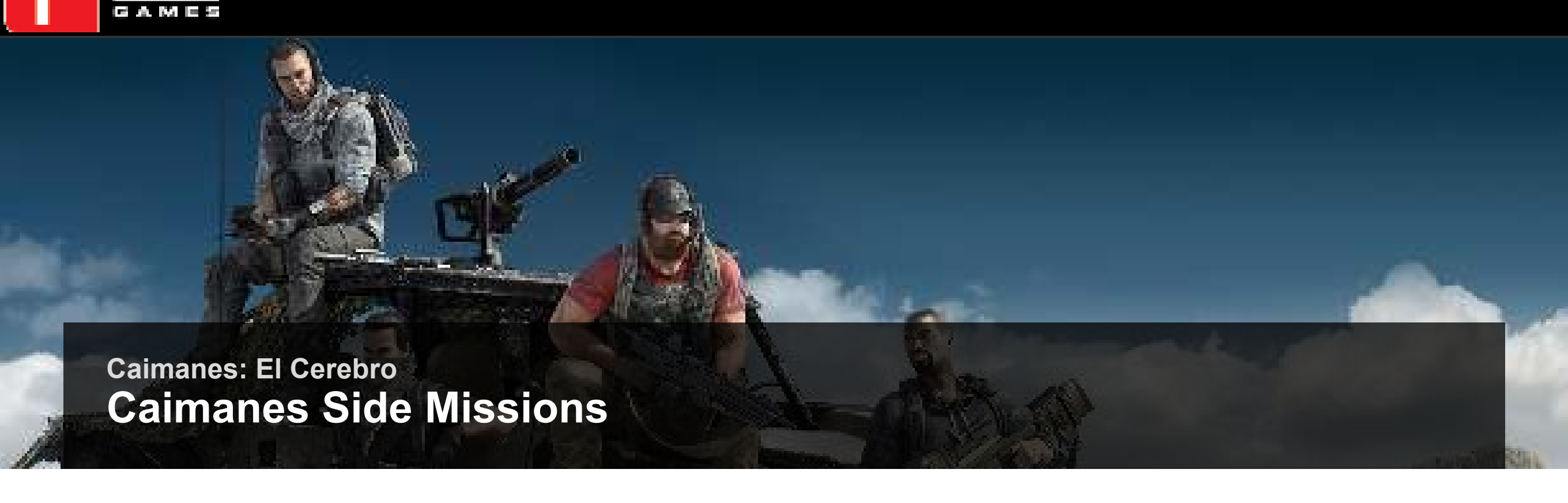
CO-OP: Disengage from the assistant, and move around the islands until you're at H or I. Then head into the main island base. Have two teammates head along to the higher helipad, and work down along the bushes, or remain at the minigun pillbox or stilt shack and fire on the foes below. The other two teammates should assault the sniper tower, one of them using it to fire on foes in the main area as well as the Target building.

Have one or two Ghosts storm the building itself, clearing it with close assault weaponry, such as shotguns. Keep that trigger finger off the weapon when you see El Cerebro, though it's wise to have fewer than a couple of foes left before you drag him down to one of the choppers. Have the aircraft already warmed up and ready to fly.

Or, you could parachute onto the target building roof, or drop from a low-flying helicopter, but staying alive becomes trickier in this narrow space, with multiple foes, one of which can't be accidentally killed.

UP, UP AND AWAY: TO CAIMANES BRAVO

Once you've captured El Cerebro, he's a docile hostage. The only competent extrication plan out of the base is via helicopter (ground vehicles can't access this part of the base, and you can't drag him across a river though you are able to stow him aboard a boat). As Caimanes Bravo is land-bound, an exit via boat needs to be followed by a ground vehicle or helicopter. And as there are two choppers parked at the northwest island, use one of them, or have a teammate drop in. The ride to the Rally Point should be uneventful, and once you bang on the safe house door, the mission, and your time completing Story Missions in Caimanes, concludes.



Caimanes: El Cerebro

Caimanes Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: DEFEND RADIO

OBJECTIVE

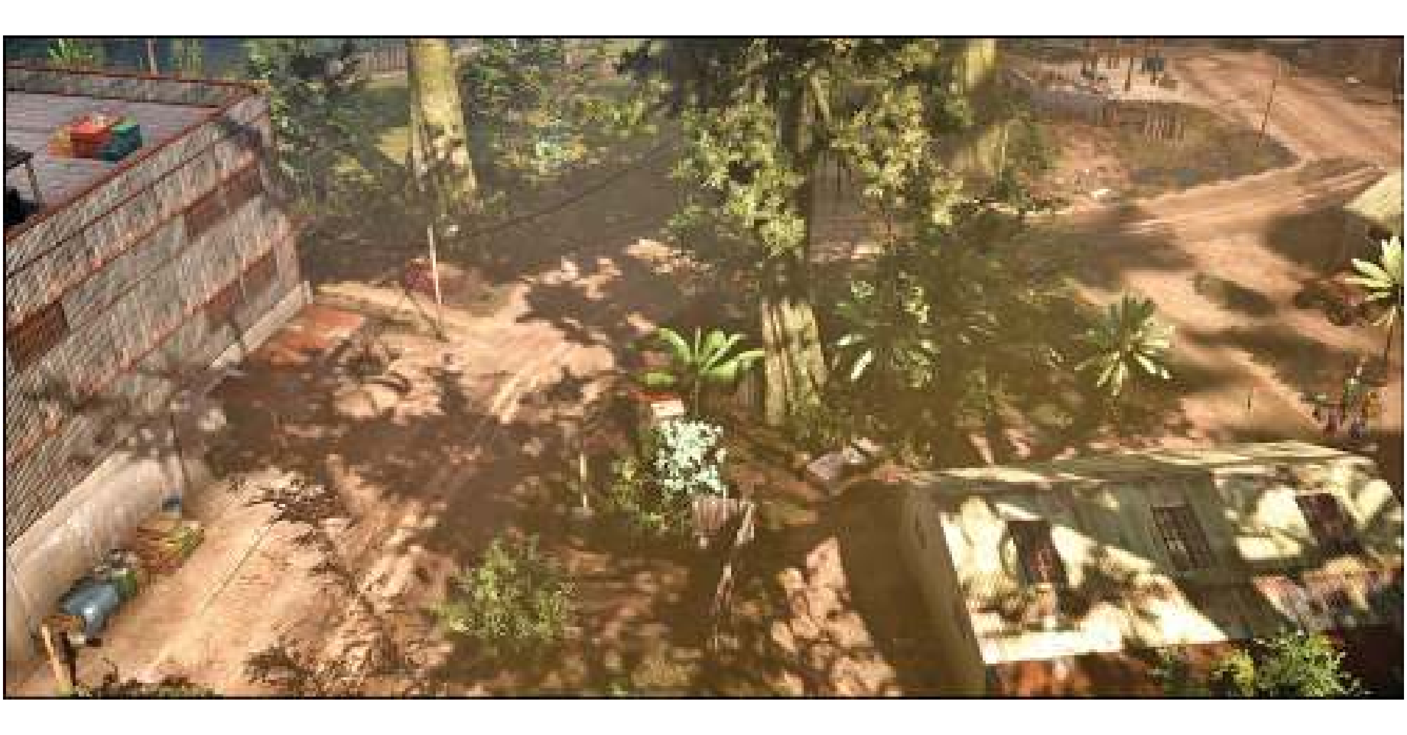
Start the radio and defend it

LOCATION

Ingani

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike



In far north Ingani, a radio is available for another Rebel broadcast. Start it up to begin the mission and a 3:10 timer. A neighboring garage offers protection when things get rough, but always be aware of what is around the transmitter. Keep an eye on the radar and prepare for any incoming vehicles, as they have direct access. Unload a hail of bullets on the drivers to bring them to a stop. The southeast structure offers protection for incoming gang members, so be sure to dispose of them quickly before they do too much damage. Make sure your team doesn't stray too far away, keeping the opposition at a distance until the timer reaches zero.

REBEL OP: HACK ANTENNA

OBJECTIVE

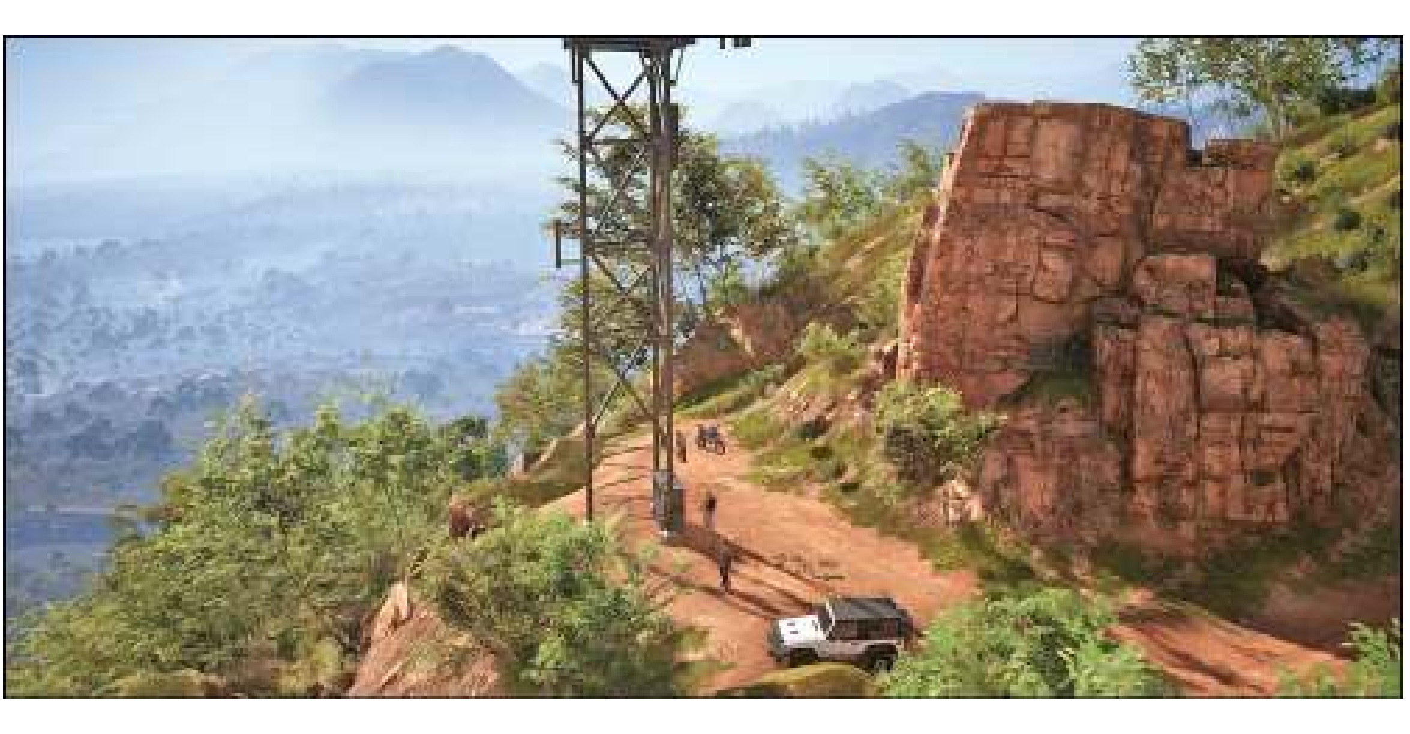
Deactivate the two antennas within 2:40

LOCATION

East of Caimanes Bravo Rally Point

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Head east from the Caimanes Bravo Rally Point to find a small squad protecting the first objective. They are easily taken down without alerting backup with Sync Shots. After throwing the network antenna switch, quickly grab one of the nearby motorcycles. Head directly south off road into the Caimanes swamplands. It is a rough ride, but sticking to the roads takes you well out of the way and time is precious as the second antenna is well guarded. Keep the bike upright and pointed at the objective marker. Stop short of the destination and wipe out the Santa Blanca before deactivating the transmitter.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

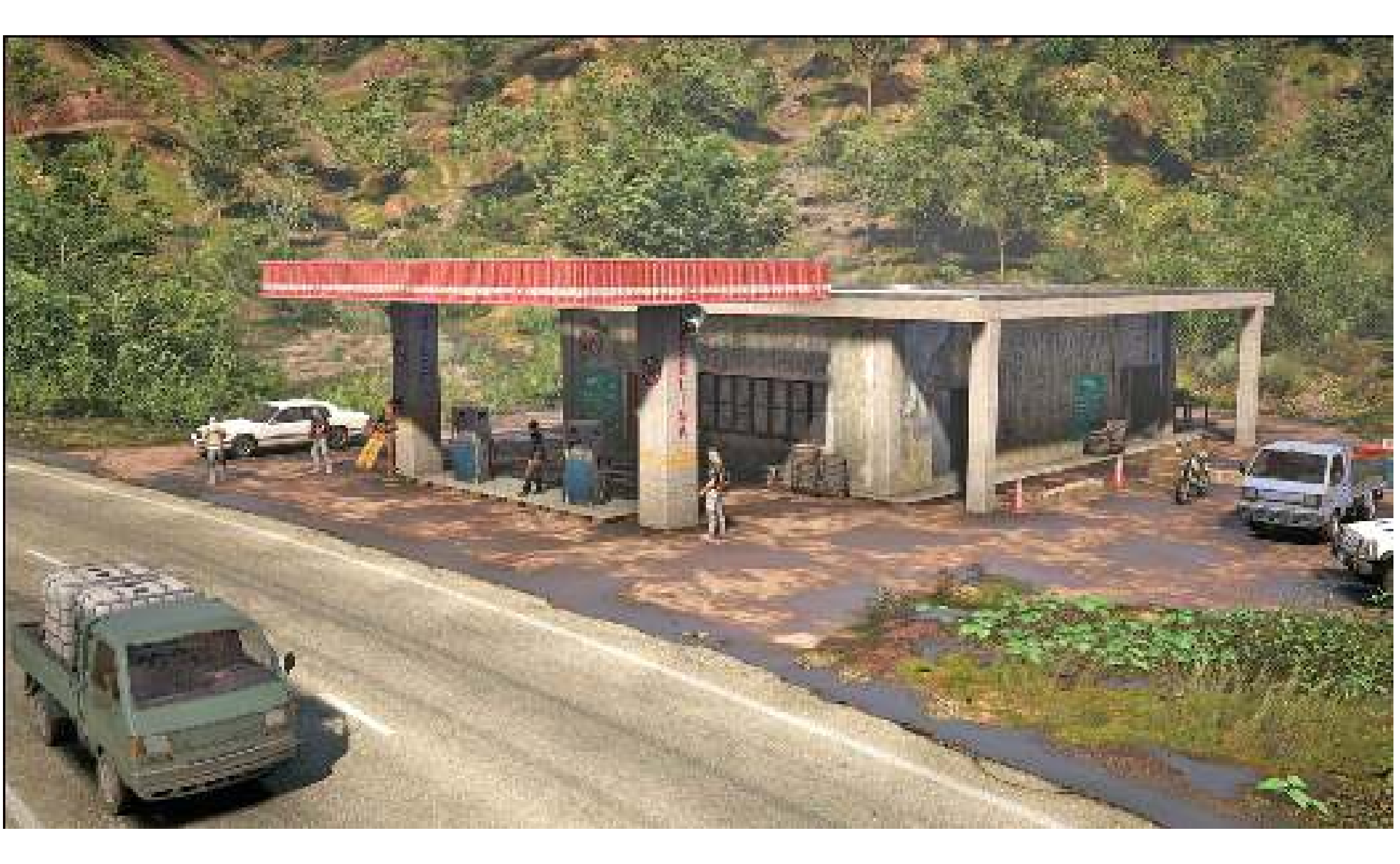
Grab and intimidate the Sicario

LOCATION

Gas Station Via-B Gas

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



There is a sicario at the Gas Station Via-B Gas in southwestern Caimanes that requires intimidation. He loiters inside the station, while four others guard the front of the property. One of these guys can be found inside or outside. Approach from the south and mark the three out front with Sync Shots. Note that they may wander to the north side, so you may need to do some extra maneuvering across the street. Quietly move toward the door on the right side of the building and take out the fourth. If everyone was outside, the sicario probably has not caught on. If his buddy collapsed in front of his eyes, he will flee. Quickly move inside and grab the target. An alternate infiltration point is through the back room. Enter from the northeast but remember that someone could be inside with the target.

REBEL OP: PARACHUTE DROP

OBJECTIVE

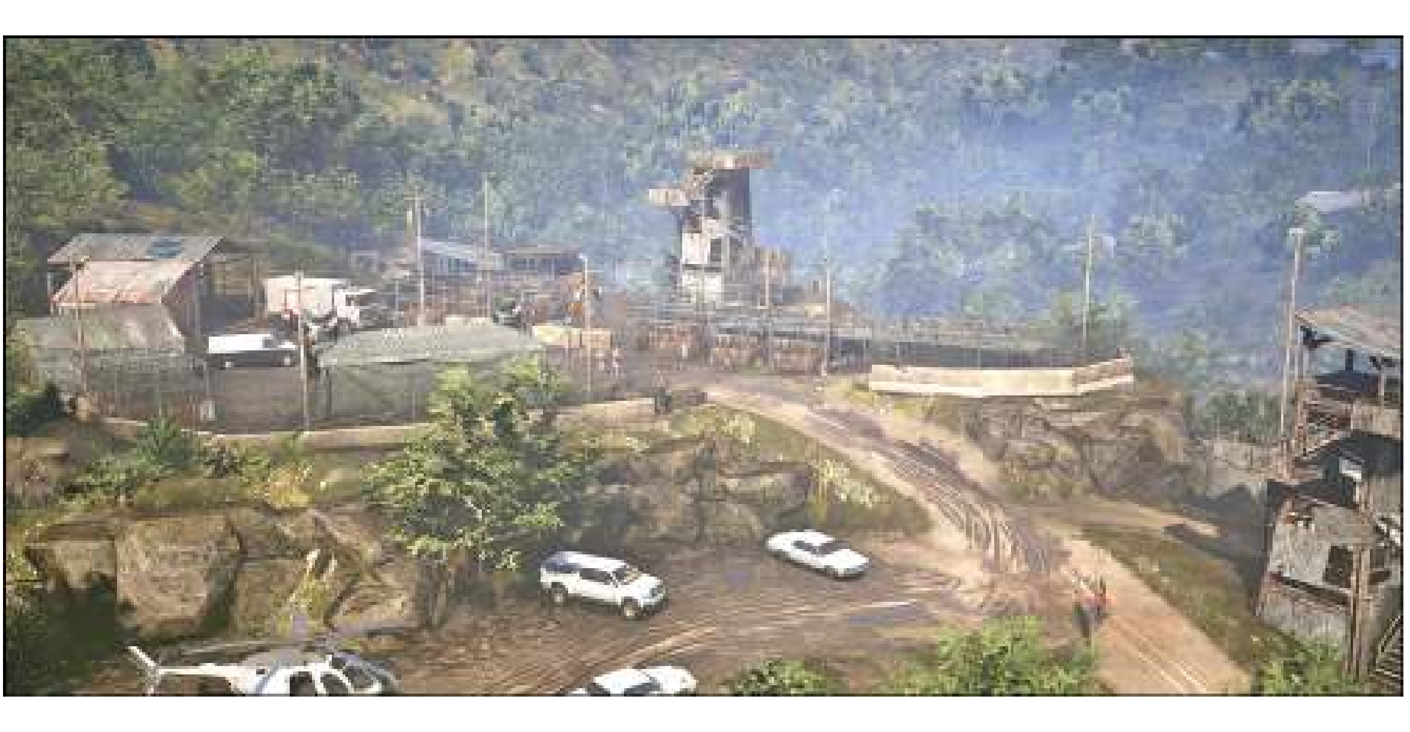
Tag the drop site supplies

LOCATION

Los Hombres Jaguares

REWARDS

Support Unlock/Upgrade – Rebel Recon



Los Hombres Jaguares provides an enclosed property for the cartel to hunt their captured foes. On the south side, a grandstand provides seating for the cartel with a stage for extra entertainment. The rebels desire a supply drop that sits under a shelter at the back of the lot. There are two ways in, through the main gate or from the hunting grounds to the north. The latter offers more cover as you move toward the prize. Before doing anything, kill the guy that mans the watchtower on the east side. Remember that civilians alert the Santa Blanca if they spot you. Everyone has limited visibility when infiltrating at night, so keep that in mind. Use diversion techniques to draw enemies away from groups. Once you have a clear path to the supply drop, approach and tag it to complete the mission.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

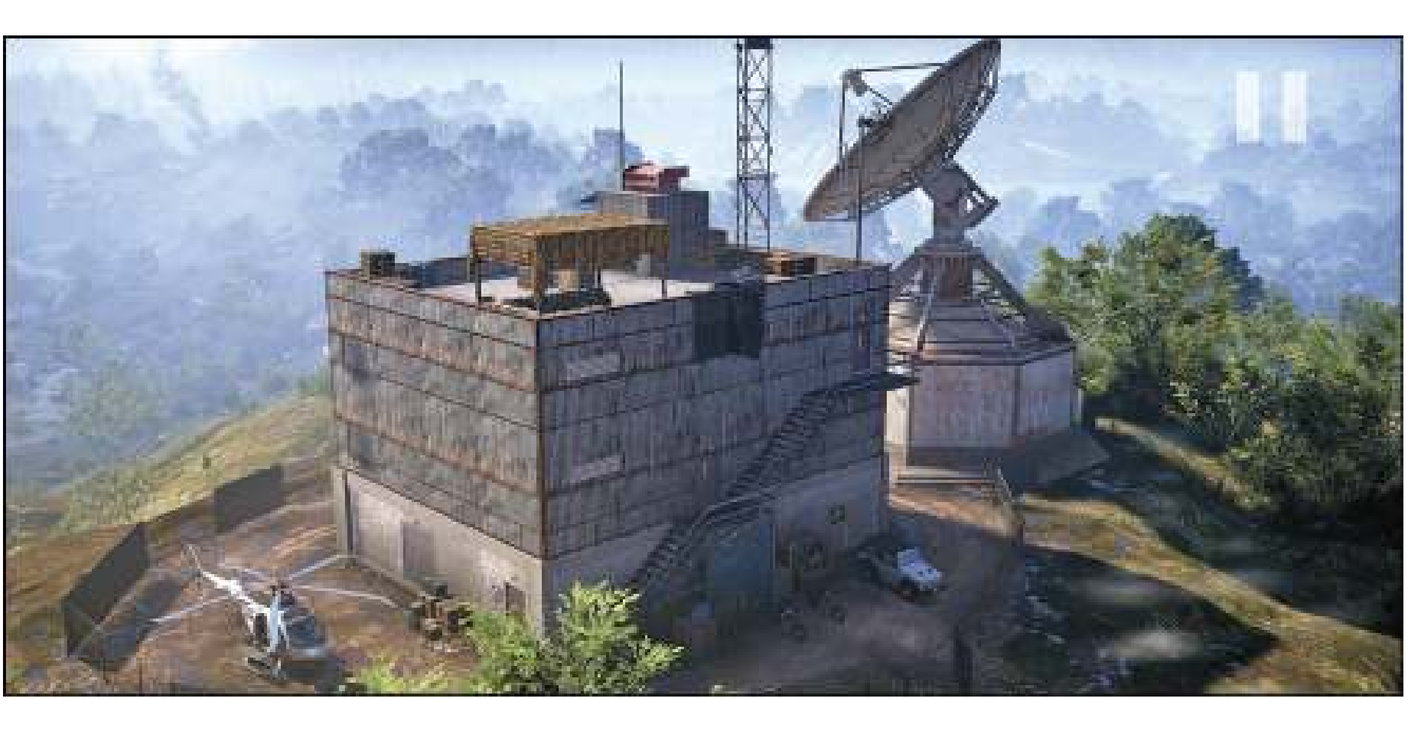
Blow up one of the station's entrances and then hack the network relay

LOCATION

South of Caimanes Alpha Rally Point

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



South of the Caimanes Alpha Rally Point, a network station sits between the road and a lake. You must blow open one of the doors, fight your way through the Santa Blanca Cartel inside, and hack the network relay. This must be done in 1 and 1/2 minutes from detonation to interacting with the relay to complete the mission successfully. The east door provides the most direct path to the objective. Unidad and/or Santa Blanca vehicles may show up and join the fight, so work quickly and skedaddle once complete.

GASOLINE RAID

OBJECTIVE

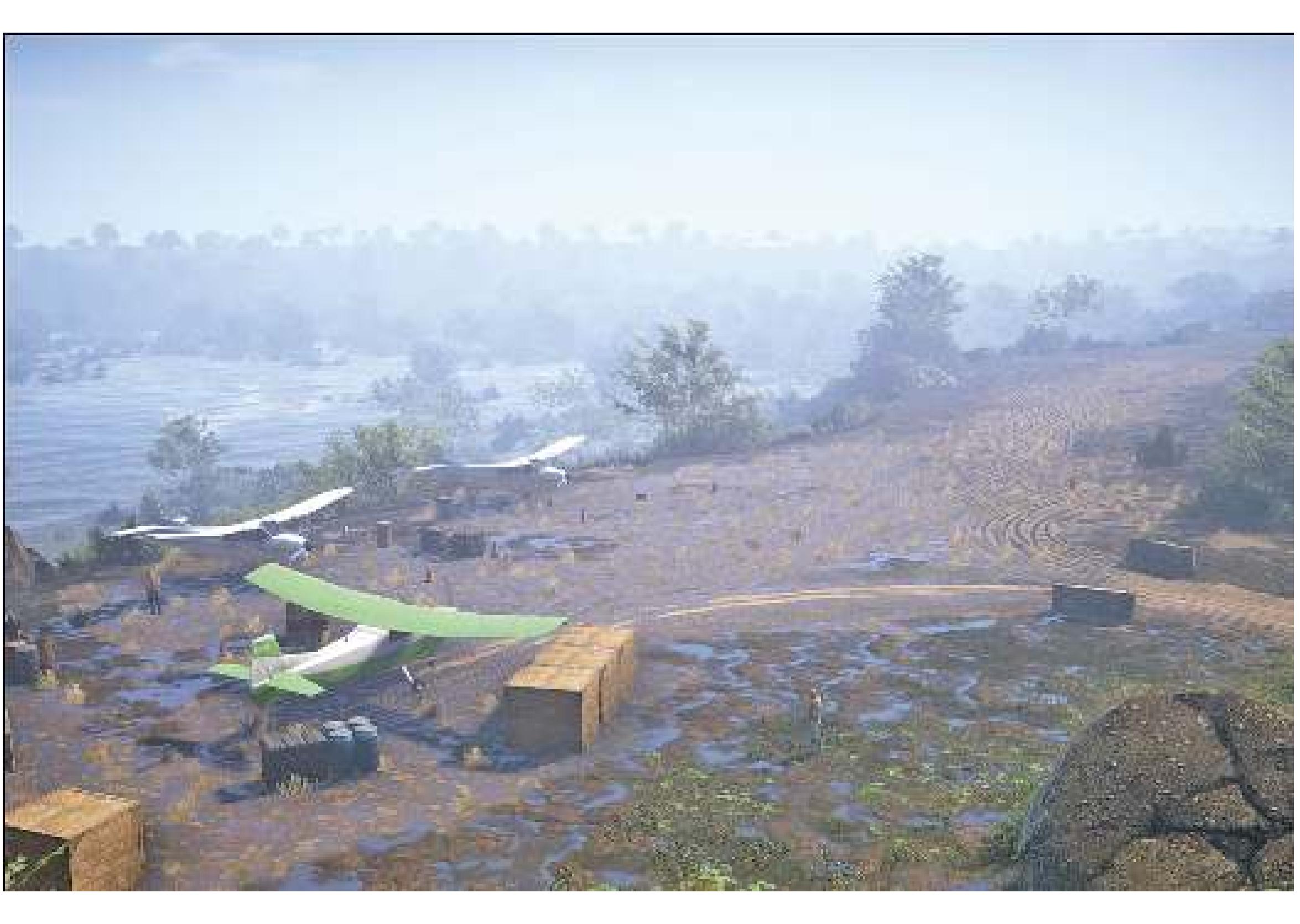
Steal the plane

LOCATION

Northeast of Fontera

REWARDS

+2000 Gasoline



North of Frontera, the rebels have their eyes on a plane and its gasoline cargo. It sits on the southwest side of a lake at a dead end. Six members of Santa Blanca surround the green-winged airplane. Infiltrating the area from the west offers the most cover, but if you notice any loners, use diversion to pull them away from the group and take them out discreetly. Once you are down to four, eliminate them with synced shots. Steal the aircraft and fly it to the marked destination.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

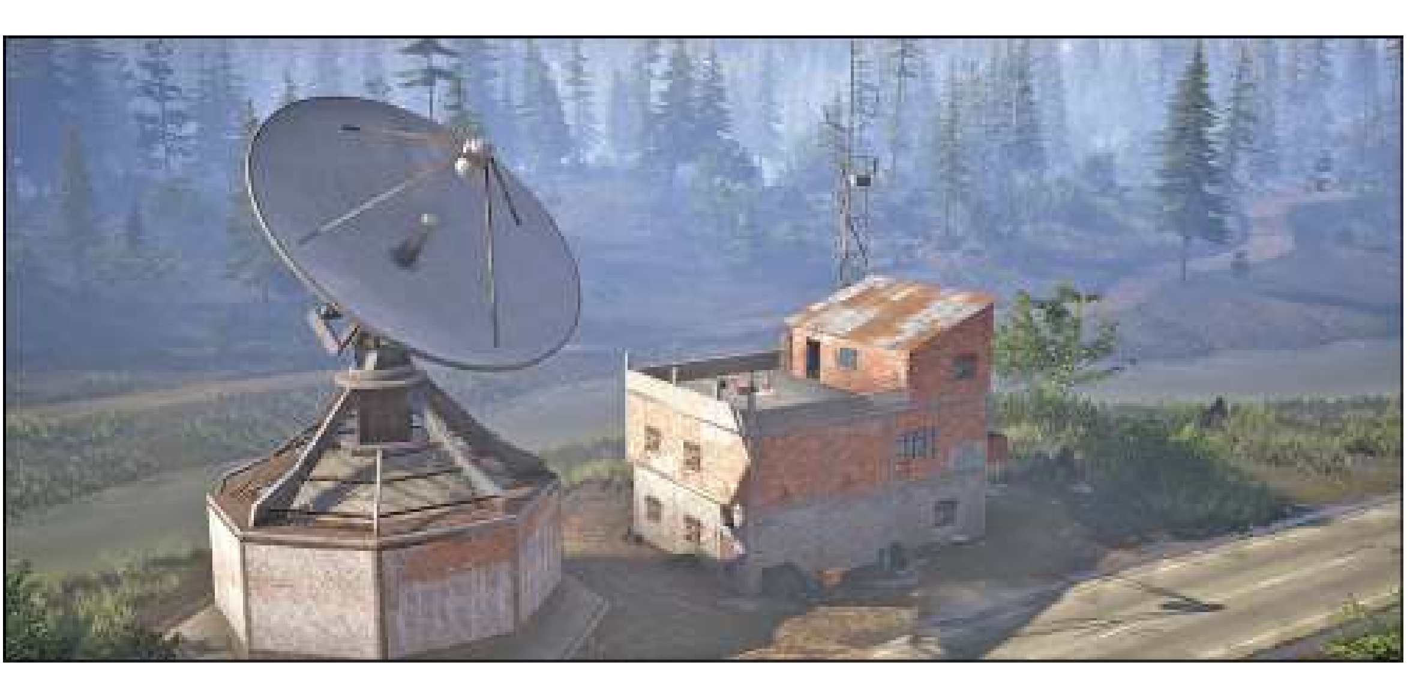
Blow up one of the station's entrances and then hack the network relay

LOCATION

West of Fontera

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Another network station sits on the main road between the Santa Blanca outpost and Frontera. This highway is a popular route for the cartel and Unidad, so stick to the south side of the area whenever possible. The network relay is on the second floor just inside one of the front doors, which are only accessible from a tight balcony. It is possible to parachute onto this ledge, detonate the closest entrance, and quickly hack the computer. If on the ground, scan the road for hostiles and then blow open the eastern entry point. Fight your way up the steps and to the left to find the objective.

REBEL OP: PARACHUTE DROP

OBJECTIVE

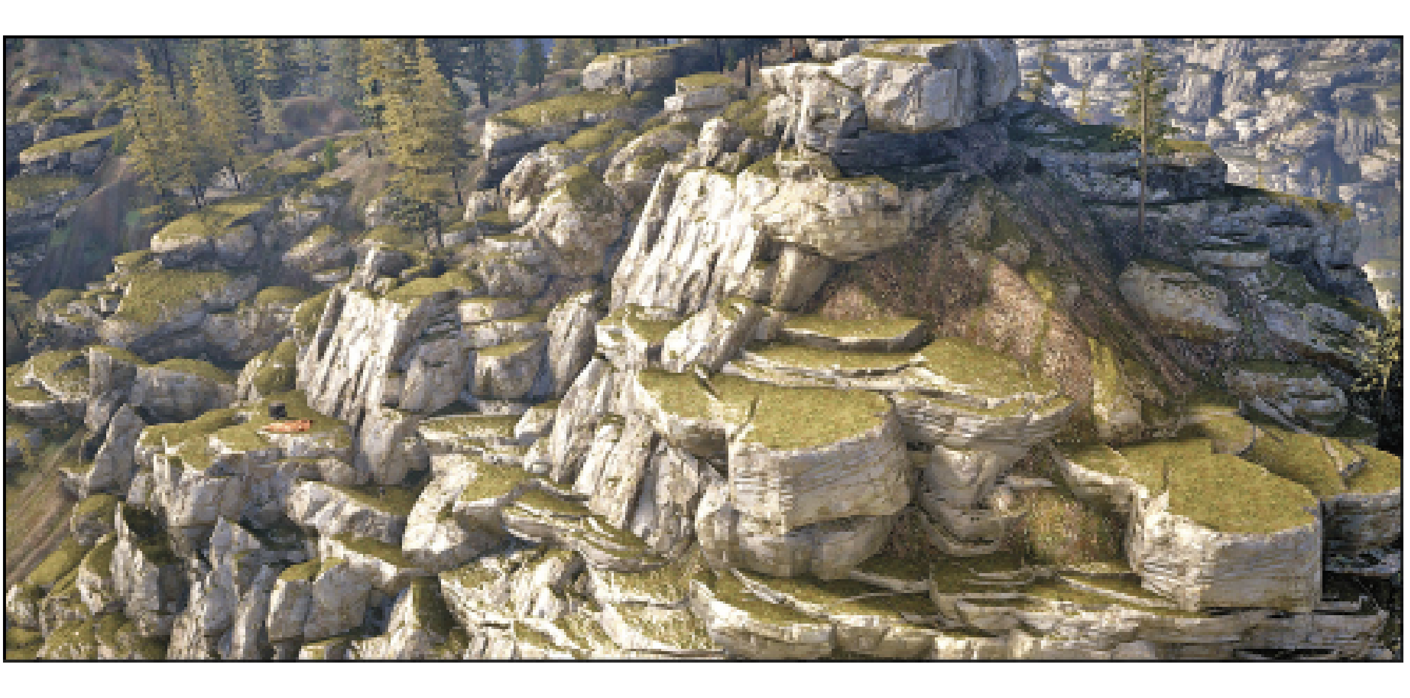
Tag the drop site supplies

LOCATION

Rebel Campsite (Far South Caimanes)

REWARDS

Support Unlock/Upgrade - Rebel Recon



A supply drop has been spotted on the side of a mountain, west of Frontera—extremely close to the Rebel Campsite. The quickest way to it is by helicopter or parachute, but it is possible to reach it on foot. Follow the ridge south of the outpost until you reach rock facings that are too high to climb. Move around to the right until you can reach the camp. Drop off the east side and climb to the right to find the objective. Interact with the keypad to complete the objective.

COMMS TOOL RAID

OBJECTIVE

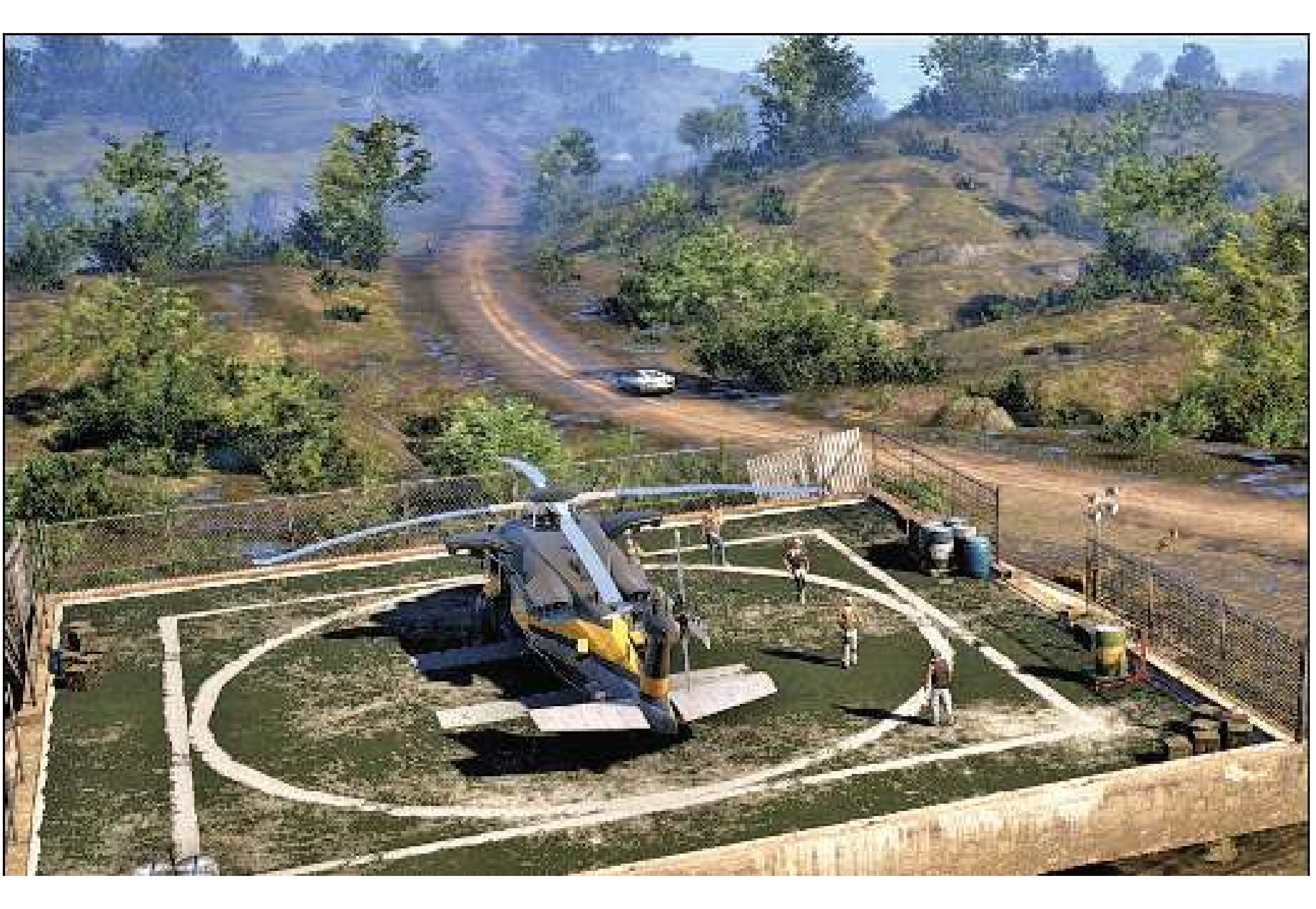
Steal the helicopter

LOCATION

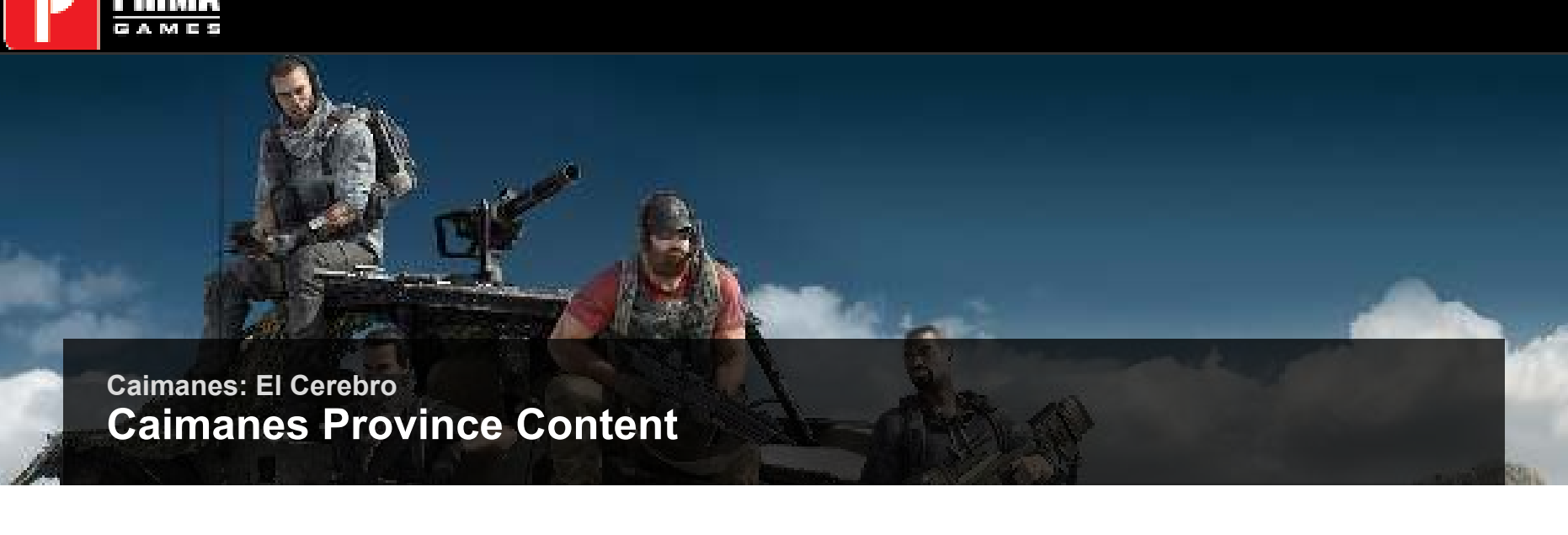
North of Caimanes Echo

REWARDS

+2500 Comms Tool



A helipad sits just off the road in deep southeast Caimanes with a helicopter that is loaded up with comms tools. To get at it, you must go through five guards around the aircraft and a couple more who loiter across the street. This by itself does not present a huge challenge at this point, but the dirt road is active with Santa Blanca and Unidad traffic going in and out of the province. Keep to the vegetation on either side to avoid attracting more attention. Take care of the duo first by diverting their attention and pulling them away from the others. Clear out the rest with Sync Shots. Clean up any remaining foes quickly or one may attempt to flee in the chopper. If he gets in, shoot him through the window or it may be a failed mission. Board the helicopter and fly it to a clearing by the water less than three kilometers to the north.

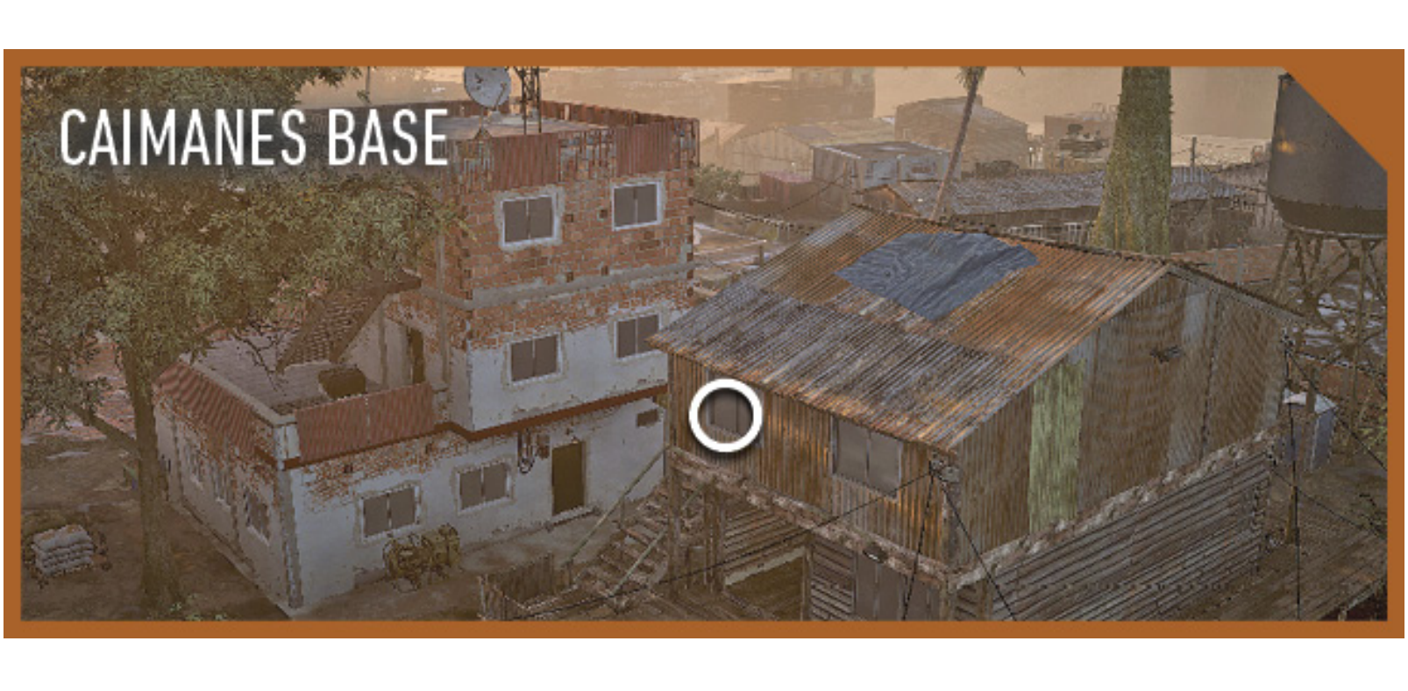


Caimanes: El Cerebro

Caimanes Province Content

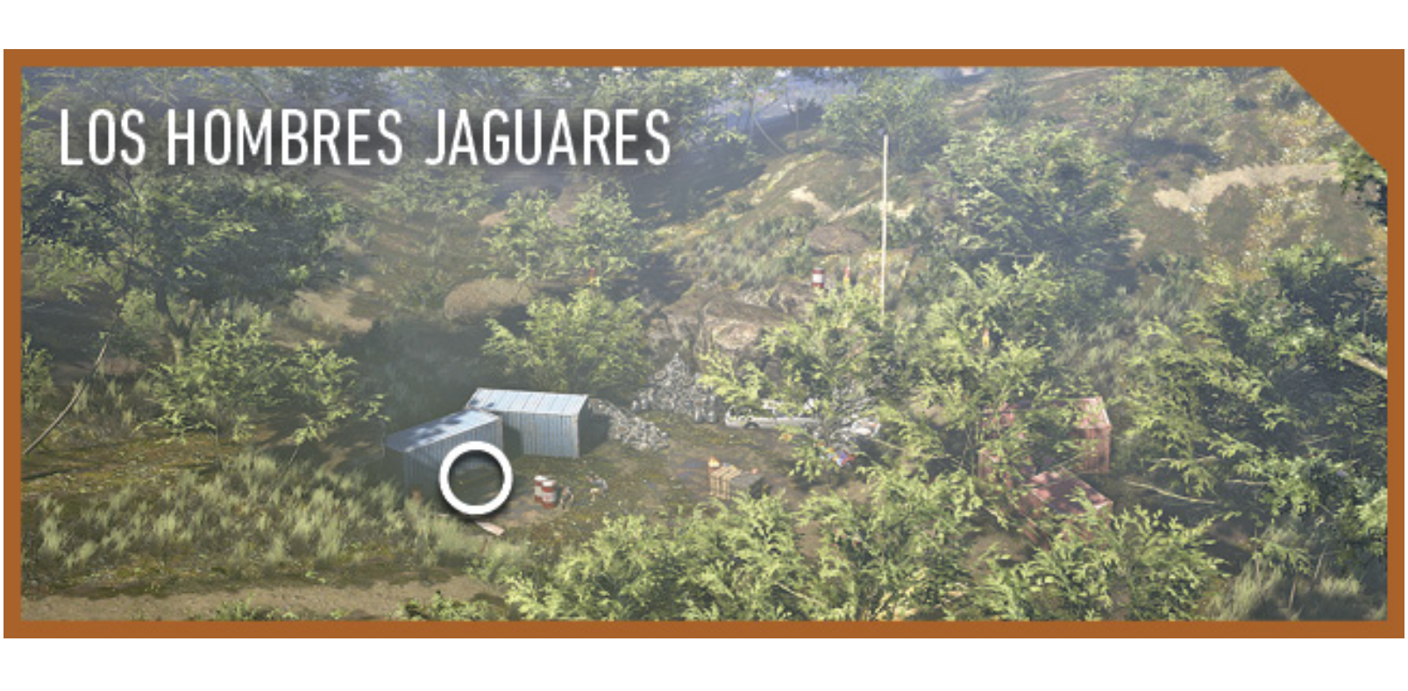
WEAPON CASES

WEAPON: SR25 SNIPER RIFLE



Look for the two-story shanty next to the brick building in the southeast corner of the base. A Weapon Case is tucked in the corner on the second floor.

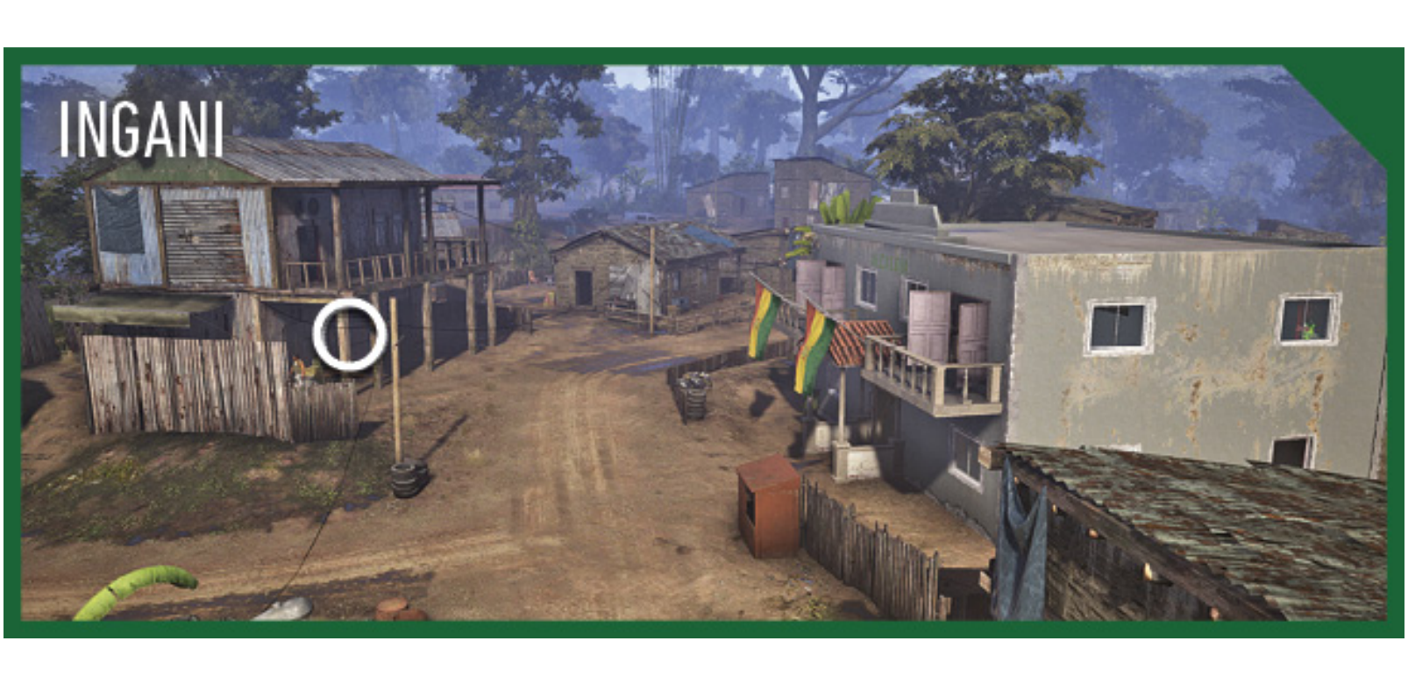
WEAPON: 556XI ASSAULT RIFLE



The north side of the Los Hombres Jaguares property is protected by a wall and barbed wire. This area is accessible from the south, but you must get past the Santa Blanca. Search for an entry point on the north side for easier access. Head south until you find a Weapon Case next to a storage container.

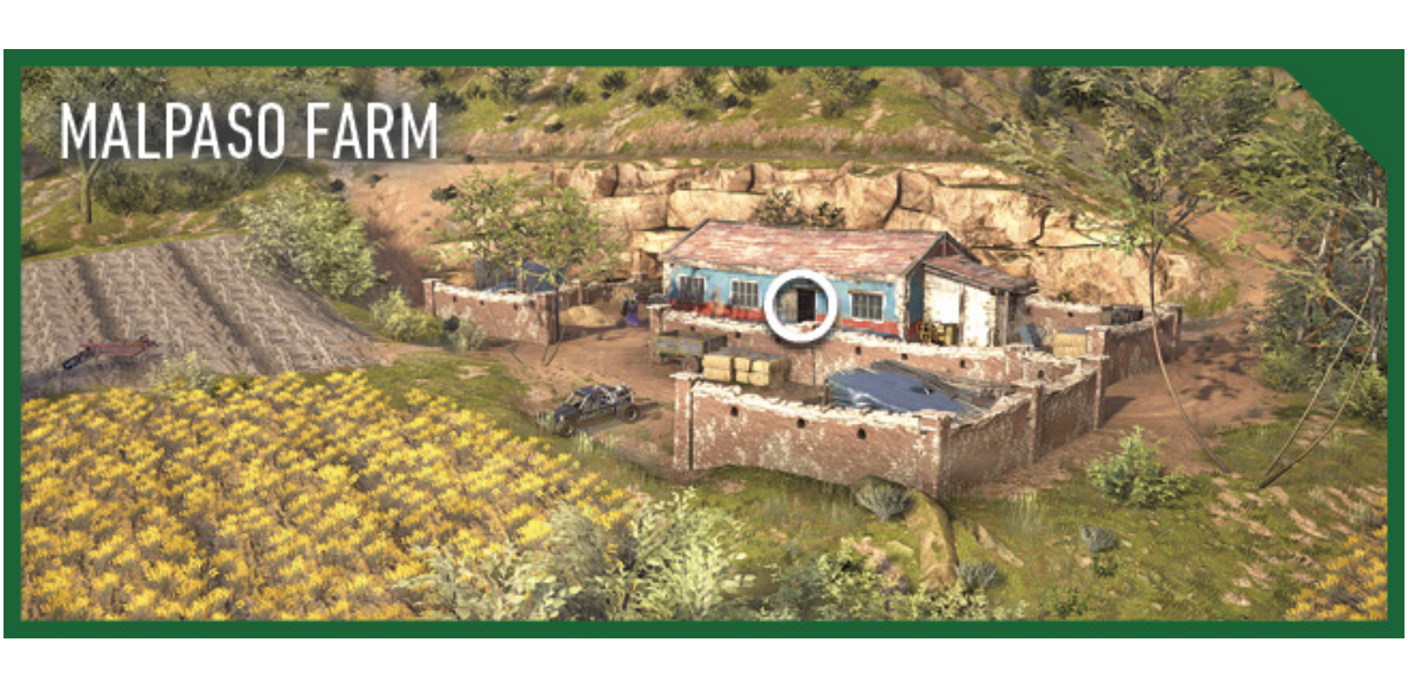
ACCESSORY CASES

ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN)



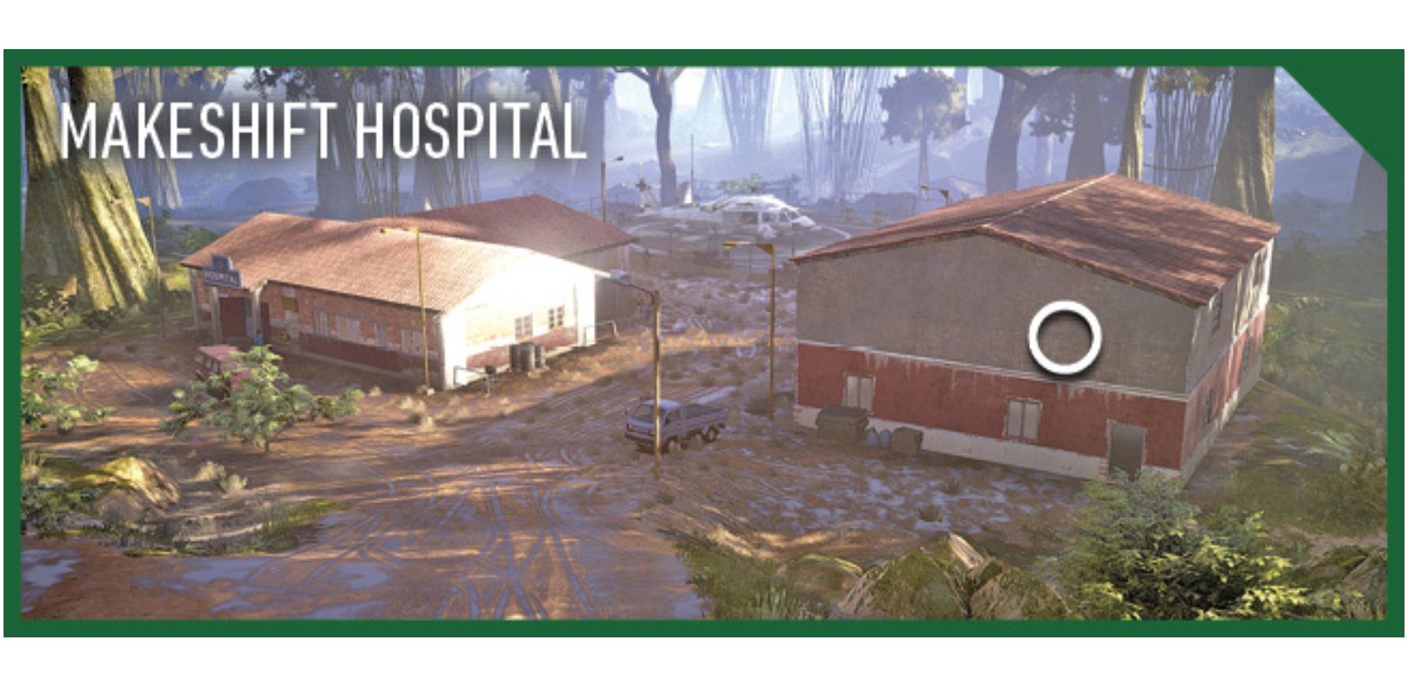
Find the Ingani town hall in the center of town and enter the two-story house across the street. The equipment case is found on a metal shelf just inside the front door.

ACCESSORY: EXPS3 SCOPE



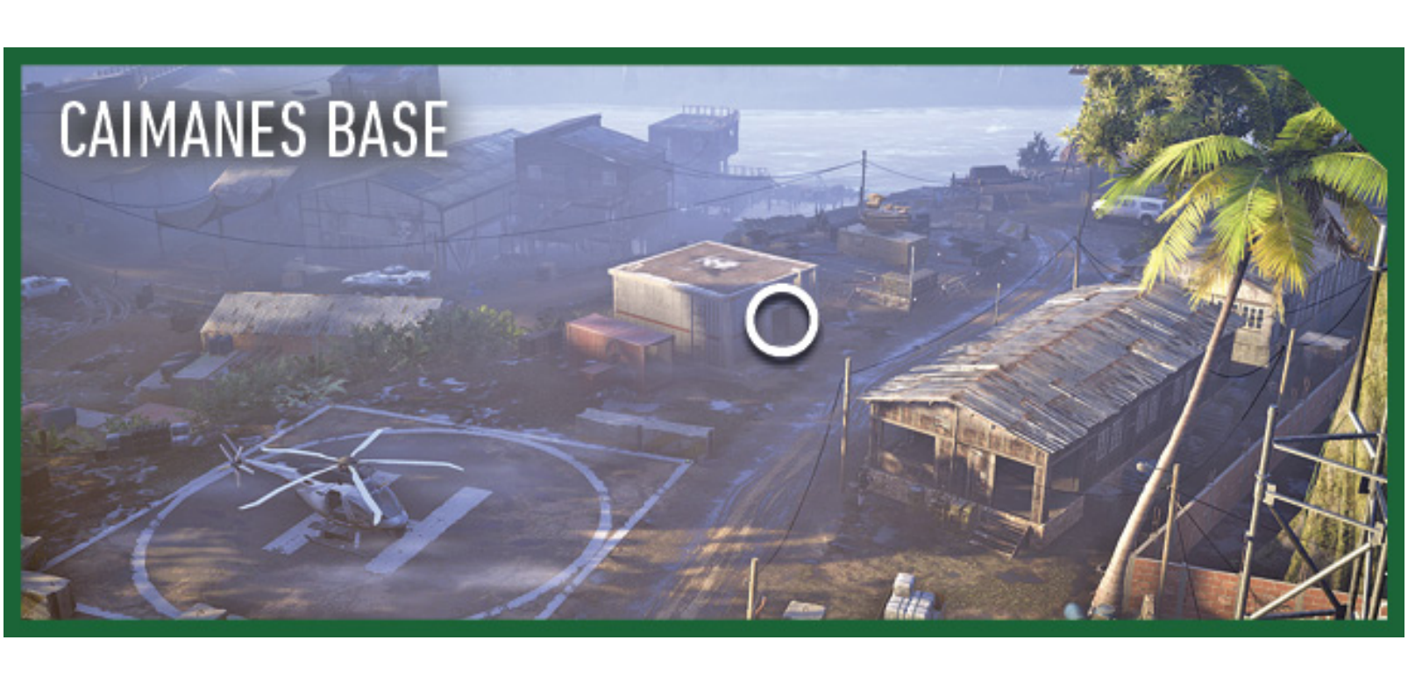
Visit Malpaso Farm in northwestern Caimanes and enter the house. An Accessory Case waits on a small cabinet by the back door.

ACCESSORY: COMPENSATED BUTTSTOCK (SNIPER RIFLE)



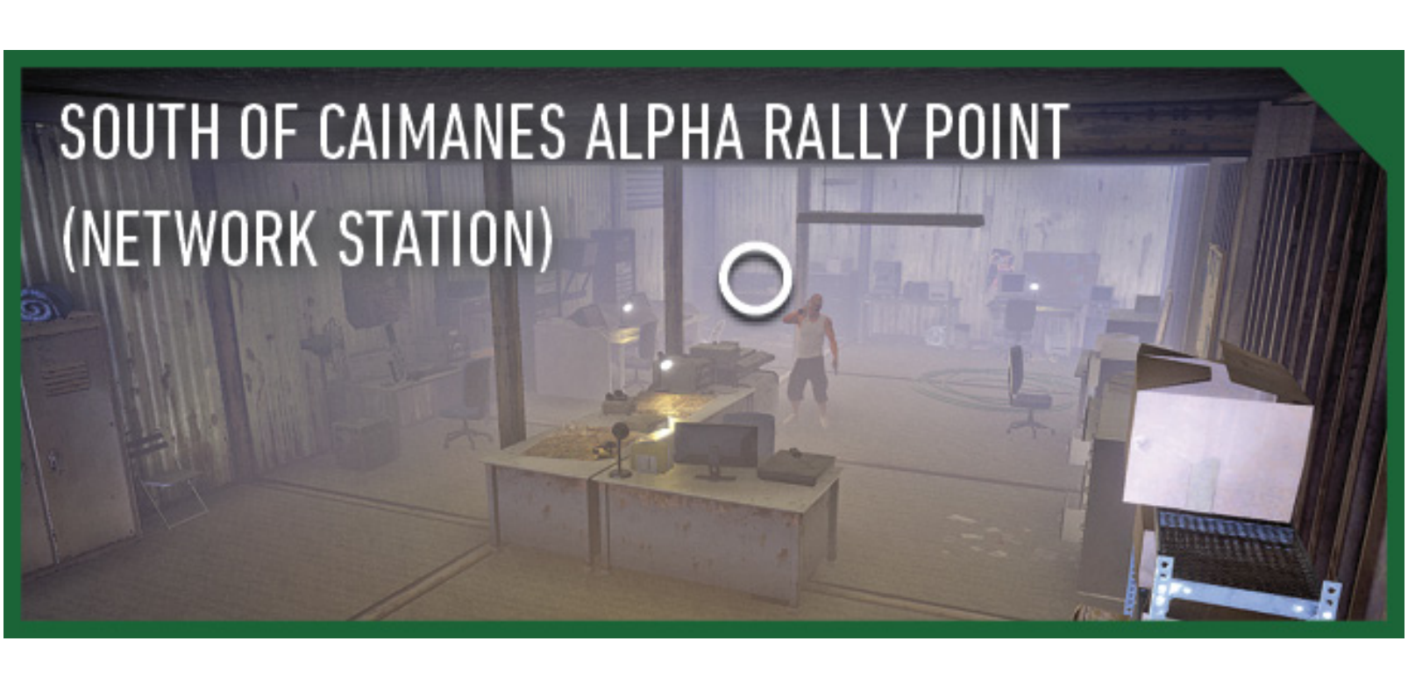
A makeshift hospital has been erected directly east of Caimanes Bravo Rally Point. An Accessory Case sits on the second floor of the southern building. Quietly enter from the west to attract the least attention.

ACCESSORY: LARGE 5.56 PMAG MAGAZINE (50)



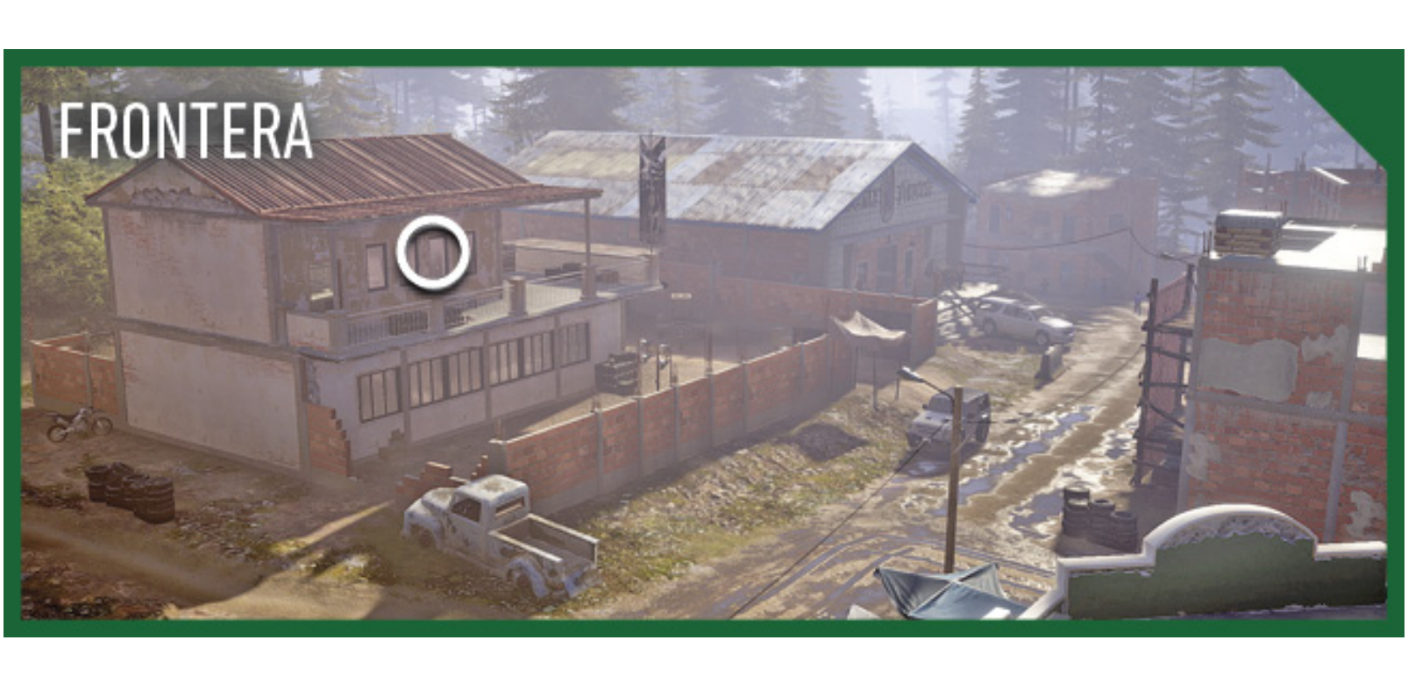
On the east side of the Caimanes Base, the armory is just inside the loop, north of the helipad. Sitting on a shelf just inside is an extended magazine for an assault rifle.

ACCESSORY: FOLDED BUTTSTOCK (SHOTGUN)



A network station, located near the Child Hut and south of the Caimanes Alpha rally point, offers a Rebel Op side mission. After completing the activity, but before fleeing the scene, collect the Accessory Case off the desk in the northeast corner of the third floor.

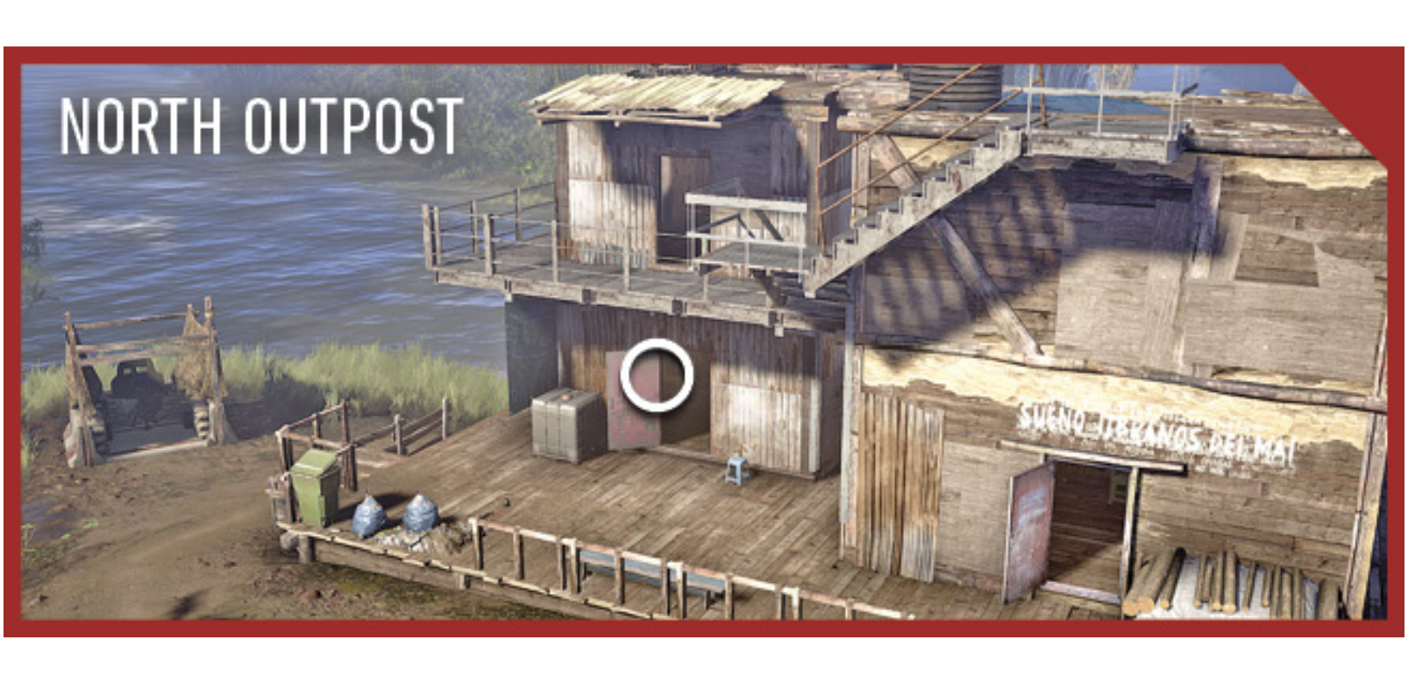
ACCESSORY: SHORT STOCK (ASSAULT RIFLE)



On the south side of Frontera, next Santa Muerte, a two-story home proudly waves the Santa Blanca banner. An Accessory Case is available on a second floor desk.

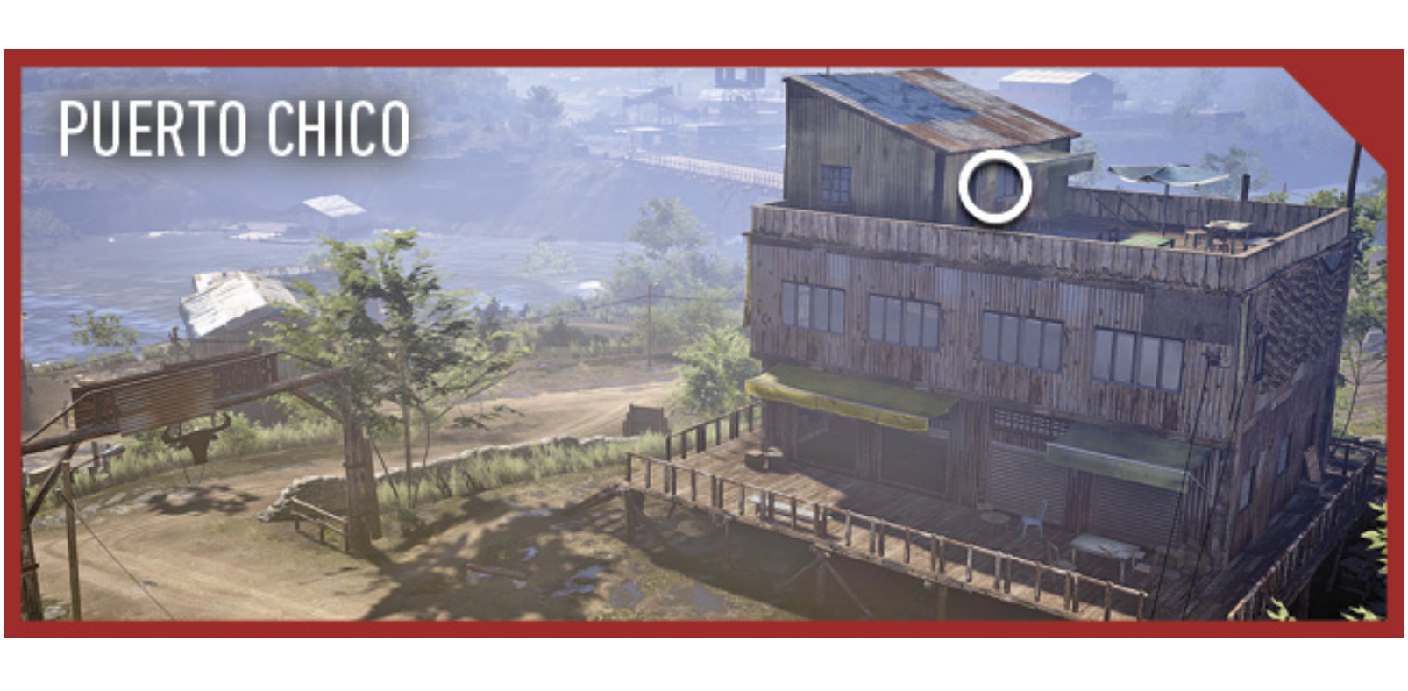
SKILL POINTS

SKILL POINTS: +3



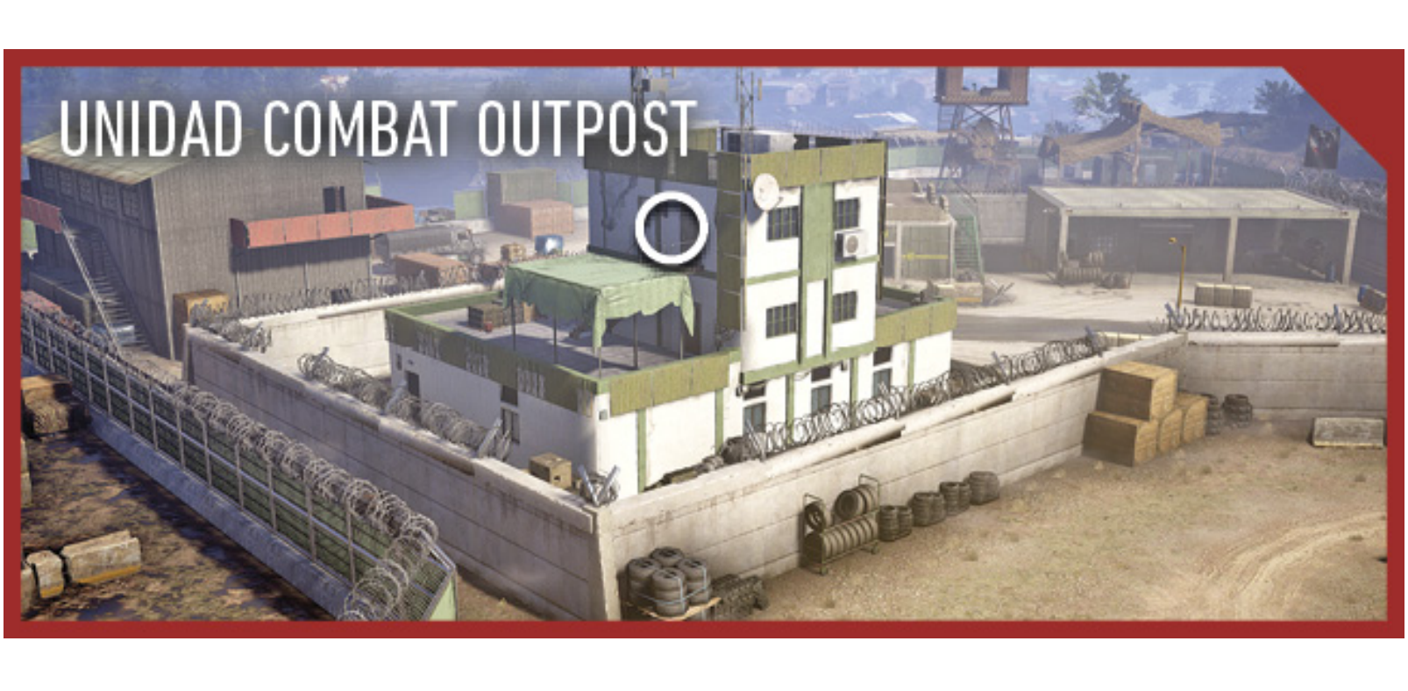
The Santa Blanca's northern outpost stands guard, west of Ingani. Look for the linked, two-story shanties on the southwest side. Move inside the left structure to find a Skill Point.

SKILL POINTS: +1



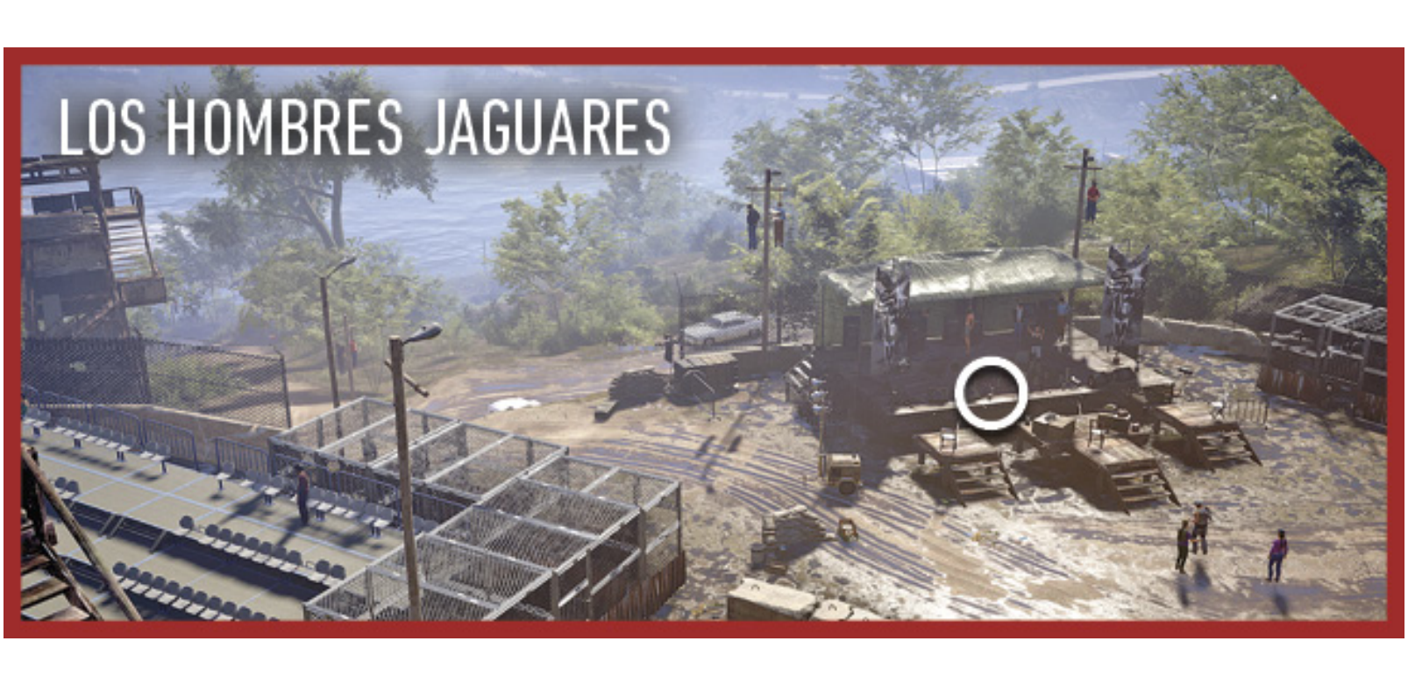
Upon entering Puerto Chico from the southwest, it is hard to miss the large shanty on the left. Enter from the front deck and take the stairs up to the roof. Search inside the room to score a Skill Point sitting on a metal shelf.

SKILL POINTS: +3



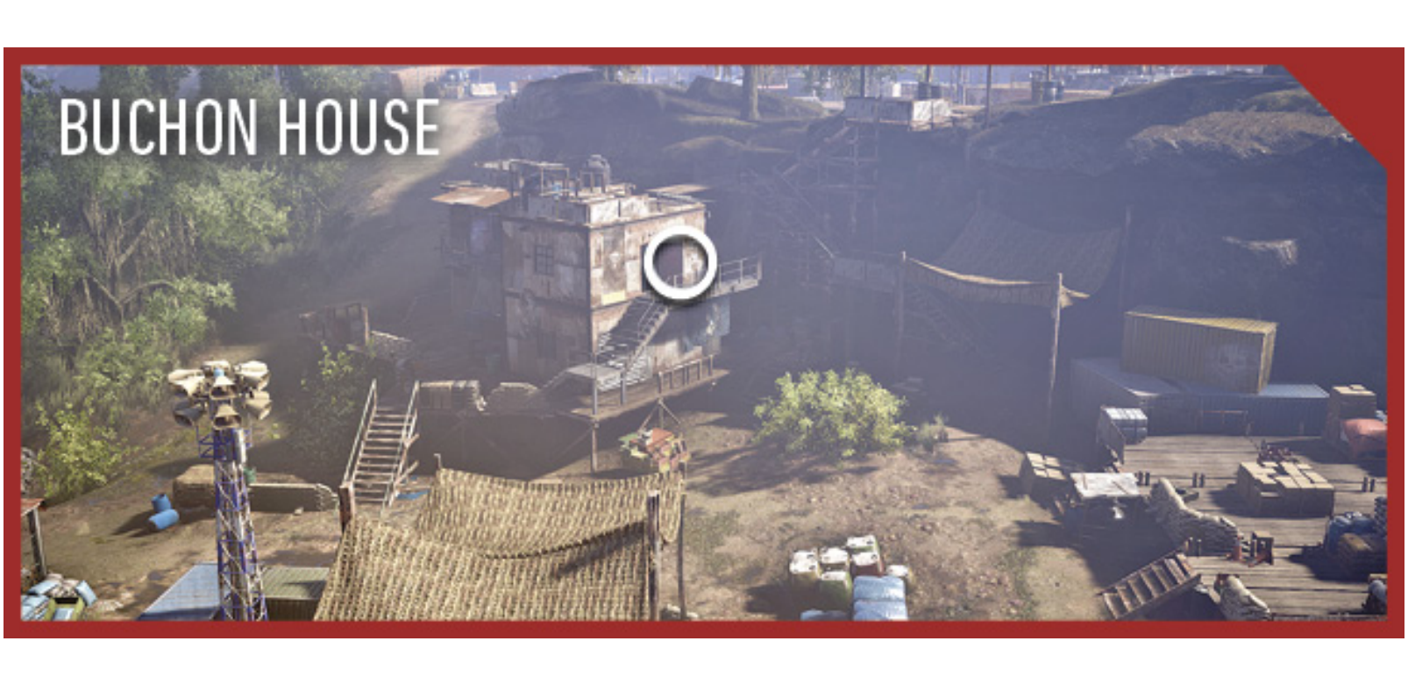
On the west side of the outpost, a three-story white multifunctional building sits just inside the wall. Sneak inside and head to the living quarters on the top floor to find another Skill Point.

SKILL POINTS: +1



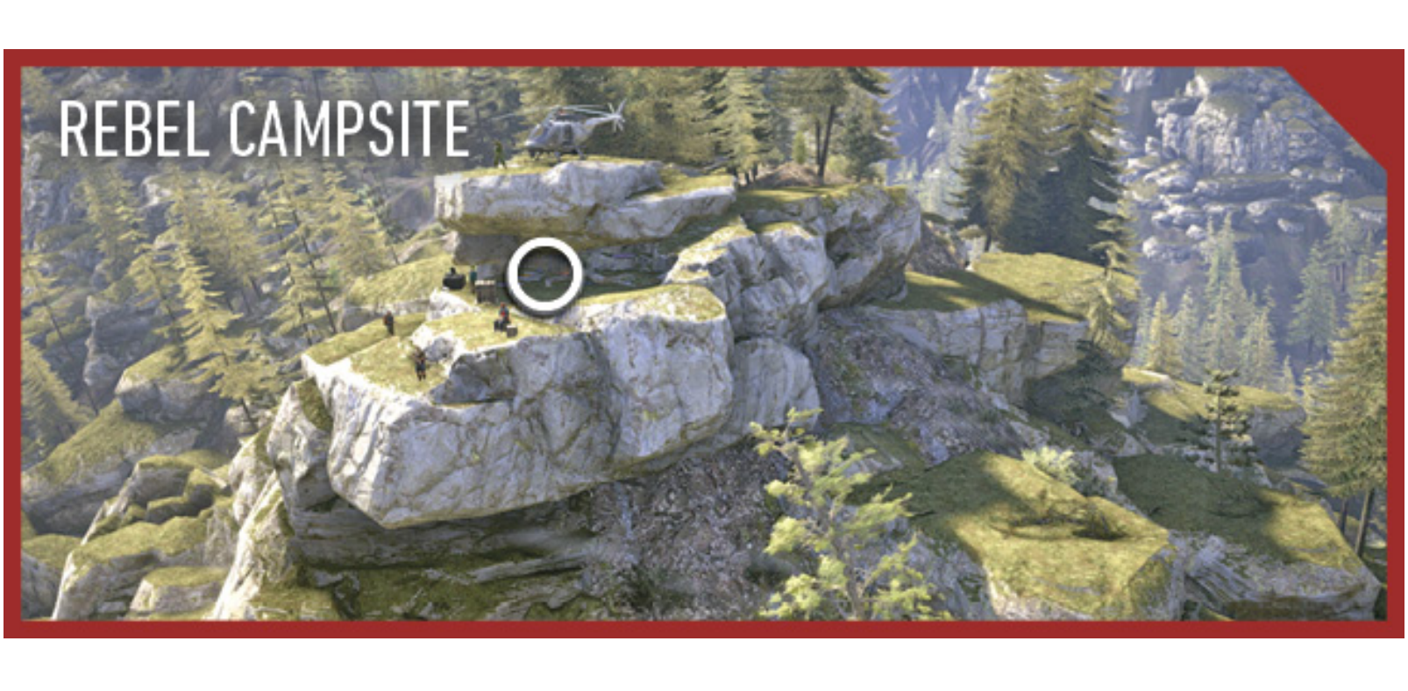
Approach the Los Hombres Jaguares main entrance and recon the area. Take out the sniper on the watchtower first before eliminating the Santa Blanca presence at the entrance and around the stage on the left. Once clear, collect the Skill Point from the front of the stage.

SKILL POINTS: +5



In the southeastern portion of the Buchon House property, on the lower level, a two-story shanty has been erected just east of the loud speakers. There is a big enemy presence at this location, so be careful as you move through the encampment. Climb to the second story of the building and collect the Skill Point that sits on the corner shelf.

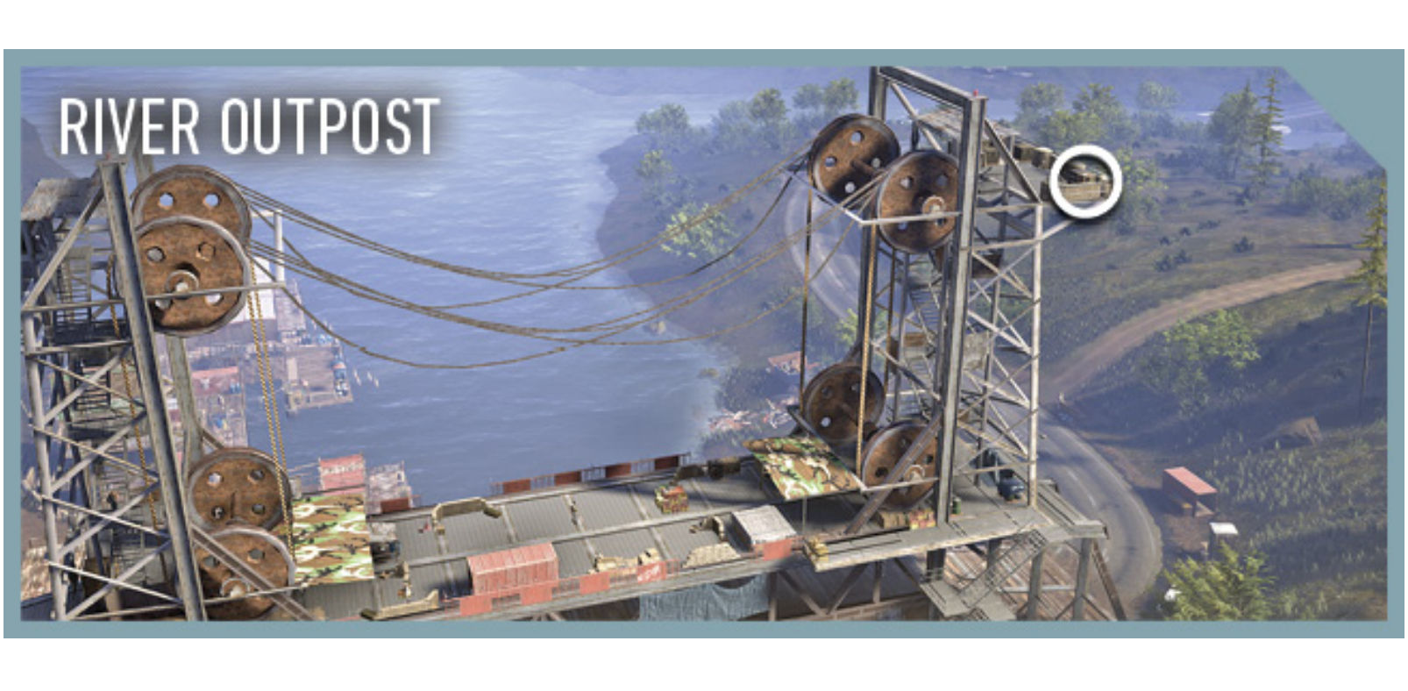
SKILL POINTS: +1



To get this Skill Point, you are going to have to either hike up the mountain, west of Frontera, or fly in from above. On the ground, head south from the west outpost until you reach the foot of the mountain and then find the ridge. Follow it up until the climbing is too steep and then move around to the right until you can get up on the ridge. Collect the prize that sits on the cot.

BONUS MEDALS

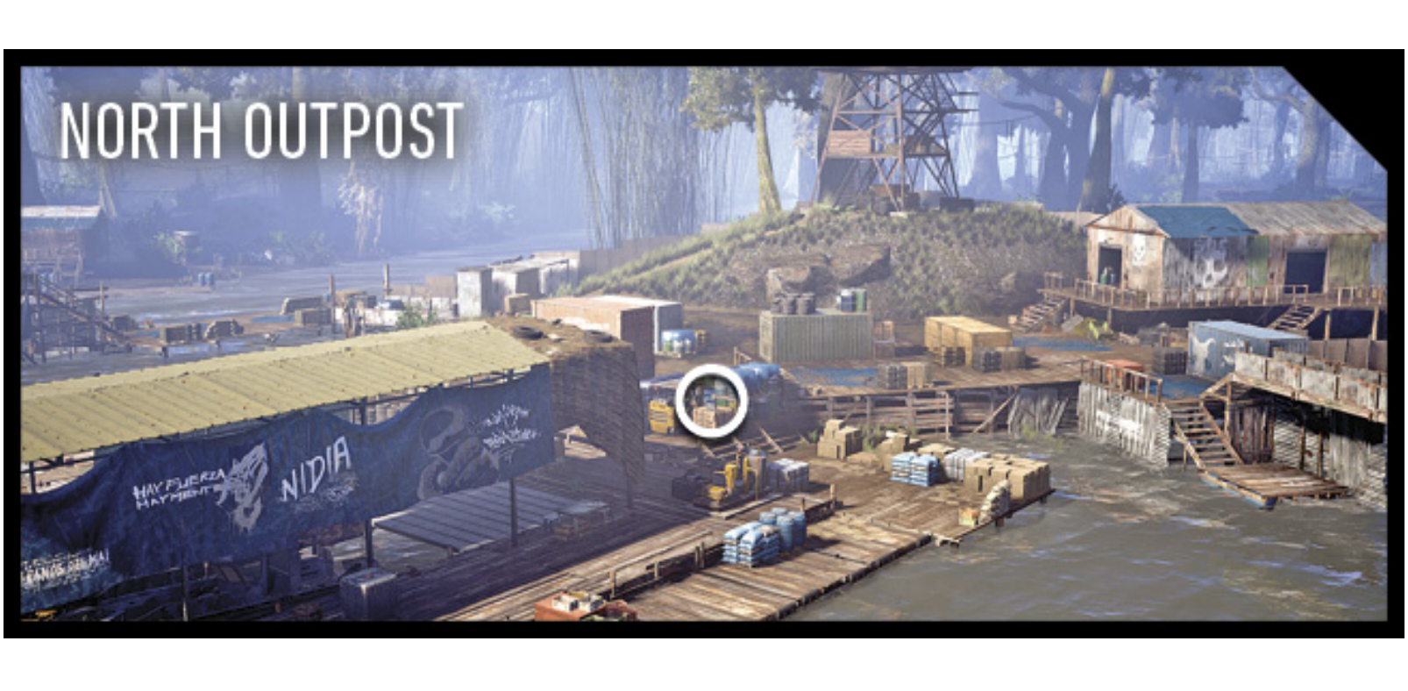
BONUS: BINOCULAR RECON



A bridge spans across the river with watch posts setup high on each side. Climb up to the very top of the south side to find a Bonus Medal.

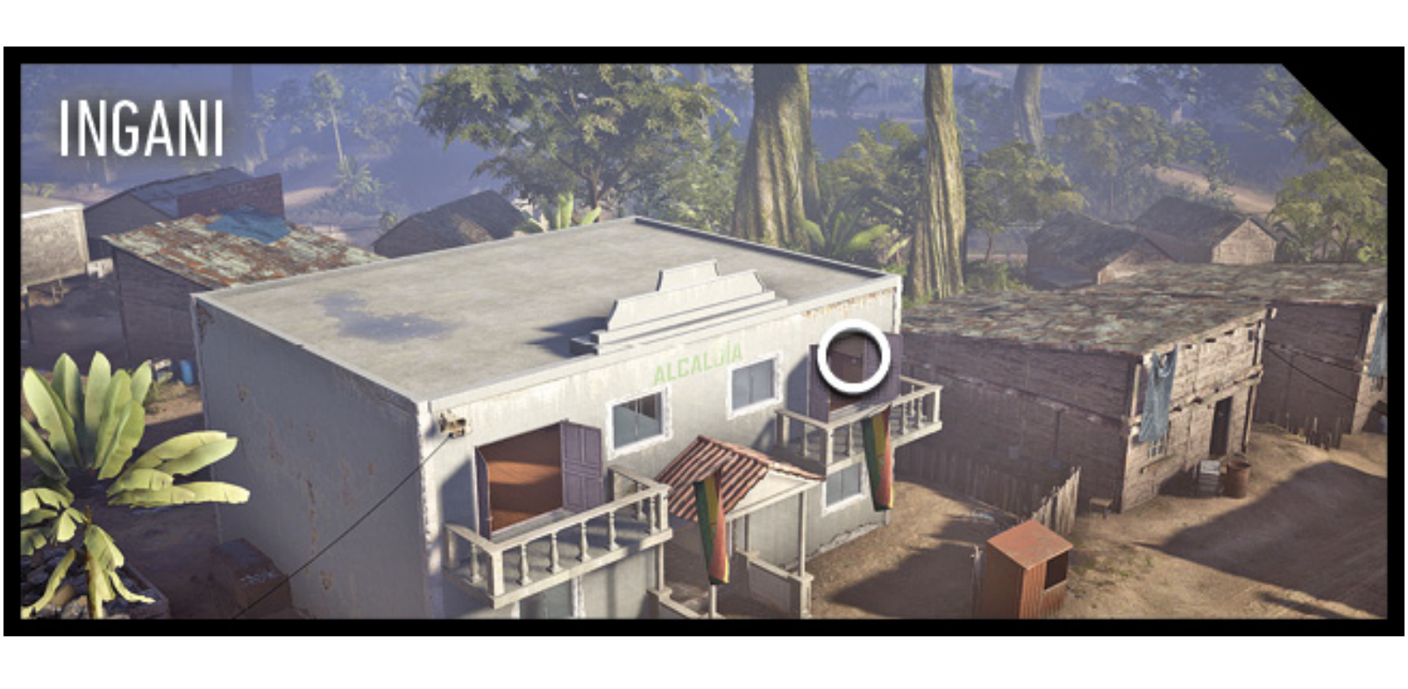
KINGSLAYER FILES

DOCUMENT



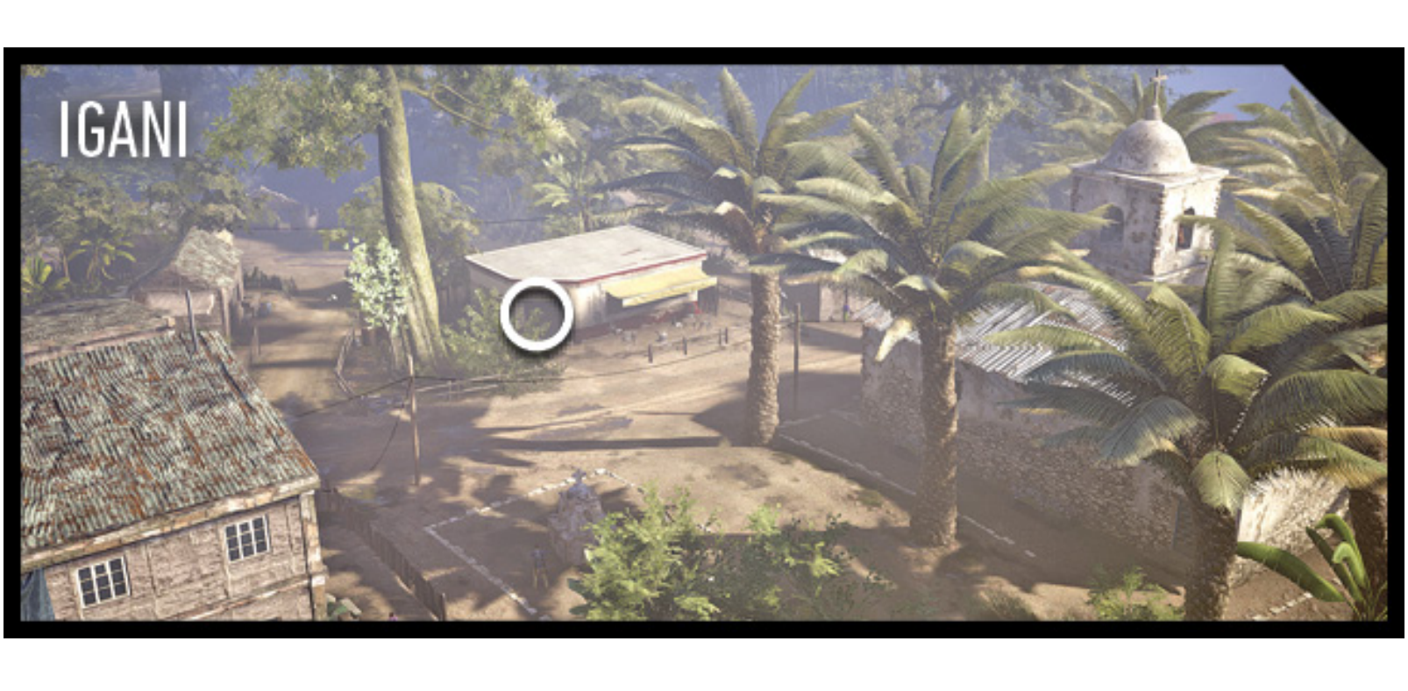
North of the boat port, a forklift is parked among piles of supplies. Grab the briefcase that sits atop the stack of pallets.

DOCUMENT



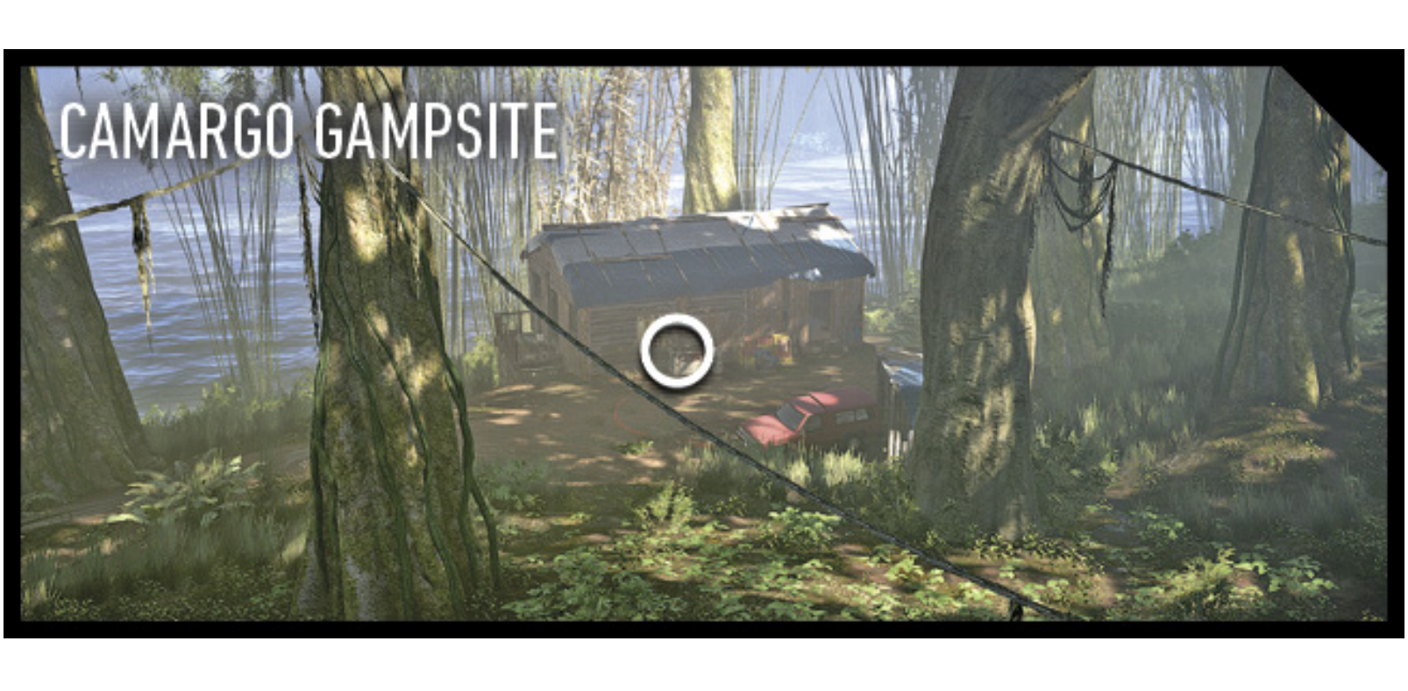
Find town hall (alcaldia) north up the street from the church. Climb to the second floor and search the mayor's office for a file.

DOCUMENT



On the south side of the village, Jaquar Blanco sits across the street from a church. Collect the Kingslayer File that sits on the bar at the restaurant.

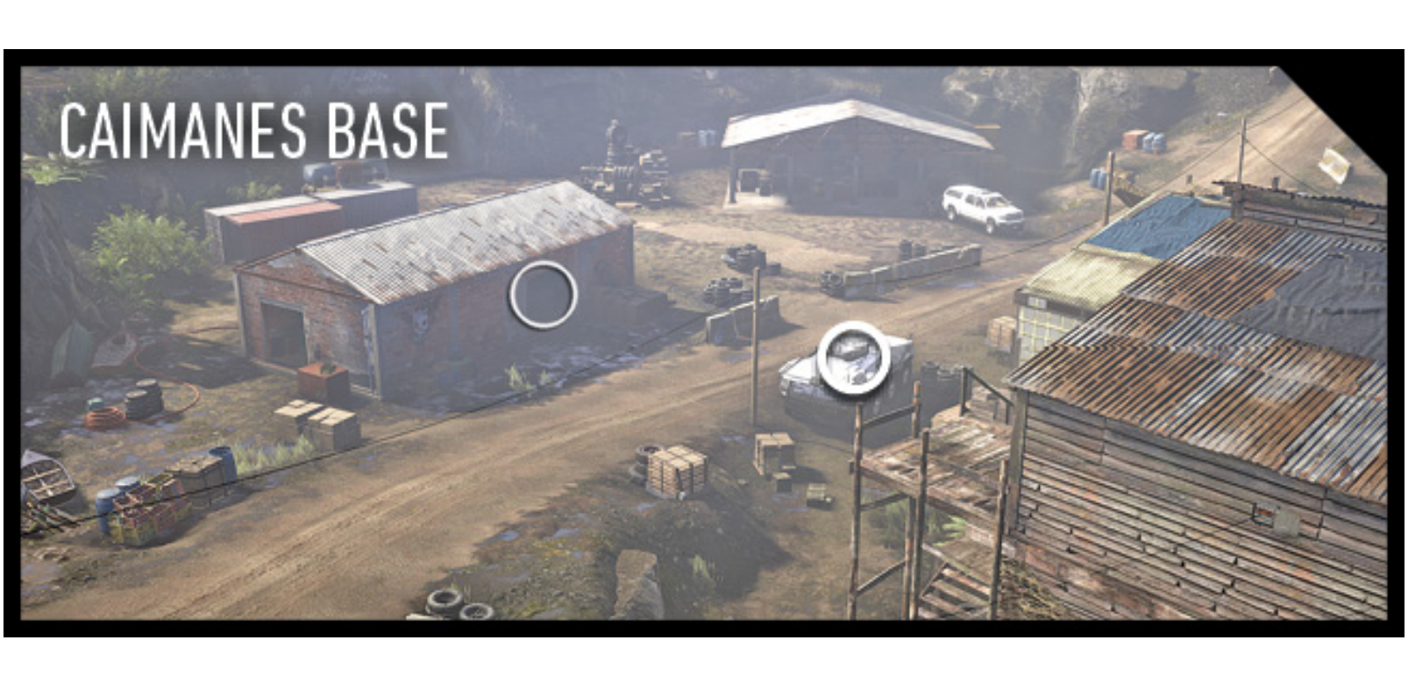
LEGEND



Just north of the San Miguel Ruins, a rebel is held captive in a cage. A document rests on a stack of crates nearby.

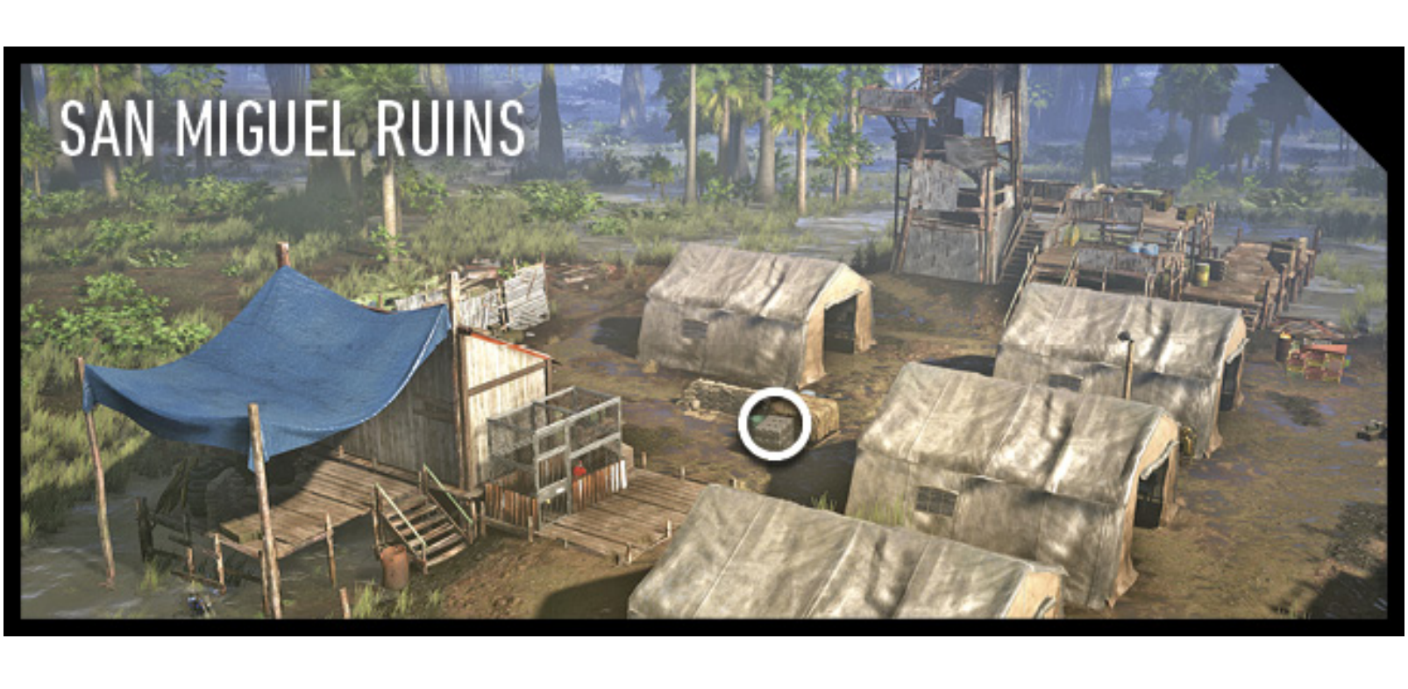
The Pantanal: The Pantanal is the world's largest wetland, with more than 150,000 square kilometers shared between Brazil, Bolivia, and Paraguay. During the rainy season, nearly 80% of the floodplains are under water. The various ecosystems house a tremendous biodiversity, notably rare aquatic plants and caimans, whose teeth are used as talismans by locals.

DOCUMENT



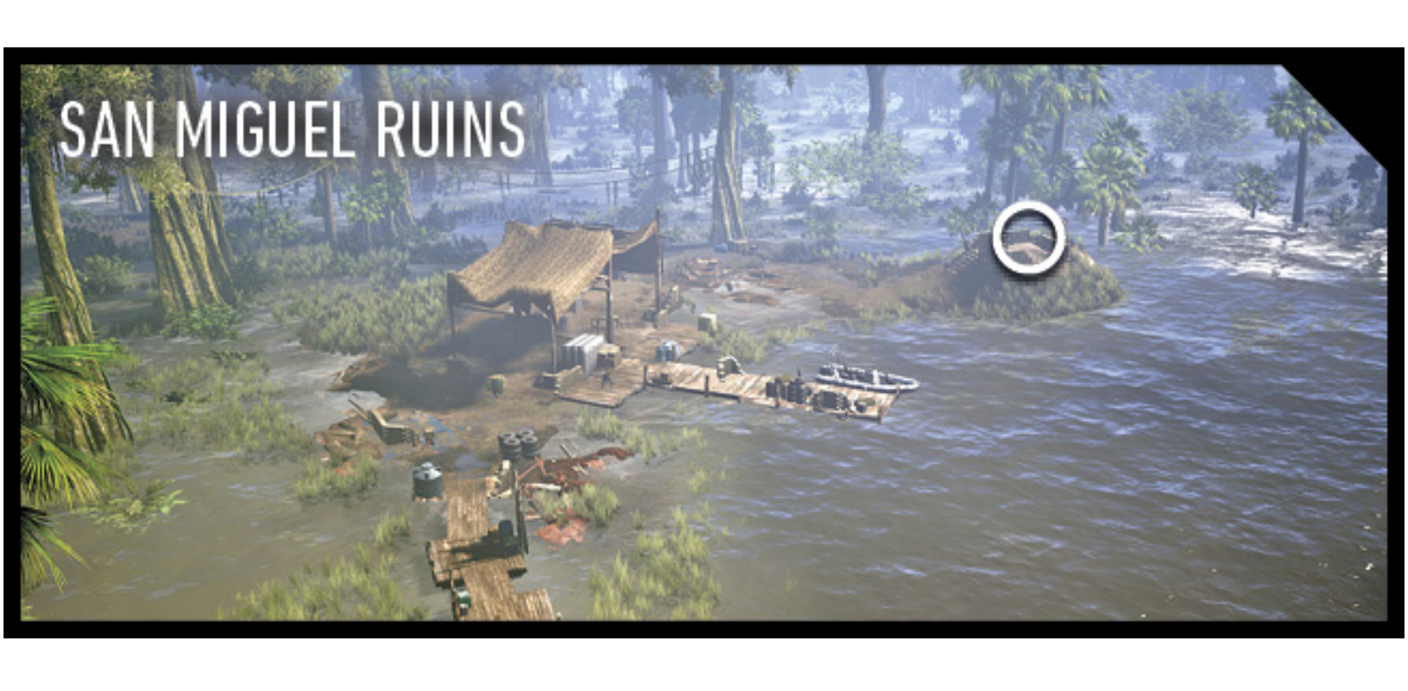
Enter the HQ building on the west side of the base and head to the second floor. Exit out the east door and collect a document off the desk.

DOCUMENT



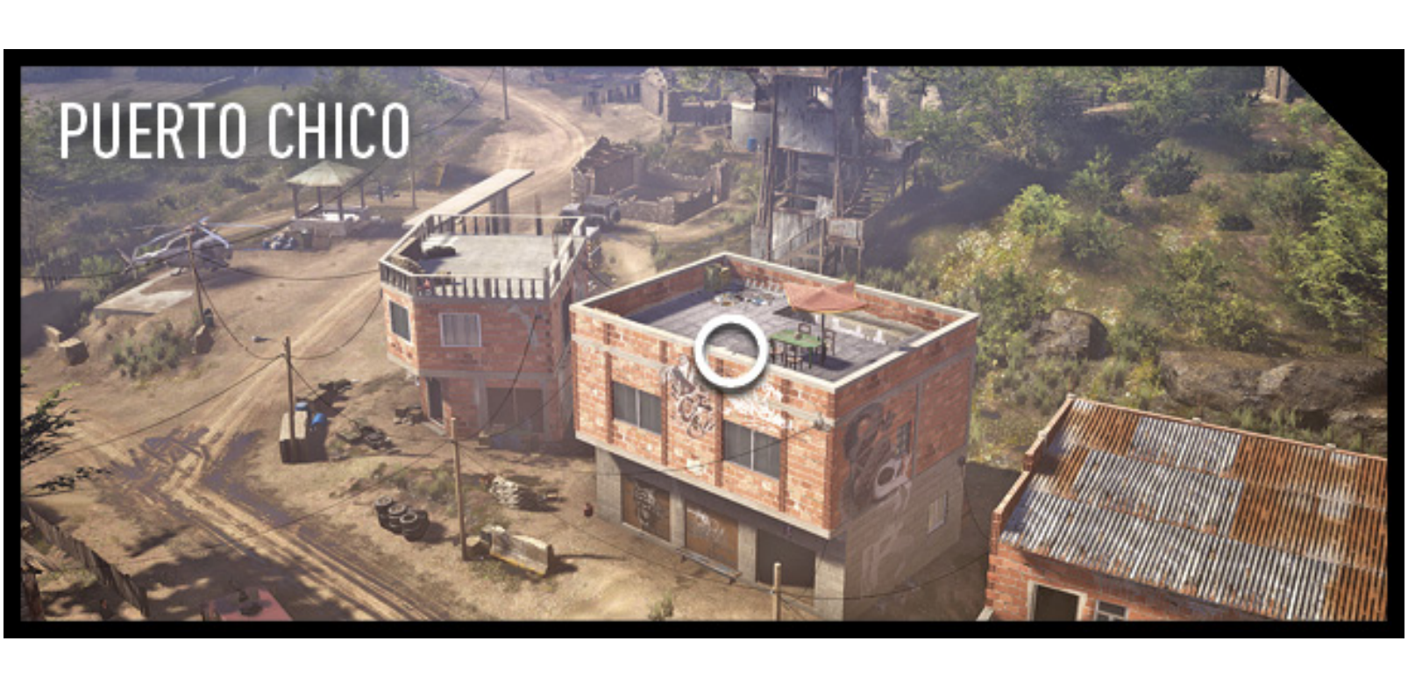
The Camargo Campsite is found southwest of Ingani, east of the makeshift hospital. Grab the legend that sits next to three hanging caimans.

DOCUMENT



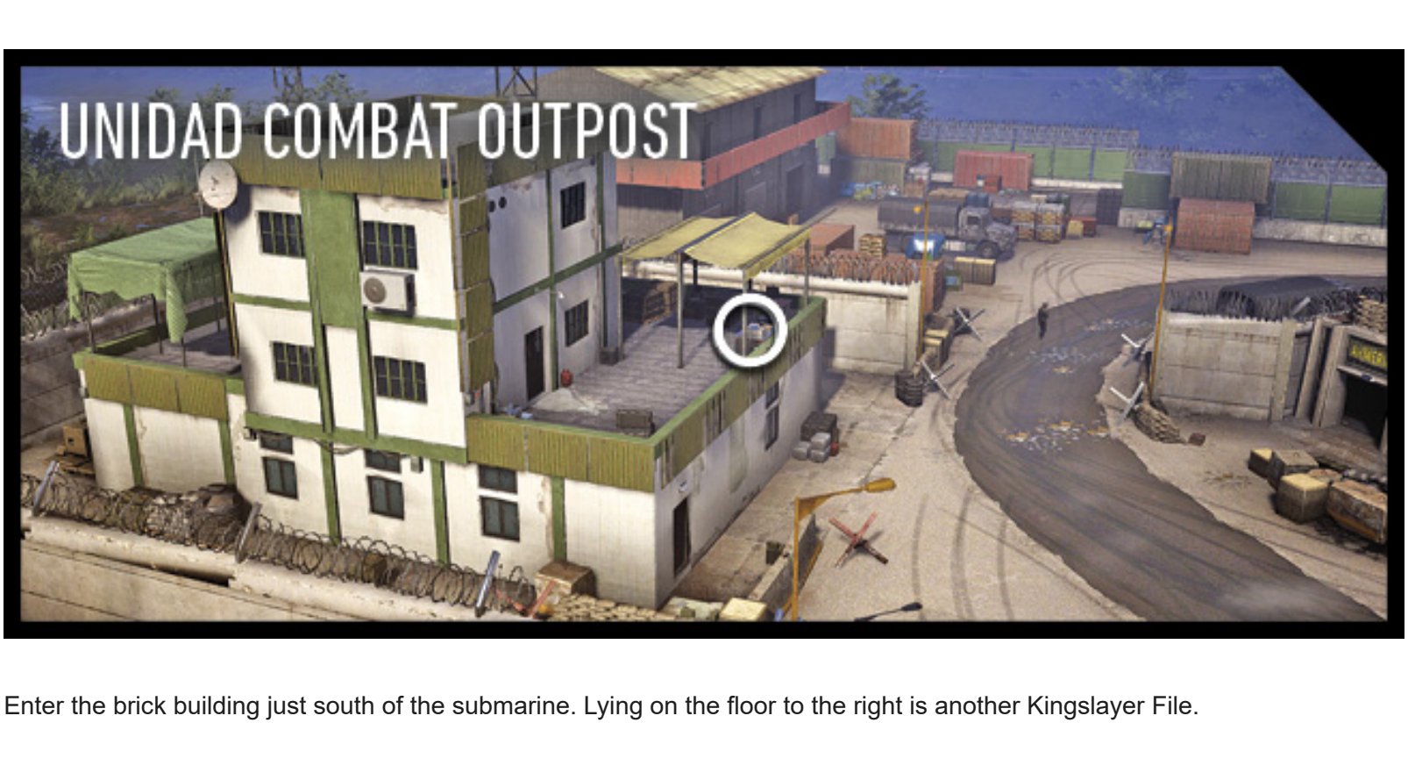
At San Miguel Ruins, make your way to the southern tip of the swampy island. Sitting on a small wooden platform, next to an ammunition crate, is another document.

DOCUMENT



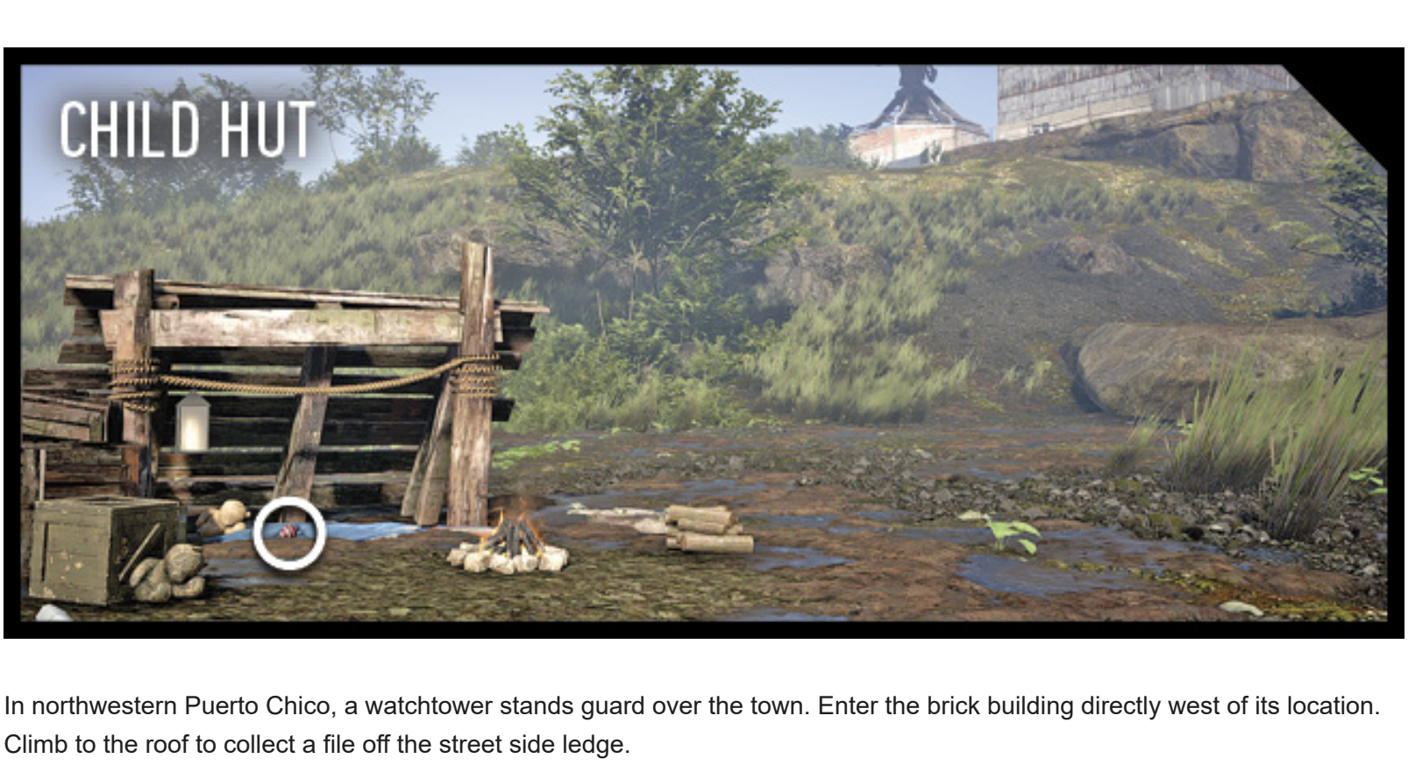
South of Caimanes Alpha, a Rebel Op: Vehicle Drop Off side mission becomes available. Just a short way farther south, a small hut sits near the lake. Collect the legend that lies on the blanket.

DOCUMENT



Enter the brick building just south of the submarine. Lying on the floor to the right is another Kingslayer File.

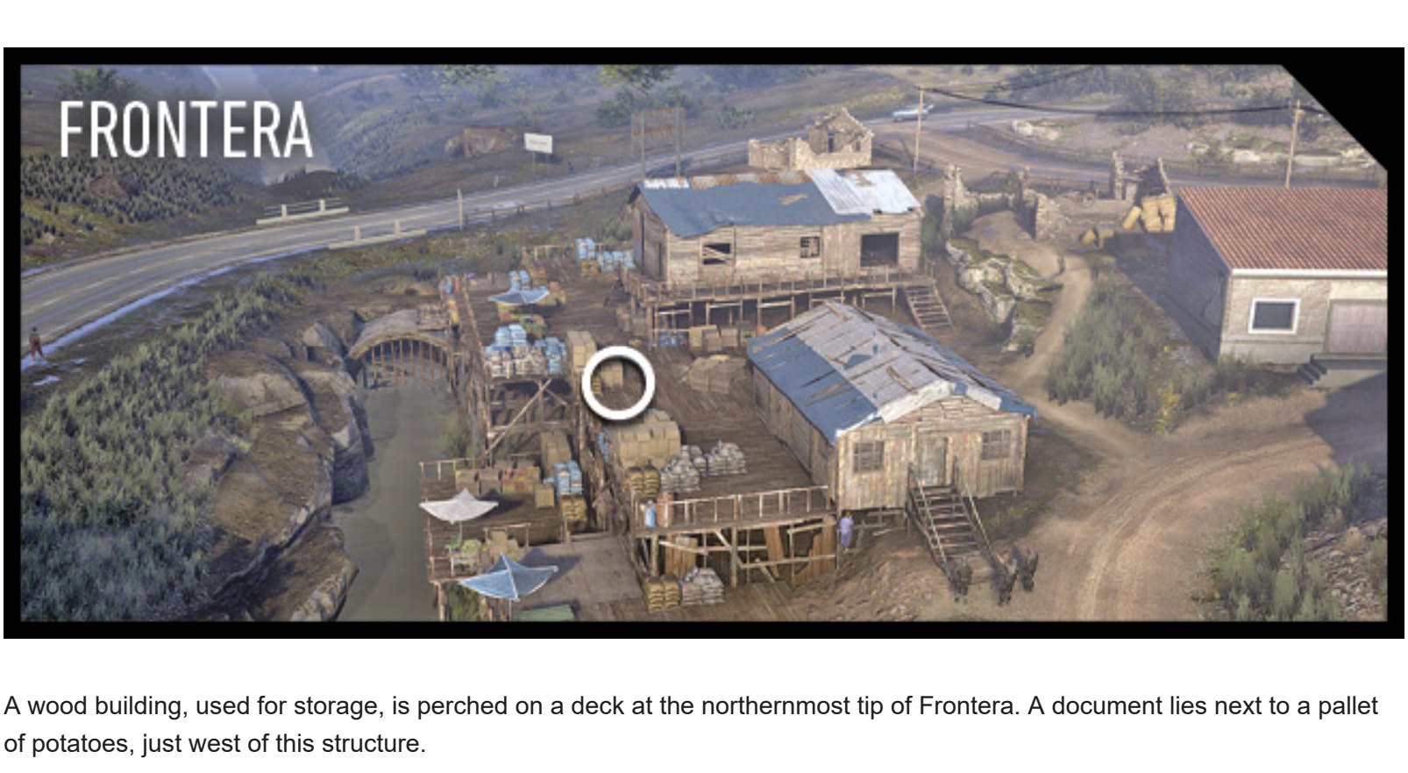
LEGEND



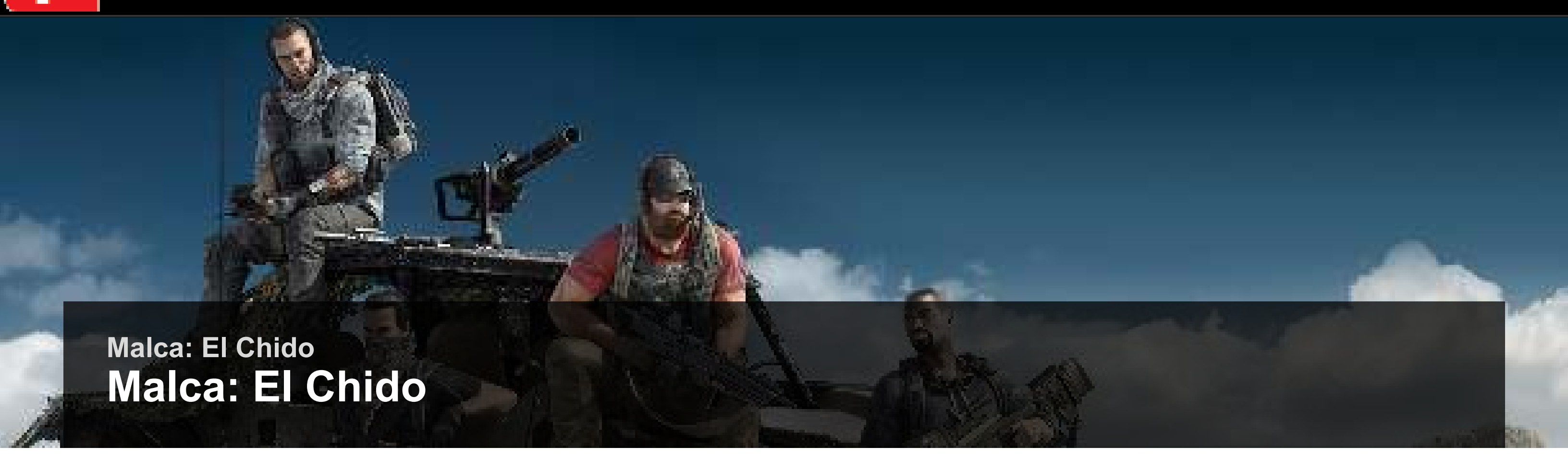
In northwestern Puerto Chico, a watchtower stands guard over the town. Enter the brick building directly west of its location. Climb to the roof to collect a file off the street side ledge.

The Boy That Turned into a Lake: People from the eastern village of San Ignacio de Moxos say that, a long time ago, local women could only use a small swamp to wash clothes and men had to go fishing miles away. One day, a young boy went to help his mother and as he walked into the water, he mysteriously disappeared. His mother ran in the village to seek help. When villagers reached the swamp, the boy was nowhere to be seen. Nowadays, the swamp has turned into a beautiful lake full of fish and clean water.

DOCUMENT

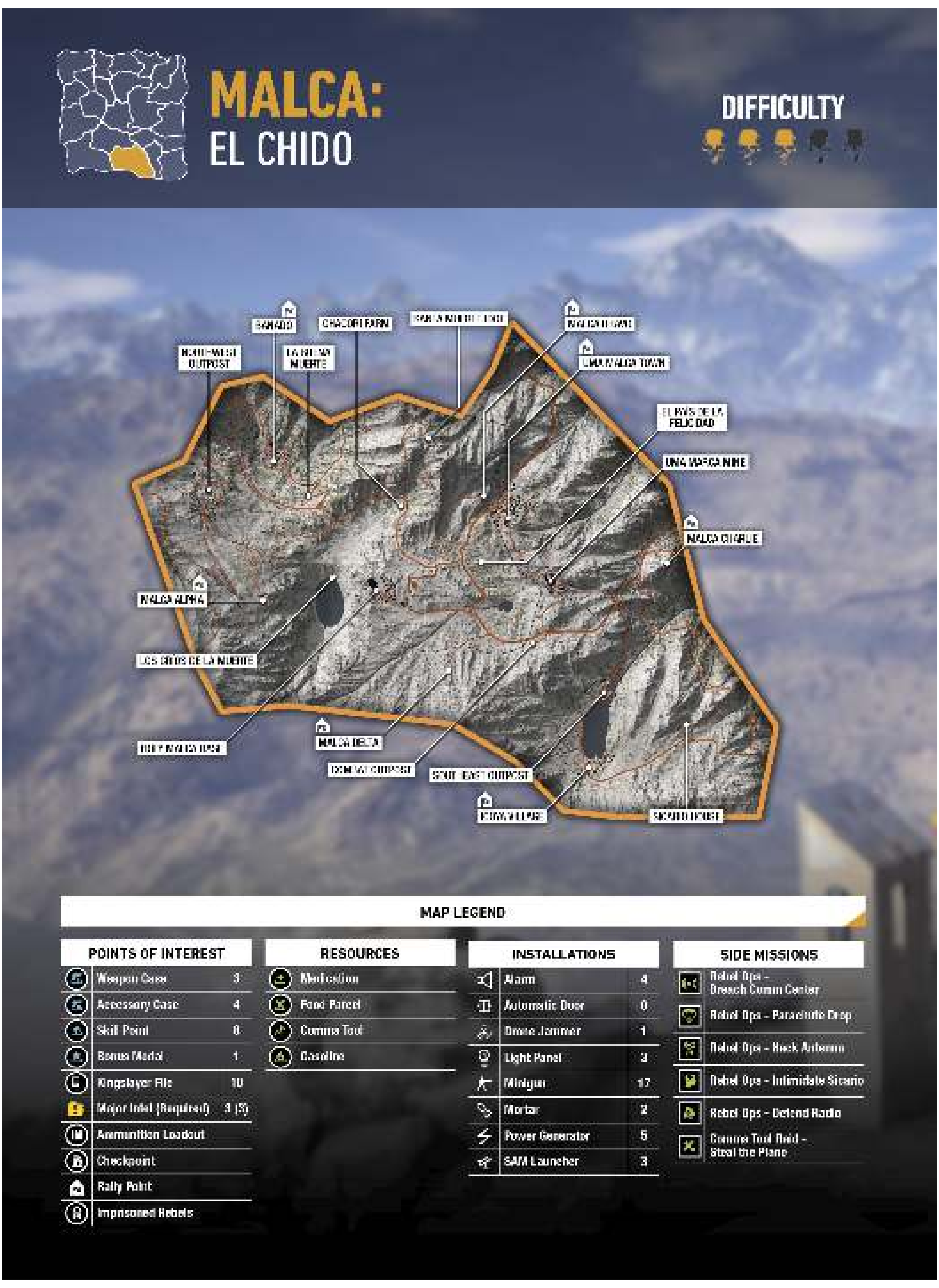


A wood building, used for storage, is perched on a deck at the northernmost tip of Frontera. A document lies next to a pallet of potatoes, just west of this structure.



Malca: El Chido

Malca: El Chido


MALCA:
EL CHIDO
DIFFICULTY
BANADO
CHACORI FARM
NORTHWEST OUTPOST
LA REINA MUERTE
UMA MARCA TOWN
EL PAÍS DE LA FELICIDAD
UMA MARCA MINE
MALCA CHARLIE
MALCA ALPHA
LOS OJOS DE LA MUERTE
MALCA DELTA
SOUTH-EAST OUTPOST
ICOYA VILLAGE
MAP LEGEND
POINTS OF INTEREST
Weapon Case 3
Accessory Case 4
Skill Point 6
Bonus Medal 1
Kingslayer File 10
Major Intel (Required) 3 (3)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 4
Automatic Door 0
Drone Jammer 1
Light Panel 3
Minigun 17
Mortar 2
Power Generator 5
SAM Launcher 3
SIDE MISSIONS
Rebel Ops - Breach Comm Center
Rebel Ops - Parachute Drop
Rebel Ops - Hack Antenna
Rebel Ops - Intimidate Sicario
Rebel Ops - Defend Radio
Comms Tool Raid - Steal the Plane

Among barren mountains Santa Blanca built here the Santa Muerte “Vatican”.

Content	Number in Province
Main Missions	5
Side Missions	6

- **Operation: Influence**
- **Chief: El Chido**
- **Ecosystem: Arid Mountains**

This province is located on the mountain chain that borders Altiplano on the east. It is a very arid and poor region. The main resources are copper deposits, sheep farming, and potato cultures. Bolivia has large mineral resources in its western part. A copper mine is operated by the company Mina Rojo in the province.

The small town of Uma Marca is the capital of the province. It is an old mining town. Icoya is a small isolated village raising llama herds. Banado, once a mining village, is now a religious center for the Santa Muerte.

After settling by force in Bolivia, the Santa Blanca decided to use less violent means to control the population. The latter being very religious and simultaneously practicing shamanism and Catholicism, the cartel decided to use its own religion in order to influence it. Once they are followers of the Santa Muerte, they are easier to control. The priests of the Santa Muerte travel in the provinces subject to Santa Blanca and preach the holy word to Bolivians.

To support this conversion campaign, Santa Blanca started in the province of Malca a large cathedral construction dedicated to the Santa Muerte. A seminary complements the cathedral and it hosts Mexican and Bolivian youth looking to discover the cult. The site has been entrusted to El Chido.

Some of the population worship the Santa Muerte today while still practicing shamanism and Catholicism. However many people remain hostile to this morbid cult and await the coming of the Rebellion to burn these buildings.

Altars at intersections, banners in villages, and small chapels in the country in honor of the Santa Muerte make it look like the Vatican of the Santa Muerte.

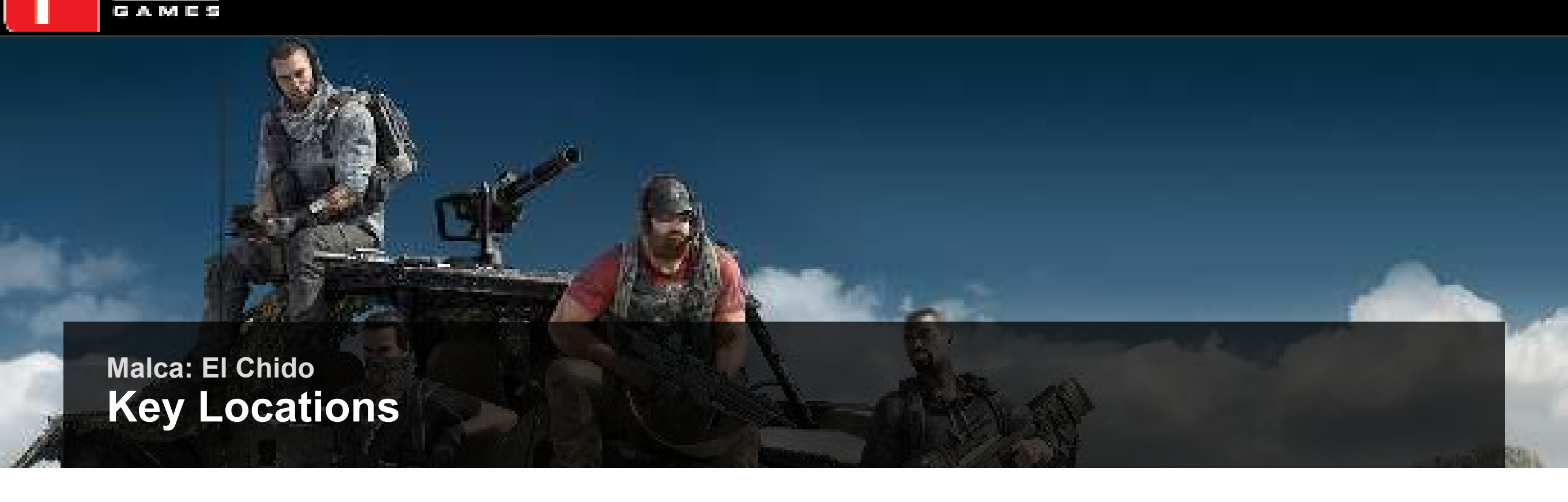
MARCELO RIOS AKA EL CHIDO

BORN: 26/11/1989 in Culiacan, Sinaloa, Mexico

CARTEL POSITION: Narcocorrido Singer

El Chido is a star in America Latina and the USA and has sold over 100,000 copies of his last album. He grew up in the Narco-culture, and his home town was an SB town. Many of his close friends are Narcos. Even if he says to the media he is not working for the cartel, he's the most popular face of the Narco culture as he turns their stories into legends and the cartel members into heroes.

As the cartel story teller, he writes and sings songs about the Buchones, making them look like heroes and roles models, symbolizing the cool part of the Narco culture. He believes the cartel is a rebellion against the corrupted world system, the violent answer of the people against governments and corporations. The opportunities that the cartel offers are equal for everyone.



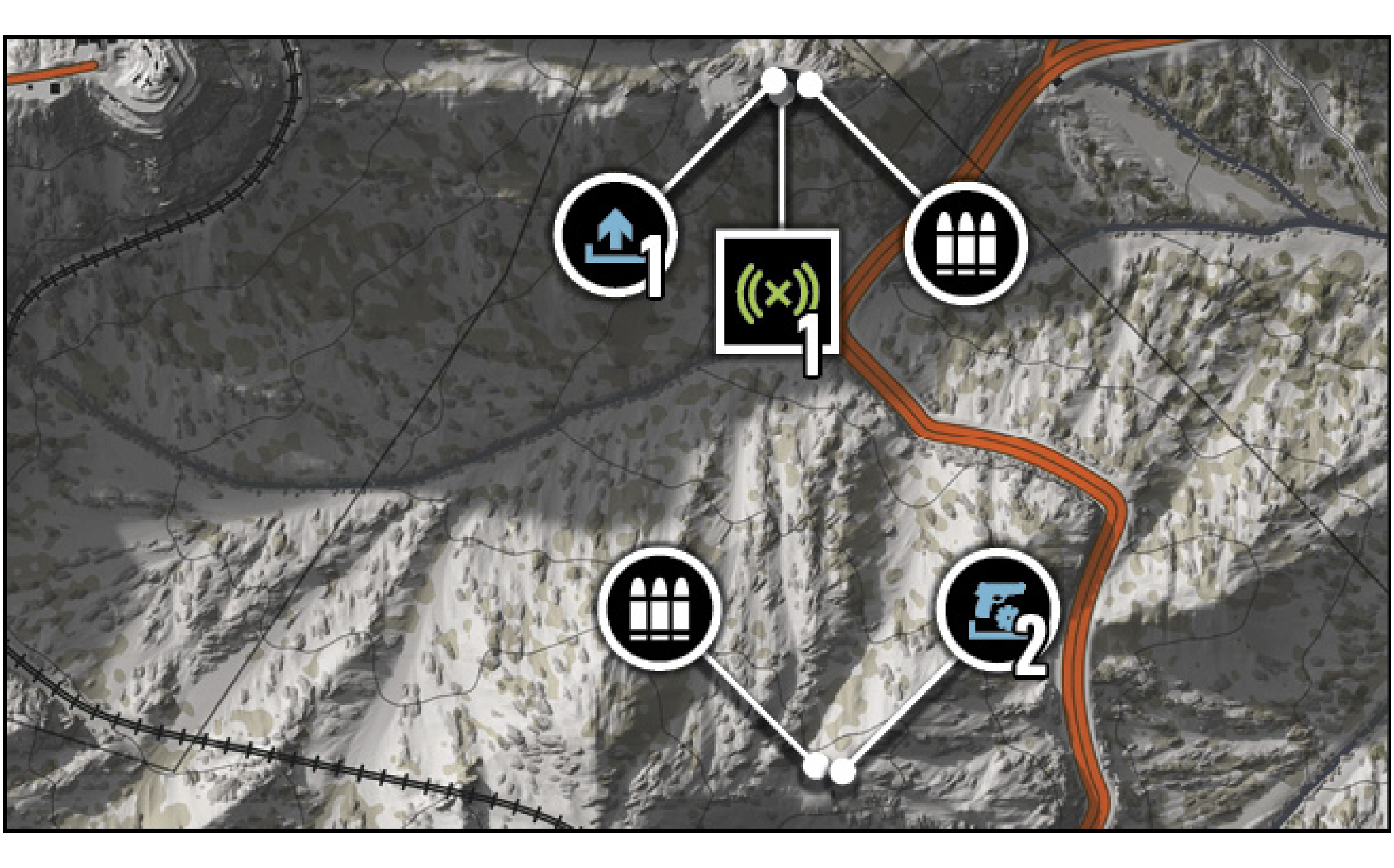
Malca: El Chido

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

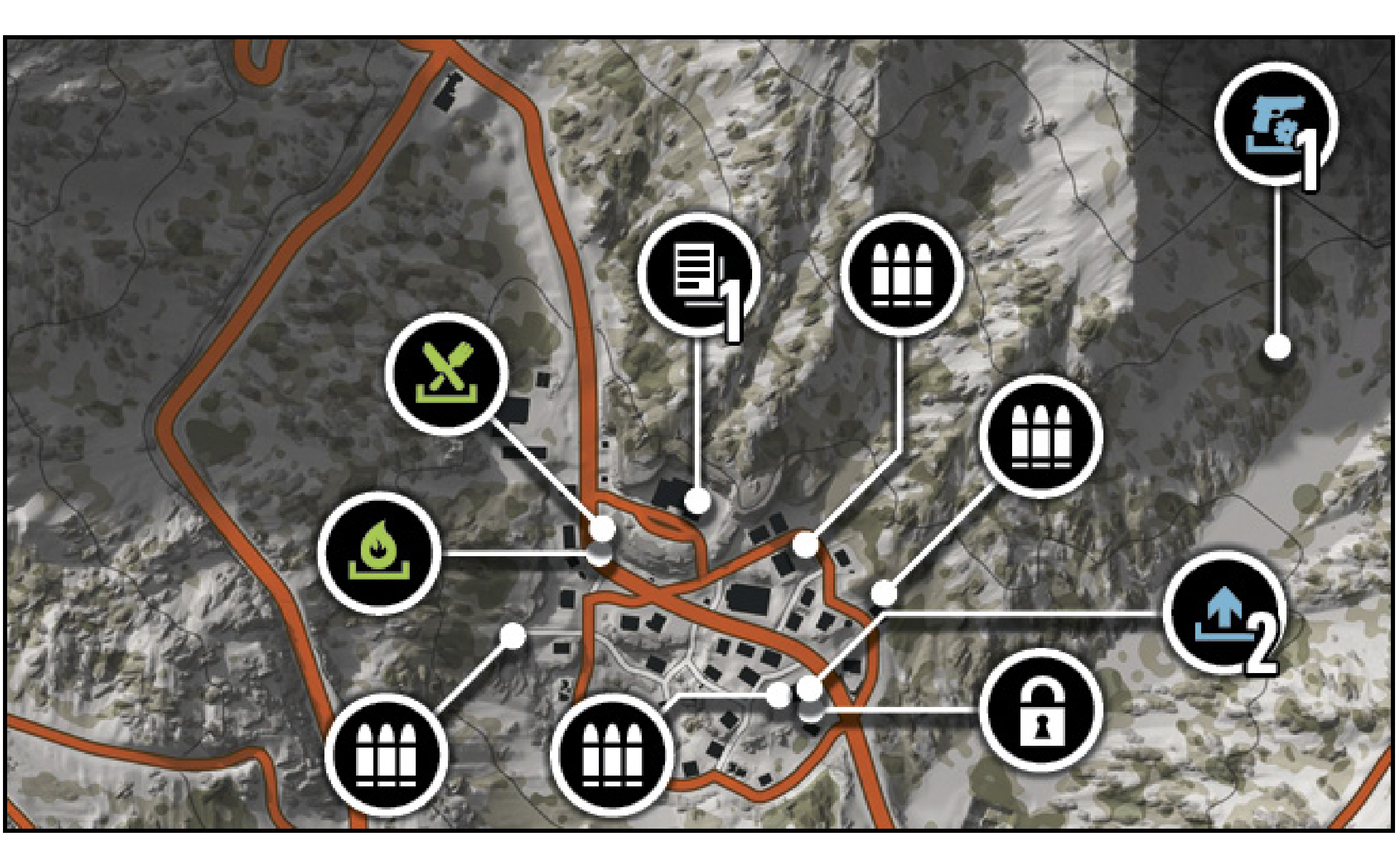
NORTHEAST MALCA

A network station sits high in the mountains of northeastern Malca.



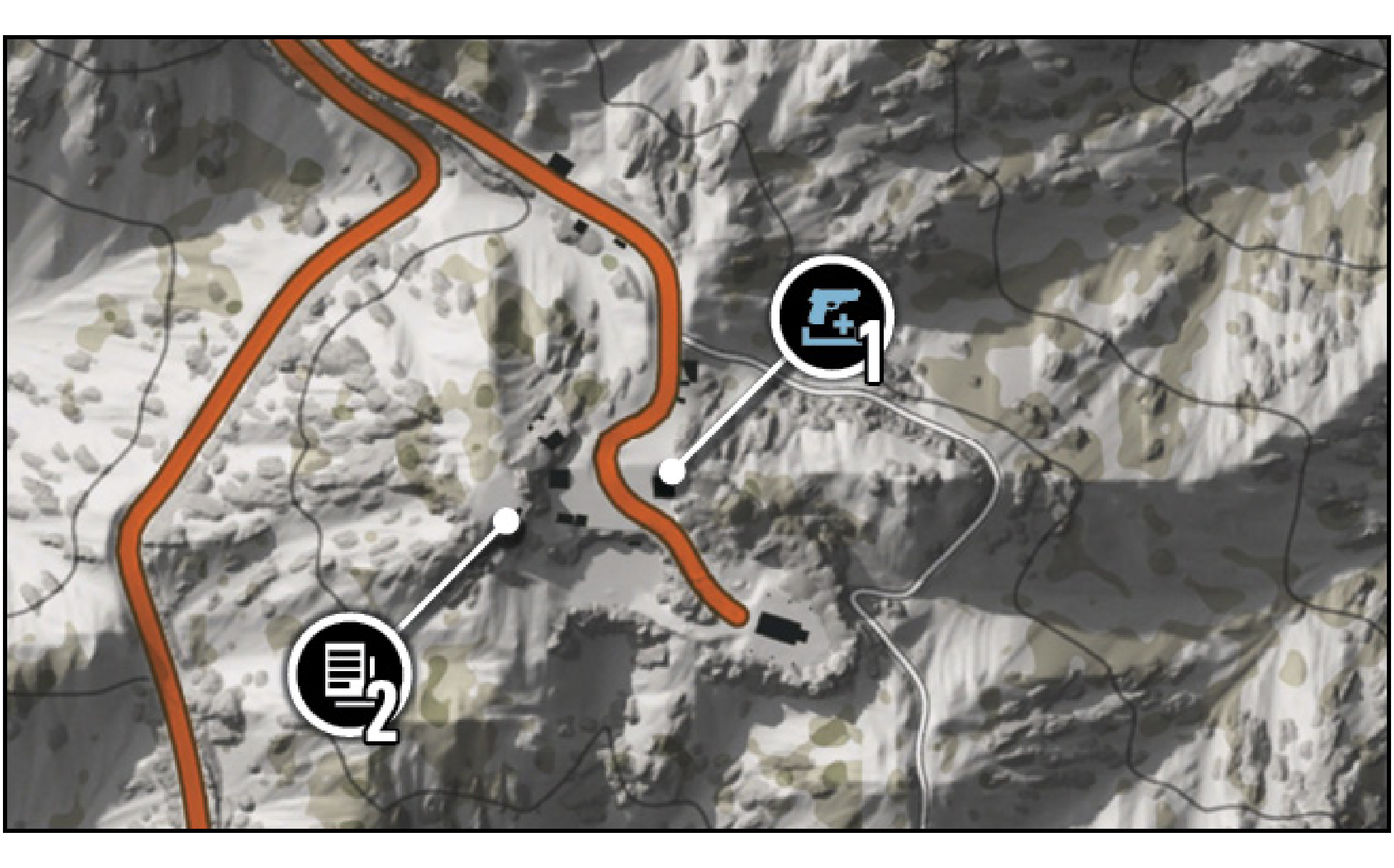
BANADO

Once a quiet village, now a proselytizing center.



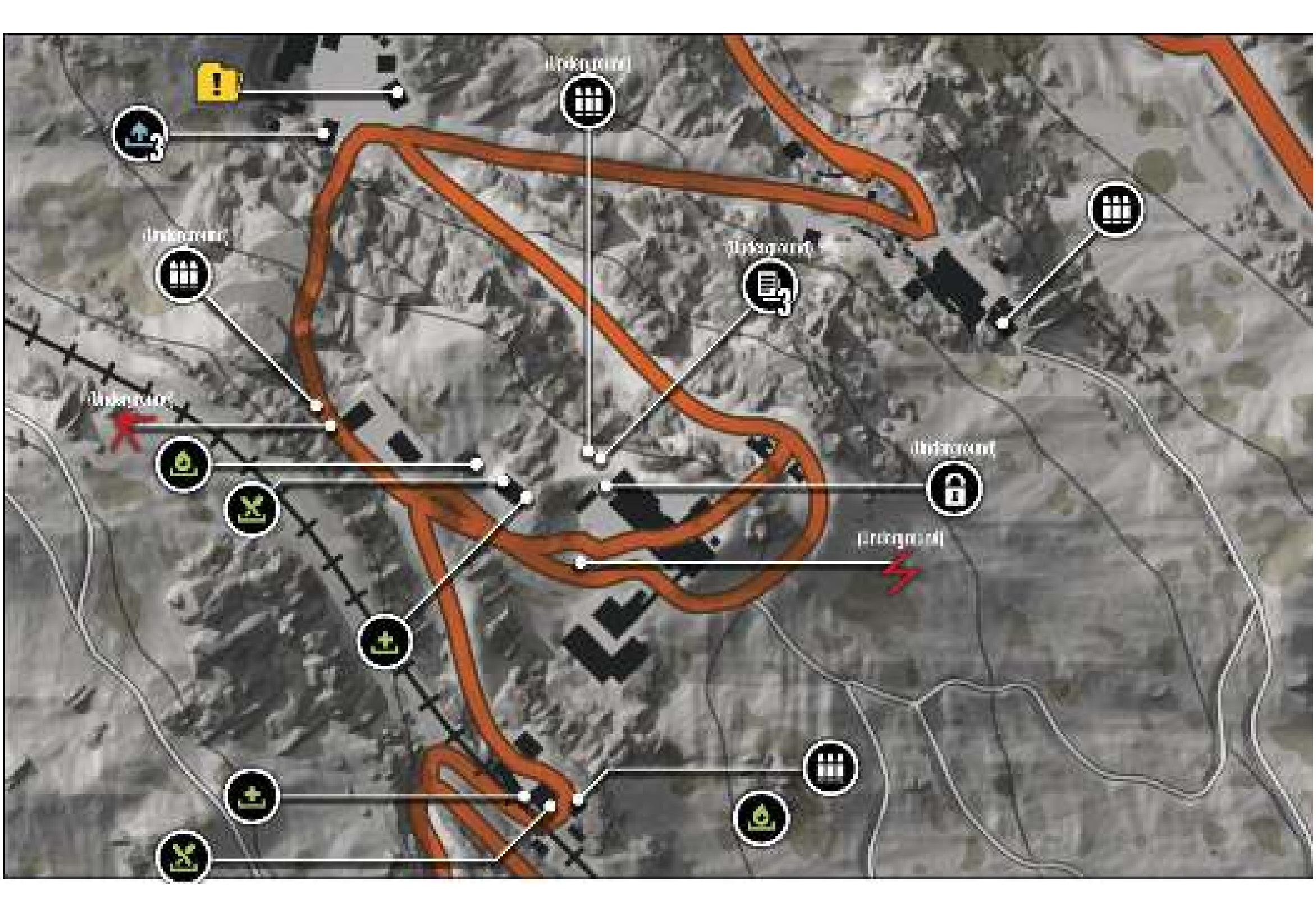
SANTA MUERTE IDOL

An enormous holy statue designed by El Cardenal.



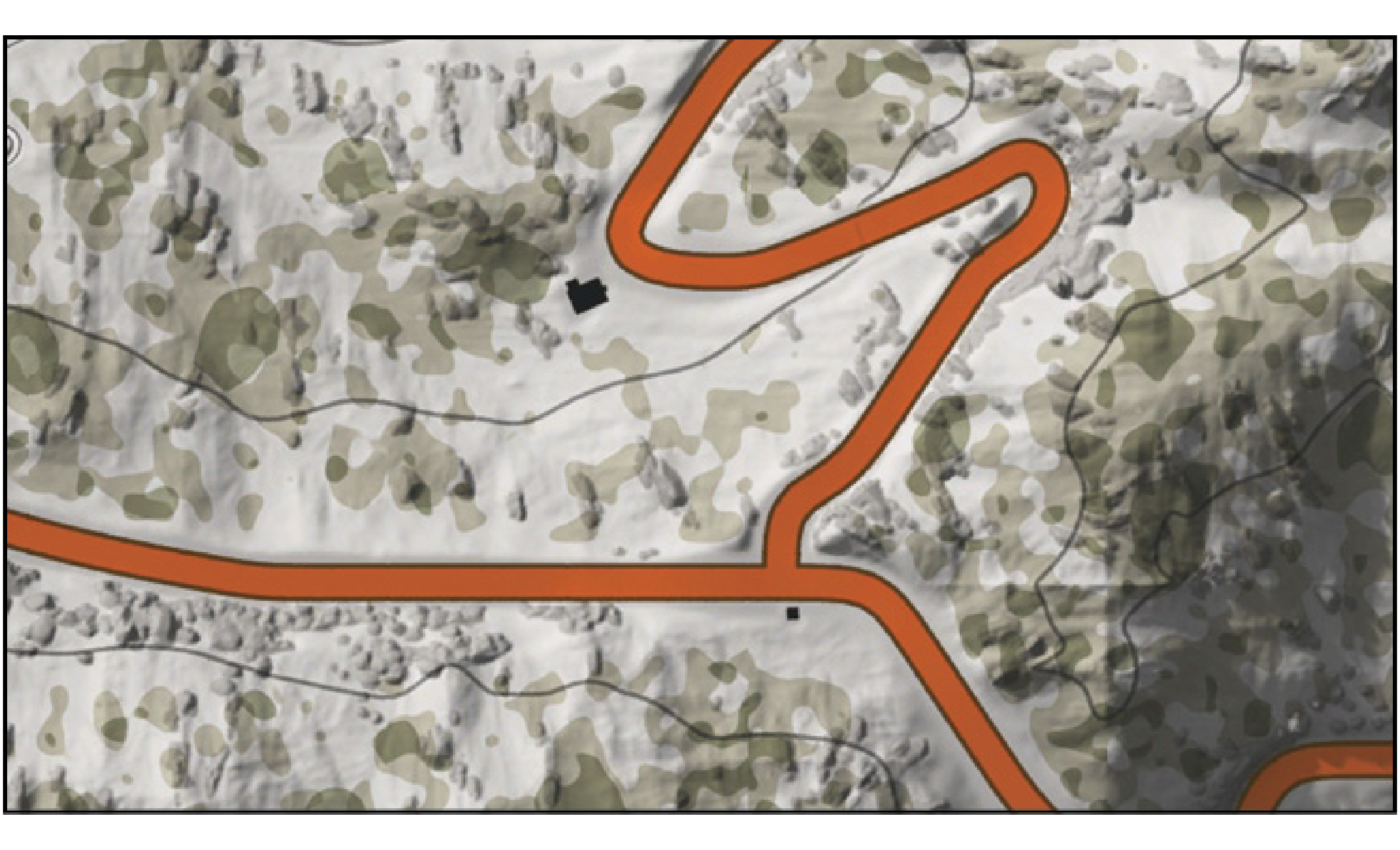
NORTHWEST OUTPOST

Oversees the whole province.



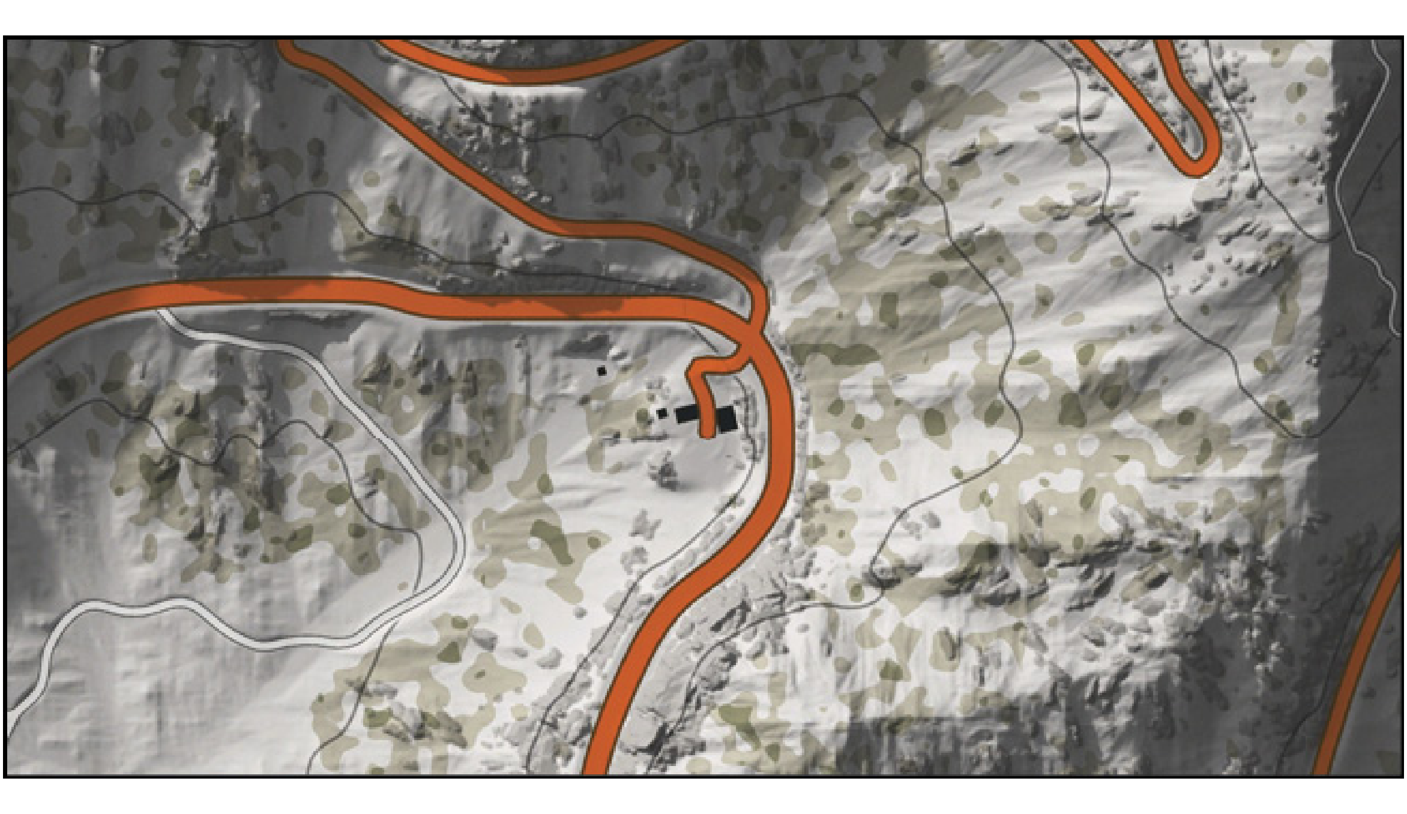
LA BUENA MUERTE

A Santa Muerte chapel.



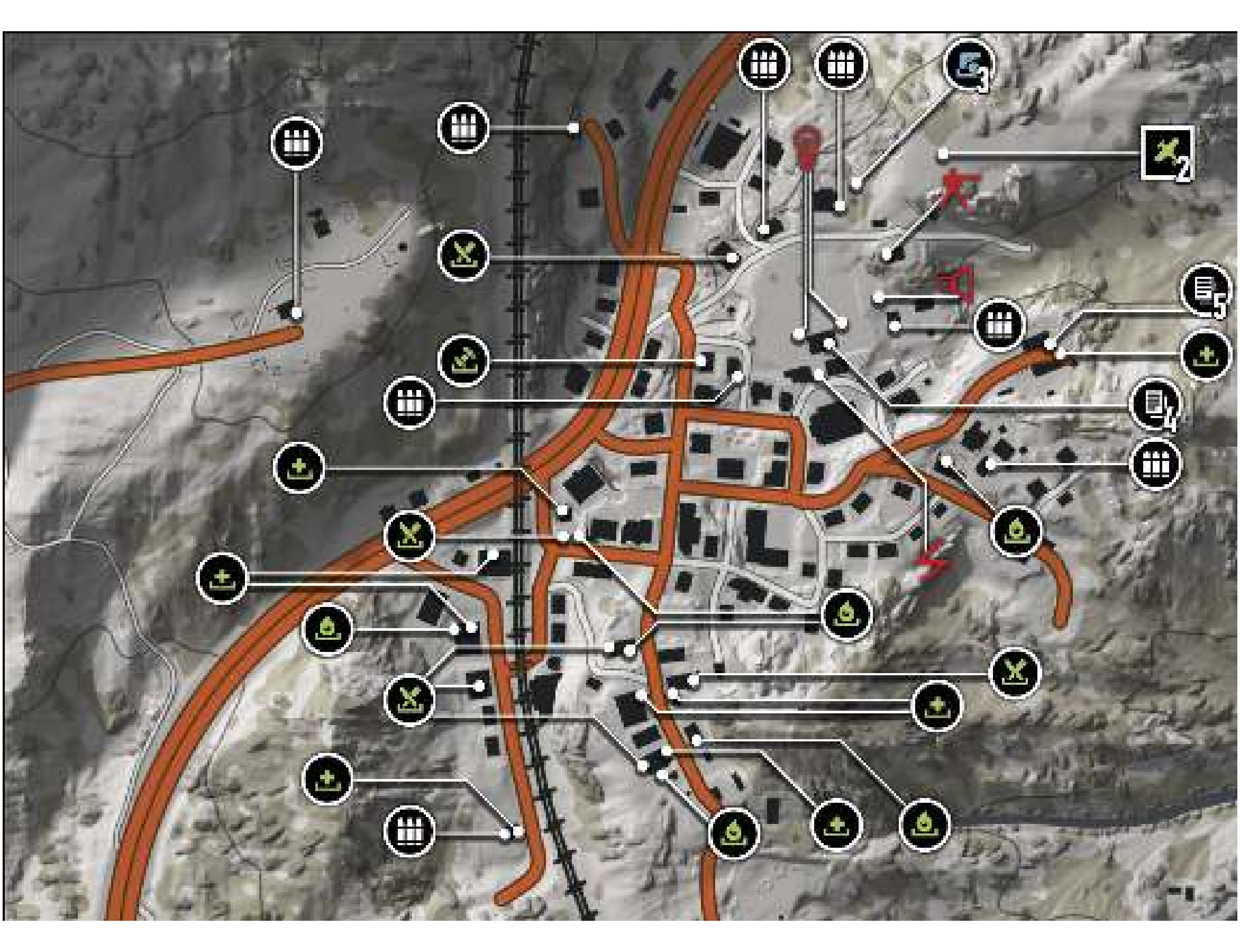
CHACORI FARM

A sheep-breeding farm.



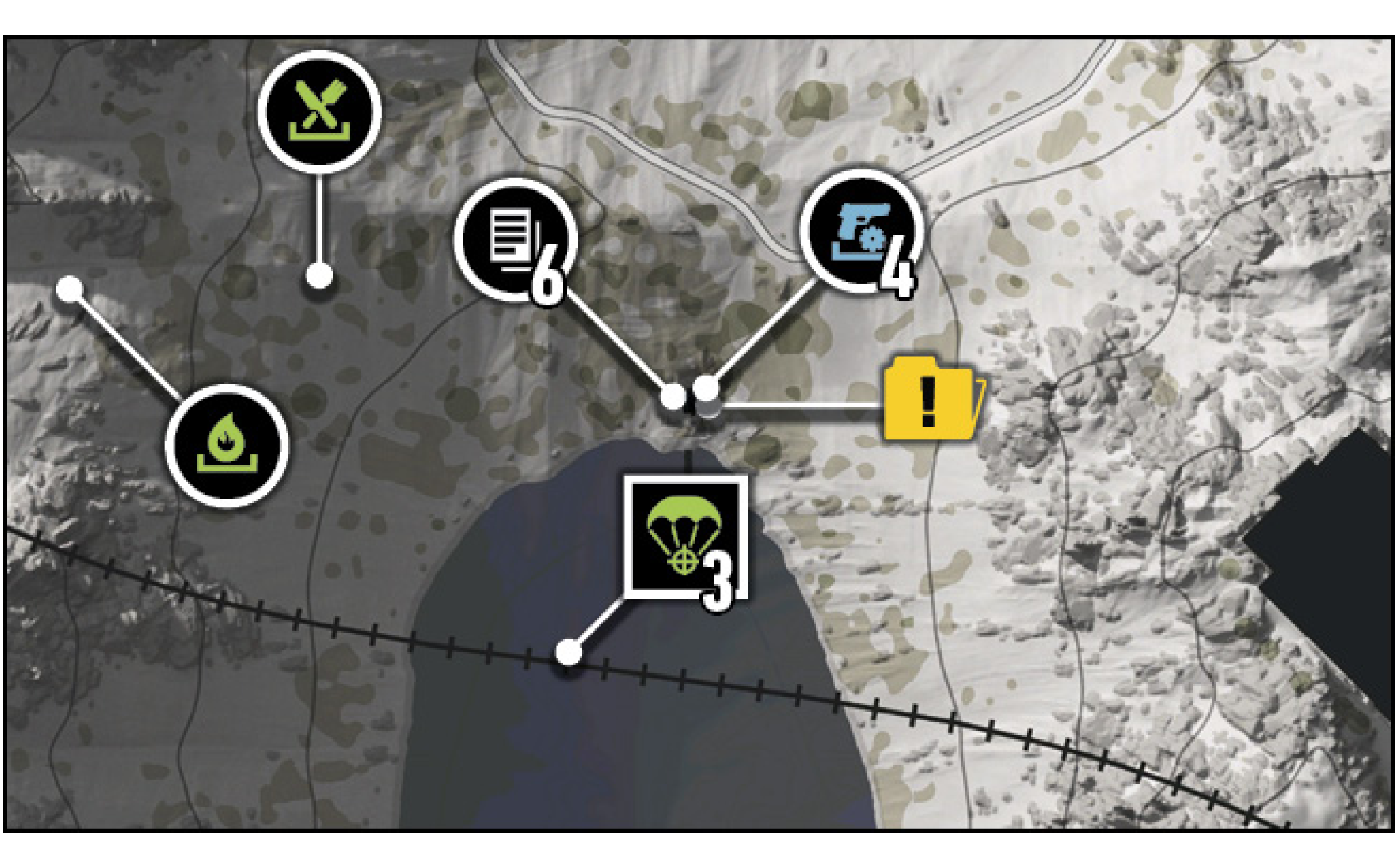
UMA MARCA TOWN

Ex-mining town, now Santa Muerte propaganda center.



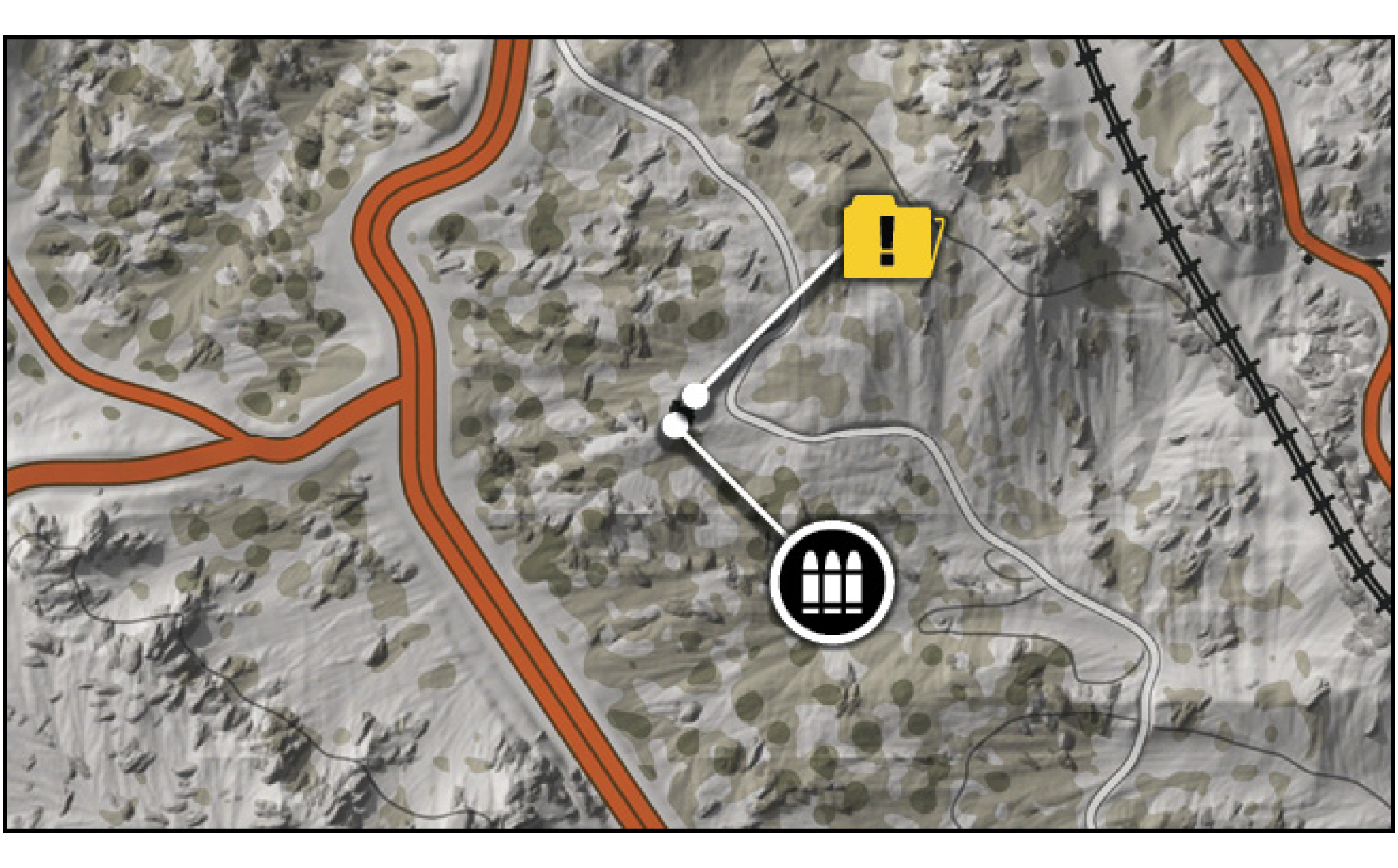
LOS CRÍOS DE LA MUERTE

A gift from El Cardenal.



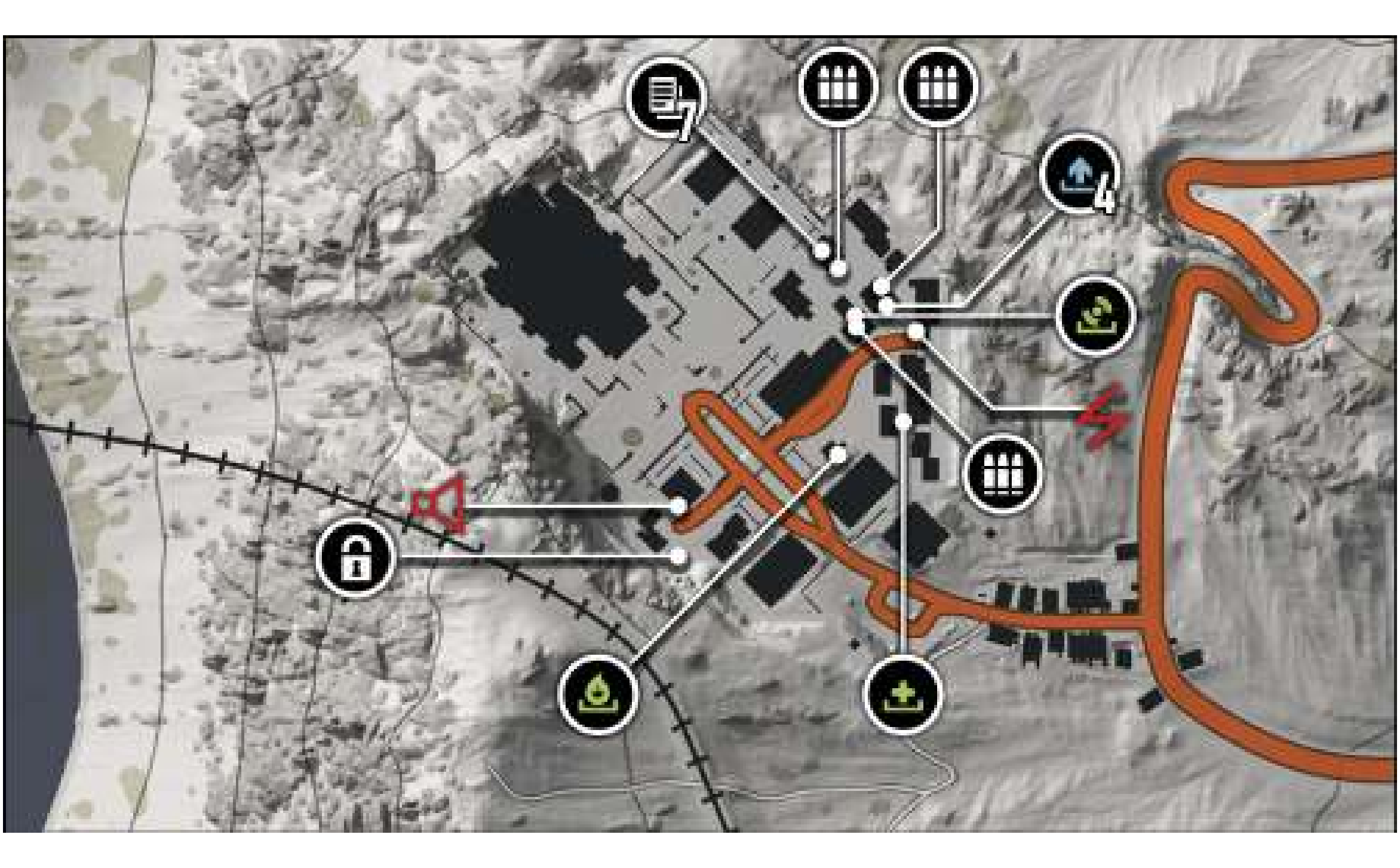
EL PAÍS DE LA FELICIDAD

The cemetery for Santa Muerte believers.



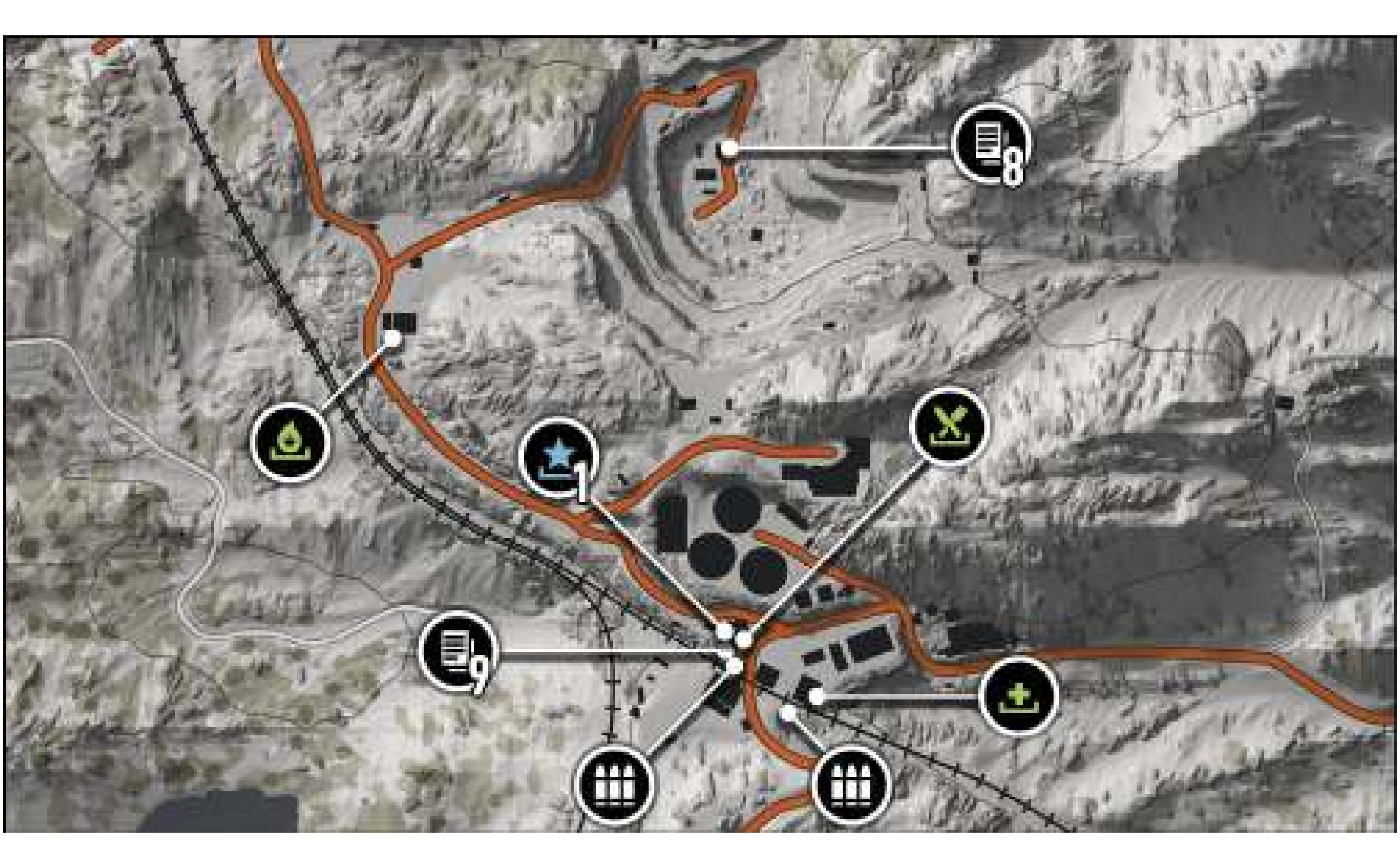
HOLY MALCA BASE

Operation CONVERSION OF THE BOLIVIANS begins here.



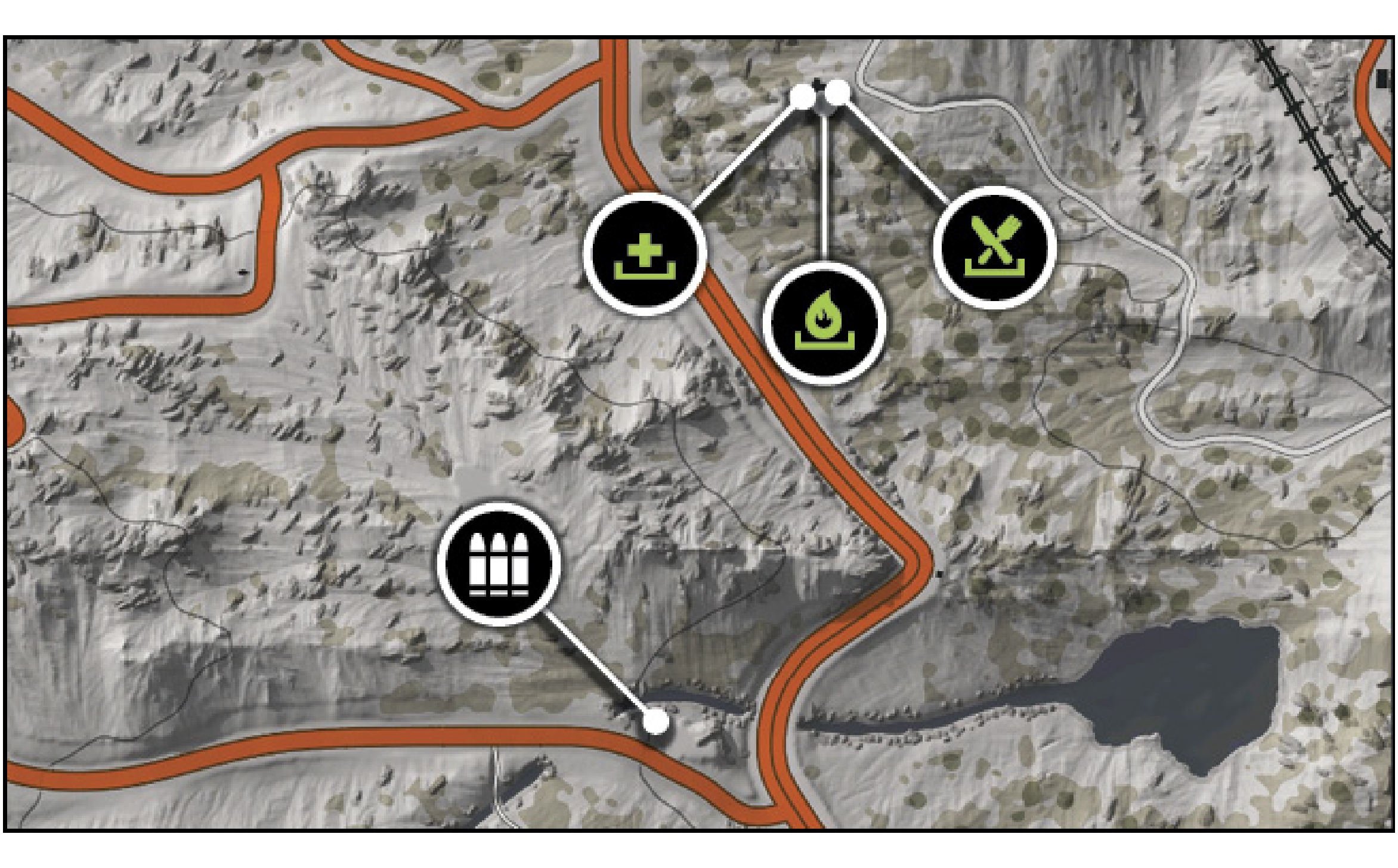
UMA MARCA MINE

A mine exploited by the company Cueva Roja.



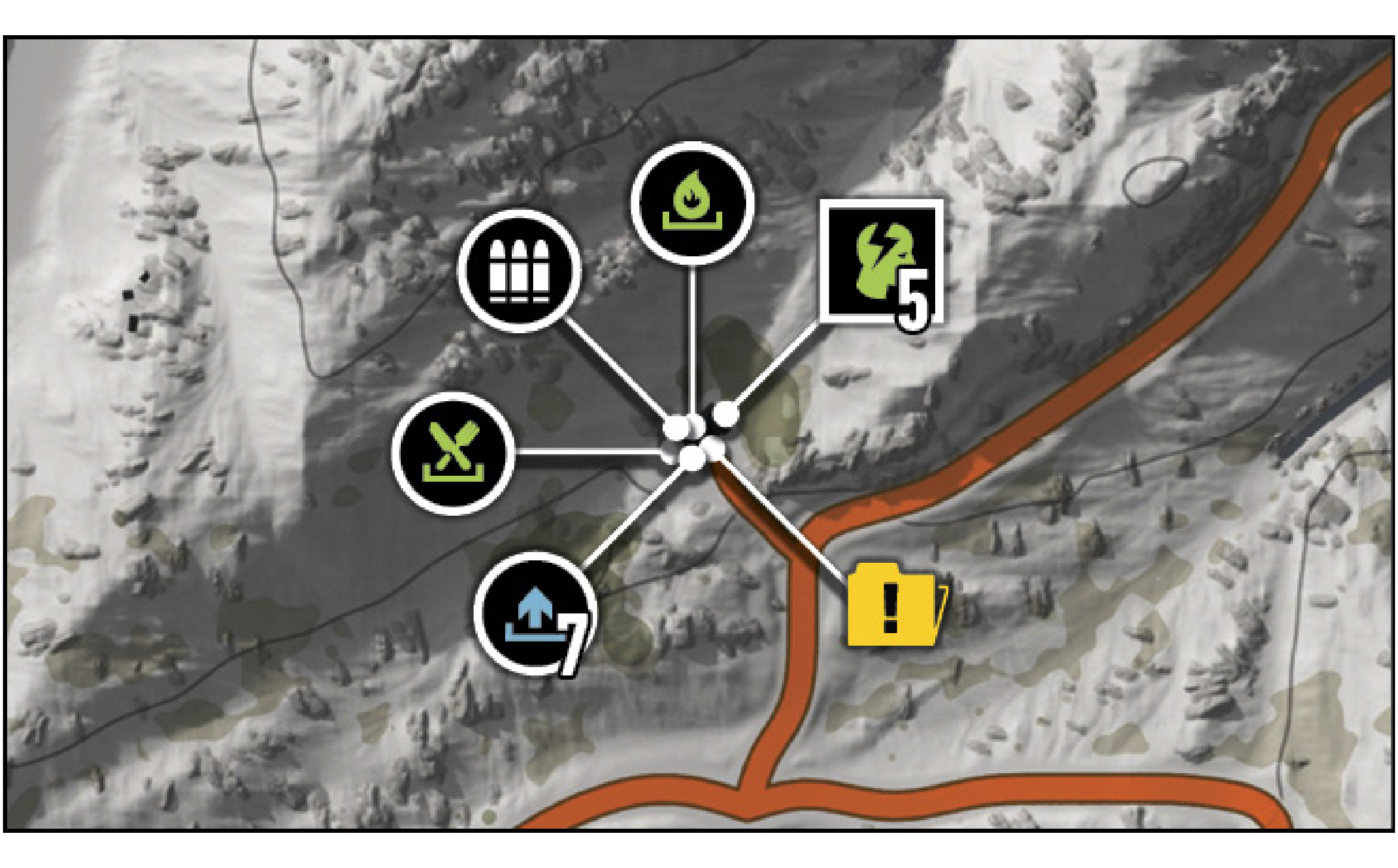
EL ESTABLO REBEL HIDEOUT

A rebel hideout now controlled by hostiles.



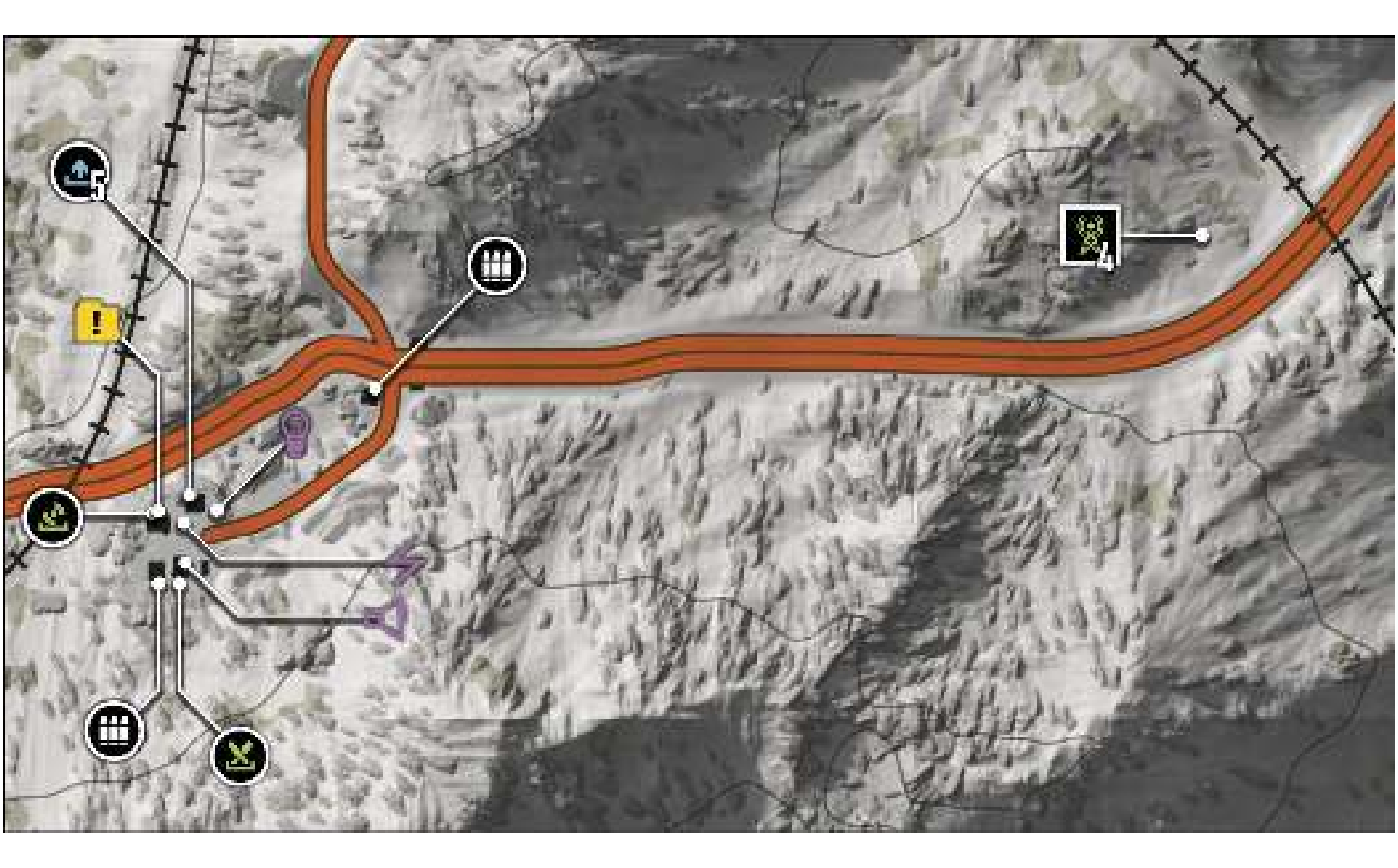
SICARIO HOUSE

Hunt the rebel agents.



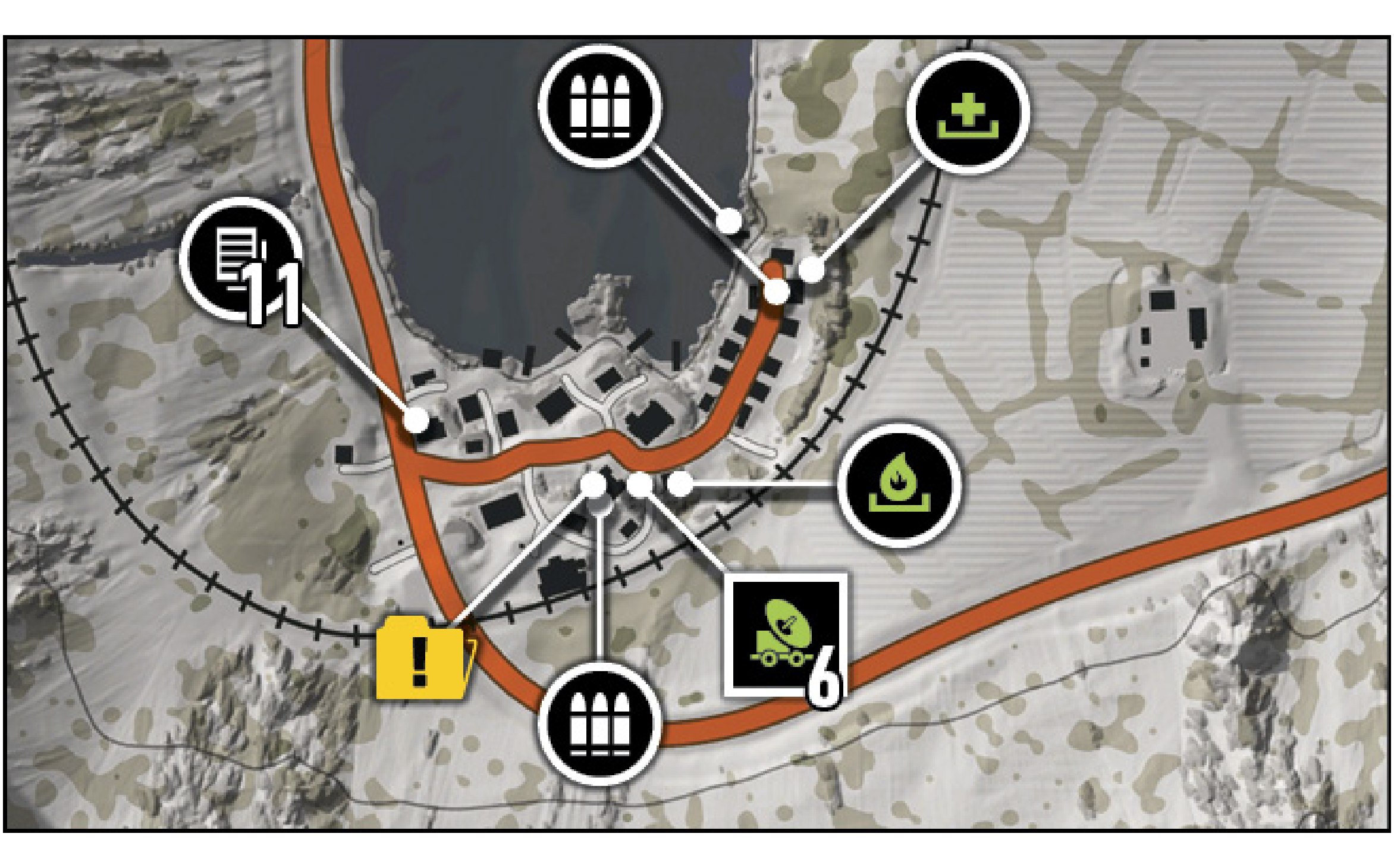
UNIDAD COMBAT OUTPOST

Oversees Santa Muerte's activities in Malca.



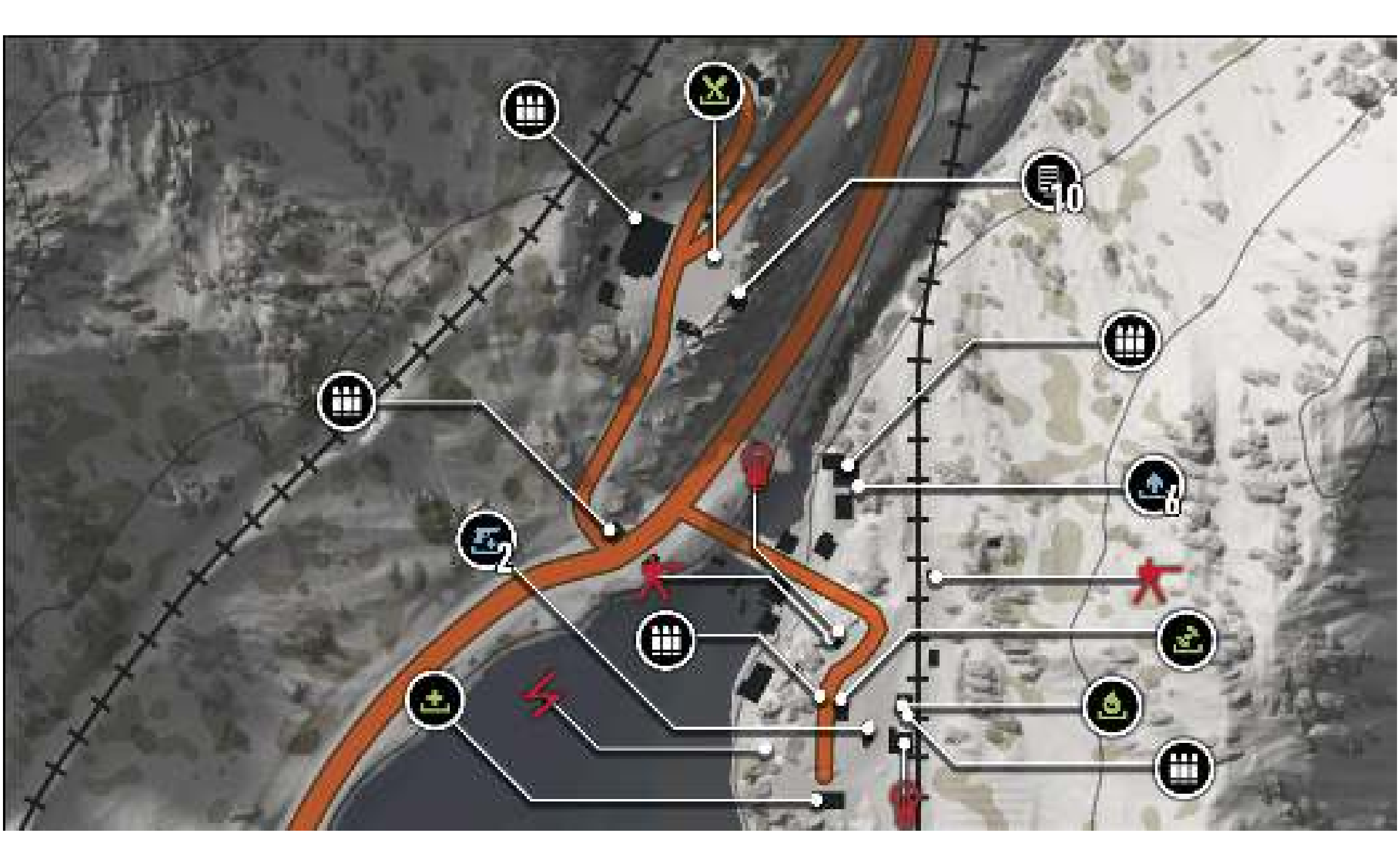
ICOYA VILLAGE

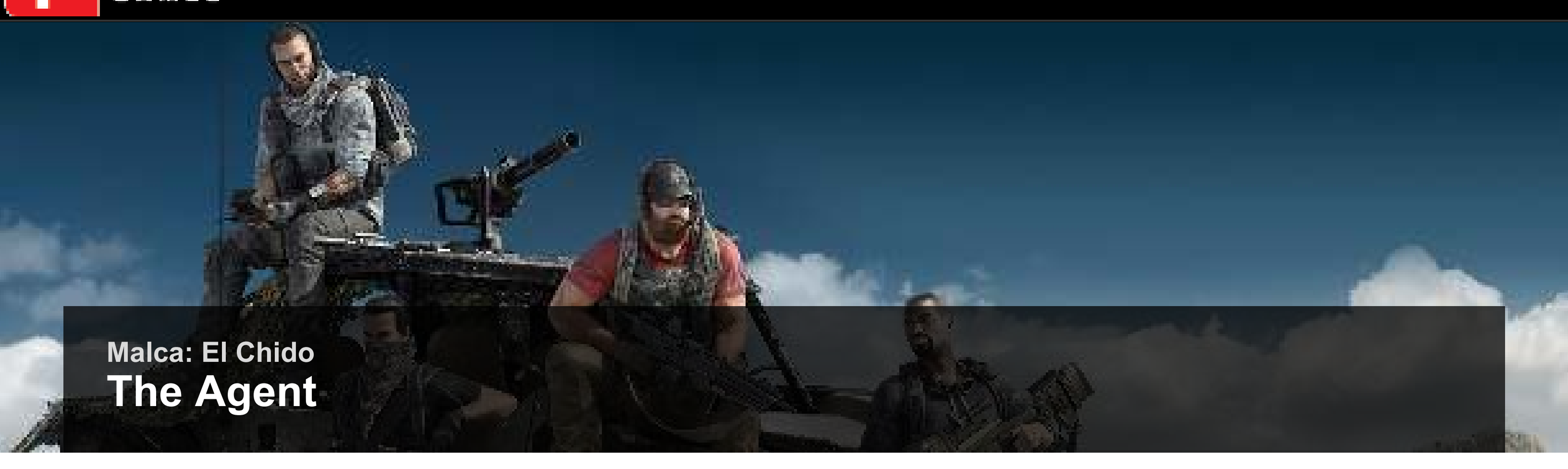
A secluded sheep-breeders village.



SOUTHEAST OUTPOST

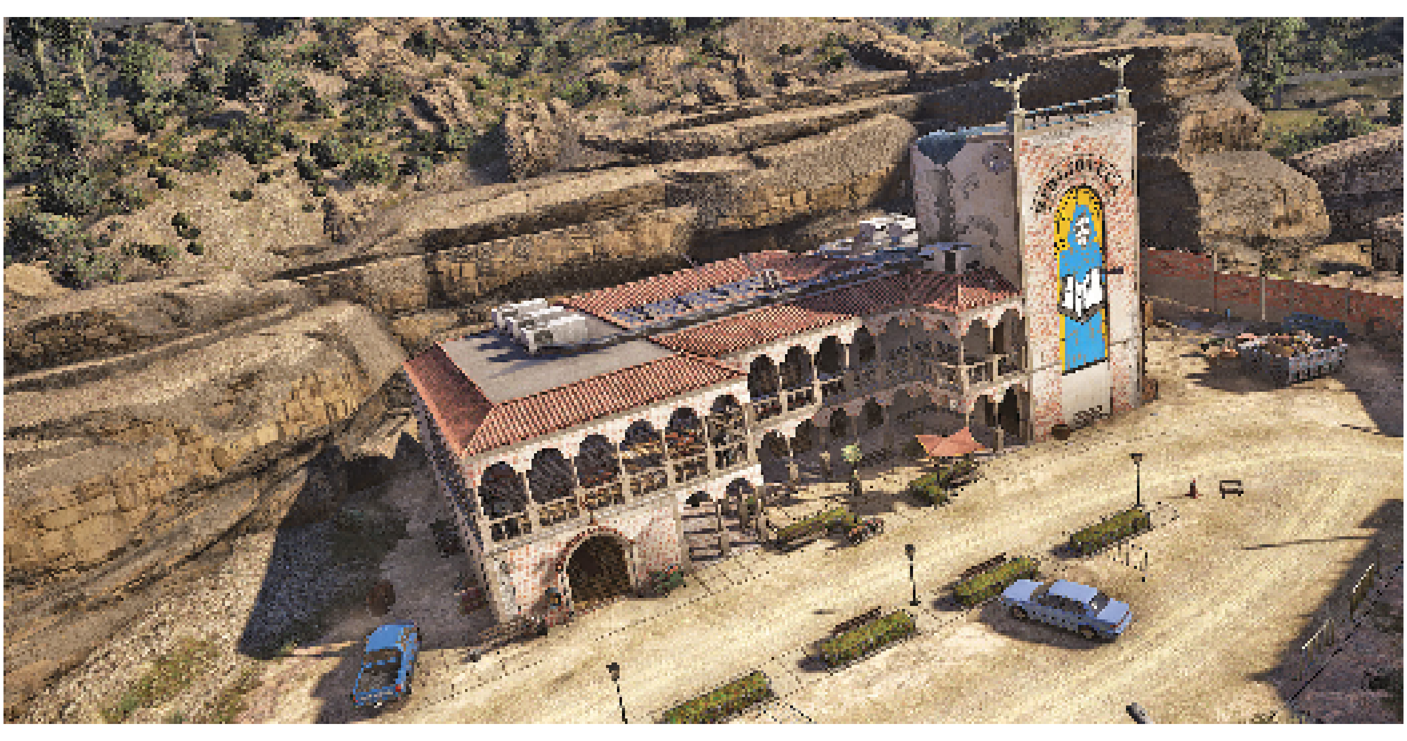
Controls road and railroad traffic.





Malca: El Chido

The Agent



OBJECTIVES

- **Locate the agent's assistant without being detected**
- **Tail the agent's assistant**
- **Deploy a drone into the Santa Muerta Library**
- **Use the drone to record the meeting**

LOCATIONS

- **Motel (North of Banado)**
- **Banado: Santa Muerta Library**

REWARDS

- **500 XP**

BRIEF

The Ghosts obtained intel on a meeting between El Chido's Agent and Santa Blanca dignitaries. Additionally, they found out the location of the hotel where the assistant to El Chido's agent is spending the night. We need to locate the assistant and see if he can lead us to the meeting.

MISSION ACCESS

Acquire Major Intel in Malca Province to access this Mission.

RESEARCH, NOT DESTROY

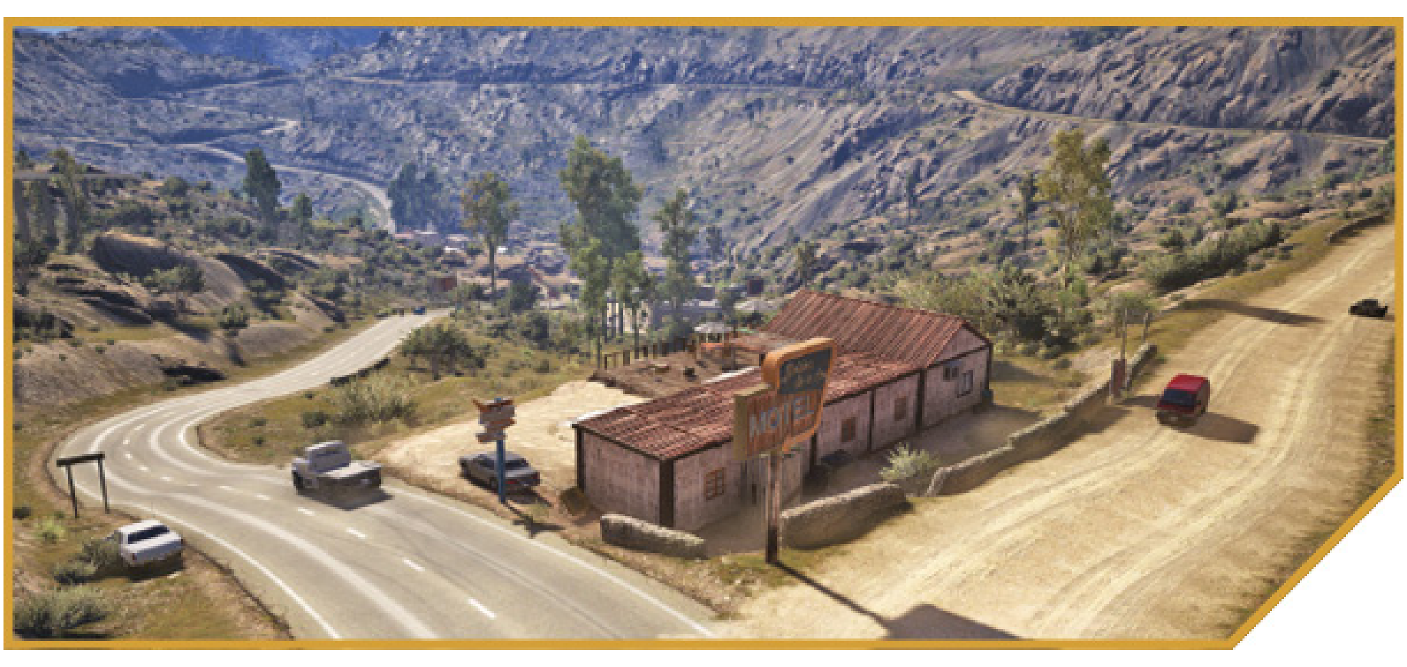
Drive to a small motel in the northwestern corner of this province, where the agent's assistant is leaving. Do not engage!

CAUTION: MINIMUM SAFE DISTANCE

This mission requires you to put down your weapons for a nanosecond, and attempt some clandestine tailing, along with a drone recording. No guns need to be fired. In fact, if they are, you may find this mission fails.

MOTEL: RECON

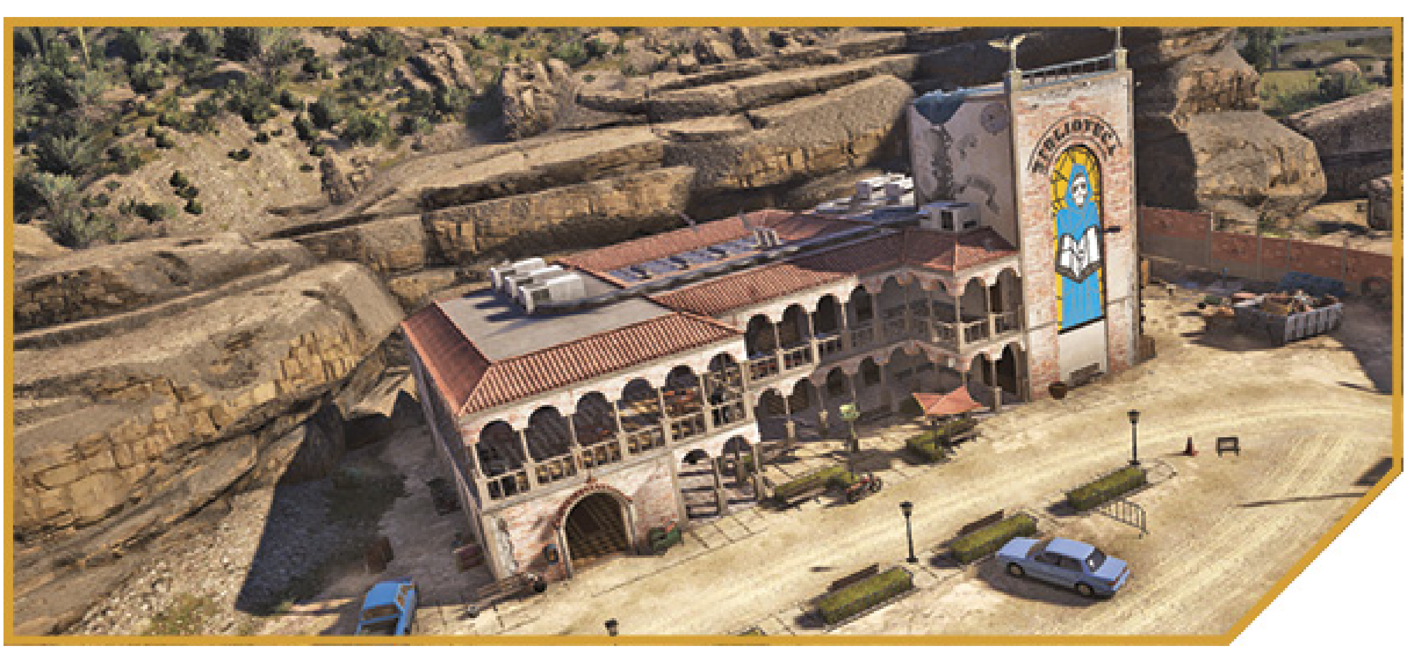
TACMAP



Locate this Motel, and disembark away from the parking lot so you don't spook the assistant. Send up the drone to mark the assistant, and then return to a vehicle. Follow the assistant down the road, until he makes a sharp left turn on the outskirts of Banado town.

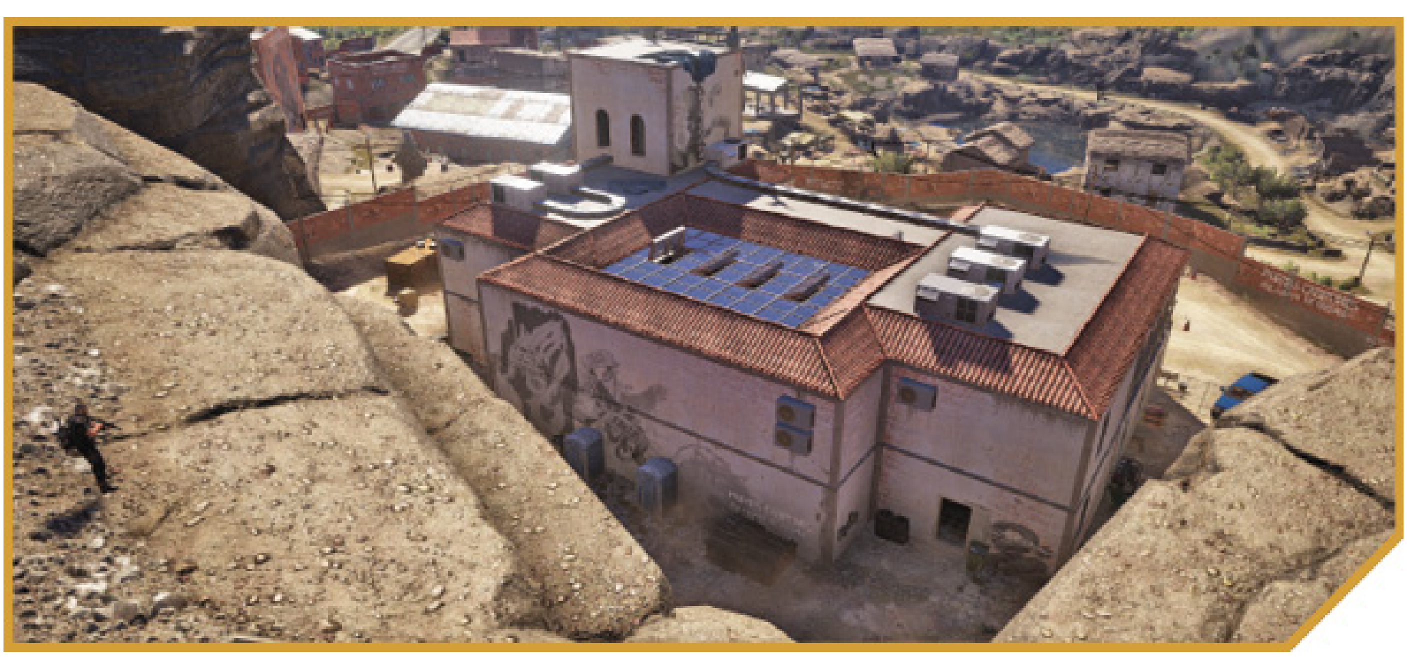
SANTA MUERTA LIBRARY: RECON

TACMAP



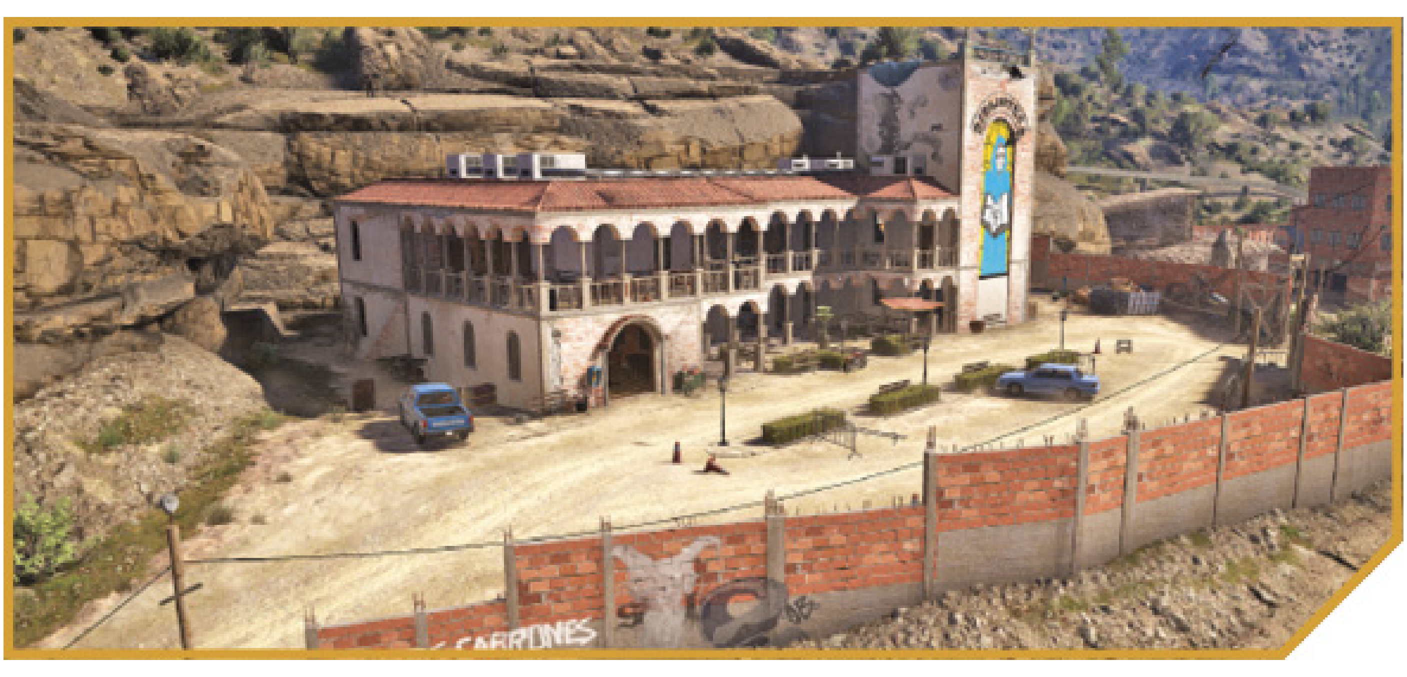
Stop before you follow the assistant and make the turn into the library, as there are a few cartel soldiers in and around this building (around four, including a captain). With subtle recon being the name of the game, you need to launch a drone from cover, fly it into the library, and record the conversation. You can hide at the following locations:

UP ABOVE (NORTH ROCKS)



Hike to the rocks above and north of the library, which afford you great views of enemies wandering the rear of the premises (you can shoot them with silenced weaponry though you risk the bodies being discovered). More importantly, you have a good shot at one of the open windows, when your drone piloting is needed.

DOWN BELOW (PERIMETER WALL)



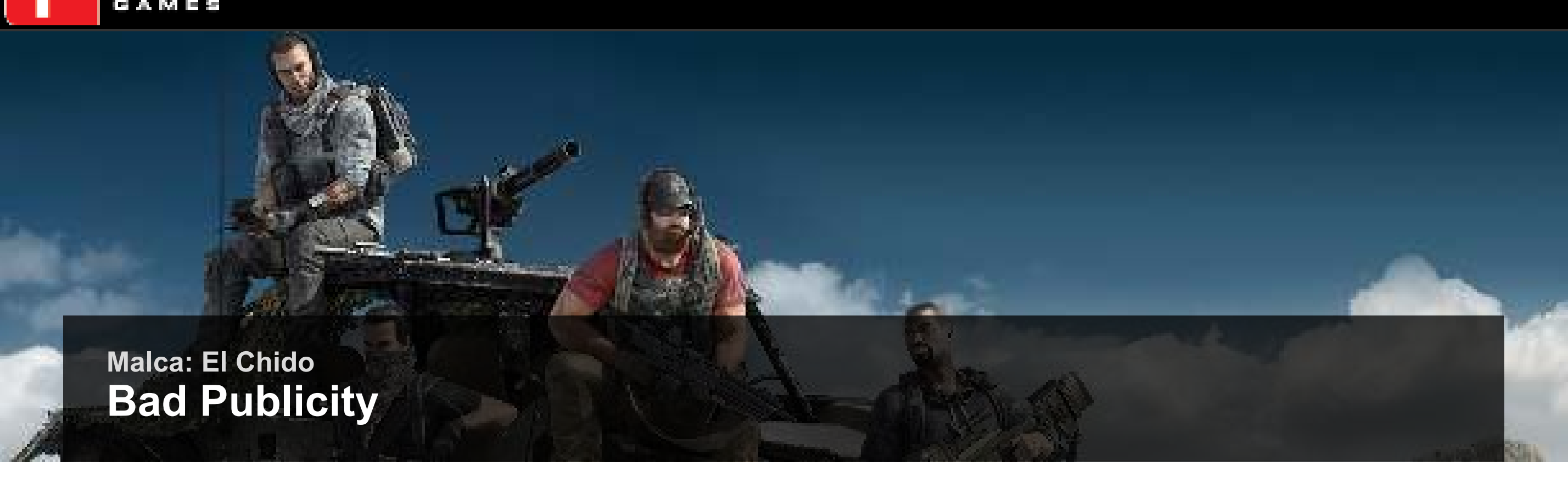
You can use the parking lot of the library, but there are too many foes who can spot you. So move your team on the other side of the perimeter wall (south), and hide here before sending the drone up.

DRONE LAUNCH: TACTICAL ADVICE

SOLO: CO-OP: Whether you're playing Solo or Co-op, the plan is the same; send a drone (ideally the one with the largest upgraded battery) into the library and record the assistant's conversation. The meeting is taking place on the upper floor, inside the belltower. There are a number of ways into the building:

- **Fly through one of the open doorways on the ground floor (southwest, south, or west under the belltower meeting room).**
- **Fly through one of the open balcony doorways on the upper floor (southwest or south).**
- **Fly through one of the open doorways on the ground floor, at the rear of the building (northwest, or northeast corners).**
- **Fly through the skylight roof window that is open wider than the others.**
- **Fly through the open window in the tower, and perch the drone on the windowsill. This is the easiest, as there's no interior maneuvering to do.**

Then simply record the 15 seconds of the conversation indicated, and the mission completes. Retreat afterward. Aim to complete this with zero shots fired.



Malca: El Chido

Bad Publicity

OBJECTIVES

- **Locate the promo truck without being detected (3:00)**
- **Deliver the promo truck to the rebels**
- **Talk to the rebel**
- **Take the replacement truck**
- **Drive the replacement truck back to the copper mine**
- **Leave the area without being detected**

LOCATIONS

- **Uma Marca Mine**
- **Uma Marca (Town Outskirts)**

REWARDS

- **+ 500 XP**

BRIEF

El Chido's people and Santa Blanca are working together to promote the narcocorrido's upcoming concert. The first step in disrupting the concert and embarrassing the singer is to destroy the promotional materials being stockpiled in the province.

MISSION ACCESS

Complete Main Mission: The Agent in Malca Province to access this Mission.

KEEP ON TRUCKIN'

You're heading here to steal (and replace) a truck, ideally leaving no dead bodies for enemies to find. This means removing all threats before you're seen, or leaving everyone none-the-wiser and conducting a proper stealth operation.

CAUTION: PRECISE TIME IS THE RIGHT TIME

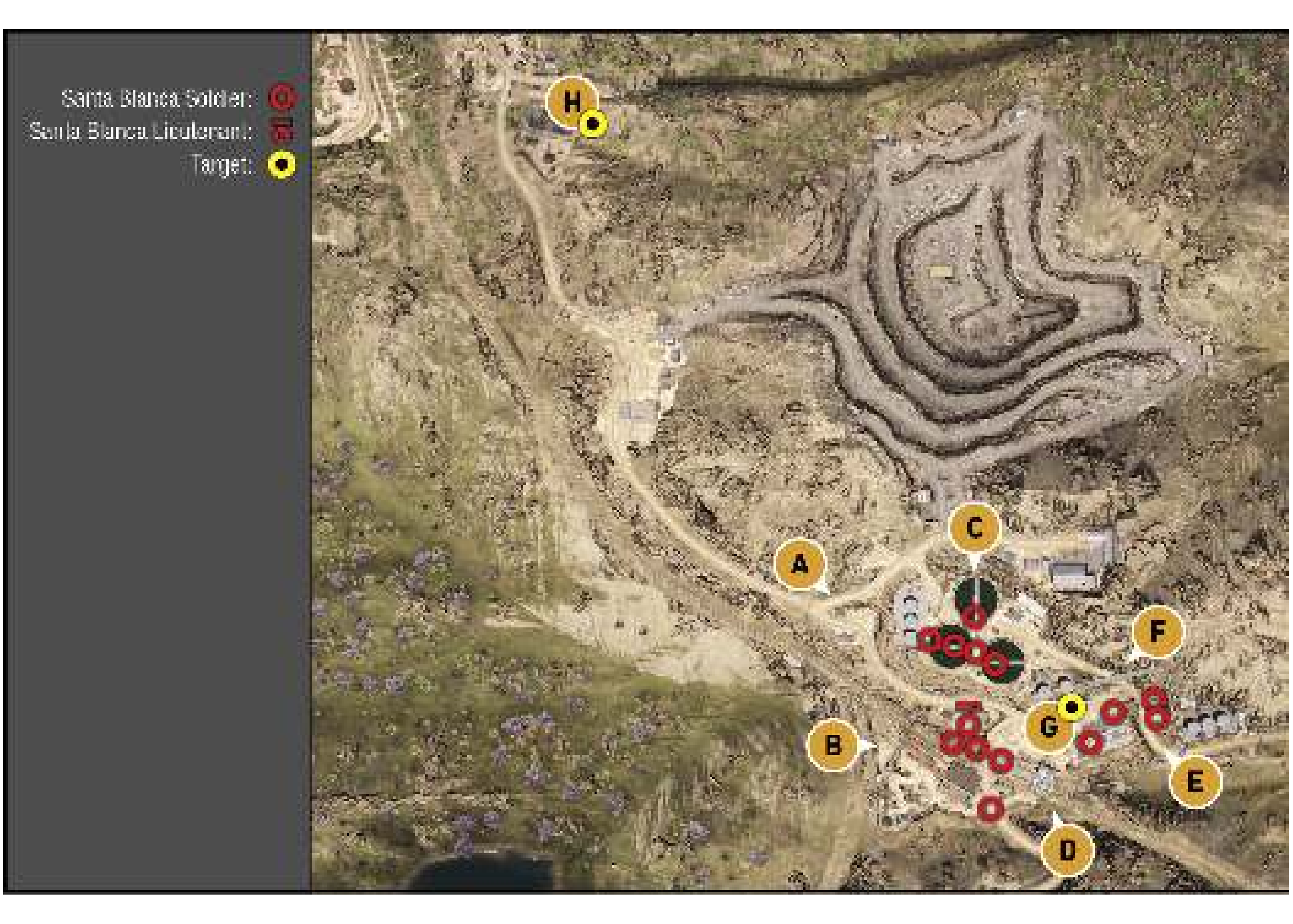
Once you have visual confirmation of the promo truck, you have three minutes to drive it from the mine to the rendezvous point, chat to the rebel, and drive the duplicate truck laced with explosives back to the initial target location. Factor in some smooth riding (as you want to keep both vehicles intact, and not detonate the second truck), and around 20 seconds for the conversation with the rebel (make sure you finish the chat). Time management is critical here; much more so than combat.

Also note that you can drop enemy foes, but cannot be spotted by an enemy or this mission fails.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

Not only are there workers in the mine facility, but pedestrians along the roadside between the mine and the drop-off location. Let's not run anyone over, okay?

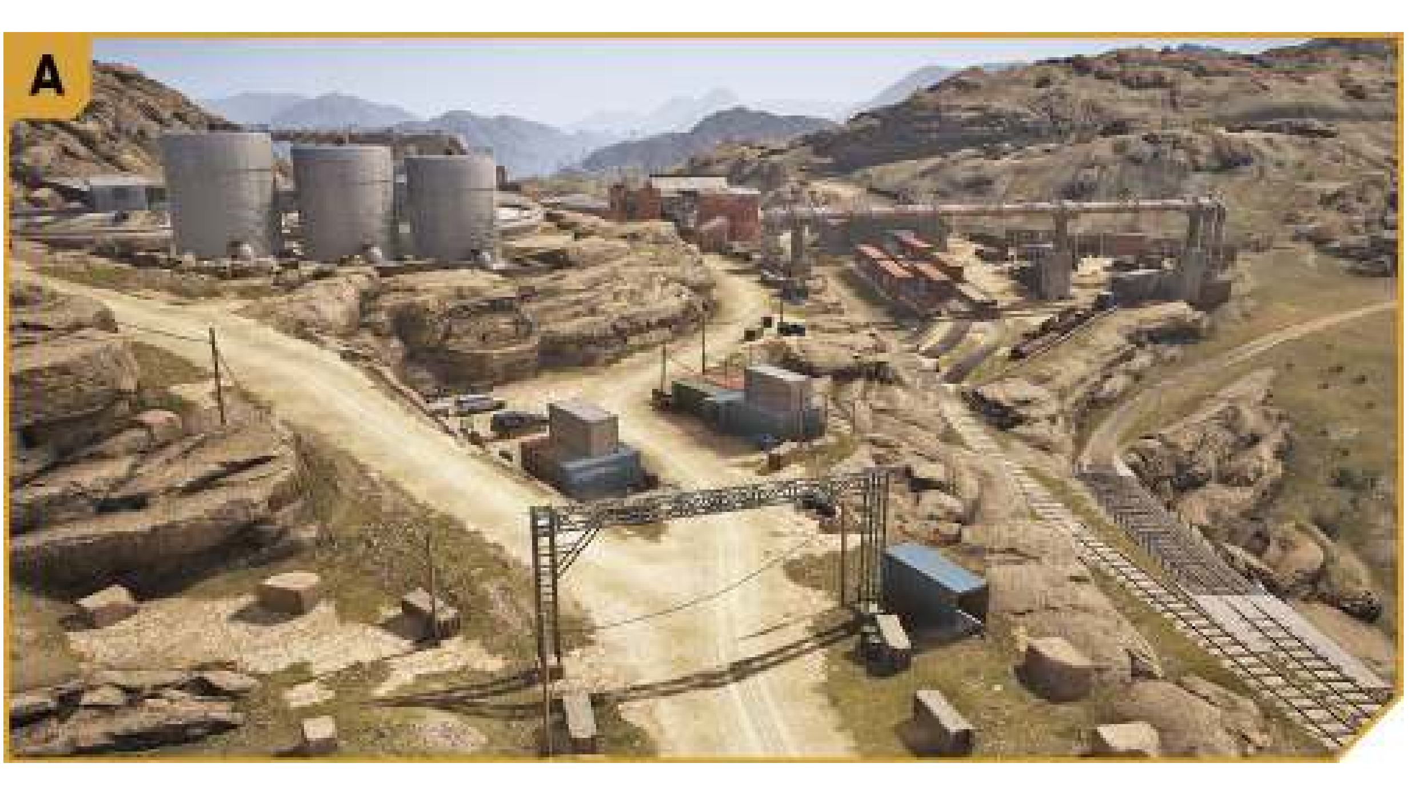
UMA MARCA MINE: RECON



TACMAP

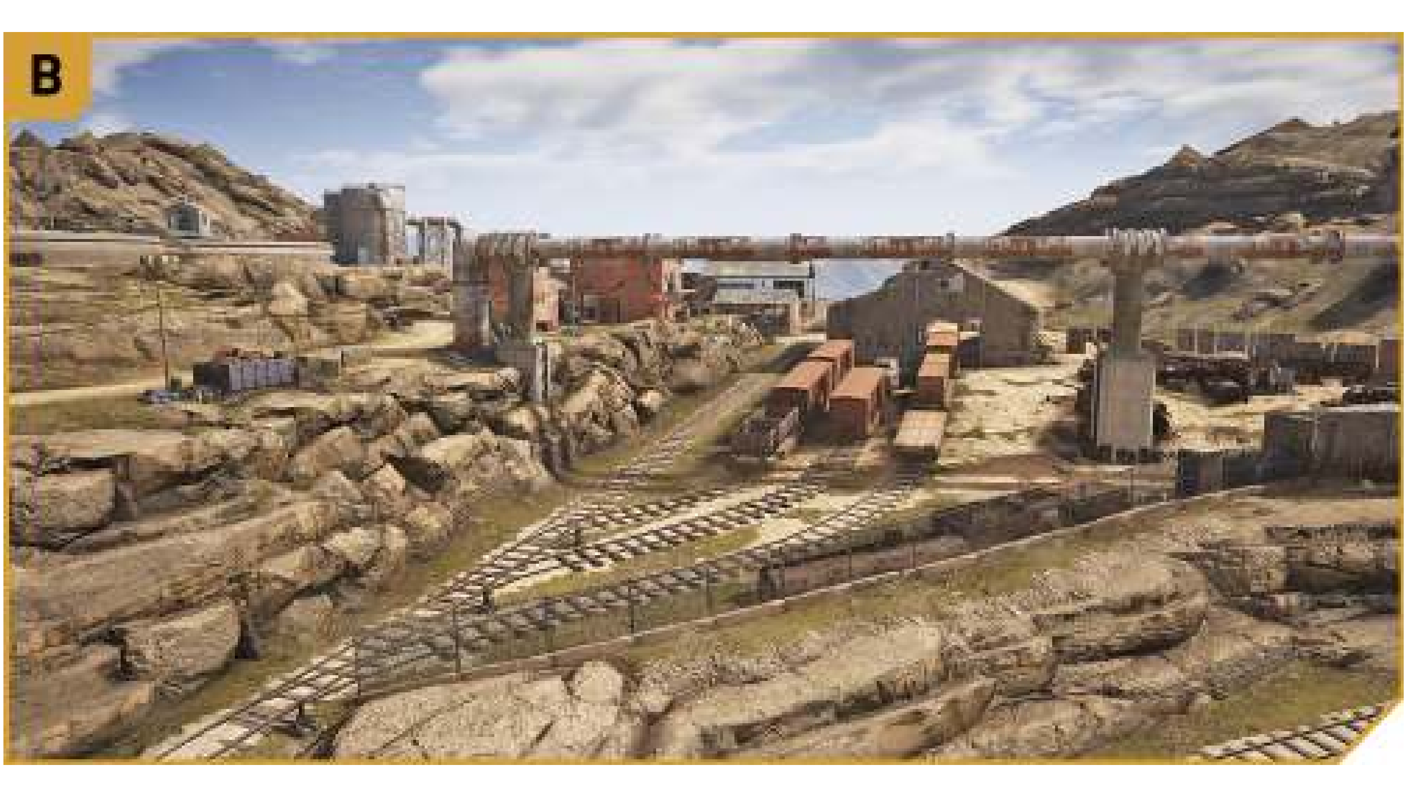
This is one of the few occasions where a good tactical overview of a location isn't necessary, though it helps. The road to and from the rebel rendezvous is narrow, has concrete barriers to avoid, but it's as precarious as some you've traversed. Just don't drive too erratically. As for the mine base, there are only a few enemies, but engaging them puts this mission in far greater jeopardy than simply stealing the vehicle.

MINE ROAD: NORTHWEST ENTRANCE



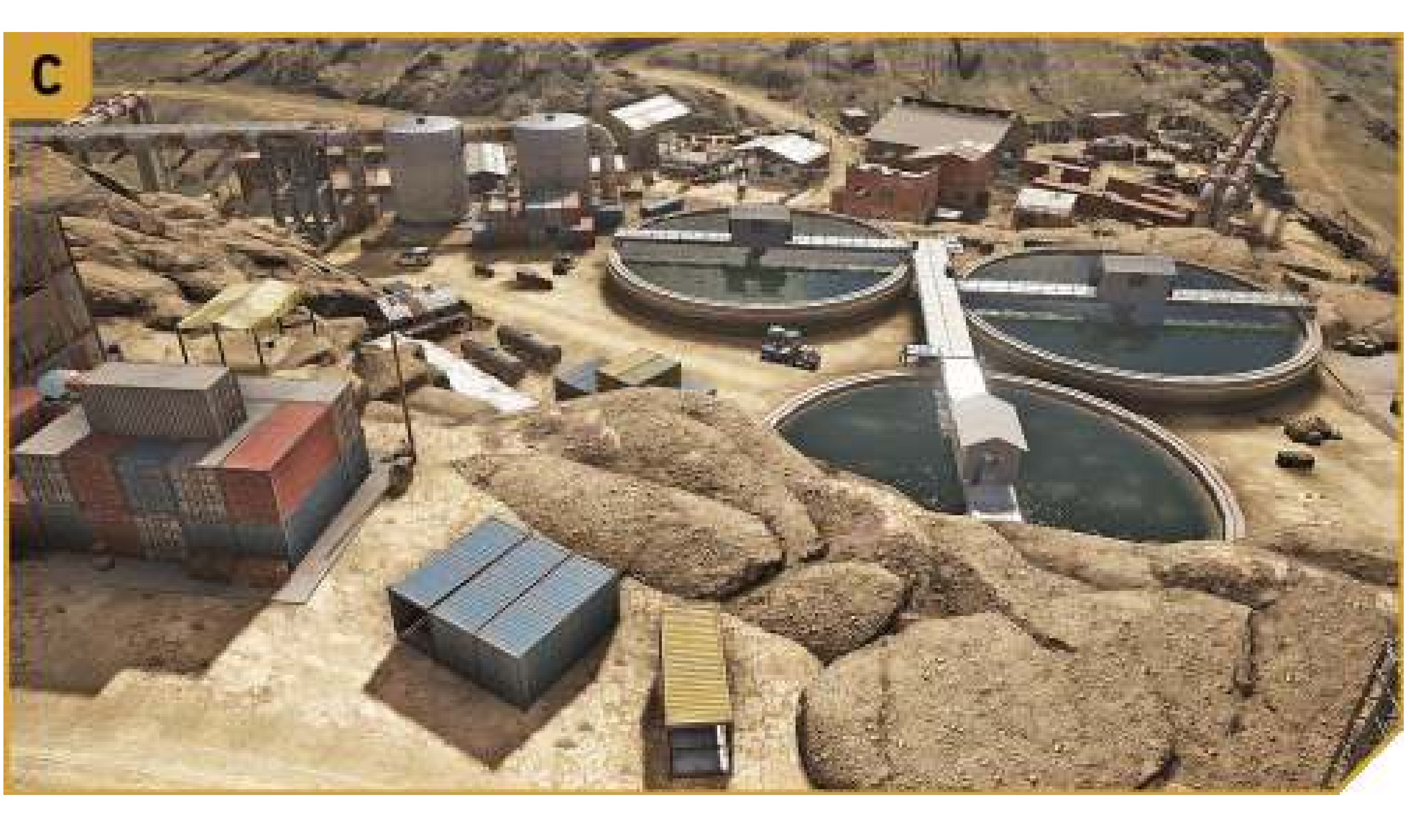
Study this area as it's the only route to and from the objectives. Avoid the concrete barriers on the road. Stay on the road so you don't attract attention. If you're here to kill enemies (which isn't recommended), use the cylindrical towers near the vats as cover, before tagging enemies on the vat platforms, and down by the railroad.

RAILROAD TRACKS



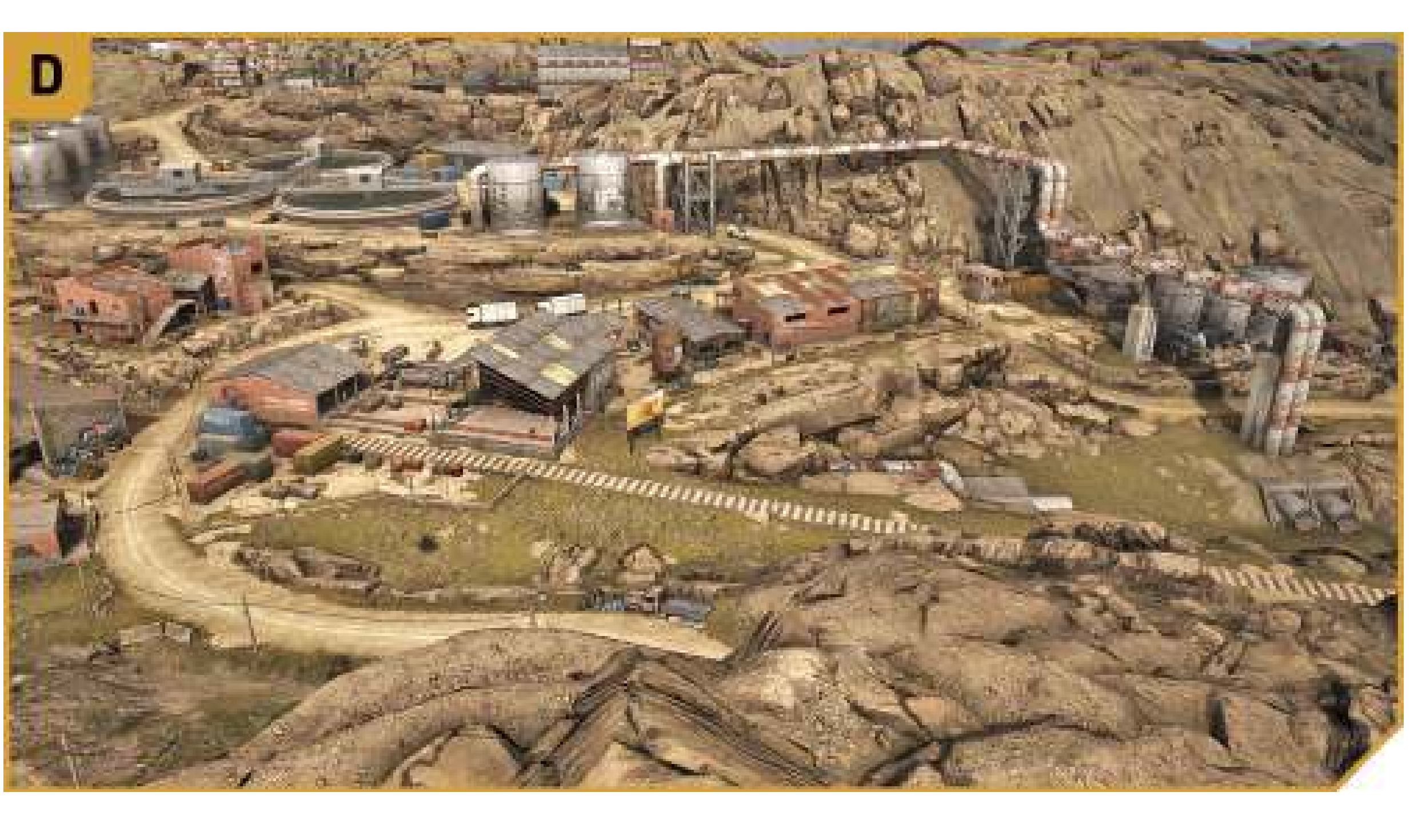
If you're approaching on foot, which makes you much more visible than driving an unmarked vehicle, one way in is via the railroad tracks heading east, over the main road, and up between the warehouses and propane tanks to the helipad, and the truck. The rocky north side of the tracks keeps you hidden for some of the way.

NORTH OUTCROP



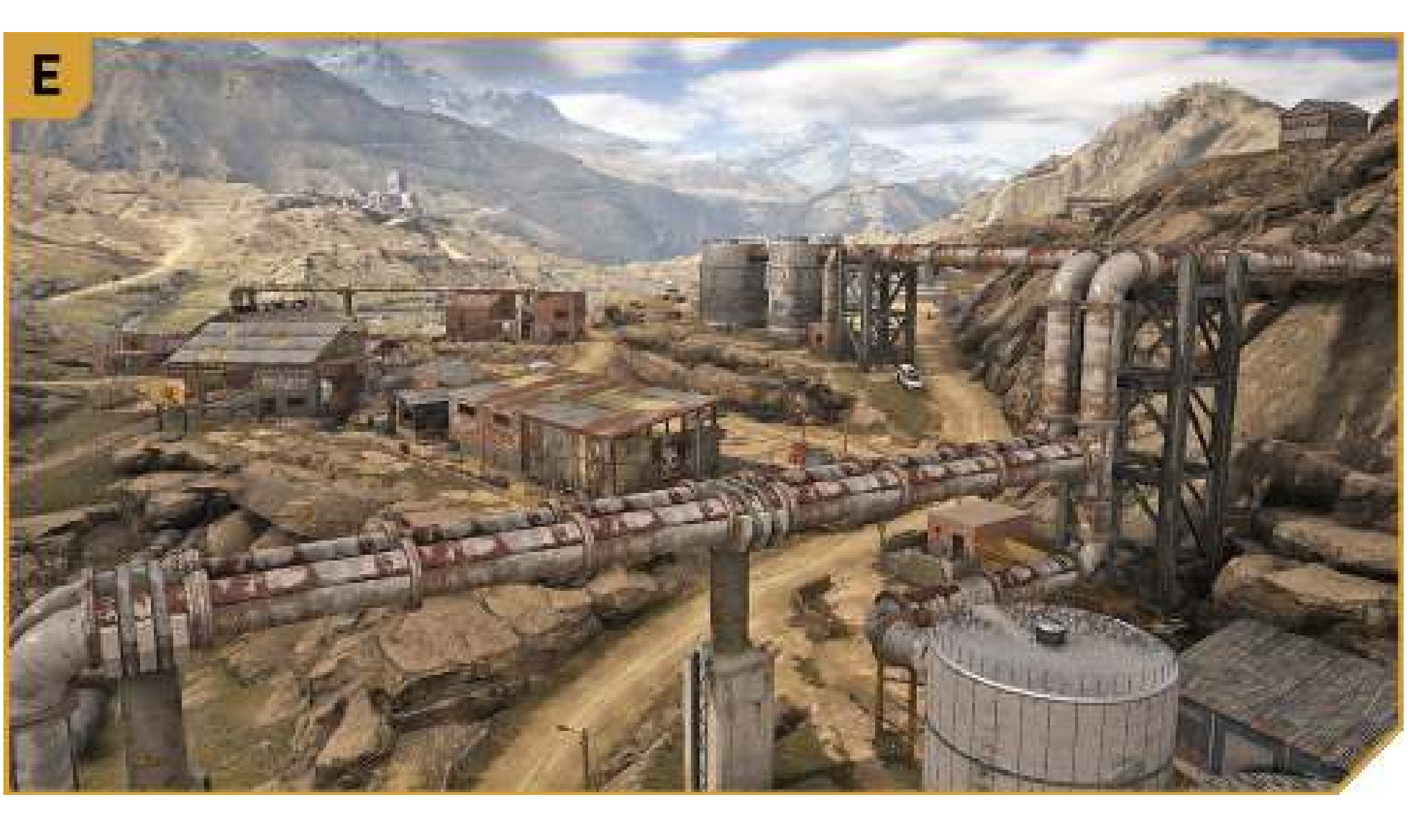
Though trekking up and around the hills above the three huge vats is a terrible way to reach the target vehicle, remaining up here to snipe at the cluster of foes on the vat platforms is acceptable, as long as additional teammates are neutralizing the other foes before they spot one of their own succumbing to your bullets. Otherwise, this spot is irrelevant to your operation.

SOUTH ROAD



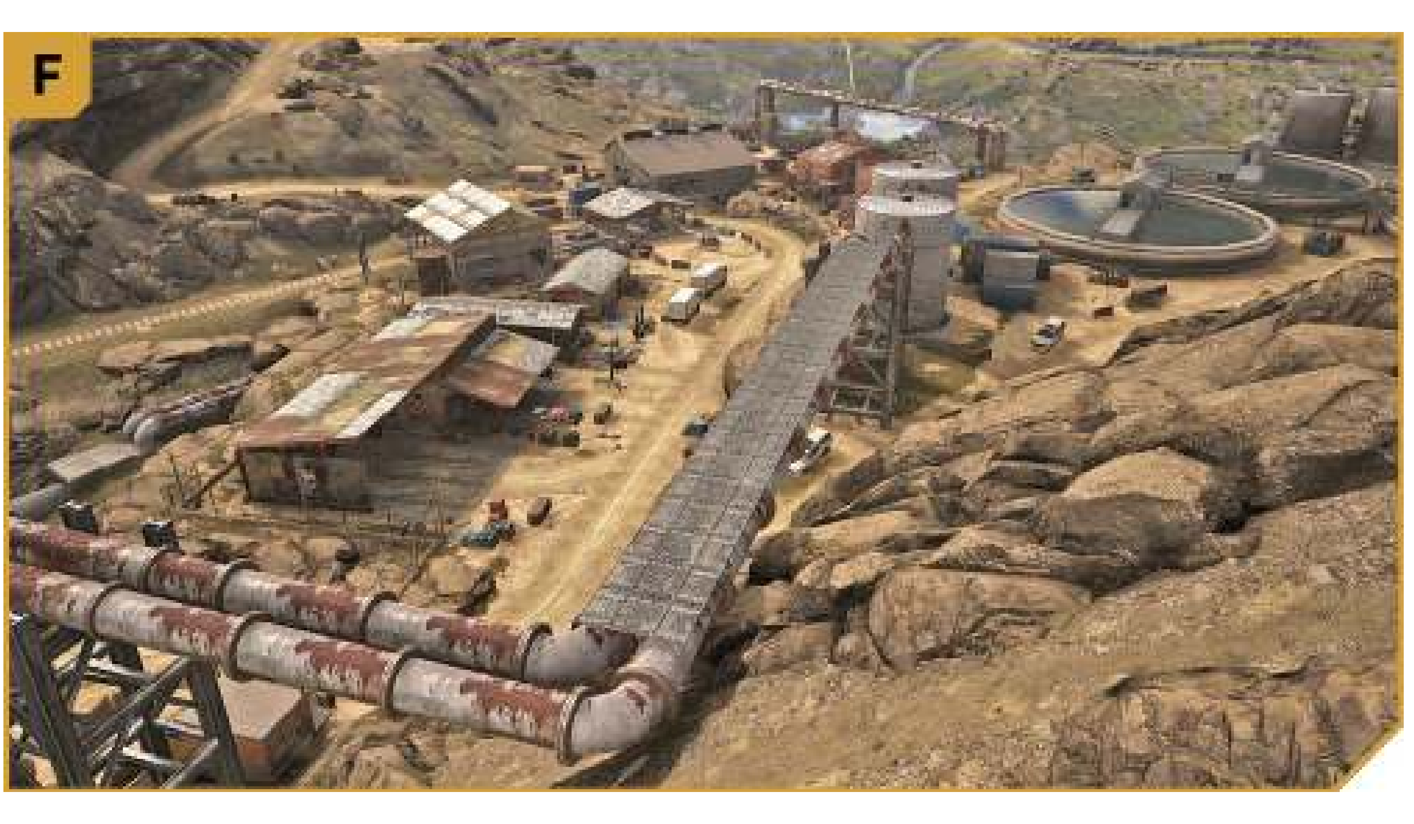
An alternate path into the mine base is via this south road, though you're usually spotted by the foe at the small brick checkpoint building by the railroad tracks. However, if you're approaching on foot, and can tag the guard at the checkpoint through the window, and a second foe in the open warehouse to the left of the propane tanks, you can creep to the truck with minimal worries.

SOUTHEAST ROAD



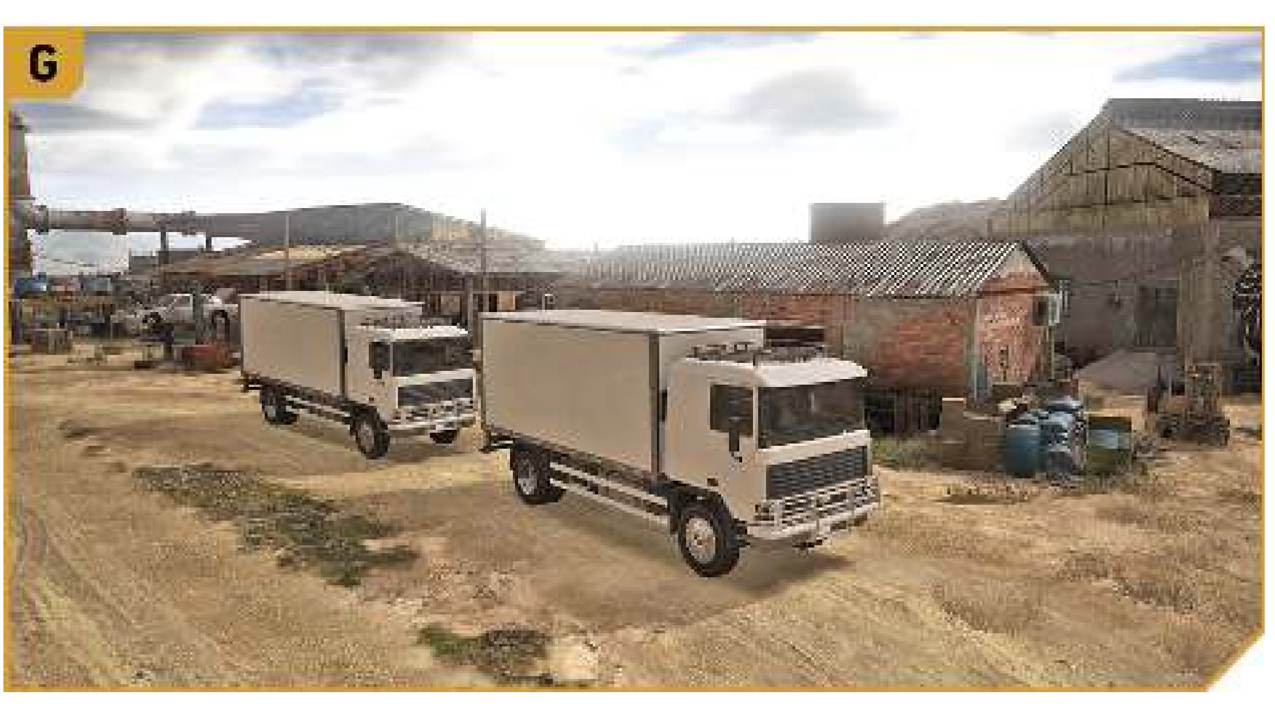
This isn't a particularly cunning way to enter the mine base, as foes are too close to the road and may see you driving in. But if you must neutralize foes with stealth takedowns, it's relatively easy to work building-to-building from here to the target truck.

PIPE PLATFORM



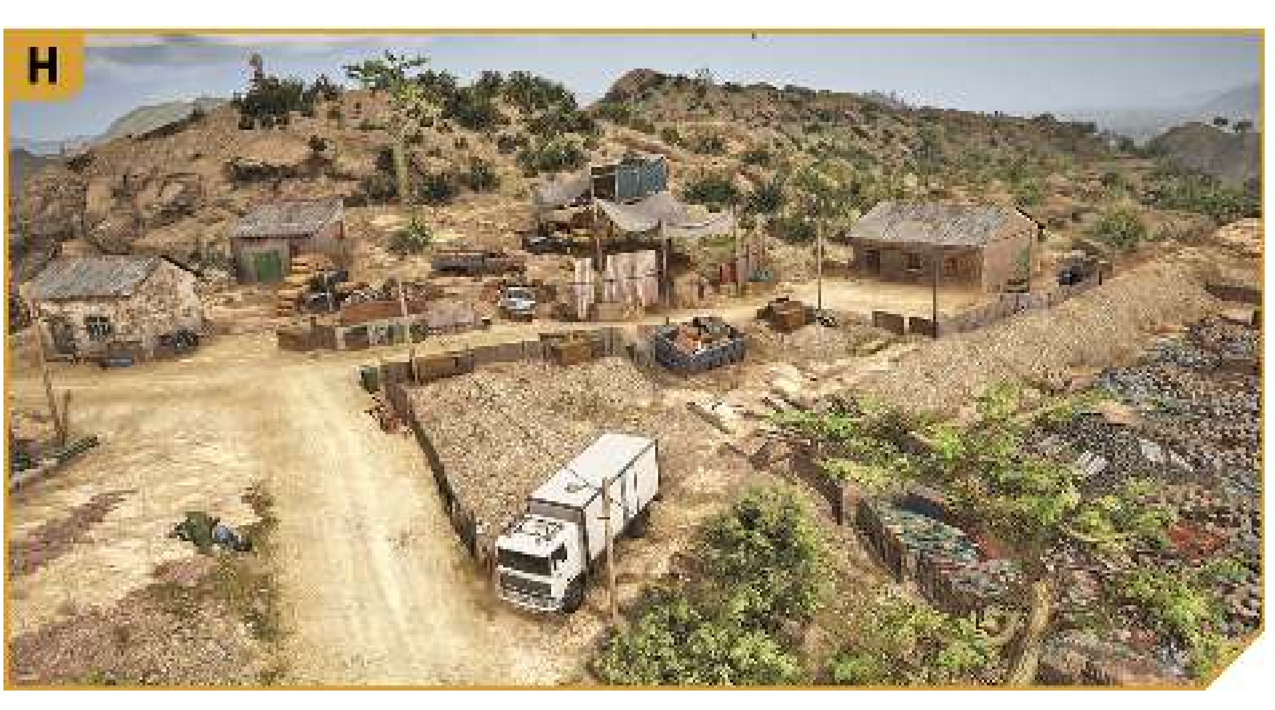
One of the most entertaining methods of neutralizing this entire base is to step onto the huge pipes from the hillside, and move west atop the cylinder towers. You can drop foes at the vats, the captain and cluster of enemies by the railroad, and you can drop down to a crawl to stop foes seeing you and the mission failing. Remain here until only a few stragglers are left. The only problem is getting down; the drop can kill you, so backtrack or let someone else steal the truck.

● TARGET: TRUCK



The truck is parked in the center of the railyard. As long as you sneak, and don't attract attention, you can park a vehicle near the truck (or head in on-foot) and steal it without a problem. When returning the explosives truck, park it at the location indicated (it doesn't need to be backed up), and leave without being detected; creep to the chopper, or skulk away heading towards D, with the fewest enemies between you and mission completion. Or, take the vehicle you came in on.

● TARGET: REBEL RENDEZVOUS POINT



Drive the truck to this point, on the southern outskirts of town, maneuvering it at the sharp right turn and park it outside the hut. After speaking to the rebel (which takes around 20 seconds, so factor that into your time-keeping), retrace your steps with the identical truck. Just don't strike anything with too much force, or those explosives may blow!

UMA MINE TRUCK MANEUVERS: TACTICAL ADVICE

SOLO: You're not here to clear this area of hostiles. Instead, drive into the base via one of the main arterial roads (the one to Uma Marca town is ideal, as it's the route you'll be taking when you swap trucks). Park close to the truck you're about to steal, swap vehicles, and simply drive it up to the rebel rendezvous point. After chatting to the rebel, make the route back here, driving with due care and attention. Once you drop off the truck, the mission concludes. Hopefully without a shot being fired, as foes aren't actively watching the truck-stealing area.

Or, you can sneak in from any of the recommended directions listed earlier (down from F has the fewest foes to sneak past).

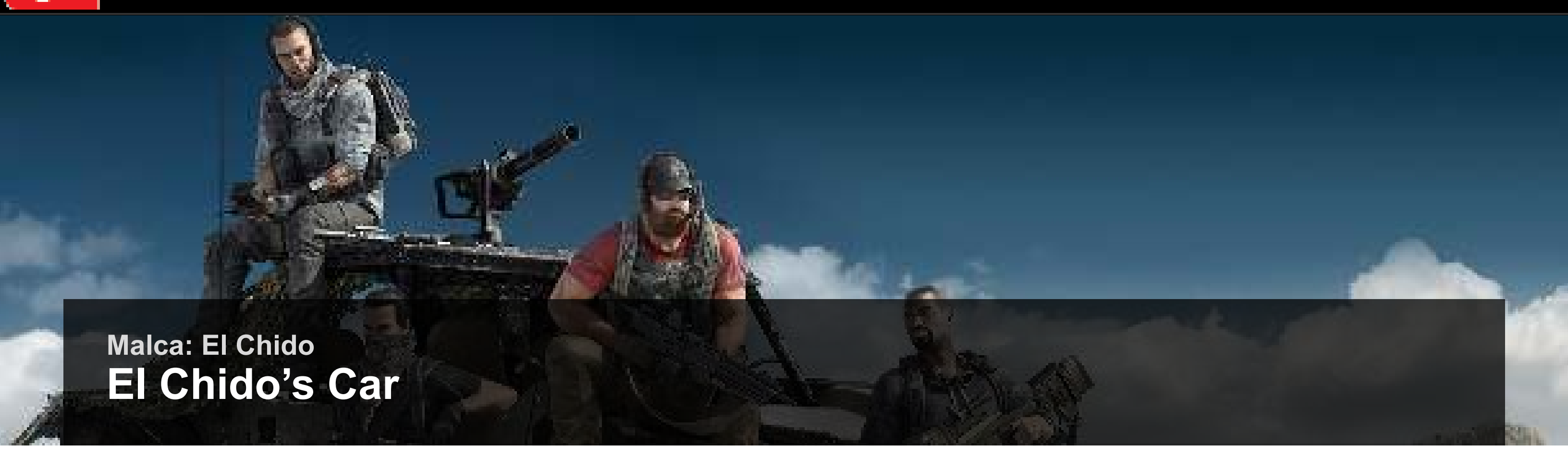
CO-OP: The only real difference in strategies here is that you don't need more than a single Ghost to complete this task, though you can station one already in the explosives-laden truck at H to quicken the time. As more Ghosts equals a greater chance of being seen, keep most of your team out of the mission area.

Or, you can systematically execute every foe in silence, with the added problem that a timer is counting down from three minutes once you're inside the mine base, and that any dead bodies or witnessed death fails the mission. So this is completely unnecessary. If you feel the need to challenge your teammates and try this, make sure you hit each of the three clusters of enemies in unison, with quick crossfire takedowns, and move to the next with stealthy haste.

Alternatively, have three of your teammates take down the foes while one Ghost completes the actual truck-based objectives.

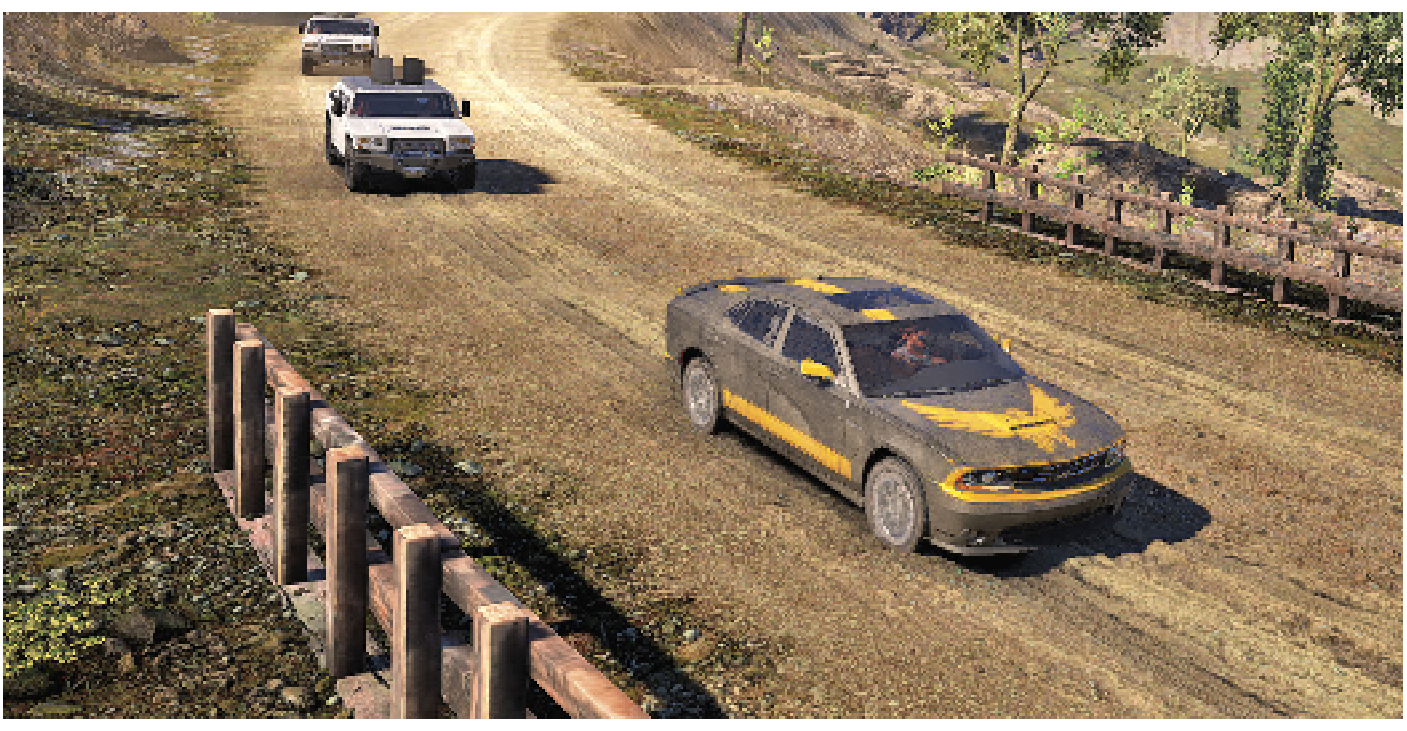
A STEALTH EXTRICATION

Once you've parked up the new truck in the same position as you stole the old one from, simply slip away from this location, ideally in the vehicle you used to drive here, though the stealing of the nearby chopper is also an option. Engaging the enemy, as ever, is not called for, though it can be done with impunity once the mission is complete.



Malca: El Chido

El Chido's Car



OBJECTIVES

- **Steal El Chido's car**
- **Deliver El Chido's car to Malca Charlie**

LOCATIONS

- **Mountain Roads Near Malca Charlie**
- **Malca Charlie**

REWARDS

- **+ 350 XP**

BRIEF

El Chido's trademark car will soon be delivered to Malca by a Santa Blanca convoy. Locating the convoy and stealing the car will embarrass El Chido and damage his reputation as a macho narcocorrido.

MISSION ACCESS

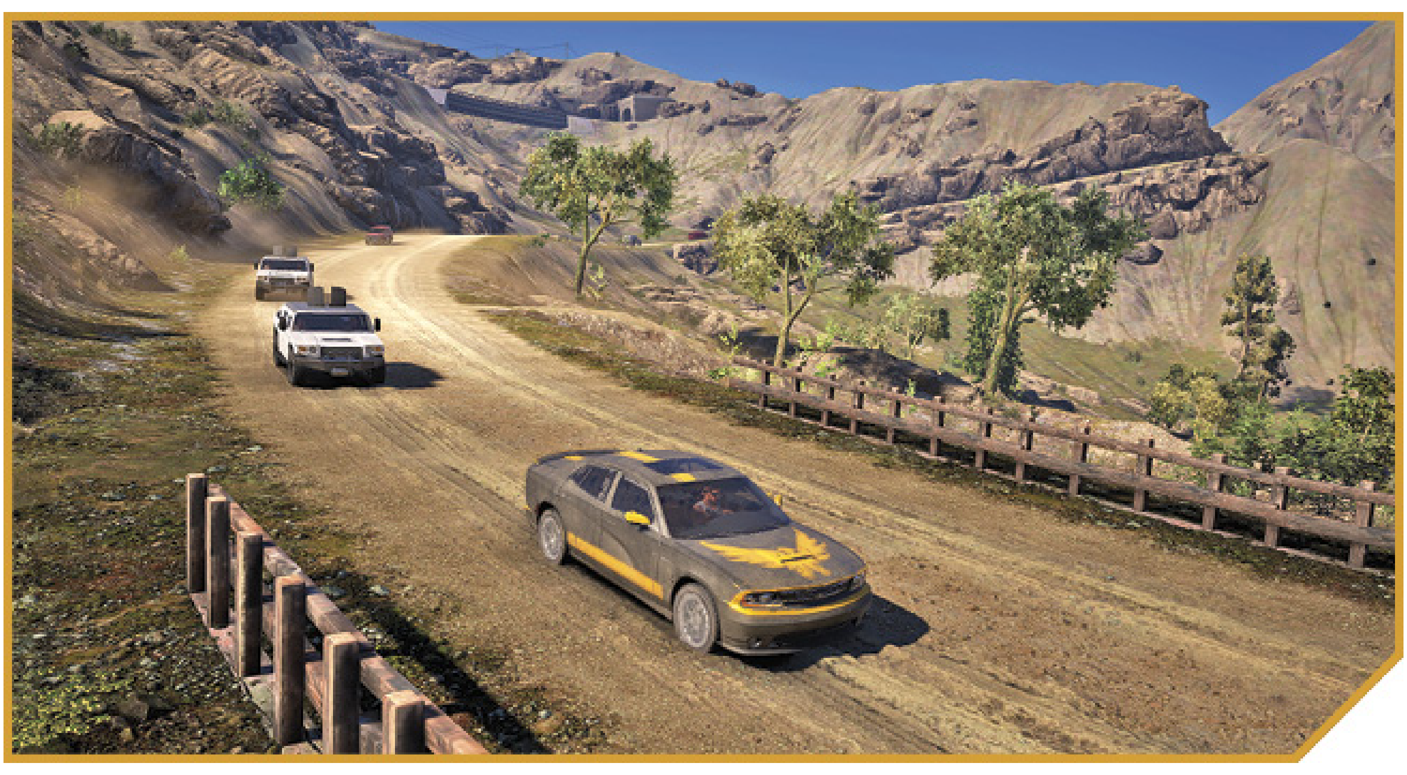
Complete Main Mission: The Agent, then acquire Major Intel in Malca Province to access this Mission.

ONE COOL CAR

After obtaining information regarding the delivery of the sports car, your job is to stop the convoy, steal the car, and then drive it to the rally point at Malca Charlie where it can be dropped off. The only real rule? Make sure the car stays drivable to avoid disappointment and mission failure.

CHIDO'S CAR CONVOY: RECON

The convoy consists of El Chido's car at the front, followed by two Landrock military off-road vehicles with turrets. Expect two to three occupants in each military vehicle, and two in the car. As you should have stopped numerous convoys already, the advice below is likely to be second-nature to you.



CAUTION: ACCEPTABLE AND UNACCEPTABLE DAMAGE

The vehicle can be rammed, banged around a bit, and it can start smoking. But if it catches fire, it's game over.

TACMAP

The convoy is taking a winding route through the mountains in the eastern part of this province. Also expect a heavy Unidad presence, but stay away from battling them once this mission commences. You should purely focus on the convoy. Also watch for innocents along the roadside and avoid them.

CHIDO'S CAR CONVOY: TACTICAL ADVICE

SOLO: Drive ahead of the convoy, stop and, from cover, execute the driver of the car you need to steal. Have your team move in to engage the remaining enemies in the military SUVs while you get into the driver's seat and peel away.

Or, you can ram the lead car off the road so it stops, then drive your (hopefully armored) vehicle into the sides of the rear SUVs and engage in a firefight until the foes leave their vehicle. After which, simply shunt them into walls or run them over.

CO-OP With friends by your side, you can elect to tackle a vehicle each. Have one Ghost pick the car, and execute the Solo plan of attack. Meanwhile a second and third Ghost, each in a military vehicle, should engage the two enemy off-road vehicles while a fourth Ghost rakes the area with helicopter gunship fire. Or, you can set up a regular ambush, blasting the two rear vehicles with a well-aimed grenade, a detonated mine, or C4.

NEXT STOP, MALCA CHARLIE

The reason to begin your mission by fast-traveling to Malca Charlie becomes clear once the second objective begins; to return here and drop off the vehicle. You should know the general topography of the area now, and can predict when to slow down for switchbacks. Assuming you're not too judicious with the accelerator and don't roll the vehicle into a fiery hulk, the mission concludes when you knock on the rally point door.

Malca: El Chido

Show Canceled

OBJECTIVES

- **Reach the concert venue**
- **Destroy the venue's speakers**

LOCATIONS

- **Uma Marca (Concert Venue)**

REWARDS

- **+ 500 XP**

BRIEF

El Chido's concert at Uma Marca is the centerpiece of the singer's publicity tour for Santa Blanca. Wrecking the venue planned for the concert will be a major setback for the tour, and a public embarrassment for El Chido and the cartel.

MISSION ACCESS

Complete Main Mission: The Agent, then acquire Major Intel in Malca Province to access this Mission.

AMPING UP THE CARNAGE

Study the northern part of the Uma Marca settlement; ideally even before this mission starts, so you can prepare an optimal attack on the stage. There are eight speakers, clustered in four groups, that must be destroyed. The problem is the surrounding buildings, including a small airport and low-rise structures overhead, with enemies that can easily spot you. This calls for one of two actions: a maniac sprint under gunfire, or a surreptitious stealth exercise.

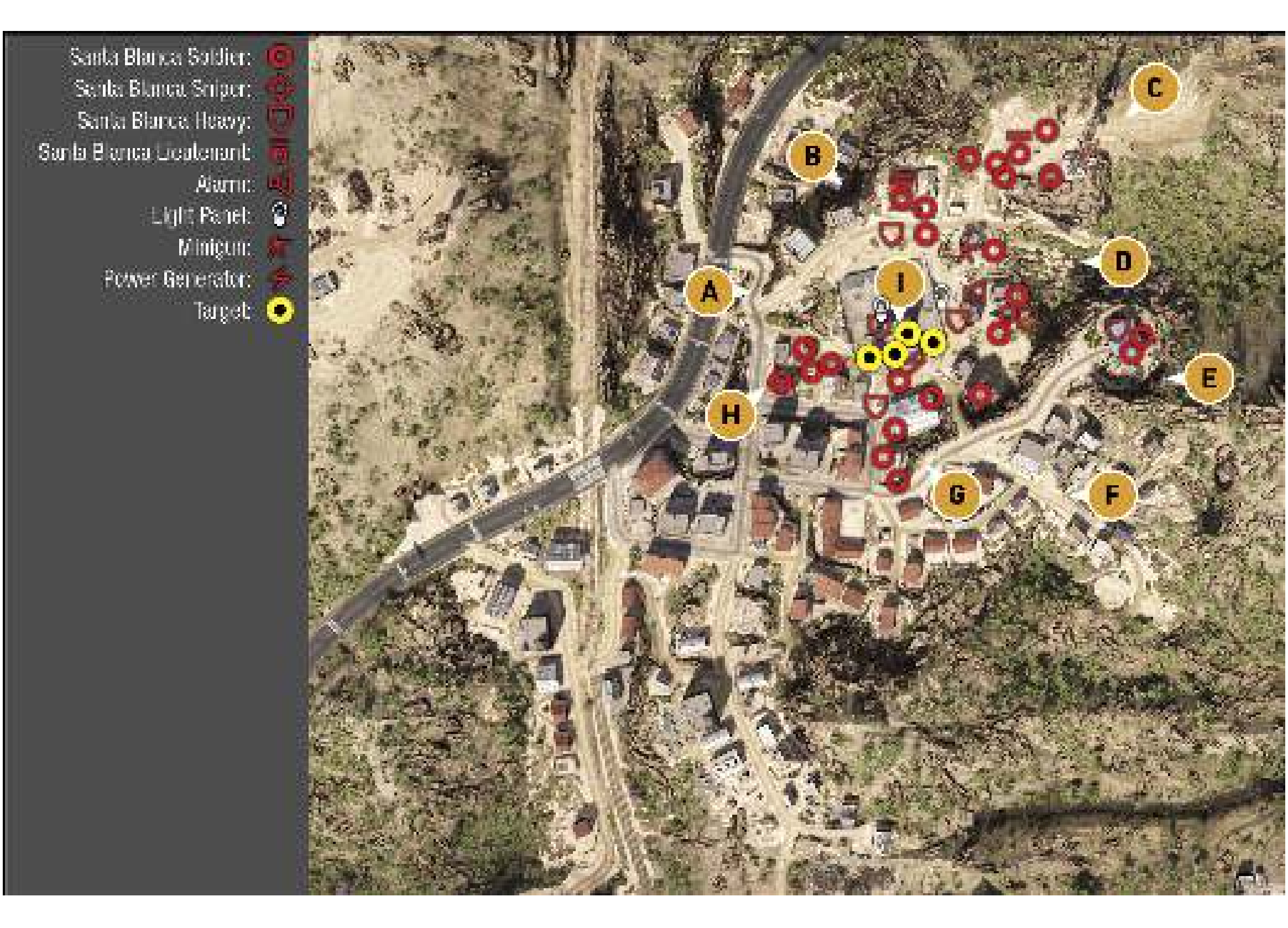
CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

While the settlement of Uma Marca has a few innocents, they tend to duck for cover during this assault, especially due to the large amount of enemies dug in around the venue. Though this doesn't give you impunity when raking the ground with area-effect explosives or machinegun fire (especially during airborne attacks), you have slightly more latitude than usual.

CAUTION: RAISING THE ALARM

Be mindful of the siren alarm pole near the minigun emplacement and sniper, in front of the construction site area (D) east of the arena. Shoot the electrical panel (ideally from B) to disable the enemy's ability to call in reinforcements. If you want to kill the floodlights in the arena, shut down the generator just over the arena wall, north of the Santa Muerte chapel at G.

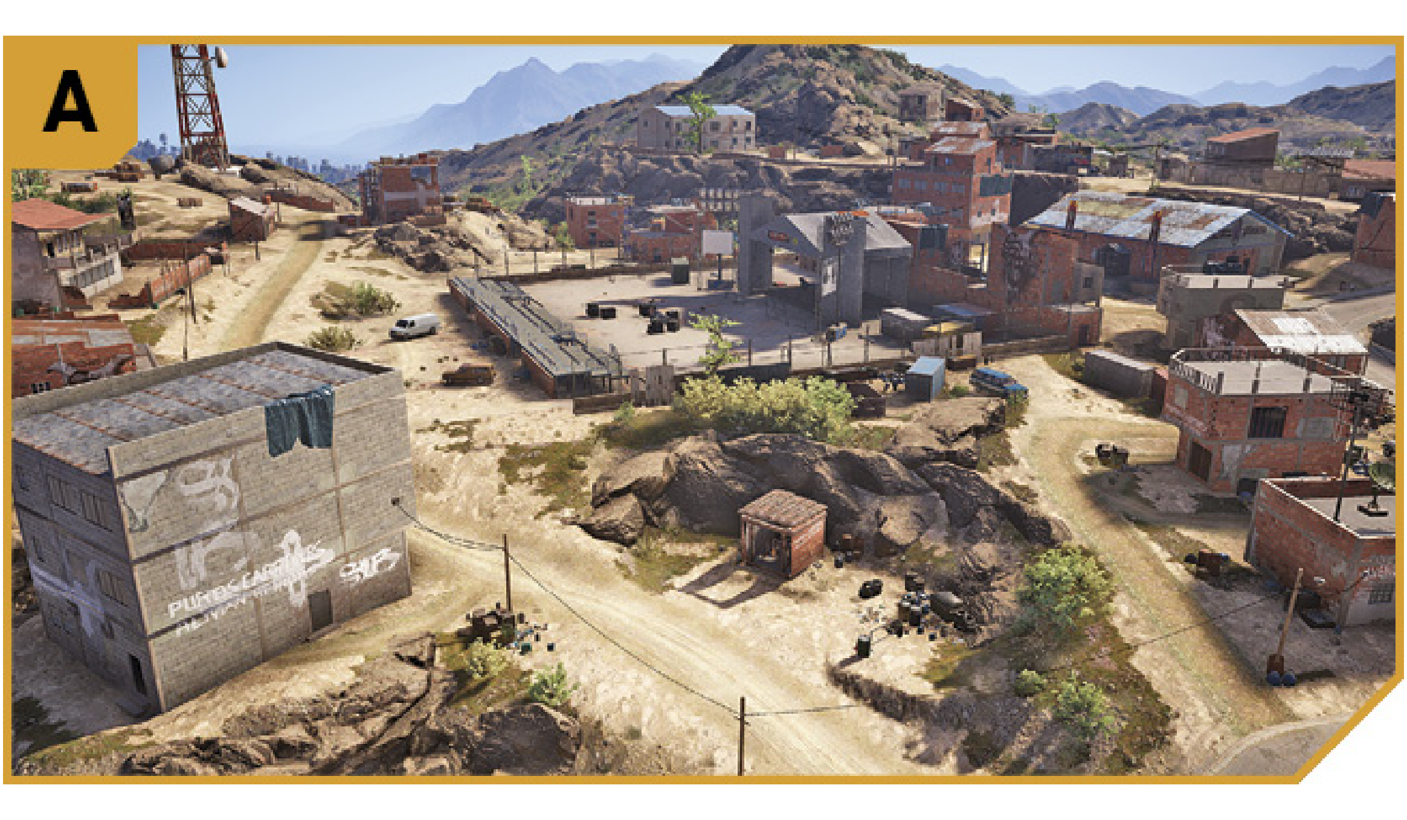
UMA MARCA CONCERT VENUE: RECON



TACMAP

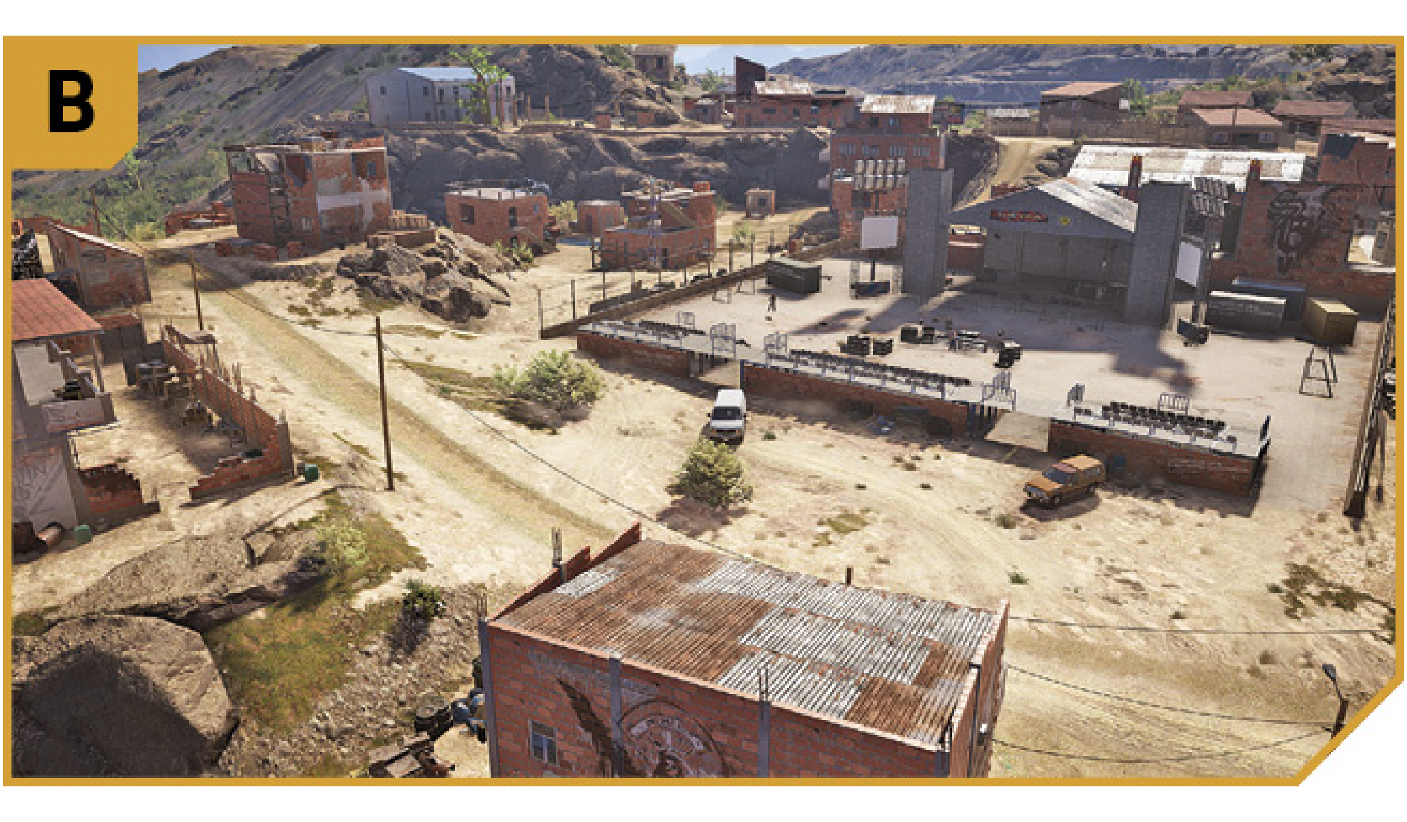
The northern part of Uma Marca consists of a sloping hillside that becomes more uneven the more east you go. Northeast is a small airfield, and along the western edge of the mission area is a minigun nest atop a building, and a sniper along with armored foes too. The mansion to the far east isn't necessary to access, though foes can come from here. To the south are streets and a Santa Muerta chapel just south of the venue grounds (and a generator). Note the six or so armored foes, some of the 30 or so enemies to worry about. If the action heats up, expect reinforcements, including enemy helicopters.

NORTHWEST: MAIN ROAD



There's a relatively clear path to drive a vehicle up from here, into the arena under the stadium seating just south of B, and complete the objective under a hail of bullets. Otherwise, this area is difficult to maneuver through without being spotted; it is too open. Peel off towards B or H at the first opportunity.

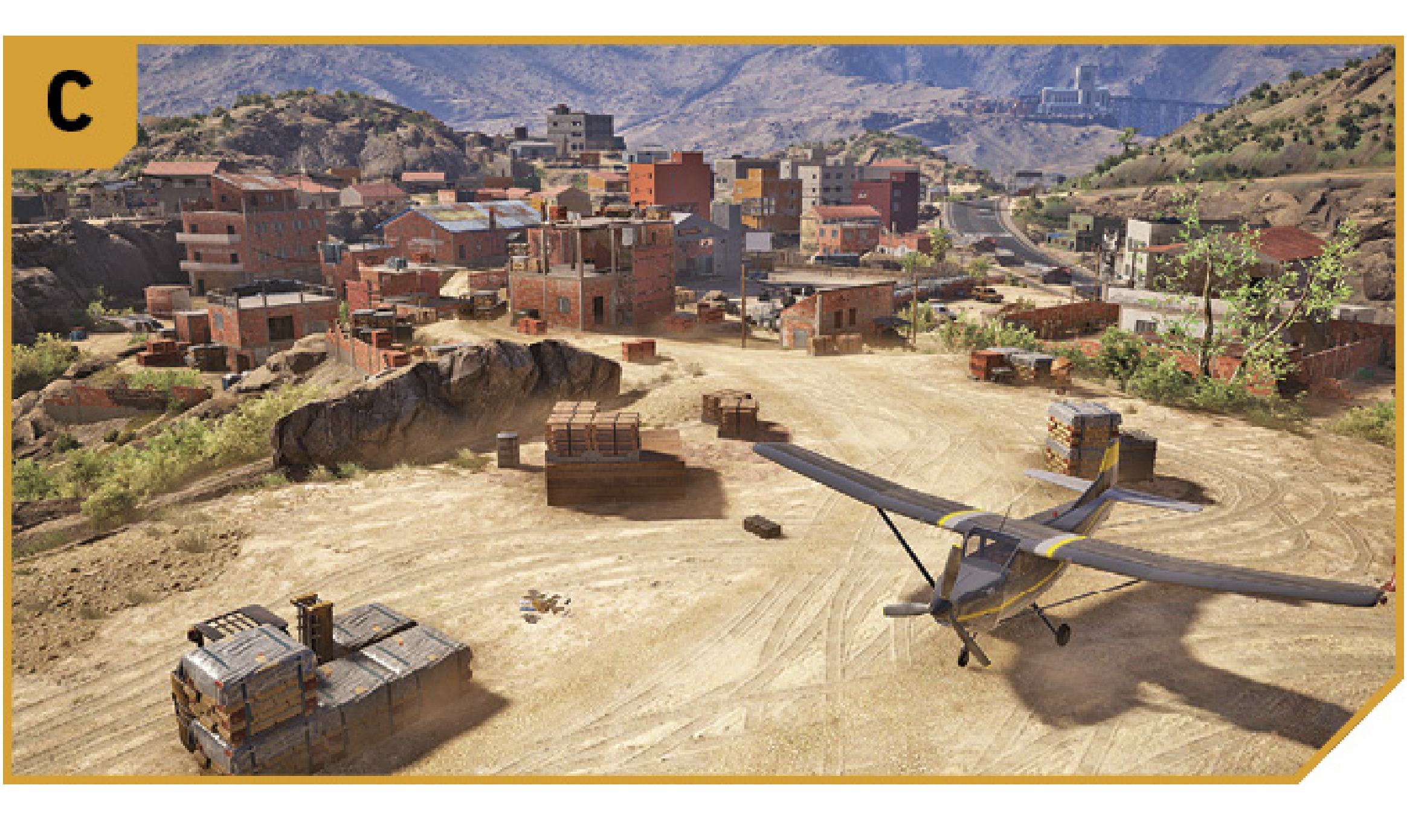
NORTH: CARTEL CLIFF HOUSES



Approaching from this angle allows you to clear the foes in any of the structures on the low rocky cliffs along the north edge of the mission area. Both the mansion with the cartel flag, and the brick structure to the west of it, can be entered and you can snipe across to D or cover other Ghosts assaulting the target area from here. Note the mansion also usually has a getaway vehicle you can steal (usually an SUV).

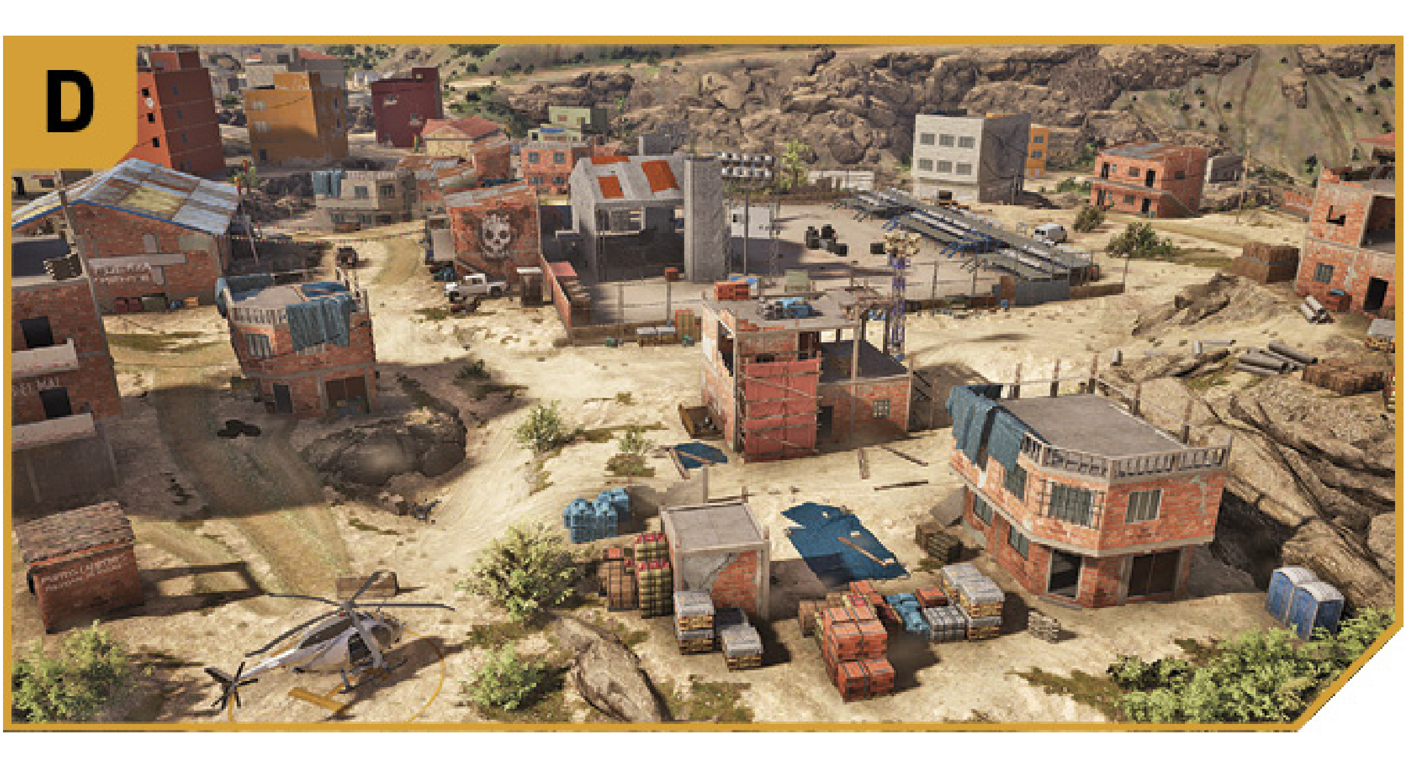
Make sure you snipe the alarm tower at D, so reinforcements don't arrive (including helicopters); you've more than enough foes to worry about as it is!

NORTHEAST: AIR FIELD



A cartel captain and a group of infantry are in this area. It's the highest ground of the combat area, and shouldn't be overlooked as an excellent point of infiltration. You can create a hell of a disturbance destroying the huge propane tank here. Land a chopper, and advance in from the northeast, stealthily wiping out forces before scanning the area below and fighting from this advantageous vantage point. Pay particular attention to foes at B and D as you clear the area. This is also a great place to flee to (especially to a chopper, or in a vehicle).

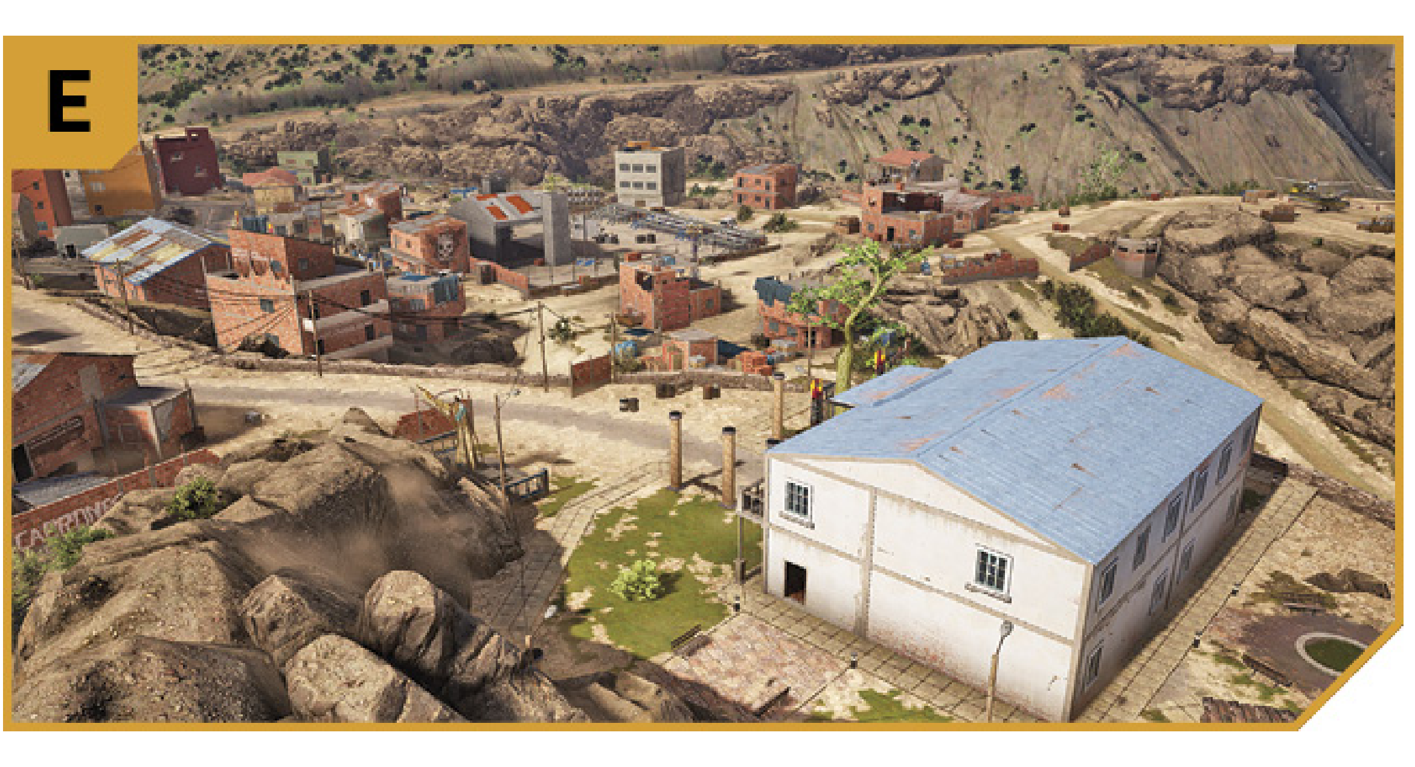
EAST: CONSTRUCTION SITE AND ALARM



The minigun operator on the roof of a half-construction low-rise tower can cause havoc to you when you're racing into the arena to complete the objective. Fortunately, he's very exposed on the roof, so send in an explosive drone, or snipe him from A, B, C, E, or H. Another building in this construction site is teeming with foes, and has a sniper. Clear the foes at E and then tackle these enemies, or the foes at C first. Note you can snipe at the speakers inside the metal container from the roof of the front building in this area (the one next to the alarm pole, at the opposite corner).

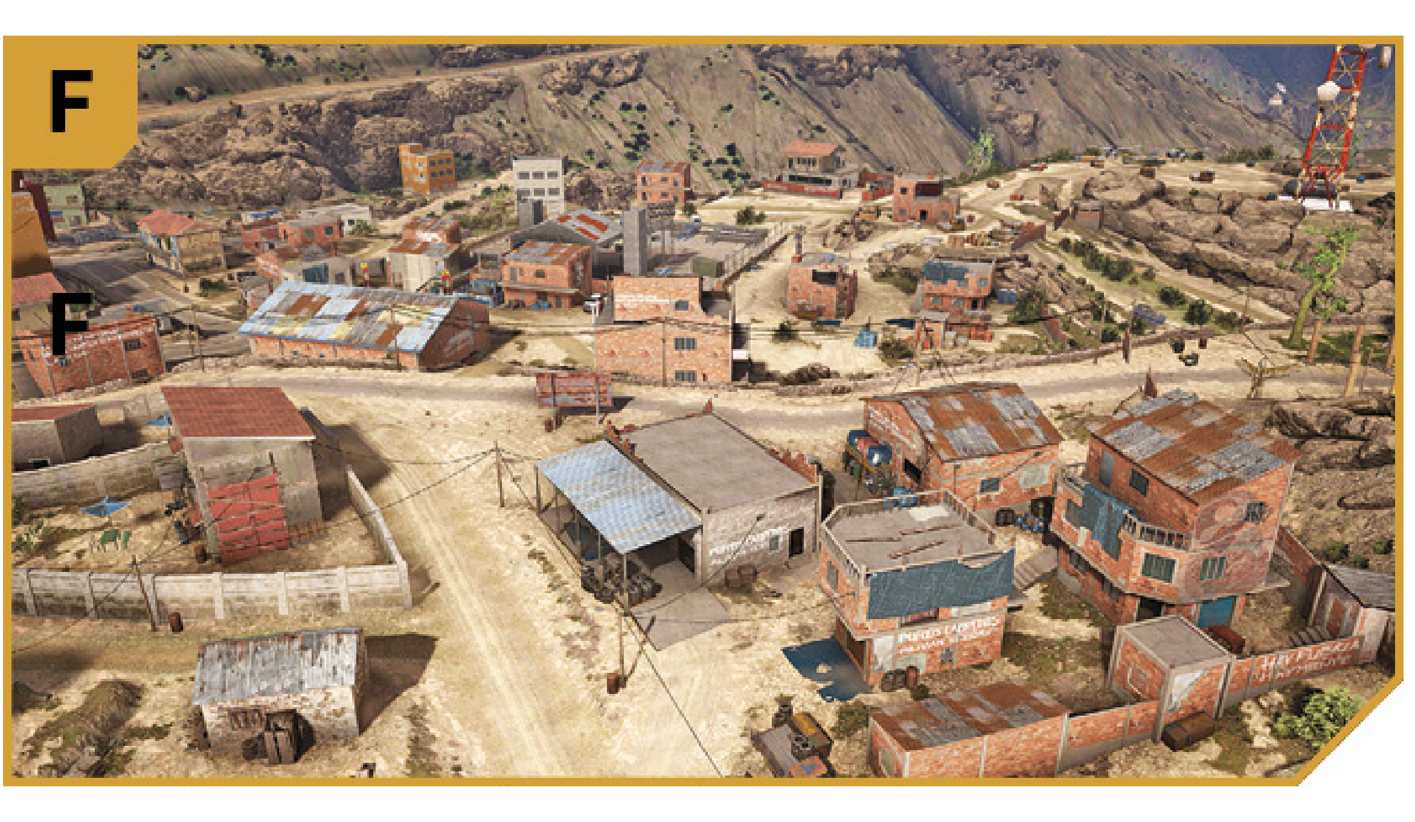
The alarm here is a critical problem if you leave it alone; shoot out the electrical panel as a matter of priority to stop reinforcements. Note the chopper and helipad in the south part of this area; use it as a possible extraction point.

EAST: MANSION HOUSE



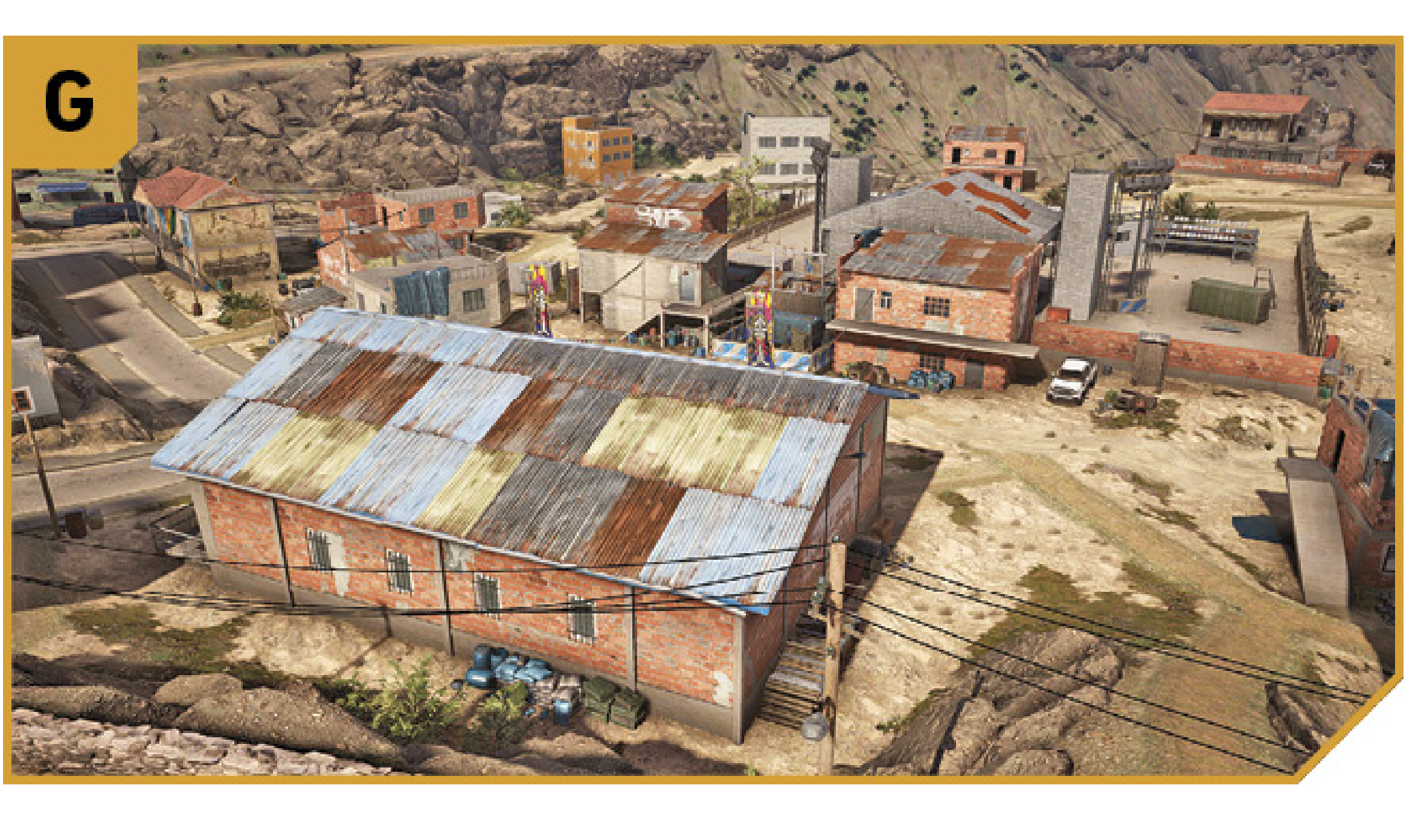
Aside from the armored foe, there are few problems clearing this mansion house situated above the construction site to the east of the mission area. The elevated road and mansion entrance, along with the balconies of the structure, may be around 180 meters away from your target, but this is a great place to snipe from (as you can see foes coming up the road). It's an even better place to shoot a grenade launcher into the target from. Cover your crew from here.

SOUTHEAST: TOWN STREET



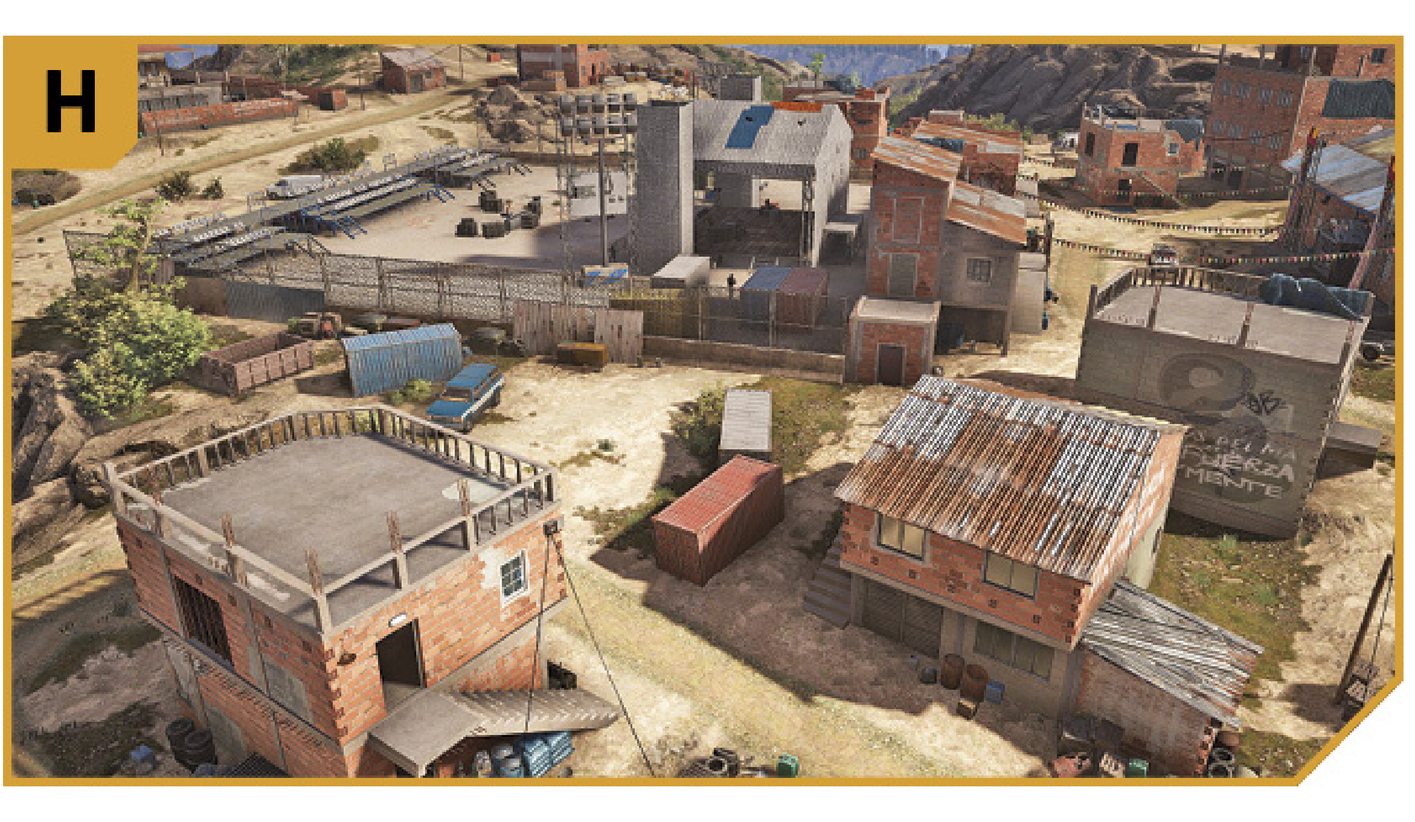
This is an excellent place to drive in and out of the mission area. You can park a getaway vehicle here, land a chopper, and generally maneuver about, usually without having to worry about many (if any) enemies. Stealthy infiltration points towards H and I are also easily reachable from here, too, and highly recommended.

SOUTH: SANTA MUERTE CHAPEL



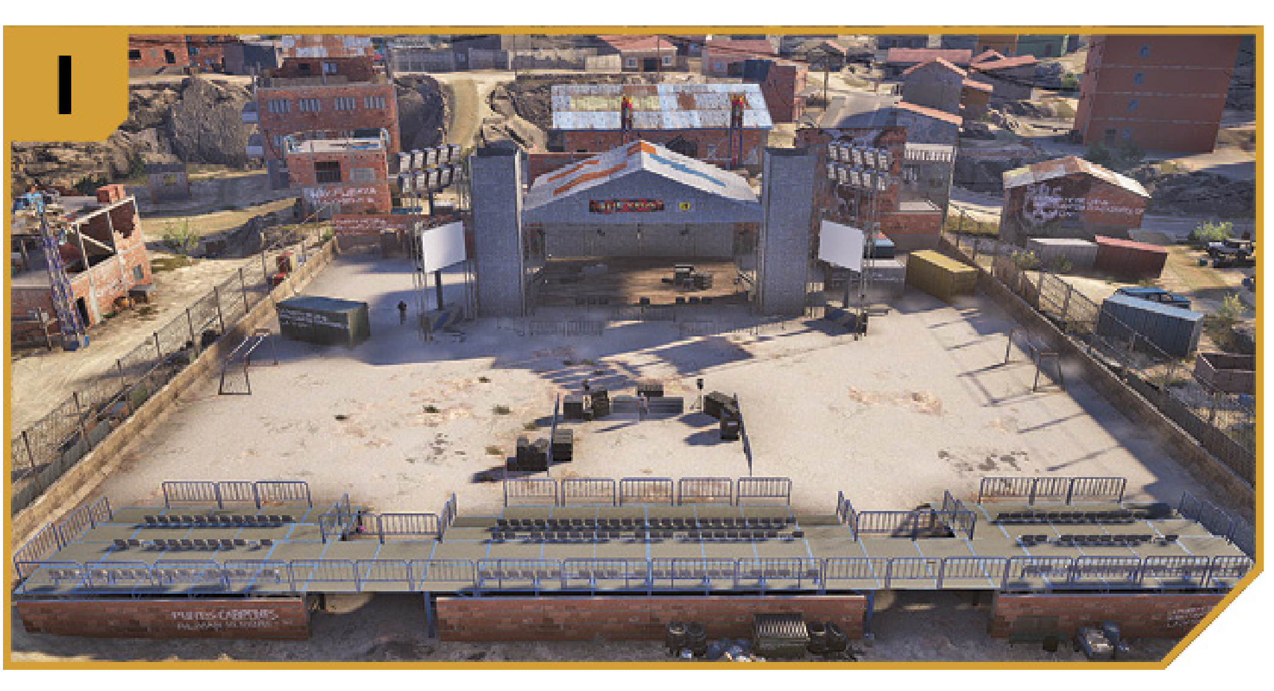
The chapel is an easily-spotted landmark, and the dirt yard around it a location where you should think about heading; you're protected from the majority of the enemies to the north and east, and you're close to the generator, which you can deactivate to kill the lights. The buildings on the north side of the yard (between the generator) are perfect for clandestine slipping into the arena, before laying C4, retreating, and blowing up all the speakers before any foes have time to react.

SOUTHEAST: COMMS AND LOW-RISE APARTMENT



The cluster of foes around these two structures just west of the arena are worth neutralizing, if only to reach an area outside the apartment building which is close enough to the target to allow grenades to be lobbed (or explosive drones to be piloted). Though you can't physically get into the arena from this location, you can do damage and distract.

● TARGET: ARENA AND SPEAKERS



There are clusters of speakers in four groups, extremely close to each other, in the southwest corner of the arena, to the side of the stage. Though you might be overwhelmed by the enemy presence, you only need destroy these speakers to complete the mission (though leaving can be tricky, it isn't part of the mission).

The west side of the arena features a fence too high to climb. The north side of the arena features stadium seating you can drive to the side of, or under. Or, you can head in on-foot, though this area is completely exposed to enemy fire.

The east side of the arena features a fence and some refuse bins, as well as some stacks of insulation. The latter are stacked directly east of the objective point, and you can climb over at this point, though you're exposed to all the enemies at D. The south side of the arena is adjacent to G, and a great place to infiltrate, or escape from.

UMA MARCA CONCERT VENUE: TACTICAL ADVICE

SOLO: This is a prime opportunity to use an explosive drone. Enter the town from the south (G), passing through or around the Santa Muerte chapel, and access the walled area near the generator. This can be done with relative stealth, especially under the cover of darkness. Note you don't even need to scale the wall; just find a hiding spot up the exterior steps of the concrete block shack just left (west) of the generator. Then fly the drone into the container with the speakers inside, as these are the most difficult to catch using usual projectiles. Then lob grenades and fire an automatic rifle into the remaining three groups of speakers before fleeing.

Note that you don't even need to be near to use the drone; as long as you're within 70 meters of the target, you can lob grenades in from any direction, and depending on your upgrades, a drone flight can occur from much farther, allowing you to complete this with zero enemy interactions. The only problem would be if the drone doesn't destroy all the speakers; in which case, you'll need to manually remove them by other means.

If you have accuracy, you could strafe the target area using the weapons from a chopper, though the speakers inside the container are extremely difficult to hit.

Other options include driving a vehicle in from A, through either of the gaps in the stadium seating on the north side of the arena, around to the target speakers, and getting out to destroy them with rapid-fire weaponry and a lobbed grenade. If you can catch the vehicle on fire, so much the better. Have the rest of your team protect you, and think about taking out the minigun emplacement (D) and other enemies first. Then escape by climbing the metal cargo container in the southeast corner, and flee across to the Santa Muerte chapel, locating the nearest vehicle you can.

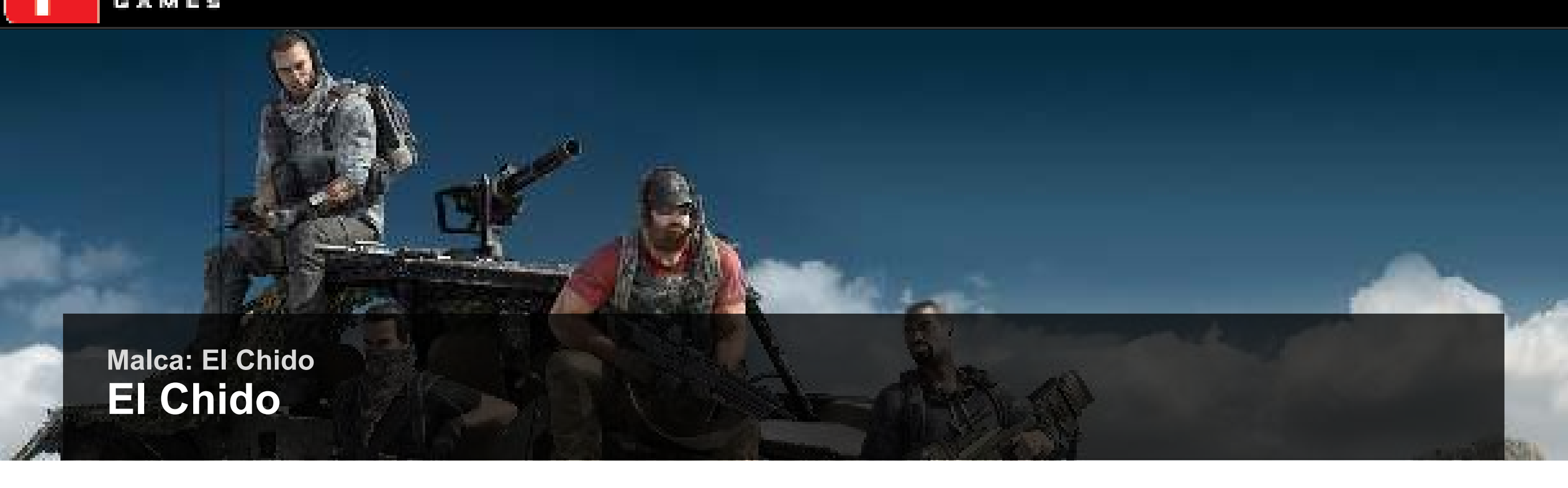
CO-OP: Try all the Solo plans, with the added benefit of additional Ghosts shadowing you, or removing nearby threats while the main Ghost completes the objective.

The plan to utilize an explosive drone is an excellent one, and made even easier when you have more than one Ghost launching drones, one after another, to quickly take care of the target speakers.

Flying over the area is slightly easier, though it's wise to take out the snipers and minigun operator first.

Barreling through into the arena using a vehicle driven under the seating along the north wall is even better with human teammates, as they can concentrate on removing the speakers while the driver can turn and set up an escape route through the same gap in the seating. Or, bring two vehicles in unison so there's some redundancy, and a choice of escape vehicles.

Feel free to land a chopper in the arena if it's safe enough, to extract Ghosts after the objective is met.



Malca: El Chido

El Chido

OBJECTIVES

- **Locate El Chido at the concert venue**
- **Capture El Chido**
- **Extract El Chido to Malca Bravo**

REWARDS

- **+ 500 XP**
- **+ 5 Skill Points**
- **Submachine Gun: UY!**

LOCATIONS

- **Santa Muerte Icon**
- **Malca Charlie**

BRIEF

Santa Blanca has moved El Chido’s concert to a remote mountain peak and surrounded the singer with cartel bodyguards. The only way to disrupt the publicity tour now is to enter the venue and extract El Chido during the concert.

MISSION ACCESS

Complete all previous Main Missions in Malca Province to access this Mission.

BOLIVIAN IDOL

Driving, hiking, or flying to the giant Santa Muerte statue atop the north mountains of this province allows you to look at a secret concert already in progress. Even a cursory glance shows the place is filled with cartel thugs (many of them Captains), along with a small crowd, and additional troops dotted throughout the tight confines of this area. Be exceptionally careful about your planning prior to pulling the plug on this concert.

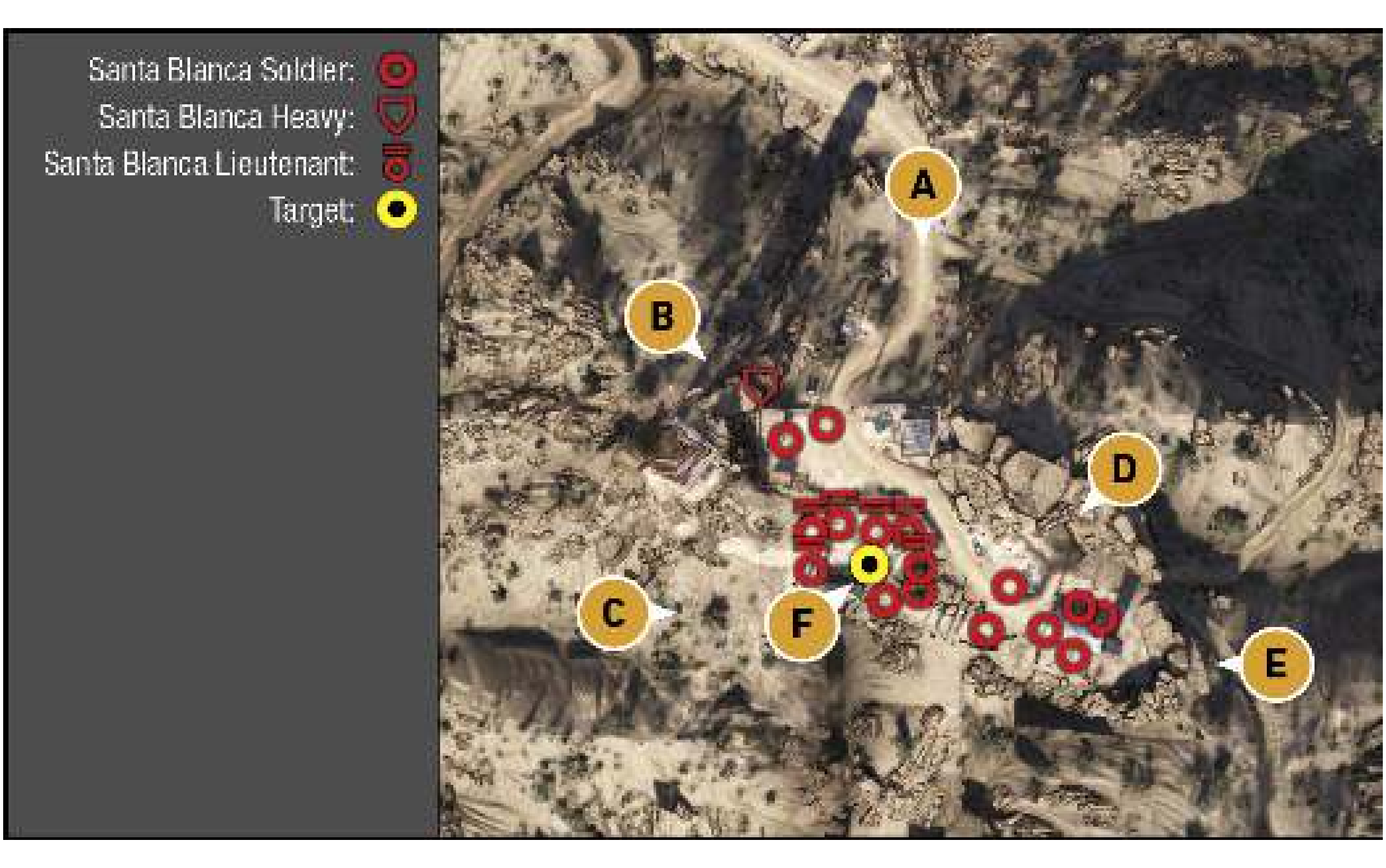
CAUTION: UNACCEPTABLE CARTEL NUMBERS

This mountaintop hideaway has a large number of foes in a very compact and narrow area, and as soon as a single shot is fired, El Chido makes a run for it. This situation can turn extremely chaotic in a matter of seconds, so it’s worth remaining silent until all Ghosts are positioned properly, and figuring out an exact plan without accidentally starting a stampede. You should be pre-planning a chase to capture El Chido, as well as knowing which vehicle he likes to use to escape in.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

There is a reasonably large crowd watching the concert in the small natural amphitheater. Firing at any of the innocents isn’t wise; killing more than a couple fails the mission.

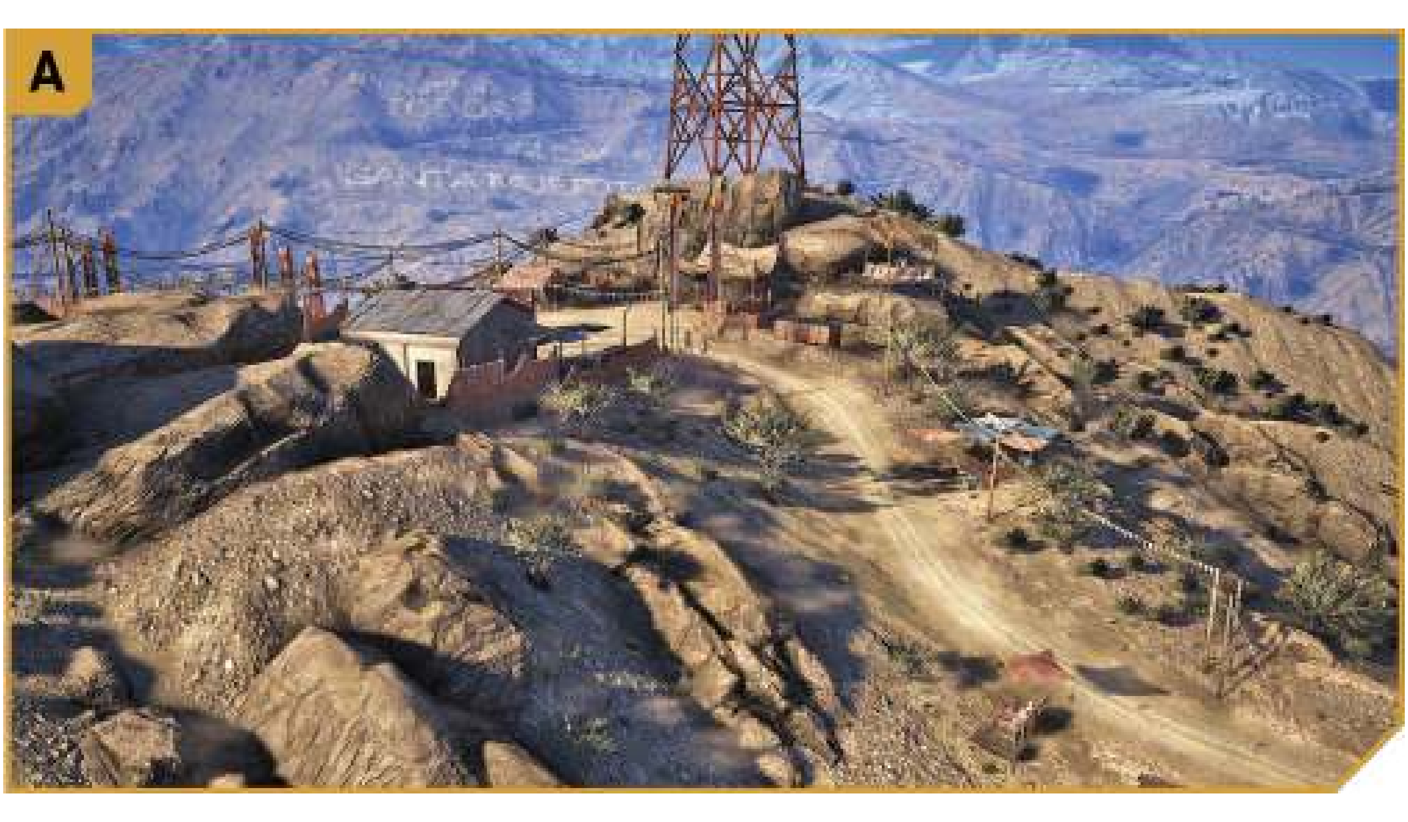
SANTA MUERTE ICON: RECON



TACMAP

Dominating the mountaintop is the huge idol of Santa Muerte, but this figure doesn’t play a role in the completion of the mission; it is positioned on the west side of this mountain hideout. The only road comes in from the northwest, and is used when El Chido escapes. The concert itself is occurring along the southern edge of the mountain, just below and southeast of the idol. There’s a few buildings and a parking area in the central-east part of the base where the road ends, and a small chapel on the eastern edge. Note the goat trail just east of that.

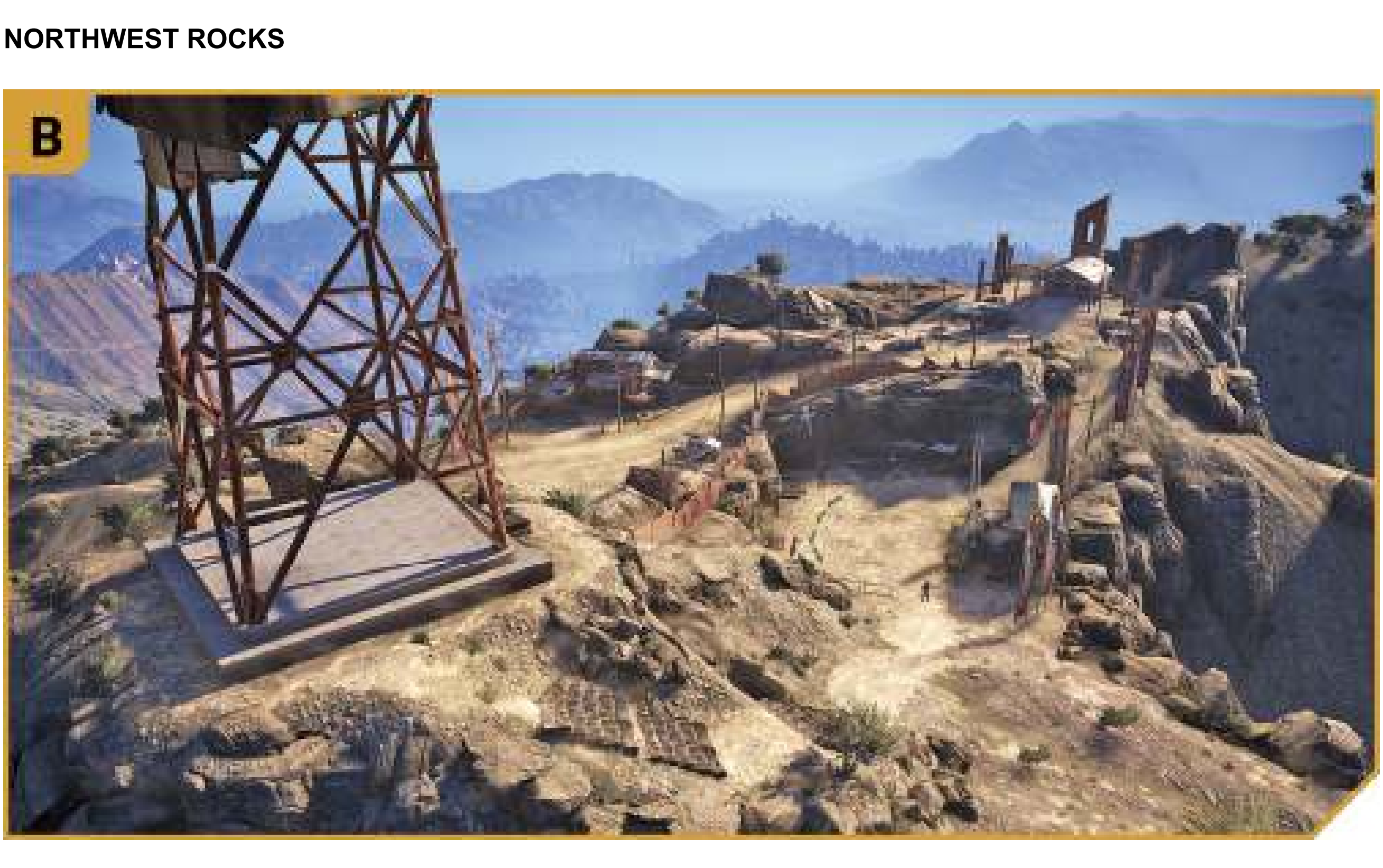
MAIN ROAD



It’s worth parking a vehicle out of view of the armored minigun operator who sits just to the right (west) of the hideout entrance. Driving straight into this base simply results in chaos, and El Chido fleeing (which is actually what you want to happen, though it negates all recon planning). Instead, approach the entrance from B or D so you can avoid or remove the small cluster of guards (around four) without the others seeing you.

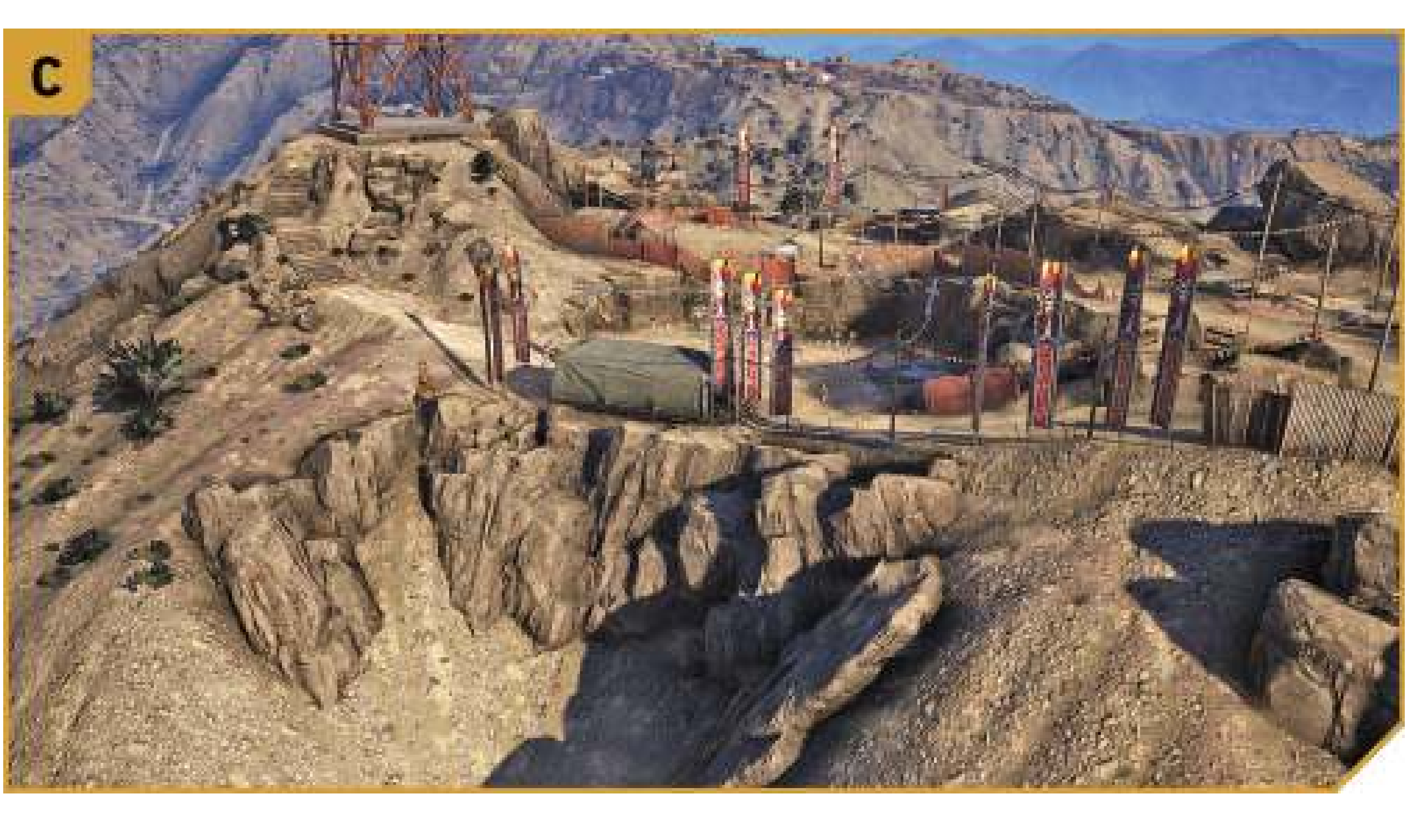
Also note the military SUV usually parked just inside the entrance, by an open warehouse structure. Use it to chase down El Chido if you’ve no better option. There’s a vehicle usually parked close to that too, which is El Chido’s alternate means of escape if the first car is destroyed prior to his reaching it.

NORTHWEST ROCKS



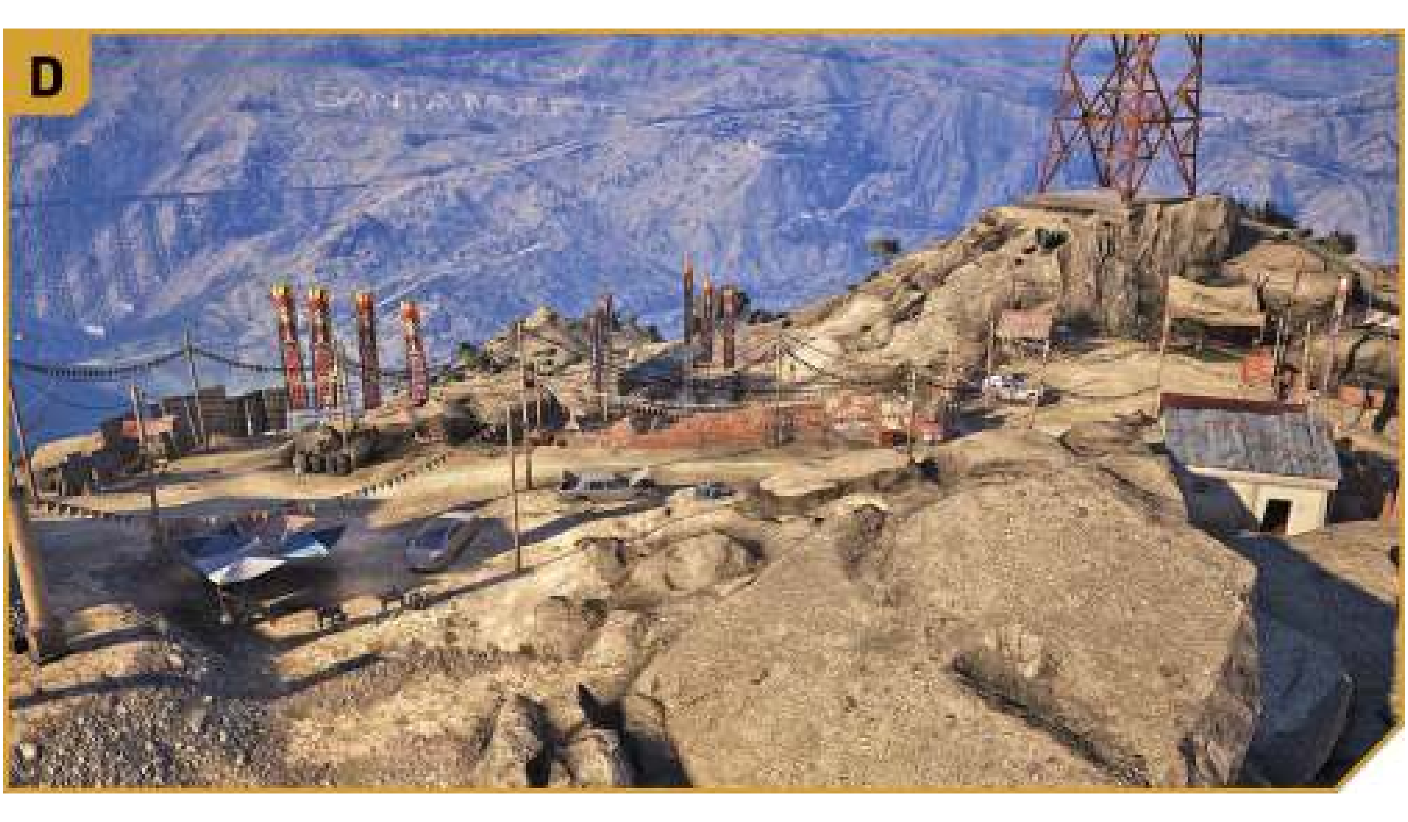
This is a good spot to hike up from; aim to be west of the minigun operator, and creep around to the base of the massive idol so you can peer down at the concert and ascertain all the cartel captains (the bodyguards) at the gig. You can take potshots from here, though you don’t have time to finish off many foes before needing to apprehend El Chido. Use this infiltration point for the view, and the relatively easy access to the parked SUV near A (just inside the base entrance).

WEST SCREE SLOPE



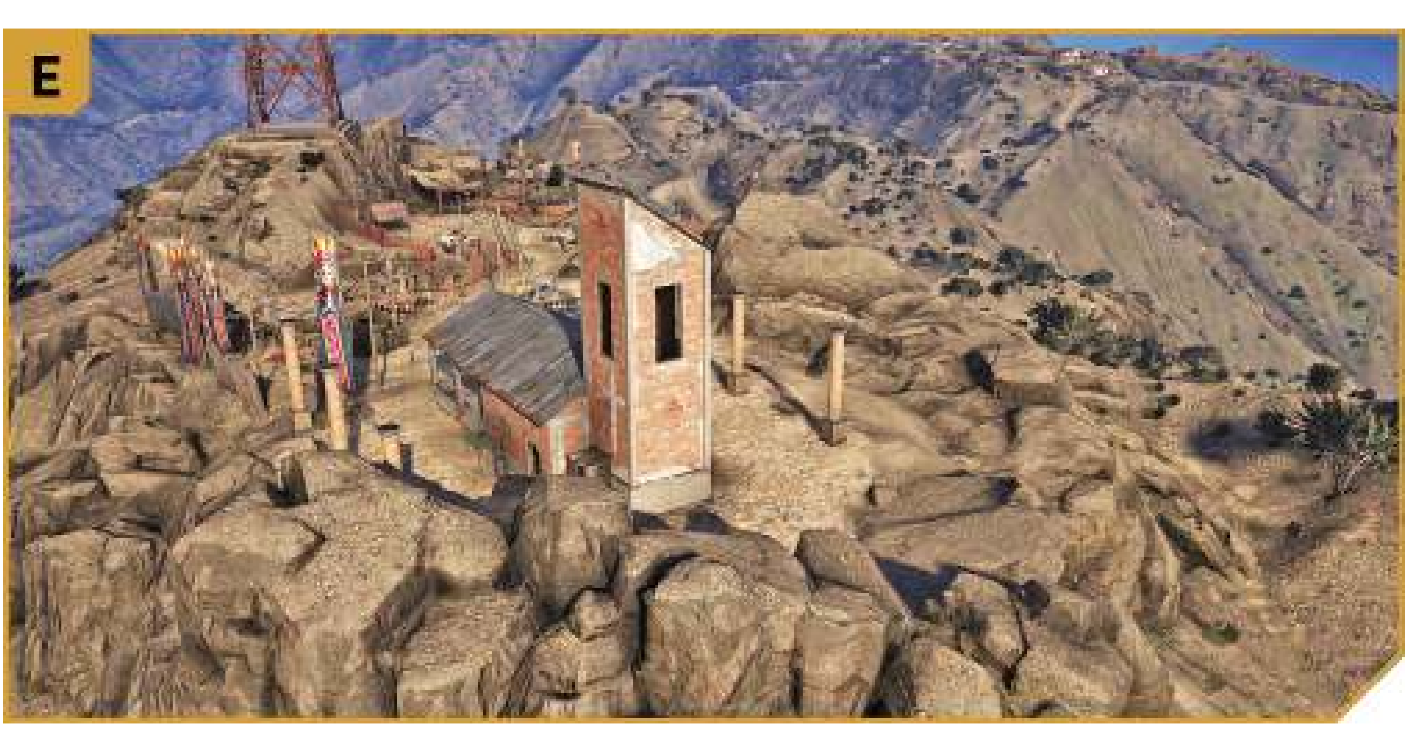
You’ll need to climb this on foot or by bike, and if you choose to execute all the captains in the concert area, and force El Chido away from either escape vehicle, he may run to this area, allowing you to grab and wrestle him down the mountain to a nearby road. This area has piles of marker stones and a small effigy of Santa Muerte. This isn’t a great place to maneuver in from as you don’t have the height advantage, or anywhere to retreat to.

NORTHEAST ROCK OUTCROP



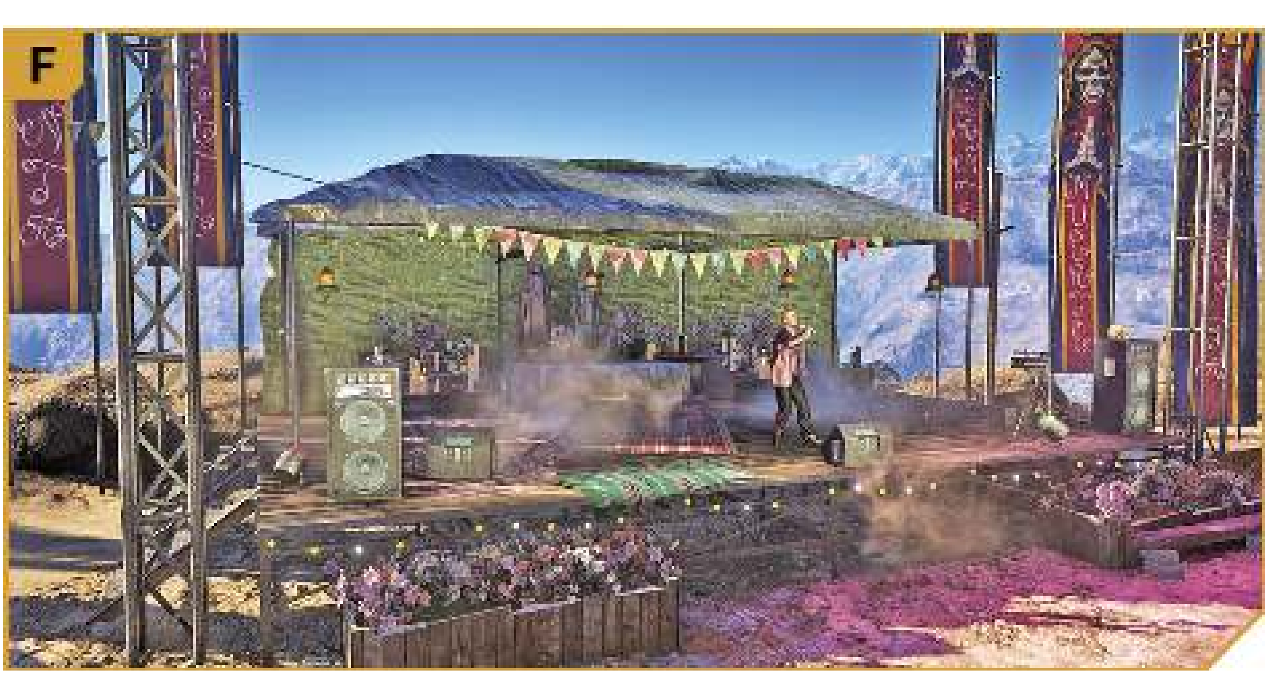
The flat rocks between the entrance area to the west, and the chapel to the east, are a good spot for lying down to recon the area. You can see (and shoot at) the foes at the chapel, the enemies around the entrance (including the minigun armored foe you can snipe from here), and the route El Chido takes to one of the parked cars at the end of the main road. It’s easy to destroy this car so he has to run to a second vehicle parked near A. The only drawback of this area is that it’s not that close to a vehicle, so giving chase is difficult unless you made it here by bike.

EAST CHAPEL



Hike or bike up to this point via the goat trail, and use the rocks around the chapel to quickly ascertain where the cluster of around six foes are in this vicinity. You can also creep west toward the target area from this point too, if you remain south of the chapel and the perimeter fencing. This is a good point if your team is intent on neutralizing all foes, but you’re very far from the escape route El Chido takes.

● TARGET: CONCERT AMPHITHEATER AND EL CHIDO



This natural curved plateau below the majority of the hideout is where El Chido is performing, along with around eight foes and a crowd clustered together. Six of these foes are captains, and are extra-tough to drop. The crowd, and El Chido, must not be harmed, so remember this before lobbing explosives into the area (which isn’t recommended). Get a tag on the target, so when the firing starts, you can see where he flees to.

SANTA MUERTE IDOL: TACTICAL ADVICE

SOLO: Park a vehicle down by A, but out of sight of your foes, then hike up and around to B, crouch by the foot of the Santa Muerte idol, and watch the concert. When you’ve seen the target, order your team down to attack while you dash back, get into your preferred vehicle, wait for El Chido to drive past you, and then give chase. Alternatives to this involve just shooting close to the entrance so panic starts, and retreating without even having to enter the hideout. Or, use a bike to reach an area where you can see the target, and stay on your bike to chase him. Or, commandeer one of the three vehicles mentioned previously, inside the base, and use one of those to reach your target when he runs.

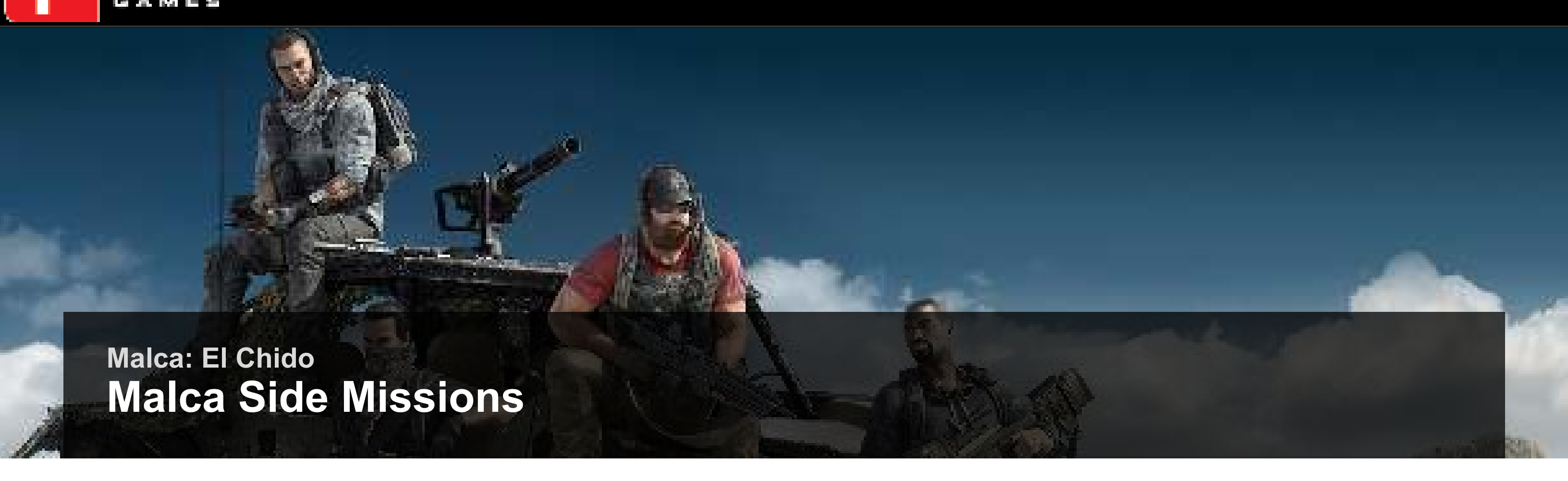
El Chido runs east up the hill from the concert area, then around to the main road and a waiting car, and uses it to drive away north down the only road. If that car is destroyed, he finds a second vehicle parked just inside the base entrance, near the parked military SUV and behind the minigun nest. If both those are destroyed, he runs on foot. As it’s a lot easier to capture El Chido once he’s fled, and you only have to deal with him (he’s a lover, not a fighter) instead of a half dozen cartel bodyguards (captains) and a host of thugs, you’re encouraged to let El Chido escape. Just make sure you have a sturdy vehicle to chase him in (or steal the parked military SUV just inside the base).

CO-OP: With three other Ghosts, you have a better chance of removing all threats at the base and capturing El Chido all at the same time. Any of the previous plans are worth attempting, but for a real professional method of showing the cartel you mean business, have two Ghosts at B, and one at D and E.

The Ghosts at B should have already cleared the foes at the entrance without making any noise. Then start a simultaneous assault. Have both Ghosts at B start executing the captains around the edge of the amphitheater. The Ghosts at D and E should (at the same time) tackle the six foes by the chapel, catching three each in quick succession. When the chapel foes are removed, the Ghosts at D and E should destroy El Chido’s escape vehicles while the Ghosts at B are mopping up the stragglers. With no vehicle to use, El Chido is easily captured soon afterward. Alternatively, you could have a fourth Ghost in a vehicle (which could be an SUV or a chopper) ready to give chase.

EXTRACTION: TO MALCA CHARLIE

Follow El Chido in his vehicle, and bring it to a stop with ramming, shunting, or destroying the engine by shooting it everywhere except the driver’s area. Grab El Chido when he leaves the vehicle, then bundle him into a vehicle (or chopper) of your choosing, and drive him (carefully) to the extraction point to the southwest. After Bowman gets her hands on him, he really starts to sing. The mission then concludes.



Malca: El Chido

Malca Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

Blow up one of the station's entrances and then hack the network relay

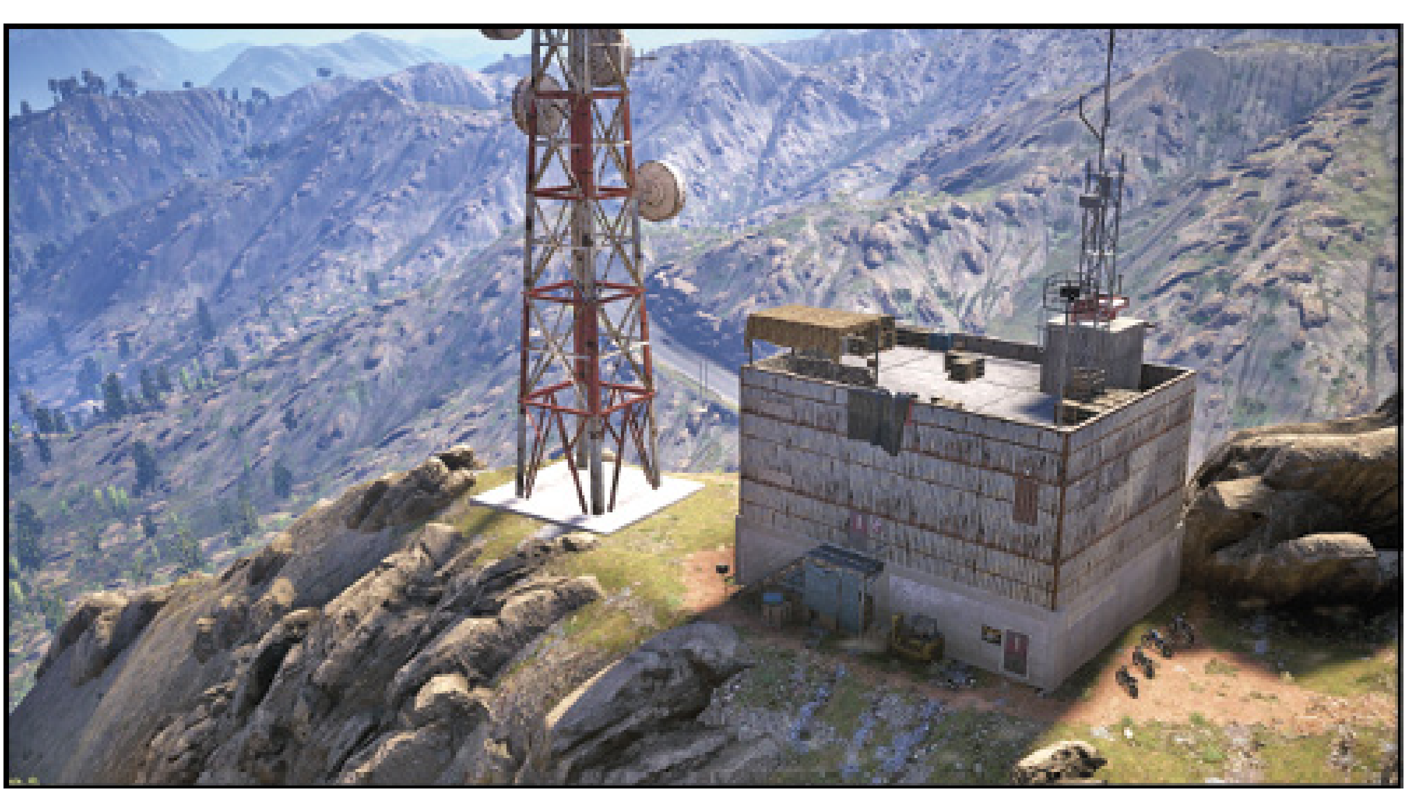
LOCATION

North of Uma Marca

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off

The network station is located on the side of a mountain to the far north. Steal the helicopter from Uma Marca Town and fly it straight north to the sharp corner of the province to find the building. Use the northern door at the top of the steps to enter the building, since it gives you the most direct access to the network relay. Once the door is detonated, you have 1:30 to fight off the enemies and hack the relay—located to the left from the front door. Move your team inside as you enter so they can protect you while completing the objective.



COMMS TOOL RAID

OBJECTIVE

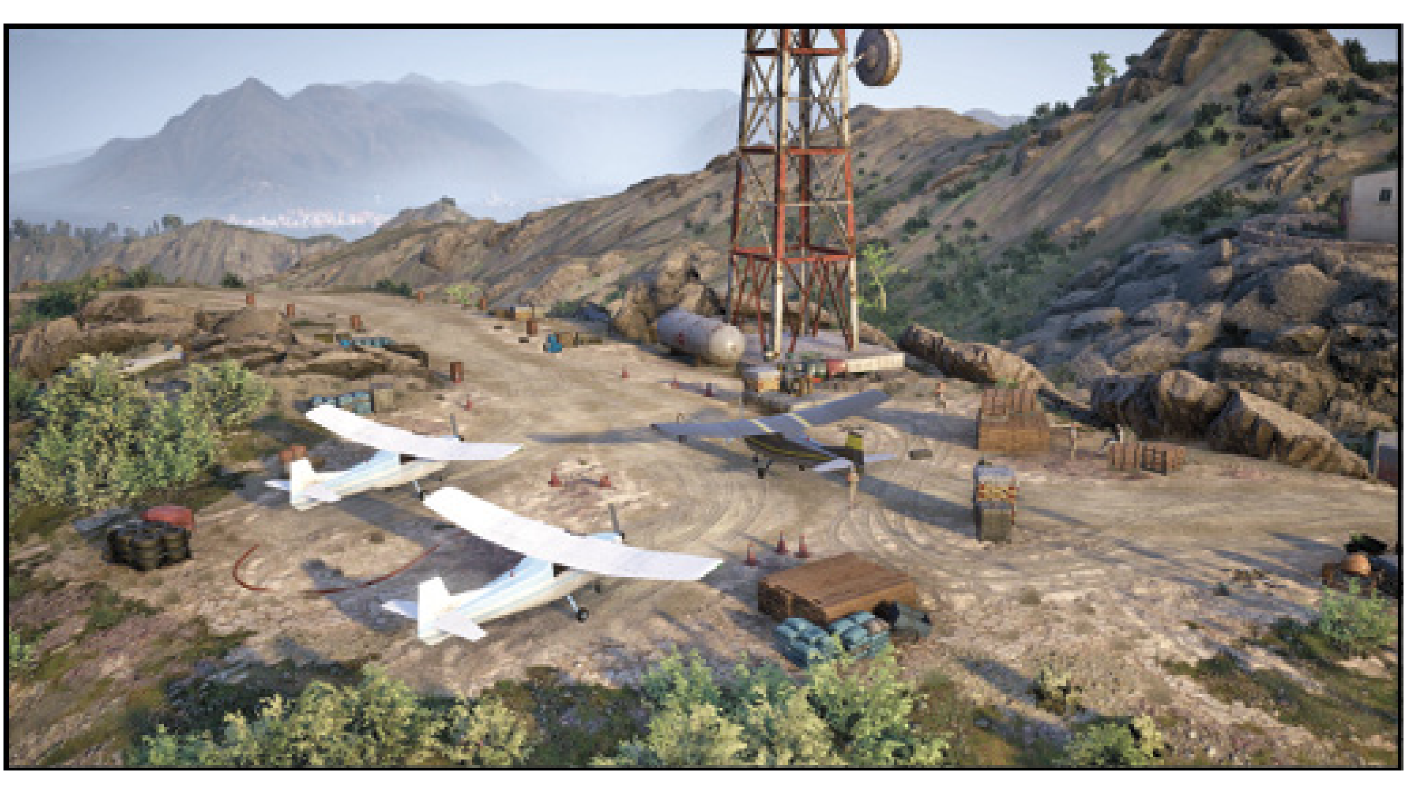
Steal the plane

LOCATION

Uma Marca

REWARDS

+2200 Comms Tool



Approach the runway on the north side of Uma Marca from the northeast for the least resistance. Find the most isolated foes and use Diversion Grenades to pull them away from the group. Eliminate the guards until the rest can be eliminated with Sync Shots. Once clear, board the plane and fly it south to a rebel-held runway.

REBEL OP: PARACHUTE DROP

OBJECTIVE

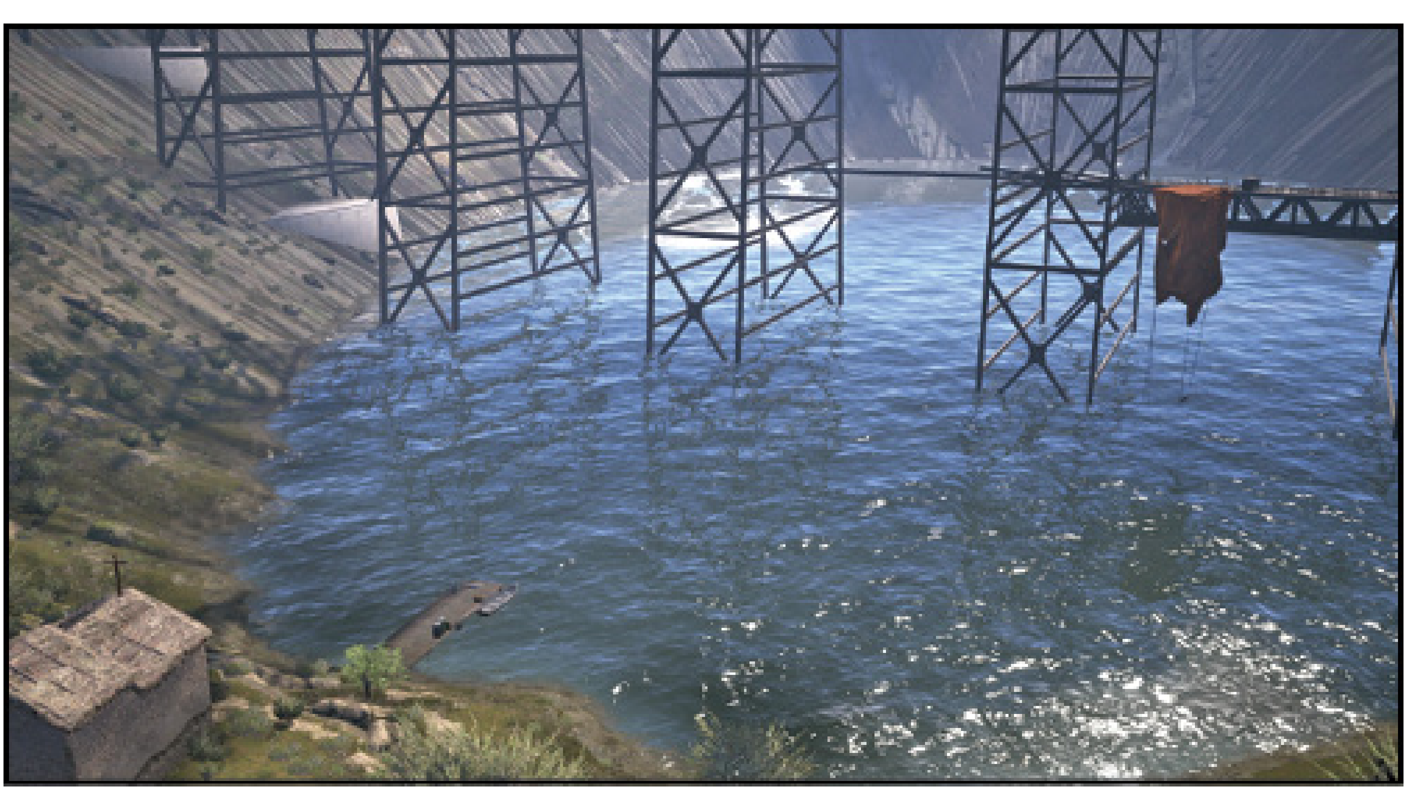
Tag the drop site supplies

LOCATION

South of Los Críos De La Muerte

REWARDS

Support Unlock/Upgrade – Rebel Recon



Reaching the supply drops gets tougher as you progress through the provinces. This time, they have landed on a platform above the lake at Los Críos De La Muerte. It is too high to climb and dropping from the railroad tracks above is suicide. Grab a helicopter, like the one nearby at Holy Malca Base, and fly it high above this location. Jump out and deploy the parachute. Land on the platform and tag the supplies to successfully complete the mission.

REBEL OP: HACK ANTENNA

OBJECTIVE

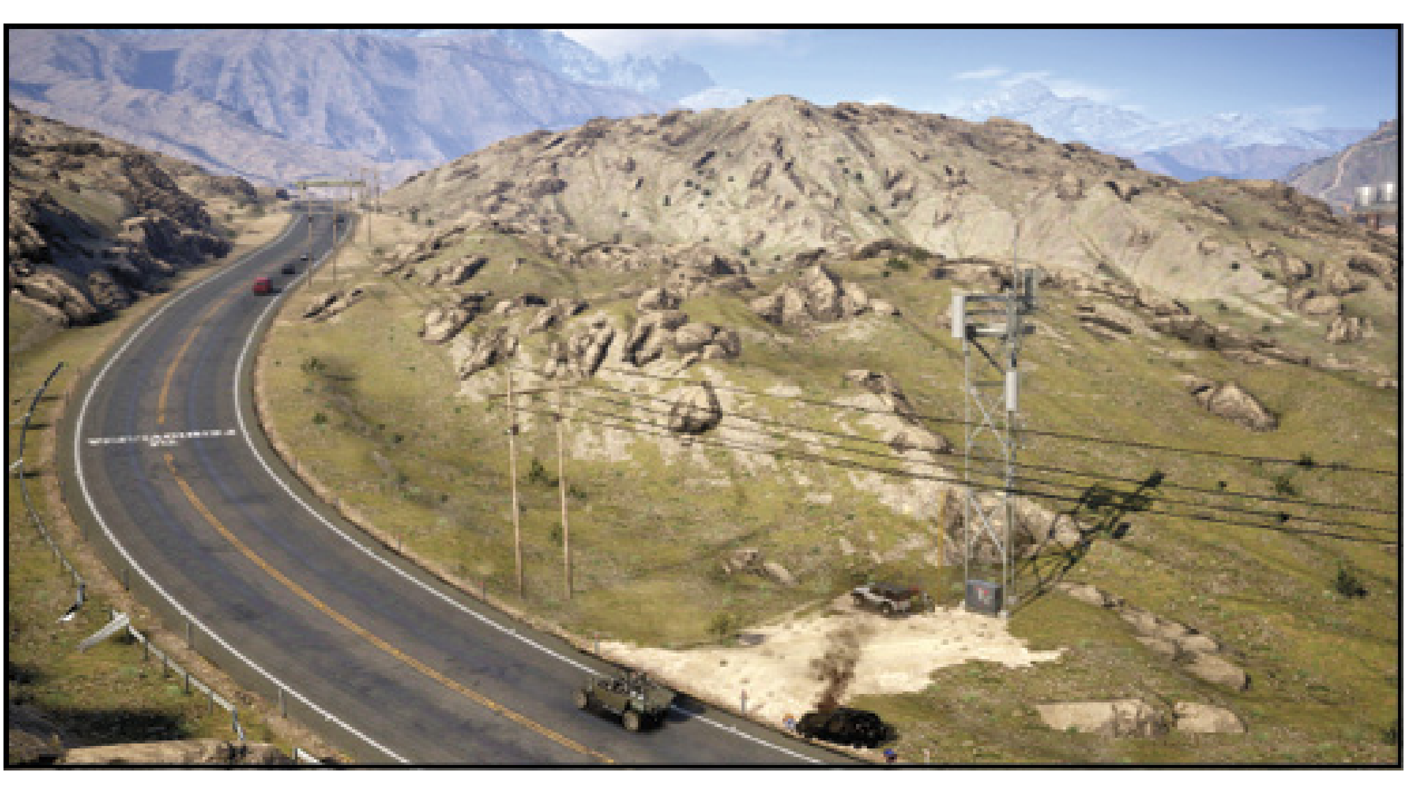
Deactivate the two antennas within

LOCATION

Southeast of Uma Marca Mine

REWARDS

Support Unlock/Upgrade - Rebel Diversion



The first antenna sits unguarded just down the road from the Undidad Combat Outpost, to the east. This does not mean you will not face any opposition along the way. Enemy vehicles populate the road fairly regularly and small groups of Santa Blanca or Unidad may hang out nearby, so proceed cautiously. Flip the switch to begin the 1:45 timer and immediately hop on the nearby motorcycle. This time take the suggested route west along the highway. As you near the second antenna, dismount and quickly mow down the three guards.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

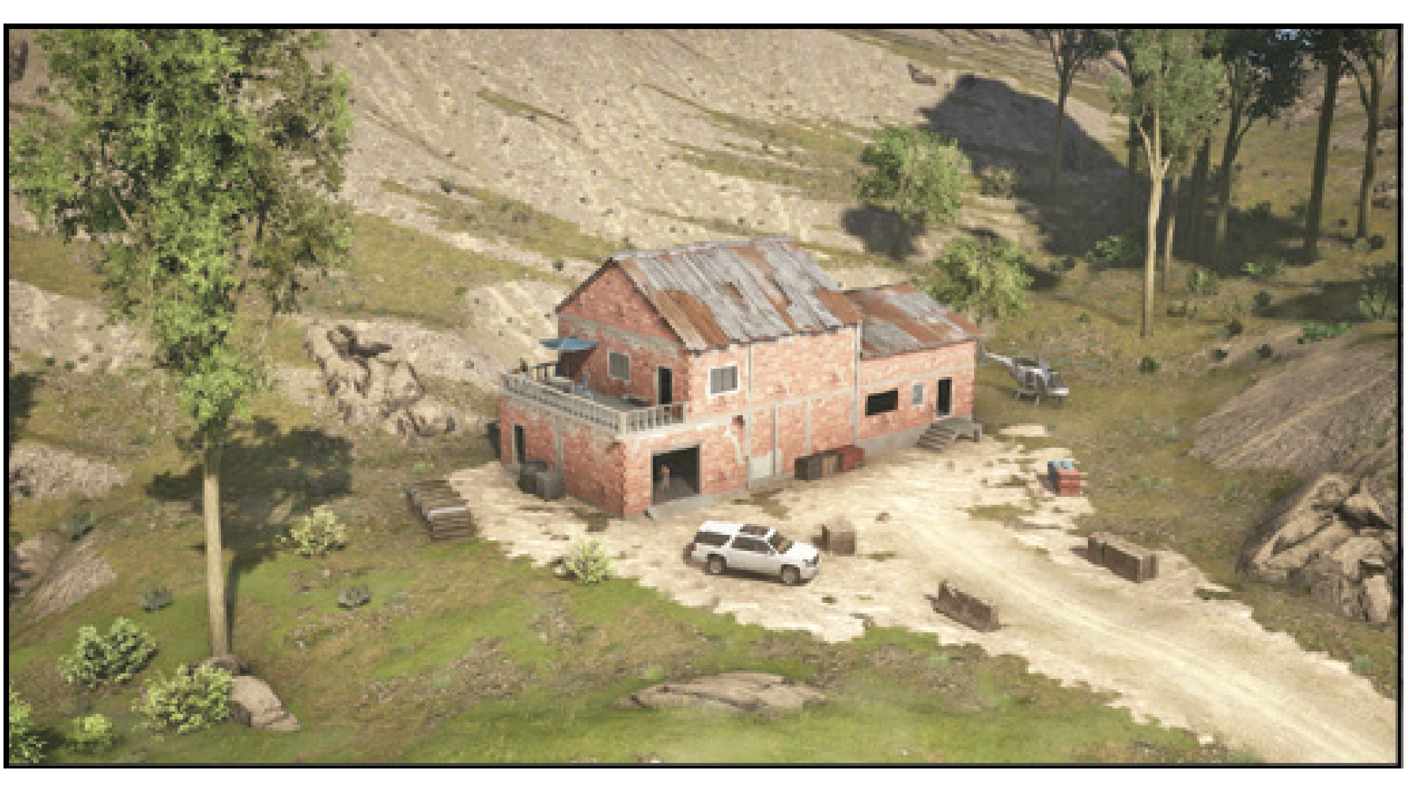
Grab and intimidate the Sicario

LOCATION

Sicario House (Northeast of Icoya)

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Northeast of Icoy, the target sicario's house sits on the east side of the hill. Approach from the southern trees and recon the area before getting too close. Only a few friends hang out at the house, so it is possible to eliminate them with Sync Shots, though it can be tough getting an angle on anyone inside. He becomes alerted if you make too much noise or a buddy dies within sight; so proceed carefully. Watch out for civilians who approach the house, as they will alert the Santa Blanca of your presence. Once the home is clear, grab the sicario and intimidate him to complete the mission.

REBEL OP: DEFEND RADIO

OBJECTIVE

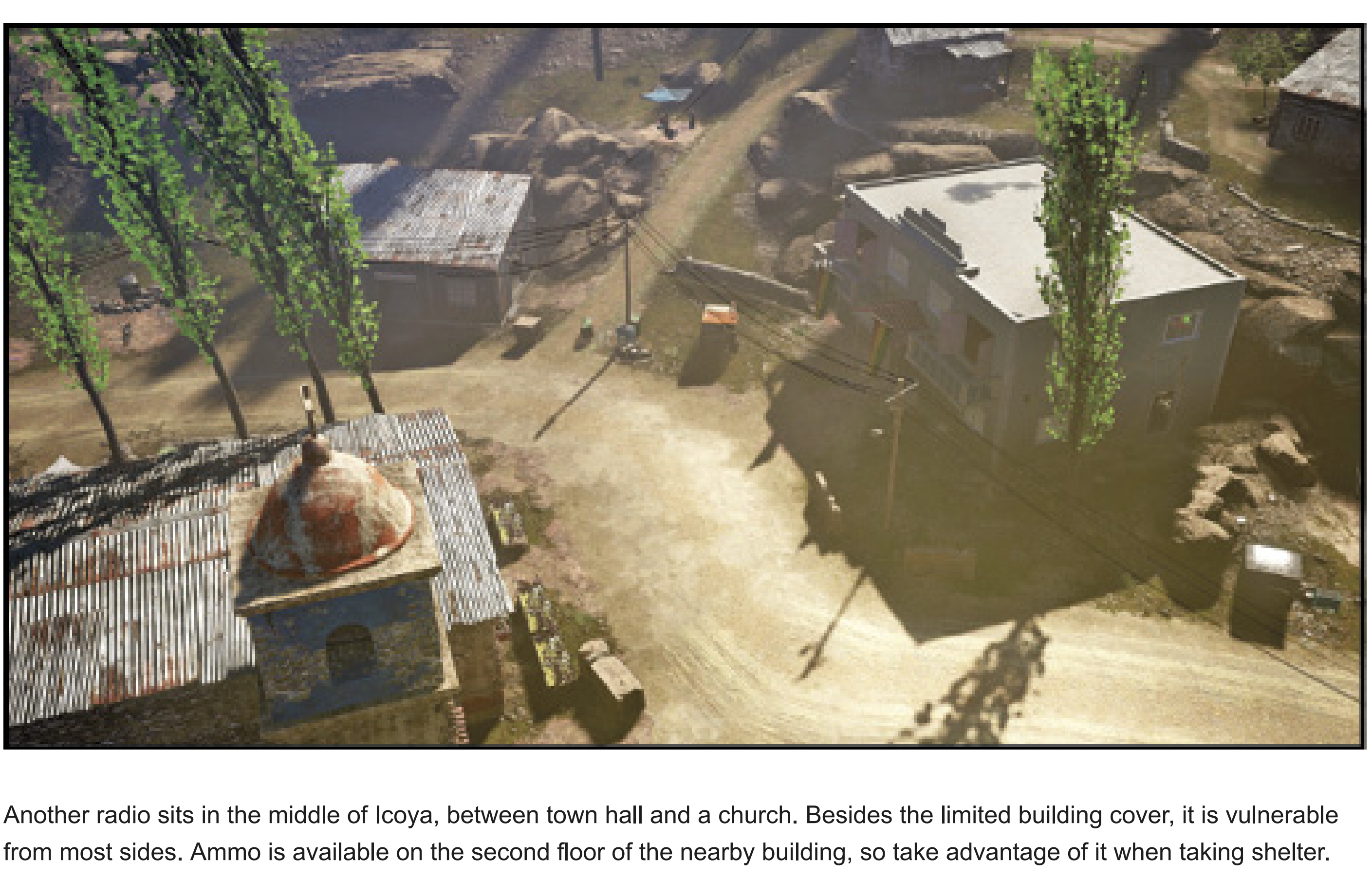
Start the radio and defend it

LOCATION

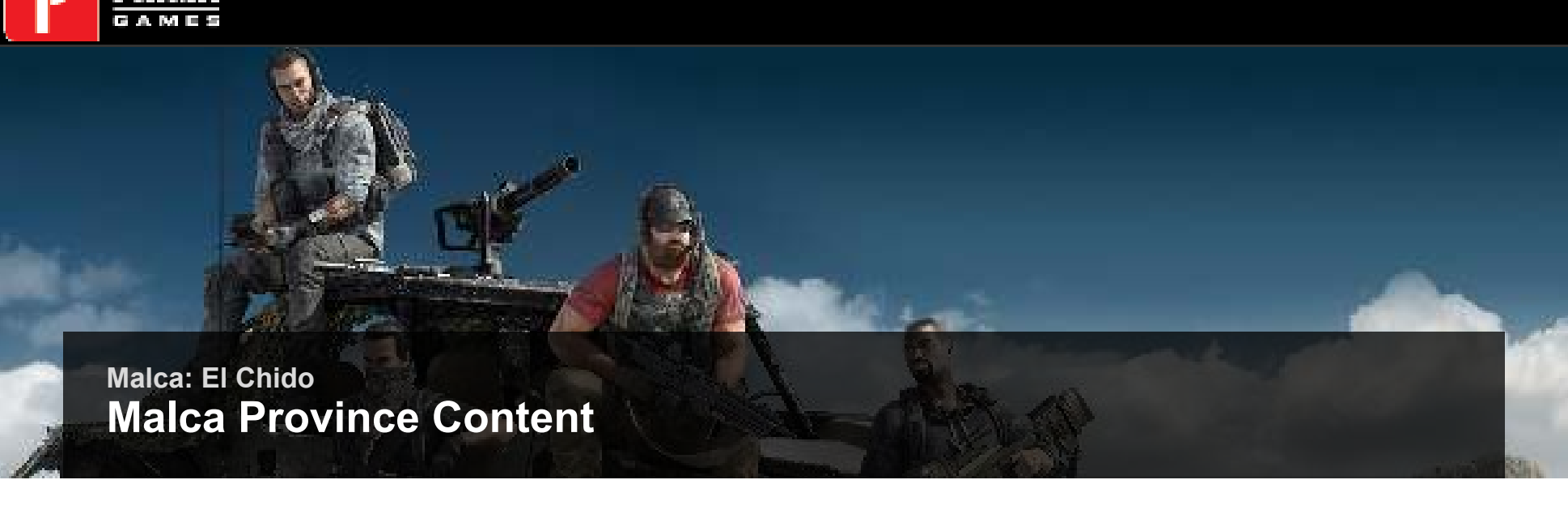
Icoya

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



Another radio sits in the middle of Icoya, between town hall and a church. Besides the limited building cover, it is vulnerable from most sides. Ammo is available on the second floor of the nearby building, so take advantage of it when taking shelter. With Santa Blanca and Unidad troops paying a visit, this fight can get pretty challenging. Call in rebel support and group your team near the radio. Mines placed down the main road each way can lessen the impact of the onslaught. The transmitter must be defended for 2:10, so throw everything you have at the opposition.

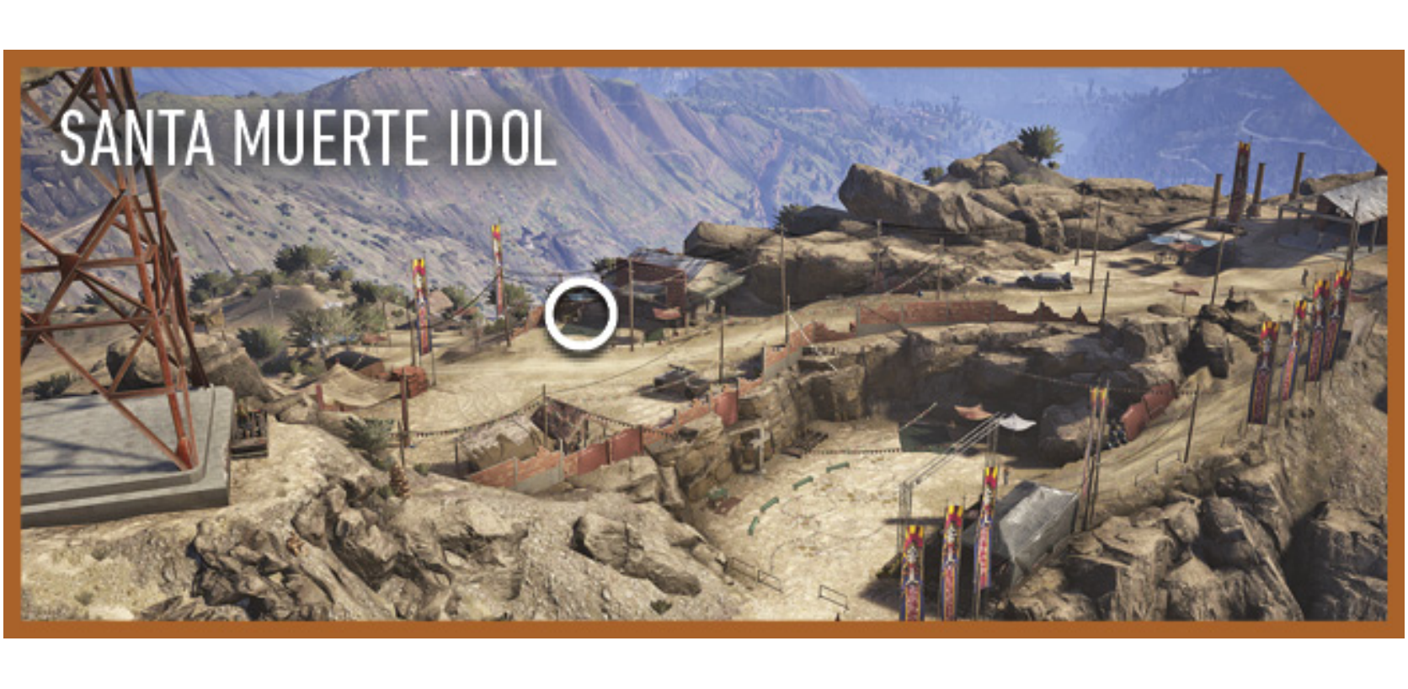


Malca: El Chido

Malca Province Content

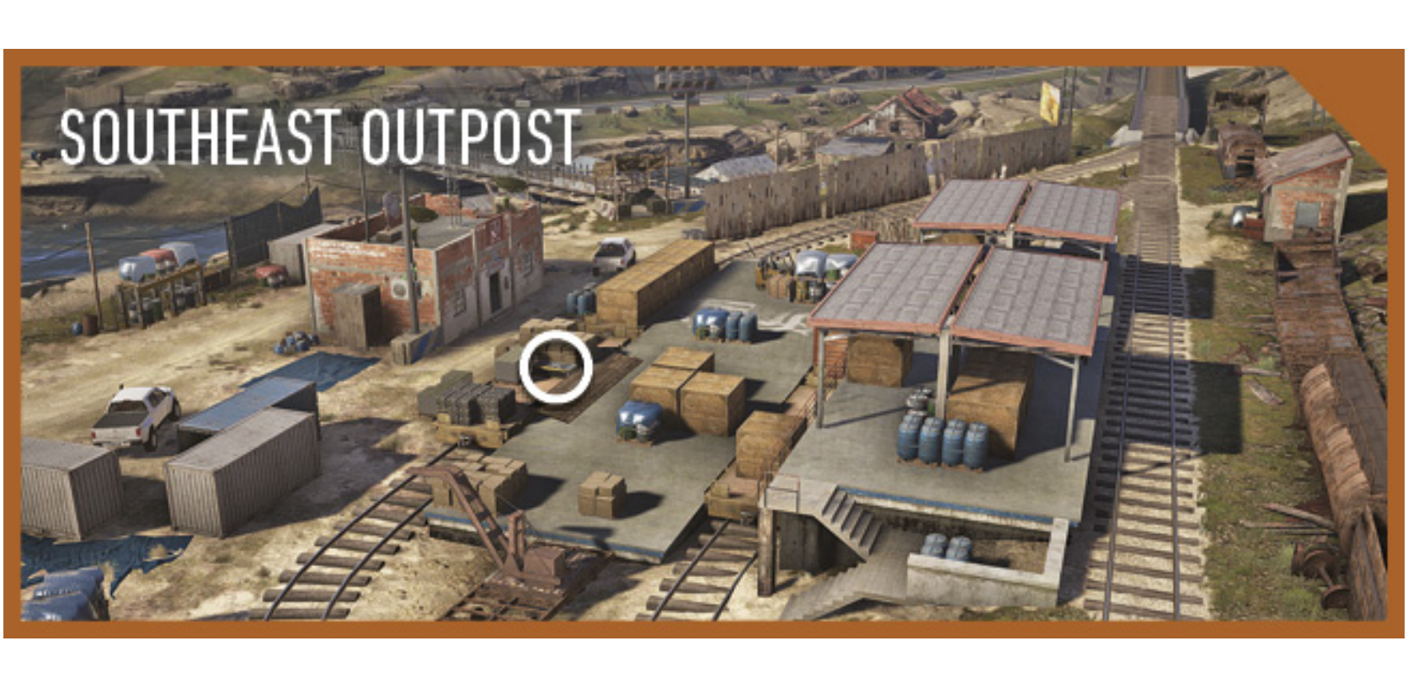
WEAPON CASES

WEAPON: P227 HANDGUN



In the hills, northwest of Uma Marca, a statue has been erected in honor of Santa Muerte. Visit the market, just across the street to the east, and grab the handgun from the case.

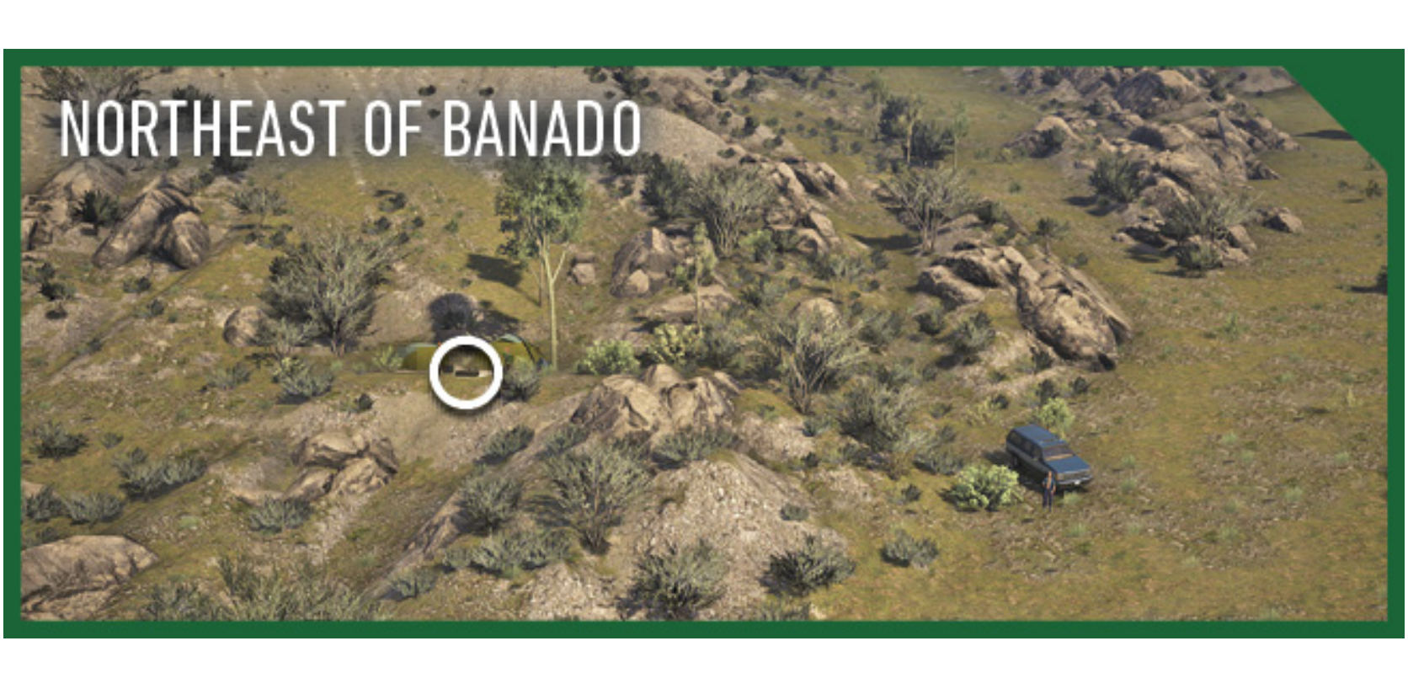
WEAPON:MK249 LIGHT MACHINE GUN



On the south side of the outpost, a train station allows for the loading and unloading of supplies. Search the flatcars on the outside passing loop to find a new gun.

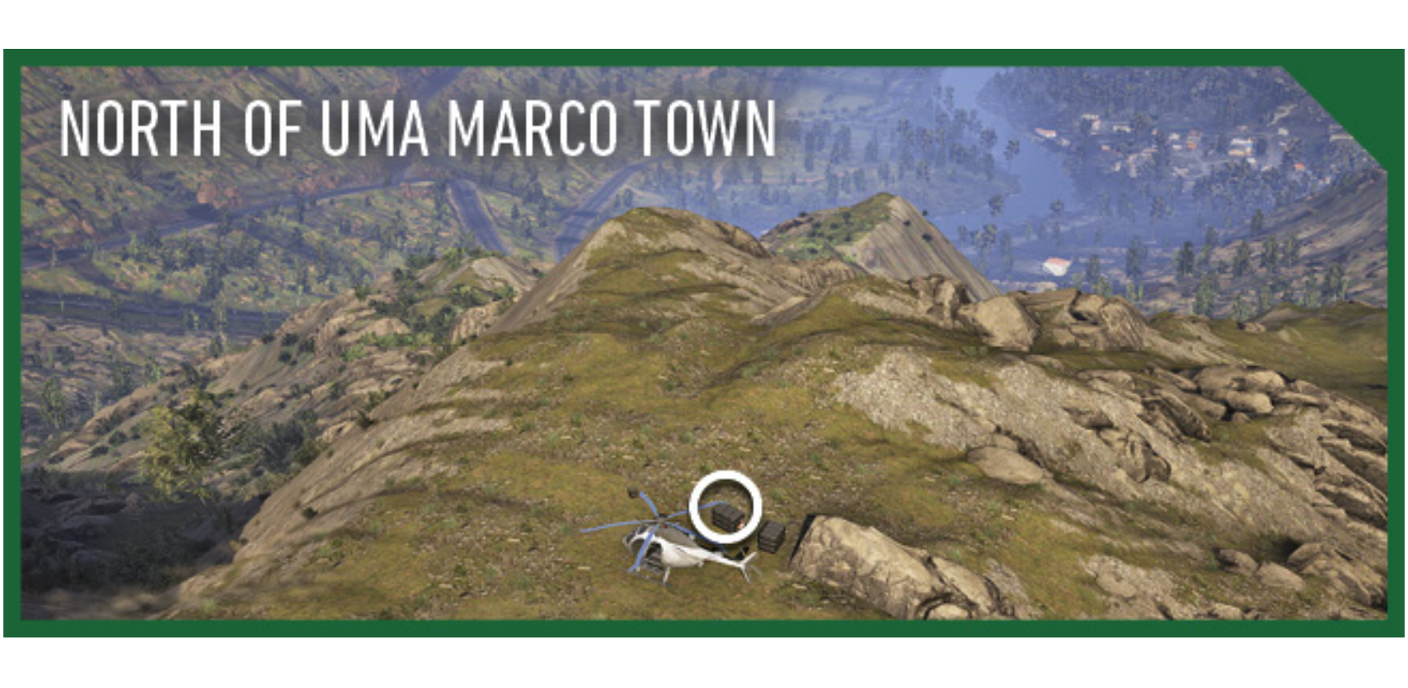
ACCESSORY CASES

ACCESSORY: COMPENSATOR (SNIPER RIFLE)



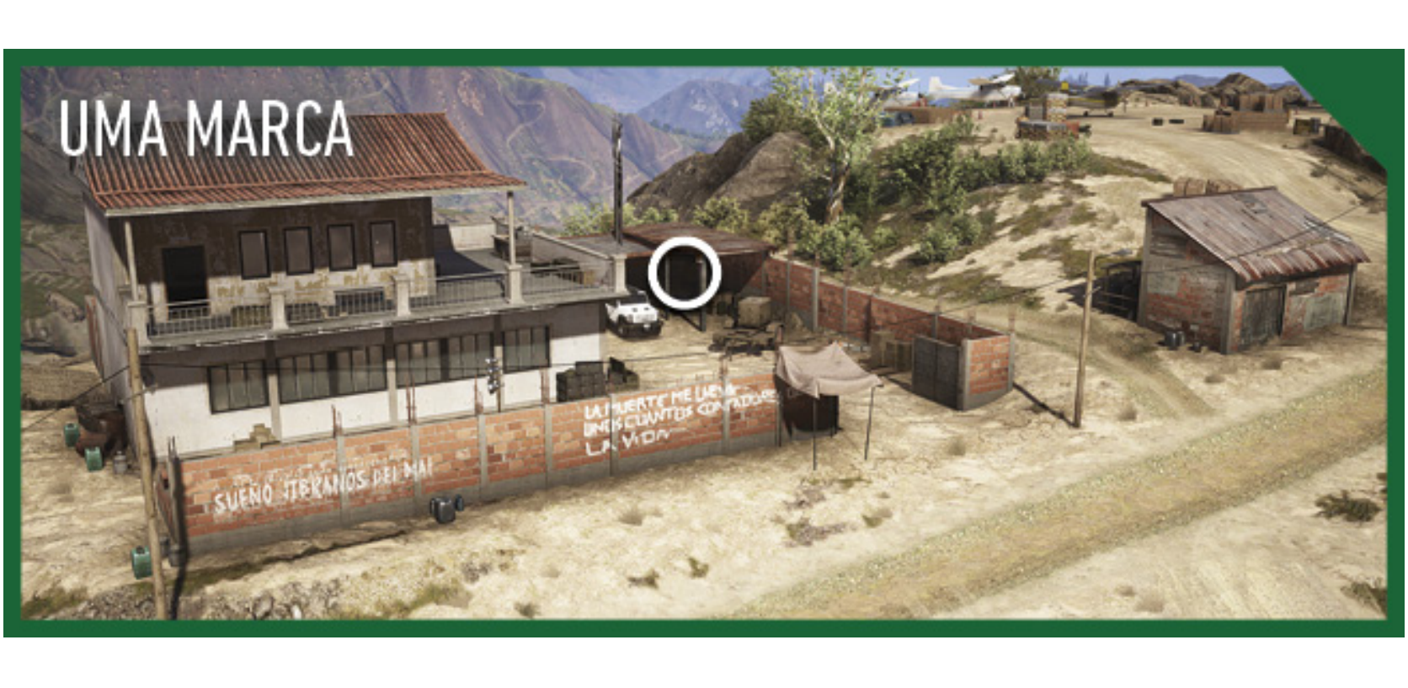
From the retention pond on the southeast side of town, head northeast along the grassy valley—sticking to the left side. Once you reach a SUV, move left to find a small rebel camp. The Accessory Case sits on a crate by the fire.

ACCESSORY: COMPENSATOR (SHOTGUN)



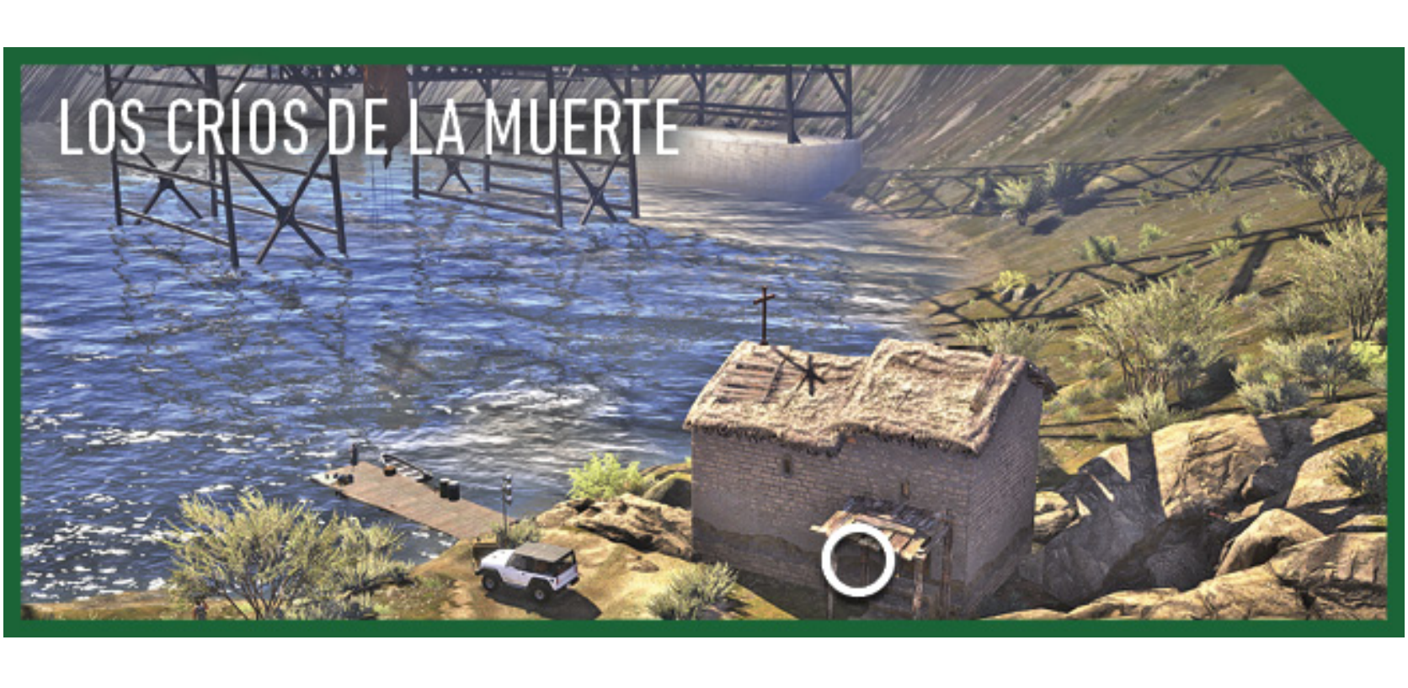
Take the highway north from Uma Marco across the creek and stop at the big rocky ridge on the left. Run up the left side until you are told there are hostiles in the area. Carefully climb onto the ridge and take the two enemies down before collecting the compensator.

ACCESSORY: ATPIAL LASER SIGHT (LMG)



Locate the short runway on the far north side of Uma Marca. From there, head west to the two-story home. Enter the property and search the shelves in the back-right corner to find the laser sight.

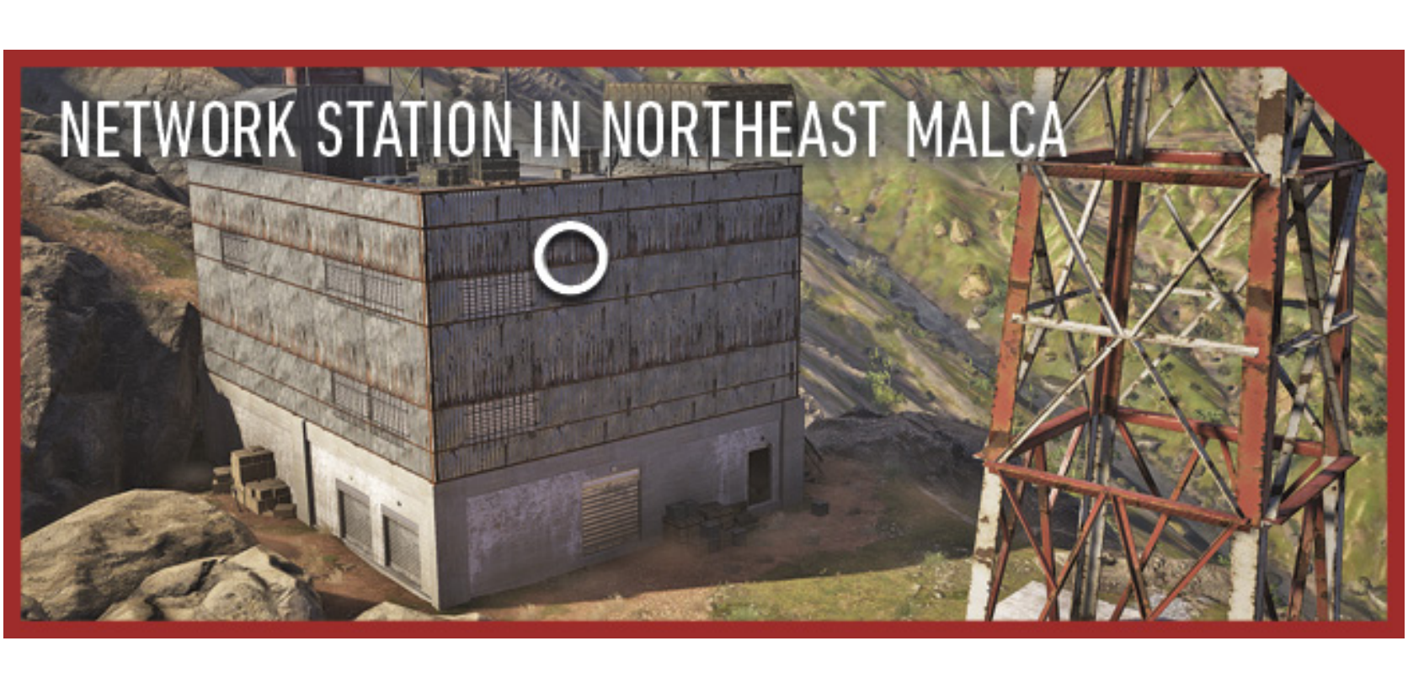
ACCESSORY: MICRO T-1 SCOPE



A small chapel sits on the north side of a lake in between the Malca Alpha Rally Point and Holy Malca Base. Search inside to find the red dot scope.

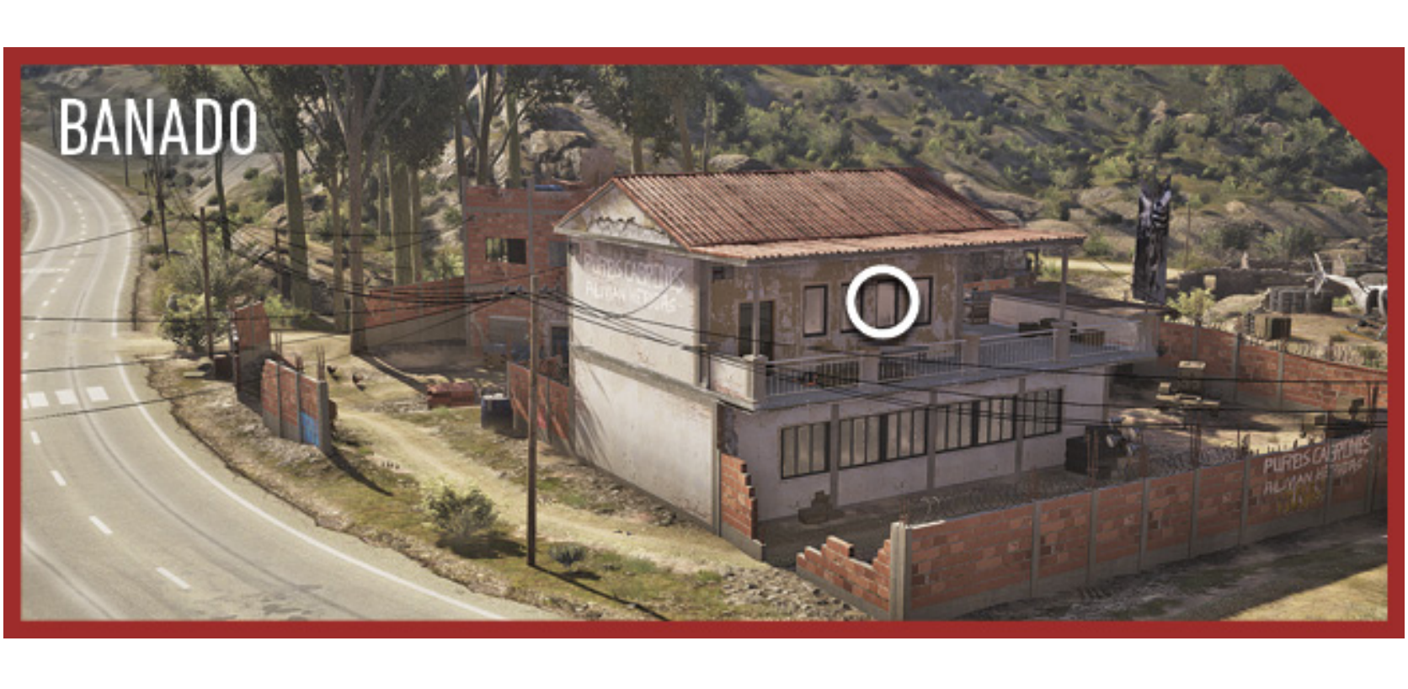
SKILL POINTS

SKILL POINTS: +1



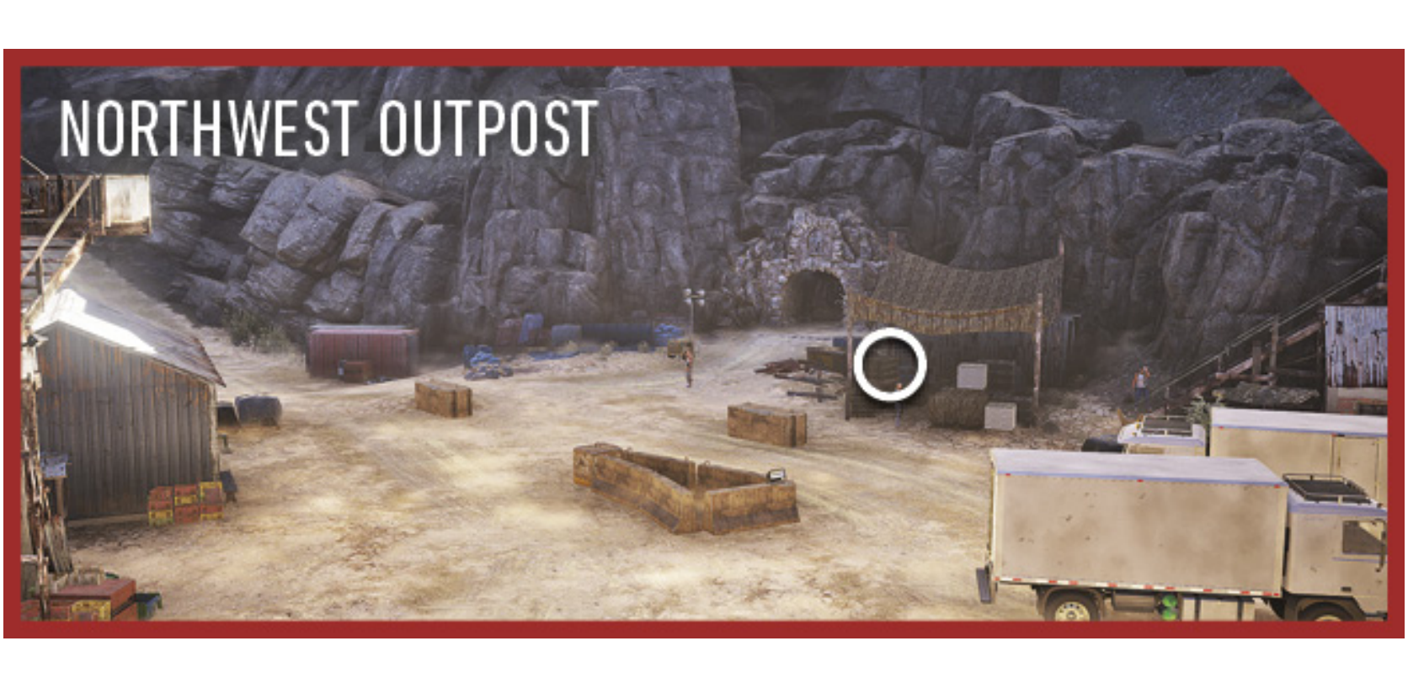
Find a Skill Point inside the network station in the northeastern tip of the province. Nab this from the third floor after completing the Vehicle Drop Off side mission.

SKILL POINTS: +1



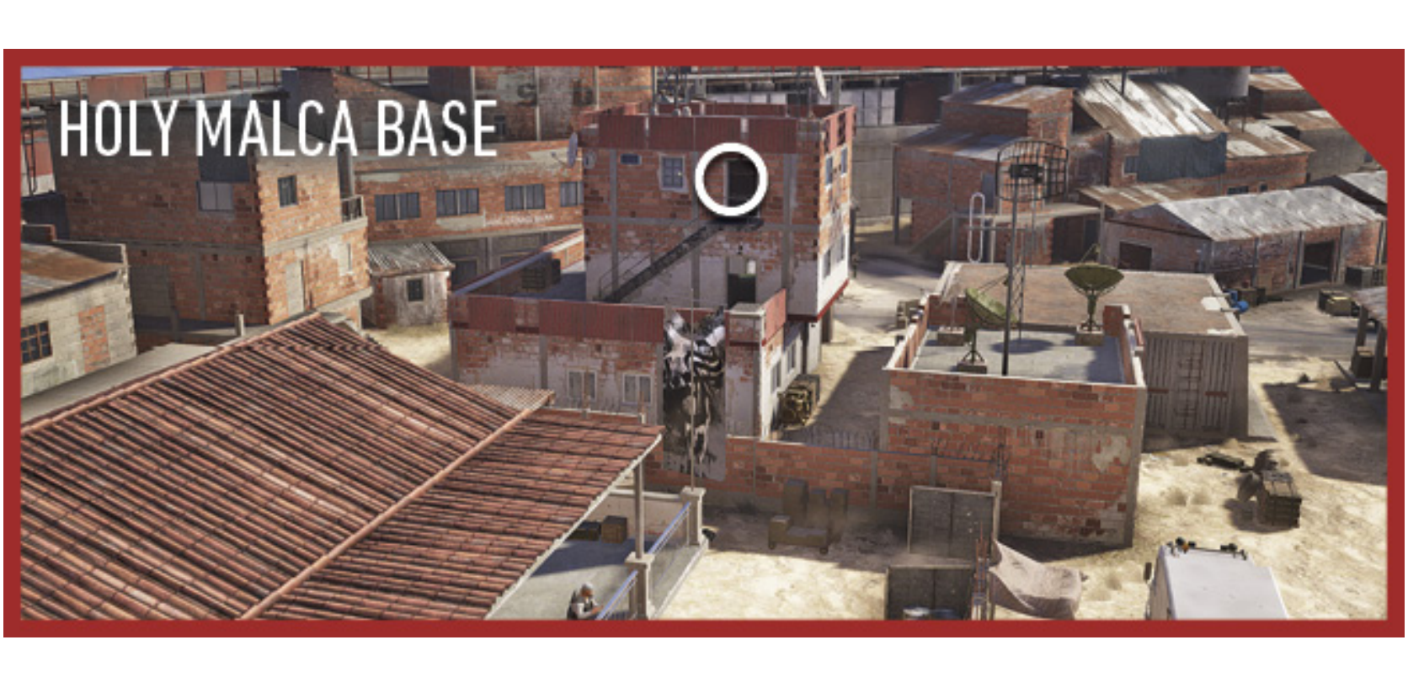
From the southeast entrance to town, go straight at the intersection and enter the hole in the brick wall on the left. Move inside the house and grab the medal off the second-floor desk.

SKILL POINTS: +3



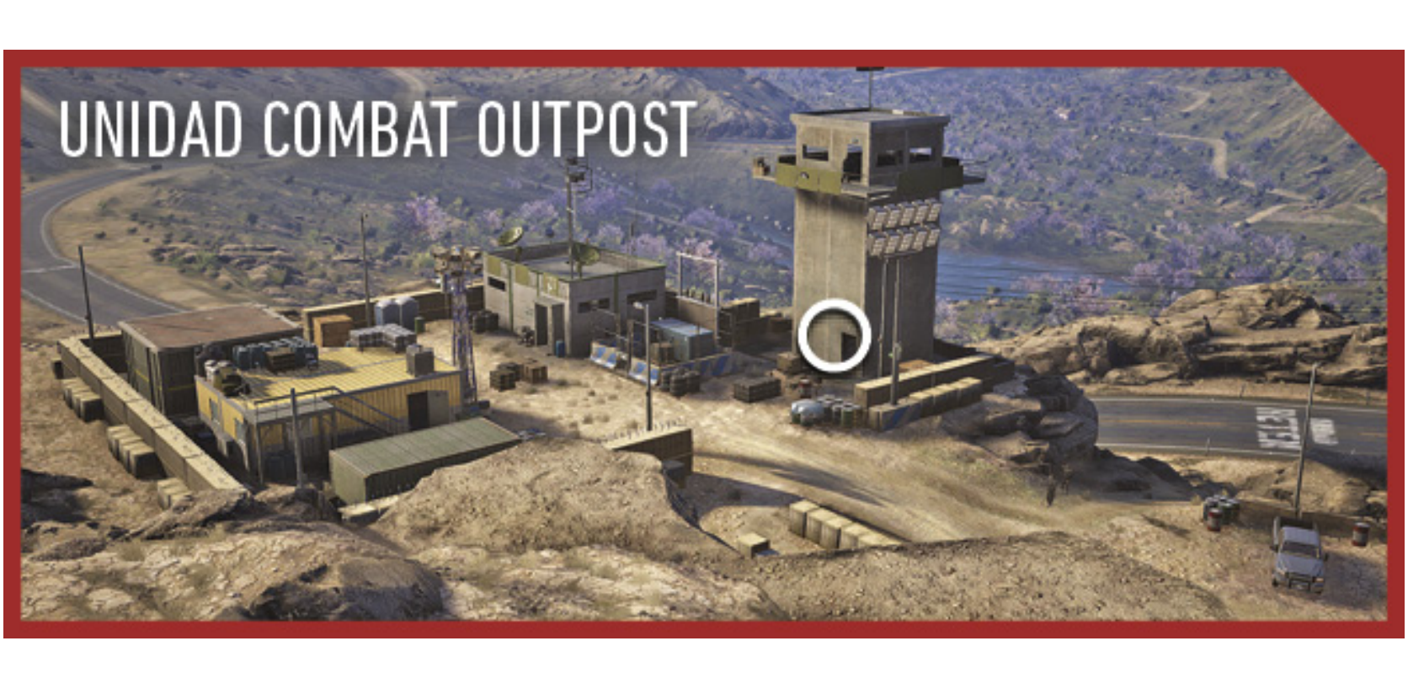
Cautiously enter the northwestern region of the outpost and move up the left side. Pass up the tunnel entrance and search the pile of crates to find a Skill Point.

SKILL POINTS: +5



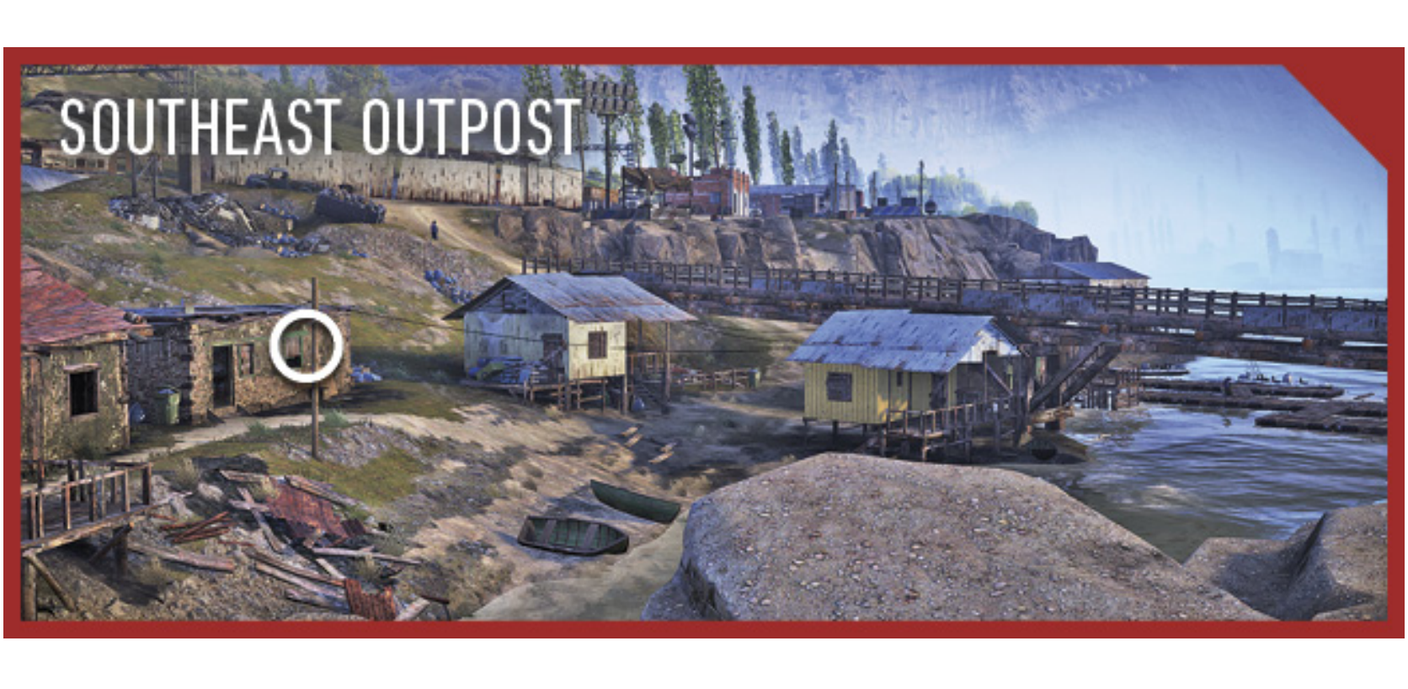
On the east side of the base, a three-story, brick building, sits next to the armory and comms building. Climb to its third floor to find a medal sitting on a hutch.

SKILL POINTS: +1



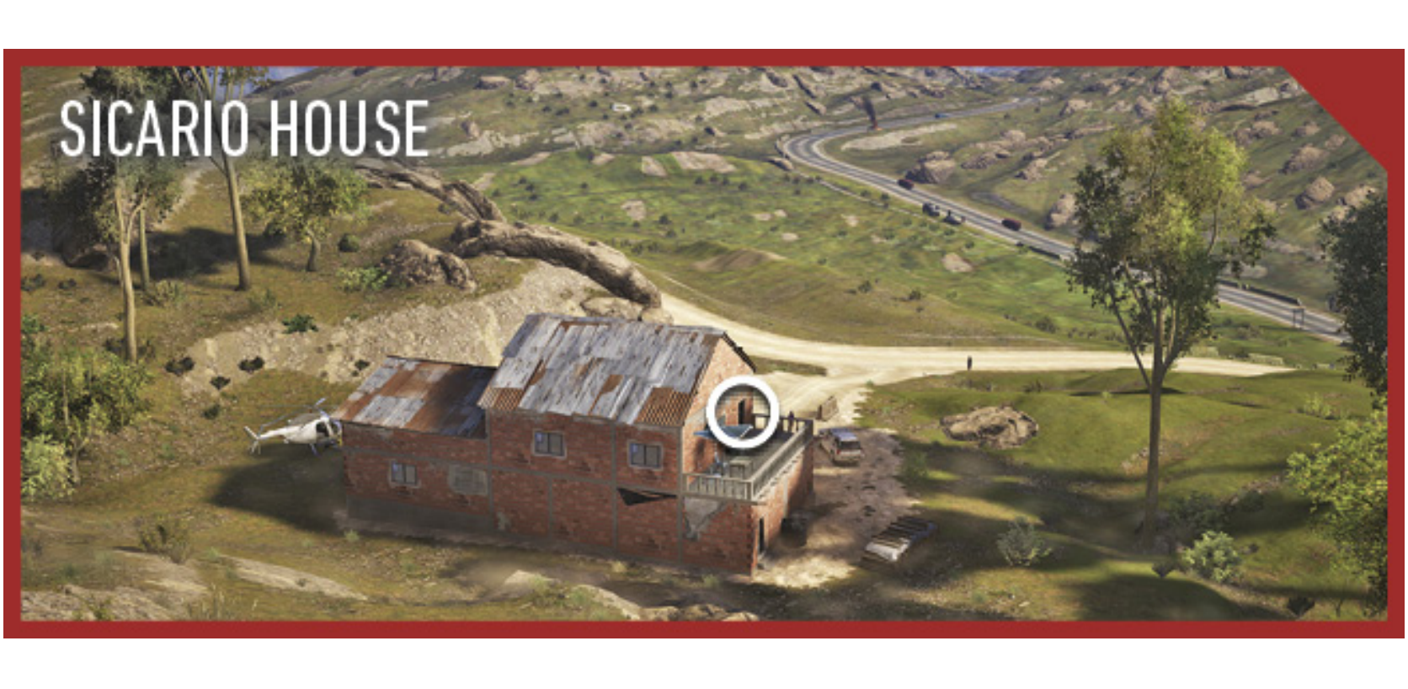
Cautiously enter the western side of the Unidad Combat Outpost and enter the watchtower. Just inside, a medal rests on the metal shelves.

SKILL POINTS: +3



North of the bridge on the eastern shore, sneak into the middle home. Find a Skill Point on the metal shelves inside.

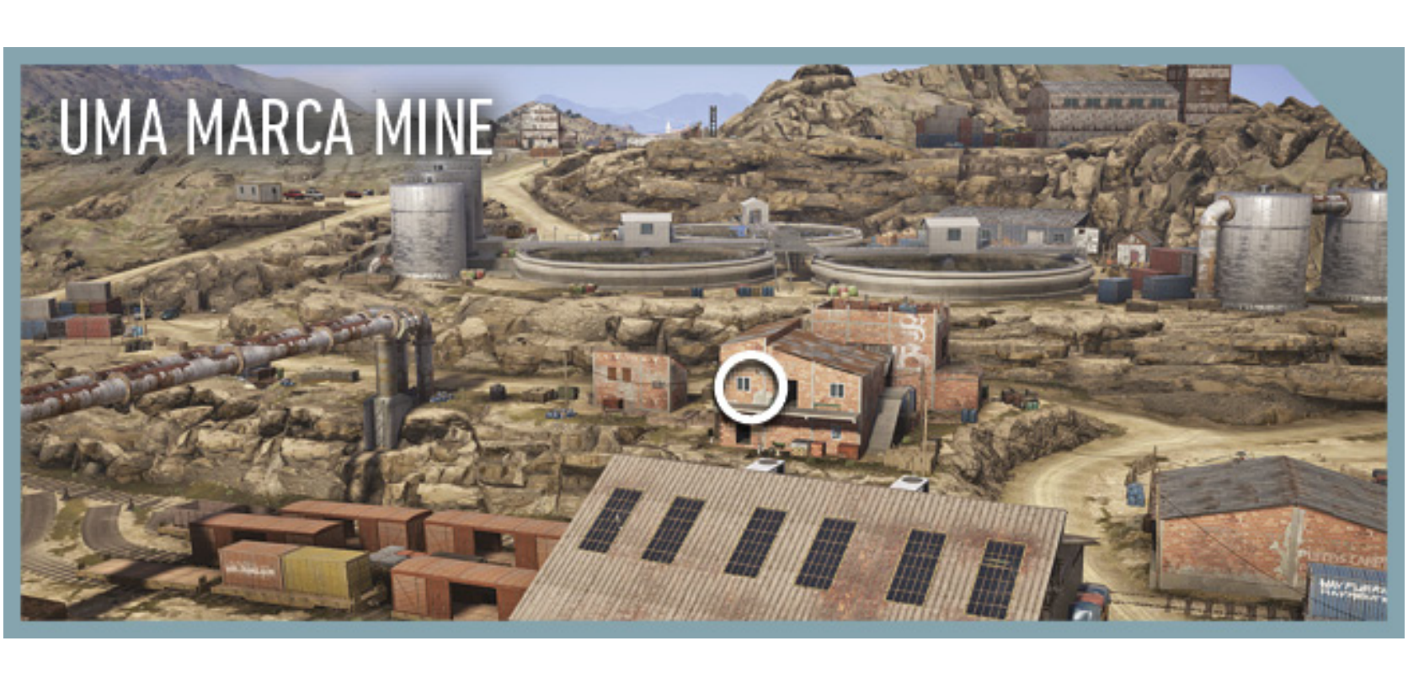
SKILL POINTS: +1



The sicario targeted in the Guns for Hire side mission lives in a home, northeast of Icoya—just off the dirt road. The Skill Point sits on a small cabinet in the southern corner of the second floor.

BONUS MEDALS

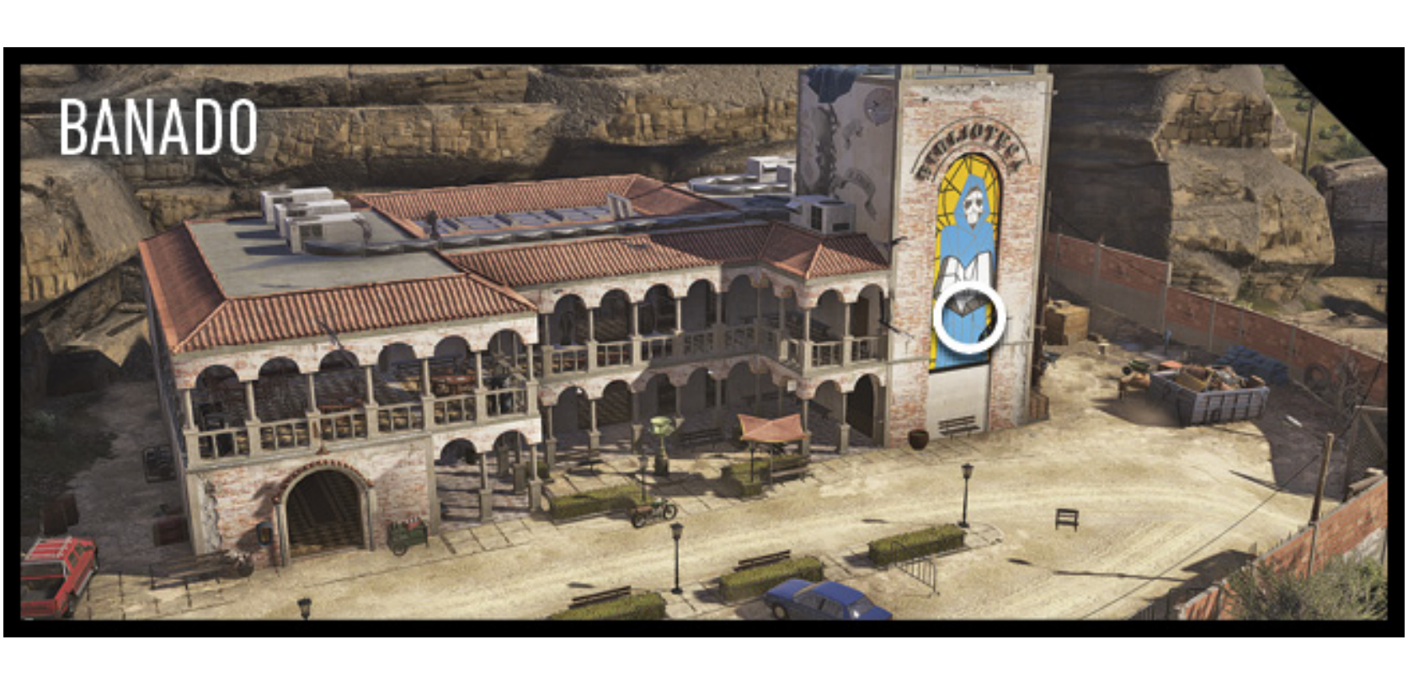
BONUS: EXPLOSION RESISTANCE



South of the mine, look for a two-story, brick house next to the railroad. Climb the exterior staircase to the second floor and collect the Bonus Medal from the metal shelves.

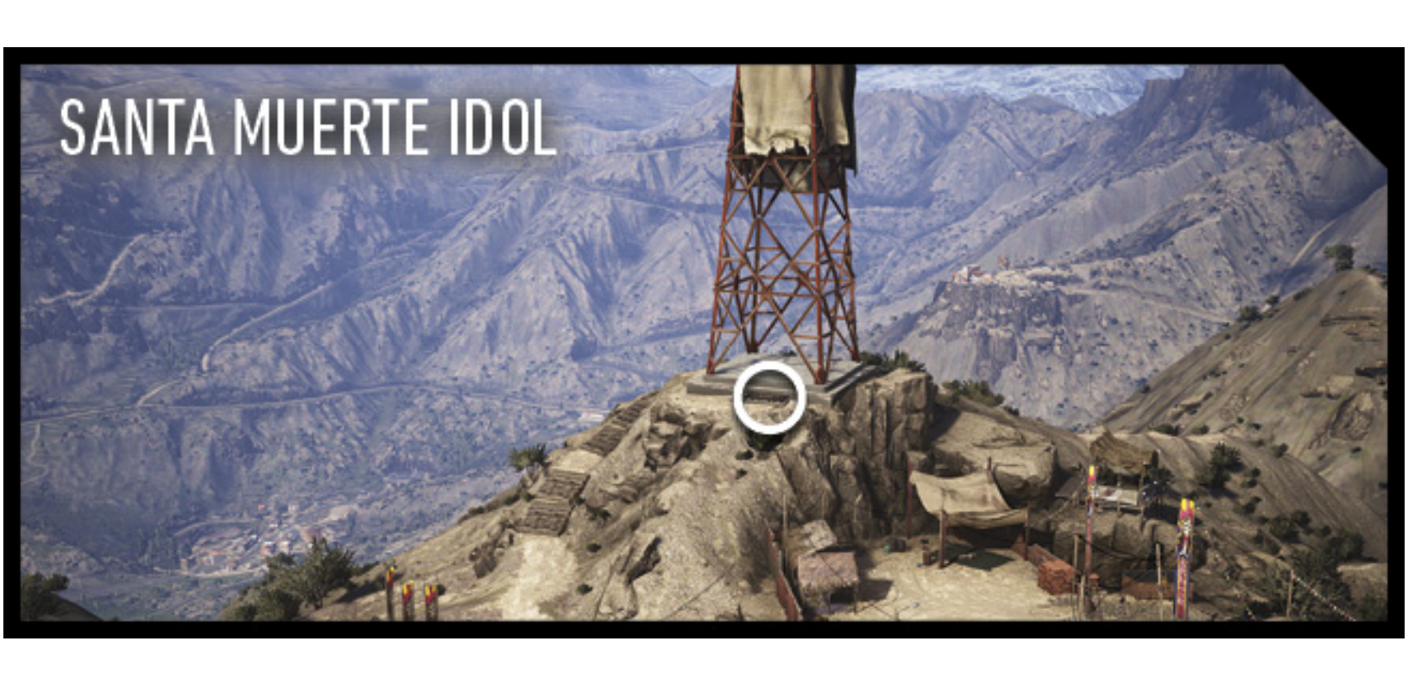
KINGSLAYER FILES

DOCUMENT



Move inside the peaceful library, located on the north side of town, and take the right staircase to the second floor. Enter the room on the left and collect the file off the desk.

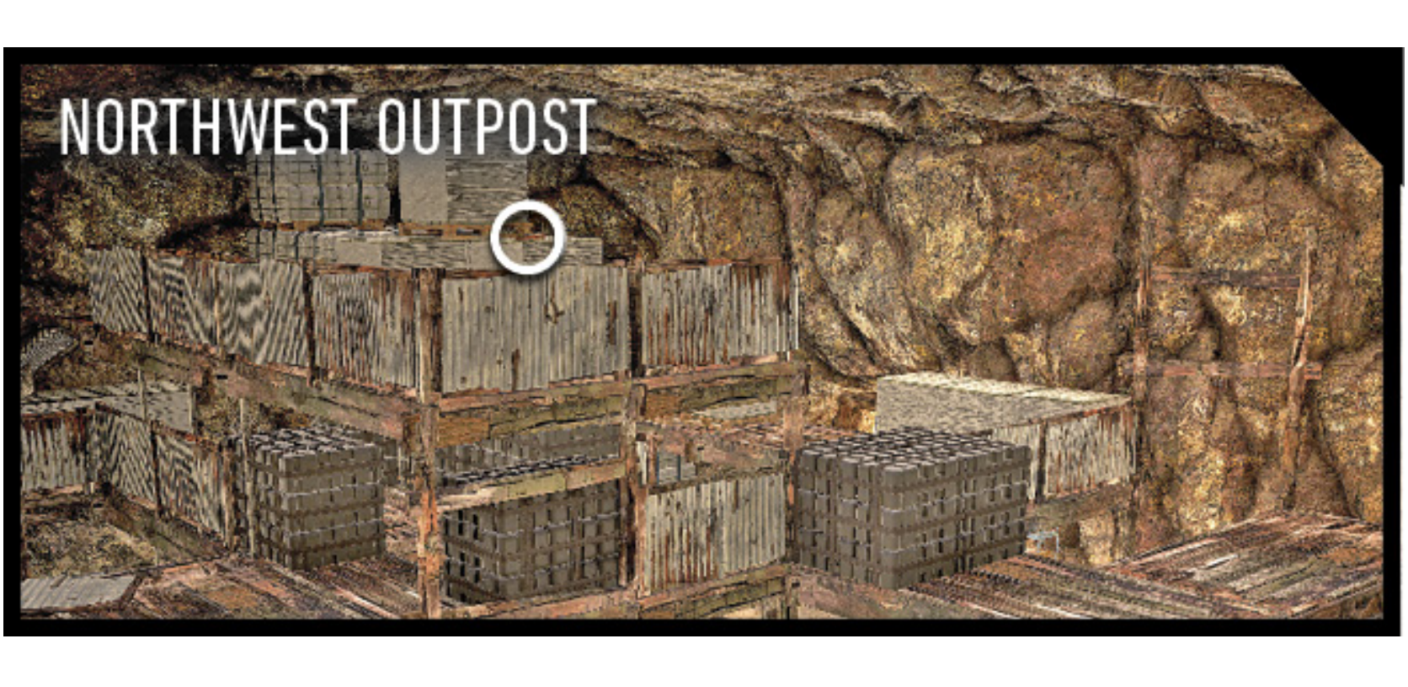
LEGEND



The Santa Muerte Idol has been erected in the hills, northwest of Uma Marca. At the base of the statue, collect the legend from the table.

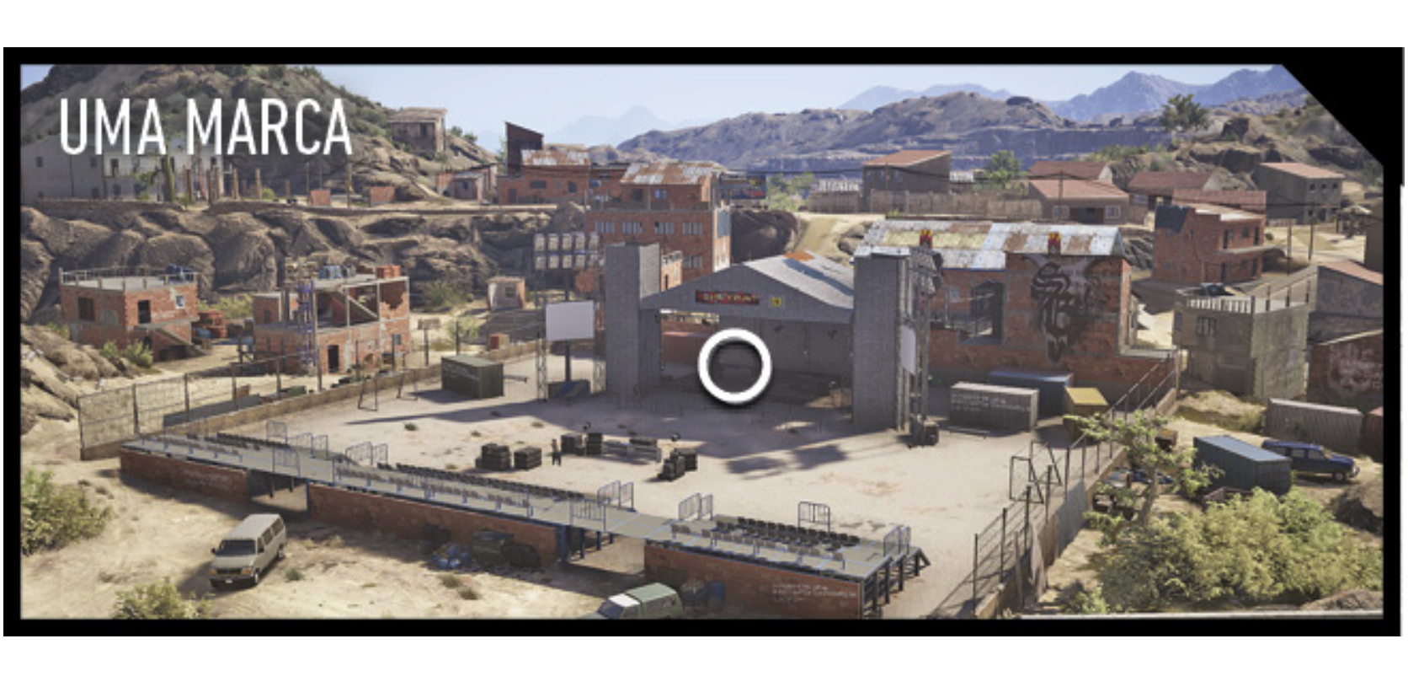
Cult of Santa Muerte (criminal practice): In essence, Santa Muerte is a syncretic religion that intertwines both Catholic and Pagan beliefs. It tends to attract followers disillusioned with the institutional Catholic Church and living on the margins of the law or outside of it. Criminals and drug traffickers in particular have openly worshipped her – the most famous of them being Gilberto Garcia Mena, a boss of the Gulf Cartel of Matamoros. Narcos frequently seek 'blessing' for their ammunition and weapons or protection for their illegal ventures.

DOCUMENT



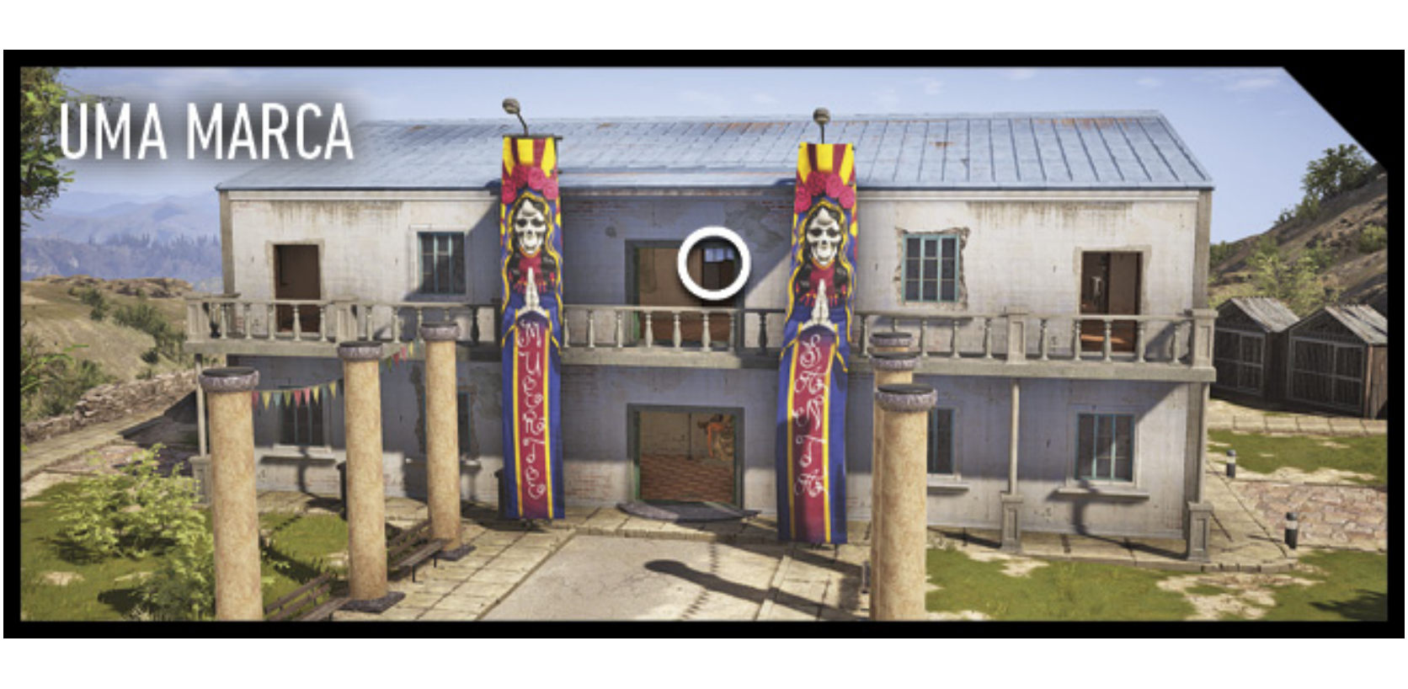
From the northwestern area of the outpost, enter the dark tunnel that has been cut into the mountain on the left. Follow the left path until you reach a guarded room. Be cautious as you navigate the tunnels, since the Santa Blanca litter the route. If you need light, fire a flare, but be warned that this may attract unwanted attention. Find the steps in the back of the room and climb to the third level where a file rests on a crate.

DOCUMENT



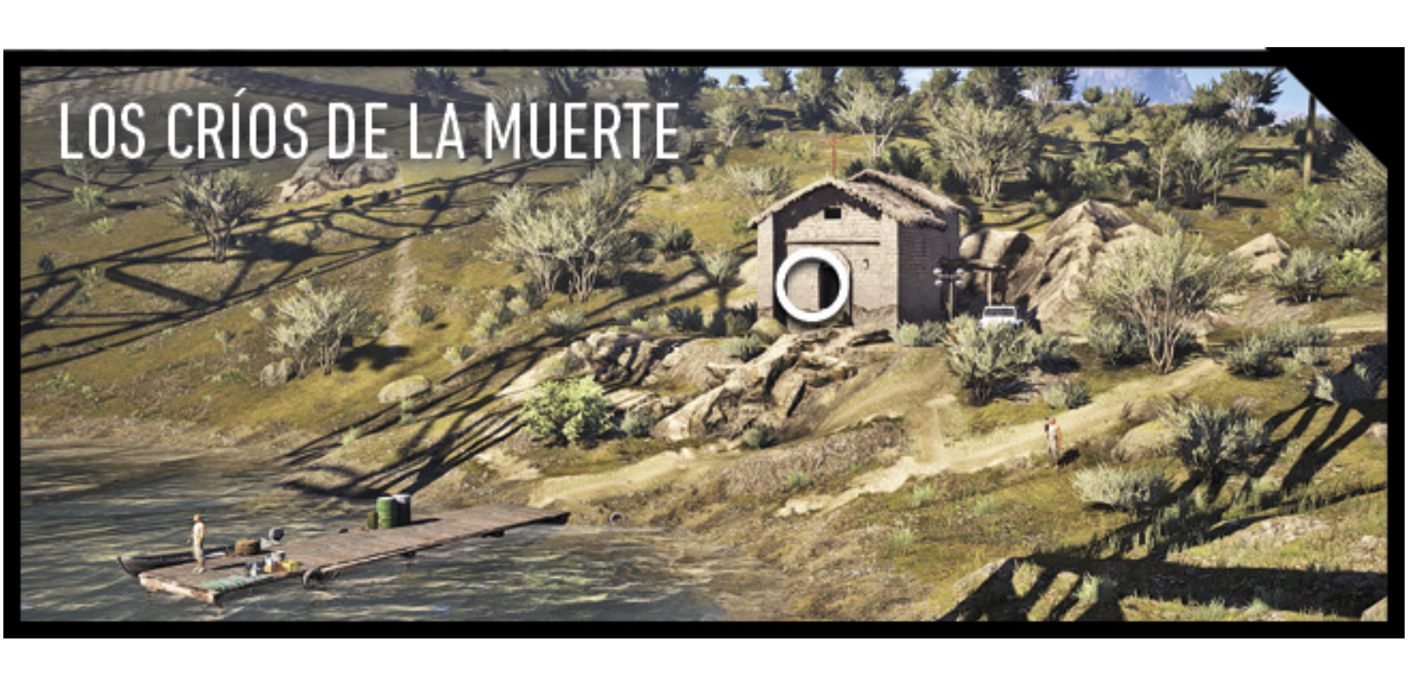
A stage is setup on the north side of town, just south of the runway. From backstage, sneak onto the platform and search the DJ table for a document.

DOCUMENT



On the east side of town, the road splits into two dead ends. Follow the northern route into the building at the end of the street. Climb to the second floor and enter the middle office. Nab the document that sits on the corner of the desk.

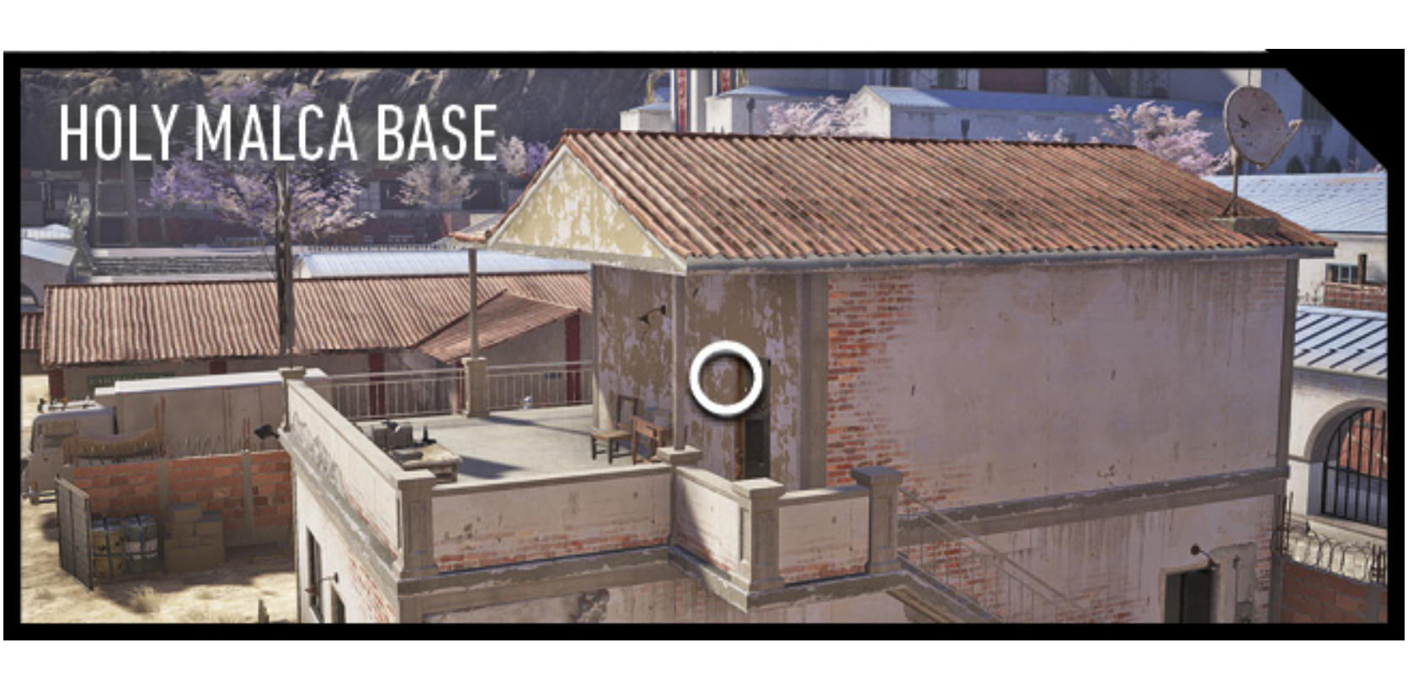
LEGEND



Travel to the Marca Alpha Rally Point and head east to find a small lake. Search the small chapel on the north side to find a Kingslayer File.

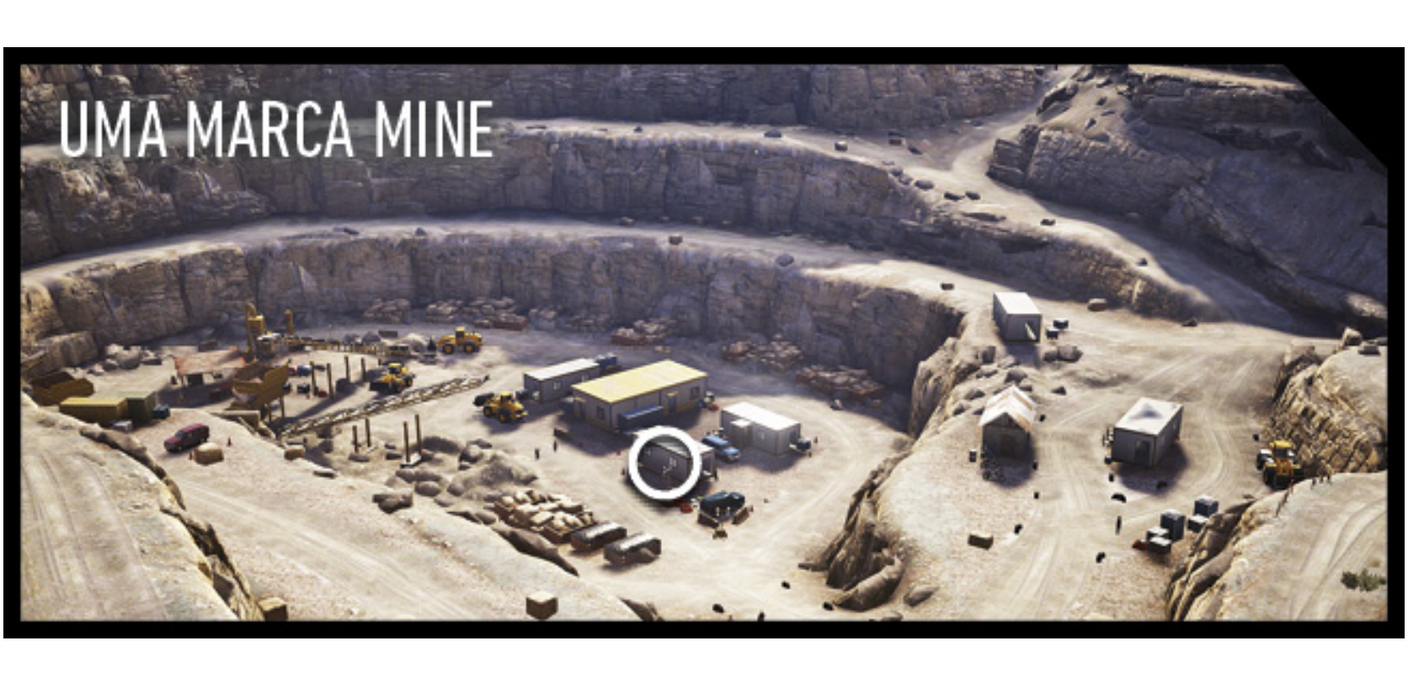
Cult of Santa Muerte (origins): The Cult of Santa Muerte appeared in Mexico during the pre-Columbian era. Natives honored a Death god and its female counterpart to secure their way into the afterlife. During the Spanish era and under Catholic influence, the cult saw the emergence of a female saint known as Santa Muerte. Though rejected by mainstream churches, it gradually became a popular cult for people looking for protection against misfortunes. She has become the favorite saint of outlaws and drug traffickers.

DOCUMENT



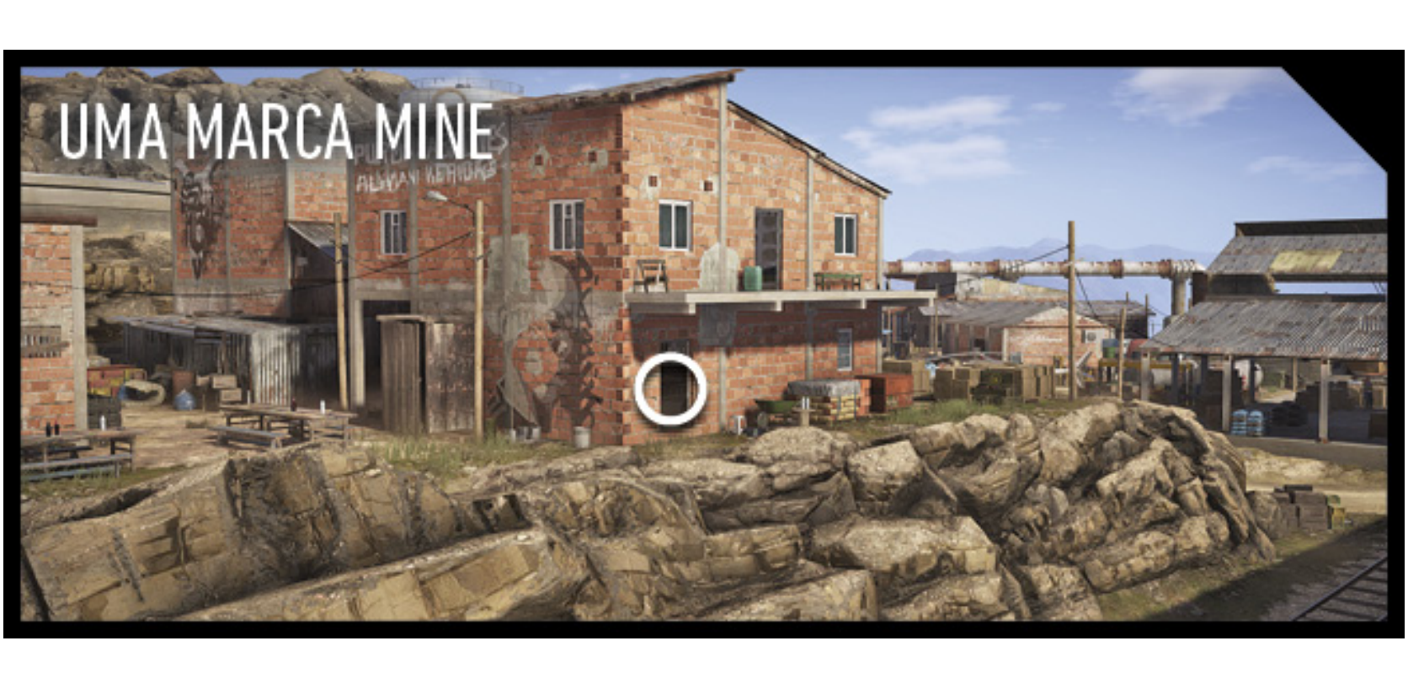
At the Holy Malca Base, look for a two-story home that sits east of the church and north of the comms center. Step inside and climb to the second floor. A document rests on a corner of the desk.

DOCUMENT



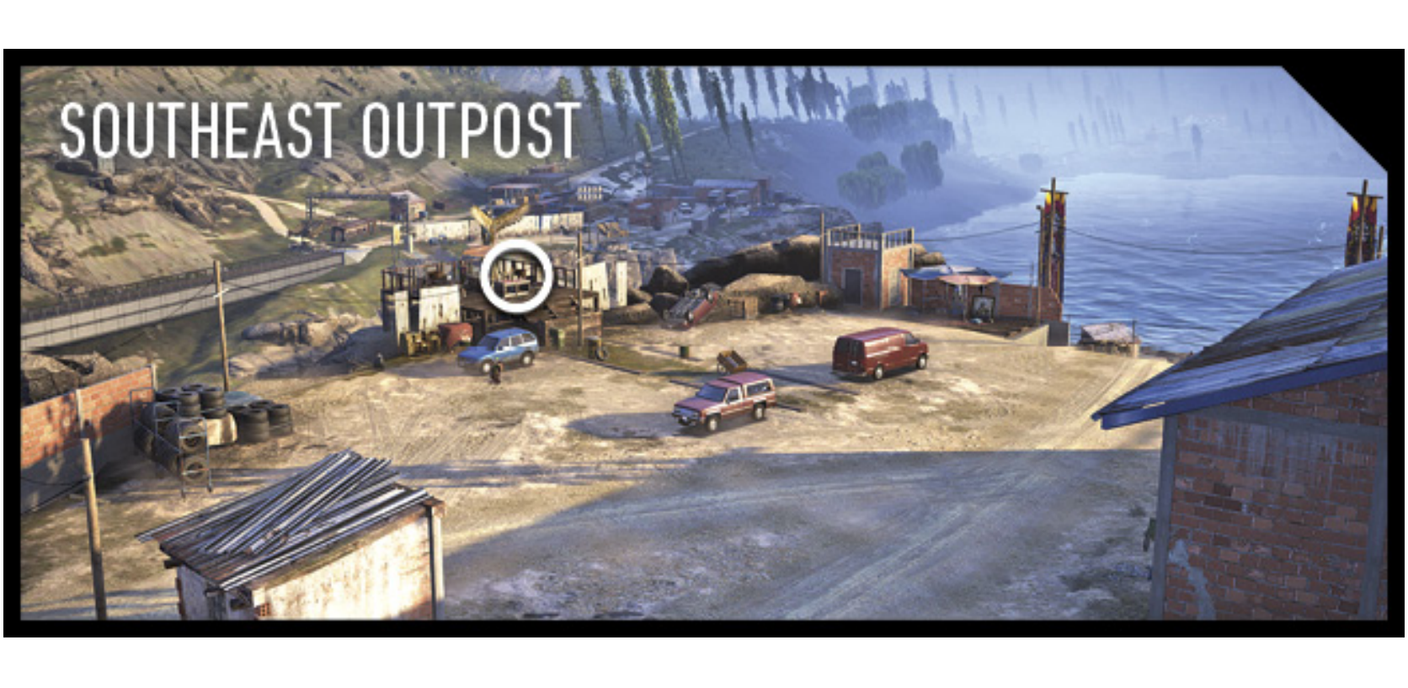
South of Uma Marca, make a left at the first intersection and follow the road down into the mine. At the bottom, search the northeastern trailer to find another Kingslayer File resting on the stove.

DOCUMENT



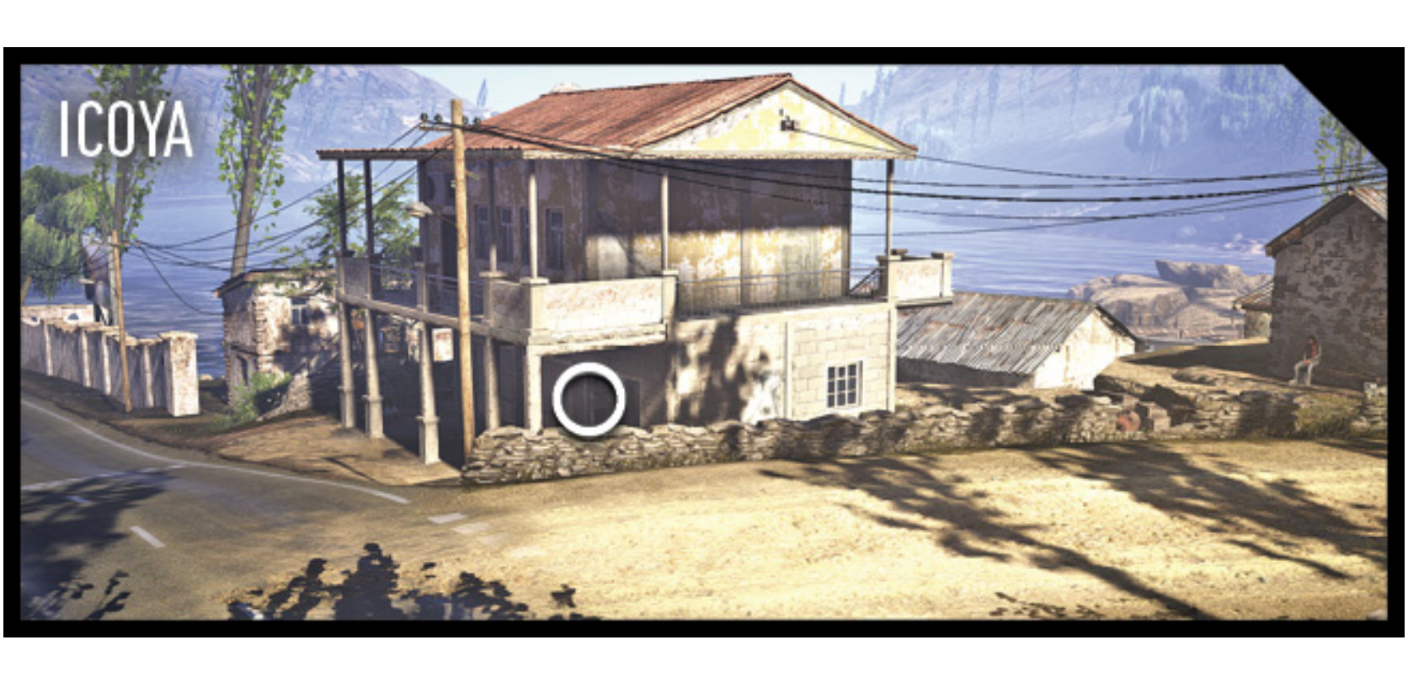
In the two-story, brick house that sits next to the tracks, grab the document off the couch near the TV.

DOCUMENT

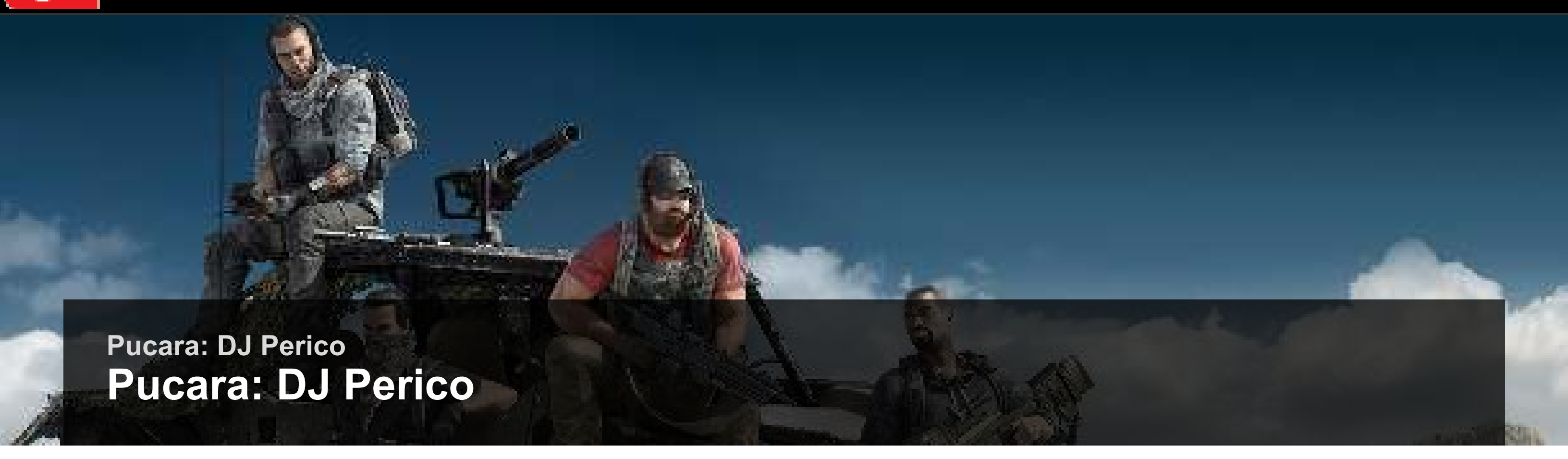


East of the outpost's chapel, perched above the highway, a deck offers a memorial for Santa Muerte. Find a document on the front table.

DOCUMENT

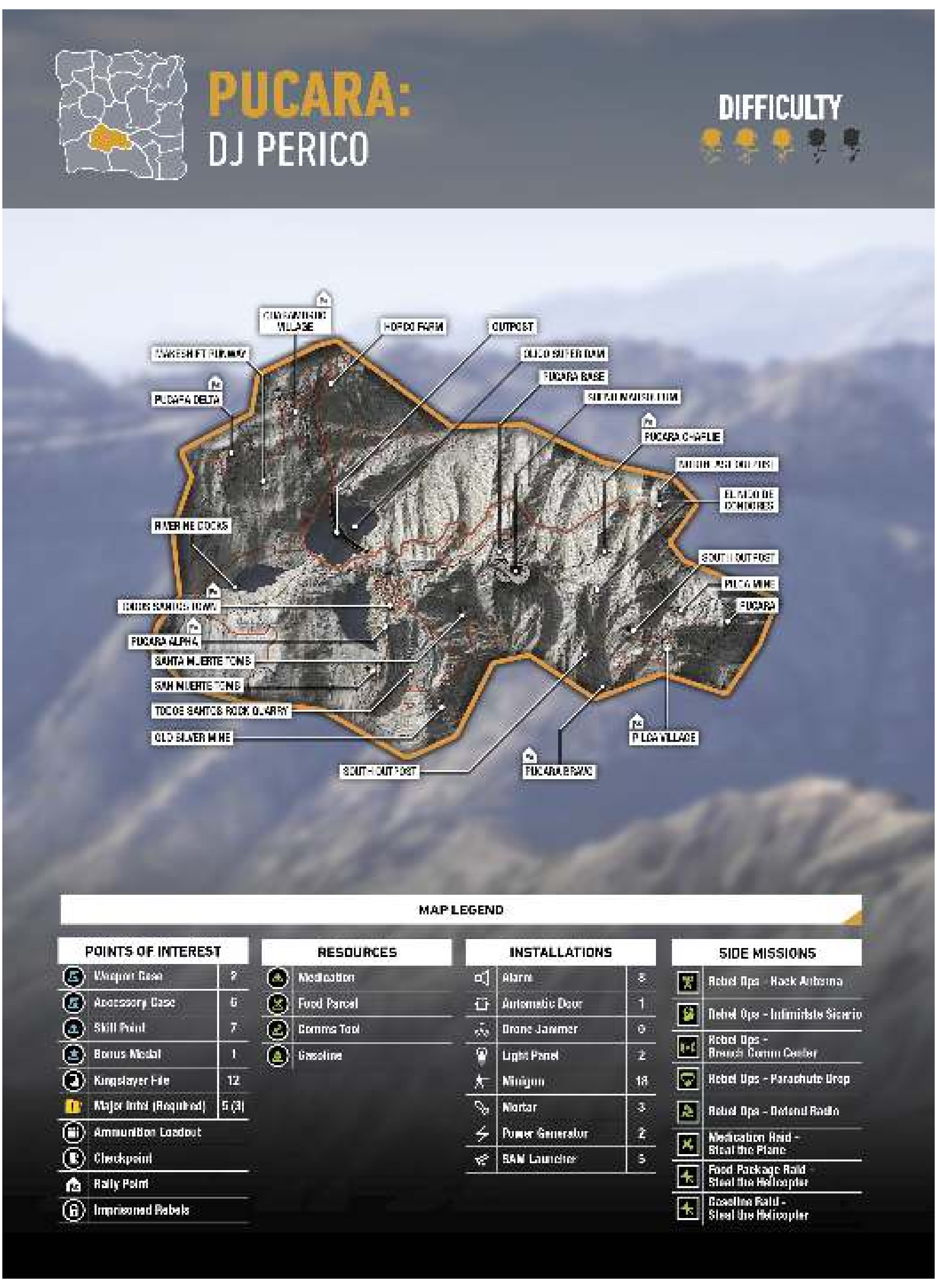


At the T-intersection on the west side of the village, enter the two-story home. Just inside on the corner of the desk, find the document to add to your Kingslayer Files.



Pucara: DJ Perico

Pucara: DJ Perico


PUCARA:
DJ PERICO
DIFFICULTY
CHARAMAKHO VILLAGE
HONGO FARM
OUTPOST
MAKESHIFT RUNWAY
OLLEO SUPER DAM
PUCARA BASE
PUCARA DELTA
SUEÑO MAUSOLEUM
PUCARA CHARLIE
NORTH EAST OUTPOST
EL NIDO DE CONDORES
RIVERINE DOCKS
SOUTH OUTPOST
PILCA MINE
PUCARA
TODOS SANTOS TOWN
PUCARA ALPHA
SANTA MUERTE TOMB
SAN MUERTE TOMB
TODOS SANTOS ROCK QUARRY
OLD SILVER MINE
PILCA VILLAGE
SOUTH OUTPOST
PUCARA BRAVO
MAP LEGEND

POINTS OF INTEREST	
Weapon Case	9
Accessory Case	6
Skill Point	7
Bonus Medal	1
Kingslayer File	12
Major Intel (Required)	5 (3)
Ammunition Loadout	
Checkpoint	
Rally Point	
Imprisoned Rebels	

RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline

INSTALLATIONS	
Alarm	8
Automatic Door	1
Drone Jammer	0
Light Panel	2
Minigun	18
Mortar	3
Power Generator	2
SAM Launcher	5

SIDE MISSIONS
Rebel Ops - Hack Antenna
Rebel Ops - Intimidate Sicario
Rebel Ops - Breach Comm Center
Rebel Ops - Parachute Drop
Rebel Ops - Defend Radio
Medication Raid - Steal the Plane
Food Package Raid - Steal the Helicopter
Gasoline Raid - Steal the Helicopter

In the remote mountains, the SueÑo colossal mausoleum is under construction by Santa Blanca.

Content	Number in Province
Main Missions	6
Side Missions	10

- **Operation: Influence**
- **Chief: DJ Perico**
- **Ecosystem: Arid Mountains**

This province is located on the mountain chain bordering Altiplano on the east. It is a very arid and poor region. The main resources are zinc deposits, sheep farming, and potato cultures. Bolivia has large mineral resources in its western part and a zinc mine is operated by OMZnA in the province. The provincial capital is the small town of Todos Santos, whose main activity is the llama market. Charamokho is a village renowned for its llamas, while Pilca is the village where the zinc miners live.

Pucara is named after the Incan fortress ruins there. After the agreement with the Bolivian government, Sueño resided for some weeks in his Bolivian stronghold, overseeing his vast territory. Upon discovering the Incan ruins, Sueño had a revelation. It was his turn to build an empire, and this land was the first brick. Swearing to the Santa Muerte in his heart, he decided that, when he died, his remains would be buried there in the heart of his empire.

Back in Mexico, Sueño ordered that a grand mausoleum be built in the province of Pucara. Architects and technicians were recruited and sent to start the construction quickly. No one knows when the Santa Muerte picks a soul…

A base was built near the site and the sicarios forcibly recruited a part of the population of Todos Santos to serve as labor. DJ Perico was also responsible for setting up a radio station that would be the voice of the empire.

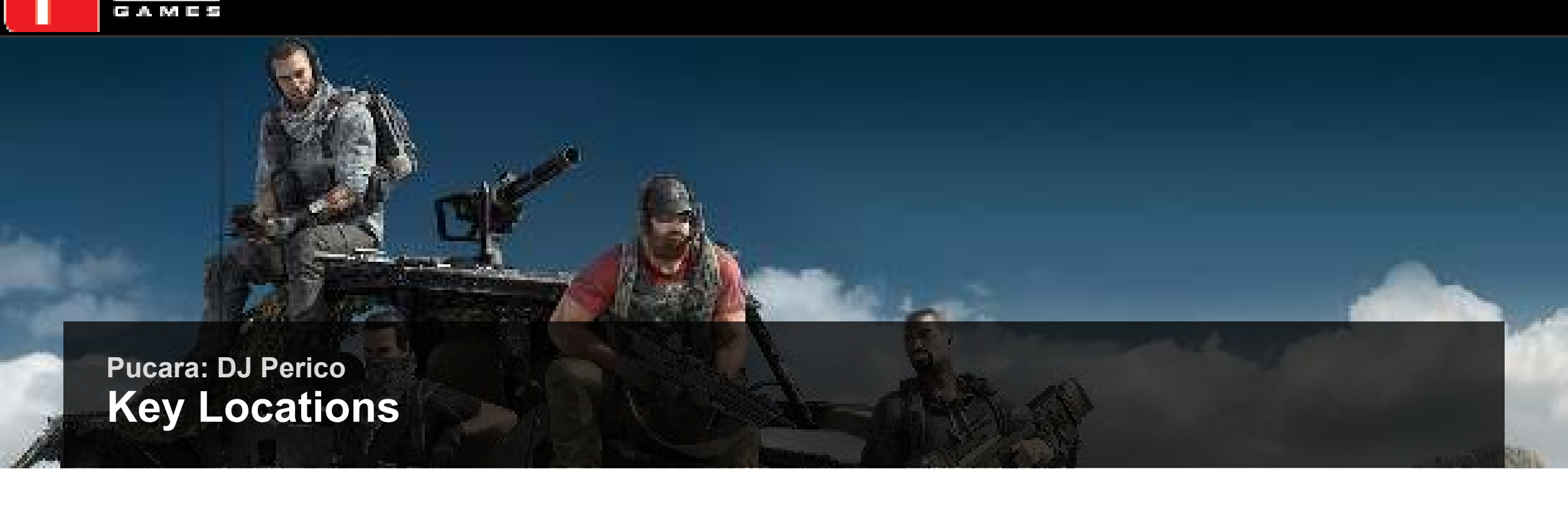
Sueño's lieutenants, inspired by the action of their boss, decided to follow the example. One after another they began the construction of tombs, certainly impressive but much less than that of the drug lord. Pucara now looks like a huge construction site, such as the Valley of the Kings of ancient Egypt in its splendor. Splendor that will certainly end in a bonfire of vanities…

MARCO GARCIA, AKA DJ PERICO (THE PARROT)

BORN: 22/01/ 1987 in Los Angeles,California, USA

CARTEL POSITION: SBC Radio DJ

Born and raised in Los Angeles, the charismatic Marco joined the Latin Kings at the age of thirteen. He served time for selling crack and attempted murder before he was eighteen. He came out an aspiring music producer. Faced with another murder charge, he fled to Mexico. He then joined Santa Blanca as a sicario. He annoyed everyone except Sueño, who saw something in him. He became the main DJ for Santa Blanca's pirate radio station. His objectives are to promote the cartel, spread propaganda, mislead enemies, and recruit new members.



Pucara: DJ Perico

Key Locations

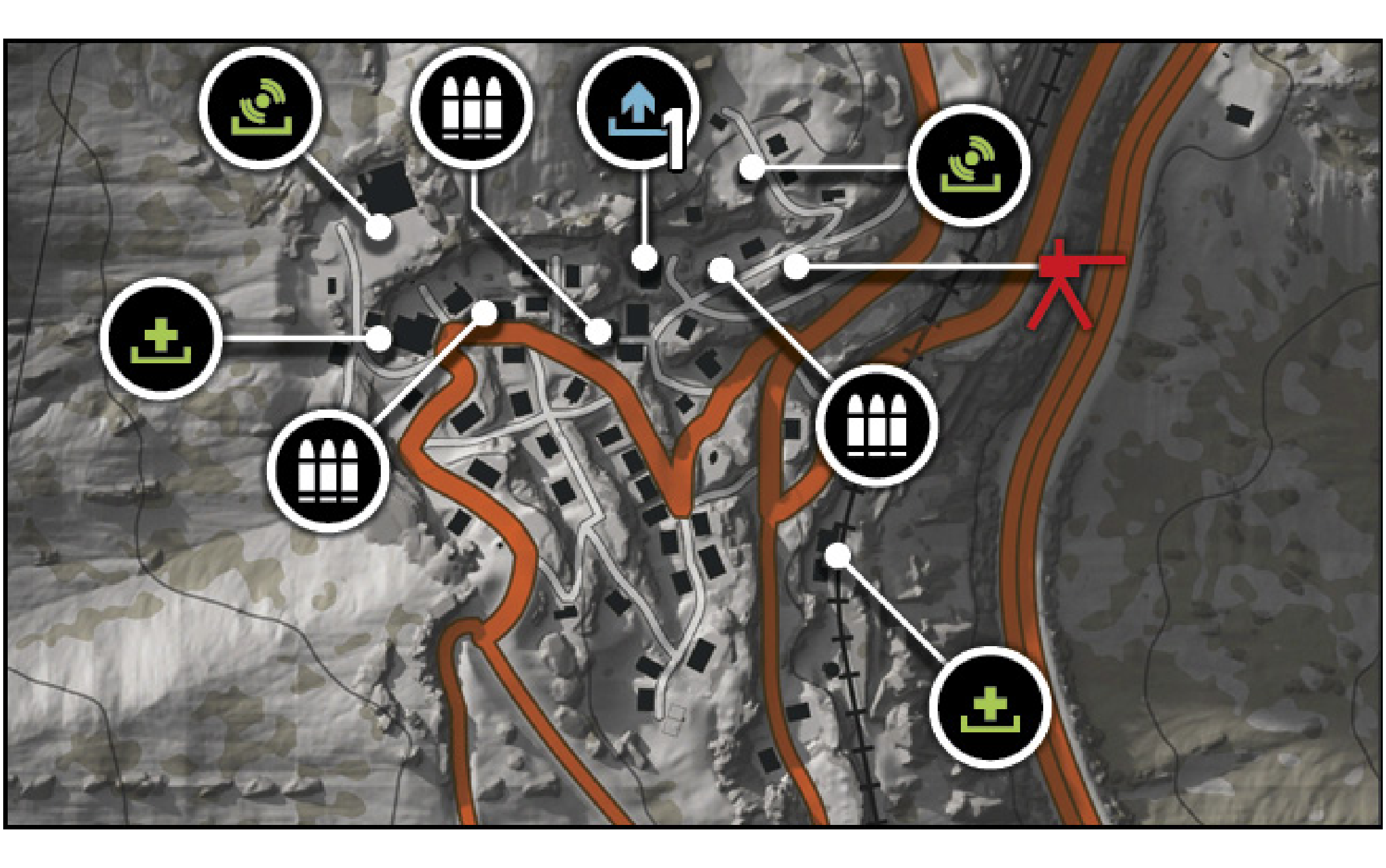
Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

HORCO FARM

A llama farm.

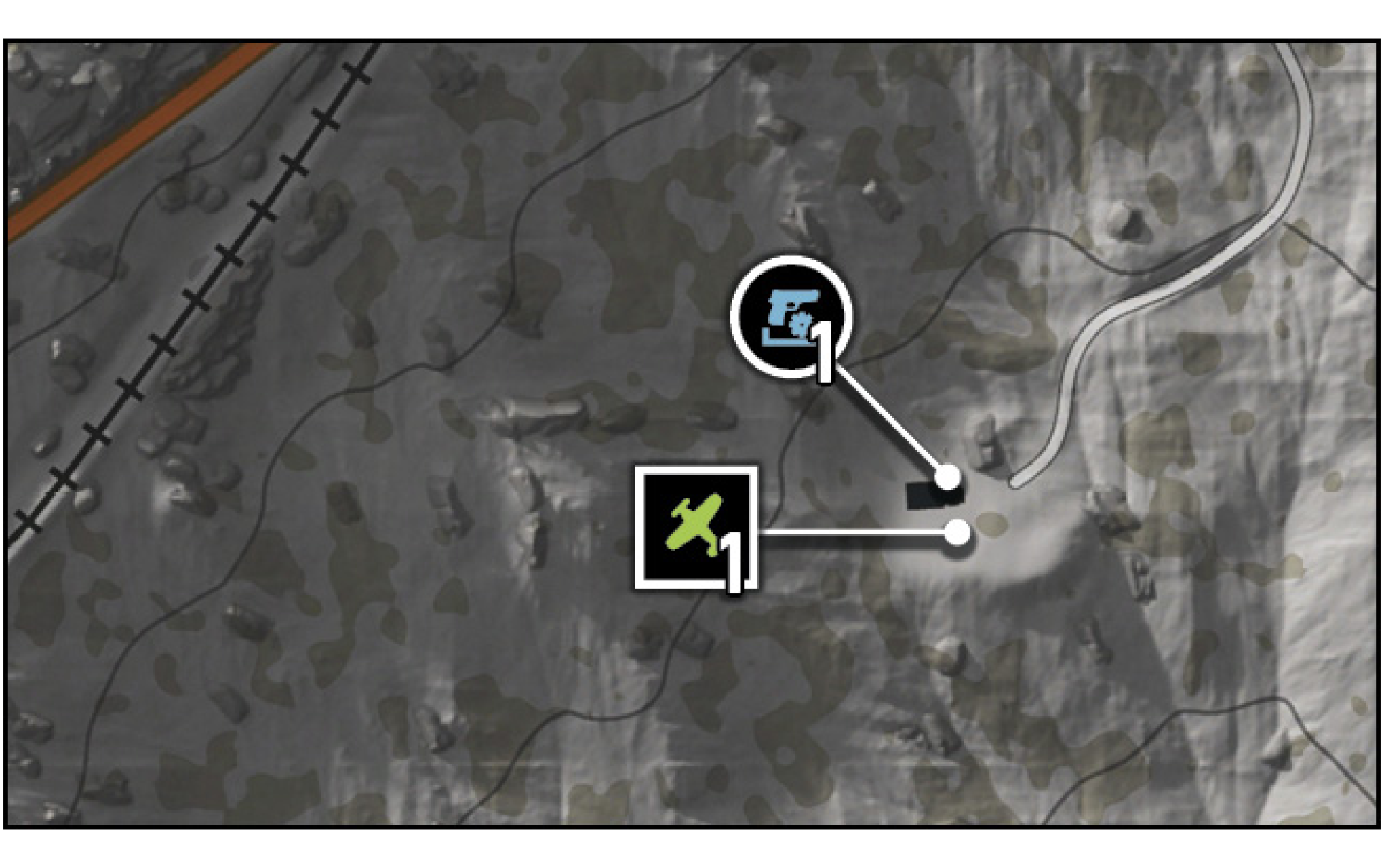
CHARAMOKHO VILLAGE

A remote farming village



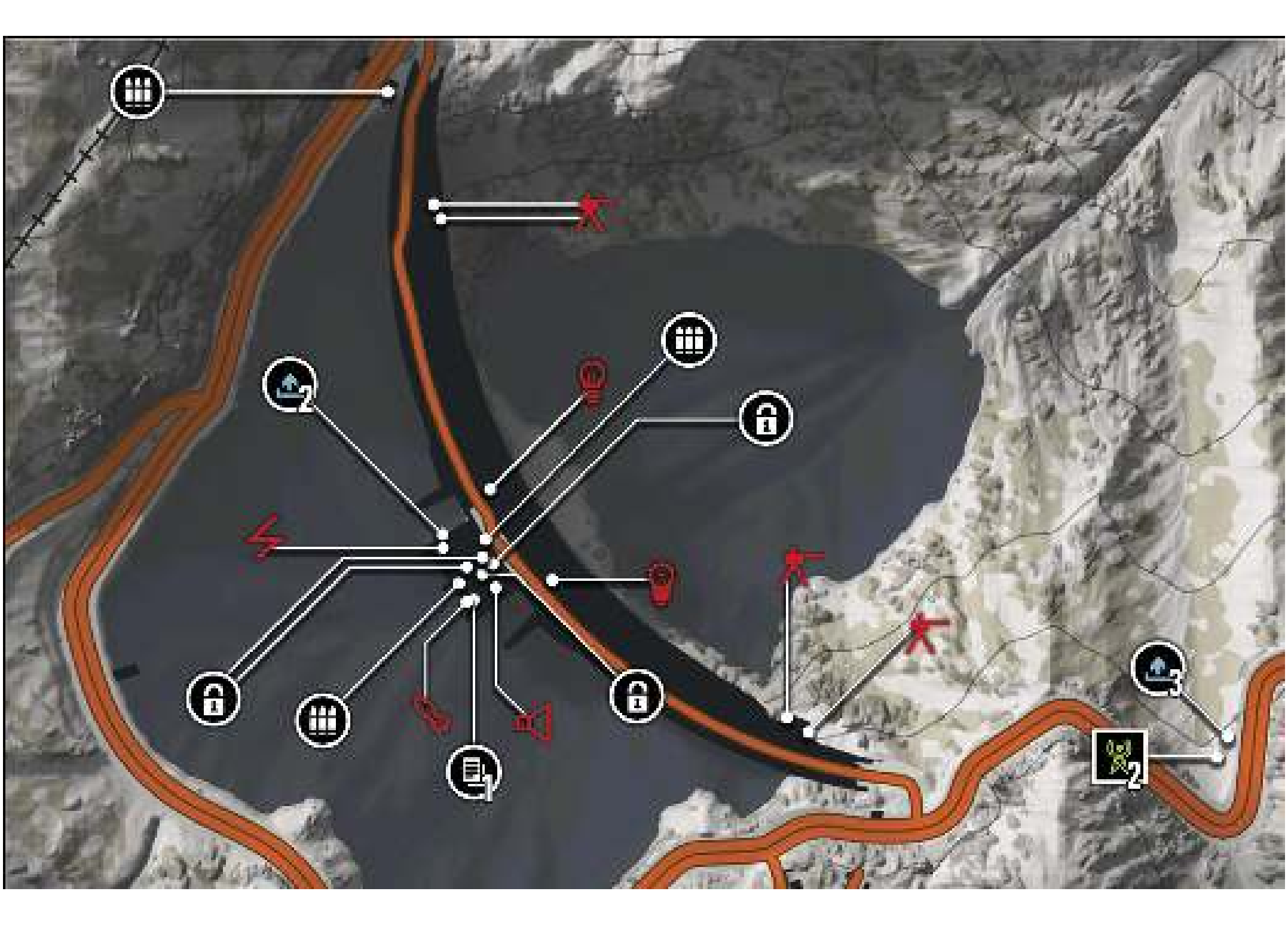
MAKESHIFT RUNWAY

A runway improvised by the cartel.



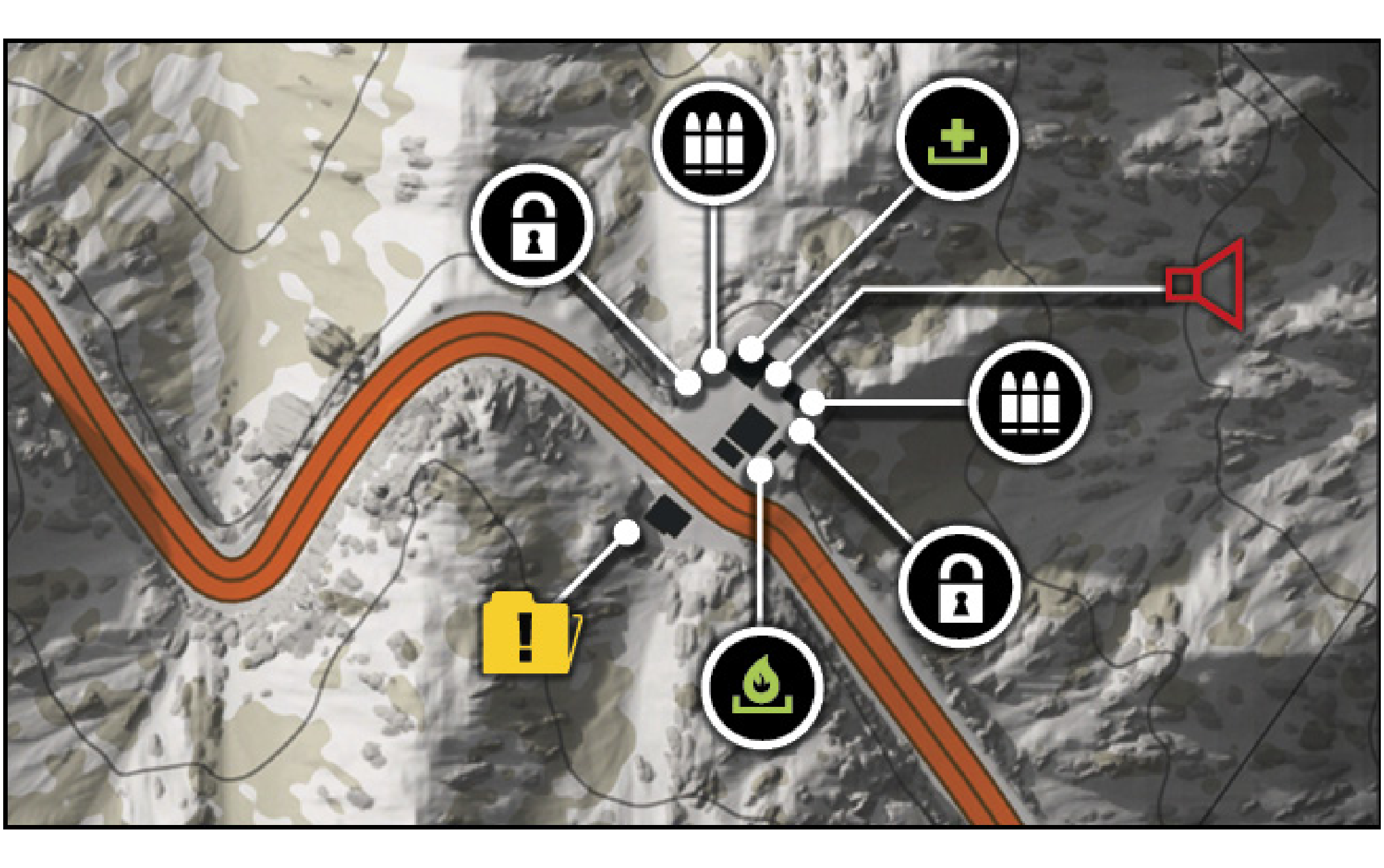
OLICO SUPER DAM

Built to irigate the Pucara fields. Santa Blanca outpost located here, providing storage of the cartel's gas in Pucara.



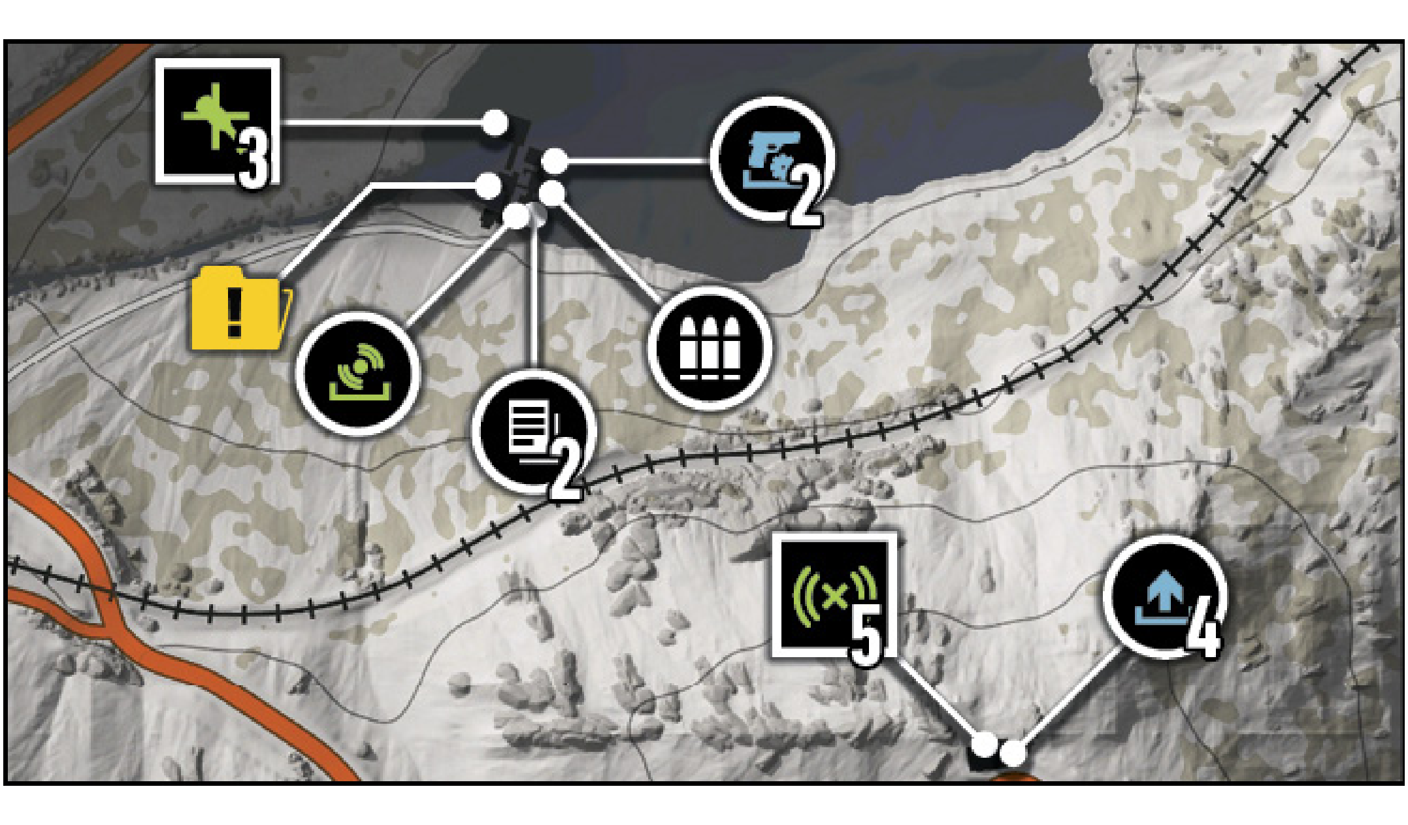
NORTHEAST OUTPOST

Controls road traffic and the gas supply.



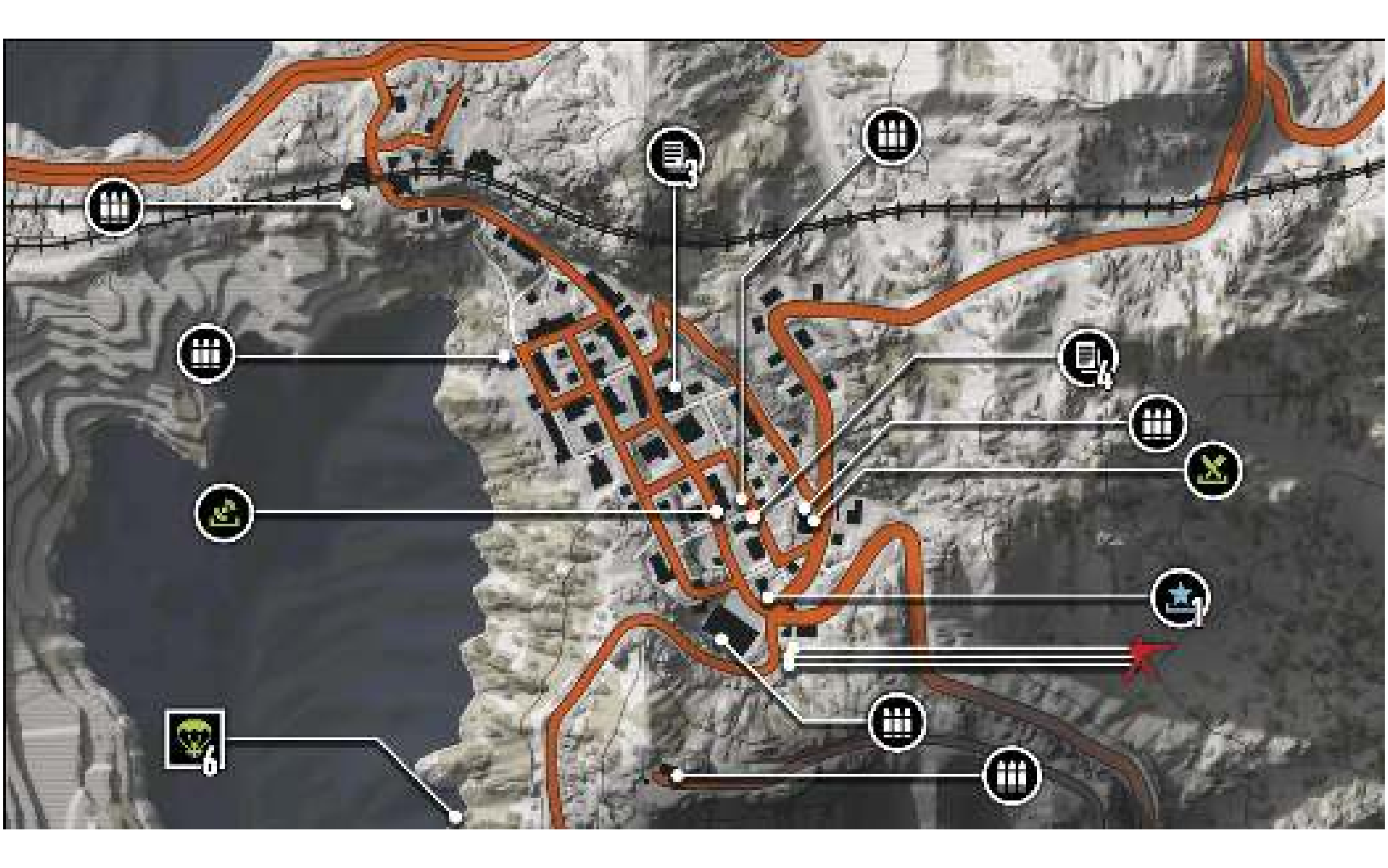
RIVERINE DOCKS

Docks built by the cartel.



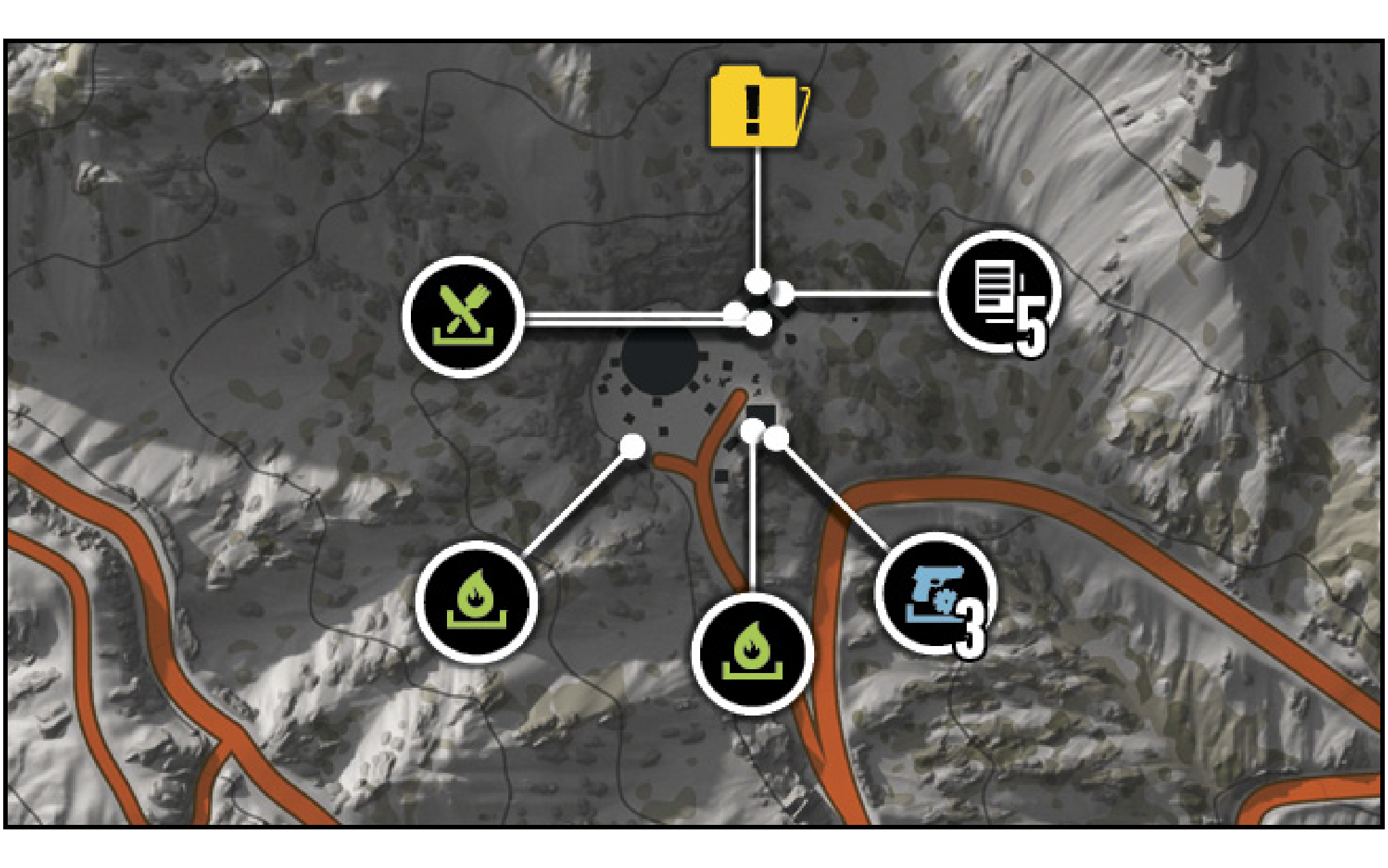
TODOS SANTOS TOWN

The provincial capital and center of llama farming.



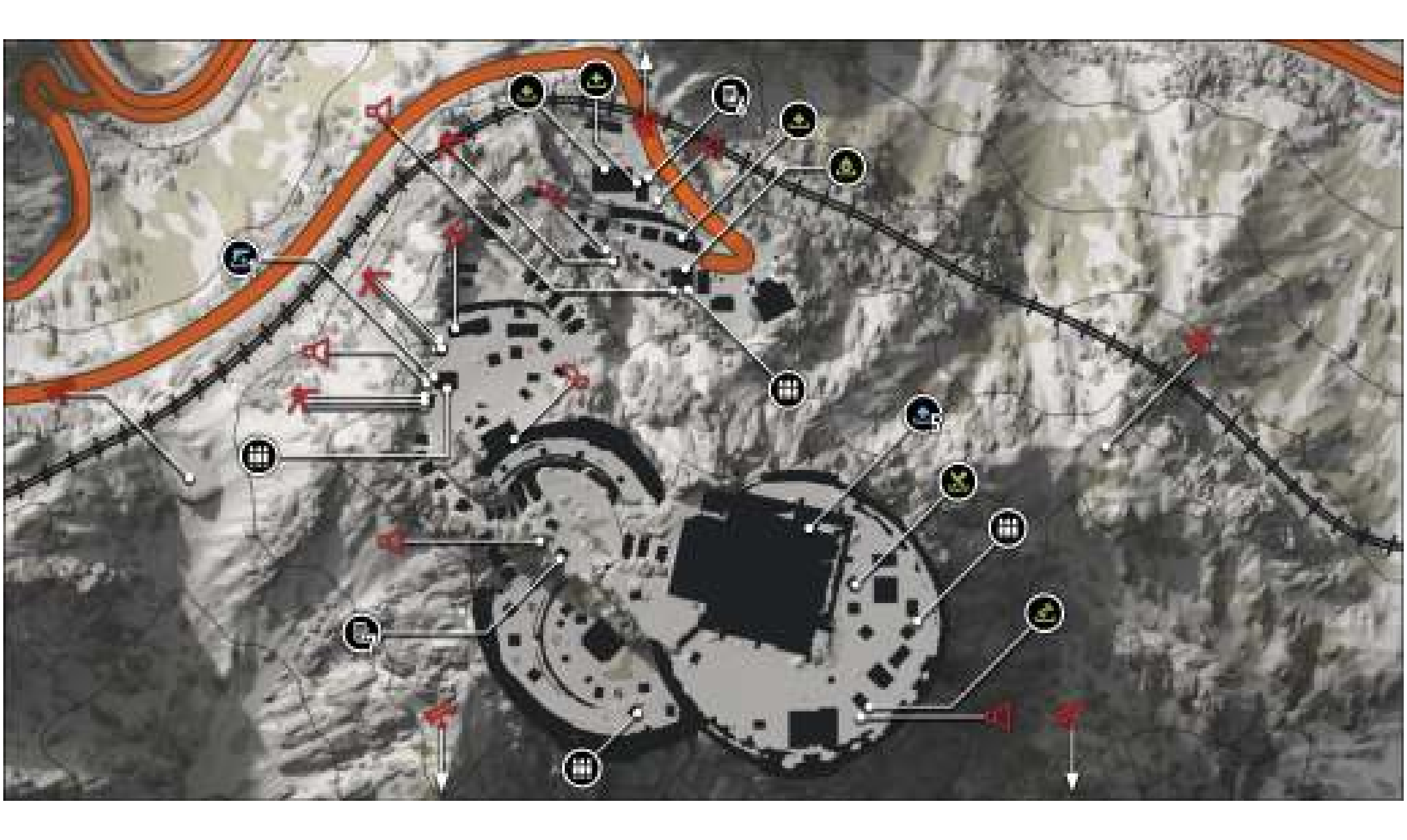
SANTA MUERTE TOMB (LA PLAGA)

La Plaga's tomb, under construction.



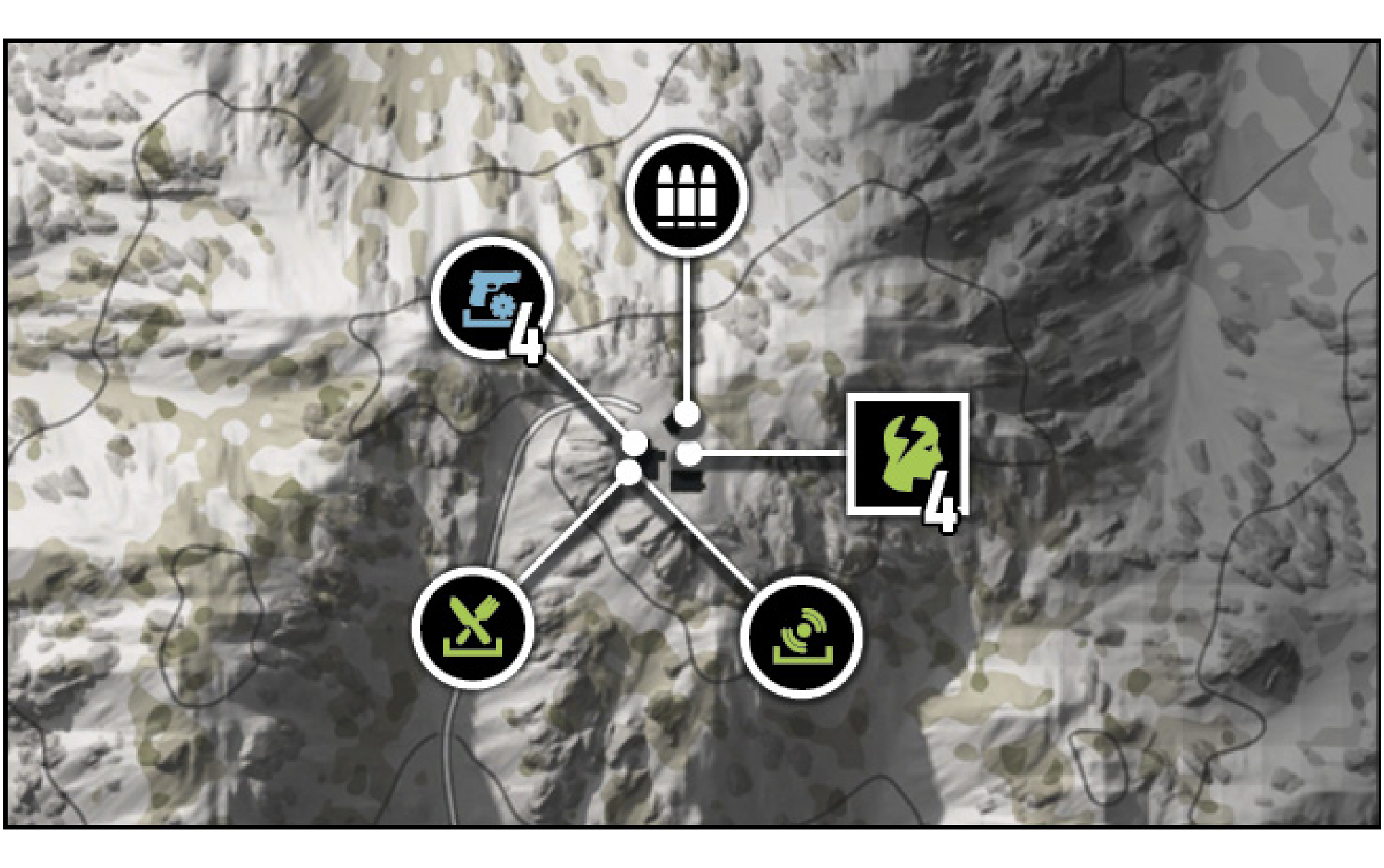
SUEÑO MAUSOLEUM

The regal tomb built for the cartel's boss. The Santa Blanca Pucara Base sits next door.



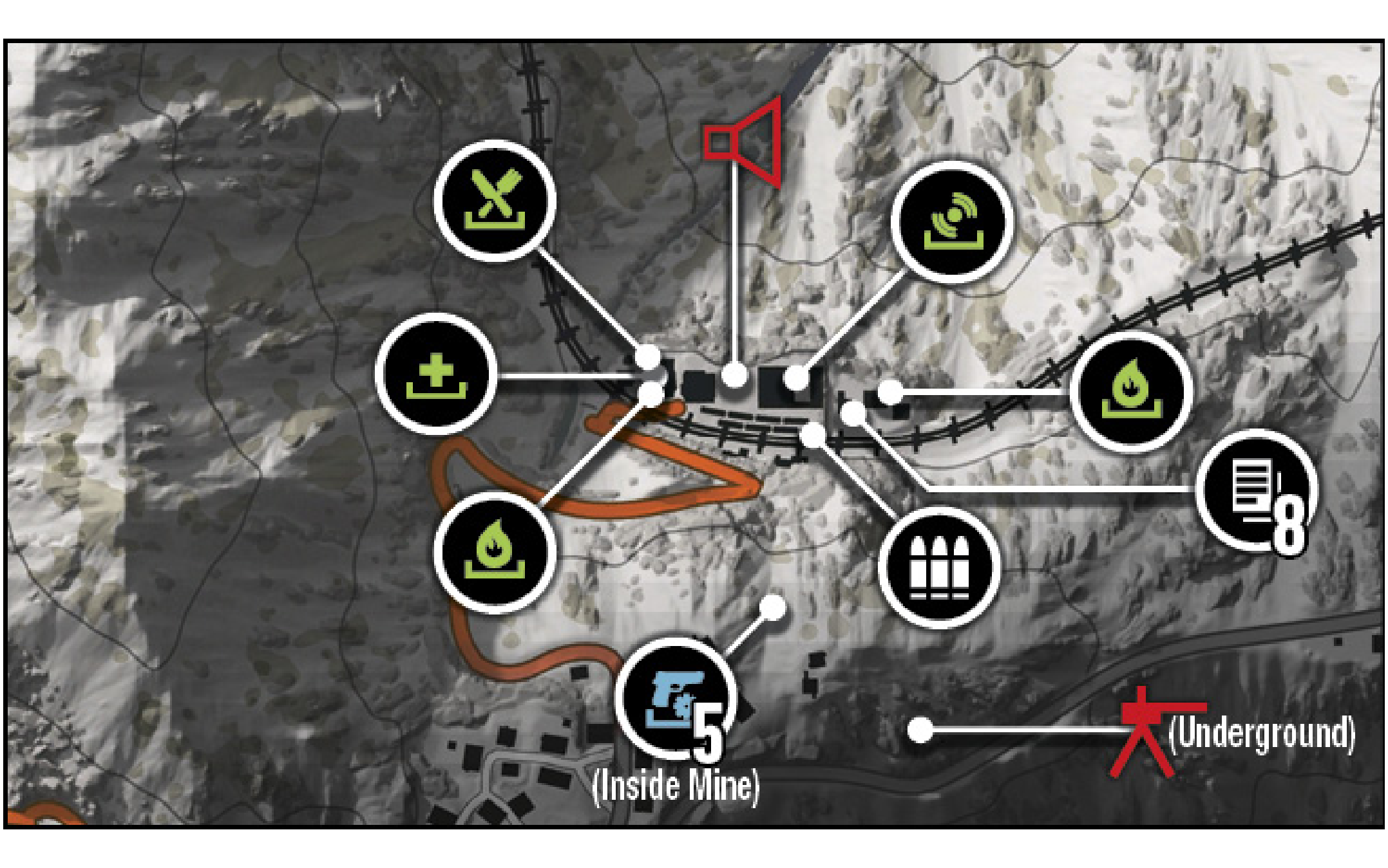
EL NIDO DE CÓNDORES

A rebel hideout now controlled by hostiles.



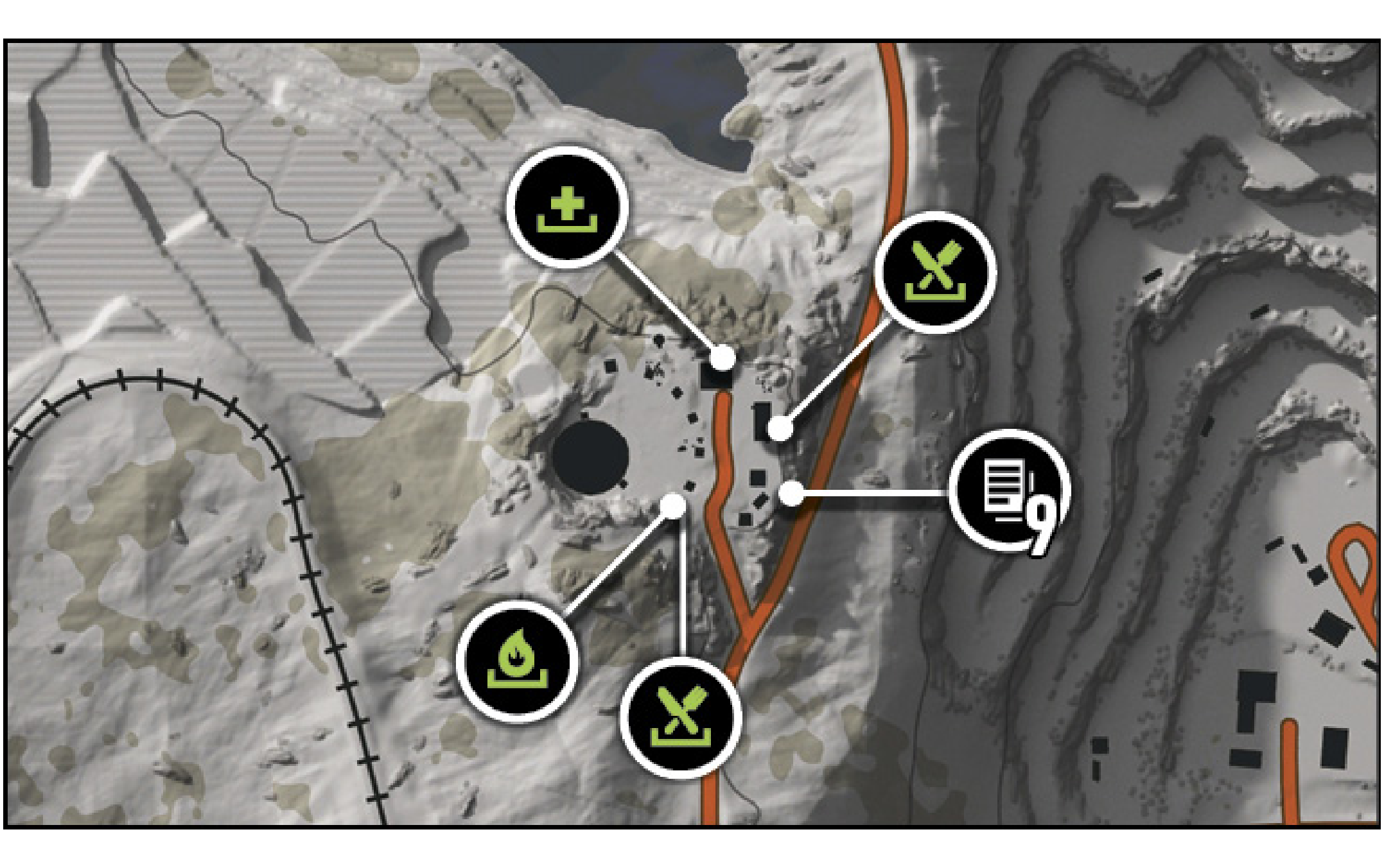
PILCA MINE

This zinc mine is exploited by OMZnA S.A.



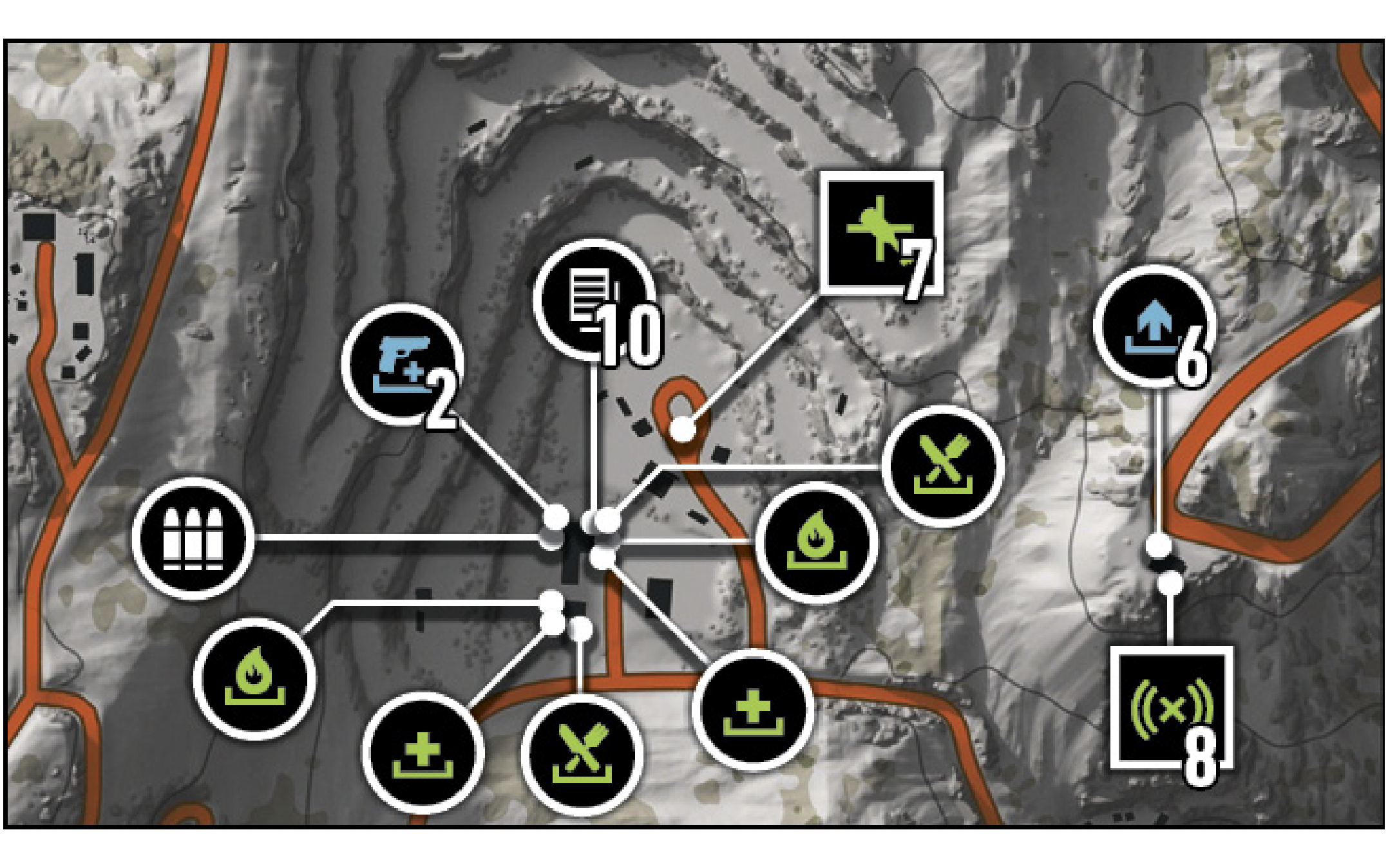
SANTA MUERTE TOMB (LA SANTERA)

La Santera's tomb, under construction.



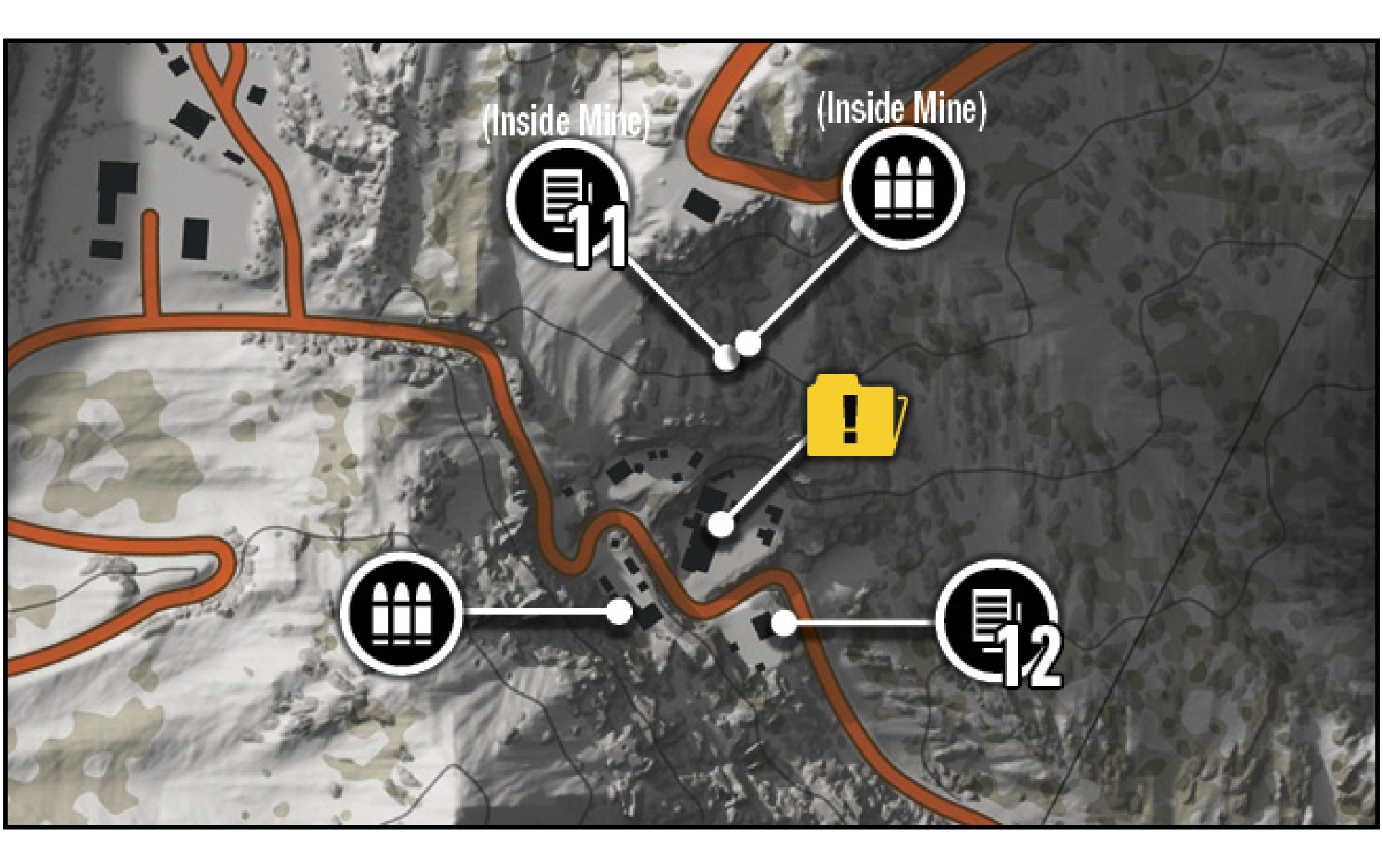
TODOS SANTOS ROCK QUARRY

Stones to build the tombs are extracted here.



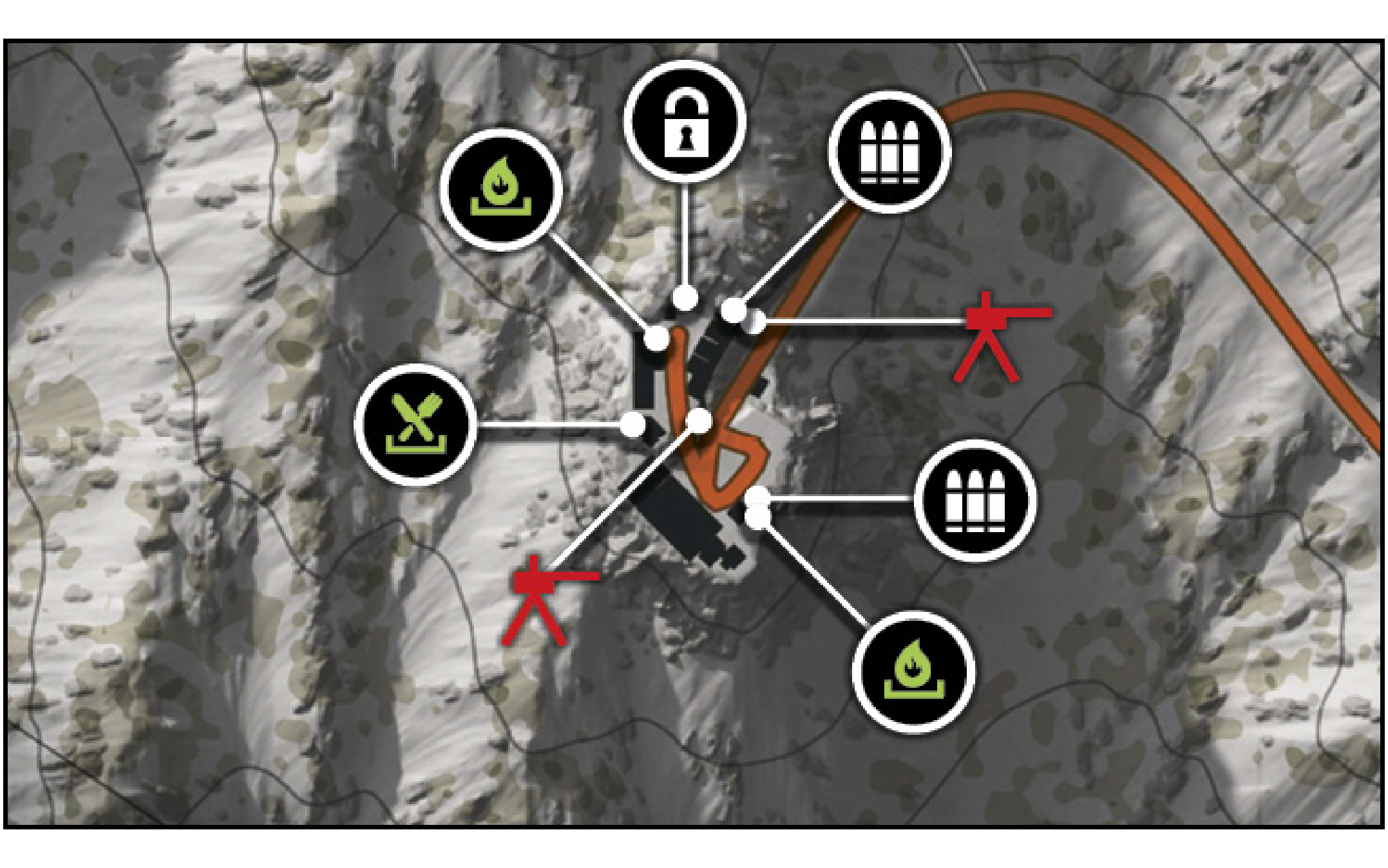
OLD SILVER MINE

An abandoned silver mine.



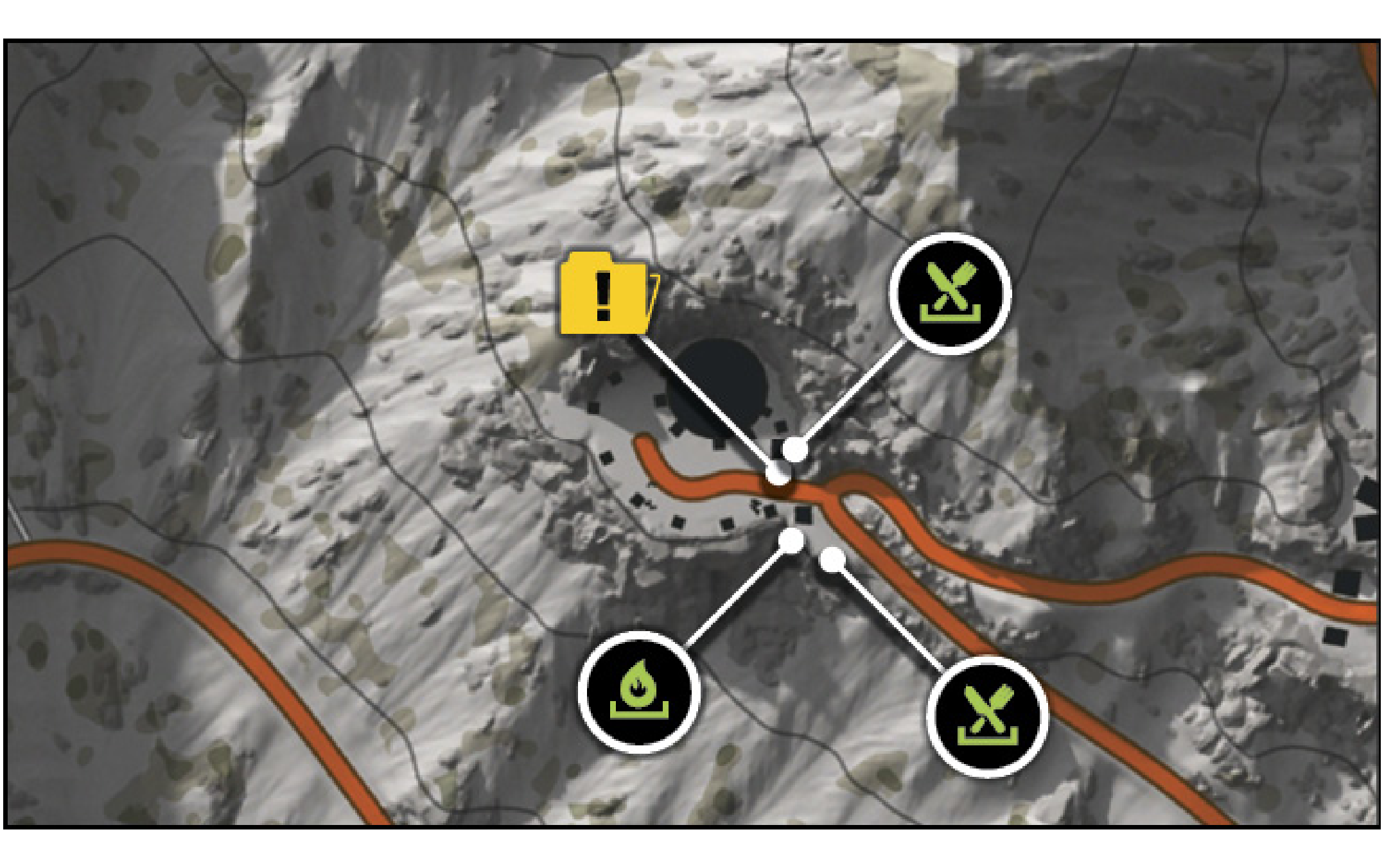
SOUTH OUTPOST

Storage of the cartel's gas in Pucara.



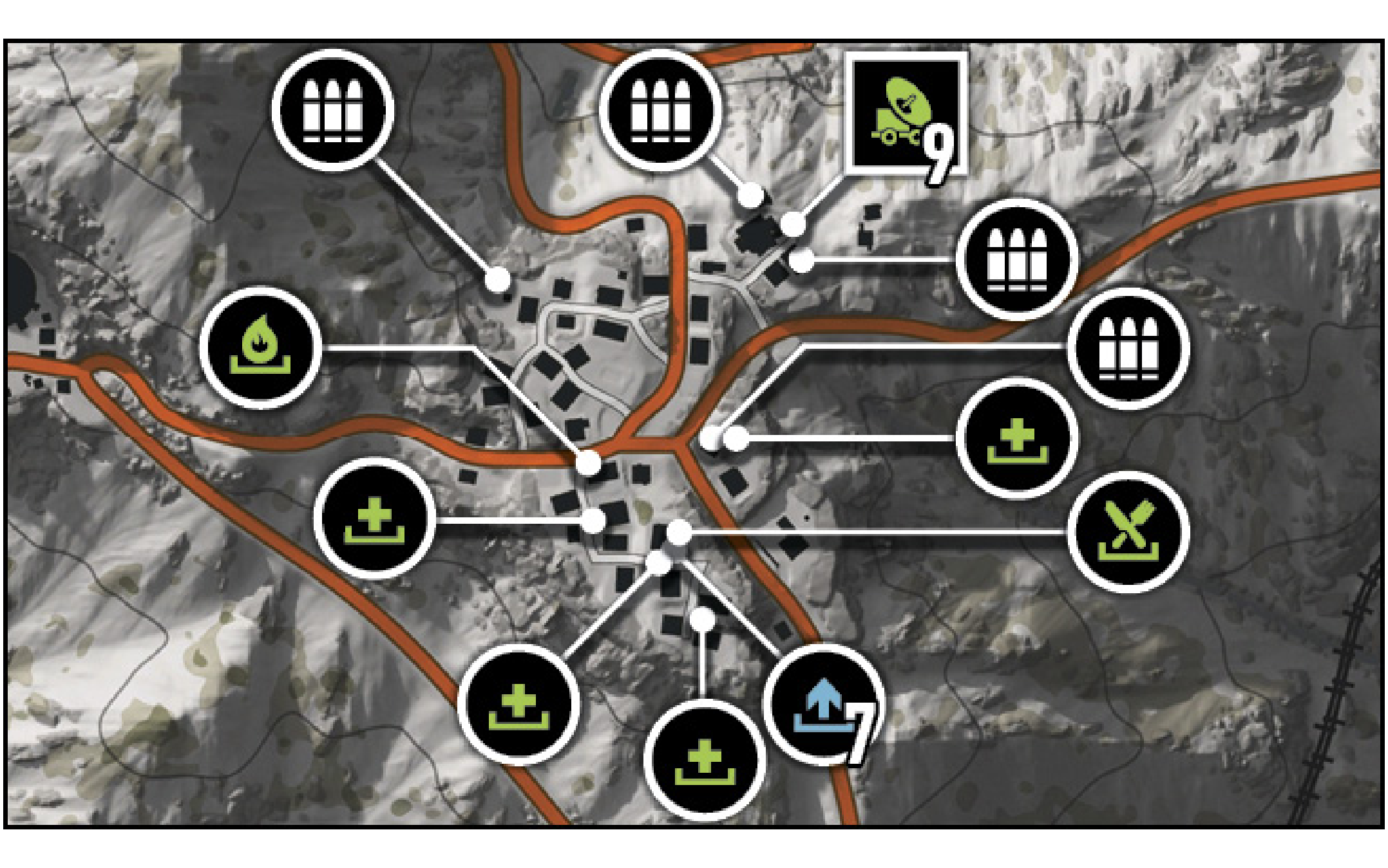
SANTA MUERTE TOMB (EL CHIDO)

El Chido's tomb, under construction.



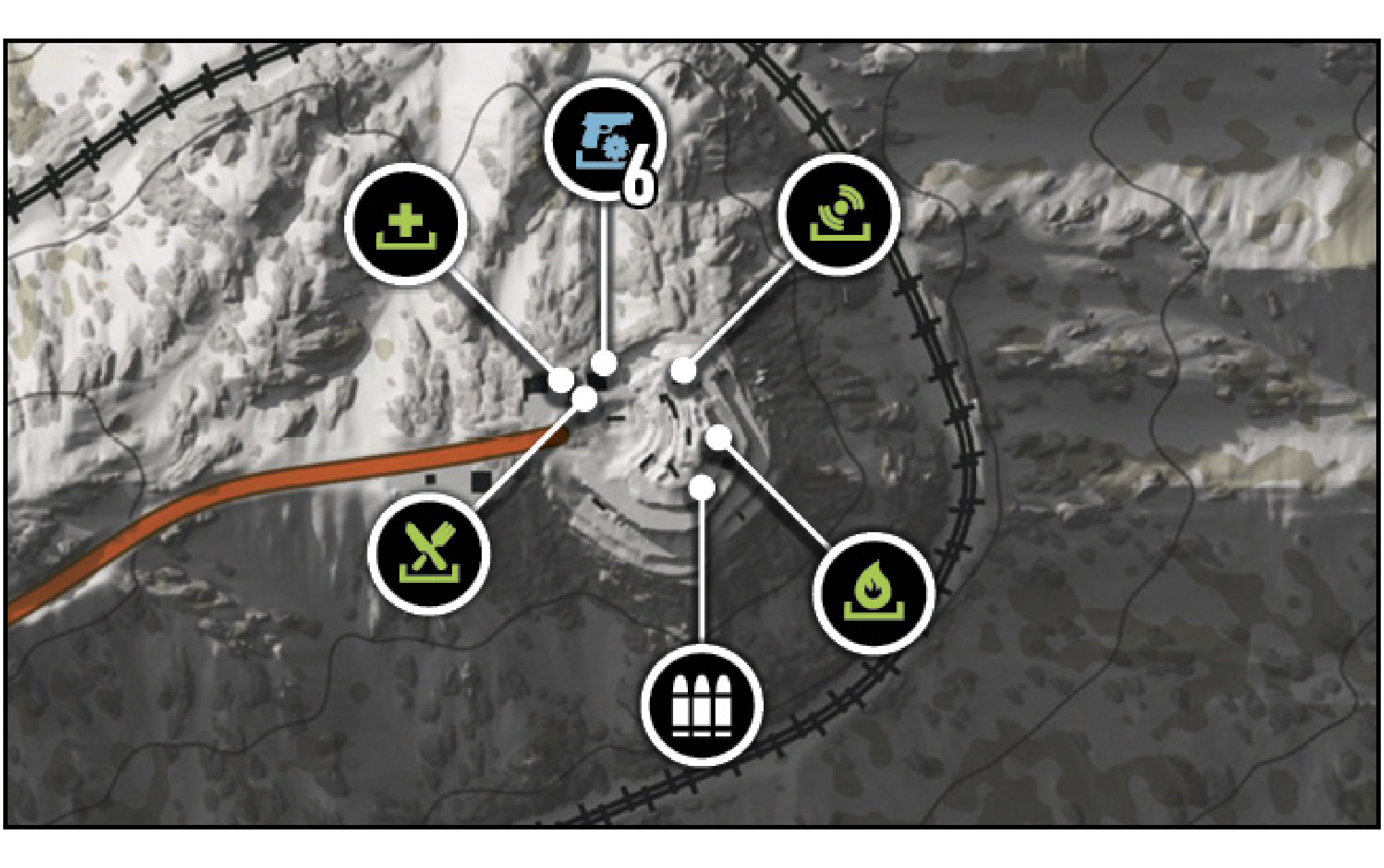
PILCA VILLAGE

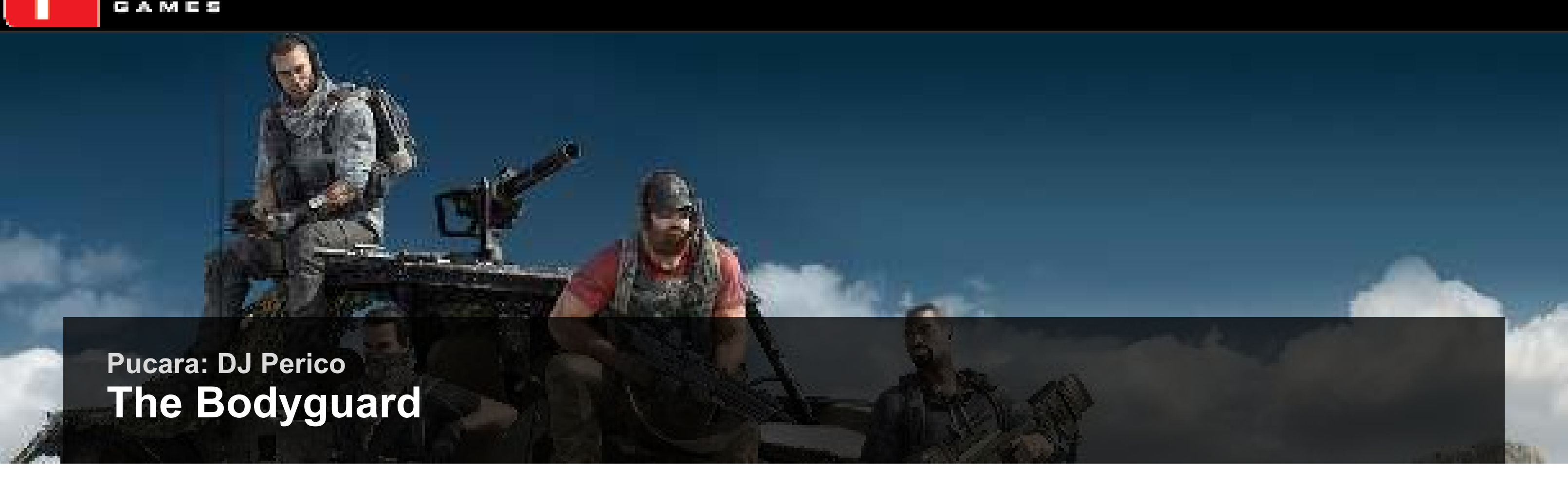
A poor mining village.



PUCARA

An Inca fortress in ruins.





Pucara: DJ Perico

The Bodyguard

OBJECTIVES

- **Interrogate DJ Perico's former bodyguard**

LOCATIONS

- **Pilca Mine (Station)**

REWARDS

- **+ 500 XP**

BRIEF

DJ Perico's former bodyguard, Arturo Ruiz, works for the cartel at Pilca's mine. Find Ruiz and see what he can tell us about Perico.

MISSION ACCESS

Acquire Major Intel in Pucara Province to access this Mission.

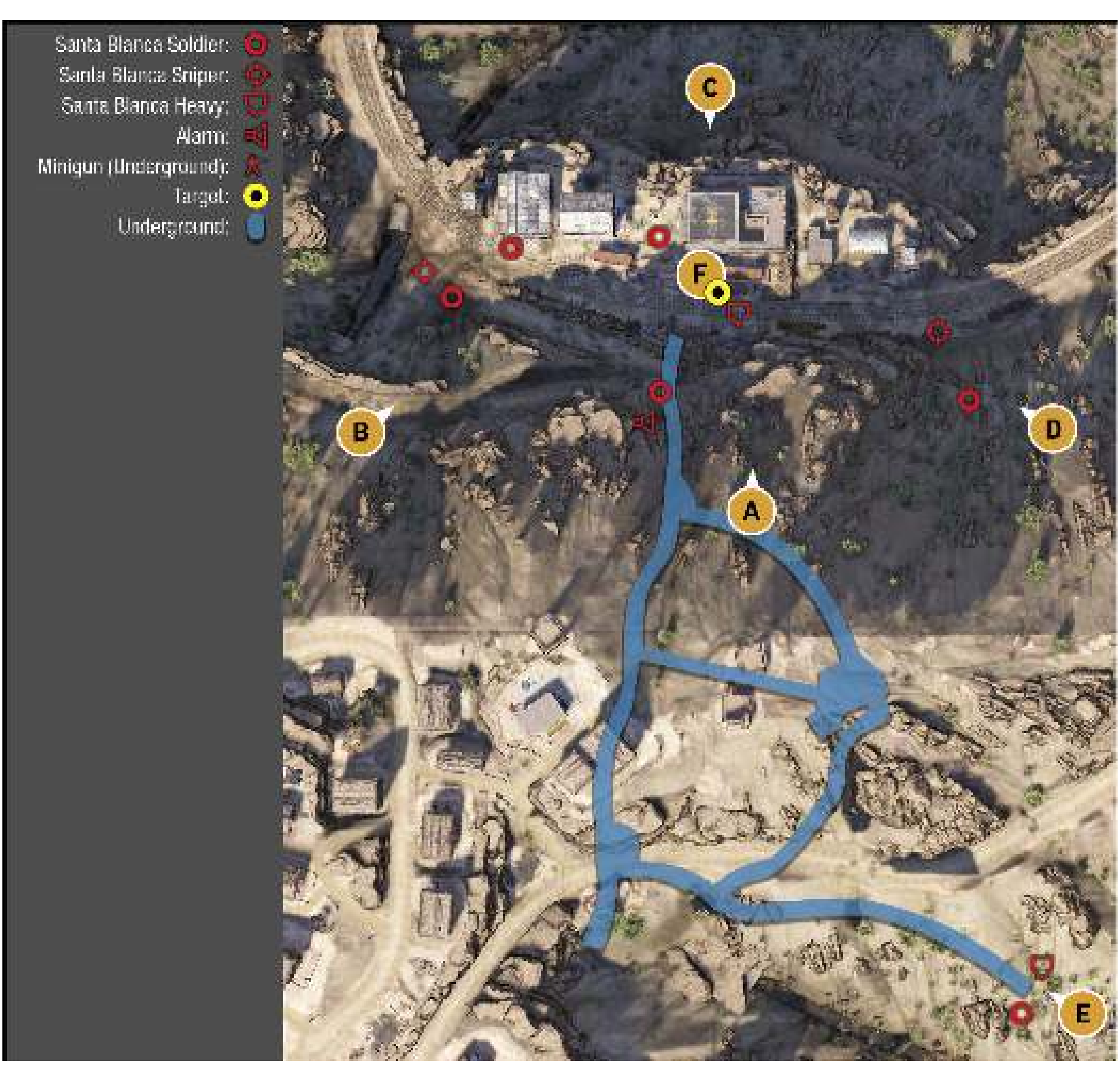
ON THE TRAIL OF MARCO GARCIA

With evidence of the bodyguard's location, it is time to head down the precarious cliff road north of Pilca Village, to the mine entrance and station platform. The mission area isn't that involved, and the takedowns before bodyguard interrogation are but a prelude to the trickier missions to come.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

The bodyguard needs talking to, not shooting at. The local workers need your protection, not a grenade accidentally maiming them during this mission. So be wary about spilling the wrong type of blood.

PILCA MINE (STATION): RECON



TACMAP

This consists of two sniper towers, one at each end of the platform, and a small rail yard with a warehouse, metal two-story shack, and brick helipad structure where your target is hiding. The place is easily navigated, can be attacked from above (if you're sure of your footing), and there's a mine entrance in the south wall, leading to a labyrinth of tunnels under the village to the south, which is optional to search (expect a minigun emplacement and at least five more foes compared to the surface if you decide to venture underground). Also note the alarm in the upper center of the platform; it's the only real defense this location has.

CLIFFS ABOVE MINE ENTRANCE

The mine is directly below you, with an entrance at "railroad track" level. But for this mission, it's worth stationing a friendly here so they can easily tag both the snipers in each tower, and foes milling about the platform and tracks. A great vantage point, especially for throwing out a drone.

WEST SIDE CLIFFS AND ROAD

This is a good place to start your assault, as the road isn't too precarious, you can peel off and find a rocky outcrop to snipe from if you aren't concerned with close assault, or you can start the methodical sweep from west to east from this point. Feel free to stay farther up the road and bring long-range attacks to bear before descending further.

NORTH CLIFF EDGE

This isn't a direction to infiltrate from, unless you're flying in. Instead, use the rickety wood fence to crouch behind, hopping over at the helipad building to easily reach the target. This is the route to take if you want to finish this with no bullets fired, or you want to loop around and outflank the enemy.

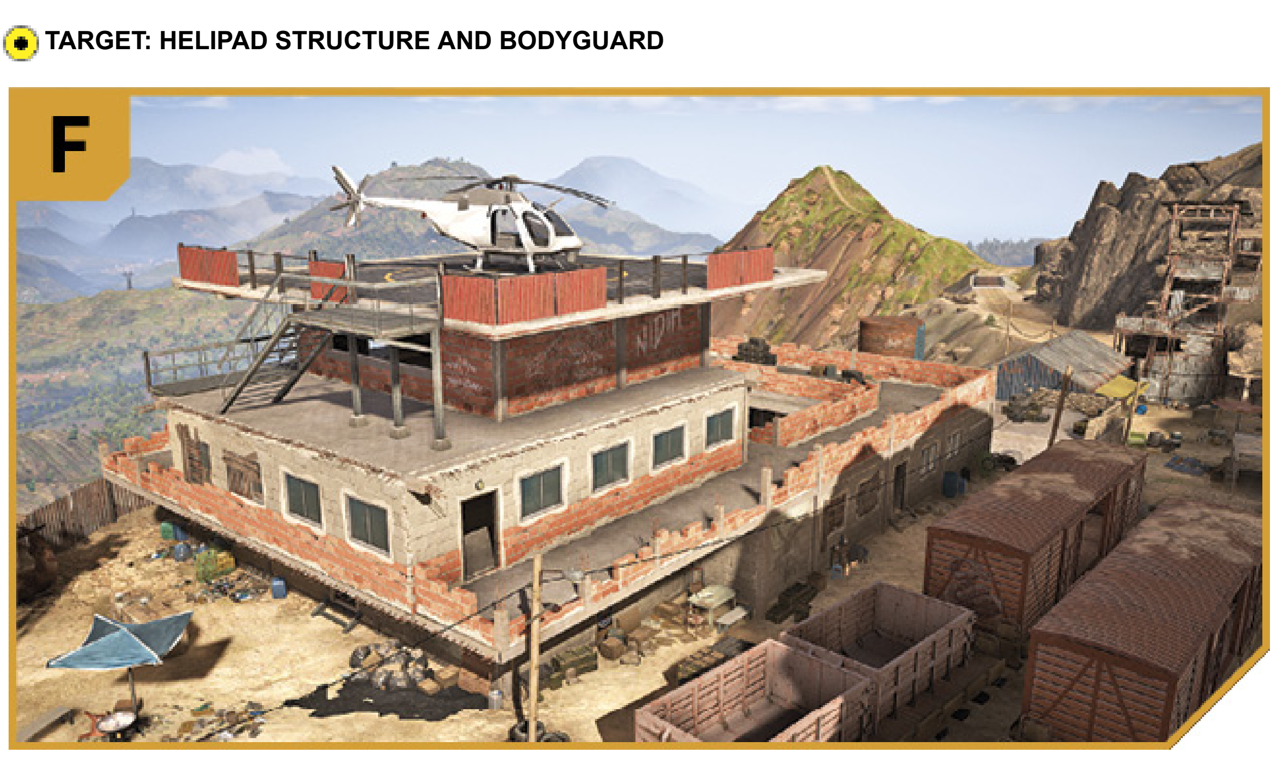
EAST SIDE CLIFFS AND RAILROAD

You can also approach via the railroad, or scramble up the scree slopes on this side of the area, but it isn't quite as amenable to your safety; though in Co-op one Ghost can hike along the tracks and attack from the east, sweeping through westward while others fire from the opposite direction.

PILCA VILLAGE MINE ENTRANCE

If you're wanting a truly sneaky method of reaching the station, you can opt to locate the old mine entrance by a steep mountain stream, up from the railroad tracks on the rough terrain east of the main village. There are two easily-removed guards here, and a series of tunnels (with innocent mine workers as well as foes) to maneuver through, until you reach A. Along the way, watch for the minigun nest in the western junction chamber. Follow the guide map, which shows all tunnels, so you don't get lost.

● TARGET: HELIPAD STRUCTURE AND BODYGUARD



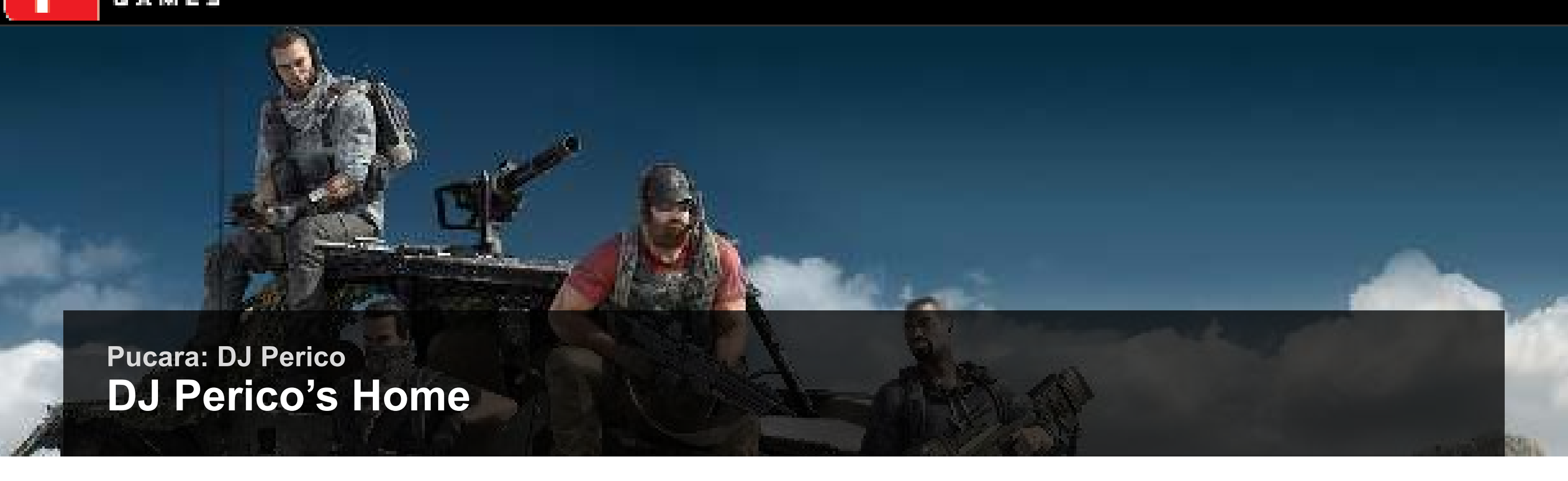
The bodyguard is on the upper floor (just below the helipad roof), and you can either climb up the stairs of this structure, or drop onto the roof (via parachute or chopper). Note the bodyguard tends to wander around the building, and may be on a different floor, so tag him with a drone to be sure. Grab him, interrogate him to find out DJ Perico's real name, and the mission concludes.

PILCA MINE (STATION): OTHER TACTICAL ADVICE

SOLO: Feel free to land on the helipad roof of F, descend one floor, and while your team guards the structure, conduct the interrogation. Or, creep in from B or D, using the north cliffs and hop over the fence at C, and into the helipad building, then up to the target without engaging the enemy.

Alternatively, drop the two snipers on each tower from A, along with any and all other enemies that venture out of cover. Then descend to B, and sweep from west to east, mopping up survivors, and using the main structures as cover. Or, enter from E, moving along the mine tunnels, tagging foes and ignoring miners, until you appear at A, where you can launch the attack more directly, as the target is much closer, and you can always back into the mine and more cover.

CO-OP: Any of the previous plans work well here, though for an extra peace of mind, station a sniper at A and B, and conduct a pincer maneuver with a third Ghost heading east from B, and a fourth west from D, until everyone is dead except the bodyguard. Feel free to direct a couple of your team to move up through the mine interior from E, so you have additional troops on the ground at A, ready to reach the target more directly than heading in from the east and west, where you're more easily spotted.



Pucara: DJ Perico

DJ Perico's Home

OBJECTIVES

- **Reach DJ Perico's home**
- **Gather Intel from DJ Perico's home**

LOCATIONS

- **Todos Santos Town**

REWARDS

- **+ 500 XP**

BRIEF

DJ Perico's home is located in the village of Todos Santos, Pucara's capital. Find the house and search it; if Perico is there, grab him.

MISSION ACCESS

Acquire Major Intel in Pucara Province to access this Mission.

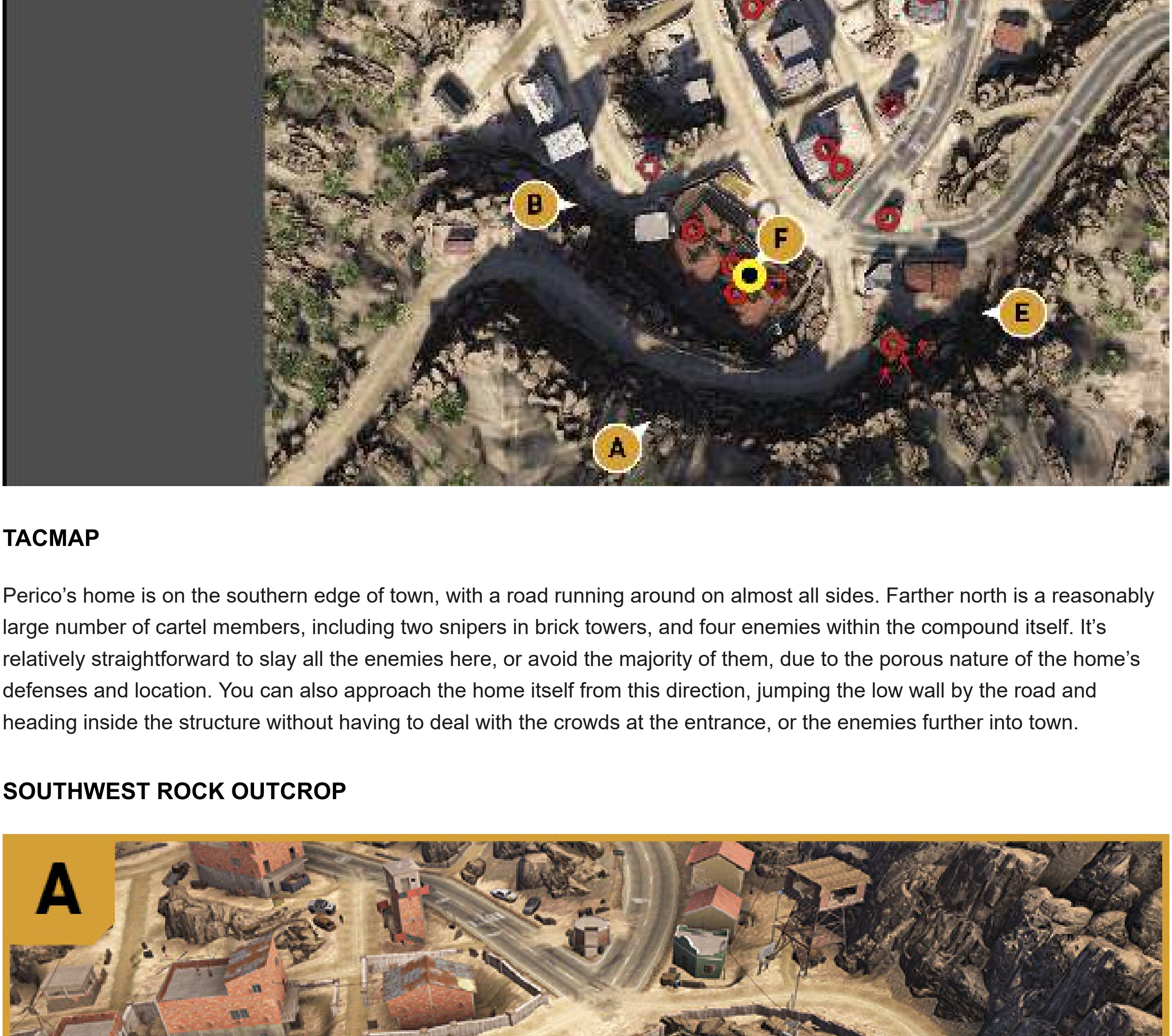
HOME INVASION

Drive into the southern part of Todos Santos Town, and locate Perico's home, which is the largest hacienda in the area. He's not here, forcing you to deal with his guards in whatever manner you wish, photograph some evidence on the wall of his studio office, and leave. The amount of blood you spill is up to you.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

Being the most populous town in Pucara means there are a number of innocents on the streets surrounding the house, as well as a servant or two inside the house itself. Obviously, you know not to shoot these citizens, but don't execute cartel members inside the house with an innocent watching, and not expect them to scream, giving away your position. Be extra careful in these confines, if you're planning on a stealth operation.

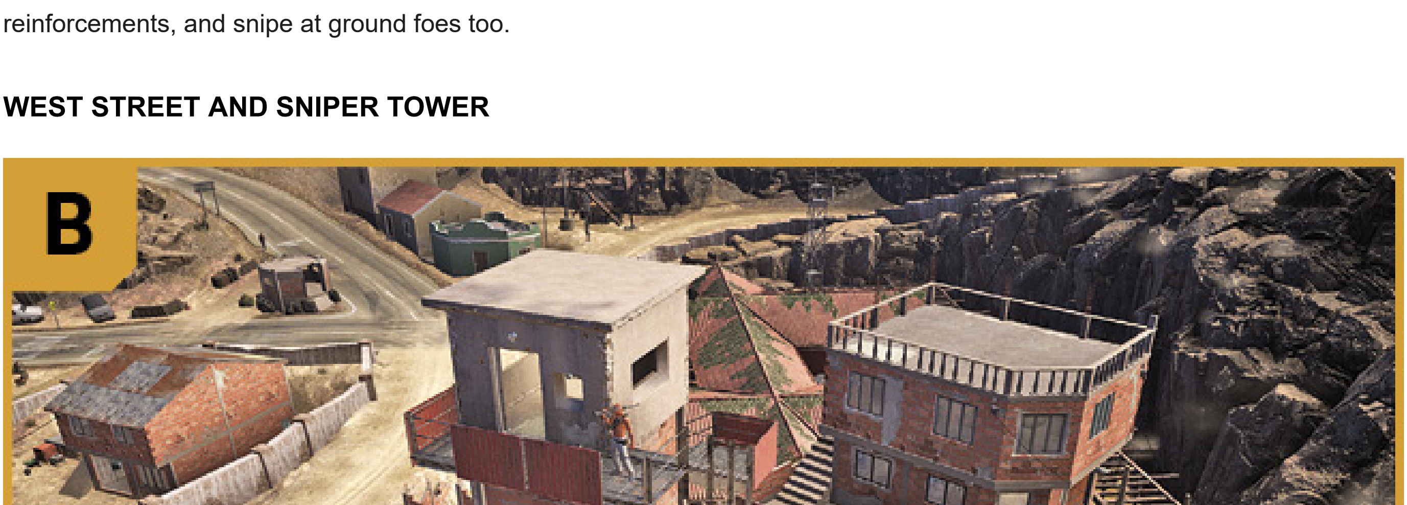
PERICO'S HOUSE: RECON



TACMAP

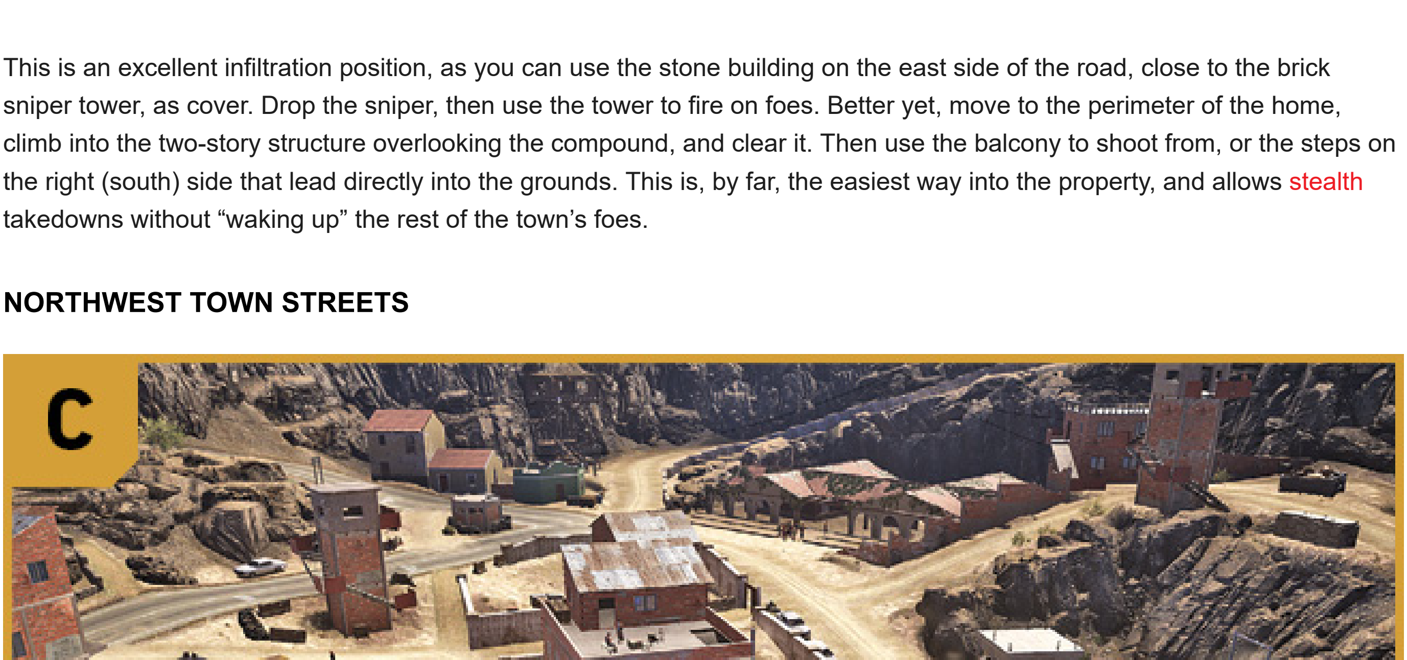
Perico's home is on the southern edge of town, with a road running around on almost all sides. Farther north is a reasonably large number of cartel members, including two snipers in brick towers, and four enemies within the compound itself. It's relatively straightforward to slay all the enemies here, or avoid the majority of them, due to the porous nature of the home's defenses and location. You can also approach the home itself from this direction, jumping the low wall by the road and heading inside the structure without having to deal with the crowds at the entrance, or the enemies further into town.

SOUTHWEST ROCK OUTCROP



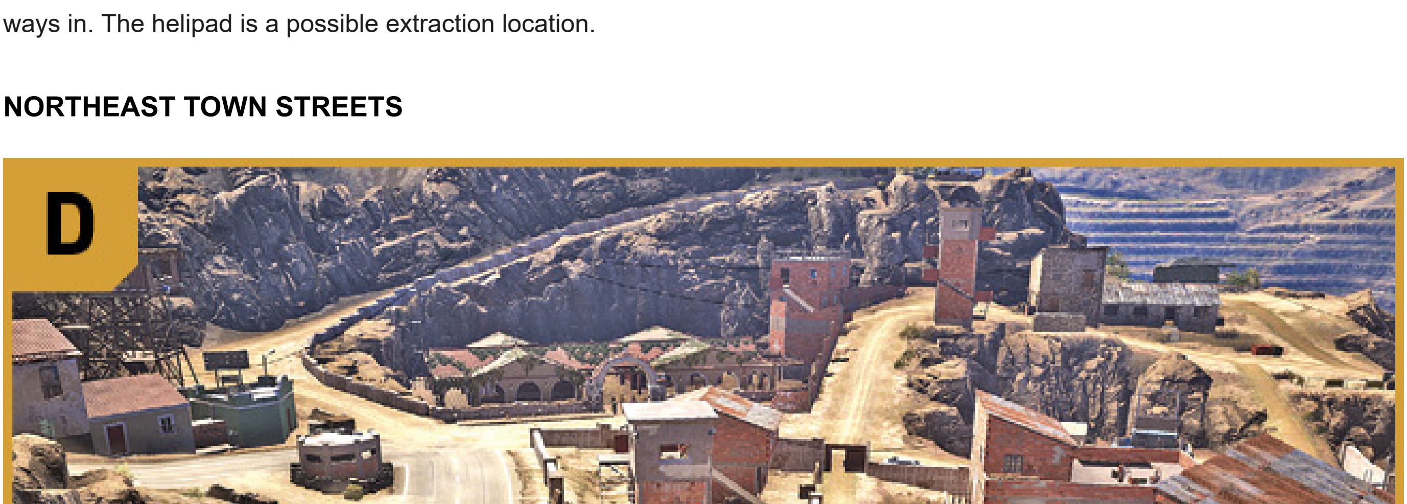
Though you're at long range, you can sit up here in relative safety, and snipe at the foe in the minigun tower just east of the home, the sniper atop his tower near D, and the other sniper near B. With all lookouts neutralized, and usually without the others knowing about it, you can more safely proceed. Feel free to keep a Ghost up here to plant mines on the road to stop reinforcements, and snipe at ground foes too.

WEST STREET AND SNIPER TOWER



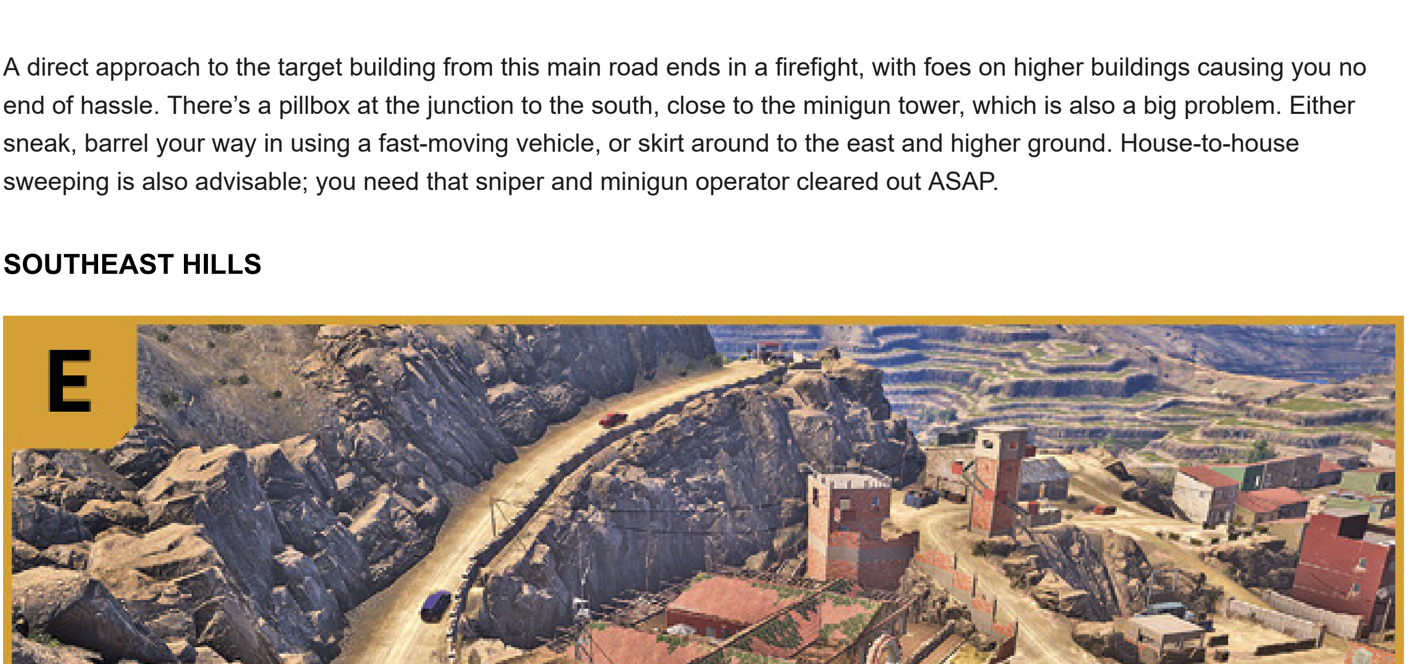
This is an excellent infiltration position, as you can use the stone building on the east side of the road, close to the brick sniper tower, as cover. Drop the sniper, then use the tower to fire on foes. Better yet, move to the perimeter of the home, climb into the two-story structure overlooking the compound, and clear it. Then use the balcony to shoot from, or the steps on the right (south) side that lead directly into the grounds. This is, by far, the easiest way into the property, and allows stealth takedowns without "waking up" the rest of the town's foes.

NORTHWEST TOWN STREETS



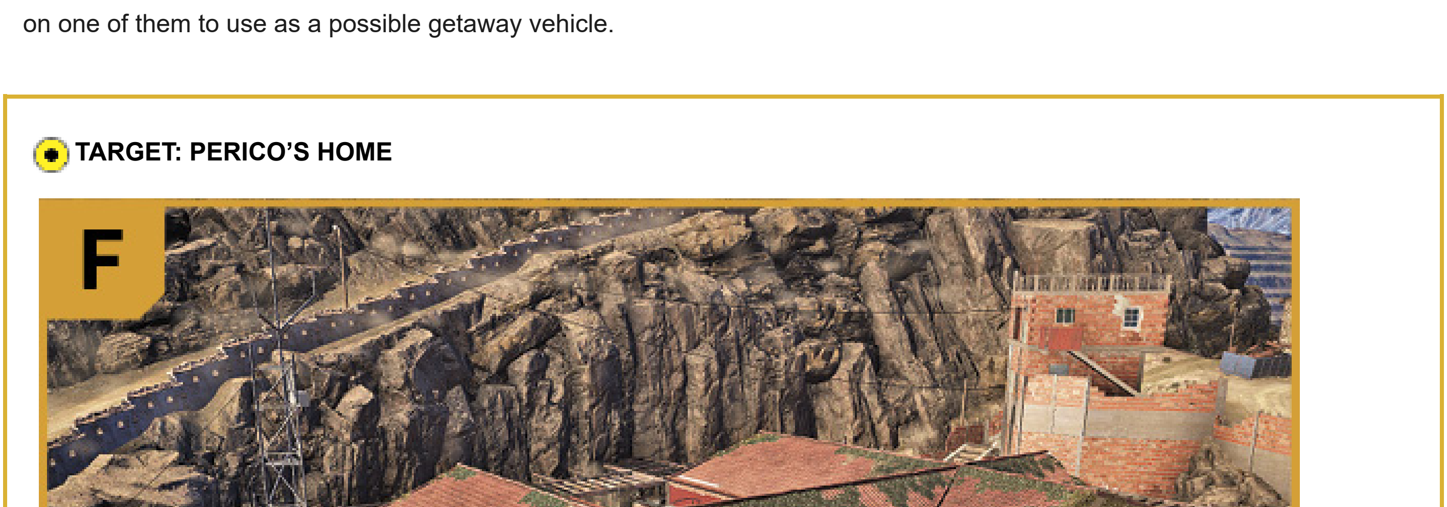
Approaching from this direction puts you at a slight disadvantage, as the enemy is on higher ground, the two sniper towers and minigun tower are difficult to shoot at, and there are foes scattered about who can easily raise the alarm. Note the comms building and small helipad. Feel free to move from building to building, neutralizing foes, but know there are easier ways in. The helipad is a possible extraction location.

NORTHEAST TOWN STREETS



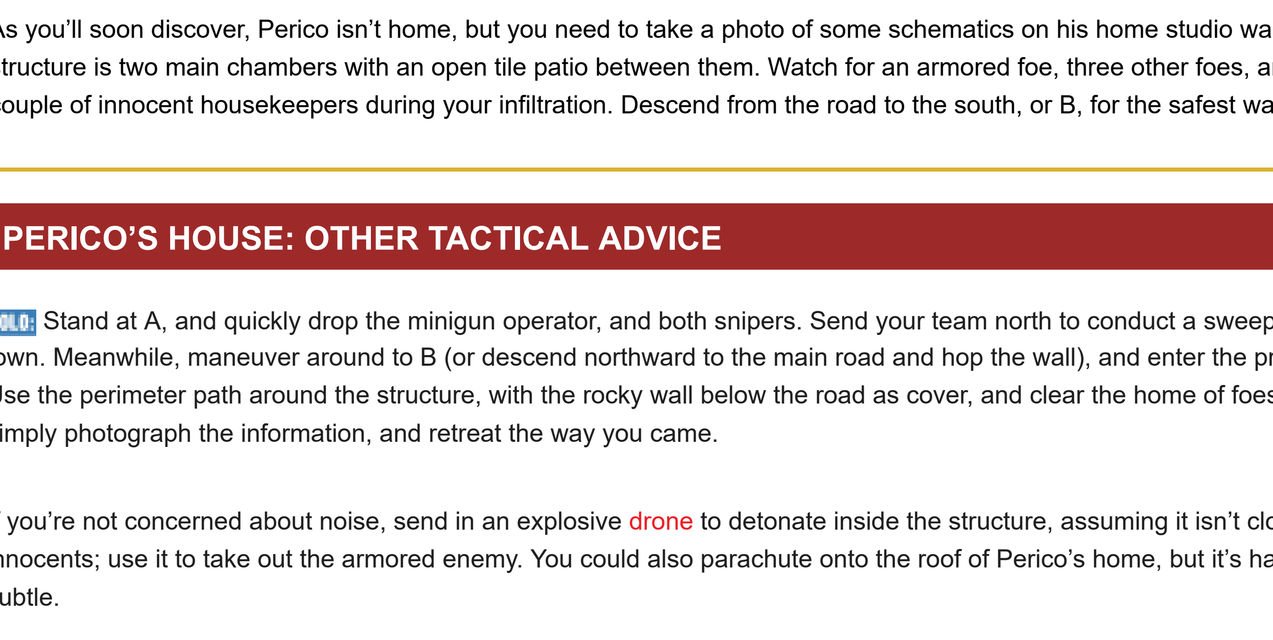
A direct approach to the target building from this main road ends in a firefight, with foes on higher buildings causing you no end of hassle. There's a pillbox at the junction to the south, close to the minigun tower, which is also a big problem. Either sneak, barrel your way in using a fast-moving vehicle, or skirt around to the east and higher ground. House-to-house sweeping is also advisable; you need that sniper and minigun operator cleared out ASAP.

SOUTHEAST HILLS



A hike up the hillside, or a loop around from A or D, is well worth your time as you can quickly remove the minigun enemy and both snipers from this elevated position. You can also lob grenades down to the road to waylay reinforcements, and rake the south part of town with gunfire while your teammates check the home. You're close to roads out of town too, so park a vehicle on one of them to use as a possible getaway vehicle.

TARGET: PERICO'S HOME



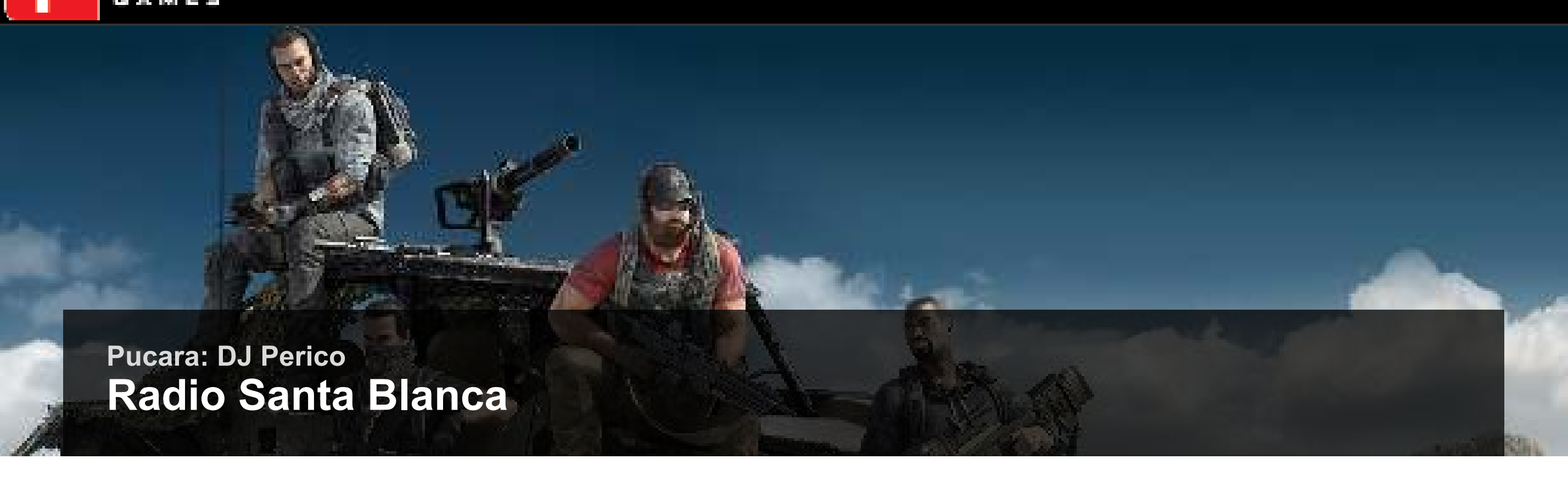
As you'll soon discover, Perico isn't home, but you need to take a photo of some schematics on his home studio wall. The structure is two main chambers with an open tile patio between them. Watch for an armored foe, three other foes, and a couple of innocent housekeepers during your infiltration. Descend from the road to the south, or B, for the safest way in.

PERICO'S HOUSE: OTHER TACTICAL ADVICE

SOLO: Stand at A, and quickly drop the minigun operator, and both snipers. Send your team north to conduct a sweep of the town. Meanwhile, maneuver around to B (or descend northward to the main road and hop the wall), and enter the premises. Use the perimeter path around the structure, with the rocky wall below the road as cover, and clear the home of foes. Then simply photograph the information, and retreat the way you came.

If you're not concerned about noise, send in an explosive drone to detonate inside the structure, assuming it isn't close to any innocents; use it to take out the armored enemy. You could also parachute onto the roof of Perico's home, but it's hardly subtle.

CO-OP: A similar plan to the Solo mission is most agreeable, though spreading out your team to A, B, and E makes most sense. That way you can start neutralizing all foes from all directions, while a single Ghost completes the objective.



Pucara: DJ Perico

Radio Santa Blanca

OBJECTIVES

- **Reach DJ Perico's radio station**
- **Enter the radio station without being detected**
- **Neutralize the drone jammer**
- **Scan the rooftop antenna with the drone**

LOCATIONS

- **Charamokho Village**

REWARDS

- **+ 500 XP**

BRIEF

DJ Perico's radio station is located in the village of Charamokho. Search the station; if Perico is there, take him into custody.

MISSION ACCESS

Acquire Major Intel in Pucara Province to access this Mission.

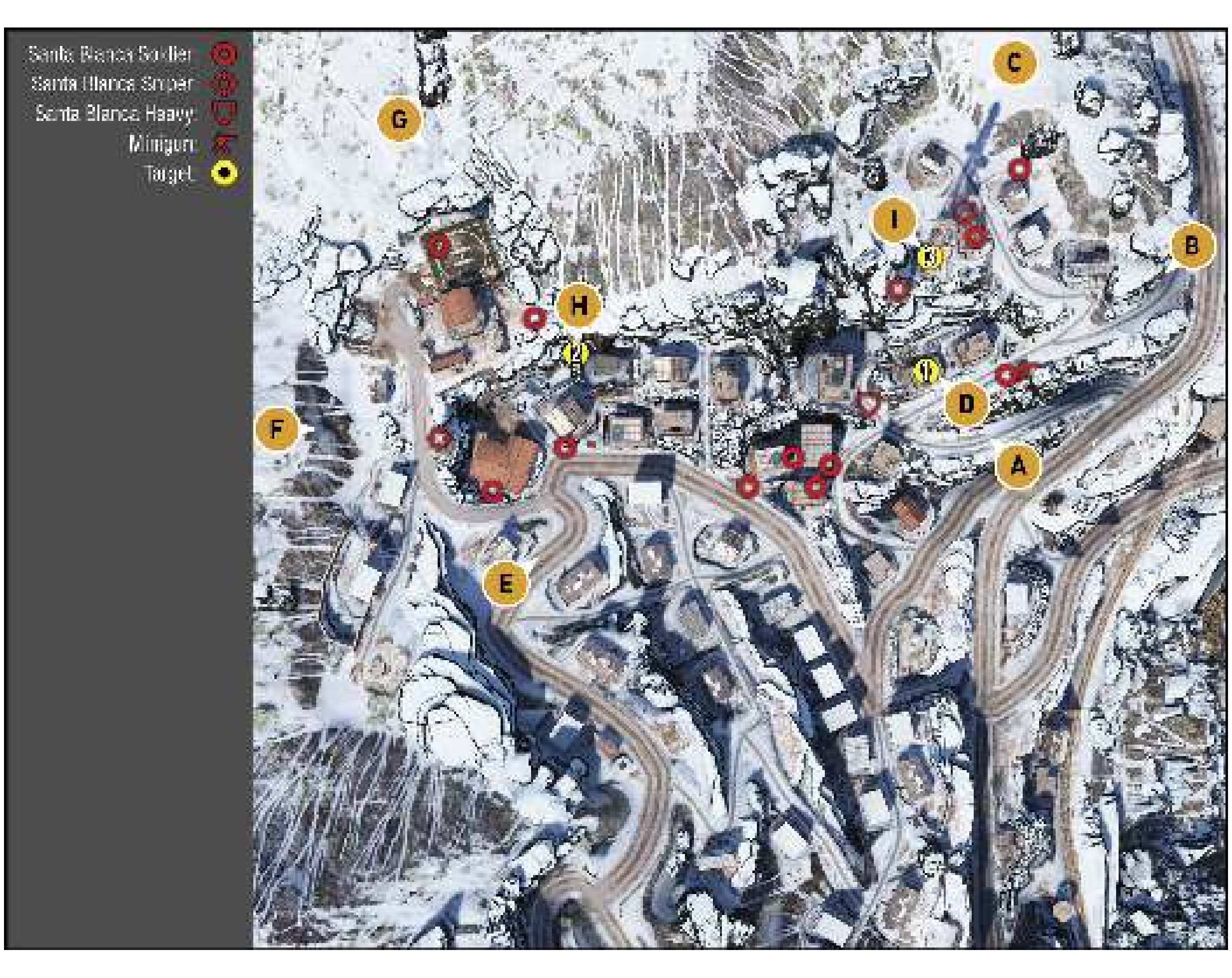
TWO TURNTABLES AND A SUBMACHINE GUN

Just over a click northwest of Pucara Delta, in the far northern reaches of this province, is the mountain village of Charamokho. The cartel has a relatively small presence in the northern part of the settlement. You are to enter and check the radio broadcast building for signs of Perico, then scan a radio antenna. There's a drone jammer active in this area, so removing that before or after checking Perico's building is imperative to complete the mission.

CAUTION: WE JAMMIN'

There's a minigun operated by a ne'er-do-well just slightly east up the hill from the broadcast hut. There's also a drone jammer (H) you must neutralize. Uniquely, this location can call on reinforcements, and doesn't have an alarm pole, so ensure you're ready for a couple of vehicles heading your way if you're spotted while completing the objectives.

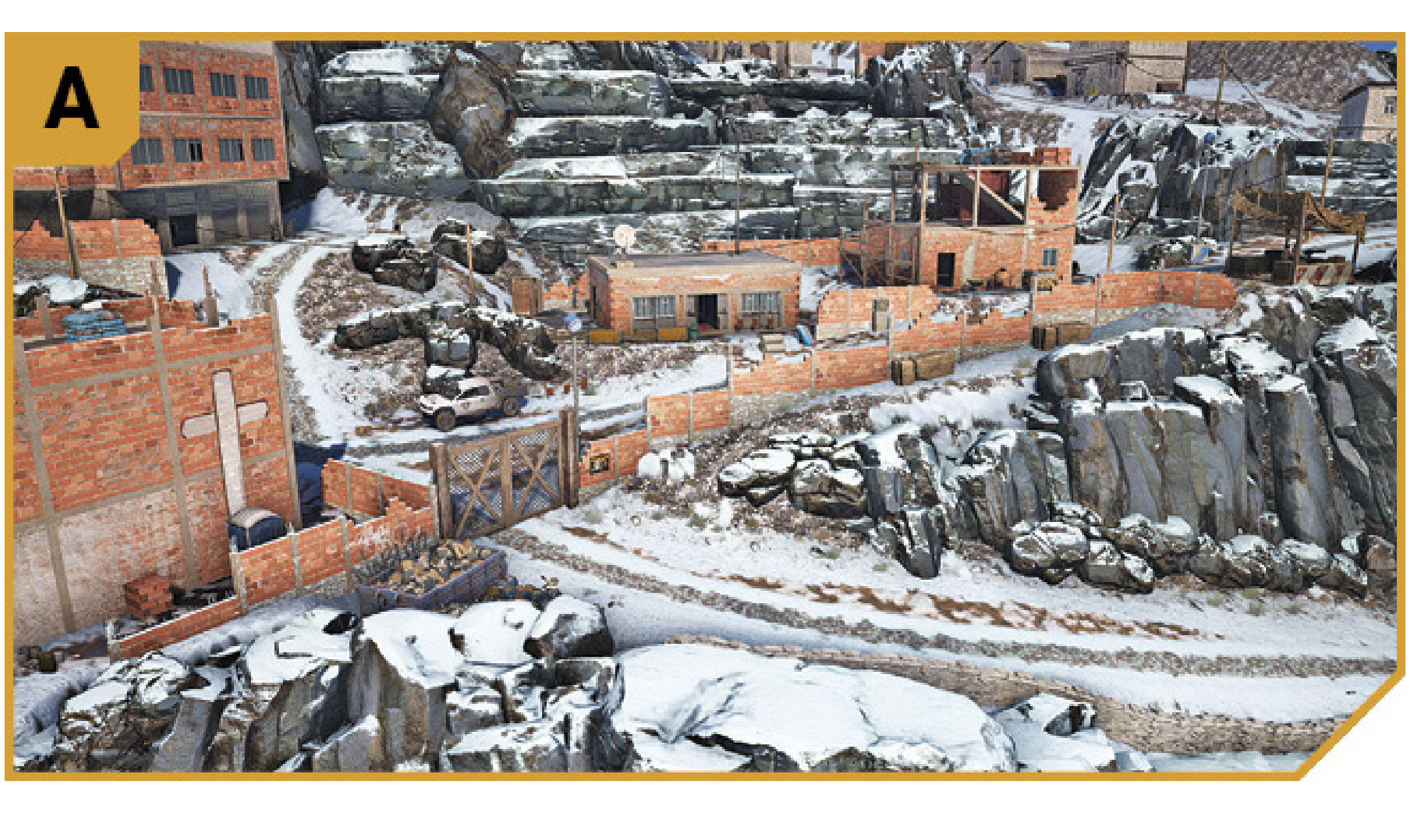
CHARAMOKHO VILLAGE: RECON



TACMAP

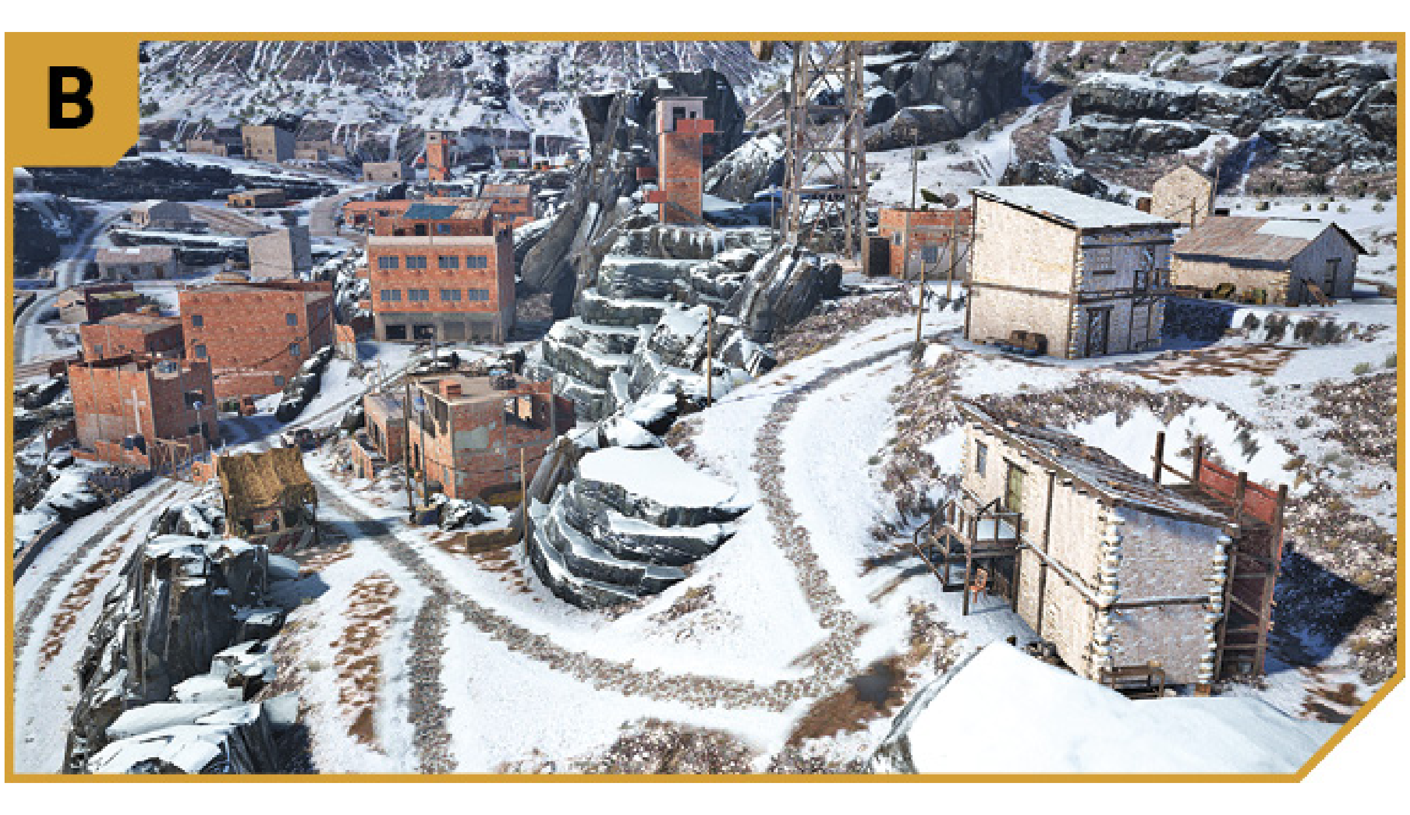
With around 15 men to worry about (these can be attacked only after the first objective is met, or not attacked at all if you wish), only the rough terrain makes this infiltration a little more difficult than normal. The enemy are positioned in a thin line from east to west, bookended by a sniper tower at each end. If you're interested in removing all foes quietly, start on the outer edges, and don't approach from the main roads to the south.

SOUTH: MAIN ROAD AND GATES



Though downhill from the radio station, and blocked by a gate, you can quickly (and quietly) climb over the brick wall between the gate and the minigun nest (and sneak up to bring down the gunner from behind), before slipping into the building without being seen; which is an imperative part of the first objective.

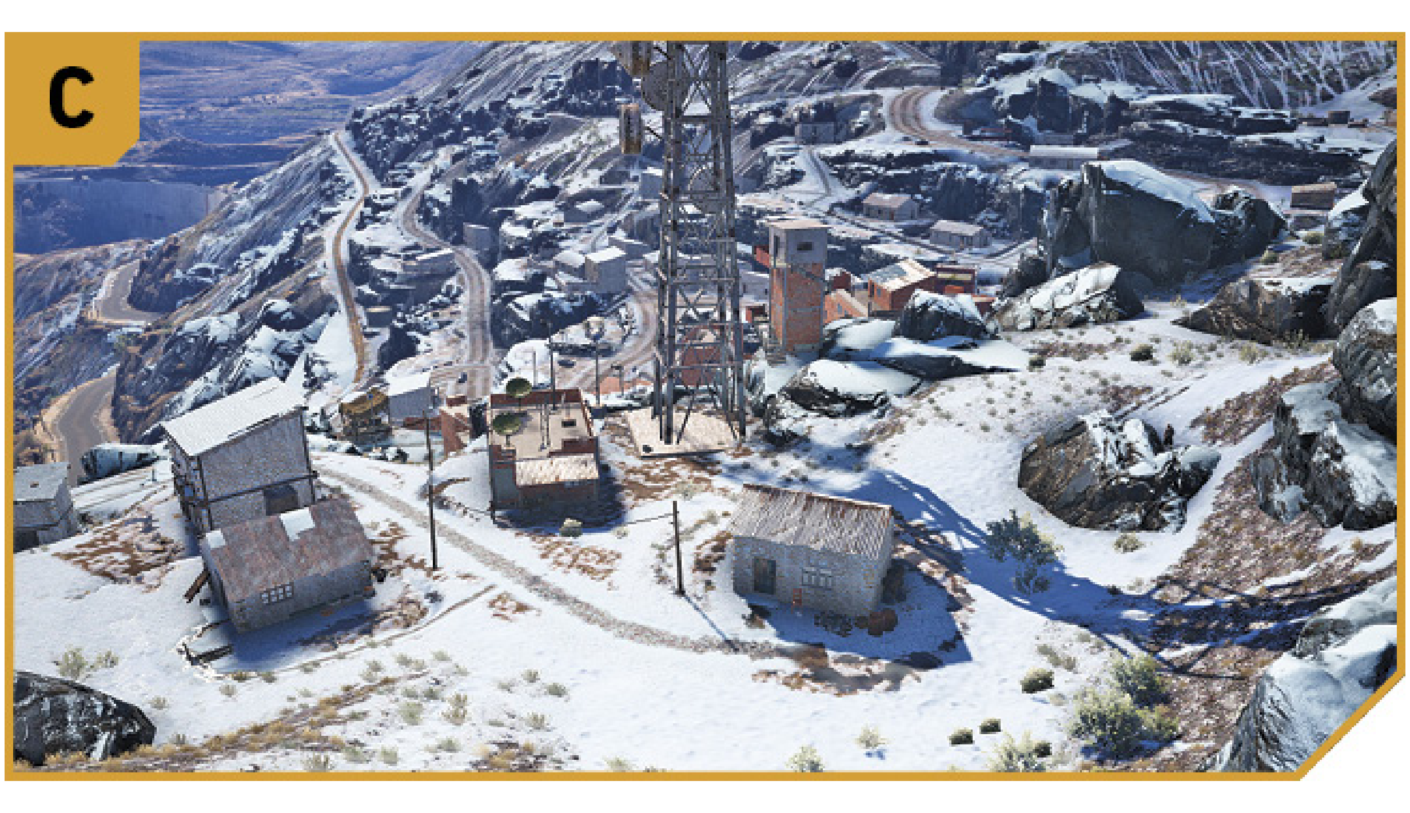
EAST: ROCK OUTCROP AND HILL ROAD



You can head up from the main road, to the narrow stone building with the wood scaffold on it, near a rocky outcrop offering views from east to west across the area. Watch for foes ahead and right (northwest) of you, as well as that minigun operator. Try sneaking to the right of the minigun, behind the buildings north of it, and access the radio station from the rear (north), entering via the west doorway near the outhouse.

The area by the antenna features a sniper tower, so remove this foe with silenced ranged weapons as early as possible. This is a good vantage to try from; just watch for three foes in and around the comms center when sneaking in.

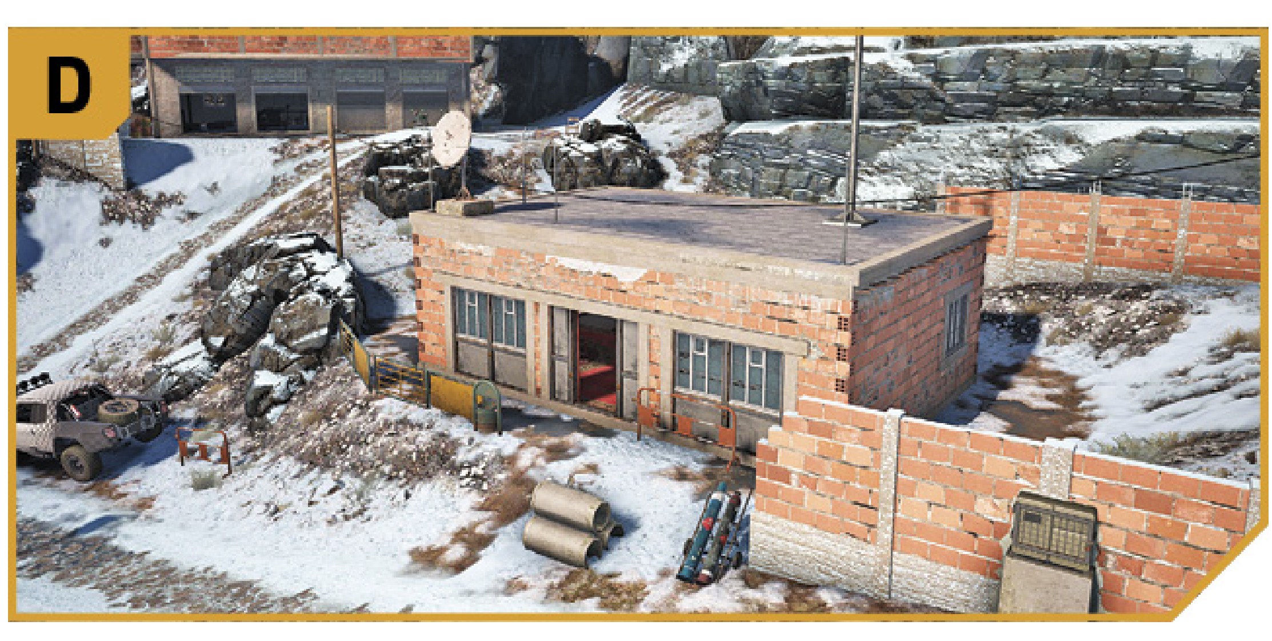
NORTHEAST: ALPACA FIELD



The field of alpaca is another good infiltration point, as you can split your team, with some heading across the upper ridge to the rock edge overlooking H to remove the drone jammer, while you head down to the radio station. Make sure you remove the sniper from the tower. This is also the best location to track and take down the three foes near the comms center.

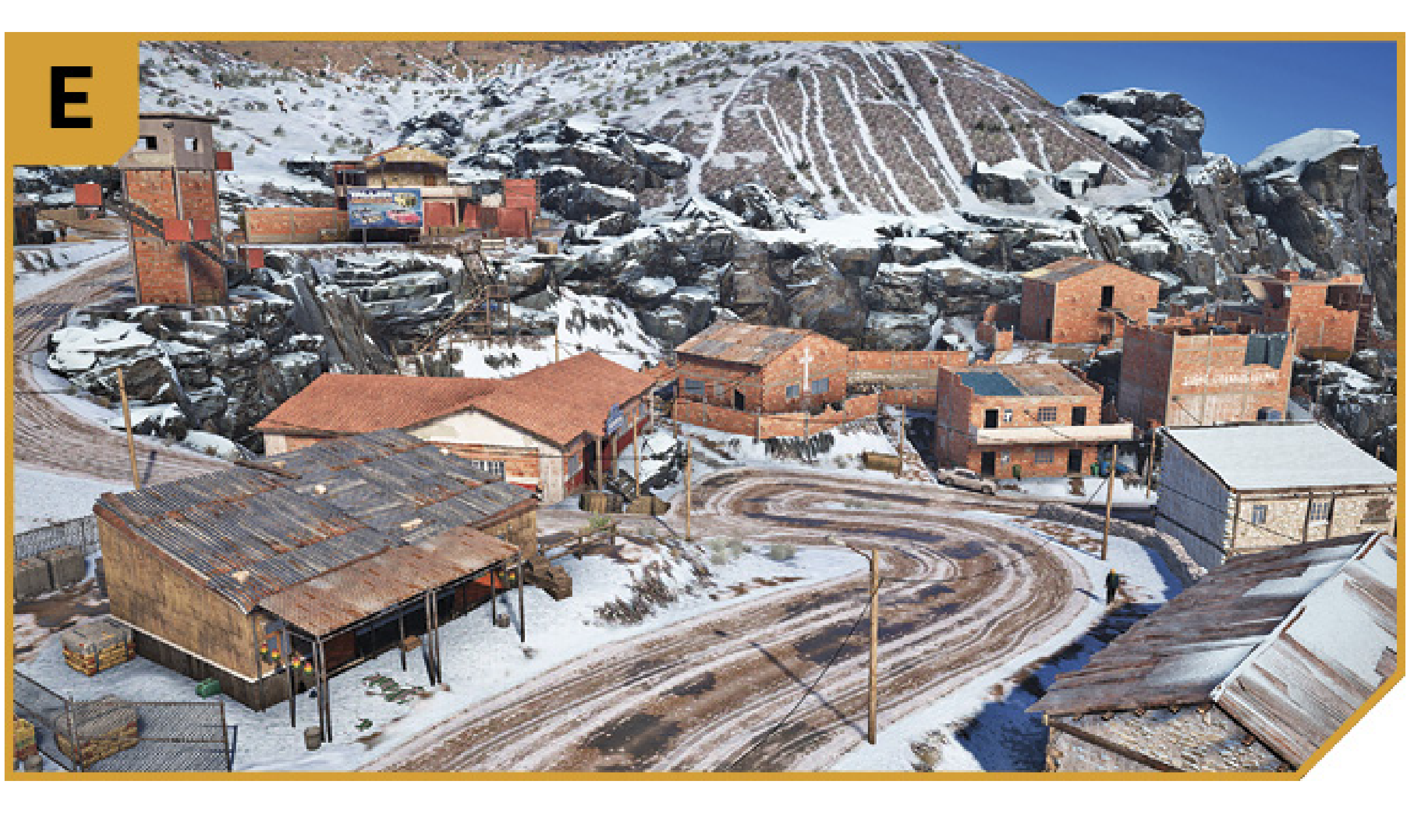
When you're descending into the radio station, drop down to the west of the sniper tower, via the steep rocks, over the wall by the outhouse, and in via the west doorway. This assumes the sniper has been neutralized first.

TARGET #1: RADIO STATION



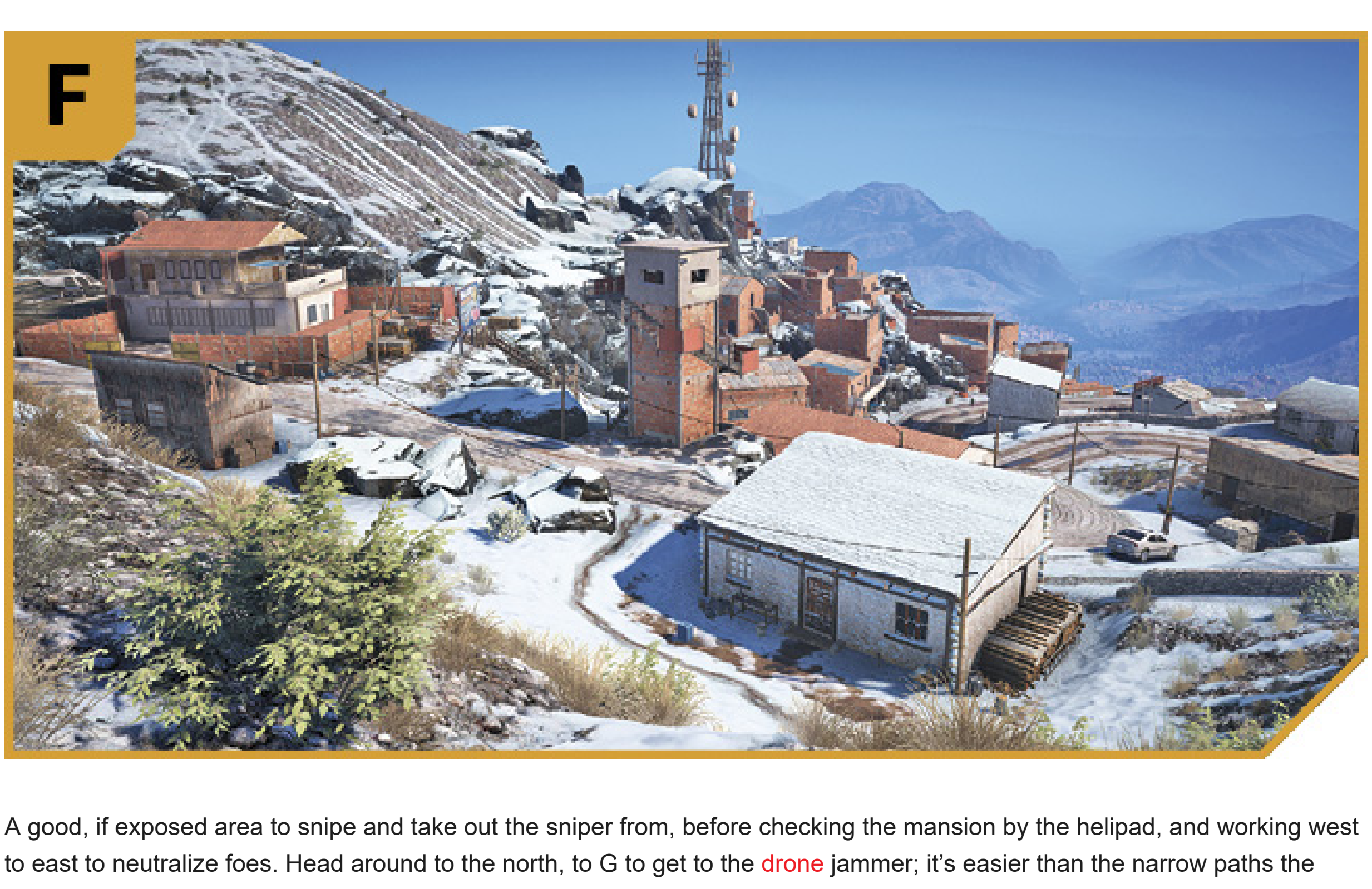
The radio station is easily accessed (as described above) in any direction except from the west (as you have to come through the main habitation buildings for the enemy, which makes the first objective needlessly more difficult, and is only advisable when they're sleeping at night). There is a doorway on the west and south sides, and windows you can smash on all four walls (though that just attracts attention). Once you enter the radio station, you find Perico is using it as a relay. You can now open fire on enemies (though if they see you, expect reinforcements), or use stealth.

SOUTHWEST: MAIN ROAD TO HOSPITAL



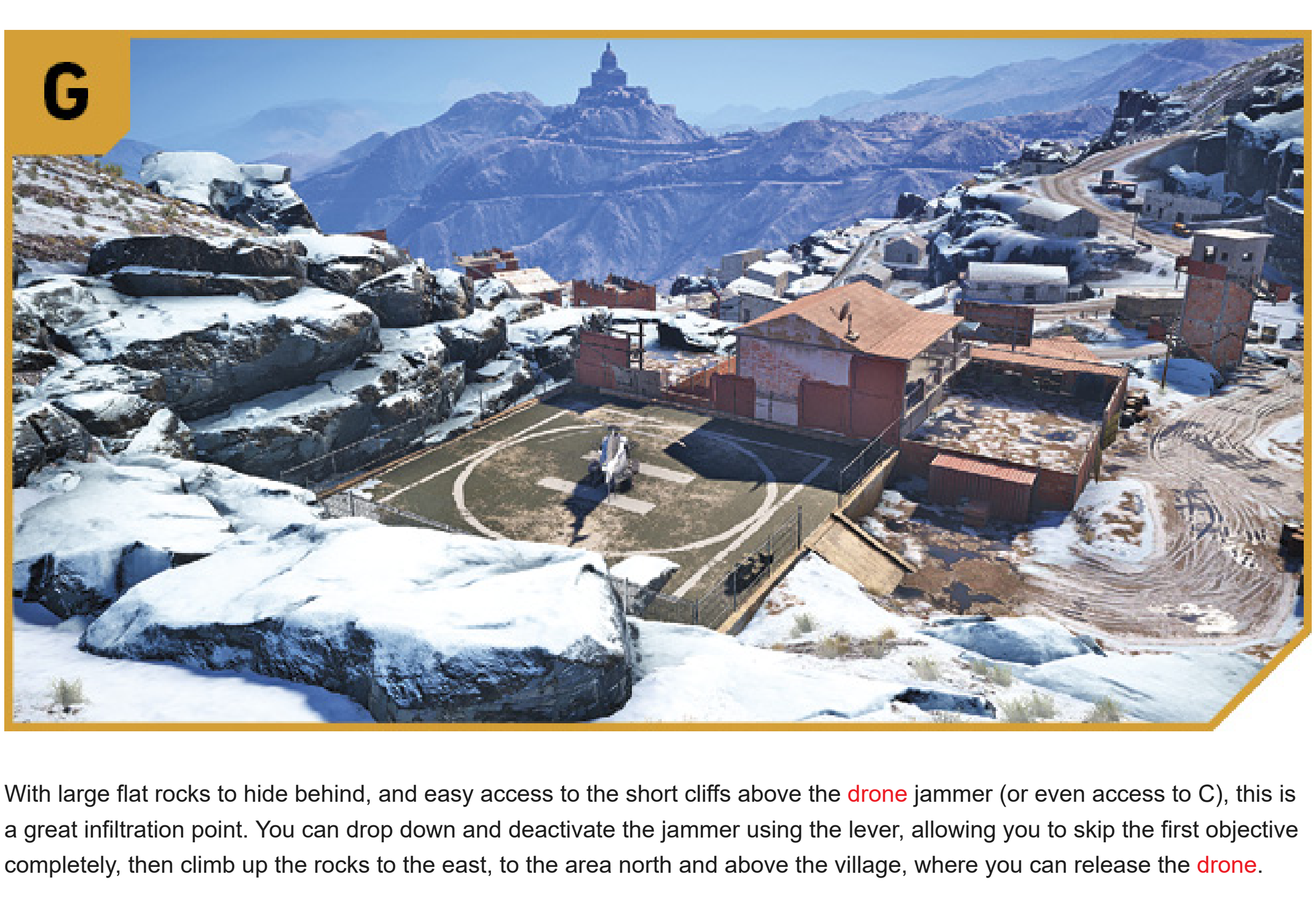
Stop your vehicle before you reach the twisty bend by the hospital building, as the sniper can easily see you. Instead, take a ranged position and remove the sniper in the tower from just south of E, or from F or G. You can do this as part of a secondary team in Co-op play, while the other duo finish the first objective. Or, in Solo mode, you can park up and start to sweep from west to east, though this is dangerous and pointless until you've found the radio station (as you need to enter without being seen).

WEST: TUNDRA SLOPE



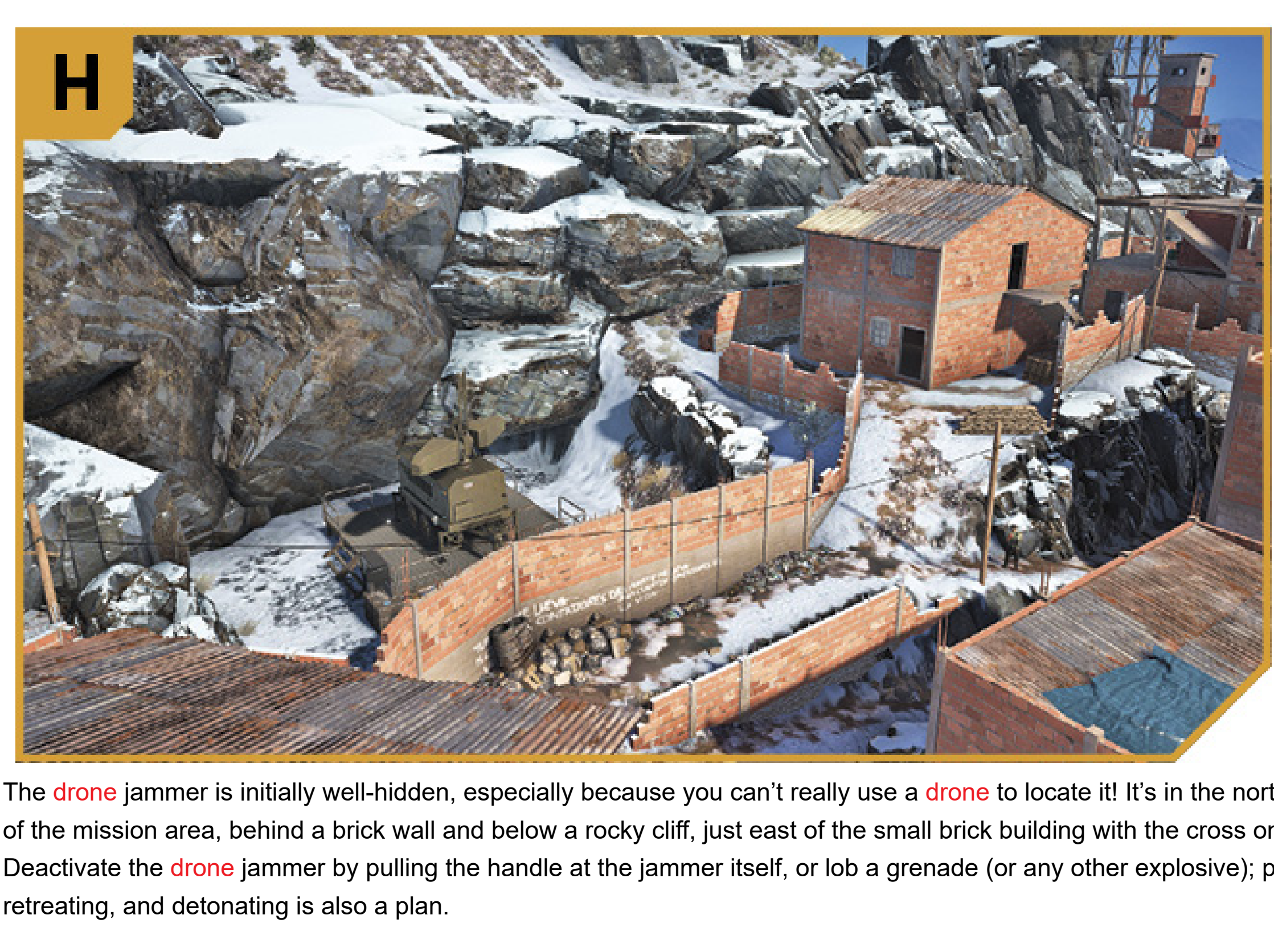
A good, if exposed area to snipe and take out the sniper from, before checking the mansion by the helipad, and working west to east to neutralize foes. Head around to the north, to G to get to the drone jammer; it's easier than the narrow paths the enemy is guarding.

NORTHWEST: HELIPAD



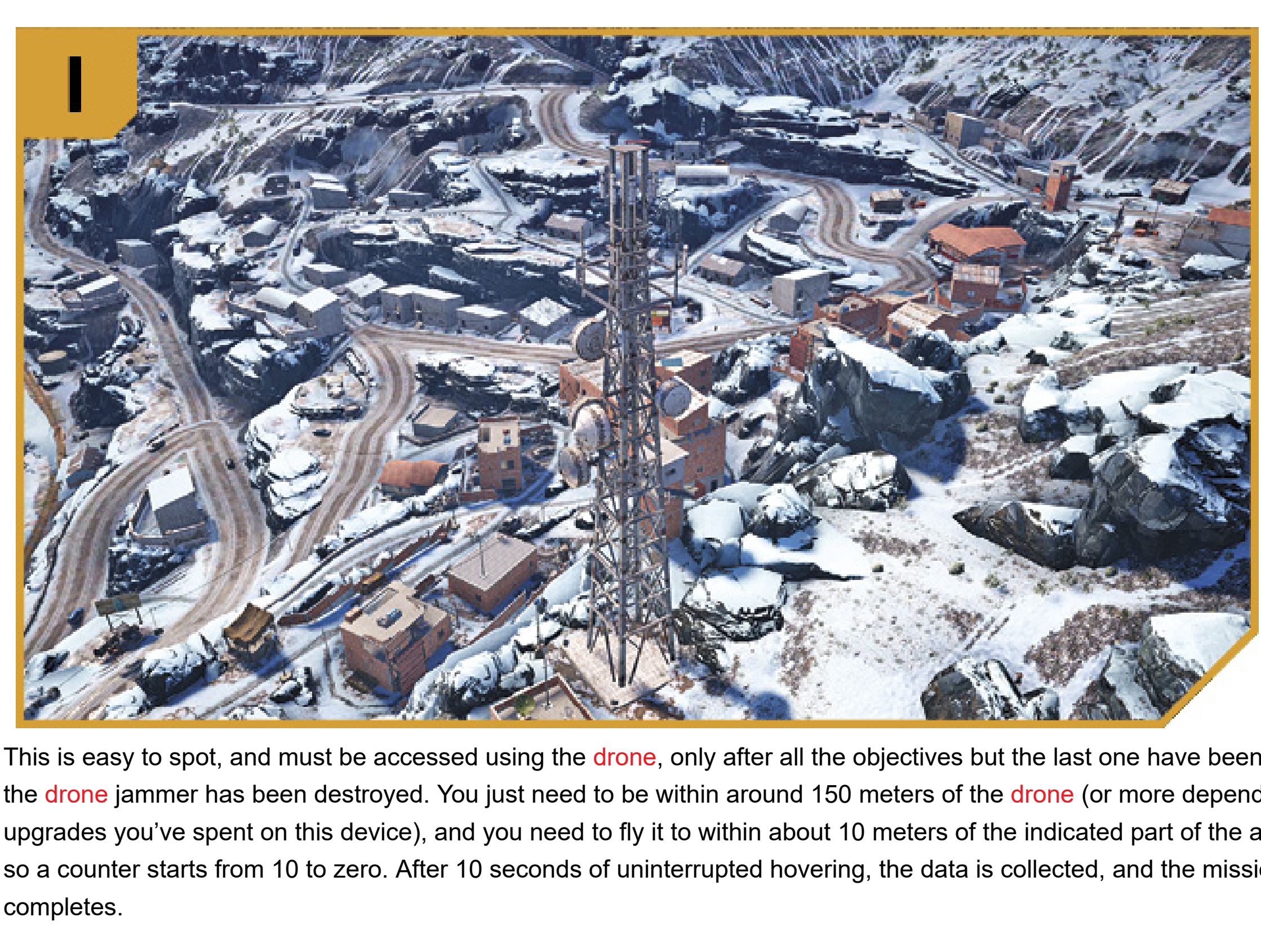
With large flat rocks to hide behind, and easy access to the short cliffs above the drone jammer (or even access to C), this is a great infiltration point. You can drop down and deactivate the jammer using the lever, allowing you to skip the first objective completely, then climb up the rocks to the east, to the area north and above the village, where you can release the drone.

TARGET: DRONE JAMMER



The drone jammer is initially well-hidden, especially because you can't really use a drone to locate it! It's in the northeast part of the mission area, behind a brick wall and below a rocky cliff, just east of the small brick building with the cross on the wall. Deactivate the drone jammer by pulling the handle at the jammer itself, or lob a grenade (or any other explosive); placing C4, retreating, and detonating is also a plan.

TARGET: ANTENNA



This is easy to spot, and must be accessed using the drone, only after all the objectives but the last one have been met, and the drone jammer has been destroyed. You just need to be within around 150 meters of the drone (or more depending on the upgrades you've spent on this device), and you need to fly it to within about 10 meters of the indicated part of the antenna, so a counter starts from 10 to zero. After 10 seconds of uninterrupted hovering, the data is collected, and the mission completes.

CHARAMOKHO VILLAGE: OTHER TACTICAL ADVICE

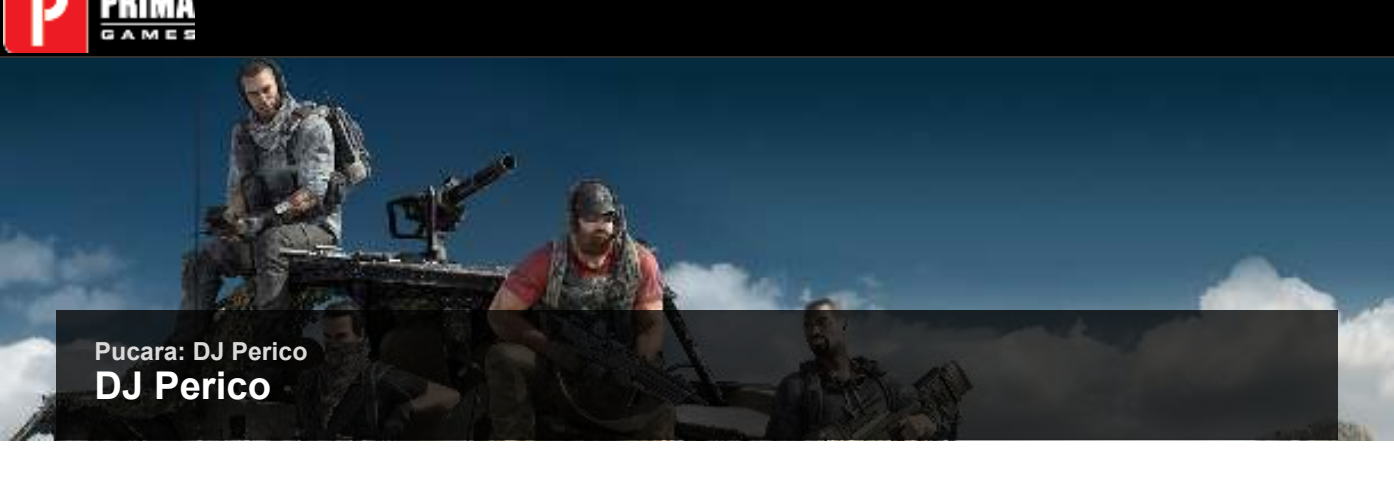
SOLO: Enter from A, hopping over the brick wall by the gate, and into the radio station. If you have an explosive drone, you can then send it to the jammer, destroy it, wait for the cooldown, then use it again (all from inside the station) to reach the antenna.

Or, after finding the radio station, fight your way westward through the streets, staying to the north and engaging the enemy if you need to before hopping the brick wall to the jammer and destroying or deactivating it. Retreat to a safe distance or clear the entire area of foes before flying the drone to the antenna.

Or, after finding the radio station, head northeast, killing the minigun enemy, and starting a thorough sweep of the comms center and sniper tower. Then cross via the rocks to the north, to the helipad, and remove the other sniper and foes in and around the mansion. Work back to the jammer, heading east and clearing the cluster of enemies in the middle of the map.

Or, you could check the radio station building using a drone, destroy the drone jammer using an explosive drone, and then use a drone to scan the antenna, all without entering the main area!

CO-OP: Your Co-op chums simply make the subsequent objectives quicker and easier to complete. Have one Ghost hop the brick wall at A and enter the radio station, while a second stands atop the drone jammer and destroys or deactivates it, while a third waits at I with a drone already hovering near the antenna.



Pucara: DJ Perico

DJ Perico

OBJECTIVES

- Locate DJ Perico
- Interrogate DJ Perico

LOCATIONS

- Pucara Base
- Sueño Mausoleum

REWARDS

- + 500 XP
- + 5 Skill Points
- Assault Rifle: Ritmo
- Right Arm Tattoo: DJ Perico

BRIEF

The intel we've obtained from Perico's home, his radio station, and his ex-bodyguard have given us enough information to narrow down his general location. Find Perico, capture him, and force him to give up the encryption key for the station's master control.

MISSION ACCESS

Complete Main Missions: The Bodyguard, DJ Perico's Home, and Radio Santa Blanca in Pucara Province to access this Mission.

TOMB RAIDERS

DJ Perico is broadcasting from the highest point in the Province, the frankly ludicrously ostentatious mausoleum El Sueño is building for himself. Who does he think he is, a Navy SEAL? You need to find Perico (he's in his broadcast tent by the radio mast at the zenith of the mountain), grab and interrogate him, and get out of here in one piece. This can be a laborious or stealthy climb, or an airborne assault. If you go the airborne route, be aware that there are a few SAM launchers in the area.

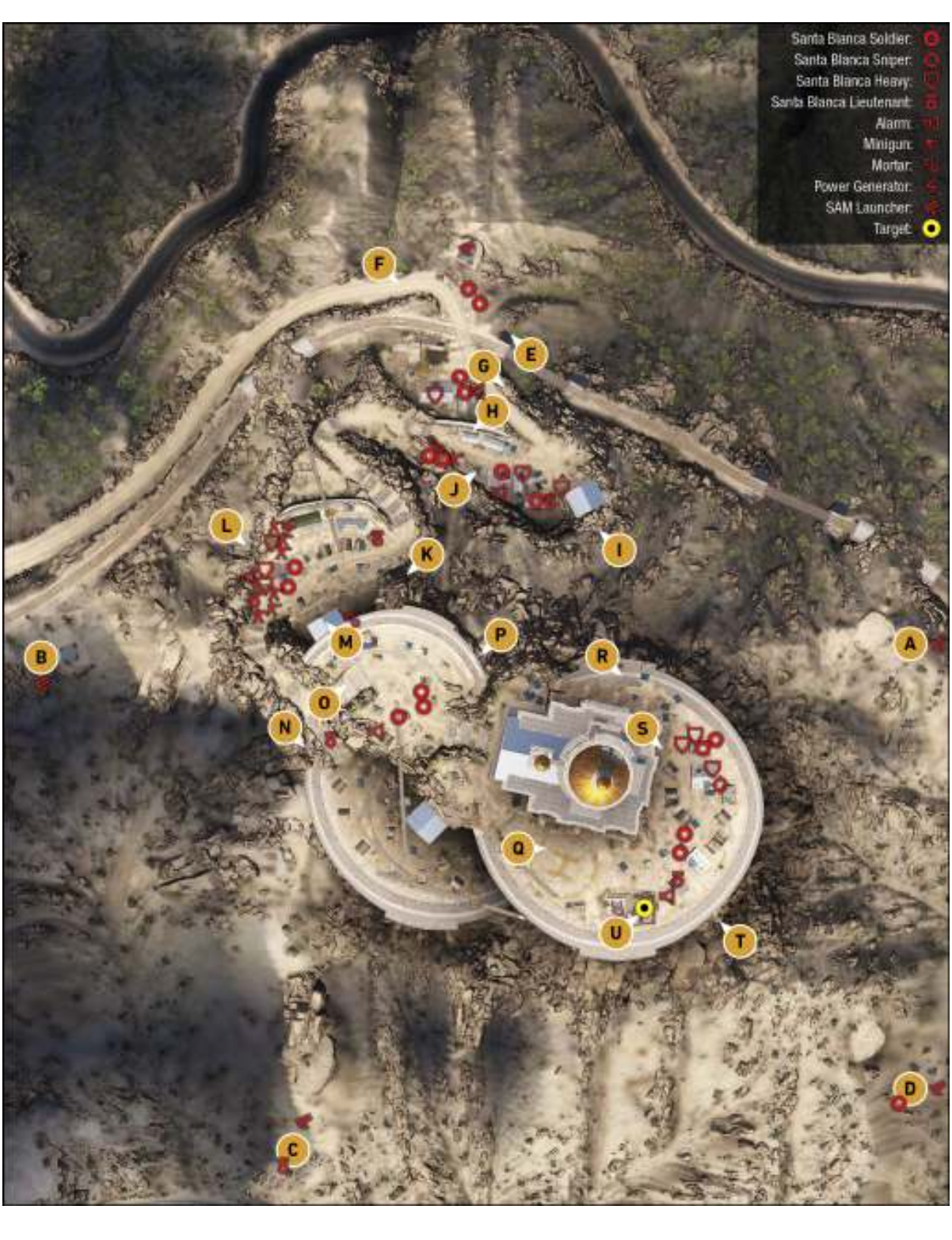
CAUTION: MAUSOLEUM: FIVE-ALARM FIRE

Obviously, with the immense size of this area, and the huge number of installations, it's worth tackling each area individually. There are two mortars, seven miniguns, five SAM sites, five alarms, and a generator. The key to tackling each, and the optimal movements, are detailed in each sub-section of the mausoleum.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

Part of this sprawling stepped quarry has foes that may be slumbering or chowing down at the mess hall. Assaulting there to remove a group of foes easily is a worthwhile plan, simply due to the sheer number of enemies (especially armored ones) that are in the vicinity.

PUCARA BASE AND SUEÑO MAUSOLEUM: RECON



TACMAP

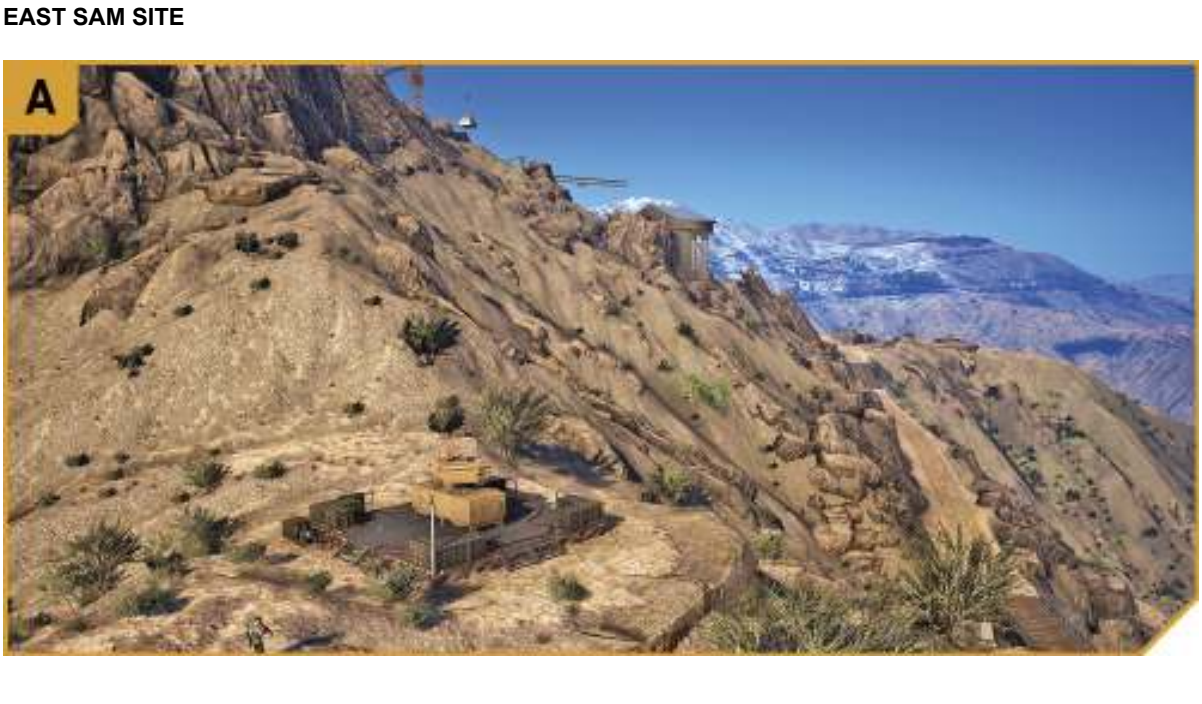
Think about the Base and Mausoleum as a single, gigantic location you need to ascend to the top of. Separate this into five locations (which are detailed below), as well as the four remote SAM sites (the fifth is near F). There are around 30 total enemies, but nearly a third are armored foes, so extreme care must be taken. As the alarm poles are dotted throughout the area, you may find sniping each individual panel is impossible, but find the single generator (near L) and you can remove all possibilities of reinforcements in a single fell swoop.

REMOTE LOCATIONS: SAM SITES

TACMAP

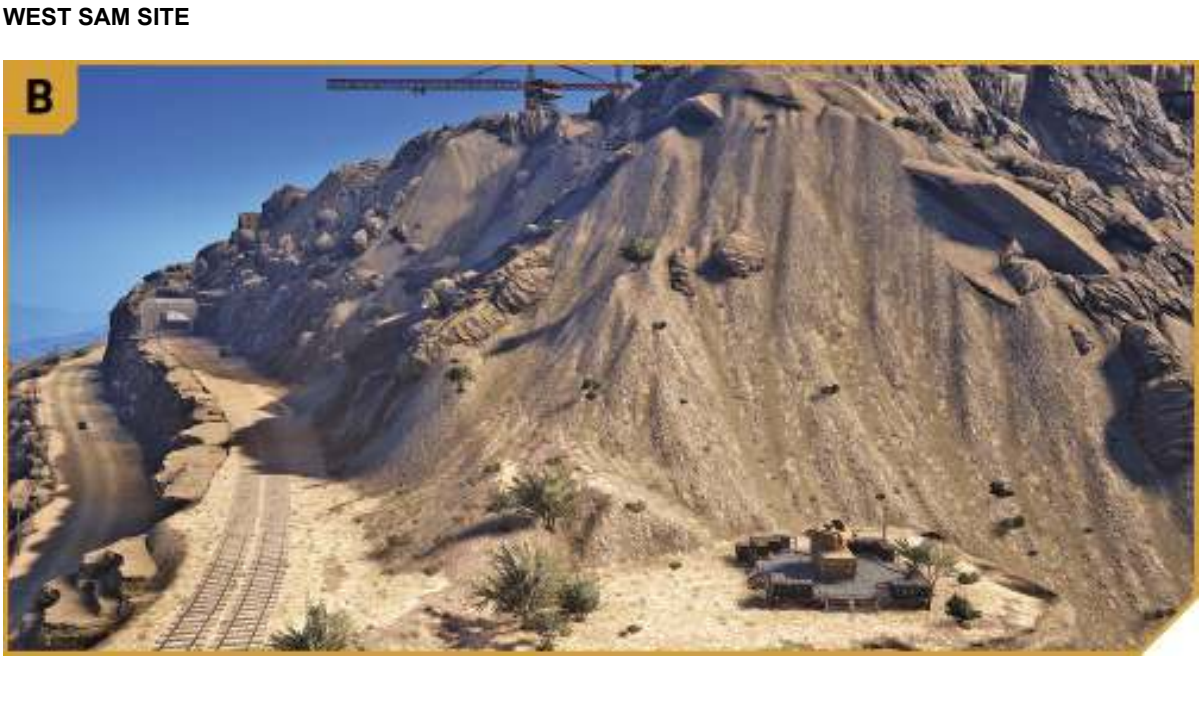
These are four remote sites, with few to no enemies guarding them. They can only be destroyed with explosives, but the detonation is usually at a far enough distance not to alert the enemies within the main area. Or, deactivate the generator first so all alarms are neutralized, so reinforcements cannot be called, before attempting to destroy the SAM sites.

EAST SAM SITE



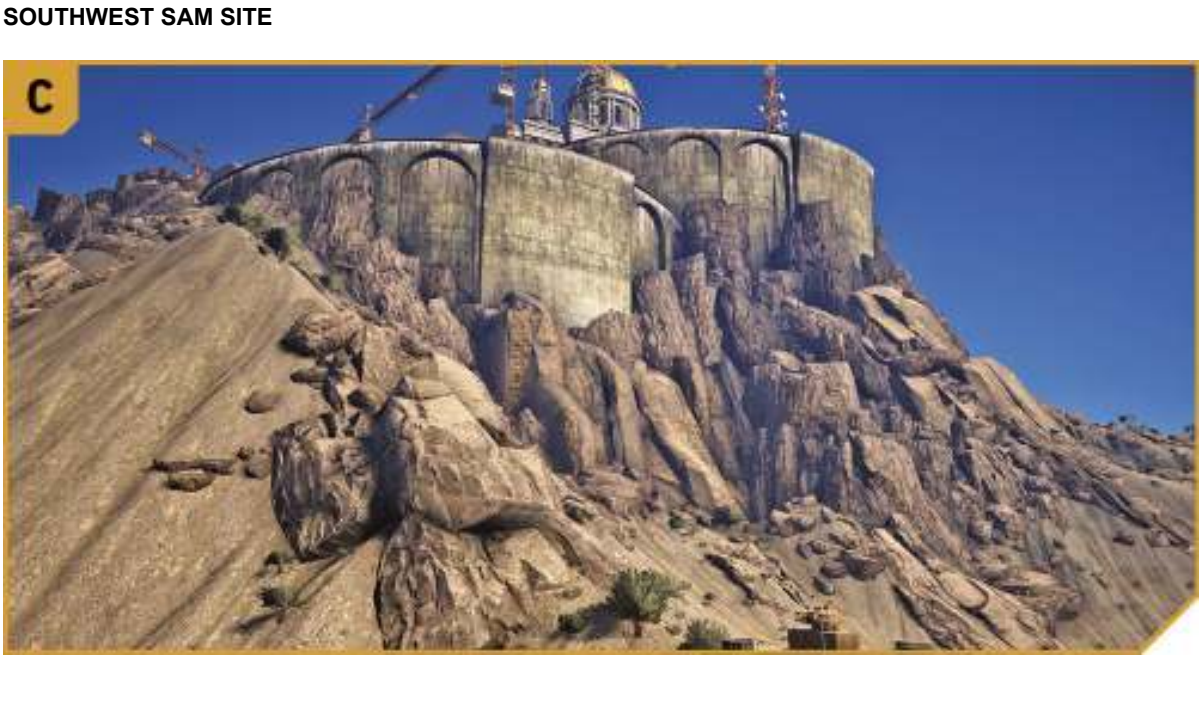
Access by bike from Pucara Charlie, after traveling on the railroad track.

WEST SAM SITE



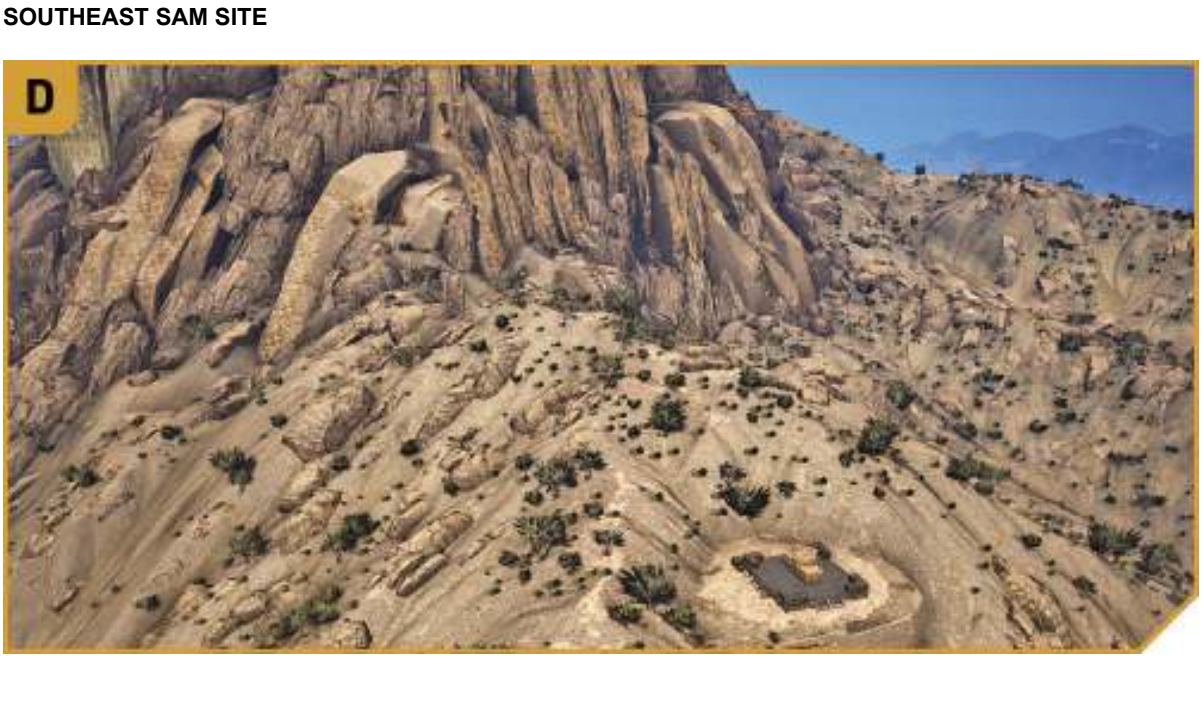
Access by bike, or hiking, or by helicopter (landing nearby and avoiding missiles), after you remove the SAM site at F or C. Note you can move up the slope between here and L for an alternate route up to the yard with the generator.

SOUTHWEST SAM SITE



Access by bike, or hiking, or by helicopter (landing nearby and avoiding missiles), after you remove the SAM site at B or D.

SOUTHEAST SAM SITE



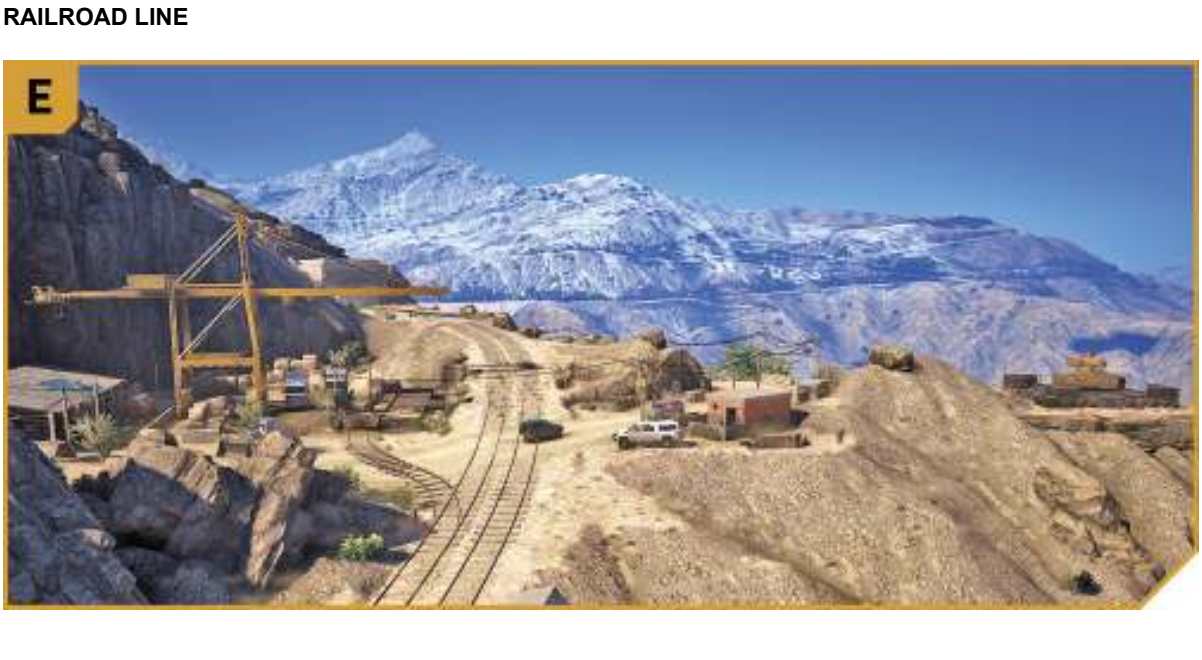
Access by bike, or hiking, or by helicopter (landing nearby and avoiding missiles), after you remove the SAM site at A or C.

PUCARA BASE (NORTH)

TACMAP

To avoid possibly triggering the alarms elsewhere in the combat area, you may wish to deactivate the generator near L, first. This is a small crane yard with a few enemies, a SAM site on the north cliff, and the junction of the road and rail lines. The main dirt road up to the mausoleum begins here. Note the alarm pole near this dirt road (shoot it with a silenced weapon so foes within this area don't raise the alarm).

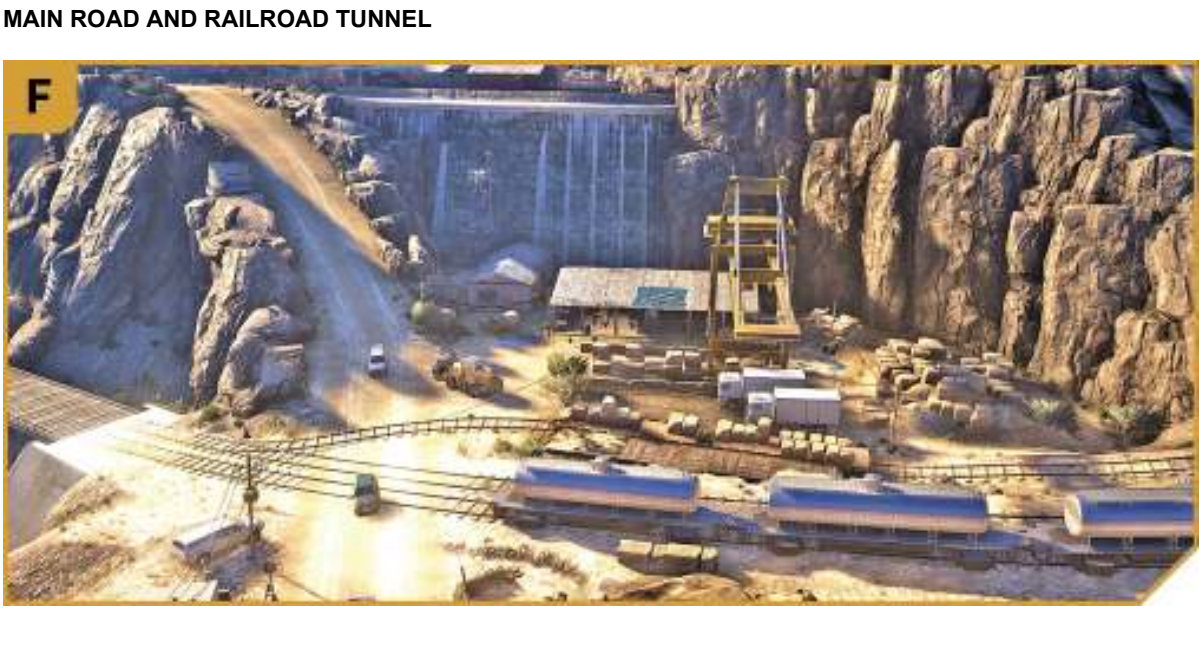
RAILROAD LINE



Remember this is a working railroad, so if you approach from this direction, watch for trains. Head here from the rally point to the east, and either drive up the main dirt path (southeast) if stealth means nothing to you, or get out and appropriate the armor-plated digger and trundle up to the subsequent locations, as far as you can get.

Alternatively, spread out and remove foes at the security hut, then clear the enemies at the warehouse.

MAIN ROAD AND RAILROAD TUNNEL



You're able to head into the main yard from the road, though it's a good idea to stop your vehicle early, perhaps by the railroad tunnel entrance on the west side, and attempt some stealth takedowns. Go for the foes at the security hut.

You can also climb the rocks directly south of this point, eventually allowing you up to the steps between this yard, and the next area (Pucara Base South). You can now attack foes in the upper yard from this angle, using your height as an advantage. This doesn't help clearing the lower yard, but you can cover teammates heading up from G.

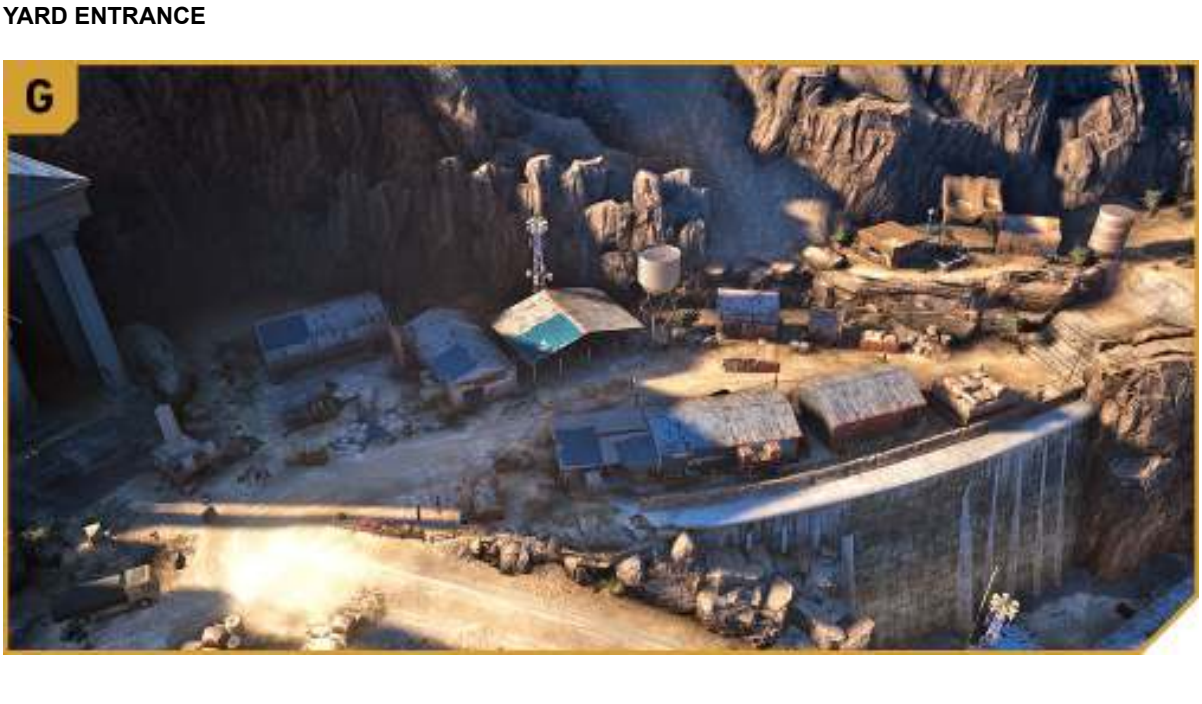
You may want to stop at F, then head up the scree slope to L, and infiltrate the Mausoleum (north) area to shut down the generator, stopping any reinforcements, prior to combat.

PUCARA BASE (SOUTH)

TACMAP

This long and thin yard with warehouses on either side starts with a giant temple statue, has storage buildings as you continue west, and as you reach the first steps, there's a mortar and minigun firing post on your left (south) side. Treat this as a small, separate area to be cleared. Note the alarm pole by the water tower (shoot it to remove the chances of foes calling for reinforcements in this immediate area).

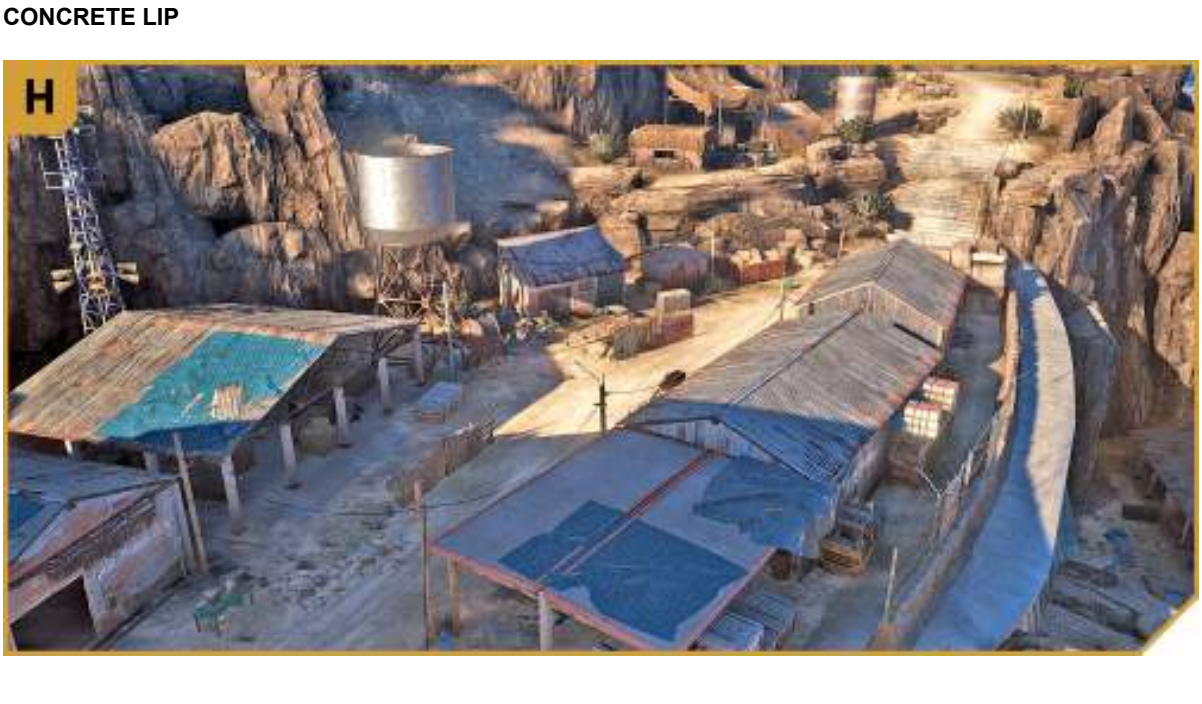
YARD ENTRANCE



Head up the dirt hill (usually on foot, though you could use the digger in the yard below, or attempt to reach the target atop the mausoleum route using bikes), and make a sharp right, so you're facing west.

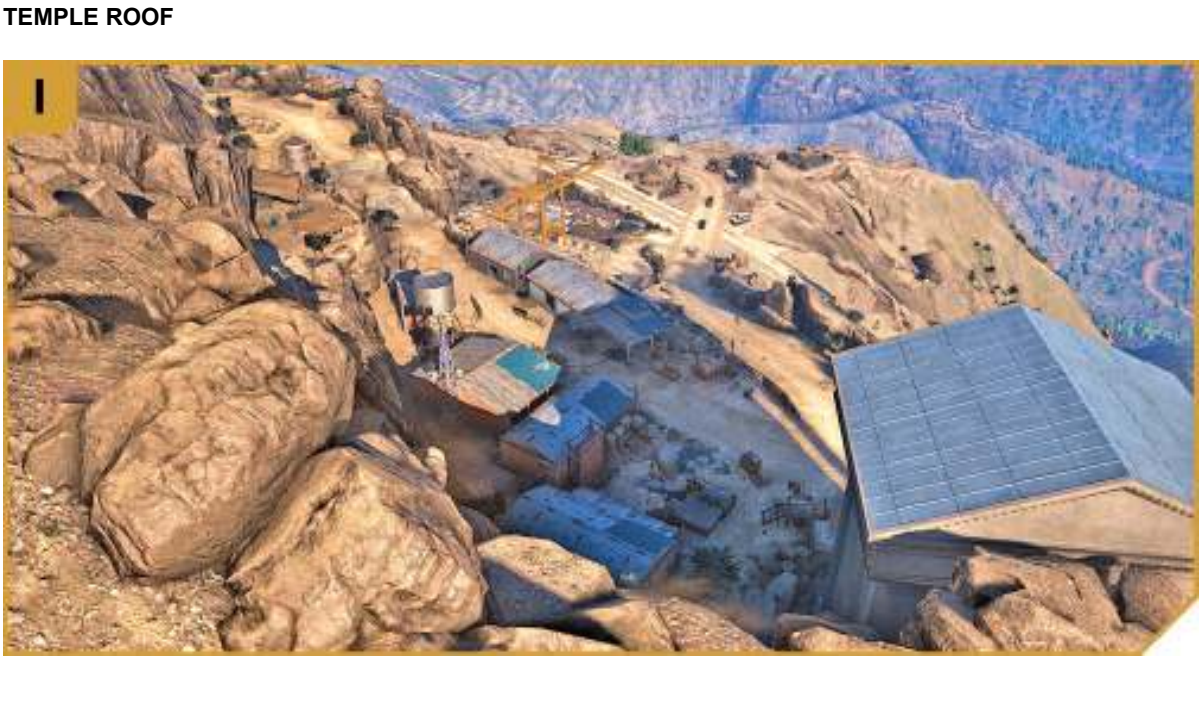
This yard has numerous buildings to dart behind as you gradually push westward, starting with the shooting of the alarm pole panel, then clearing the area, working your way along the south edge (the rock wall) behind the sheds and alarm pole itself, as the main road is too open. Just be aware of the mortar and minigun turret in the firing post up ahead on the left (south); instead of running up the road to it, creep and climb the rock outcrop at J to surprise the enemies.

CONCRETE LIP



You can reach this concrete edge by climbing the rocks from G, but you need to be inside the wire fencing in order to continue farther up the mountain. Creep between the warehouses and fence, as this allows you to know you're not being surrounded by foes. You can quickly dart into and out of buildings, and even climb on the center warehouse roof, with a good sniping view of the firing post and mortar. Or you can use this to completely pass the area, creeping to the stone stairs and circumventing this area (especially after dark).

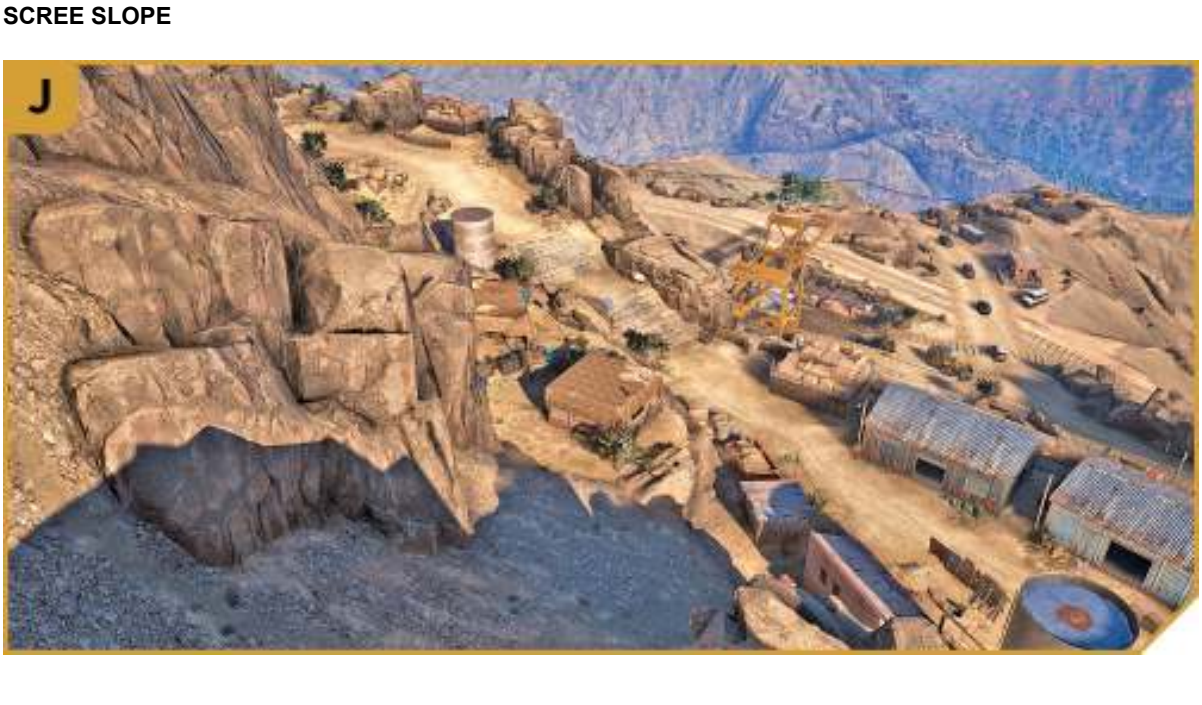
TEMPLE ROOF



Hike or bike up here all the way from A or up from E, then maneuver around the cliff edge near the temple-shaped roof. You can't stand on the roof (the gap is too wide, unless you drop here from an aircraft). Once you're here, move past the temple roof, looking down and covering teammates below, sniping foes and lobbing grenades if you wish.

You can also head southwest, further up the steep scree slope to P, and almost the top of the mausoleum mountain itself, shortcutting the route considerably.

SCREE SLOPE



Head down here from I, or if you hugged the south cliff wall when maneuvering along the yard below. This slope has a good view of the yard, the water tower area, the alarm pole, and the minigun and mortar emplacements. You can creep down here and strangle or shoot both foes with little resistance.

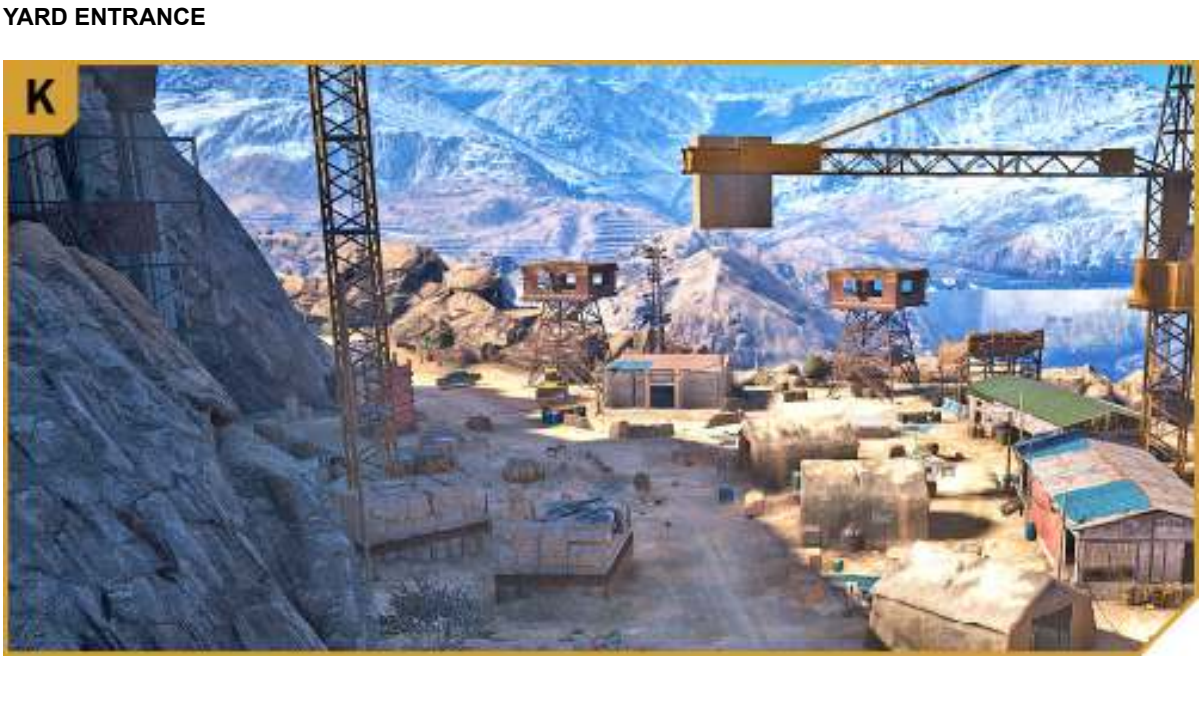
MAUSOLEUM (NORTH): BARRACKS AND MESS HALL

TACMAP

From Pucara Base (south), the main route is up some winding stone steps, and a small yard empty of foes, but with huge pallets of stones attached to a crane. There's nothing of note here, so continue to climb up into this north mausoleum yard, which has the highest density of foes and installations you'll encounter on this mission.

This location consists of three barracks tents, two mess halls, a generator, and an armory with an alarm pole, flanked by two minigun towers. Each tower has occupants, and three miniguns in each (meaning there are no more further up the mountain). The only exit is the set of steps on the opposite (southwest) side.

YARD ENTRANCE



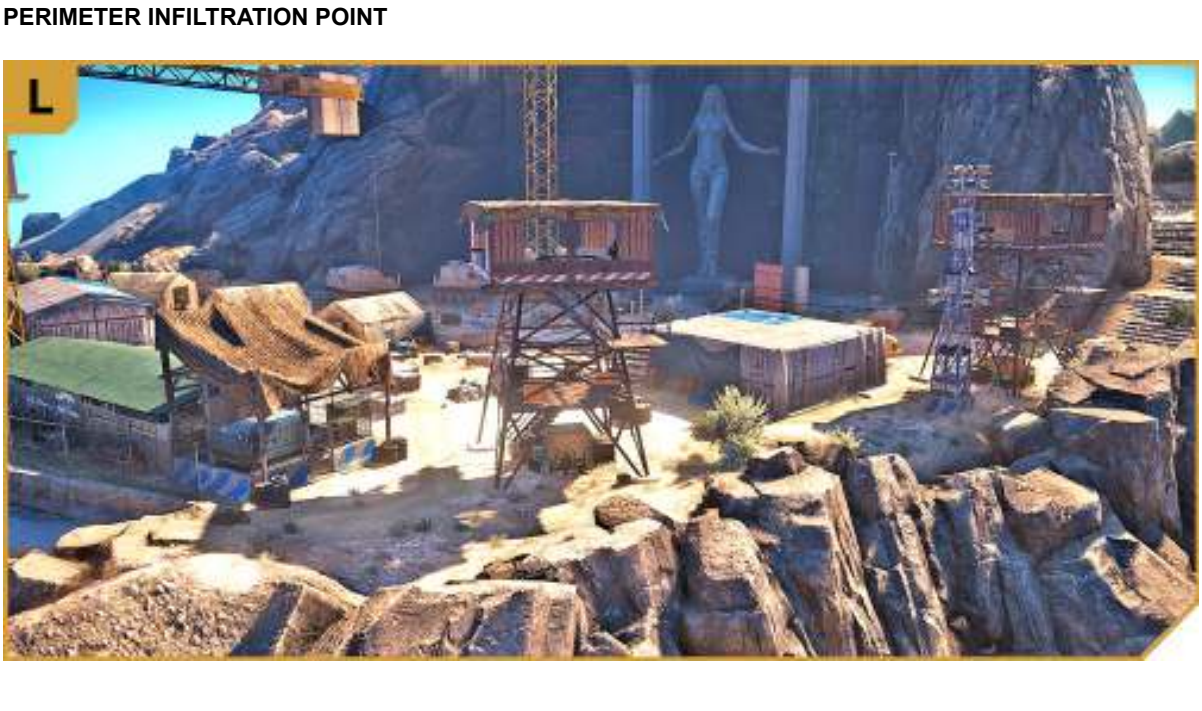
The main yard has a number of foes, many of them with heavy weapons. If you're here at night, check the barracks and sneak past, or commit a tactical slaughter to ease progress. The alarm pole is easy to shoot out from anywhere in the vicinity of the yard.

Instead of maneuvering straight through the yard, which is only the plan if you're assaulting the base on a bike or vehicle and don't care how many enemies see you, choose to creep around either perimeter. To the south is a temple statue, and the ground is littered with masonry; which is reasonably easy to use as cover before escaping via the steps. Lob a distraction grenade if you need to.

To the north is a concrete lip with a wire fence atop. Unlike the lower base, you can run along the outside of this fence, as there's a gap allowing you to squeeze in by the generator (which is great for shutting down all the alarms). Or, you can run along the inside of the fence, enabling you to take cover at the side of the mess halls, or even climb onto the roof of the mess hall nearest the generator.

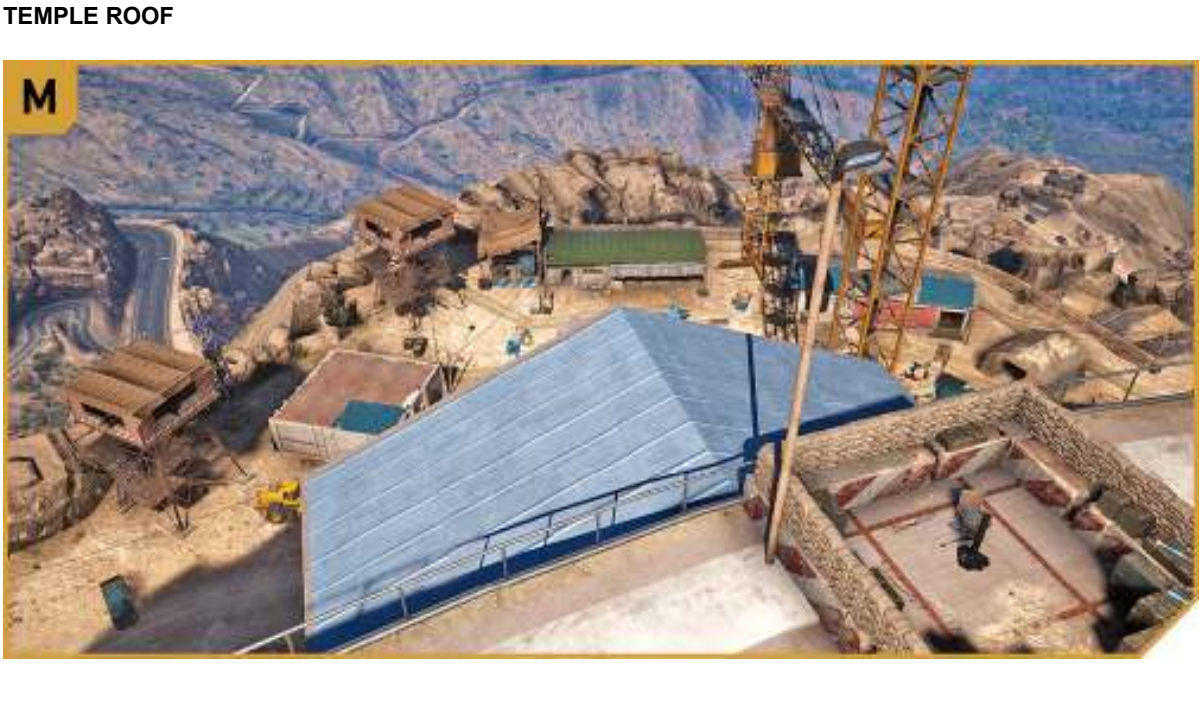
The minigun towers are tricky as there's at least one foe atop each of them. Lob up a grenade, or throw a distraction grenade to thwart them. Or snipe from a distance before you reach the towers. Or sneak around them.

PERIMETER INFILTRATION POINT



This location is key to an epic stealth maneuvering! Head up here from B, and you can climb the rocks and head across to N, completely ignoring this yard. Or, you can creep to the area by the generator, and lob in a grenade (or even smash the lock and deactivate the generator), thus enabling you to navigate the base without fear of reinforcements. Just make sure you save a grenade or some sharpshooting for the foes in or below the minigun towers.

TEMPLE ROOF



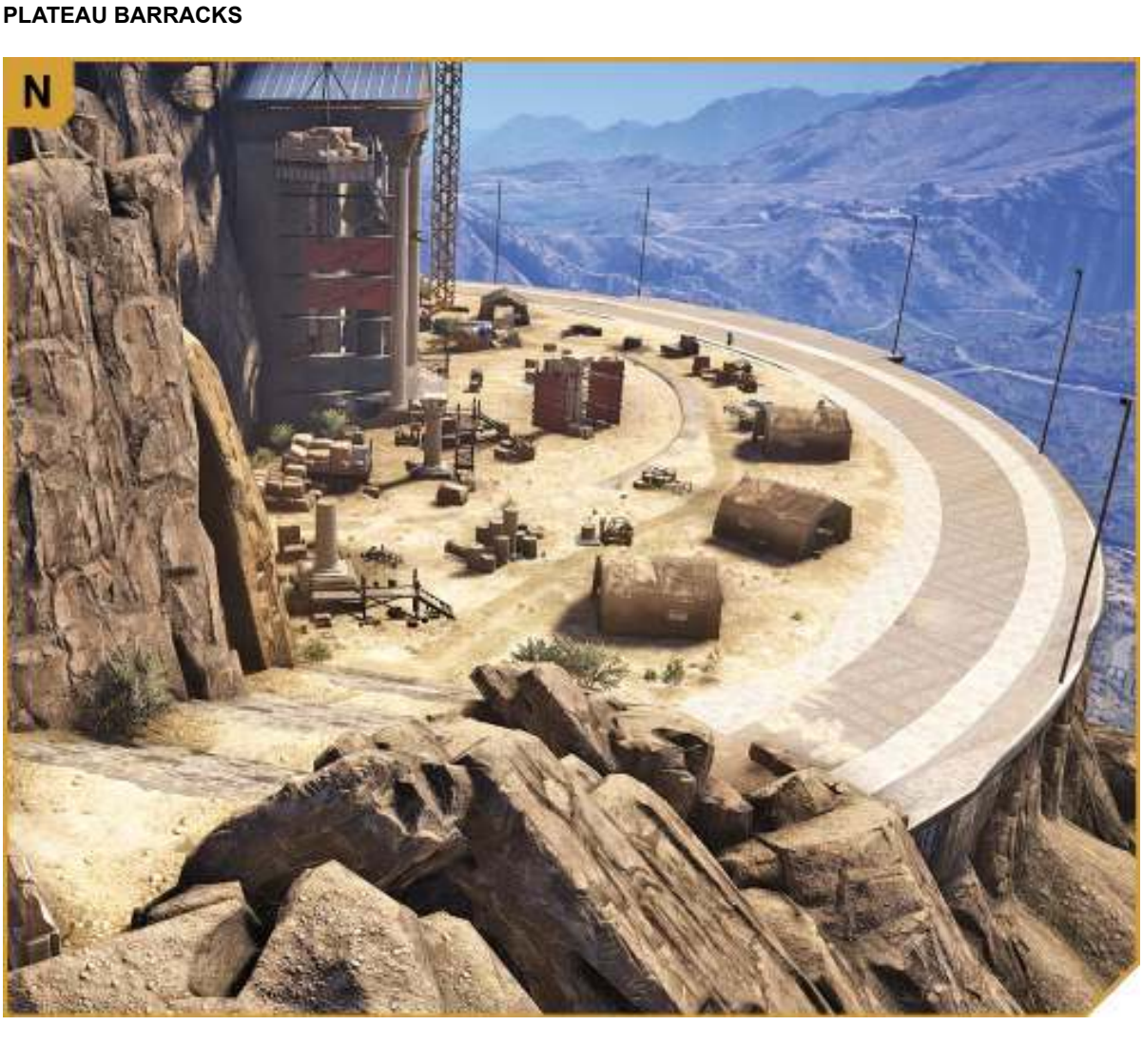
This is accessed if you climb up from I or K to P, and then across to the mortar by this roof. Unlike the other roof, this is able to be easily stood on. This gives you excellent views of the yard below, allowing projectiles to be bombed, the alarm panel (and minigun towers) sniped, and covering fire given to your team.

MAUSOLEUM (SOUTHWEST PLATEAU)

TACMAP

From the north mausoleum barracks and minigun towers, head up the steps, then bear right at the junction on the steps, heading down into a side plateau. This offers terrifying and deadly drops if you hop over the perimeter railing, and no access to the entrance plateau.

PLATEAU BARRACKS



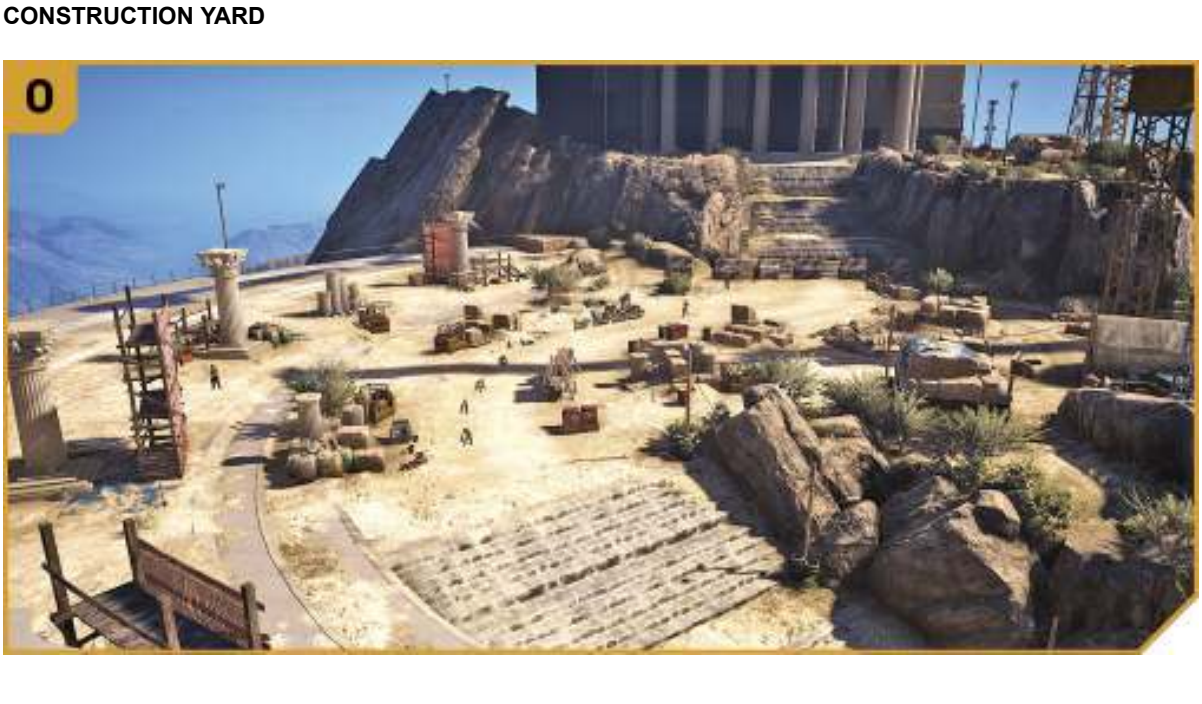
However, there are tents here, and the possibility that the enemy may be sleeping in these quarters after dark. In addition, you can easily land a helicopter here, if you want some cover while your teammates take out SAM sites or complete the mission, before you airlift them to safety.

MAUSOLEUM (ENTRANCE PLATEAU)

TACMAP

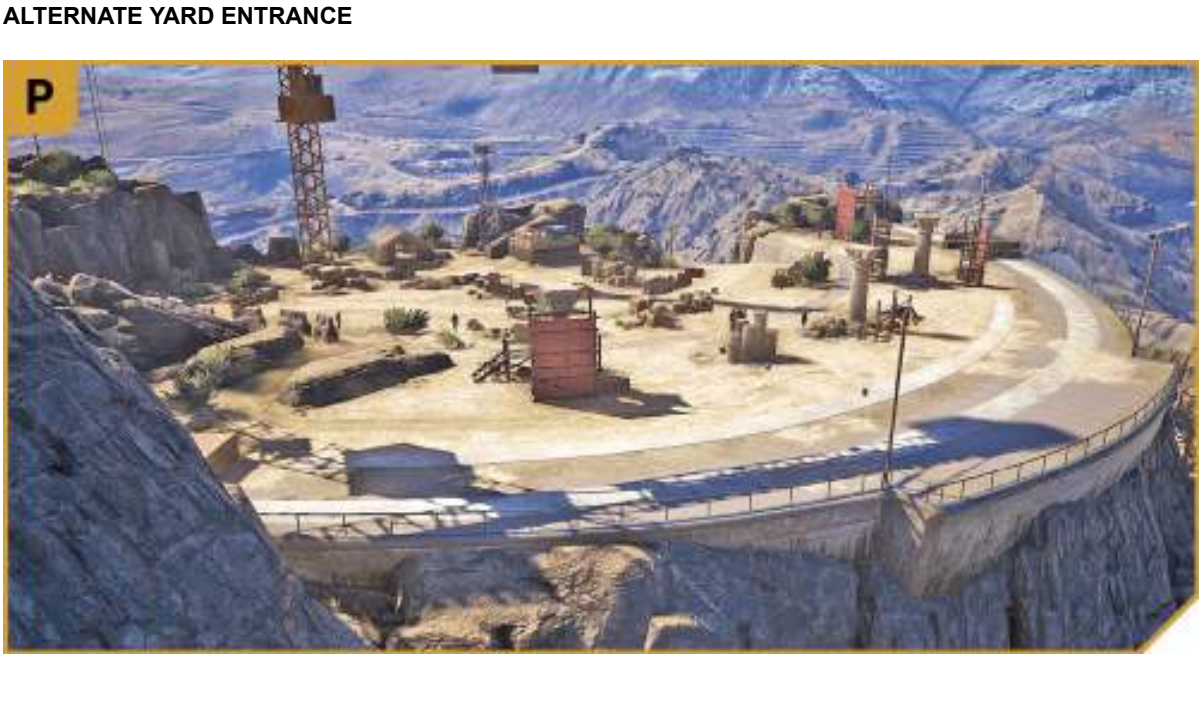
Continue further up the stone steps from N and there is a plateau with an entrance to the mausoleum structure. The interior is off-limits, but access to DJ Perico's location is available to the southeast. As you'd expect, this is a construction yard, with a mortar to the northwest (usually unmanned), an alarm pole to the south, a small barracks tent, and a few foes (if you're still being stealthy).

CONSTRUCTION YARD



Utilize this yard to get to the objective. If this involves stealth, creep around in a clockwise direction, heading northeast, around the perimeter, over the mausoleum steps to the east, and down to Q. Or, engage the enemy and use the scenery as cover.

ALTERNATE YARD ENTRANCE



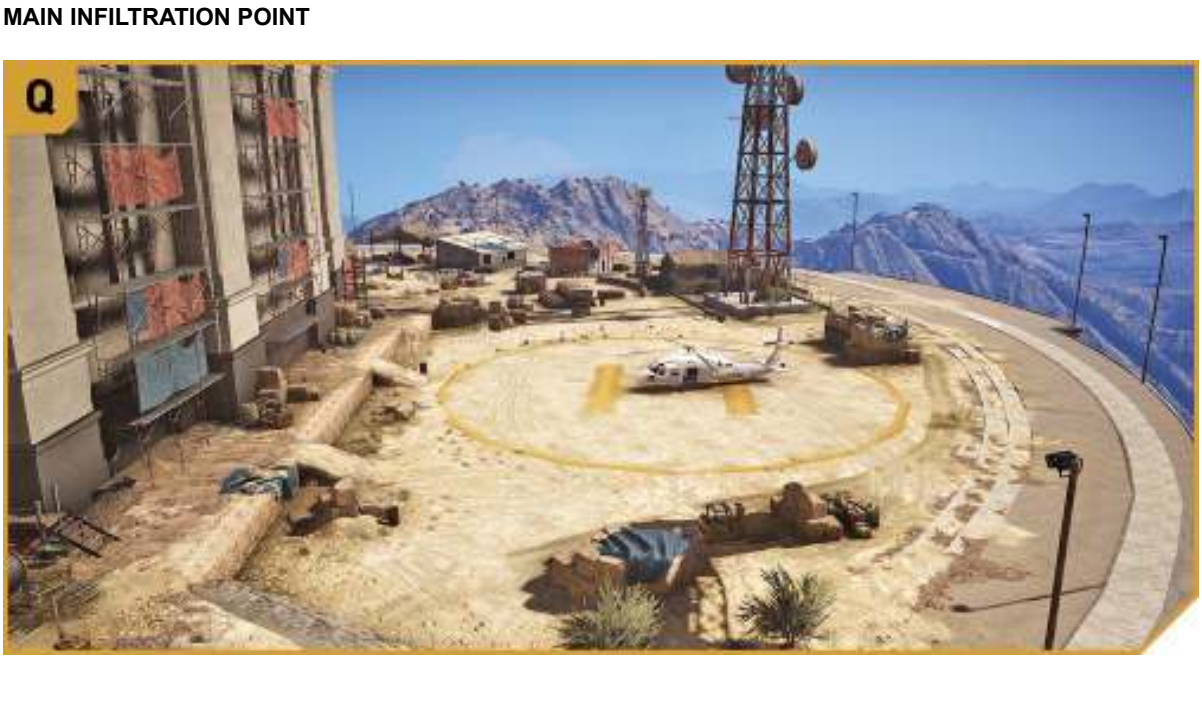
If you've been steadfastly refusing to take the steps, you can hike or bike all the way from A or E, up to I, and from I up to here. It isn't easy, but it's doable, and allows you to approach the enemy from two different angles with your teammates (from O and P), or sneak past the enemy by staying near the temple wall and columns to the southeast.

MAUSOLEUM (MAIN PLATEAU)

TACMAP

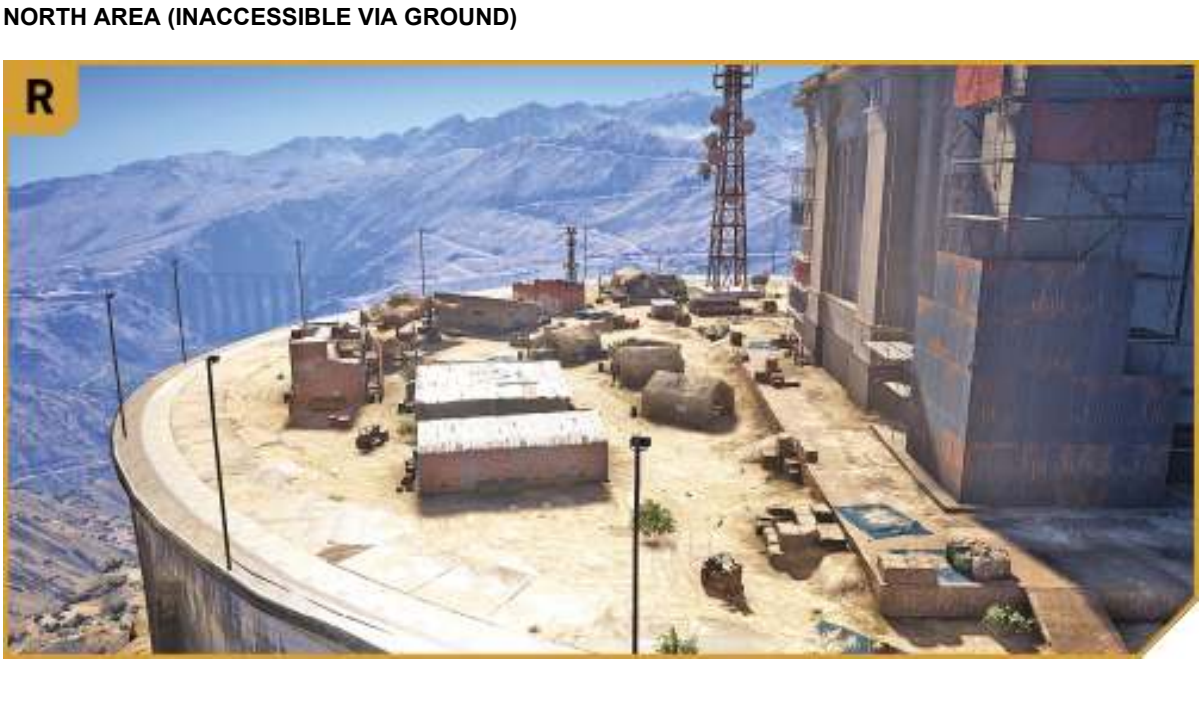
Finally! This is the location where DJ Perico is broadcasting from. Access this from Q, passing the massive grand entrance, which isn't open. This leads to DJ Perico's broadcast tent, across on the far side of the helipad. Farther around to the northeast is the main base; it is reasonably small but with a number of foes to concern yourself with, including the only sniper on this map. Note the easily-spotted alarm pole; don't ignore that if you don't want last-minute reinforcements!

MAIN INFILTRATION POINT



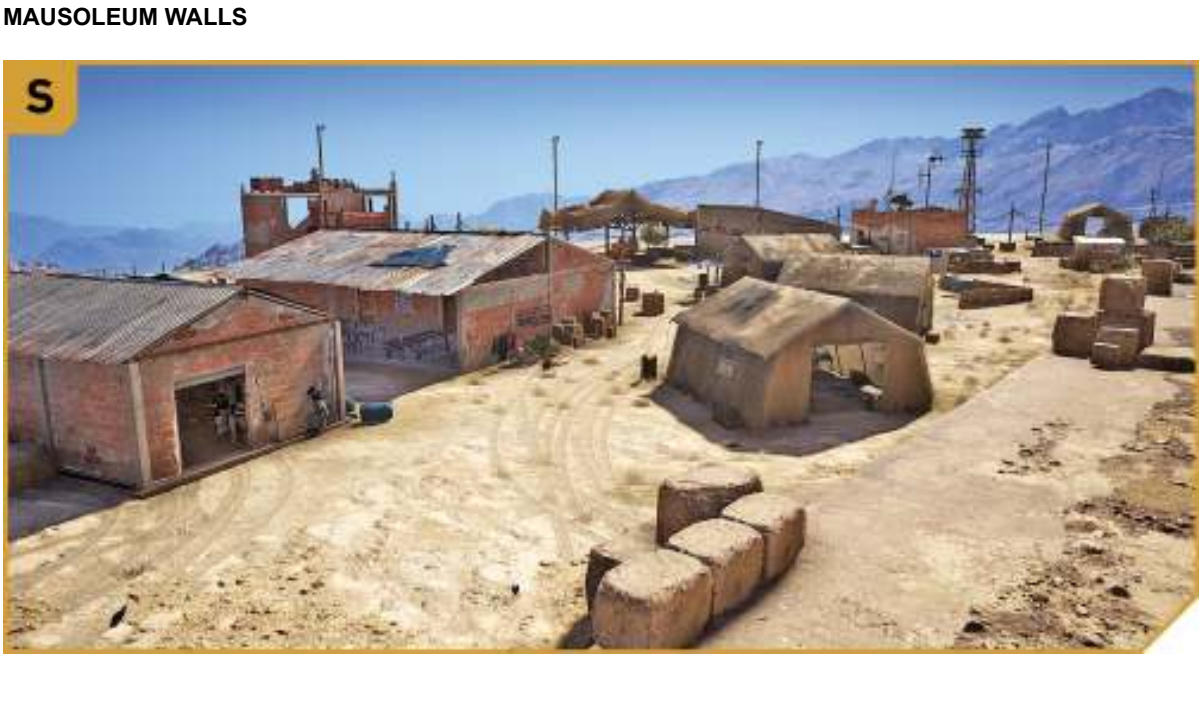
Either hug the gigantic wall of the mausoleum on your left (north), or cross the helipad to the radio mast and use the piles of cube-like stones as cover, and then send up your drone to pinpoint Perico.

NORTH AREA (INACCESSIBLE VIA GROUND)



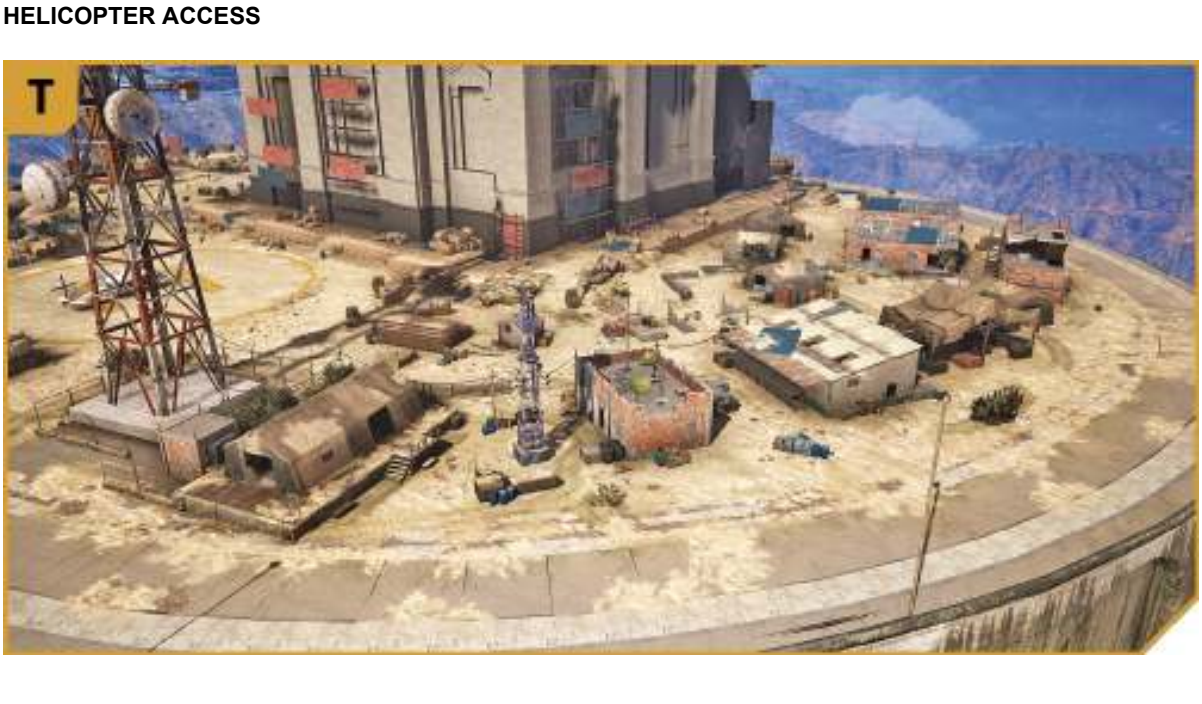
Though this north area is inaccessible via the ground, you can fly here and drop off teammates during Co-op, which allows you to clear the base from the opposite direction.

MAUSOLEUM WALLS



The walls around the base of the mausoleum building have numerous cover options, but none of the scaffolding can be climbed. However, heading north from U, up to the north end of the area, and then outflanking the foe from this location, is a good plan in Co-op, if you're trying to remove all enemies.

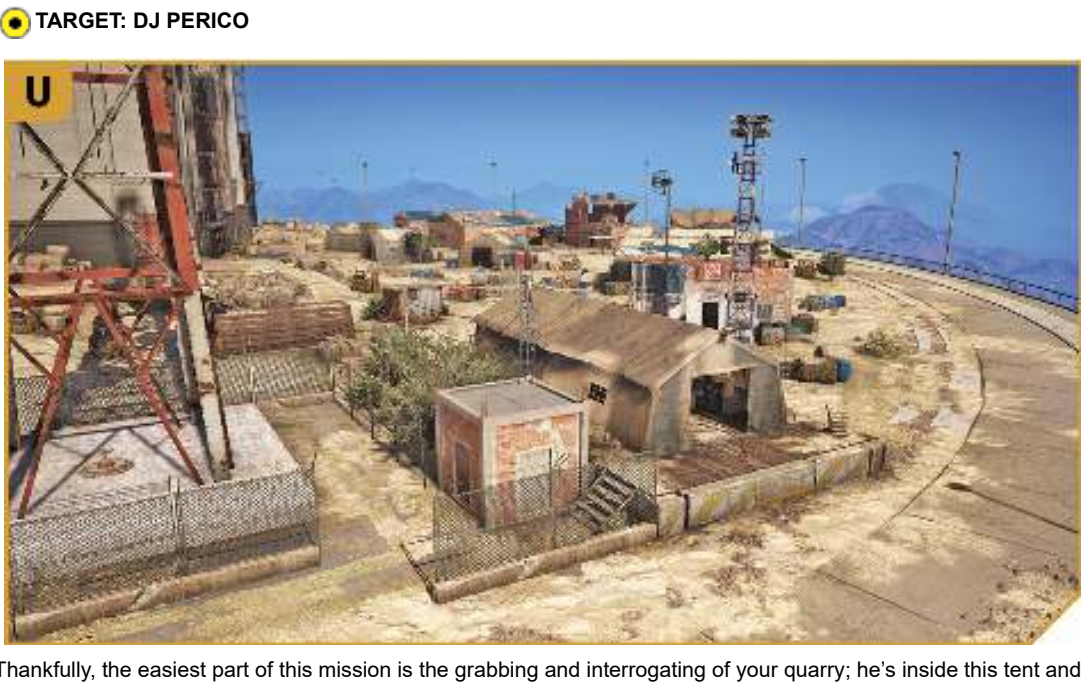
HELICOPTER ACCESS



If you've removed all (or the majority of) the SAM sites, you don't need to do any climbing at all, and can land a helicopter (heck, even a light plane!) near the helipad between Q and U. You may come under fire, and there will be reinforcements, so balance this threat with the speed you can disembark, grab and interrogate DJ Perico, and leave.

Or, you can drag Perico into your waiting aircraft, and interrogate him anywhere you wish.

◉ TARGET: DJ PERICO



Thankfully, the easiest part of this mission is the grabbing and interrogating of your quarry; he's inside this tent and doesn't usually leave. So, as long as you've exhibited a modicum of stealth, you can get to him and interrogate him without fear of the enemy shooting both of you. The mission concludes after you get the passcode from him. Remember you still need to leave after this!

If you aren't using stealth, attempt to neutralize all foes within the vicinity, or have your teammates provide cover while you give Perico a good talking to.

SUEÑO MAUSOLEUM: OTHER TACTICAL ADVICE

SOLO: Should you favor a complete stealth, no-kill option, start at the railroad tracks near the SAM site at B, and climb the scree slope toward L. Instead of hopping over to deactivate the generator, just shoot out the alarm panel with a silenced shot, climb the rocks to the south of L, and creep up the stone steps to O. At this plateau, head around the north curved perimeter near the mortar (M), to the main mausoleum steps, then down to Q. Shoot the alarm panel out near DJ Perico's tent, then creep toward it (U) and interrogate him. Leave the way you came, or by the nearby helicopter. No mess. Little fuss.

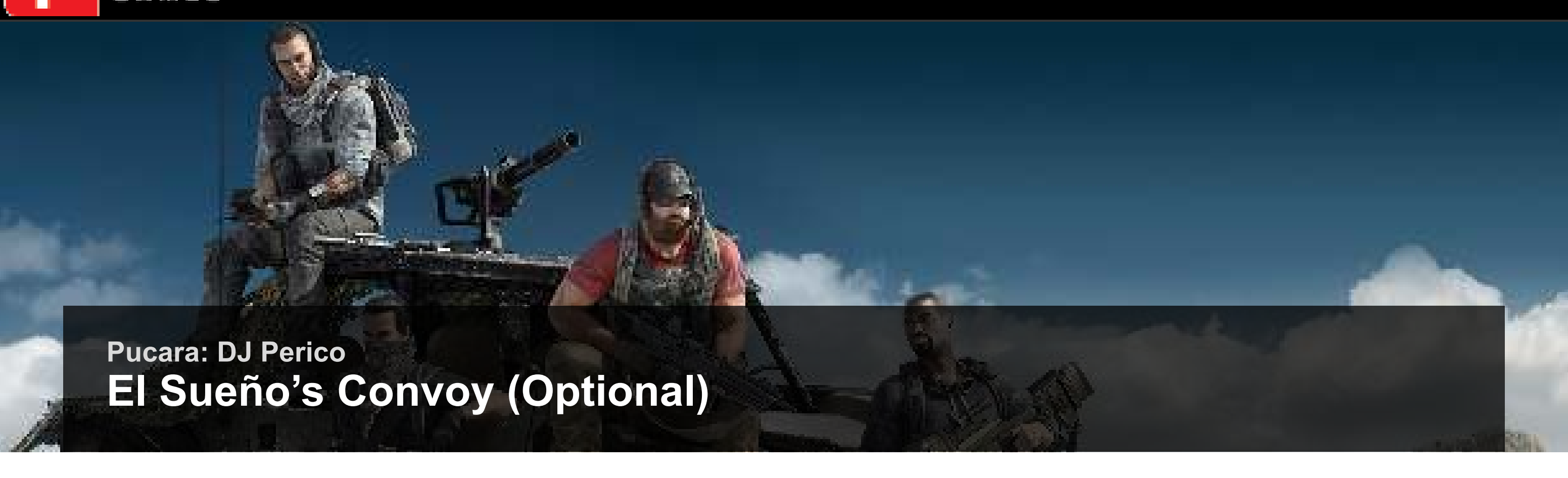
Or, you can gradually make your way from E, all the way up the various yards and construction sites, attempting the different maneuvers detailed previously, in order to reach U. Either remove all foes in each location along the way, or sneak past them. Either way, you need to shoot the alarm pole in each location, or shut the generator down before any enemies are engaged.

Or, you can all ride up in the metal-plated digger parked at the foot of the mountain near F. Just watch the concrete barriers, which are hard to navigate around. You usually end up ditching the digger just before the steps to N. You can also shrug off enemy attacks and take a motorbike all the way to the top of the mausoleum mountain. Is it possible? Yes! Is it entertaining? Definitely! Is it recommended? No! Or, you can visit each SAM site (by hike or bike), destroy all five of them, return to a waiting helicopter, and fly up to land near U.

CO-OP: The biggest advantage human teammates have is their ability to easily attack from opposite directions at each construction yard en route up the mountain. So, while one Ghost is heading into the barracks and mess halls area, a second can be storming the minigun towers and armory. Employ these outflanking techniques all the way up the mountain.

Take two helicopters, and while one plays dodge with the enemy SAM sites on the south side of the mission area (B and C), the other lands at Q, grabs Perico, stows him, and flees to a safer location for the interrogation. Easy!

A mixture of vehicles is also entertaining to try: Have all four of you racing bikes to the top. The winner gets to interrogate DJ Perico!



Pucara: DJ Perico

El Sueño's Convoy (Optional)

OBJECTIVES

- **Destroy the convoy (4)**

LOCATIONS

- **Outpost (South)**

REWARDS

- **+ 500 XP**

BRIEF

El Sueño has spent the past several years building an elaborate mausoleum for himself, a testament to his oversized ego. A convoy carrying religious artifacts is heading there now. Locate the convoy and destroy it.

MISSION ACCESS

This mission is optional. Unlock Main Mission: Radio Santa Blanca in Pucara Province, then wait 40 seconds for information about the convoy, to access this Mission.

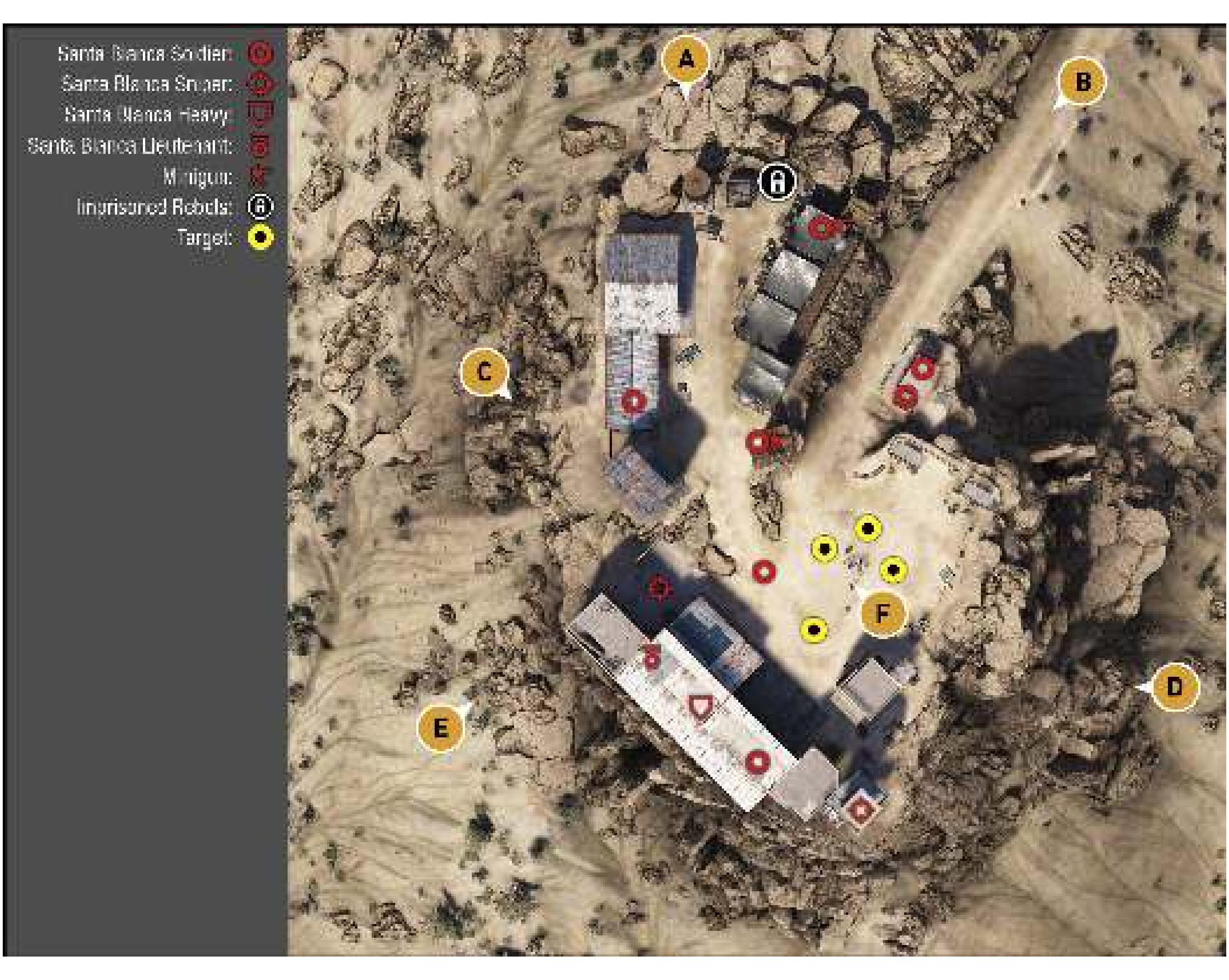
DETONATION, NOT INFILTRATION

The convoy of four vehicles, unlike every other convoy mission you may have attempted, is stationary, and parked at a clifftop outpost in the southern part of the province, just north of Pucara Bravo. Tightly packed on this rock outcrop are four parked vehicles. You're here to destroy them in whatever manner you wish.

CAUTION: MINIGUNS, BUT NO MORE

This small outpost is perched atop a high cliff with a single access road, which is the biggest problem with infiltration. The road itself passes under both minigun nests, which are positioned on either side of a propane tank storage area, draped with tarp.

OUTPOST (SOUTH): RECON



TACMAP

One road in and out, with two miniguns directly west of that road, between two propane tanks. Four vehicles to destroy in the main parking area, and around a dozen enemies, including a couple of snipers on either end of the southwest garage buildings. This is far less complicated than other infiltrations, and despite the difficulty reaching here, you have more options than simply driving up into the parking lot and making a nuisance of yourself.

NORTH MOUNTAIN SLOPE

Park out of range of the enemy snipers farther down the road, and hike up to this point, which is a far better method of entering the base than driving up the road. From here you can snipe the north minigun operator, start sneaking down and freeing the rebels in the cage at the north end of the outpost, or move around the cliff perimeter to the west for a different view of the target vehicles. For stealth takedowns of all base inhabitants, this is the place to sneak in from.

NORTH ROAD

The main thoroughfare in and out of the base is heavily guarded, with minigun nests above and to the right of you, and the enemy overlooking you as you enter, from the long garage to the southwest of the outpost. Hug the right side of the wall, under the propane tanks, so you aren't seen, if you're trying a semblance of stealth. Then drop the foe in the brick checkpoint hut before heading left (west) around the cliff edge toward D, or into the base itself.

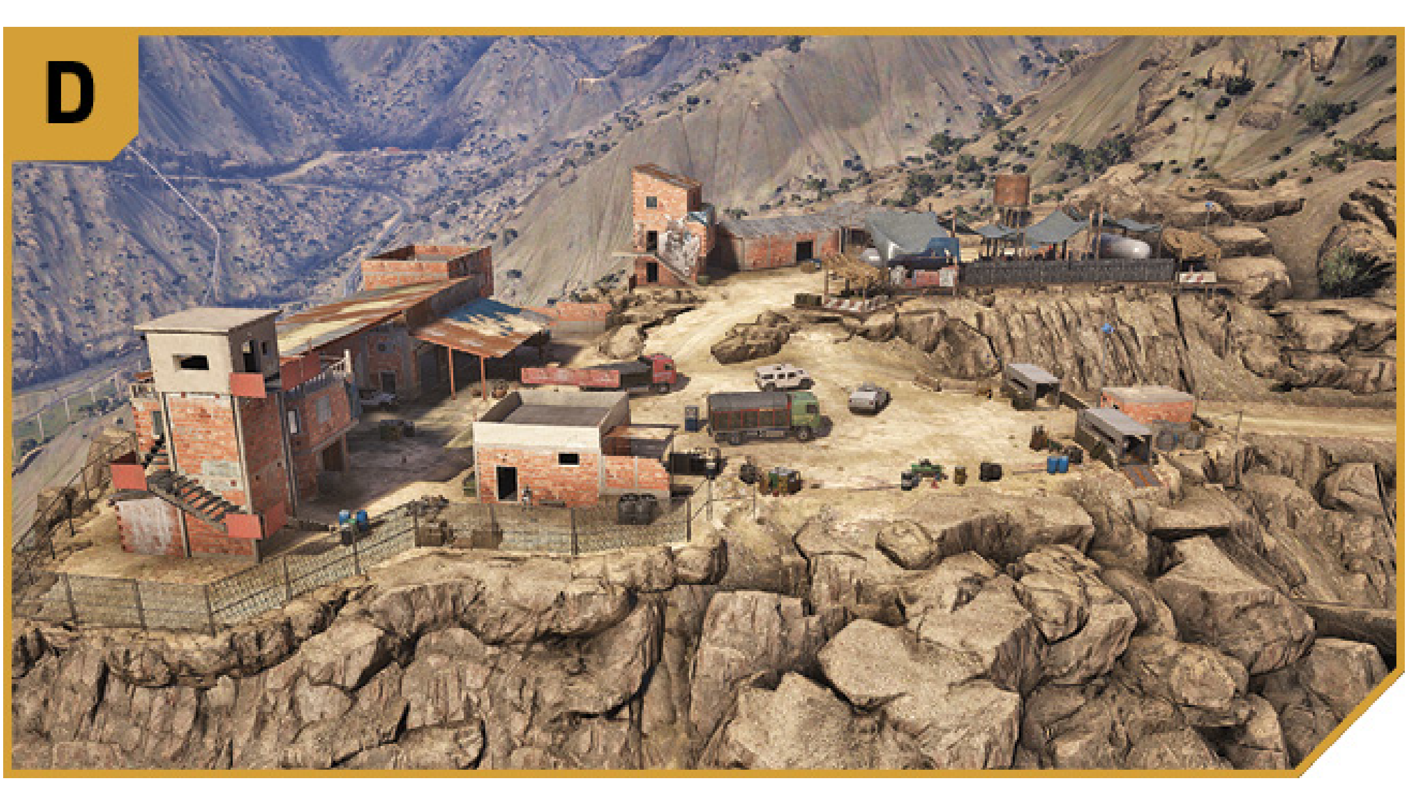
Or, use this to make a more splashy entrance; driving up in multiple armor-plated vehicles to quickly circle the targets in the parking area, lighting them up, and fleeing the way you came.

WESTERN CLIFFS

Access the narrow ledge behind the buildings and perimeter fence from A, or a hike from the west. Don't underestimate the cunning of this route; it avoids all foes among the northern row of buildings, and most of the base's defenses. When you're mid-way along the perimeter, feel free to climb the brick wall with the rebar sticking out of it, and clear the warehouse and interiors. Or better yet, look across at the parking lot from the brick tower; lob a few grenades and flee before your position is known.

You can also locate the ground-floor window at the corner of the southwest building structures, just right of the view of the gasoline parking area, shoot out the glass, and climb through, if necessary.

EAST PERIMETER AND CLIFFS



Access this area from B or E. The folks inside this base forgot to put barbed wire atop this perimeter fence, meaning you can climb over it at any point, from inside or outside the outpost. This means you can sneak around to the southern tip of the cliffs, vault over, break a window, and climb through into the garage kitchen, or climb the sniper tower to remove threats and lay waste to foes below you. Then it's a simple matter of destroying the vehicles.

SOUTHWESTERN CLIFFS

Access this area from C or D. True professionals like to remove roof snipers in cunning ways, and creeping around the perimeter to the low window facing the sheer cliff, shooting the window out, and climbing inside the southwestern garage structure to reach the roof, is one of those ways. It's an alternative to charging up the road like fools.

TARGET: GASOLINE PARKING AREA

F
GASOLINERA

There are four vehicles parked and easily accessible, close to the outpost entrance. Two are Landrock military SUVs, and two are trucks. Between them are two gasoline pumps. Everything explodes, which is the main plan here. Whether or not you want to defeat the enemies here (before or after destroying the vehicles), the two trucks and two SUVs must be reduced to smoking hulks. Use grenades, C4, heavy machinegun fire, vehicle fire, helicopter fire, or have each of your teammates steal one vehicle, driving it down the mountain to destroy at your leisure.

OUTPOST (SOUTH): OTHER TACTICAL ADVICE

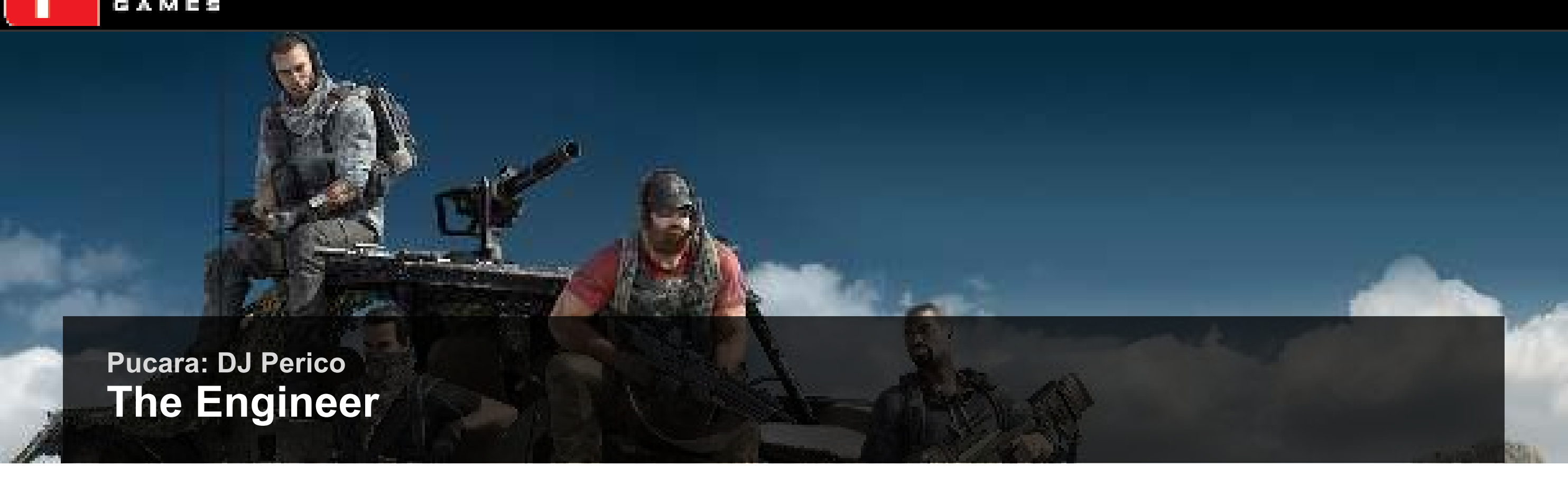
SOLO: Tactics here depend on how much of the Outpost you wish to remove from the cartel. If you're here to clear the area too, start infiltration at A, sweep north to south and pay attention to the two minigun operators and two snipers. Free the rebels in the cage at the north end of the outpost, before working your way south. Have your team clear the southwest garage buildings. Or, you could blow up both propane tanks from a distance to remove the minigun threats, careen into the base in a sturdy vehicle, disembark, dive for cover near the garage structure, and lob grenades until every target vehicle is on fire.

Alternatively, sneak around to E, hop over the fence or through a window, head up to the garage roof and deal with both snipers, leave a mine to stop foes following you upstairs, and lob grenades at the target vehicles from the roof. Or, head up the main road (B), tagging just the checkpoint guard before peeking up into the base at the road entrance, lobbing grenades at the entrance, and retreating.

CO-OP: Any previously-detailed plan works well, but an optimal operation is to approach from A with two Ghosts, while the others sneak in and around from D. Both duos should concentrate on different parts of the base (north and south) until no foes are present. Then complete the mission, saving the rebels in cages beforehand.

Or, create havoc with multiple vehicles (two or three hardy SUVs and a chopper). Aside from the rebel cage, rake the base with gunfire, drop grenades and shoot out the gas pumps, as well as the propane tanks, and leave quickly.

Or instead, have each Ghost pick a vehicle ahead of time, and quietly slip into the base (under cover of the night if you wish), and steal each vehicle in unison, driving them out, down the mountain, and then destroying them.



Pucara: DJ Perico

The Engineer

OBJECTIVES

- **Locate the rebel engineer**
- **Talk to the rebel engineer**
- **Extract the rebel engineer to Pucara Alpha**

LOCATIONS

- **Olico Super Dam (Outpost)**
- **Pucara Alpha**

REWARDS

- **+ 500 XP**

BRIEF

Pac Katari needs a skilled station engineer to hijack Radio Buchon's signal. His communications specialist has been captured by Santa Blanca, and he is being held at the Olico Super Dam. Locate the rebel engineer at the dam and extract him.

MISSION ACCESS

Complete Main Mission: DJ Perico, in Pucara Province to access this Mission.

A DAM FINE PLAN

The station engineer is currently waiting to be pushed off the dam wall by some pretty unpleasant fellows; though he remains stationary enough for you to complete the rescue. This area is unique; it is a long curve with chokepoints at each end, and the main enemy strength in the middle outpost.

CAUTION: MINIGUNS AND MORE

If combat takes a turn for the nasty, worry more about your fellow teammates than the rebel engineer; he's fine standing on the edge of the dam, while you have to contend with lights (check for floodlights and shoot them), a minigun tower at each end of the dam (neutralize the foes there, as each has two miniguns), a generator on the northwest side of the central dam structure near the jetty, and most importantly, a mortar on the roof, opposite the helipad. Effectively nullifying these, and any reinforcements (expect two SUVs, each filled with four foes), is the key to a win.

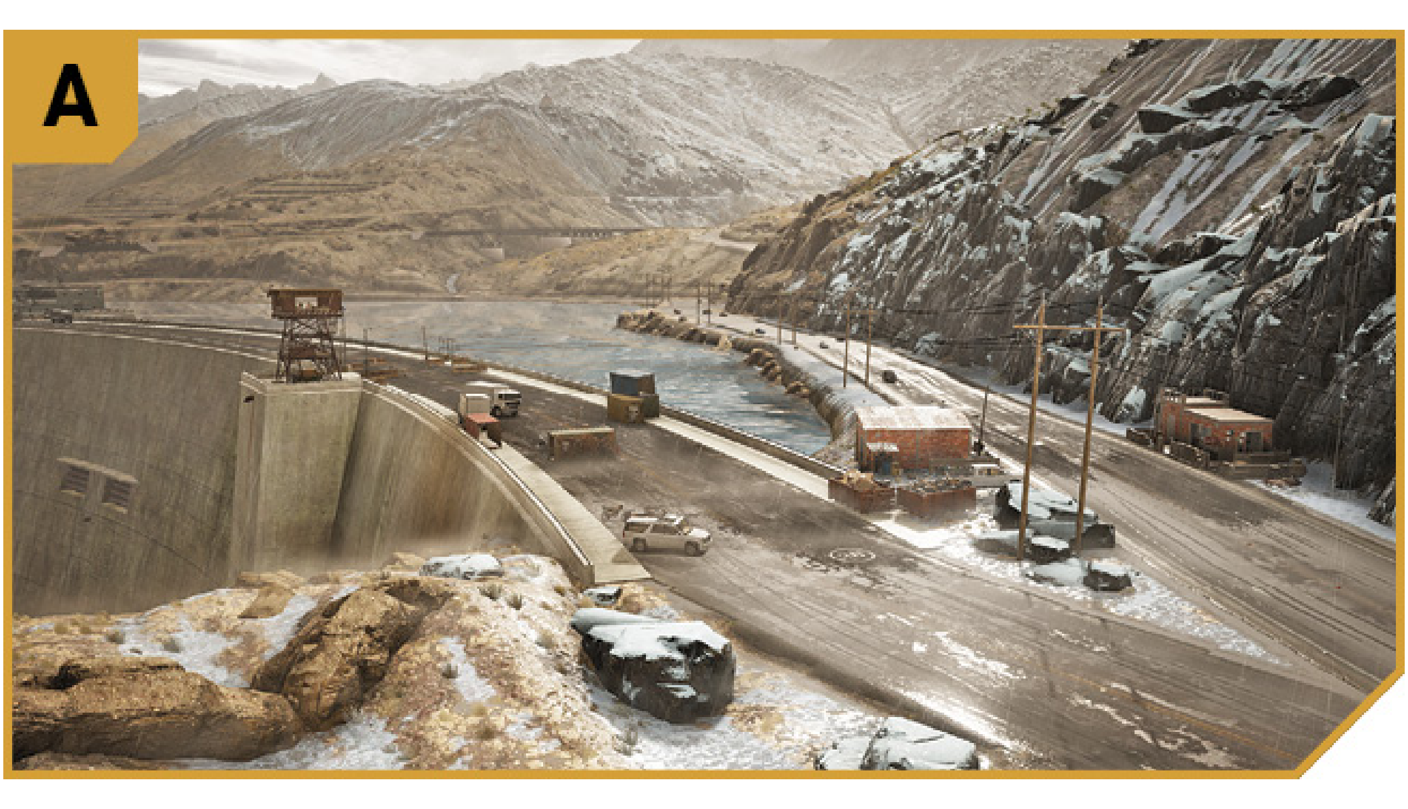
Finally, make sure you don't drive too erratically across the dam road, or en route to the drop-off point at Pucara Alpha; there are innocents by the side of the road to avoid.

OLICO SUPER DAM (OUTPOST): RECON

TACMAP

The giant curved dam has a single connecting road, with an enemy minigun tower (each featuring two guns) at either end. The north area has a captain, and there's a second captain at the middle base itself, where the target is being held, and is about to be thrown from the side of the dam wall. There are no interior areas to worry about, just the concrete barricades to slow vehicles down, and a mortar on the roof of the building to the south, which also has a helipad, generator, and two cells to unlock and free rebels to add to your cause.

NORTH ROAD AND ENTRANCE



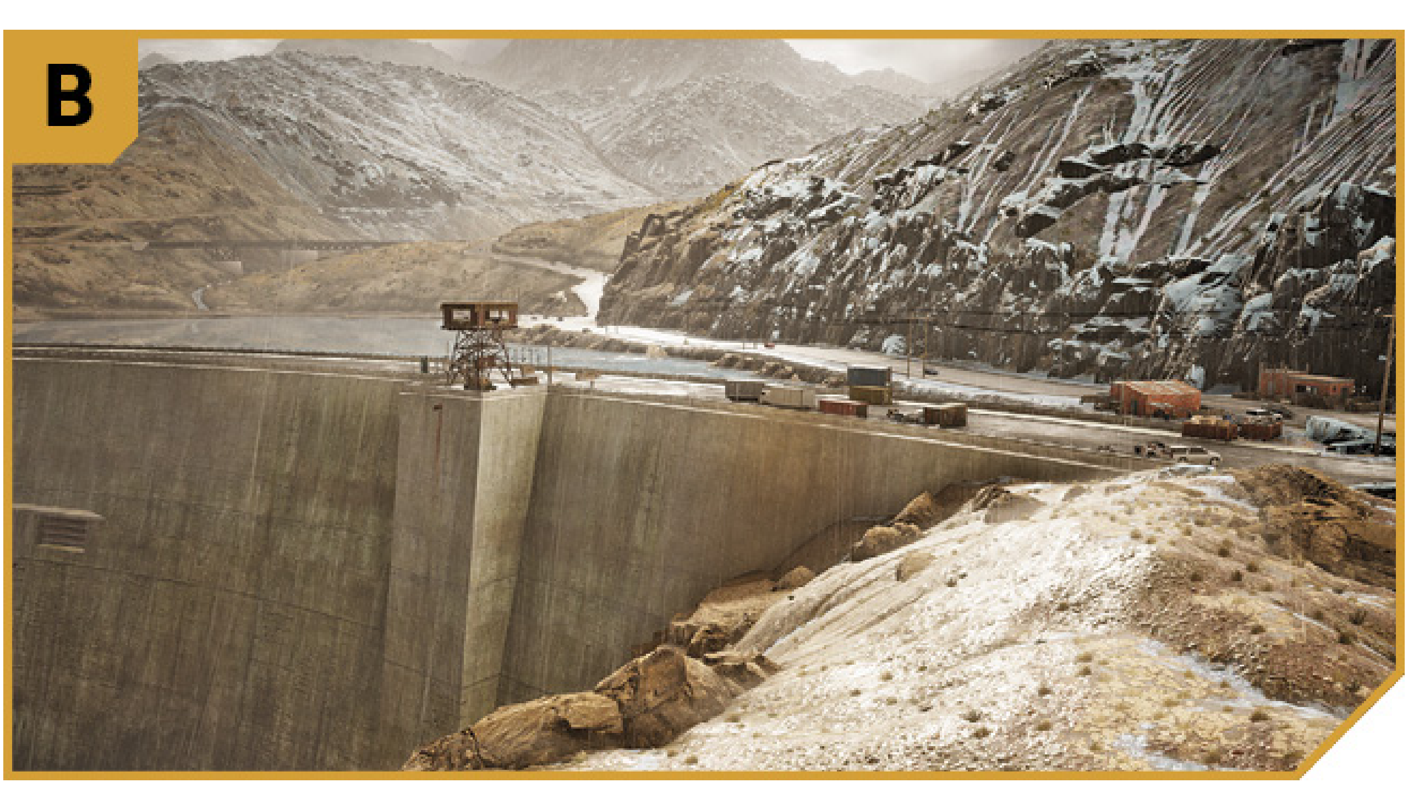
Don't overlook the enemies around the small brick checkpoint huts, and focus most of your might at the two foes up in the minigun nest, and two more on the ground. The wide openness of the area makes stealth tricky, though you have excellent visuals for sniping. This makes it easier in Co-op mode, when you can each down a target with the rest of the base none-the-wiser.

In Solo mode, try to tag the foes on the ground first, assuming both in the nest don't see the takedowns, before scaling the minigun nest and removing both foes quickly with a burst of suppressed gunfire.

You could also snipe across from the cliffs to the northwest of the road; you have the higher ground, but can't easily maneuver down to join the rest of your squad.

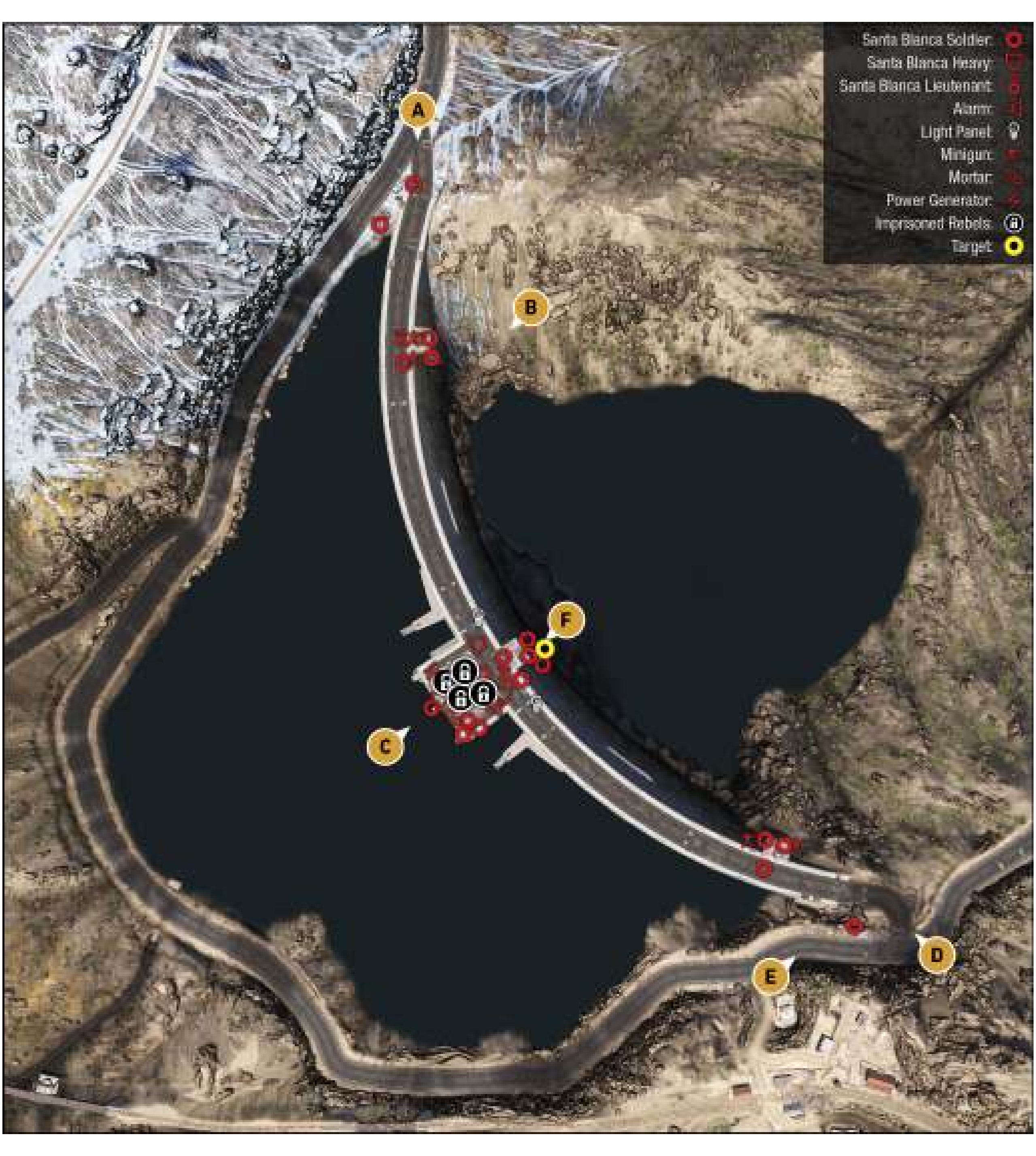
Before you leave this area and yomp southward, drop a mine or two to dissuade any reinforcements.

NORTH CLIFFS

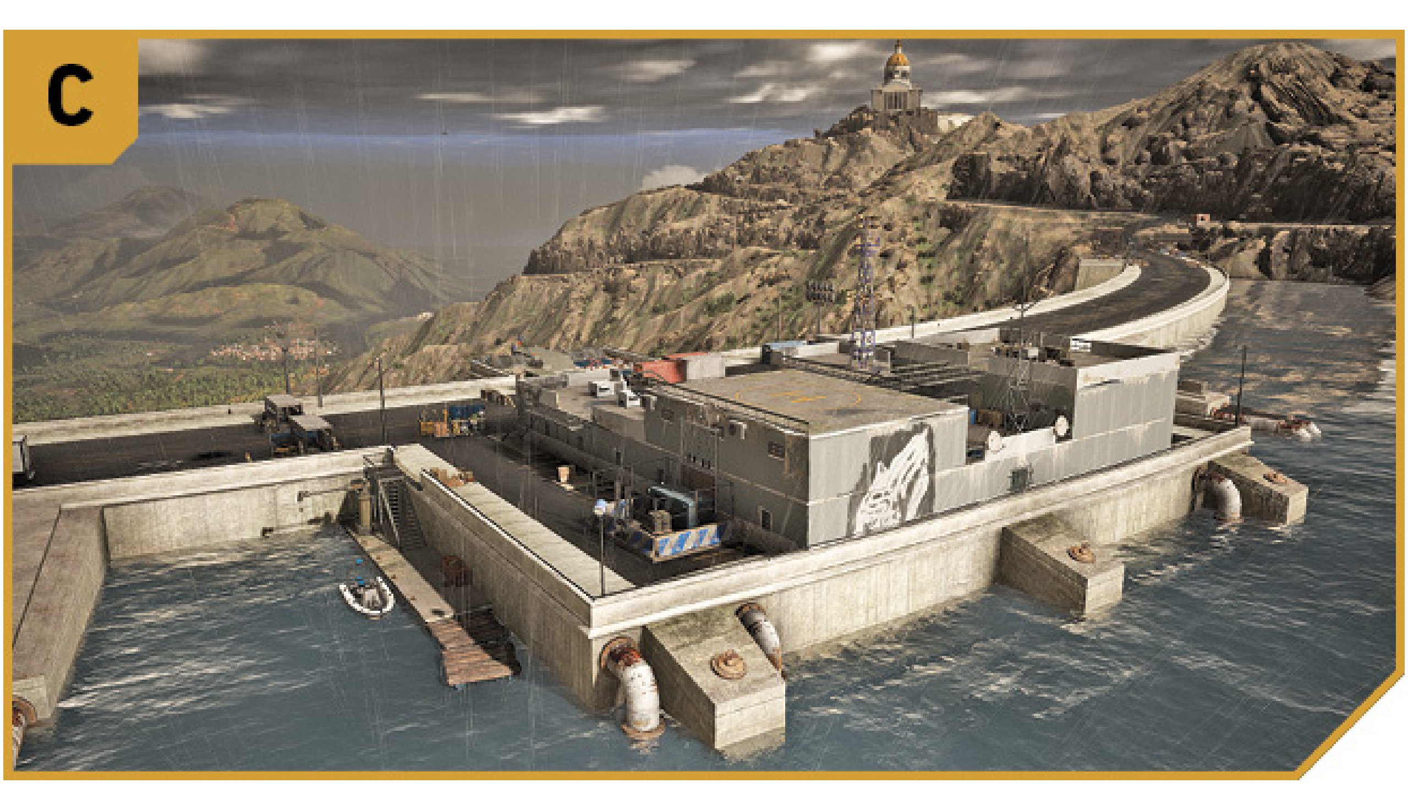


These offer good views of the north end of the dam, and almost all the way to the middle. They can offer a sniper some reasonable viewing angles, but setting up camp here is only for a Co-op plan of attack.

OLICO SUPER DAM (OUTPOST): RECON

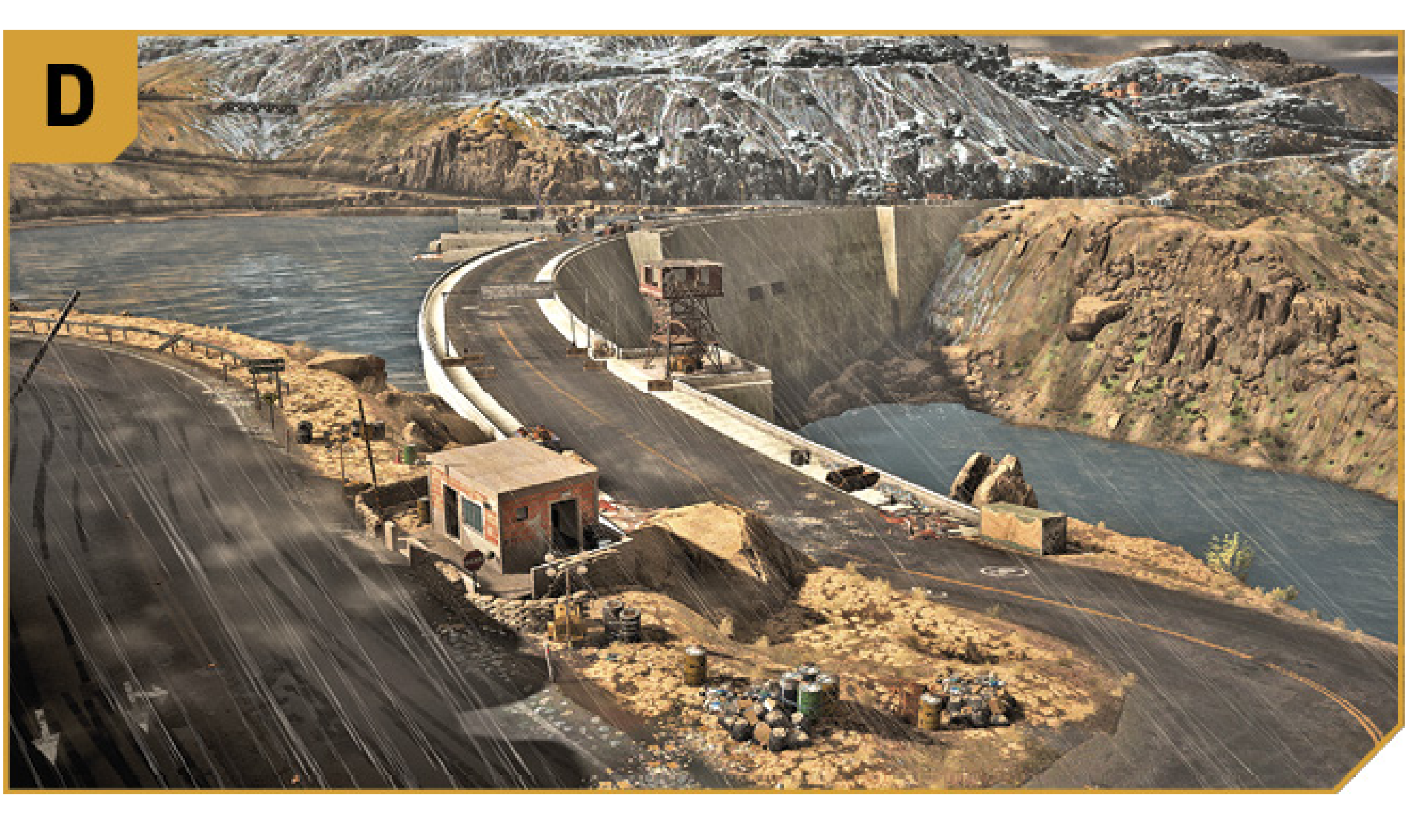


DAM RESERVOIR



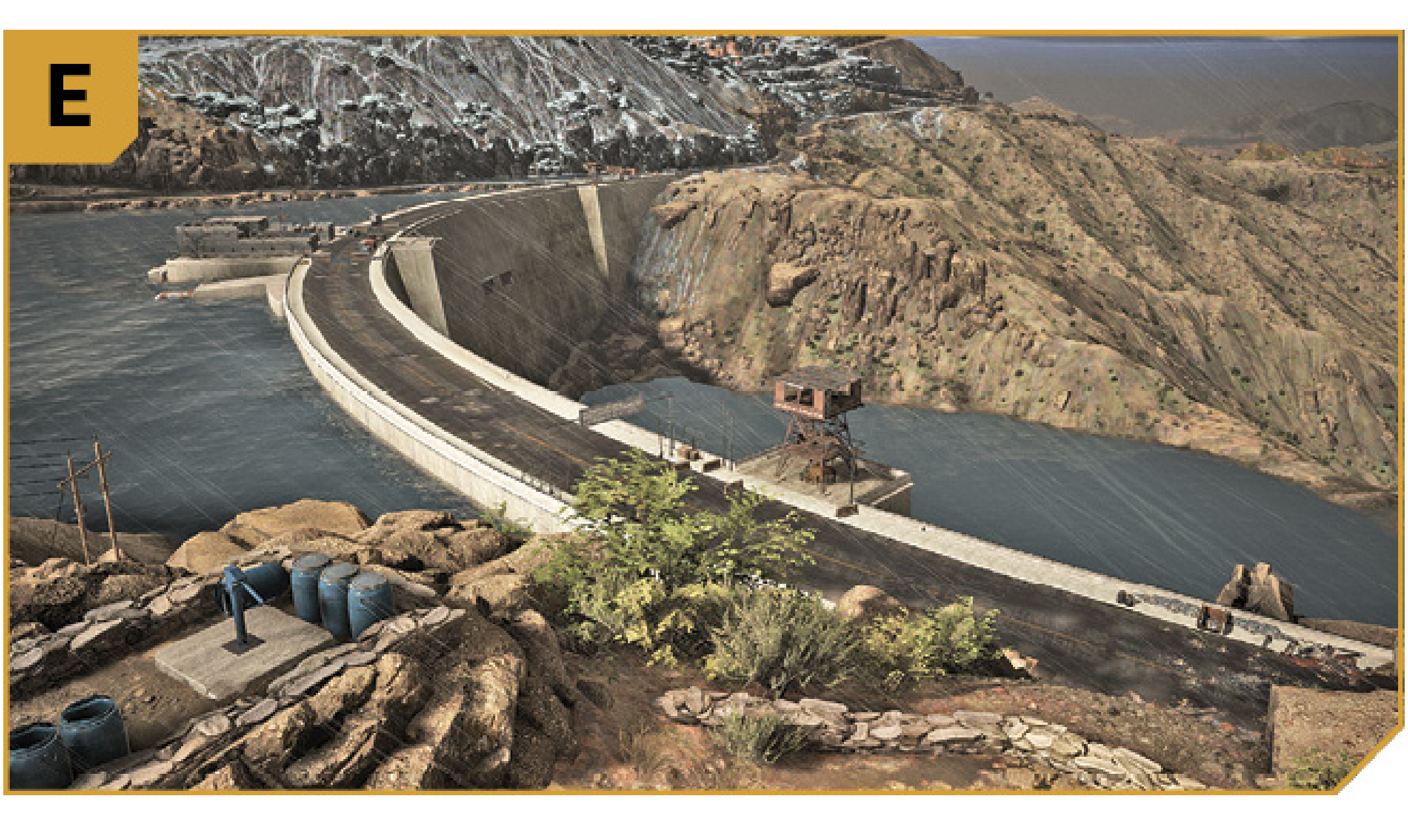
One of the best methods to infiltrate this base is to swim in from the west, front-crawling to the jetty and waiting for the enemy to head up the steps before hopping up onto the jetty, slaying the foe (silently) with suppressed weaponry, and stealthily assaulting the main outpost. Instead of heading to the target, head up the side steps (after shutting down the power at the generator), cross the helipad, and take out the foe manning the mortar. Then use the height advantage and the cover of the low walls to mow down enemies down below. Setting the rebels free in the middle section is also helpful.

SOUTH ROAD AND ENTRANCE



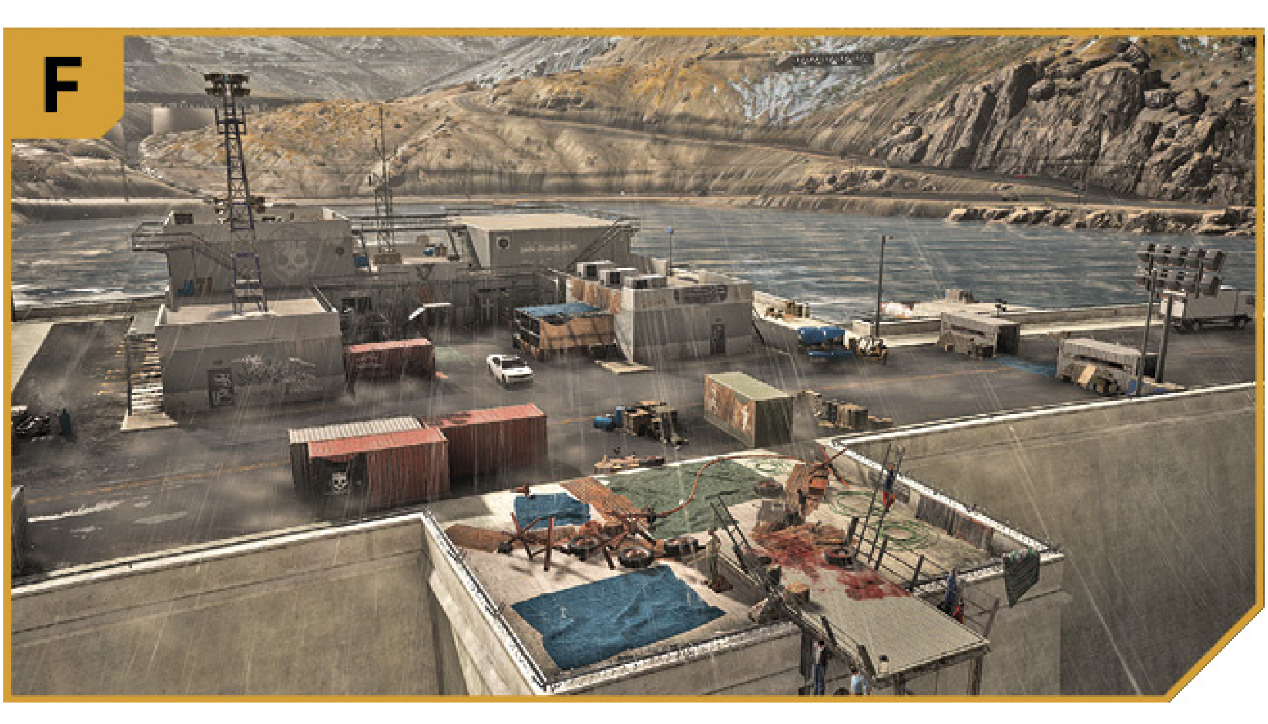
The road at the base of the hill that the town of Todos Santos is perched on has a similar set-up to the north entrance, and identical strategies work just as well here. The only difference is the fewer enemies to worry about; but the problem of the minigun tower with two foes and two guns still remains.

SOUTH HILLS



Standing atop the south hills offers great views, but problematic descent plans, though keeping a sniper here if you're attacking from the south is a good idea.

● TARGET: ENGINEER AND OUTPOST



The main outpost features a number of floodlights that nullify any advantages you might have expected during night-time sorties (unless you shoot to deactivate them). Expect around 14 foes here, including three heavily-armored and a captain. Depending on the direction you're approaching, the plan is different. A stealth attack from C has already been covered.

Heading in from the north or south offers pretty much the same plan of attack, though it's slightly better to approach from D heading north, as you can stop your vehicle (ideally blocking the road so reinforcements can't drive all the way in) and assault the mortar as soon as possible.

Use the numerous concrete barriers, metal containers, the higher levels of the outpost building and cover behind the low walls, the helicopter to strafe or provide distraction, and gradually whittle down the enemy presence to zero. Ensure that enemy reinforcement vehicles are blocked and destroyed by mines and grenades before the occupants exit.

Reach the target, who remains stationary (and mostly out of danger) at the northeast edge of the dam. Talk to him, bundle him in a vehicle, and extract him as soon as it is safe.

OLICO SUPER DAM (OUTPOST): OTHER TACTICAL ADVICE

SOLO: A solo swim from C to sneakily shut down the generator, mortar, and then battle the remaining foes from cover while freeing the rebels, and calling in your favored Rebel Support to help you, is the best plan here. Getting delayed at either of the minigun towers is a problem, as the mortar starts firing at you, meaning remaining in cover becomes difficult, and there's little cover to begin with! A wide ride into the outpost is dangerous, but may be the only option. Let your team advance on the enemy while you neutralize the mortar.

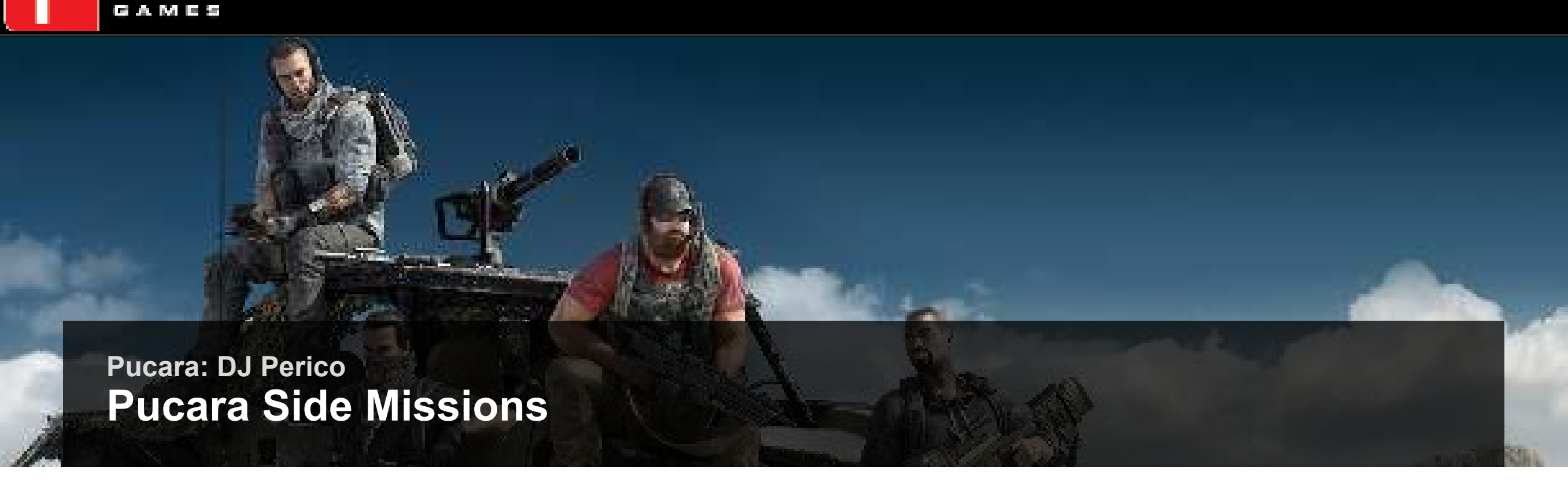
Or, fly around in the chopper, making the mortar your priority, before strafing the area and killing the enemies (not the trapped rebels in the cells or your target). Another option is to parachute down onto the top of the outpost roof, landing near the enemy mortar operator and killing him, before defending and advancing from this point.

CO-OP: Matters are a little more proficient when you have three teammates with human-sized brains. You can attack in different vehicles, with a helicopter pilot taking out the mortar first, checking no additional foes take over the mortar, and then helping strafe the minigun towers, reinforcement vehicles, and any other chokepoints the ground-level Ghosts are encountering.

Have at least two vehicles approach, usually from the same direction, and block the road entirely. Wipe out A or D first, then lace the road with mines to prevent reinforcements. The assault on the outpost should be a little easier if attacks are coming from all directions. If you're attacking at night, kill the lights by deactivating the generator and manually shooting the light poles, further adding to enemy confusion.

ENGINEER EXTRACTION

With the majority of the enemies removed, and rebel reinforcements arriving (if you called on them), locate a vehicle (one of your team should have one ready to go) and drive the engineer to the rally point. This means heading through town, so keep your eye on the GPS, and don't take turns too sharply. It also helps if your vehicle is a Landrock SUV or something a little smaller; a wide buggy or pickup is more difficult to maneuver through these tight, rudimentary streets. Or you could simply use a helicopter, which is much easier and safer.



Pucara: DJ Perico

Pucara Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

MEDICATION RAID

OBJECTIVE

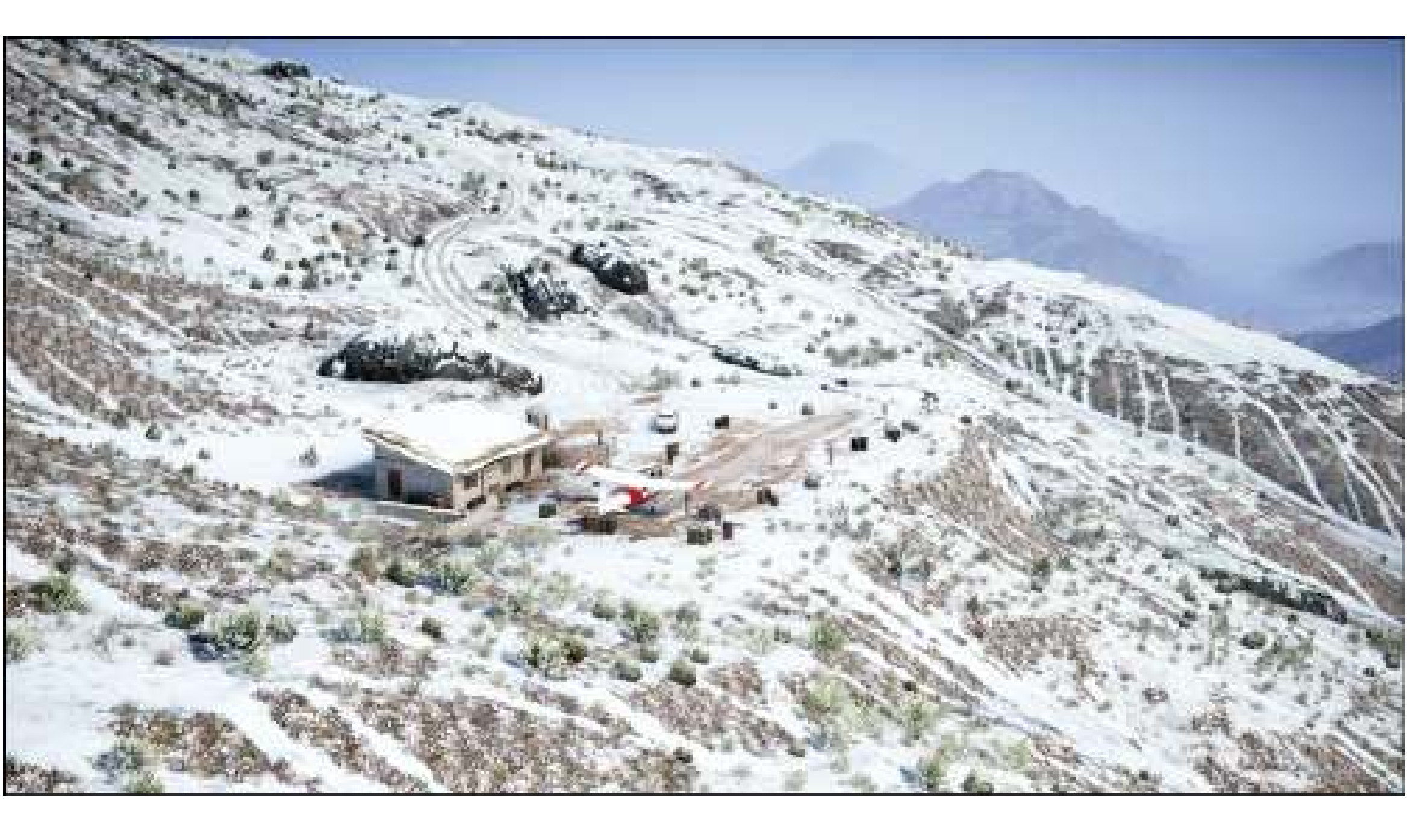
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2200 Medication



From the Pucara Delta Rally Point, head southeast down the hill to find a makeshift runway. Parked on the near side, a medication-loaded plane is ripe for the picking. Seven Santa Blanca thugs surround the area. Use the Drone to recon and then move in behind the building. There may be a lone guard taking a break there, so quietly drop him first. From there, spot the most isolated foe and draw him away from the others. Once the group has been dwindled down to four, use Sync Shot to finish them off. Fly the plane almost 11 kilometers to the southeast in Malca. Keep the aircraft low to avoid SAM systems and approach from the northeast to line up with the destination.

REBEL OP: HACK ANTENNA

OBJECTIVE

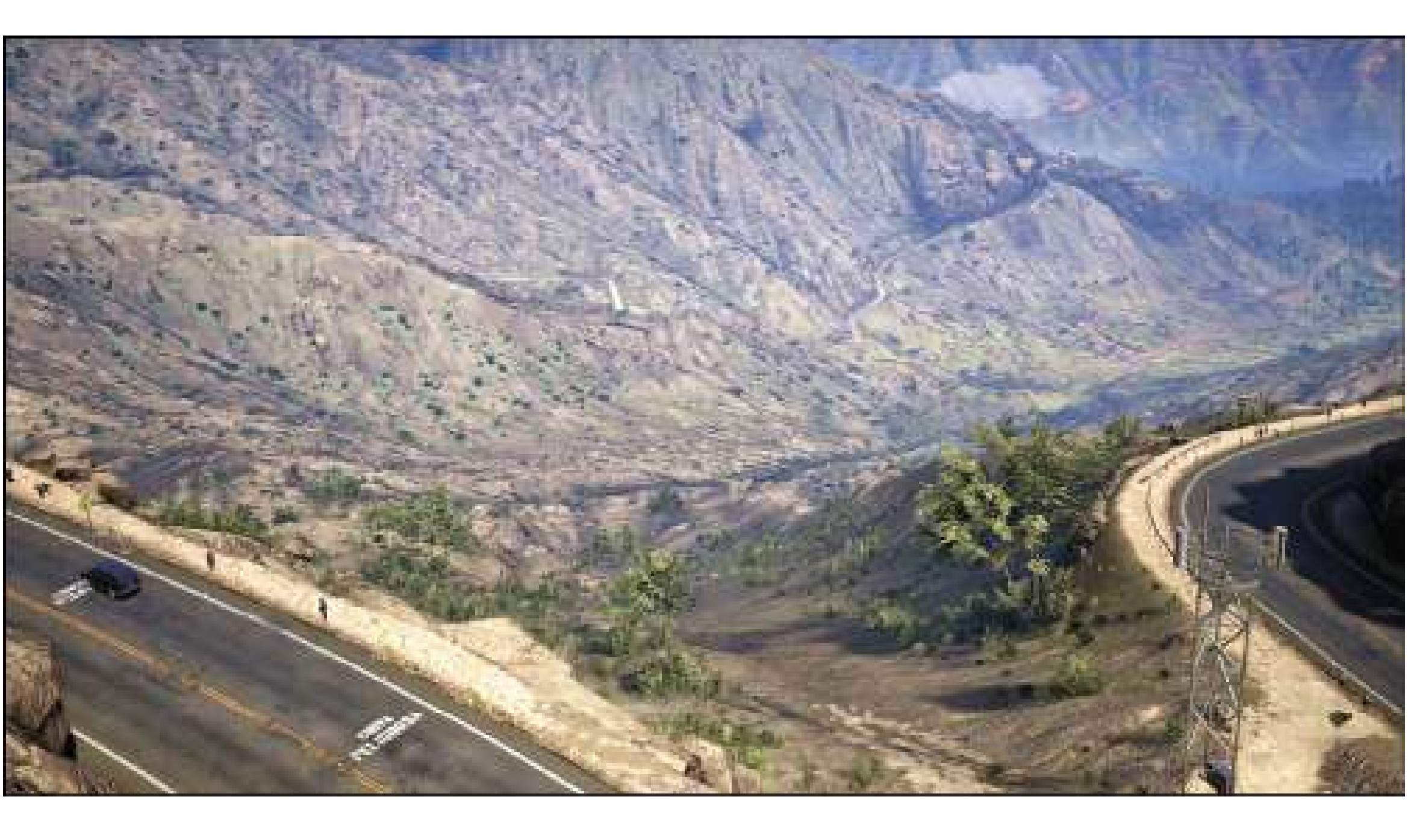
Deactivate the two antennas within 1:10

LOCATION

Southeast of Olico Super Dam

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Southeast of Olico Super Dam, an antenna sits on the inside of a hairpin curve. Besides pop-up Santa Blanca or Unidad, you shouldn't face any resistance when approaching the location. Deactivate the transmitter to begin the 1:10 timer and immediately get into the nearby buggy. Drive it straight down the valley ahead until you reach water. Head right and follow this line all the way to a dirt road. Exit the vehicle, sprint to the second antenna, and deactivate it.

FOOD PACKAGE RAID

OBJECTIVE

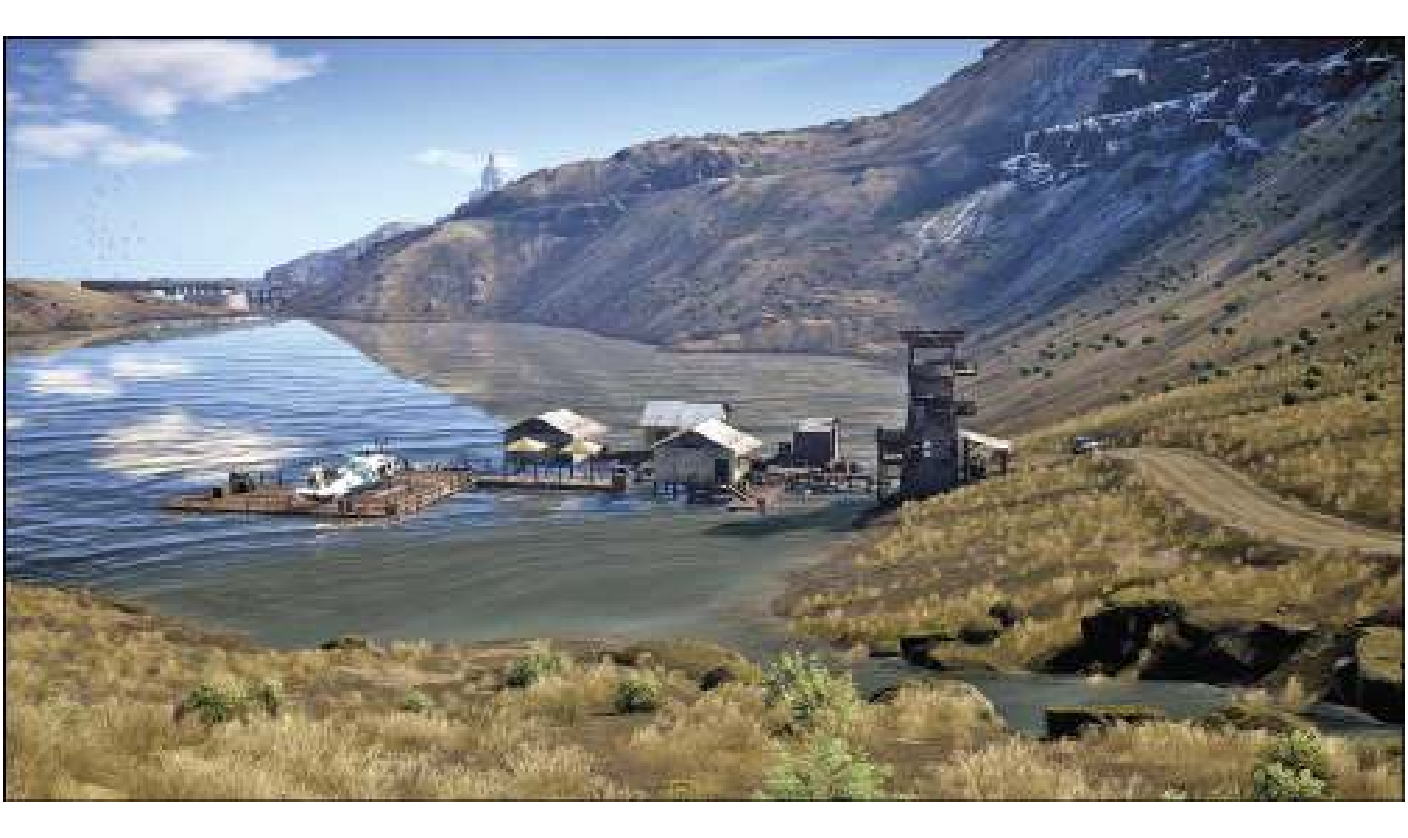
Seal the helicopter

LOCATION

Riverine Docks

REWARDS

+2500 Food Parcels



A helicopter loaded with food parcels is parked at the end of Riverine Docks. Approach from the hill to the west and survey the area. Four enemies guard the chopper while more are found along the docks to the right. You only need worry about those who surround the helipad though. Mark three of the guys and then engage with a headshot of your own. Swim out to the dock and board the helicopter, taking off as soon as you get in. The destination is just a short way to the east, near the next lake.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

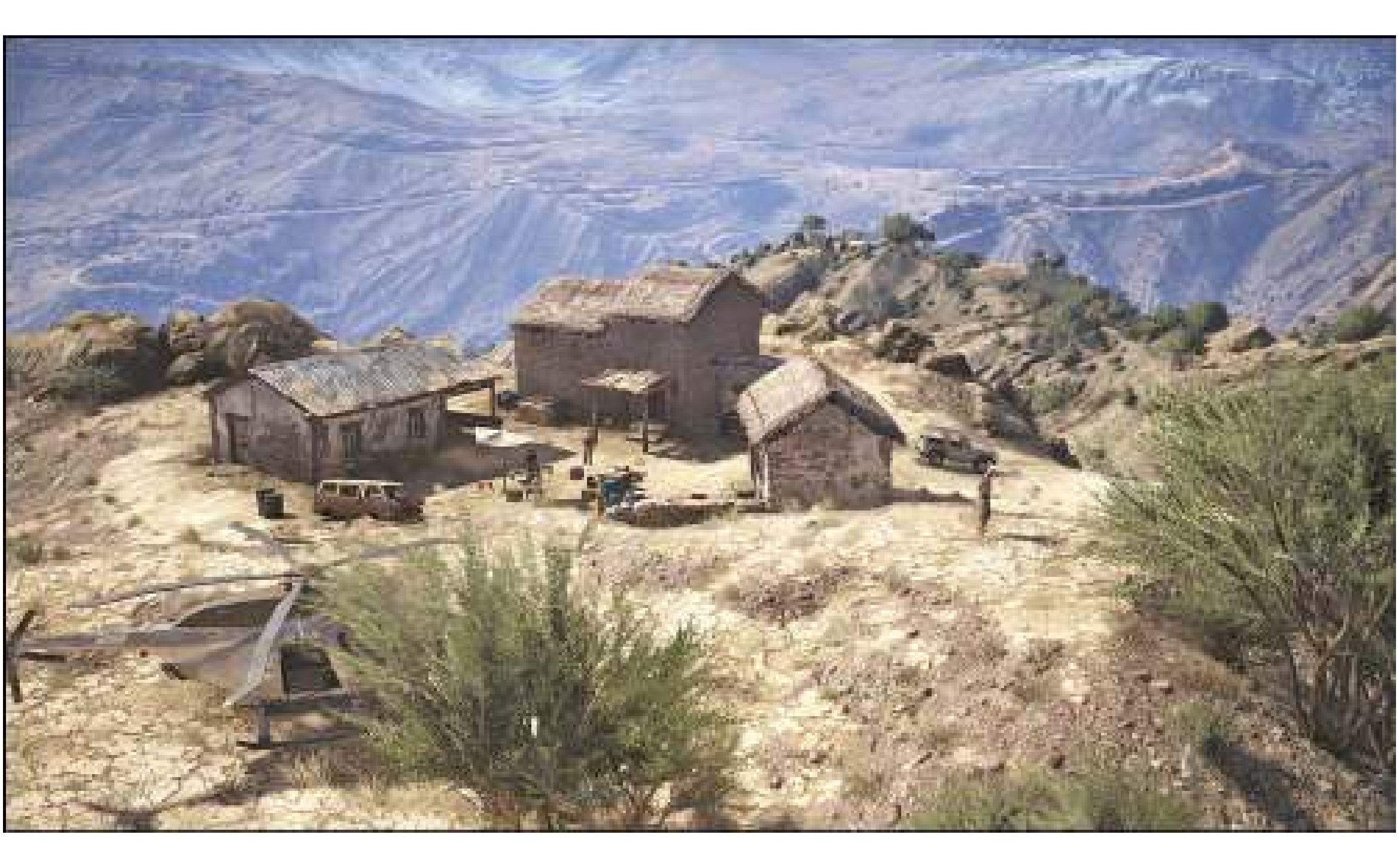
Grab and intimidate the Sicario

LOCATION

El Nido De Cóndores

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



South up the mountain from Pucara Charlie Rally Point, El Nido De Cóndores provides shelter for a sicario and his comrades. This Santa Blanca gang member is your next target in the Guns for Hire series of side missions. He hangs out at a campfire with his five buddies. They typically just loiter around the fire, but occasionally patrol around the buildings and up the hill. Use Diversion Grenades to pull lone gunmen away from the others and knock them out until only the target remains. At that point, move in and grab him. As always, keep an eye out for Unidad choppers—hitting the dirt if one flies by. It can make the mission much tougher than it needs to be.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

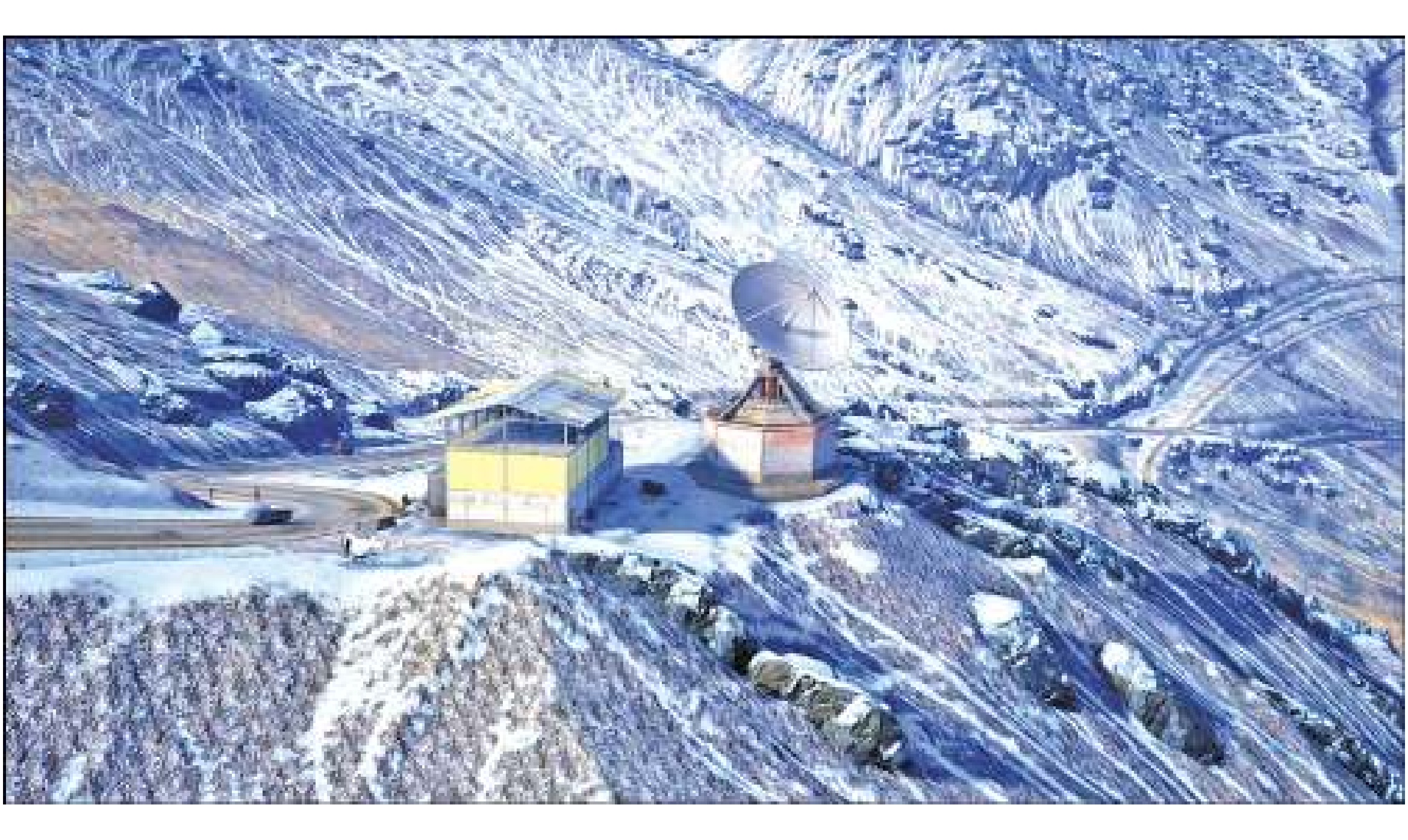
Blow up one of the station's entrances and then hack the network relay

LOCATION

Southeast of Riverine Docks

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



A network station sits at the top of the southern hill, across the tracks, from Riverine Docks. The network relay sits on the first floor near the rear entrance. Shoot the explosive barrel to blow the door open and begin a 60-second timer. Toss a Frag Grenade into the building to clear out nearby enemies and then cautiously move inside. Once clear, complete the mission by accessing the computer on the other side of the left wall. Finish off any remaining foes and collect the Skill Point on the second floor.

REBEL OP: PARACHUTE DROP

OBJECTIVE

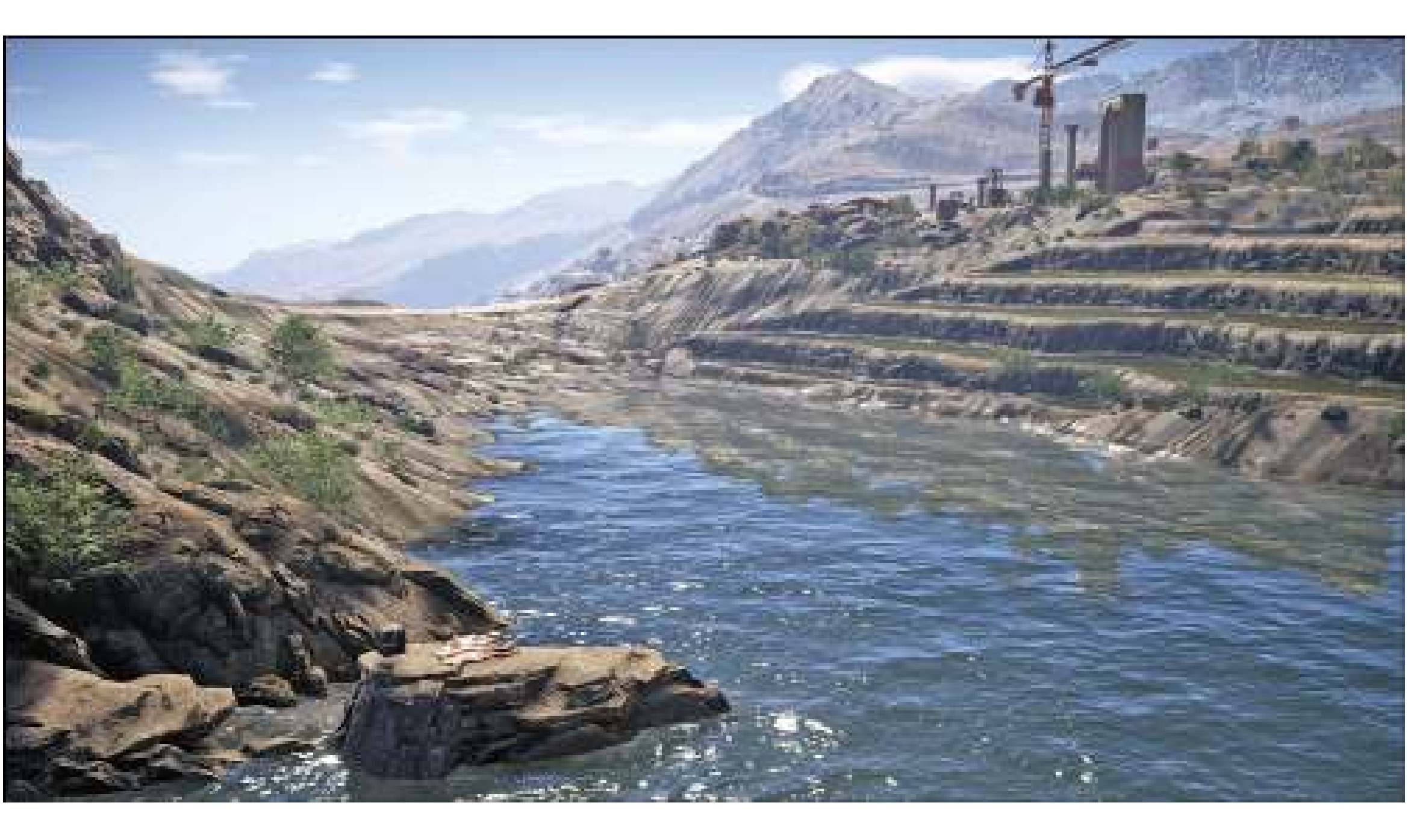
Tag the drop site supplies

LOCATION

Southwest of Todos Santos Town

REWARDS

Support Unlock/Upgrade – Rebel Recon



Southwest of Todos Santos Town, a supply drop sits on a rock on the east side of the lake. From in town, exit out the west side and run along the rocky ground to the left. Drop into the water when near your objective and swim around the rock. Climb up the far side and tag the supplies to complete the mission.

GASOLINE RAID

OBJECTIVE

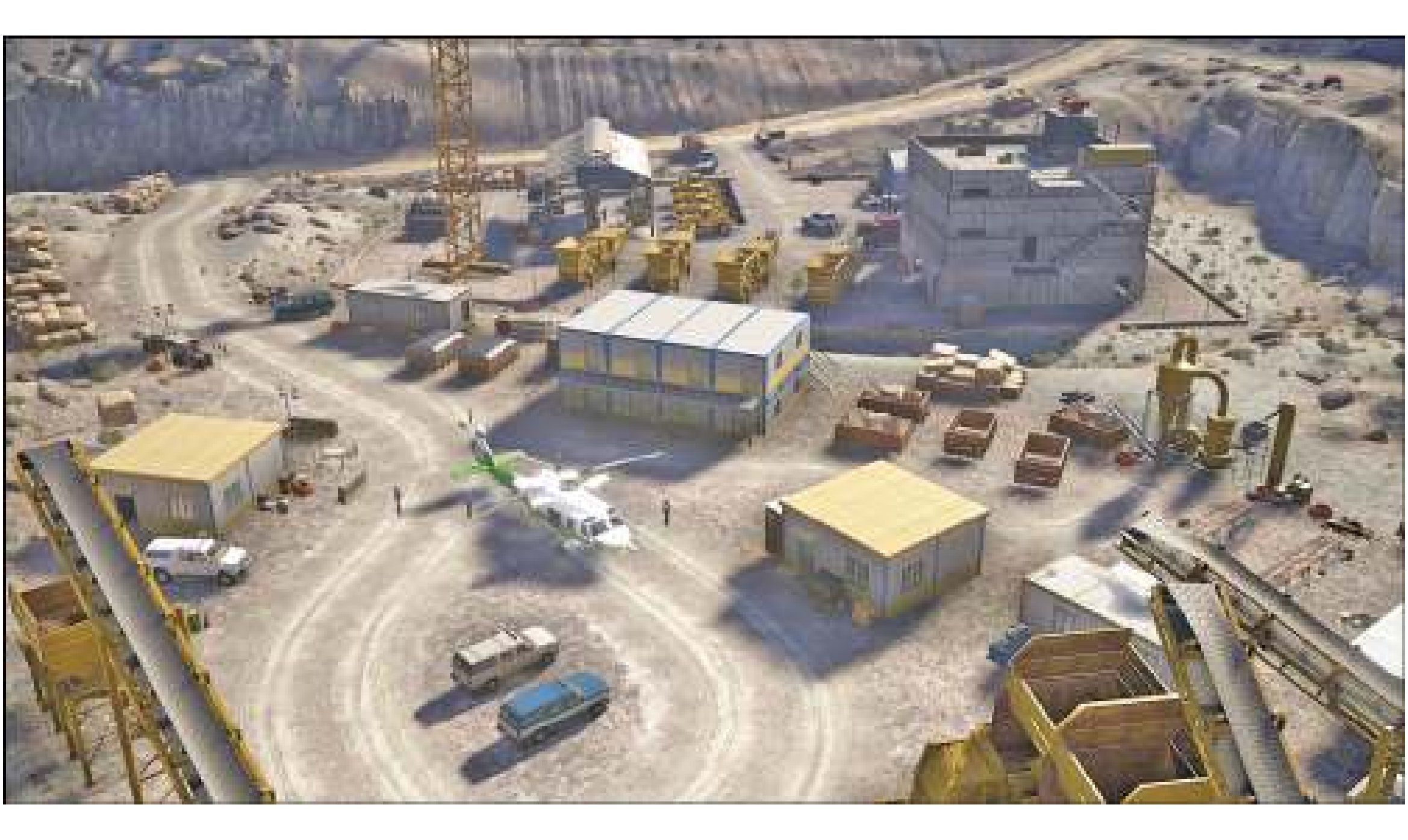
Steal the helicopter

LOCATION

Todos Santos Rock Quarry

REWARDS

+2500 Gasoline



Parked at the base of the Todos Santos Rock Quarry, a helicopter holds a load of gasoline—a valuable resource for the rebels. Descend into the quarry from any direction but south to avoid confronting any extra troops. Only four men surround the chopper, so once you reach the bottom level, set up Sync Shots on three of the foes and take out the fourth. Immediately board the helicopter and fly northwest to the marked destination.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

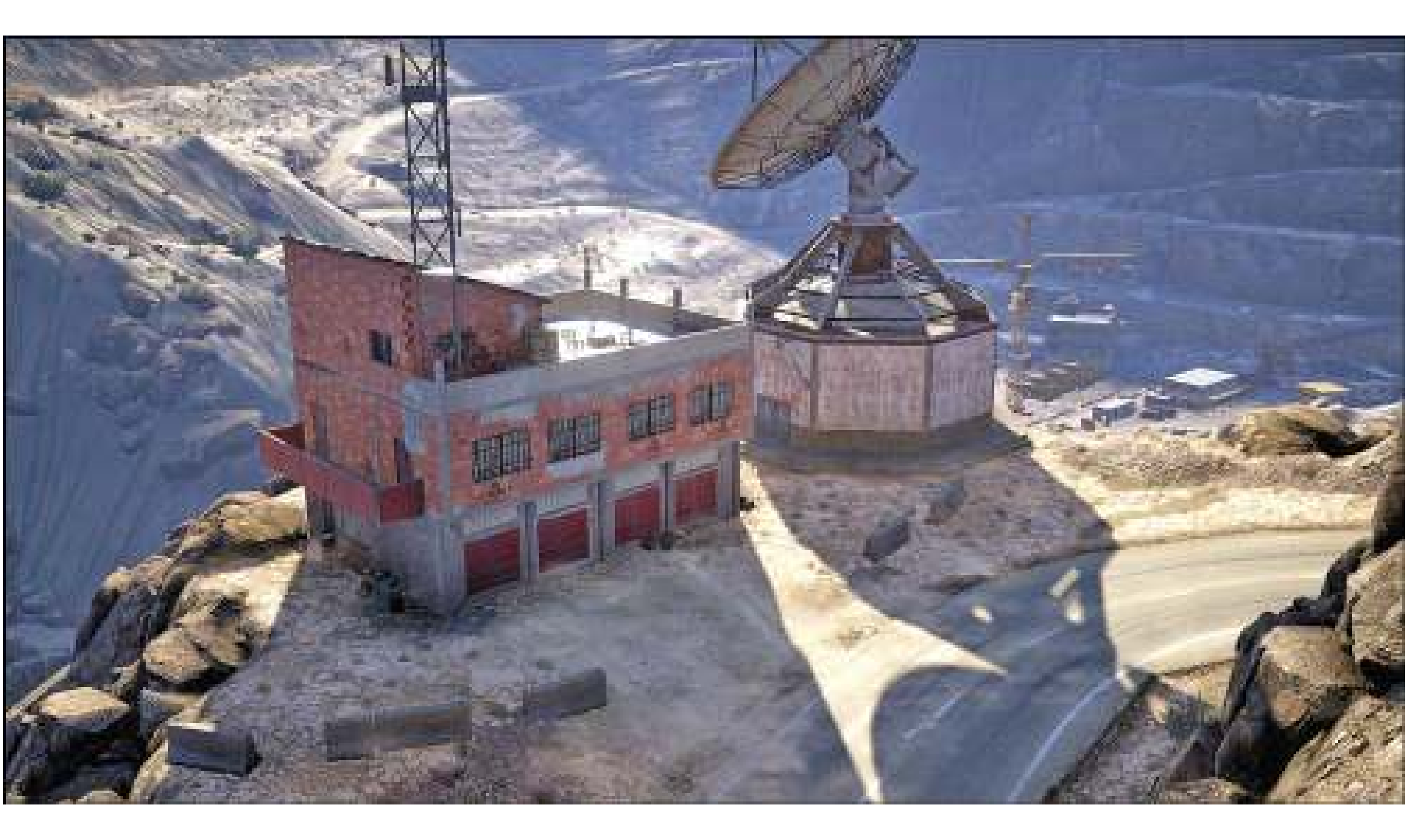
Blow up one of the station's entrances and then hack the network relay

LOCATION

East of Todos Santos Rock Quarry

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



East of Todos Santos Rock Quarry, a network station is the setting for another Rebel Op: Vehicle Drop Off side mission. Ground-level doors offer access on the northwest and southeast sides, but the network relay sits on the second floor. The mission is definitely possible from these locations, but to get the quickest access, you need to parachute to the balcony on the southeast side. It is not necessary to hit this small target. Land on the roof, climb onto the top room, and drop off the side to reach the upper doorways. Use an explosive on the right door from as far away as you can get. Toss another Frag Grenade inside before cautiously proceeding. Once safe, approach the computer in the far corner and use it to complete the mission. After completing the side mission, be sure to nab the medal that sits on the nearby filing cabinet.

REBEL OP: DEFEND RADIO

OBJECTIVE

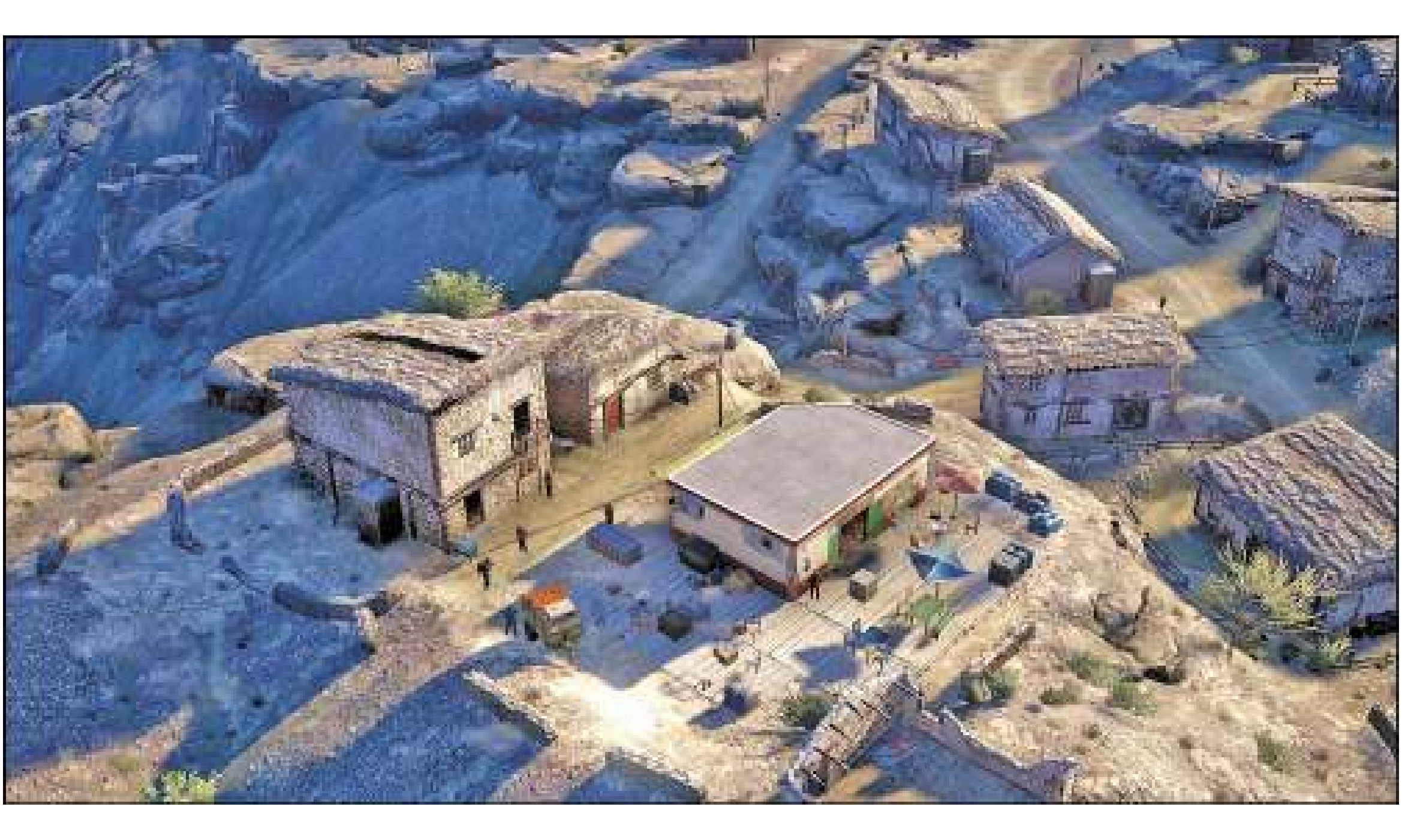
Start the radio and defend it

LOCATION

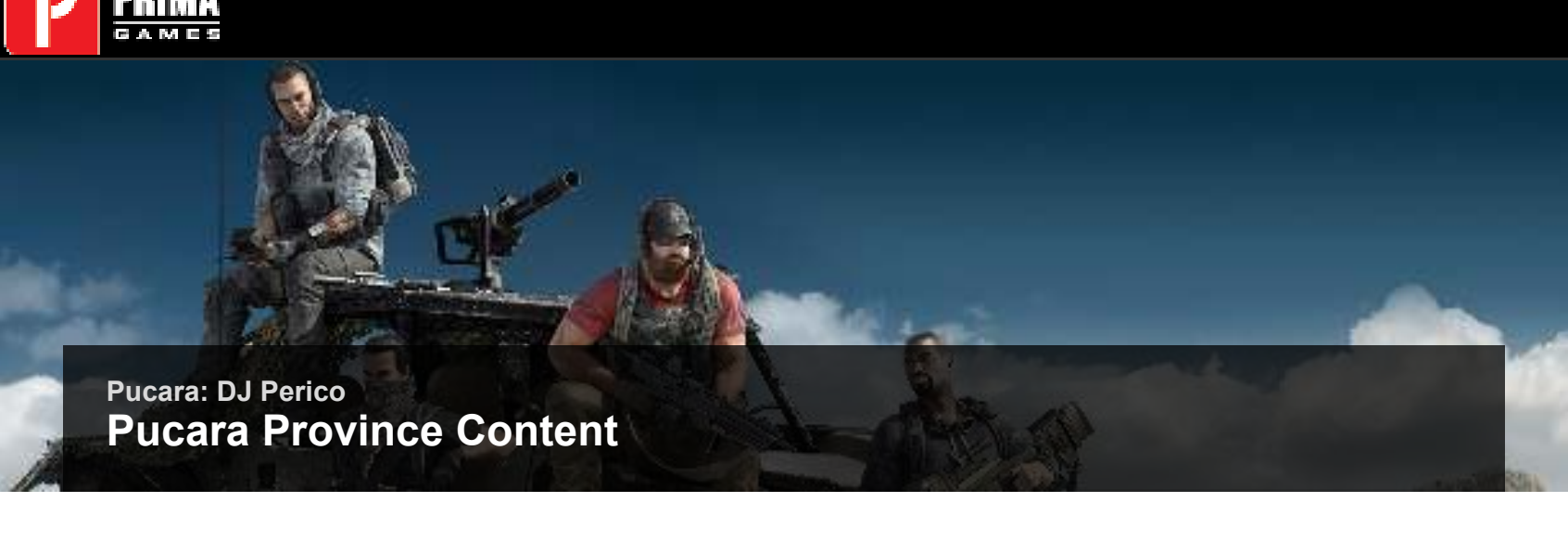
Pilca Village

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



Find another radio on the north side of Pilca Village next to a couple of homes. Buildings on each side of the road offer some protection from the onslaught of the Santa Blanca cartel, but the transmitter is very vulnerable from the east and the northwest. Call in help from the rebels to increase your odds as the enemy sends everything they have. Once the radio is turned on, it must be defended for 2:30. Cars pull up on the southern street below while a chopper joins the fight part way through. Mines placed on the roads can decrease their numbers, but it is also an easy way to accidently kill a civilian. Duck inside the home when hurt, where ammunition can be topped off. Incoming soldiers have a great vantage point from the ruins to the east, so keep an eye that way. Hold off for the 2:30 minutes to complete the side mission and upgrade the Mortar Strike Rebel Op.

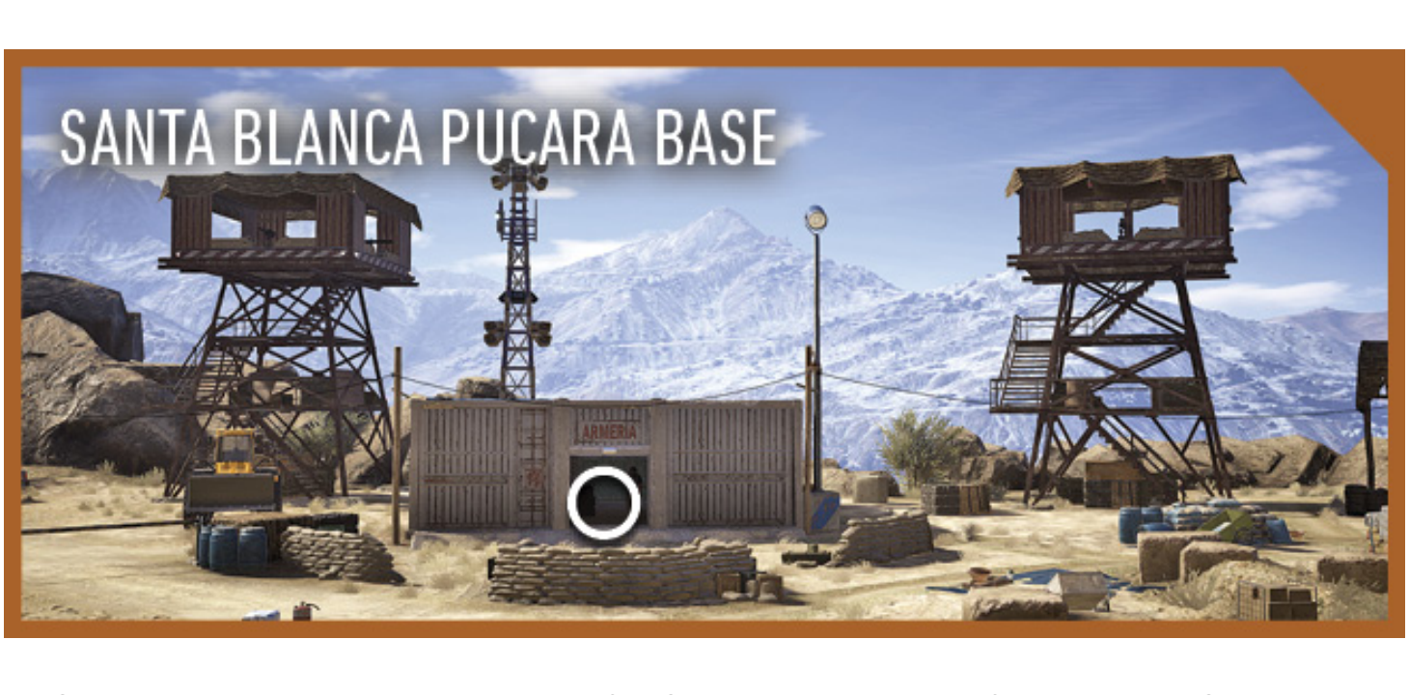


Pucara: DJ Perico

Pucara Province Content

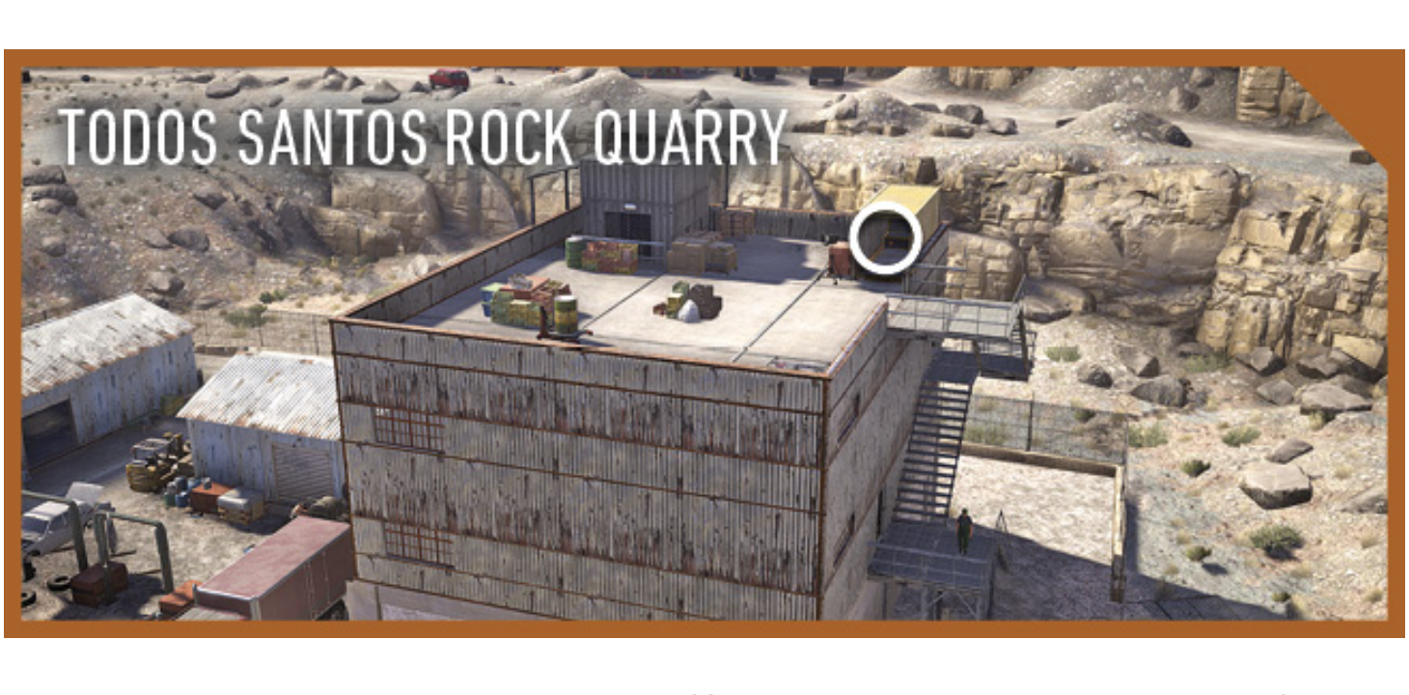
WEAPON CASES

WEAPON: STONER LMG A1



The Santa Blanca Pucara Base hides in the shadow of the Sueño Mausoleum, but its defenses are mighty. Sitting inside the armory, on the upper level of the base, a new light machine gun awaits. The location is well protected with two minigun-mounted watchtowers. Once you reach this level, snipe the guards before entering the base.

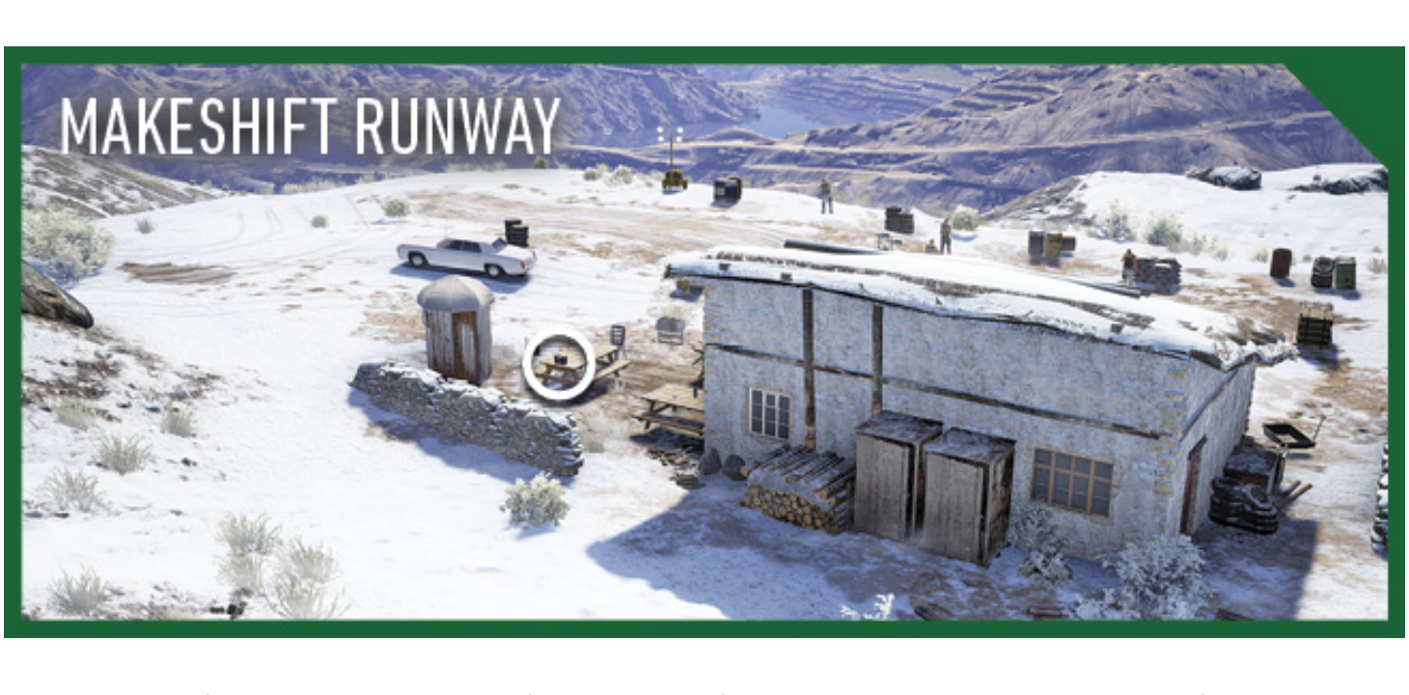
WEAPON: SMG-11 COMPACT MACHINE GUN



Descend into the massive rock quarry, avoiding the pockets of Santa Blanca. Use the staircase on the north side of the warehouse to reach the rooftop. A Weapon Case hides inside the open storage container.

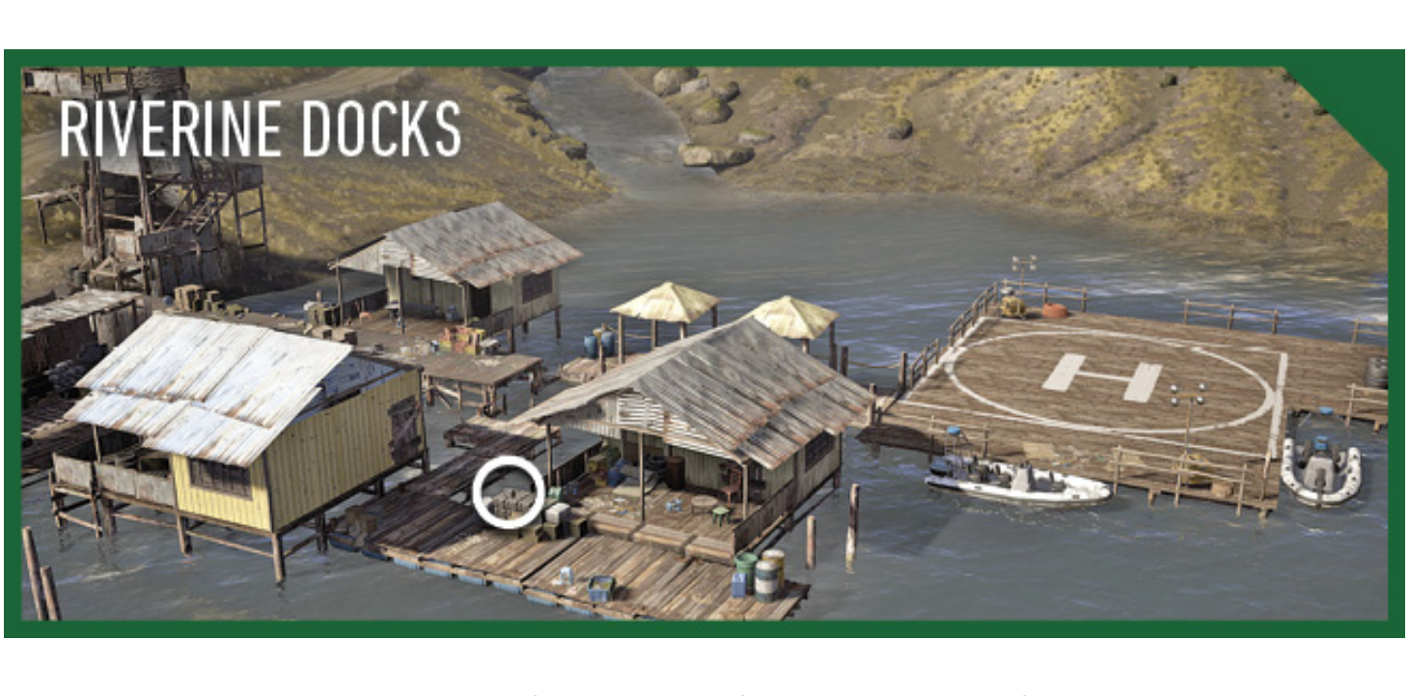
ACCESSORY CASES

ACCESSORY: LONG BARREL (SUBMACHINE GUN)



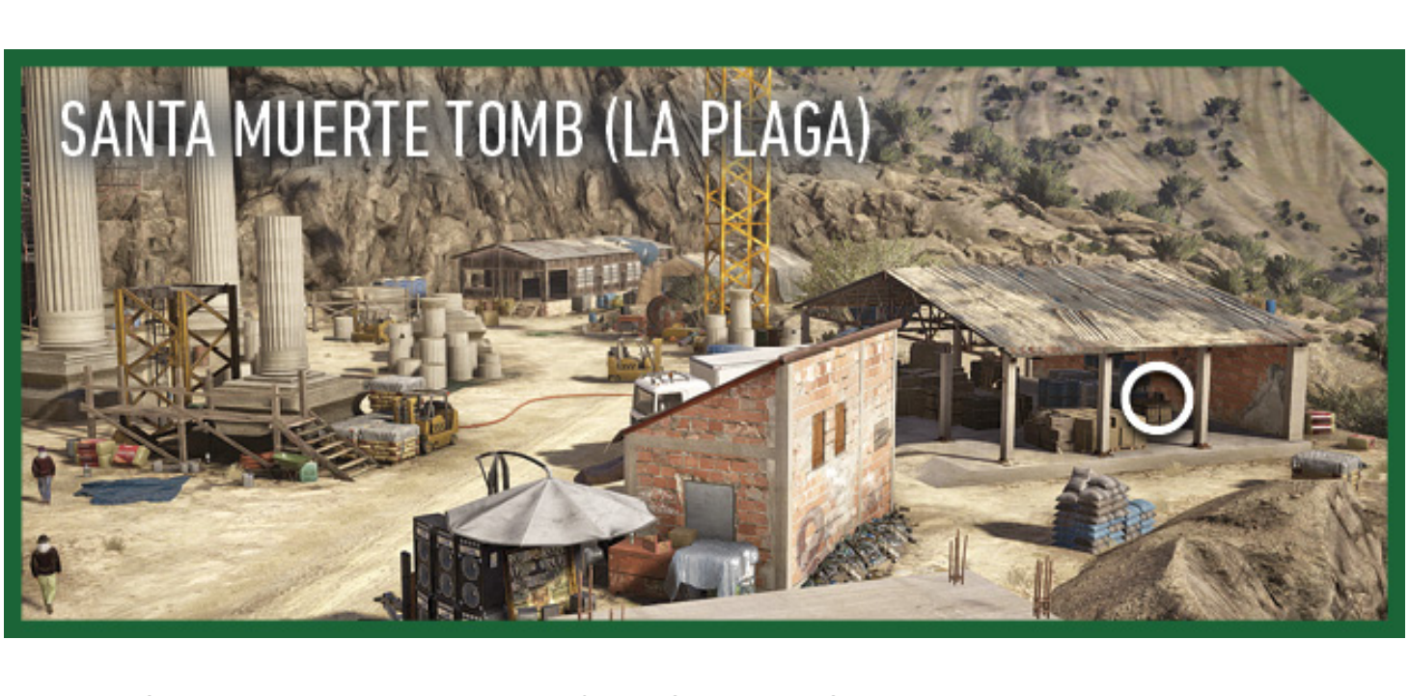
Head southeast of Pucara Delta Rally Point to find a runway. Before stealing the plane, nab the Accessory Case that sits upon the picnic table.

ACCESSORY: FOREGRIP V2



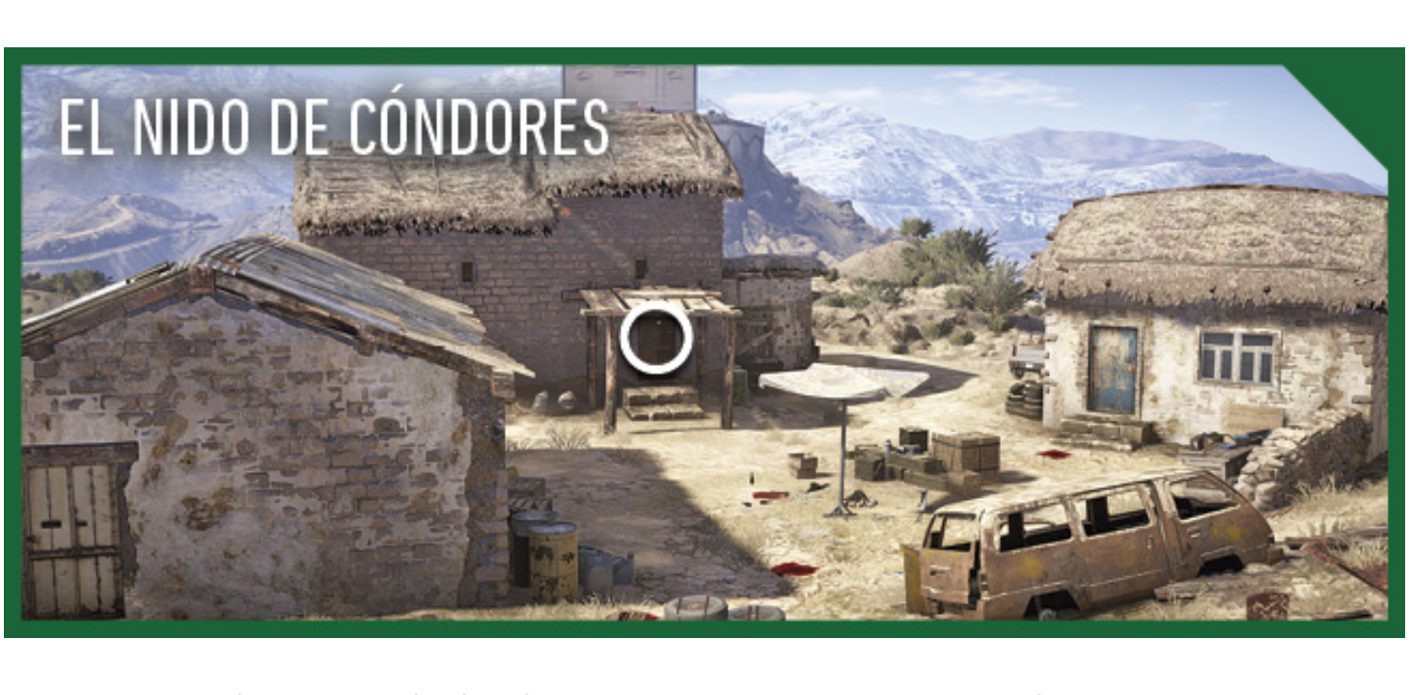
The Riverine Docks, located on the west side of Pucara, consist of a helipad and a series of huts built on docks, while a watchtower keeps guard from the shoreline. Find an Accessory Case sitting on a pile of supplies in front of the northeast structure.

ACCESSORY: ATPIAL LASER SIGHT (ASSAULT RIFLE)



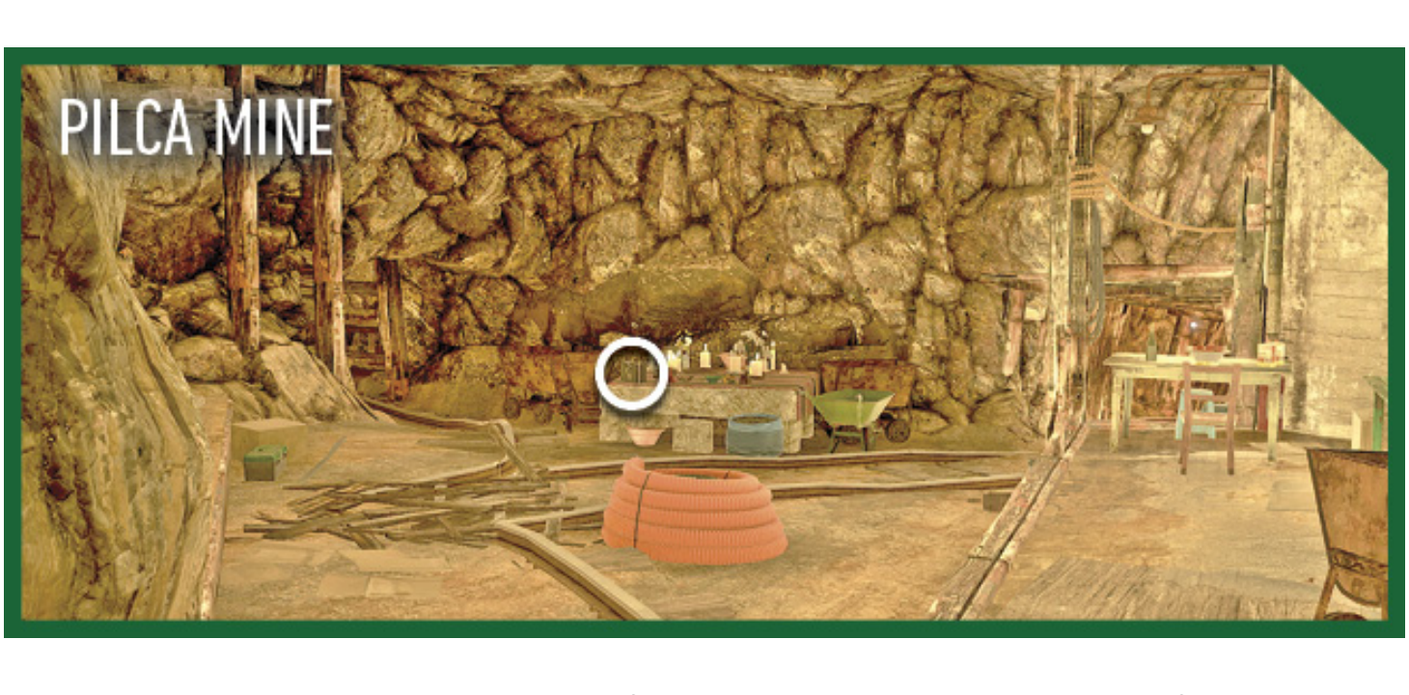
Head to the Santa Muerte Tomb, located just east of Todos Santos Town. Search under the southeast shelter to earn a new laser sight for an assault rifle.

ACCESSORY: TARS101 SCOPE (SNIPER RIFLE)



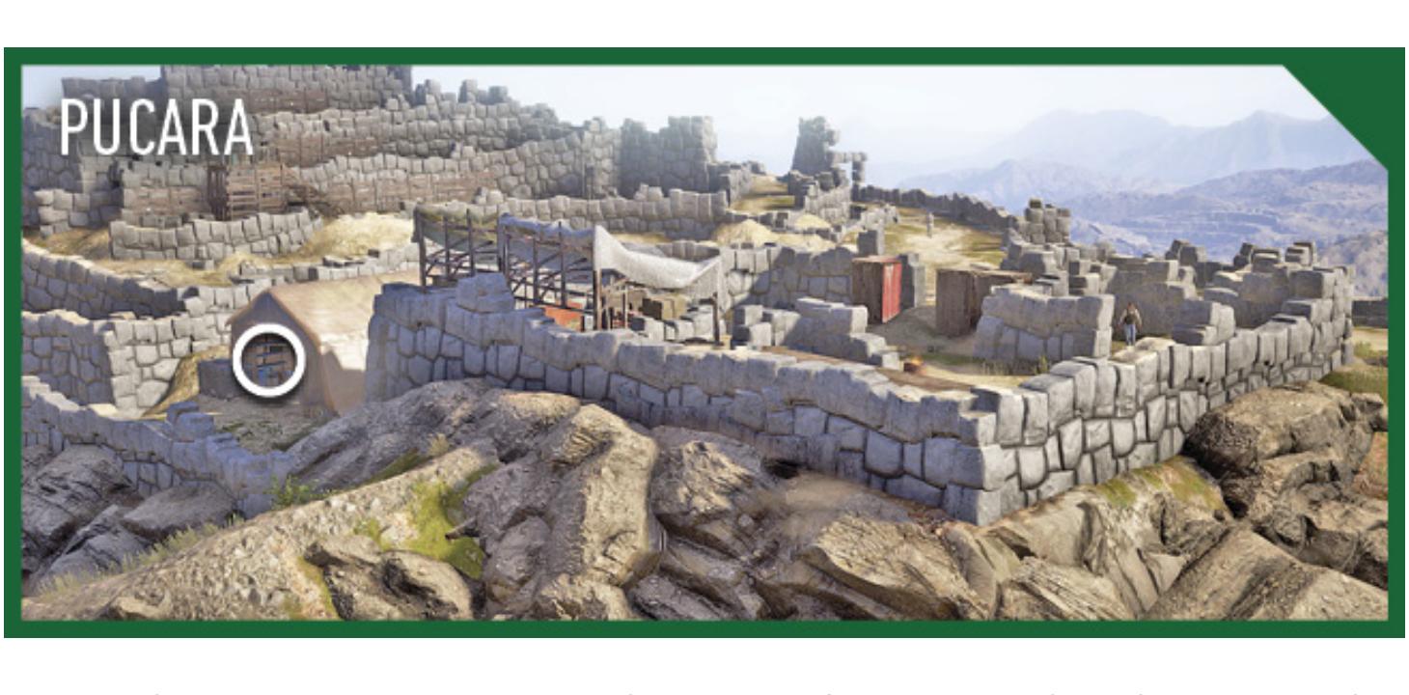
The targeted sicario from the Rebel Op: Guns for Hire side mission hangs out at El Nido De Cóndores. This is a short trip up the mountain from the Pucara Charlie Rally Point. Once you've taken care of him, kick open the door to the house and collect the scope off the cabinet.

ACCESSORY: SHORT BARREL (LIGHT MACHINE GUN)



Enter the mine through the entrance on the south side of the tracks. Follow the tunnel until you reach the first cavern. Eliminate the duo inside and grab the Accessory Case from the stone table. Following the right path leads to an entrance on the south side of the mountain, though it is not necessary to explore the mine any more.

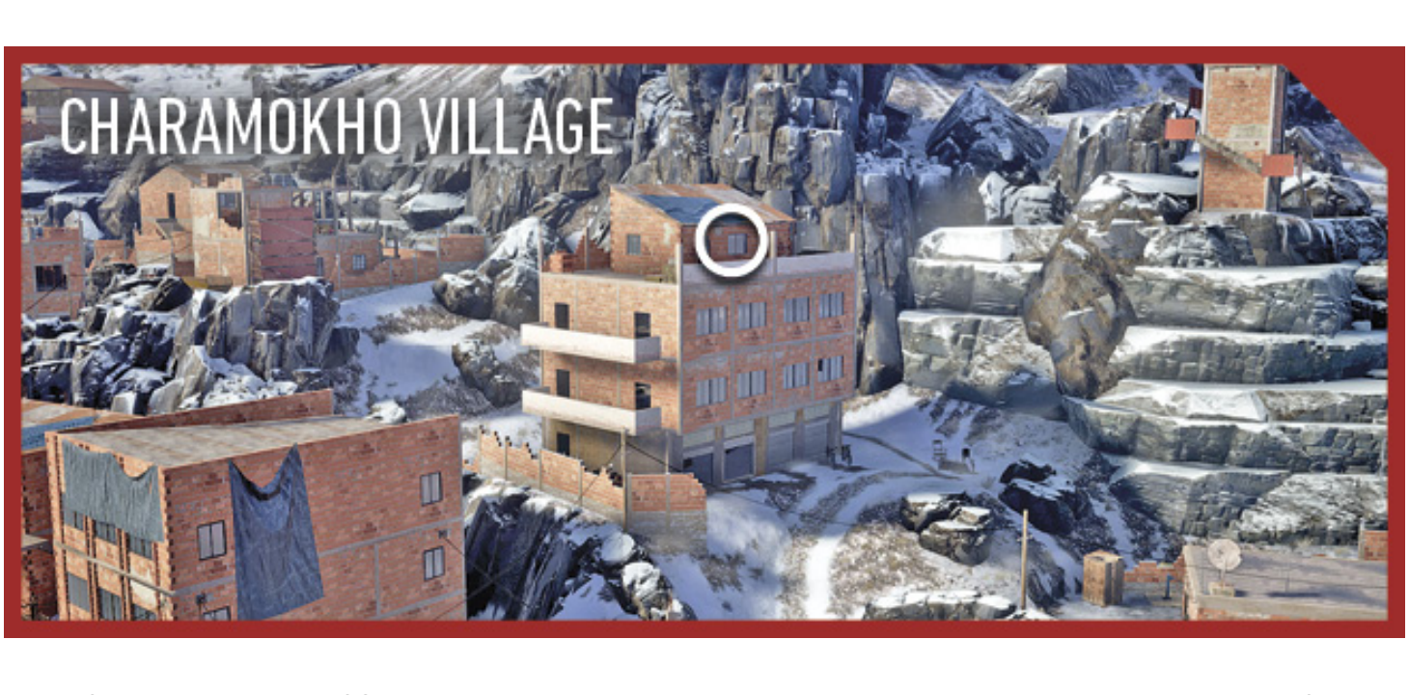
ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN)



An old Incan fortress sits in eastern Pucara at the end of a long dirt road. Sneak around the left side of the ruins on the left and enter the lone tent. Grab the Accessory Case off the metal shelves.

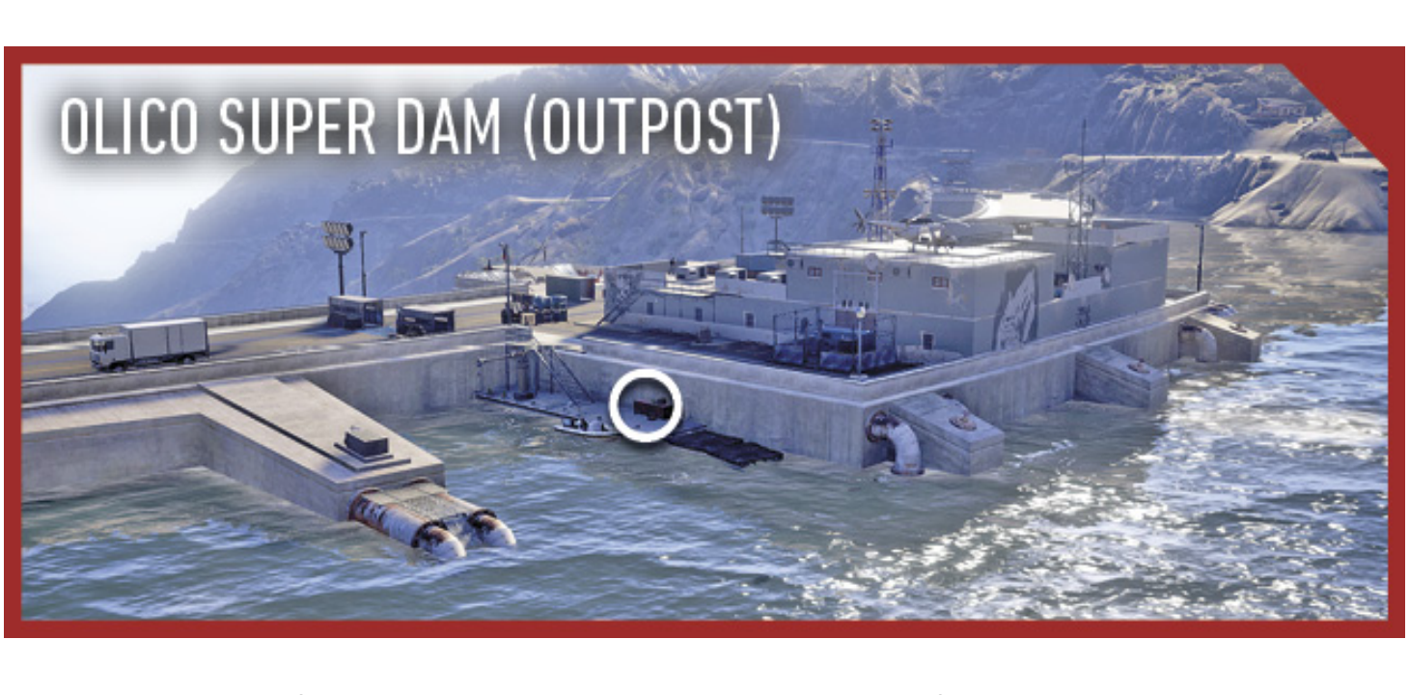
SKILL POINTS

SKILL POINTS: +3



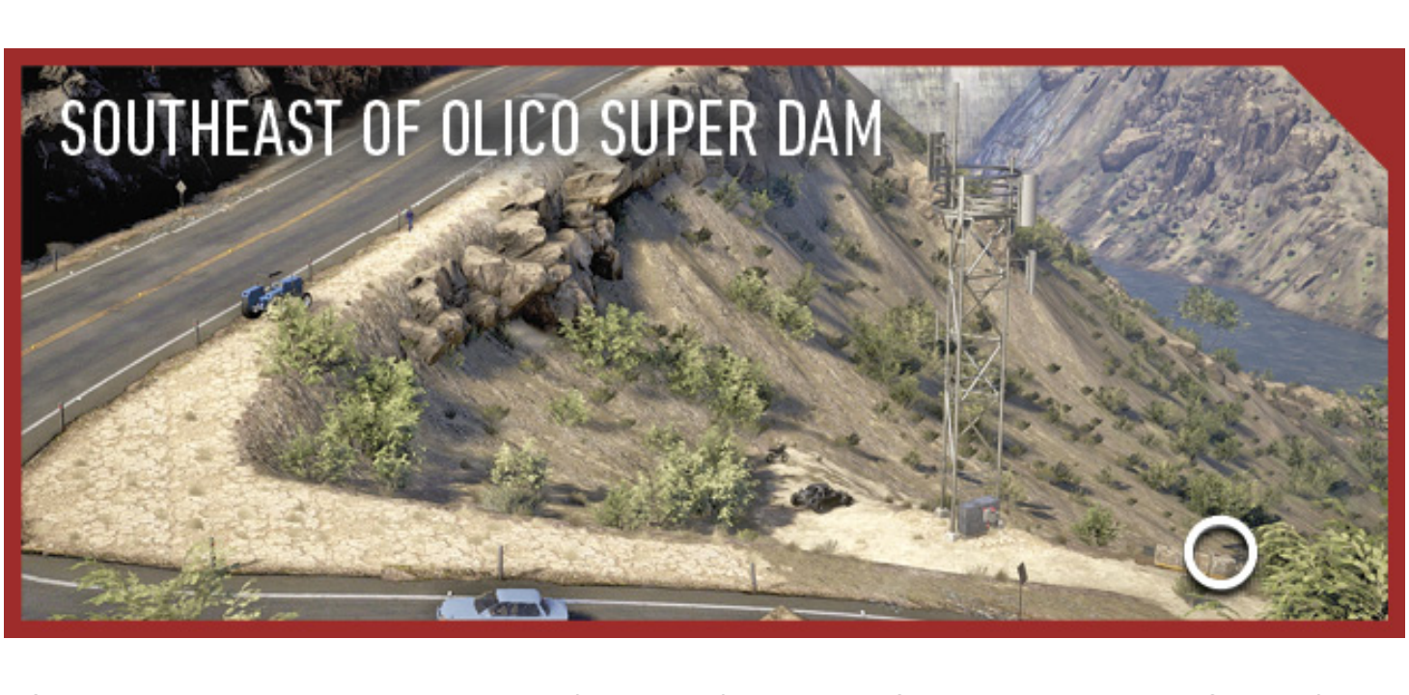
Much of the northern portion of Charamokho is behind a brick wall with a minigun protecting the east entrance. Look for the three-story building just up the hill with four garage doors. Take the staircases all the way up to the roof and enter the room to find a Skill Point.

SKILL POINTS: +3



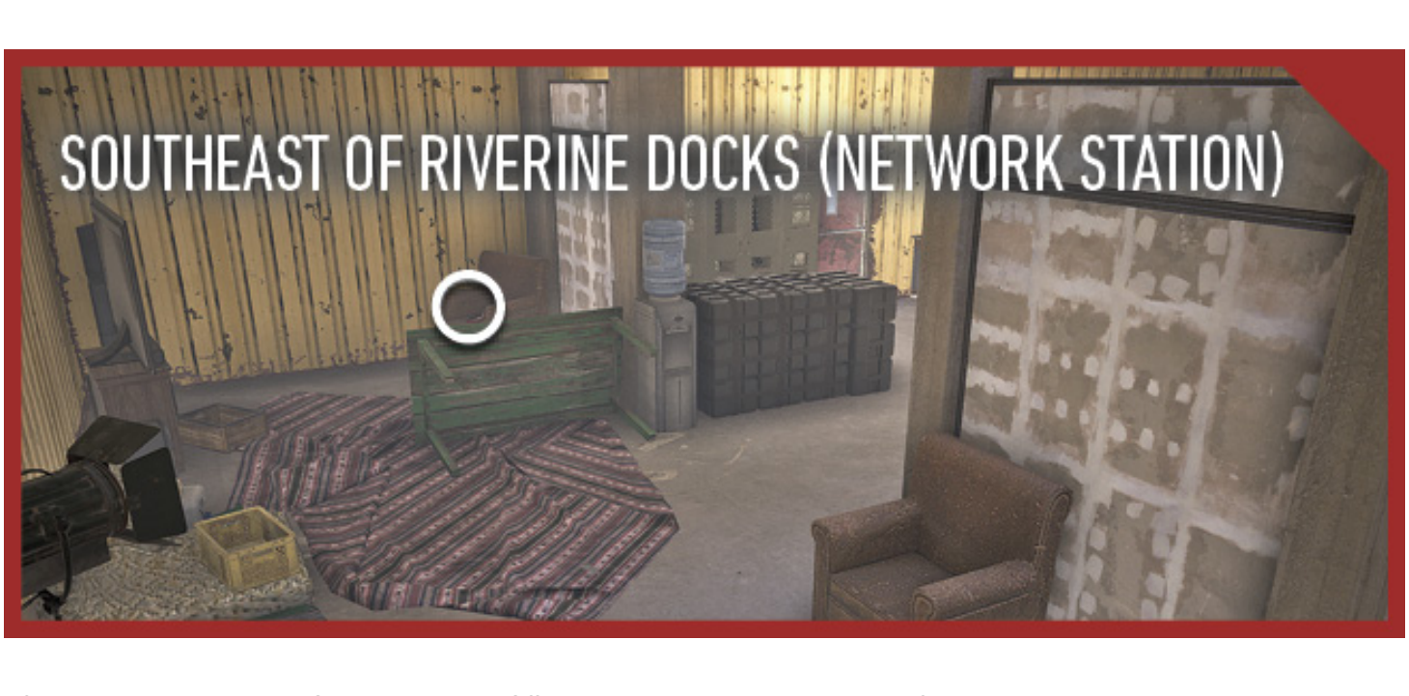
From the northwest side of the dam, spot the boat that is parked on the north side of the outpost. Mark the lone guard and either snipe him or have a teammate do it for you. A medal sits on a red storage container near his location. Sneak onto the dam and continue into the outpost or simply swim out to it.

SKILL POINTS: +1



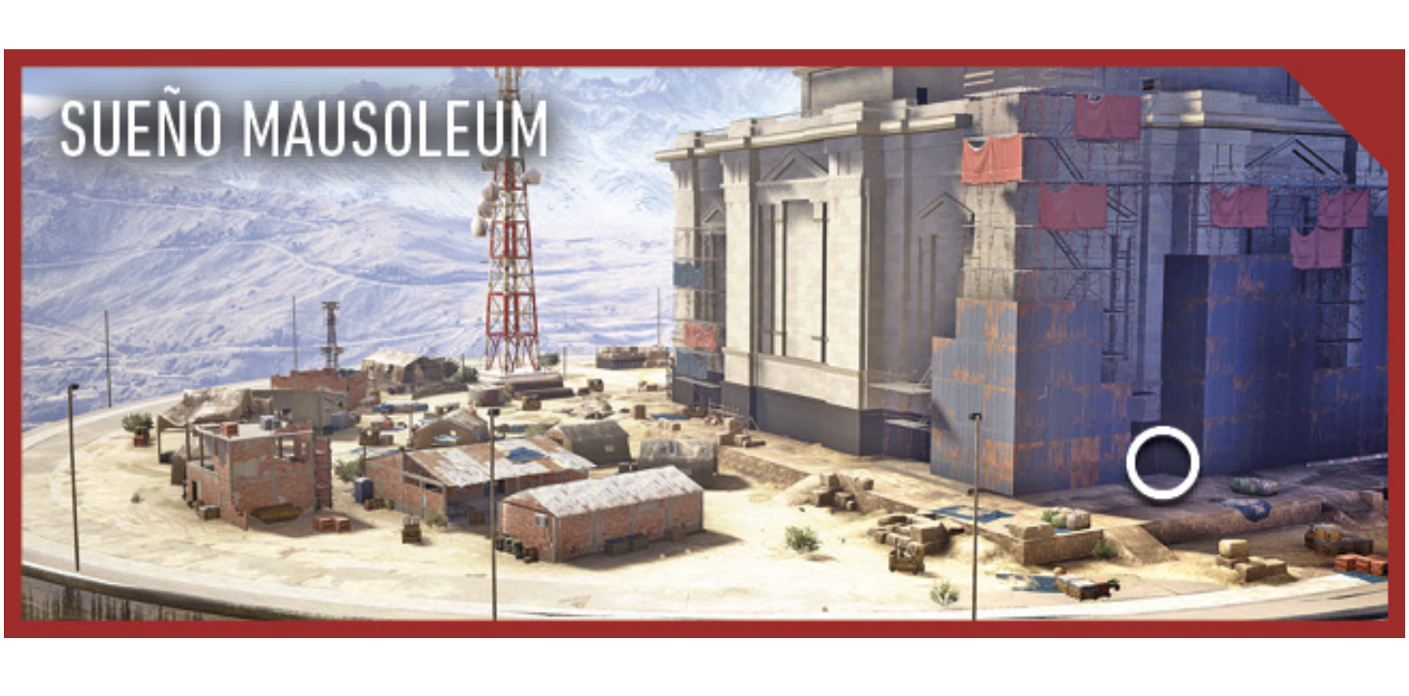
A Skill Point rests on a concrete barrier next to the first antenna from the Rebel Op: Diversion side mission. Grab it before disabling the transmitter.

SKILL POINTS: +1



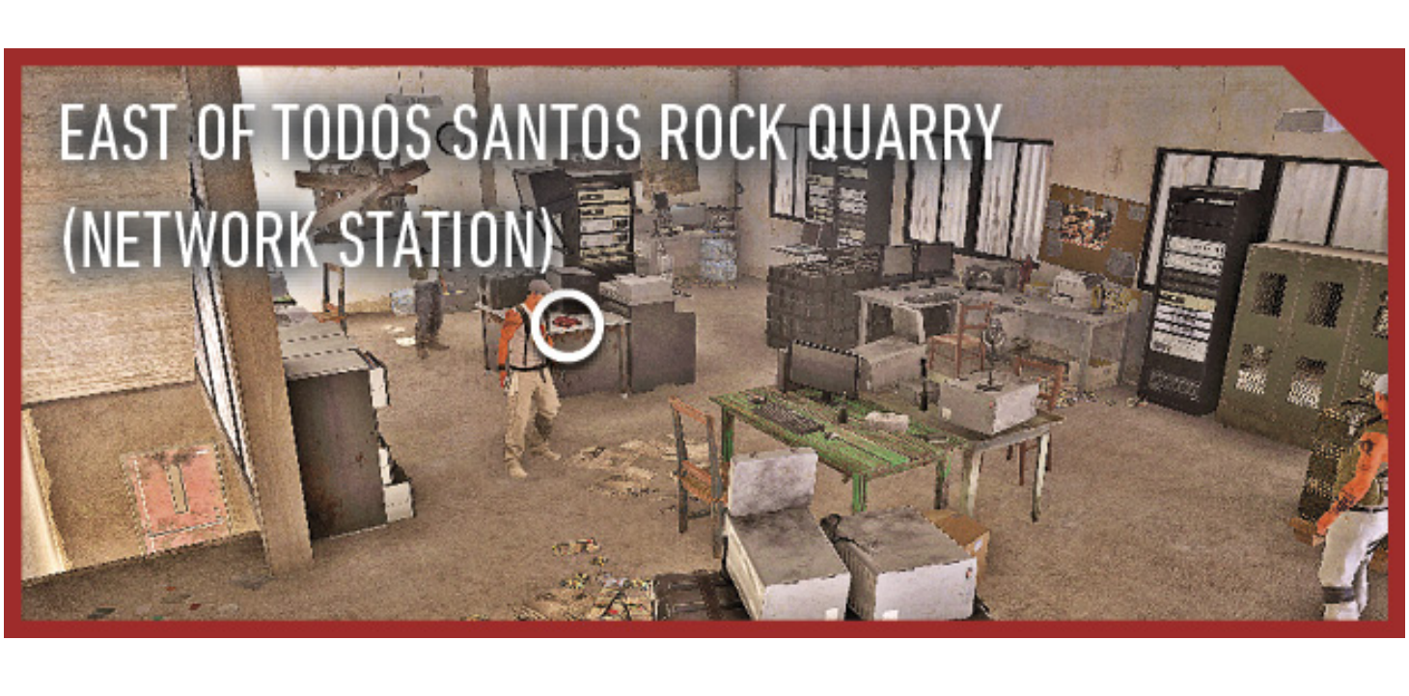
After completing the Rebel Op: Vehicle Drop Off side mission, located southeast of the Riverine Docks, search the second floor. A medal rests in a chair in the southeast corner.

SKILL POINTS: +5



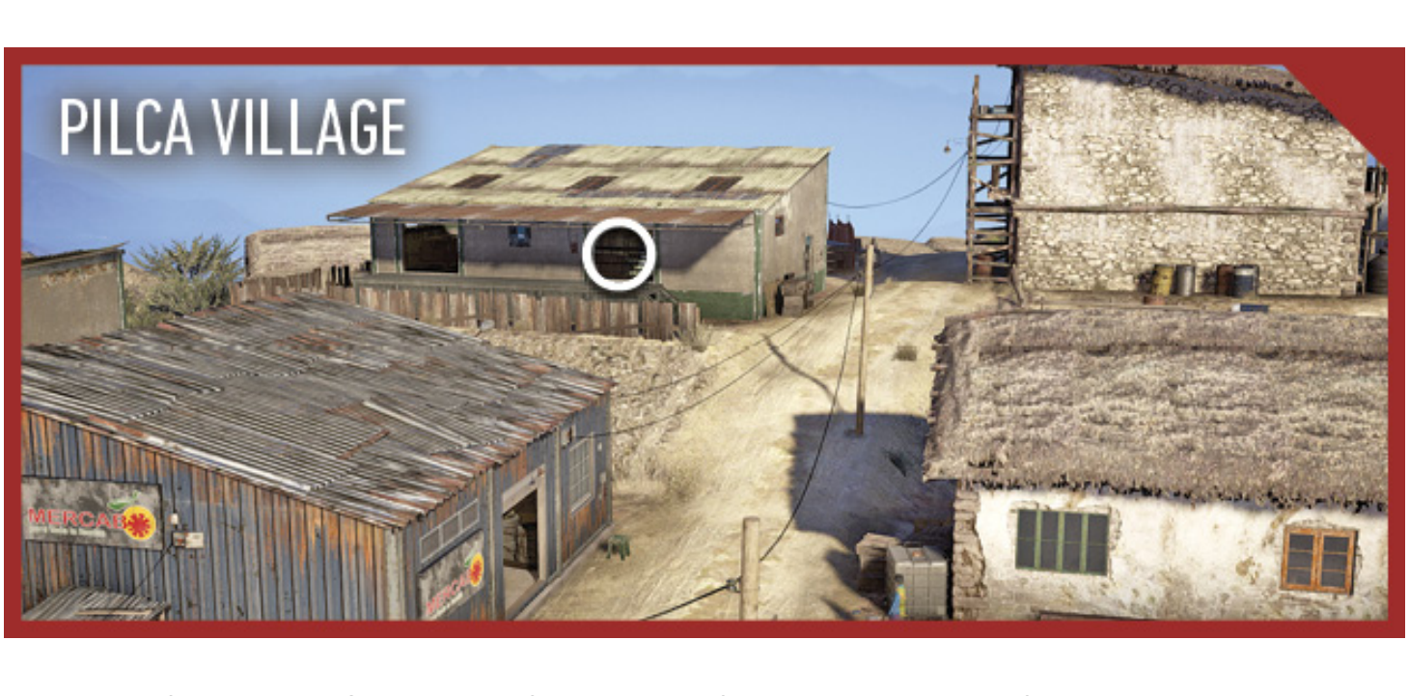
A Skill Point sits on a short stone column on the north side of the mausoleum. After getting past the Pucara Base, you must ascend the numerous steps to the top and then walk right around the perimeter of the massive, circular platform that holds the tomb. Resistance is fairly light with just a few small pockets of Santa Blanca activity. Be sure to recon the area regularly and sneak around the structures until you reach the northeast corner. It is possible to take a helicopter up to the mausoleum, but beware of the surface-to-air missiles.

SKILL POINTS: +1



A Skill Point sits on a filing cabinet near the network relay on the second floor of the network station. After completing the Vehicle Drop Off side mission near the quarry, collect the prize.

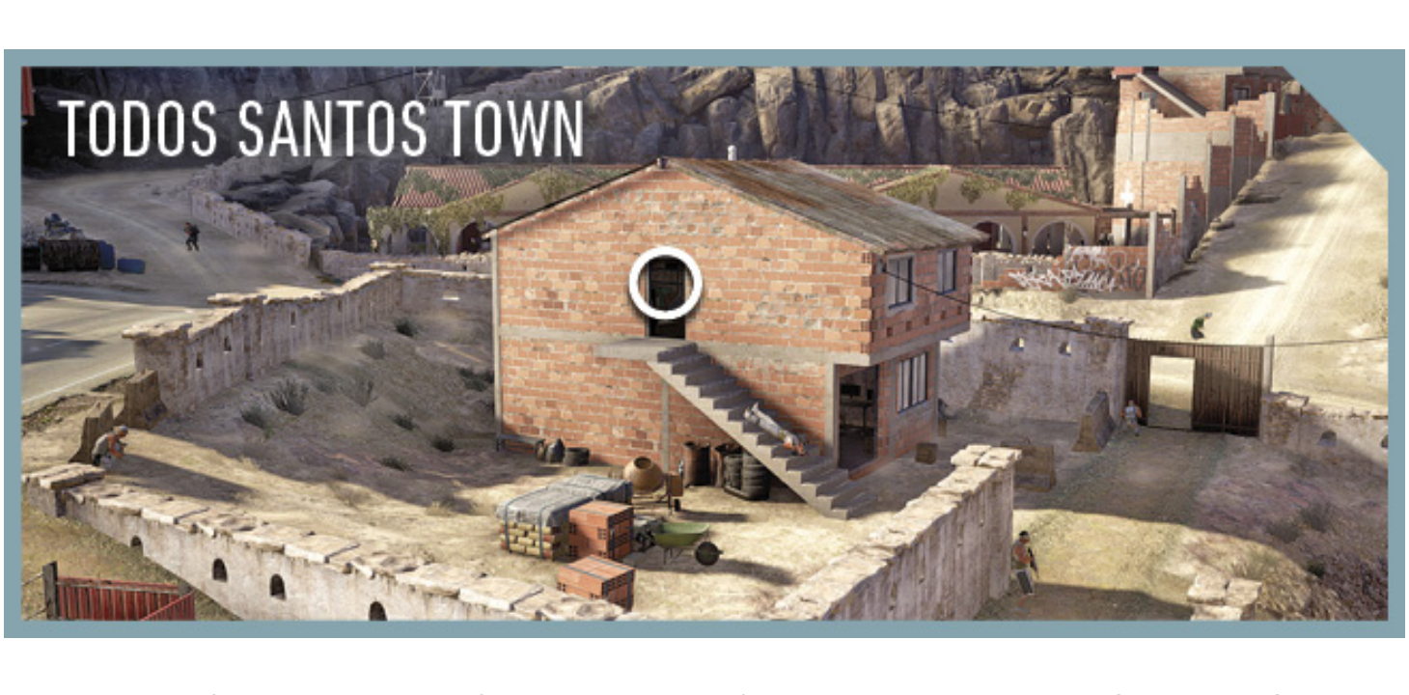
SKILL POINTS: +1



In the center of the village, an OMZnA storage facility sits east of Mercab warehouse. Look for the two-story stone house to the south. Find a medal in the middle of the OMZnA building, sitting amongst their supplies on the metal shelves.

BONUS MEDALS

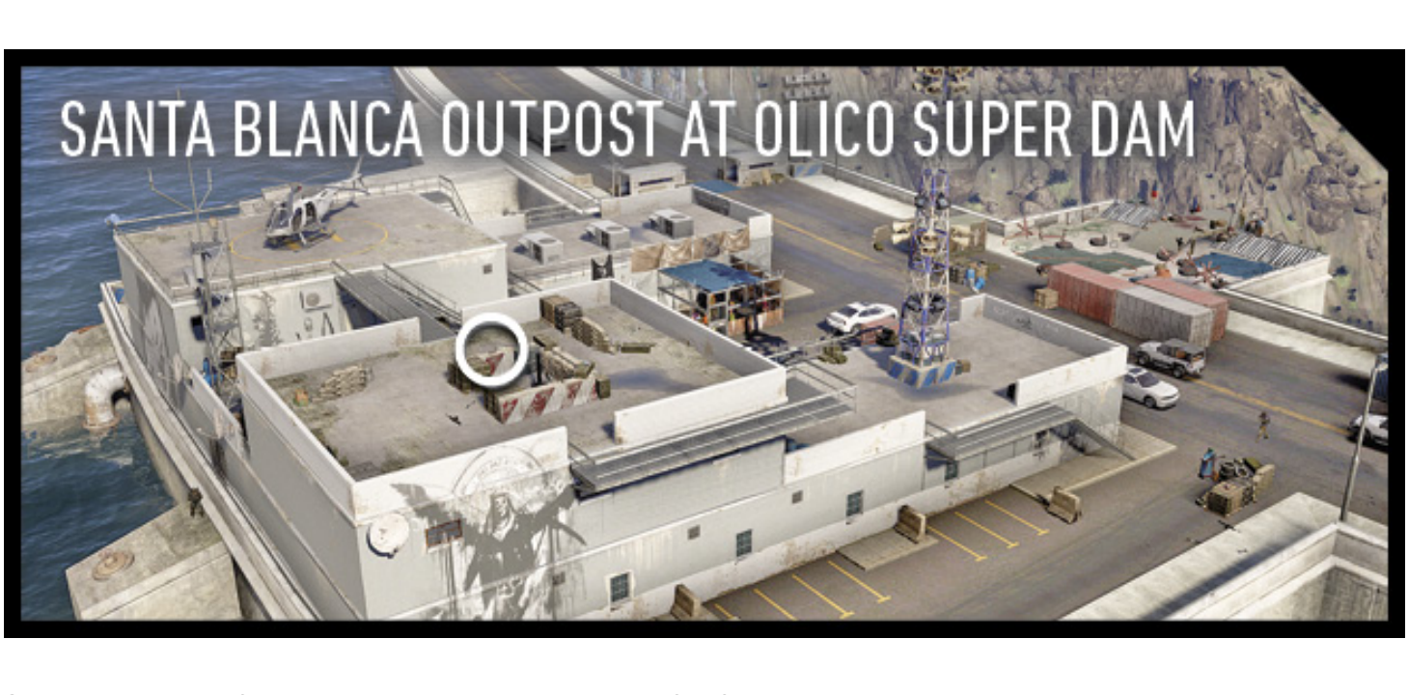
BONUS: BONUS REVIVE SPEED



DJ Perico's home from the story mission of the same name is the farthest southern house in Todos Santos Town. Step inside the two-story, brick building directly across the road and collect the Bonus Medal from the upstairs metal shelves.

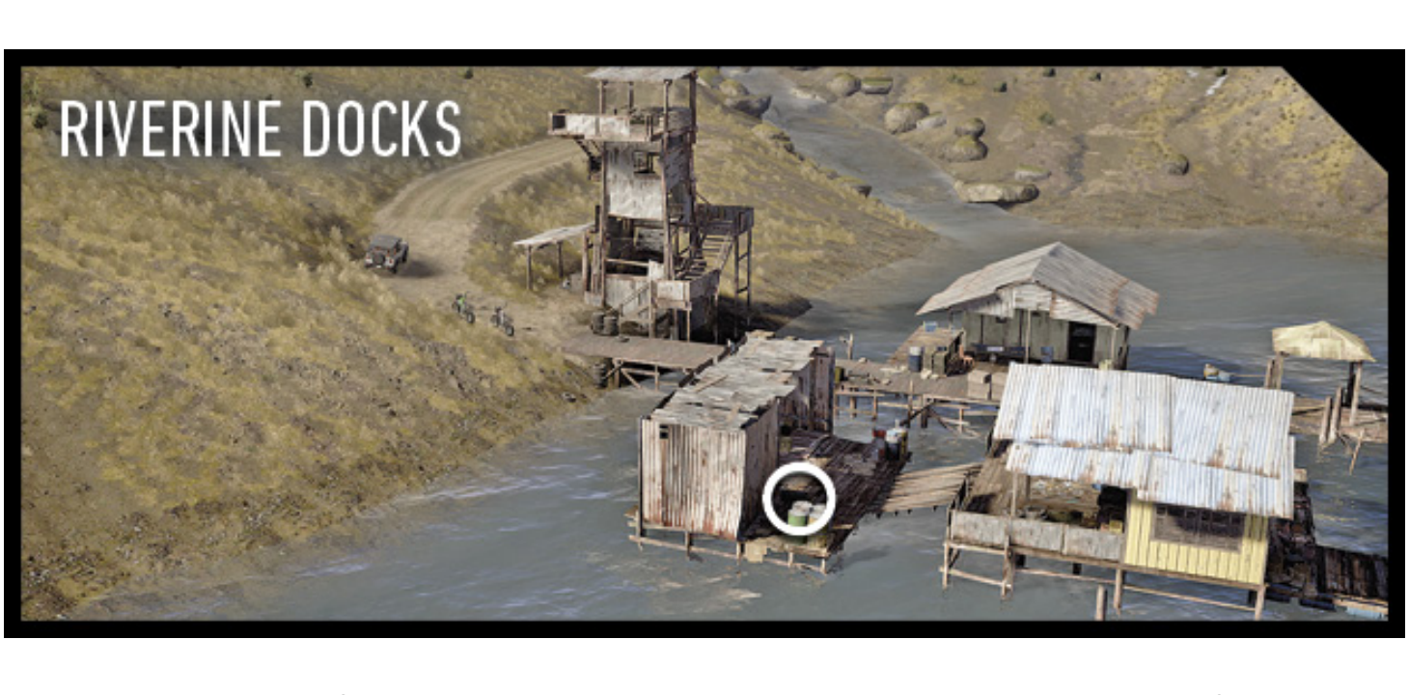
KINGSLAYER FILES

DOCUMENT



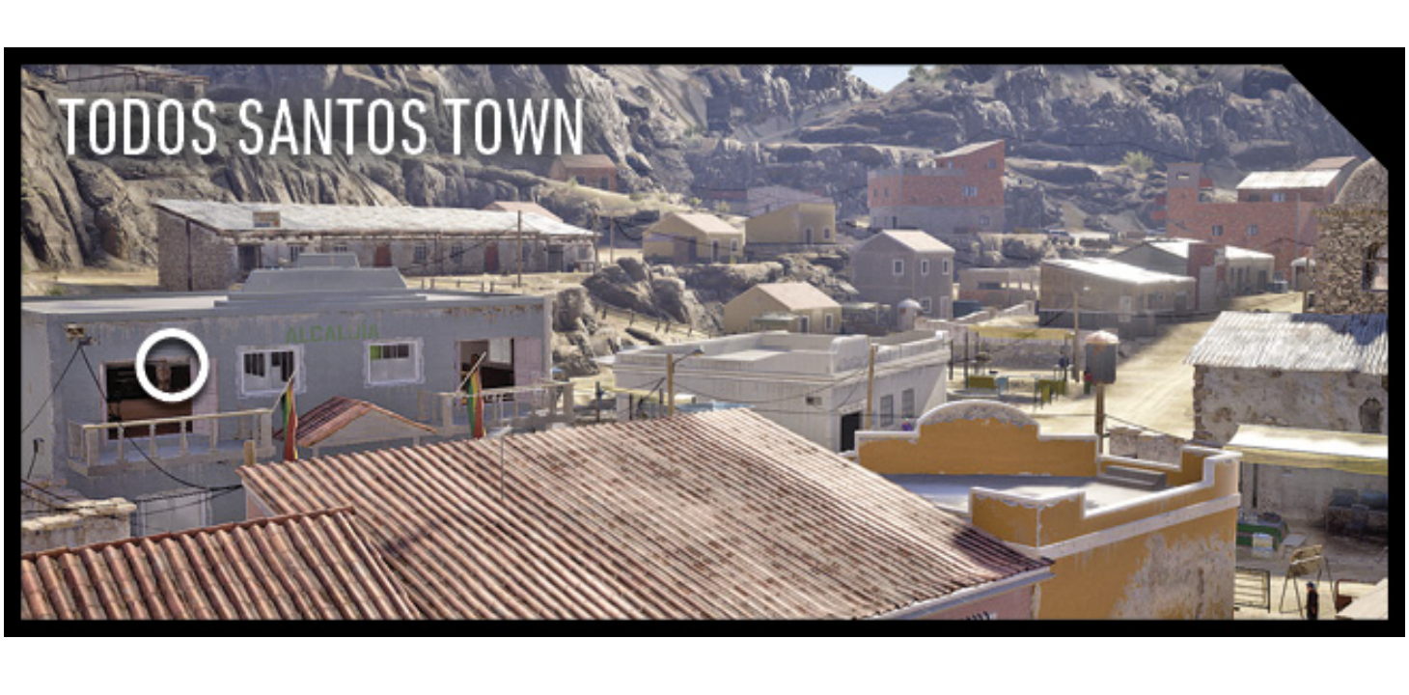
Sneak onto the dam from the south side, where only a handful of enemies man the outpost. Mark the lone guy between the two storage containers and anyone on the upper rooftop on the left. Initiate the shot and proceed up the steps to the roof. A document sits on a concrete barrier next to a mortar.

DOCUMENT



Approach the Riverine Docks from the southeast and quietly swim out to the nearest dock, where a quartet of barrels holds a document. Recon the area to make sure no one is nearby before grabbing the file.

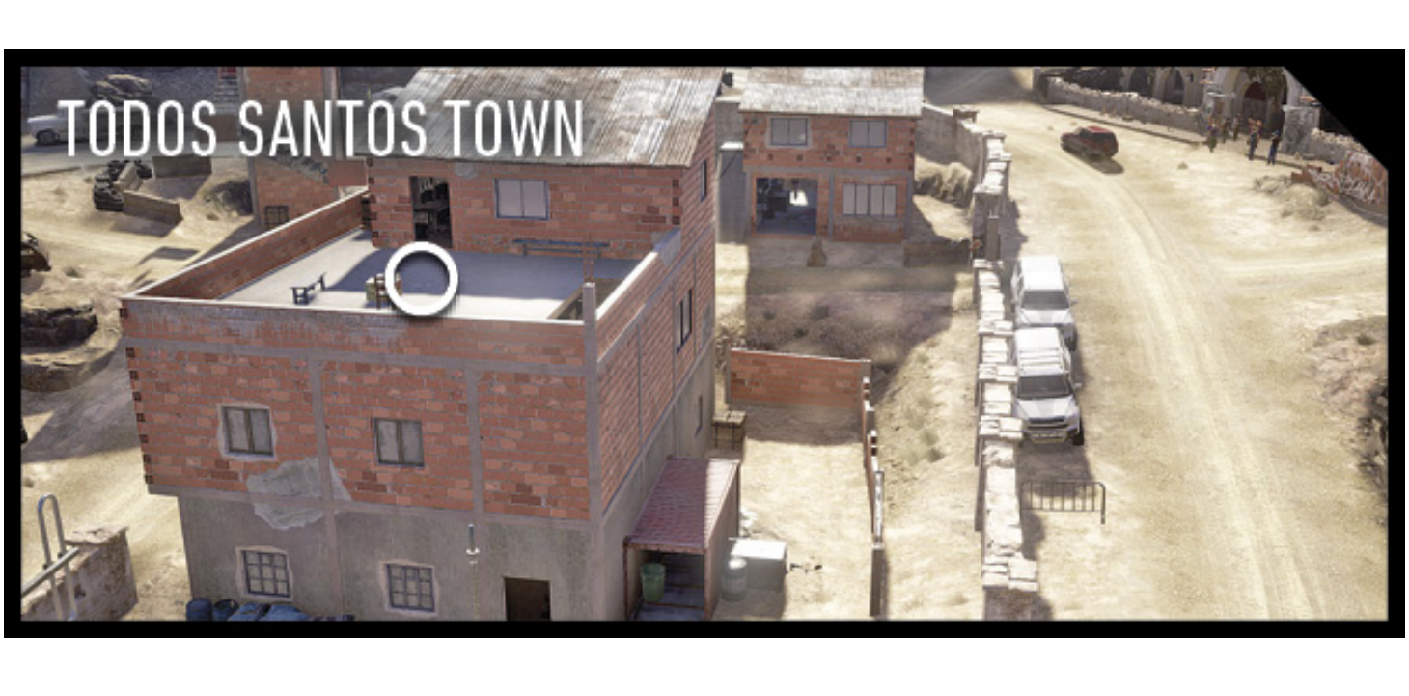
LEGEND



The Todos Santos Town Hall sits in the middle of the village, north of Banco de Barvechos. A legend sits on a second-floor cabinet next to the stairs.

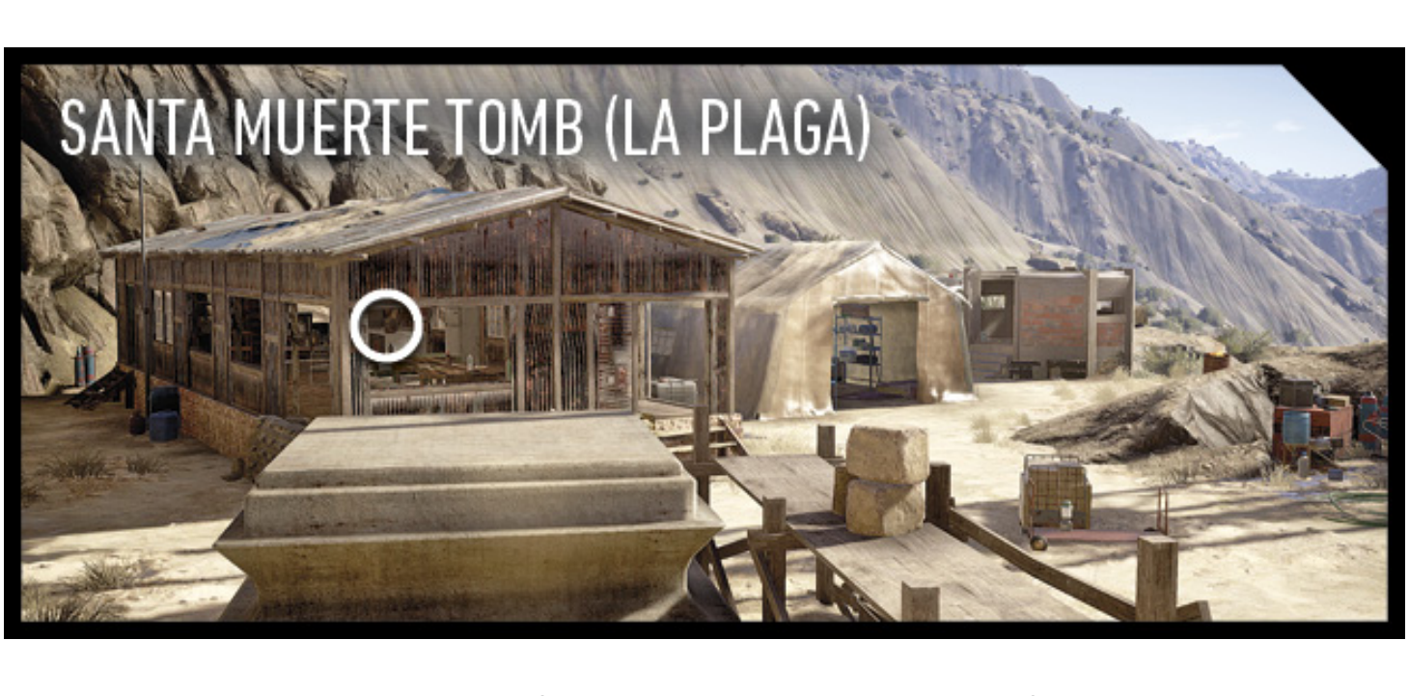
The Silver Mines: The silver mines of Bolivia have been exploited since the Spanish Conquest in the 16th century. The most famous of them is Cerro Rico, the Rich Mountain, in Potosi. The labor force was once composed of natives and African slaves. Working in extreme conditions, millions died extracting the precious metal. Despite a steep decline in activity in the past 40 years, these mines are still exploited today, and miners remain a significant social and cultural component of Bolivia.

DOCUMENT



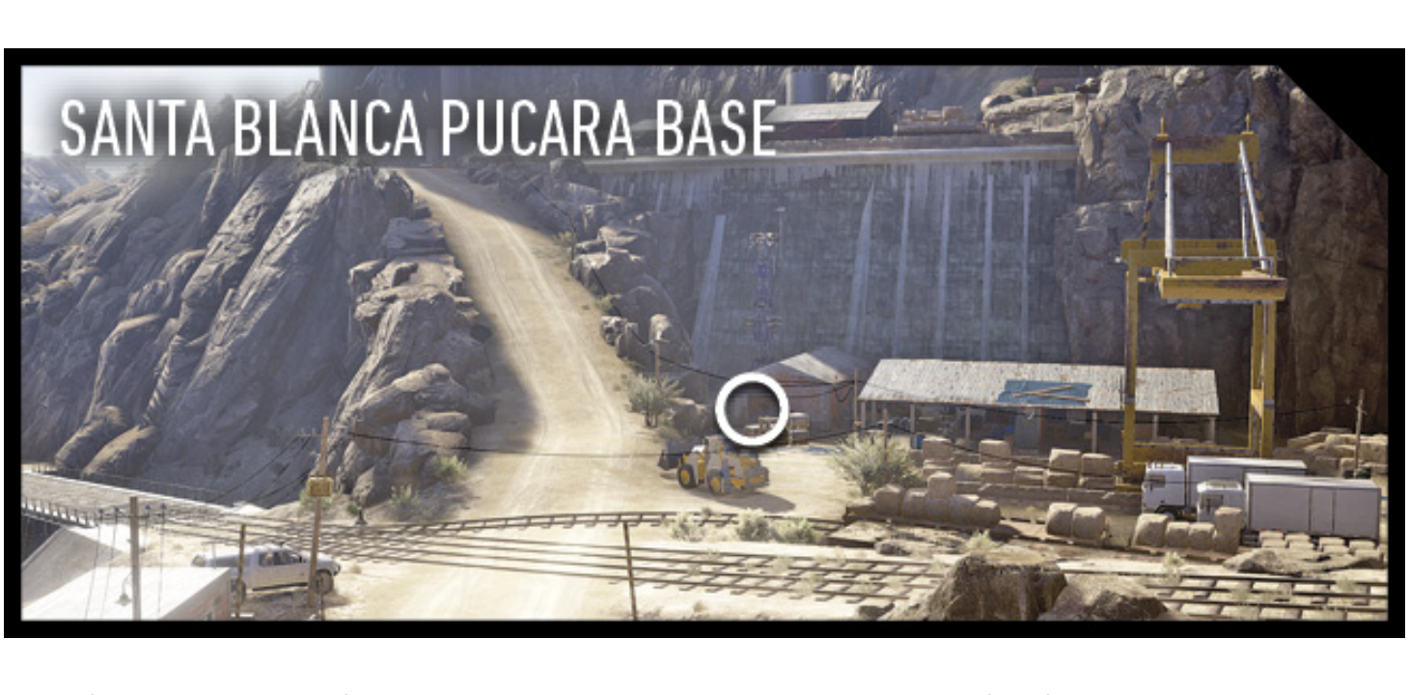
Find the comms center toward the south side of town, across the road from the power generator. Enter the neighboring house to the southeast and climb to the roof. Collect another document that lies on the ground next to an abandoned card game.

DOCUMENT



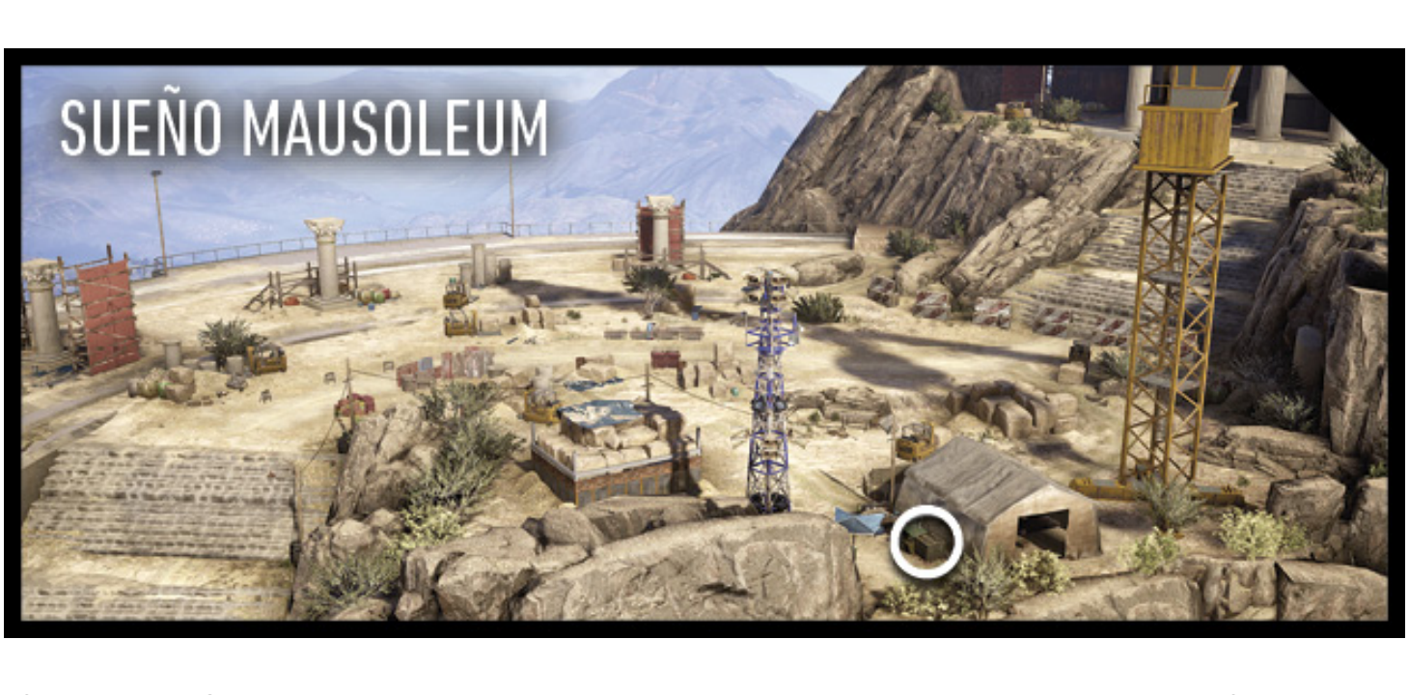
The chow hall is located on the northeast side of the tomb. Find a document on the corner of the stovetop.

DOCUMENT



North of the mausoleum, look for the brick building near the railroad tracks at the base of the Santa Blanca headquarters. It sits between the north entrance and the storage shelter. Resting on a stack of boxes inside is another document to add to your Kingslayer Files.

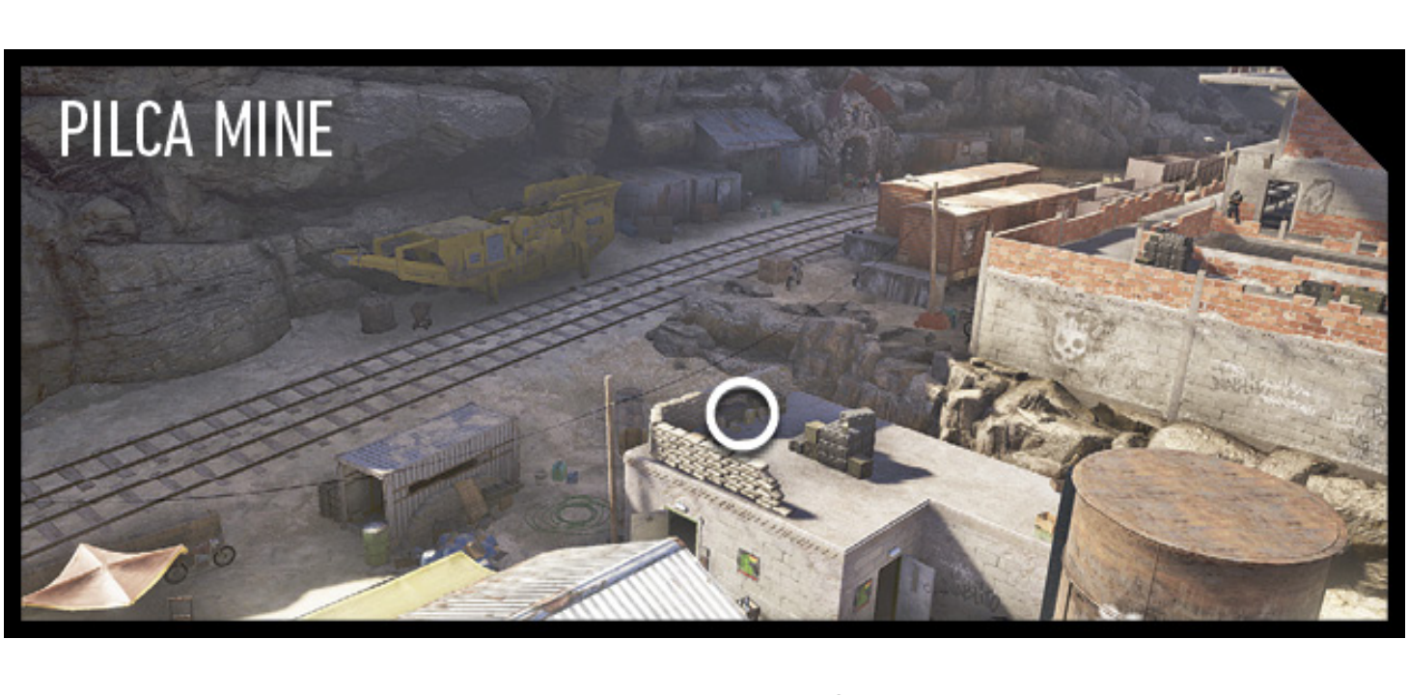
LEGEND



After clearing the Santa Blanca Pucara Base on your way up to the mausoleum, sneak around the right side of the western landing. Between the tent and alarm, grab the legend on the pallet of ammo cases.

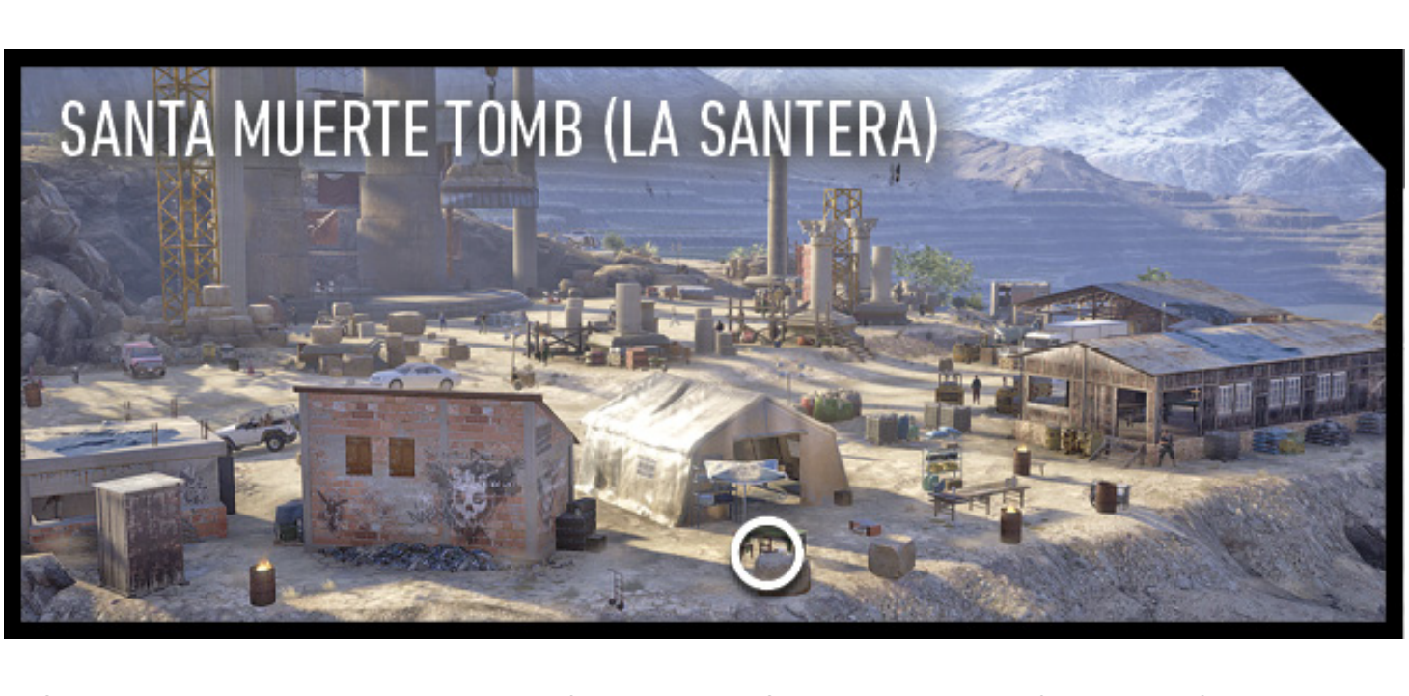
The Mausoleum of Halicarnassus: The Mausoleum of Halicarnassus was an ancient burial monument erected on a hill overlooking the city of Halicarnassus (modern-day Bodrum, Turkey). Built by Queen Artemisia in 353 BC to honor her dead husband Mausolus, the building became one of the Seven Wonders of the Ancient World. Made of carved marble, it stood approximately 43 meters (140 feet) tall, dominating the city for over 17 centuries. It was later destroyed by an earthquake in the 14th century.

DOCUMENT



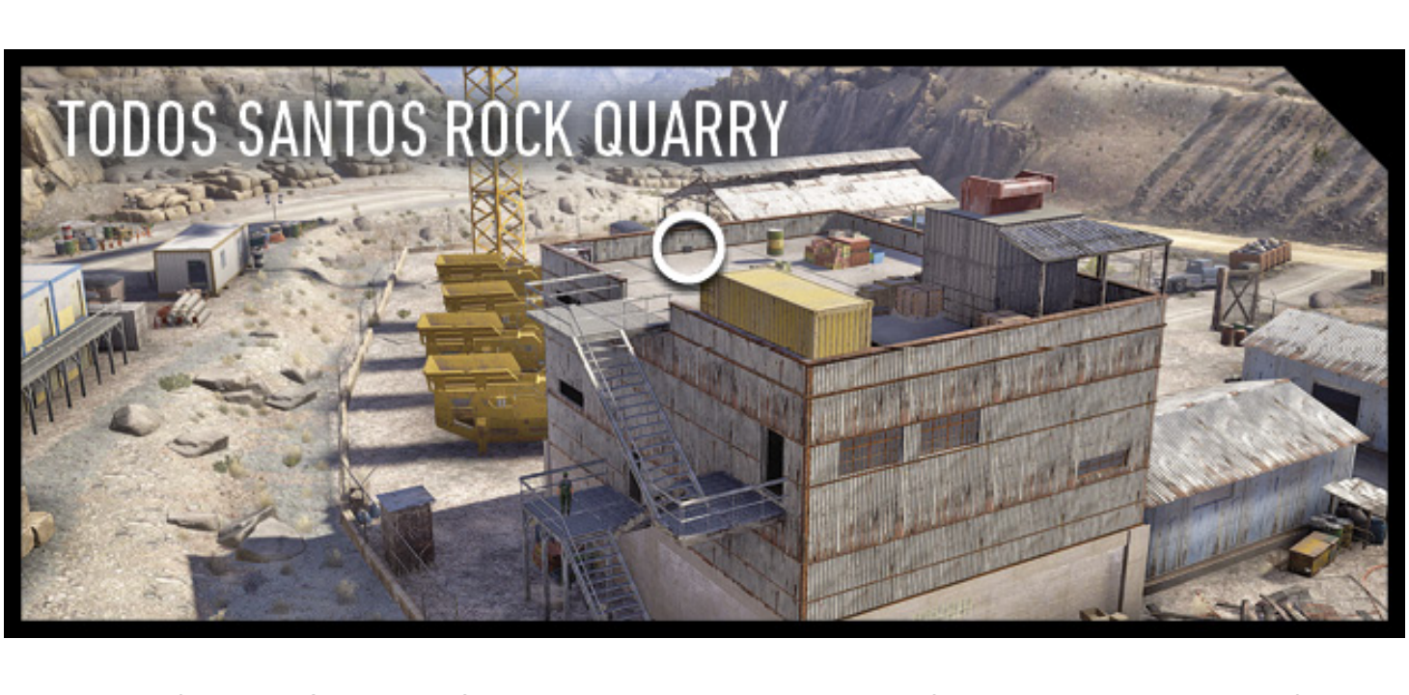
With a minigun emplacement and alarm, this small mine is well protected. Snipers are positioned on each end, so take care of them before getting too close. If you can approach from the east and get behind the buildings, the path to the file is quiet. Look for the small concrete building on the east and use the dumpster on its left to reach the roof. Collect the wallet that lies next to the ammo.

DOCUMENT



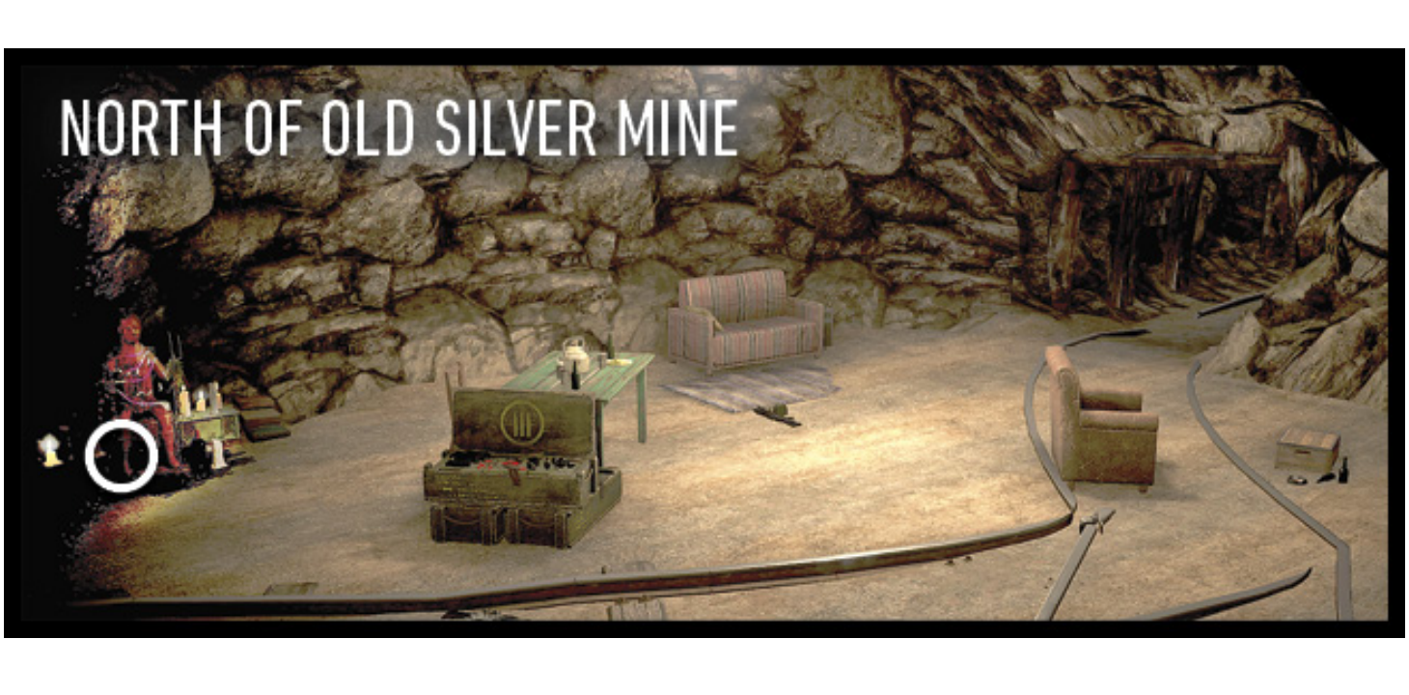
La Santera's tomb is being constructed just west of the rock quarry. On the southeast edge of the property, find a document on a lone stone, east of the tent.

DOCUMENT



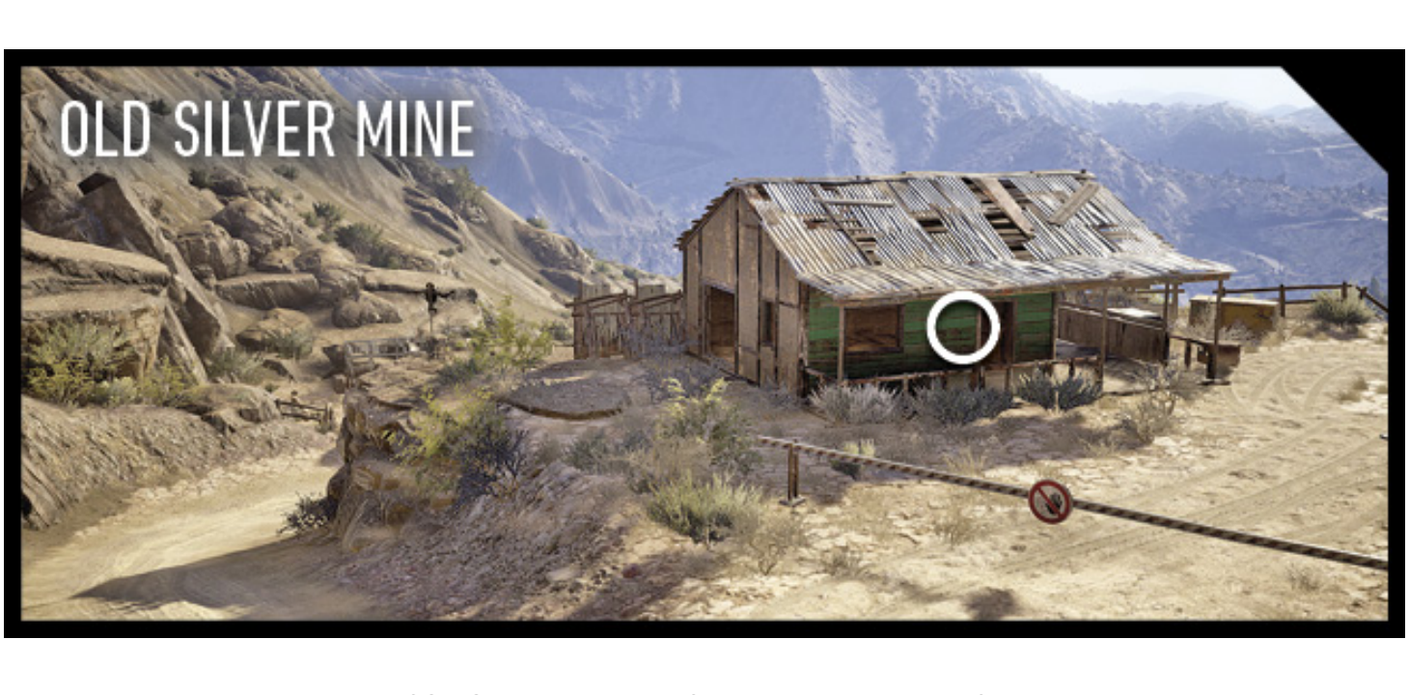
At the bottom of the Todos Santos Rock Quarry, climb the steps on the north side of the warehouse to reach the roof. A briefcase is next to the ledge on the left.

DOCUMENT



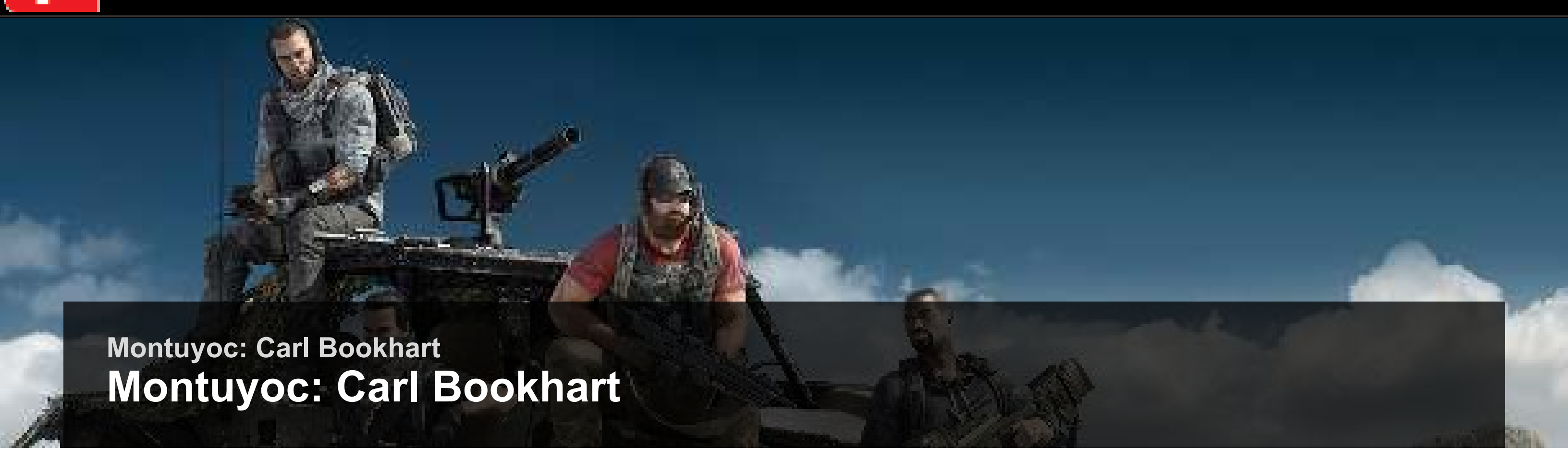
A Kingslayer File entry hides inside the mine tunnel, accessible through two locations along the northeastern mountain. Approaching from the northwest and entering the first entrance reduces the resistance. Follow the dark path until you come to a curve to the right. Sneak around the corner and quickly wipe out the three guys inside the cavern ahead. Collect the legend that rests at the feet of a statue.

LEGEND



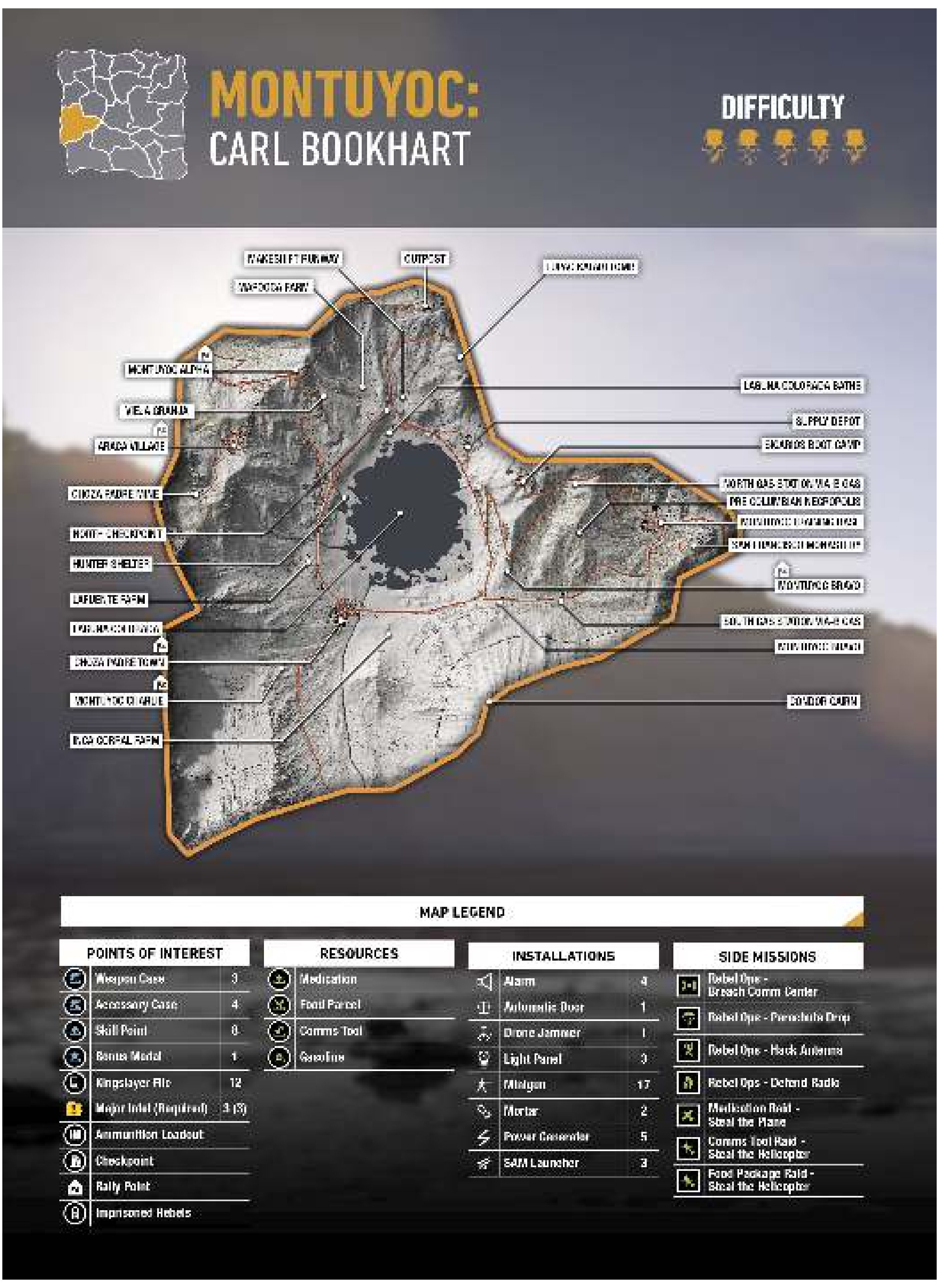
Enter the shanty on the south side of Old Silver Mine. Inside, find a legend lying on the floor near the corner.

El Tío de la Mina: A god of the Underworld, El Tío represents a major figure of the mining culture in Bolivia. His origins date back to a pre-Columbian Uru god called Wari. Miners often gather deep inside the mines, especially in Potosi, offering liquor, cigarettes, and coca leaves to a statue of El Tío, in exchange for its protection. Those who fail to honor him may suffer death and injuries. He is usually represented as a mix of a devil and a goat, with very explicit male attributes.



Montuyoc: Carl Bookhart

Montuyoc: Carl Bookhart


MONTUYOC:
CARL BOOKHART
DIFFICULTY
MAKESHIFT RUNWAY
OUTPOST
MONTUYOC ALPHA
VIEJA GRANJA
ARACA VILLAGE
CHOZA PADRE MINE
NORTH CHECKPOINT
HUNTER SHELTER
LAFUENTE FARM
CHOZA PADRE TOWN
MONTUYOC CHARLIE
INCA CORRAL FARM
LAGUNA COLORADA BATHS
SUPPLY DEPOT
SICARIOS BOOT CAMP
NORTH GAS STATION VIA B GAS
PRE COLUMBIAN NECROPOLIS
SAN FRANCISCO MONASTERY
MONTUYOC BRAVO
SOUTH GAS STATION VIA B GAS
CONDOR CAIRN
MAP LEGEND
POINTS OF INTEREST
Weapon Case 3
Accessory Case 4
Skill Point 8
Bonus Medal 1
Kingslayer File 12
Major Intel (Required) 3 (3)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 4
Automatic Door 1
Drone Jammer 1
Light Panel 3
Minigun 17
Mortar 2
Power Generator 5
SAM Launcher 3
SIDE MISSIONS
Rebel Ops - Breach Comm Center
Rebel Ops - Parachute Drop
Rebel Ops - Hack Antenna
Rebel Ops - Defend Radio
Medication Raid - Steal the Plane
Comms Tool Raid - Steal the Helicopter
Food Package Raid - Steal the Helicopter

The Santa Blanca gathered her elite sicarios here to build a paramilitary force.

Content	Number in Province
Main Missions	5
Side Missions	9

- **Operation: Security**
- **Chief: Carl Bookhart**
- **Ecosystem: Altiplano**

This province is located in the Altiplano region. Living conditions there are tough. Several roads cross the province and allow for easy movement. The activity of the inhabitants focuses on llama breeding and barley cultures, one of the few grains able to grow at this altitude.

The capital of the province is the small town of Choza Padres whose business focuses on the production of llama wool. The small village of Araca is divided between growing barley and raising llamas.

Sueño built a vast arsenal, protected by a large base, which contains the most modern small and heavy weapons, guns, tanks, mortars, and anti-aircraft missiles. This arsenal is available to the best sicarios that come to the deserted moors of Montuyoc for training.

Sueño foresees a potential clash with the Unidad or the Rebellion if the latter grows in power, or a possible attack by a rival cartel. Santa Blanca's goal at Montuyoc is to train a small elite army capable of standing up to the best armies in South America.

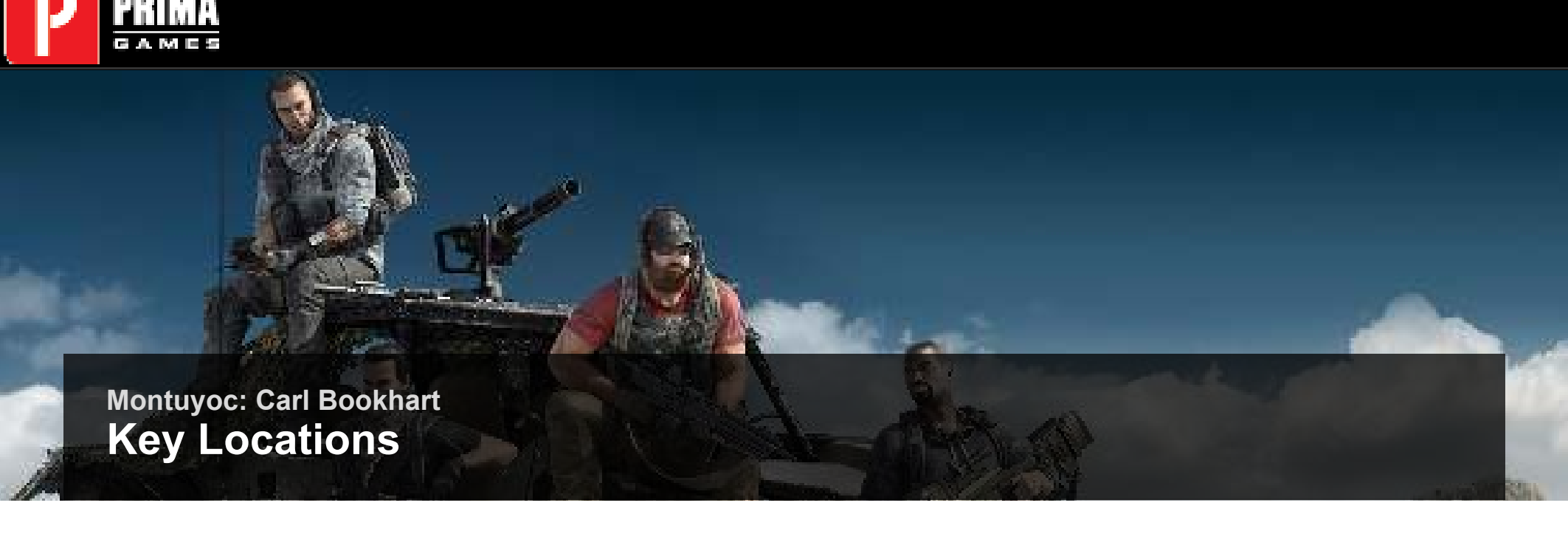
The people of Montuyoc have learned to take their llamas far away from the ground of the sicarios to avoid becoming the target of Mexican missiles.

CARL BOOKHART

BORN: 10/09/1969 in Montpelier, Vermont, USA

CARTEL POSITION: Combat Trainer

Bookhart is in charge of the Santa Blanca Training Camp based in Montuyoc where the cartel builds a paramilitary force. Highly qualified for combat and an ex-member of the US Army Special Operations Command, he was dishonorably discharged for the killing of civilians in Iraq. He joined the Santa Blanca Cartel in 2013 and is a known cocaine consumer.



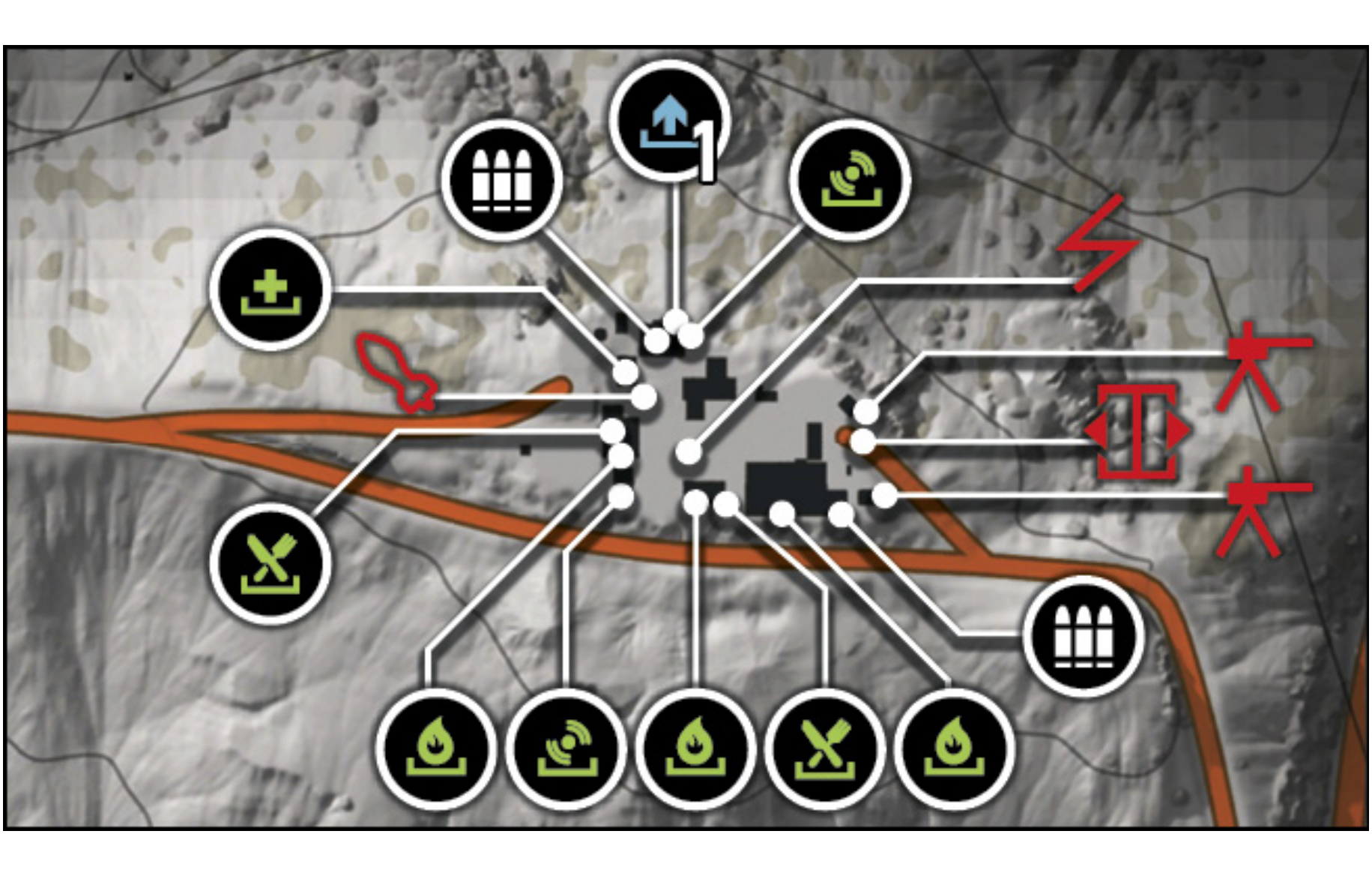
Montuyoc: Carl Bookhart

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

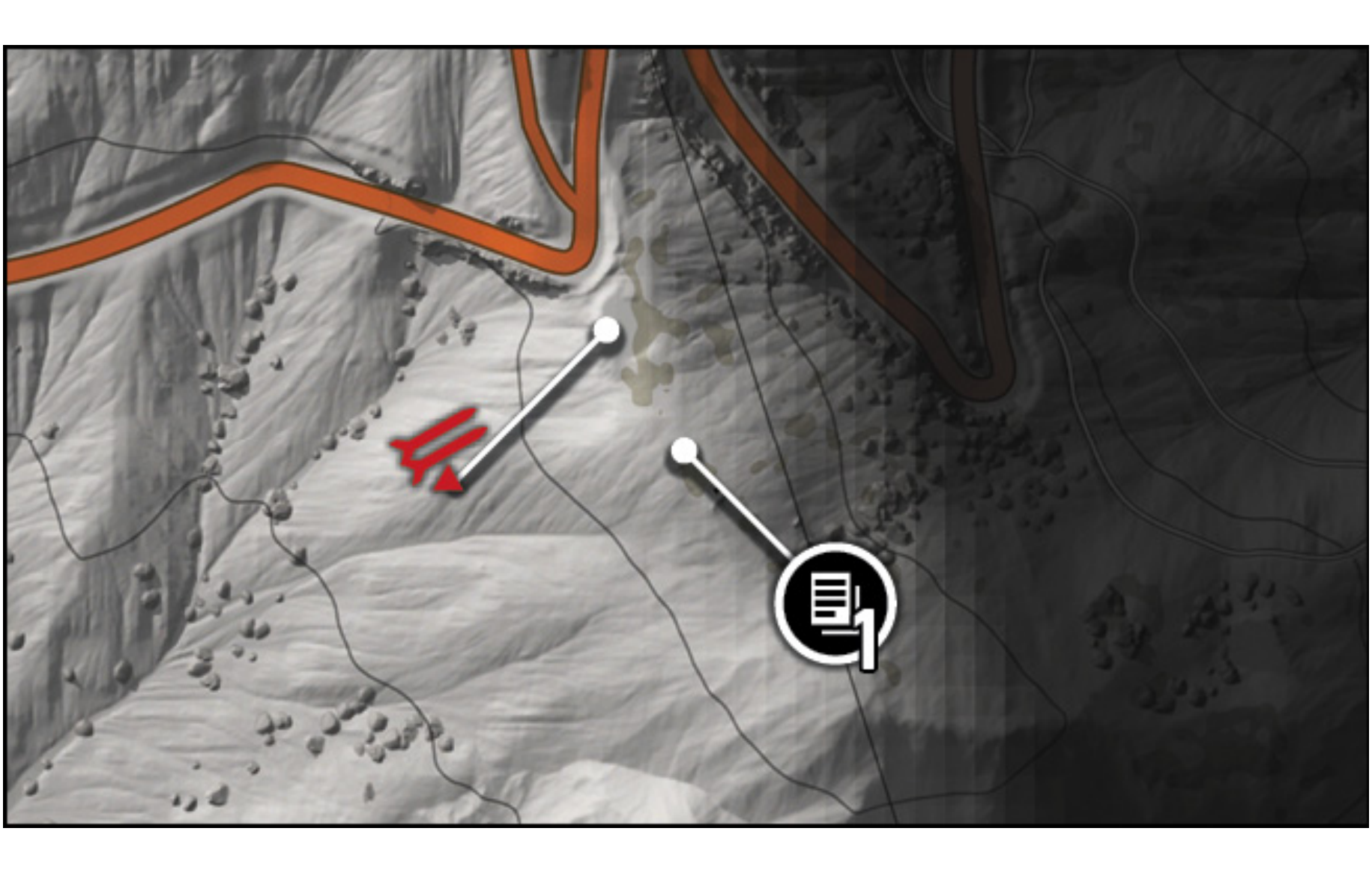
OUTPOST

Vehicle maintenance and road control.



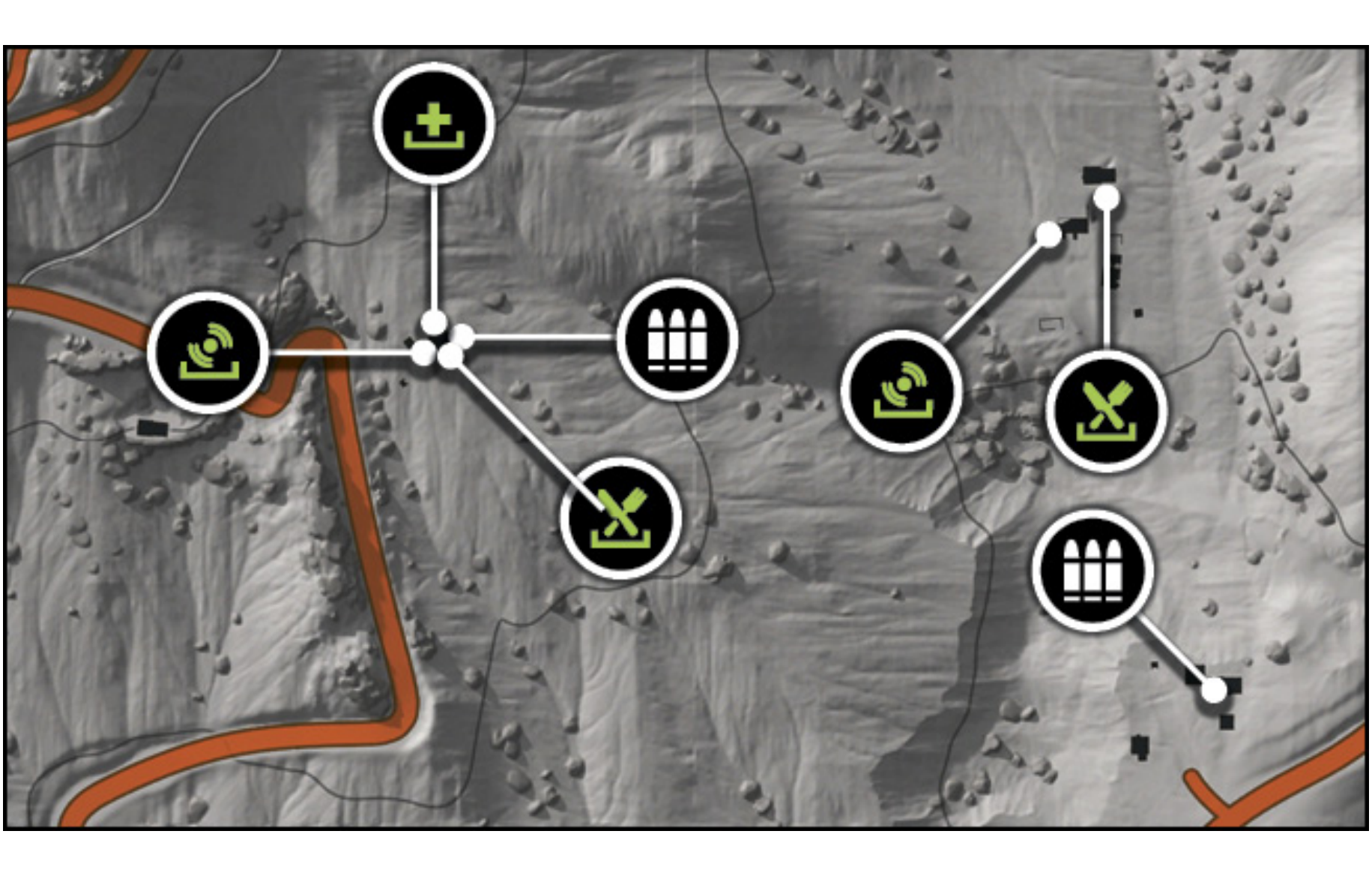
TUPAC KATARI TOMB

Tomb of the 18th century Bolivian rebel.



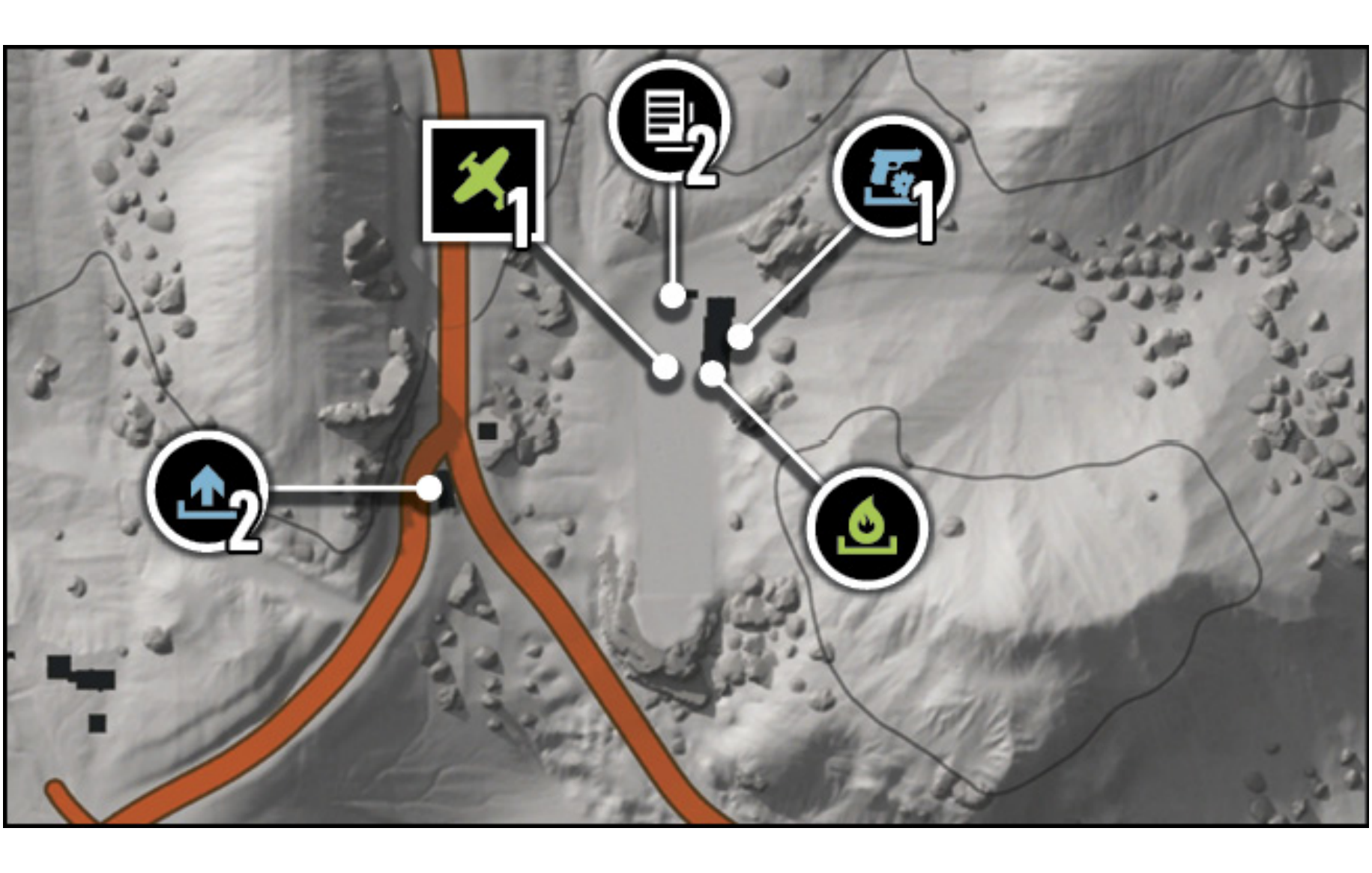
VIEJA GRANJA AND MAPOOCA FARM

A rebel hideout now controlled by the hostiles and an abandoned farm.



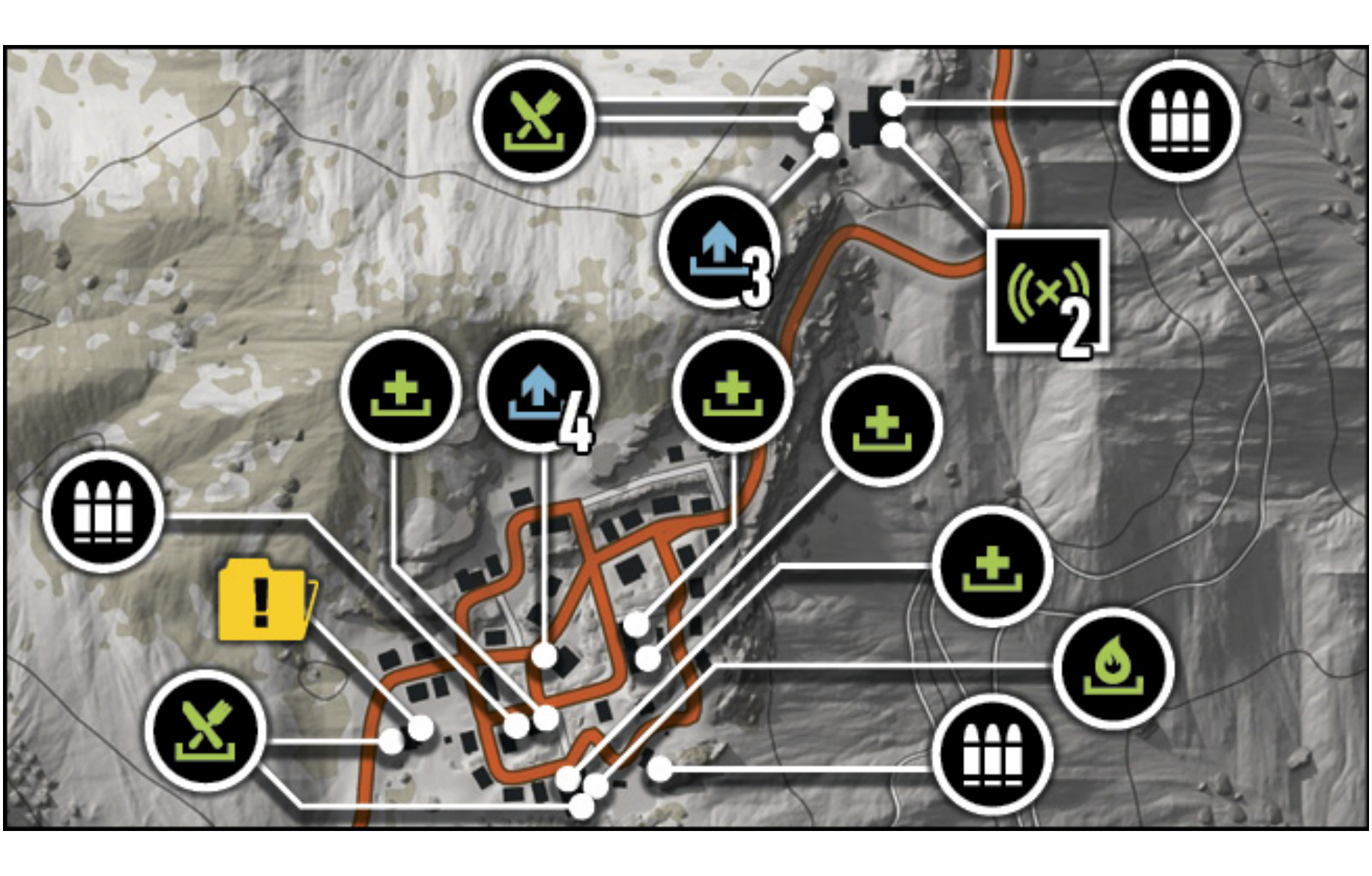
MAKESHIFT RUNWAY AND NORTH CHECKPOINT

A runway improvised by the cartel and a checkpoint that controls road traffic.



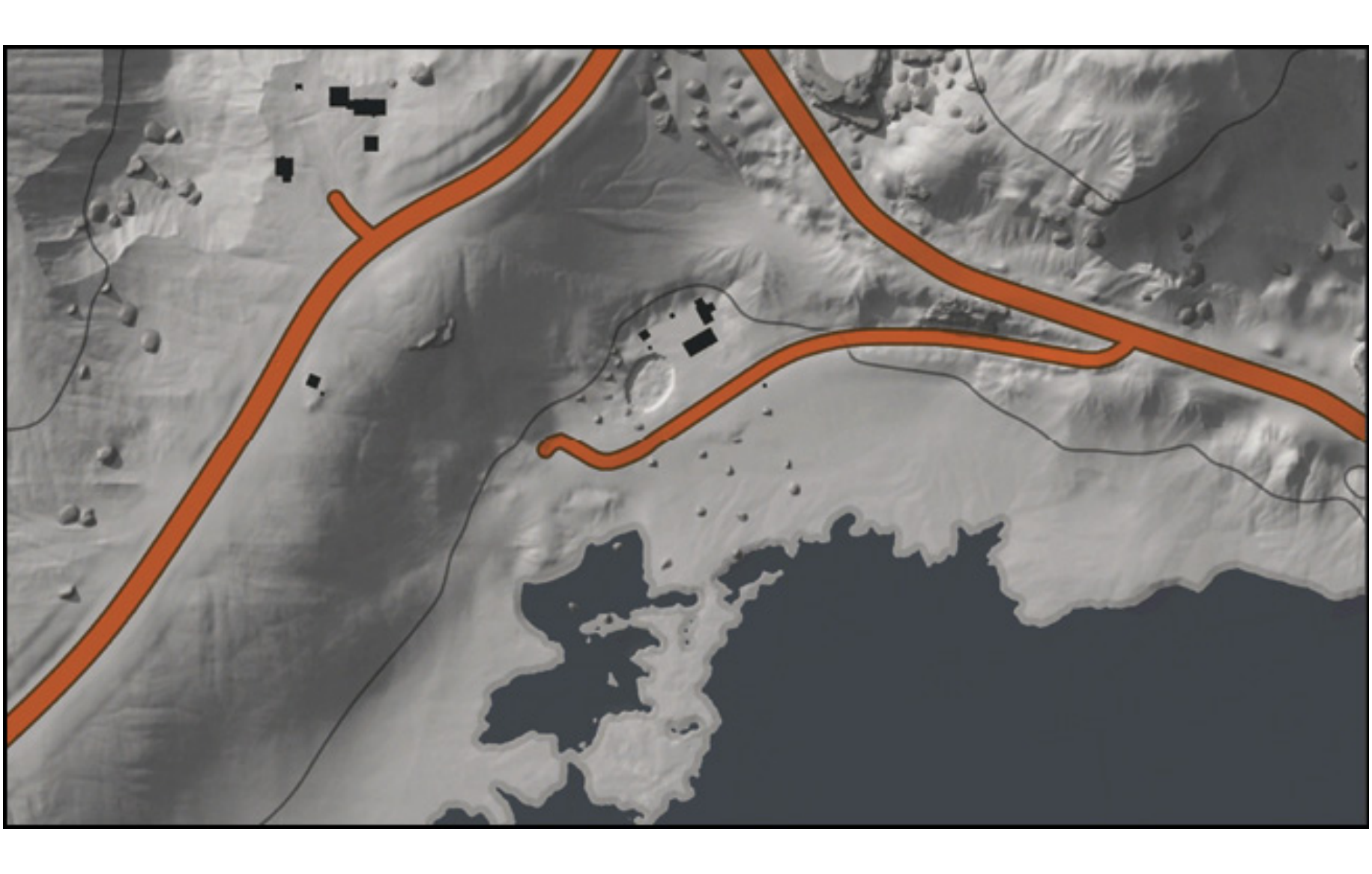
ARACA VILLAGE

A farming village.



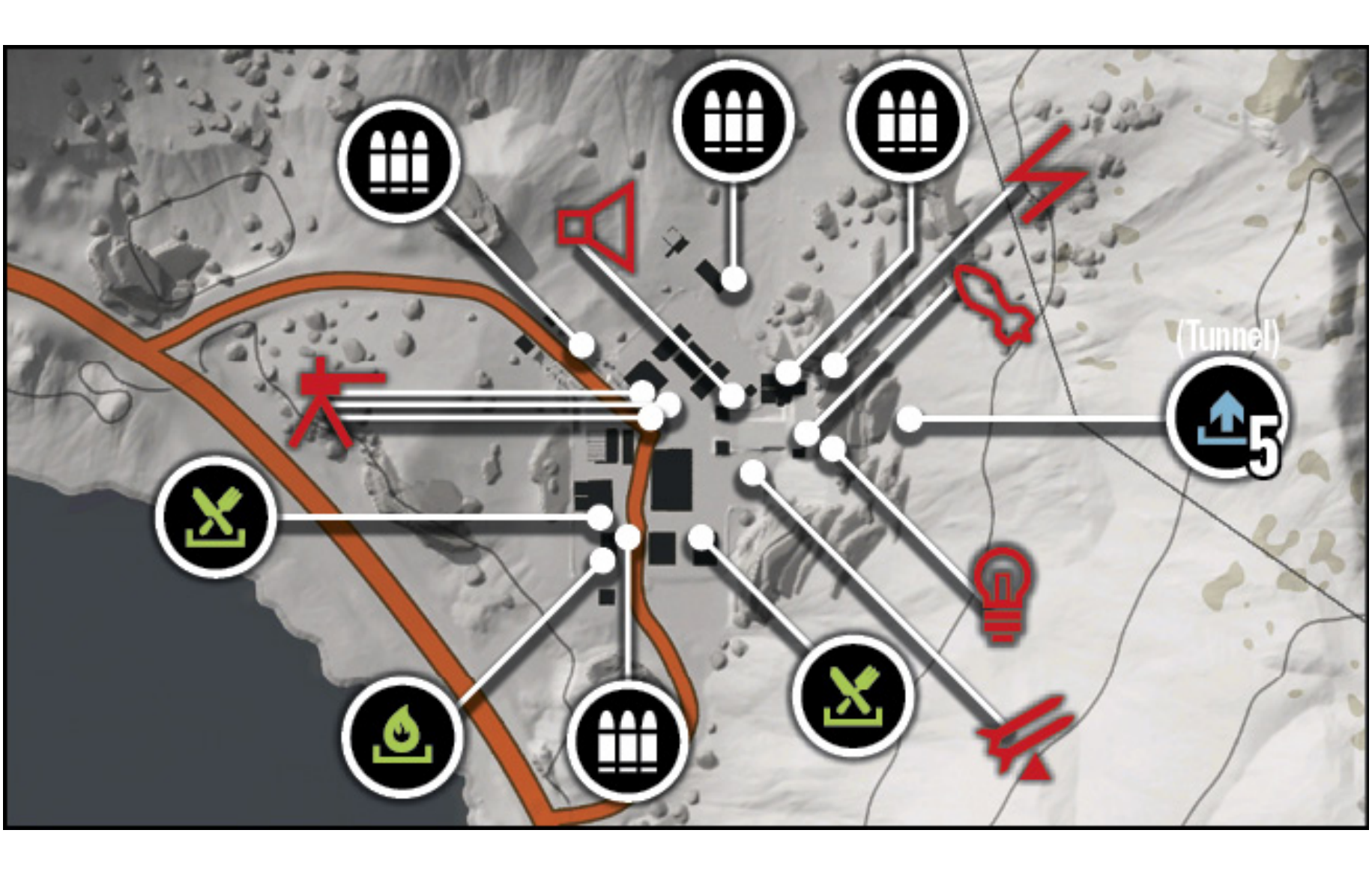
LAGUNA COLORADA BATHS

Once a tourist attraction.



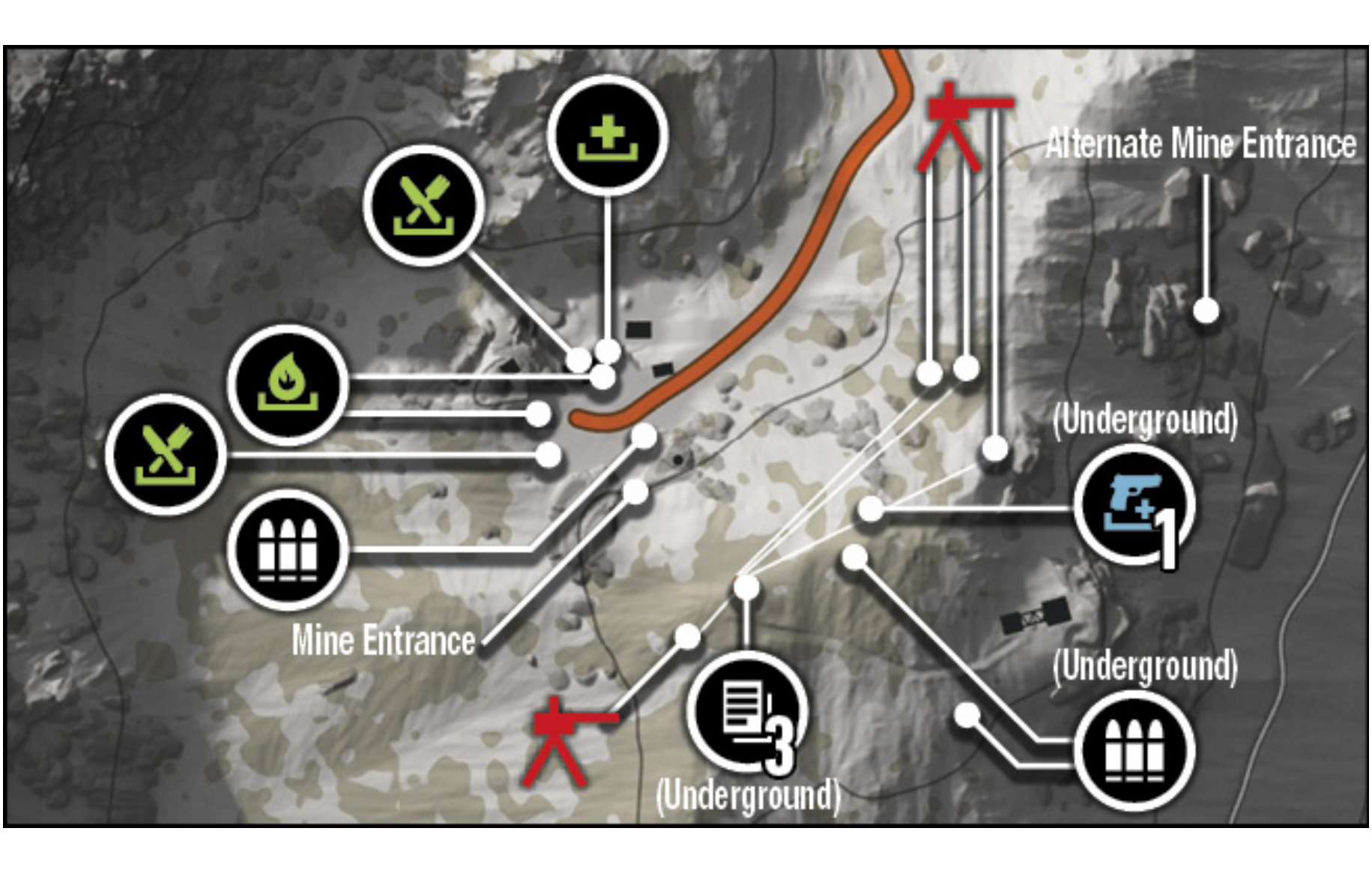
SUPPLY DEPOT

An area for weapons and ammo storage.



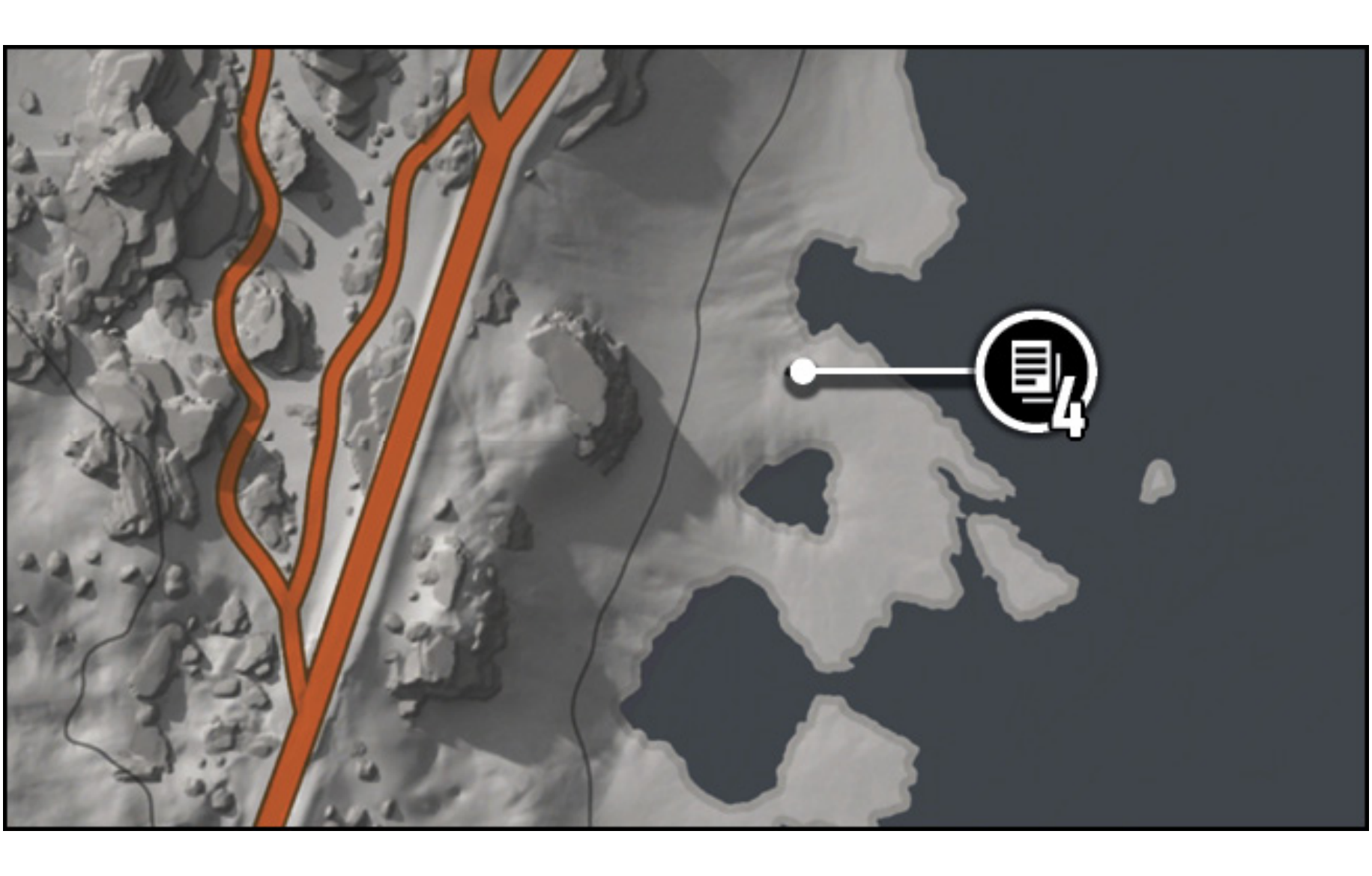
CHOZA PADRE MINE

An abandoned mine, now a military training center.



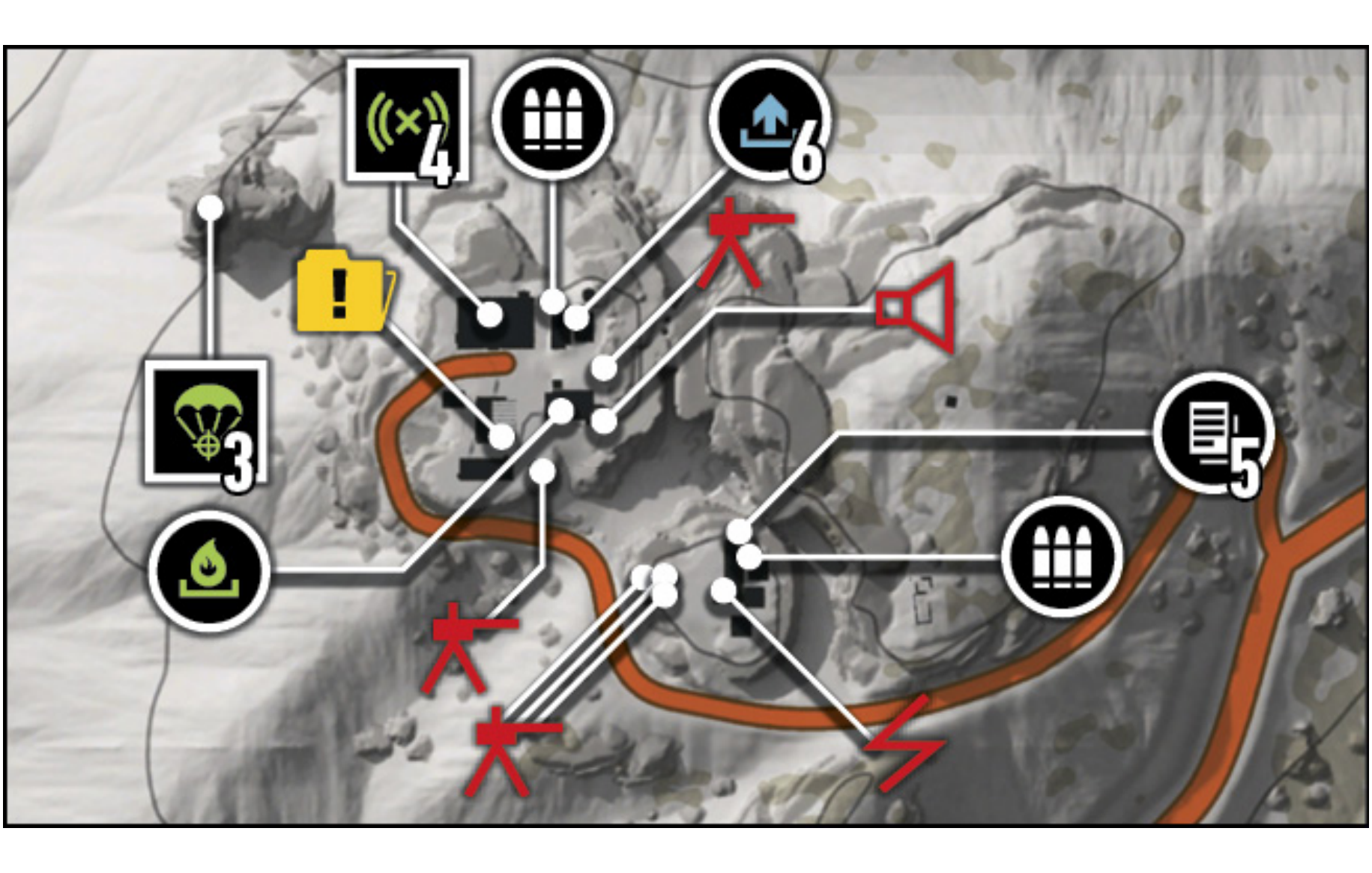
HUNTER SHELTER

A flamingo hunters' shelter.



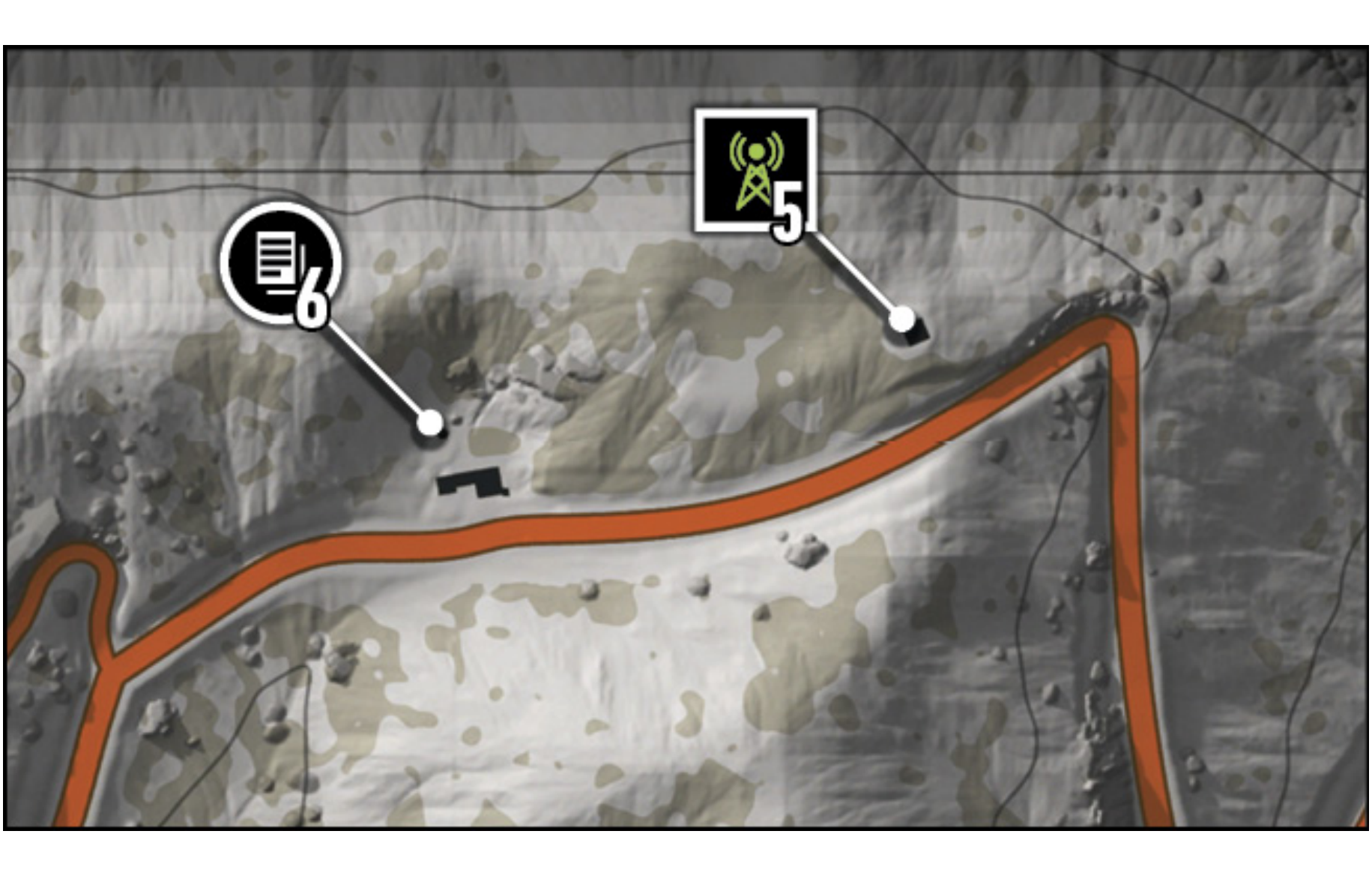
SICARIOS BOOT CAMP

Elite sicarios begin their training here.



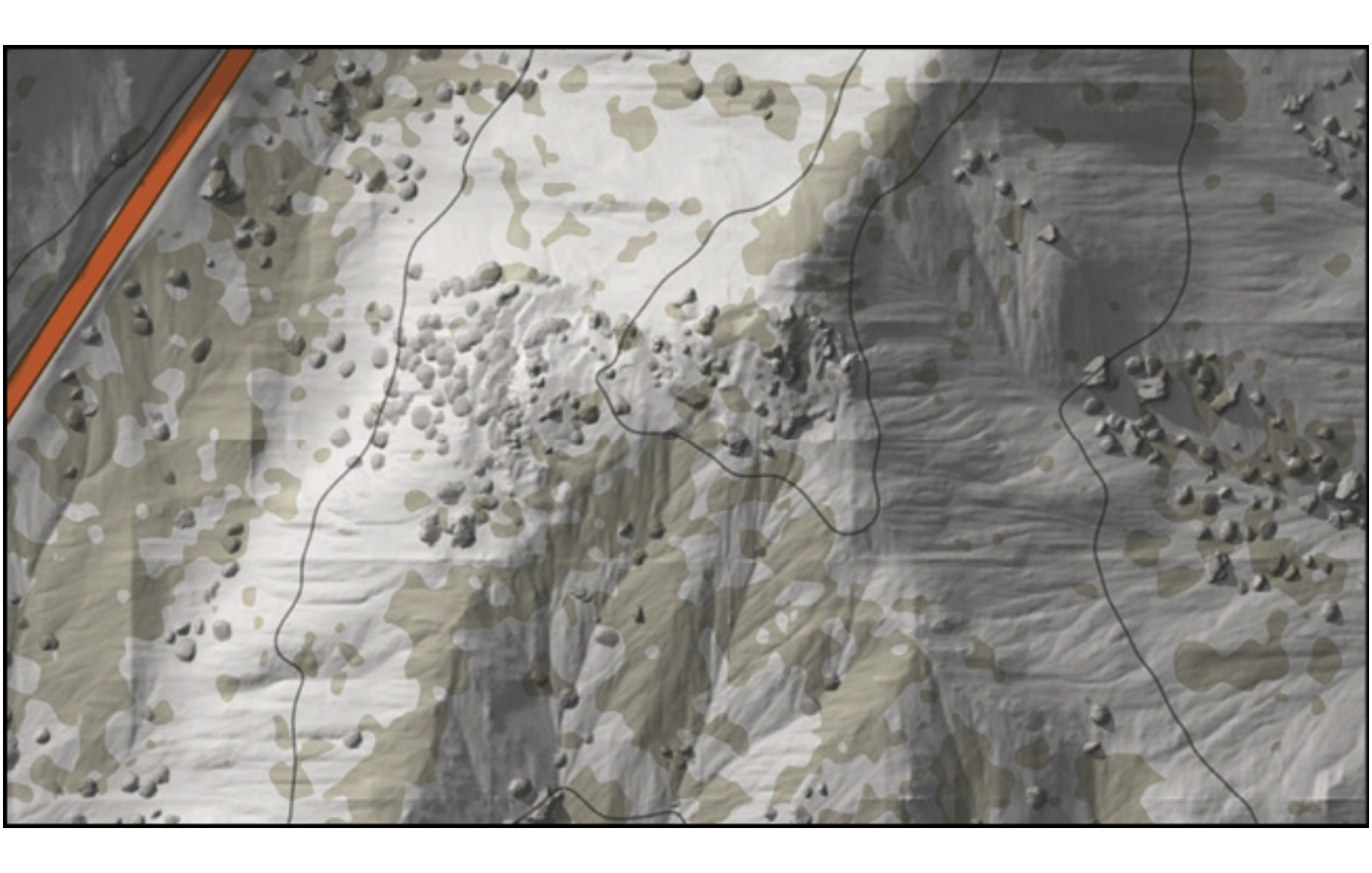
NORTH GAS STATION VIA-B GAS

An abandoned gas station.



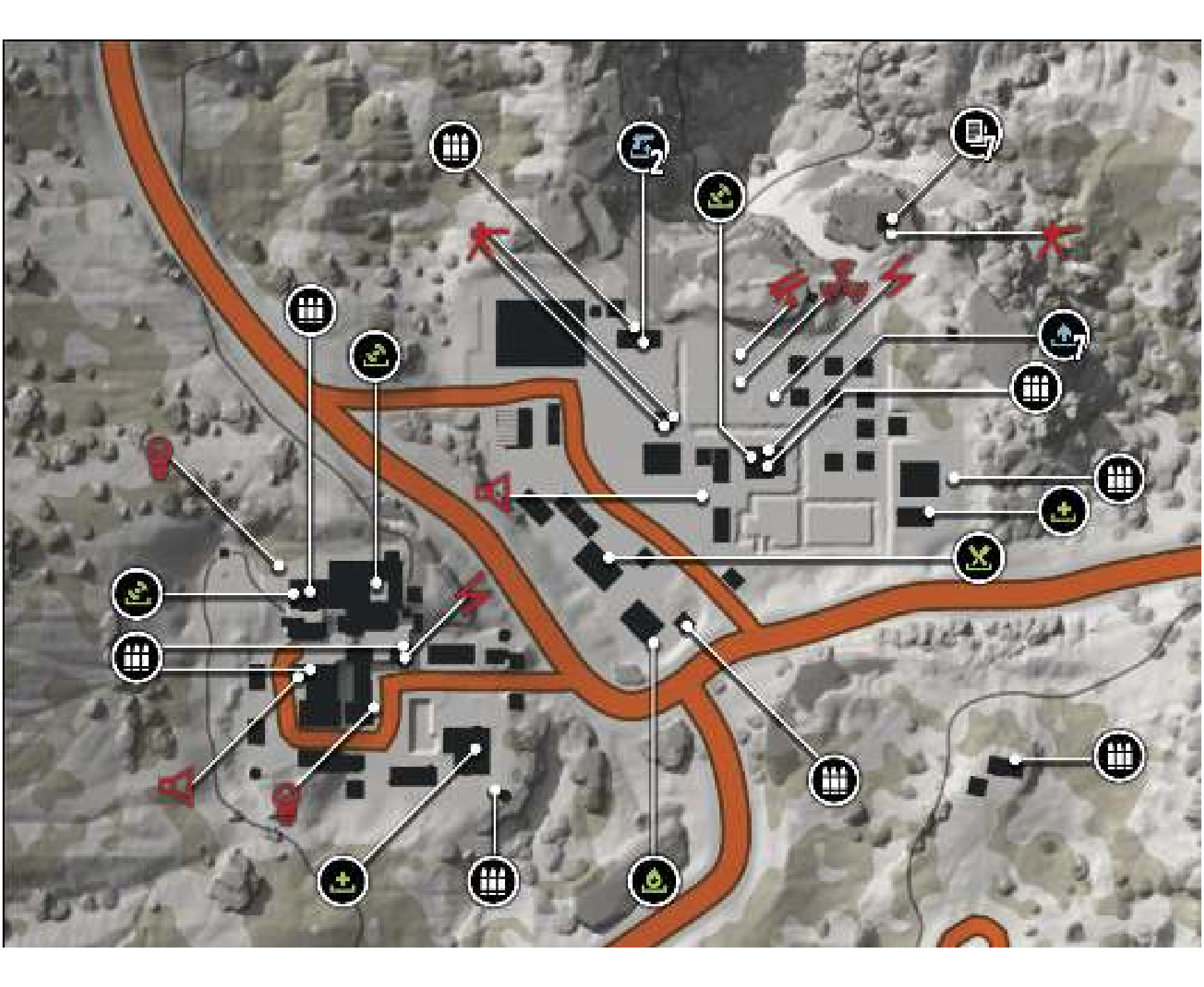
PRE COLUMBIAN NECROPOLIS

The tombs of aristocratic families.



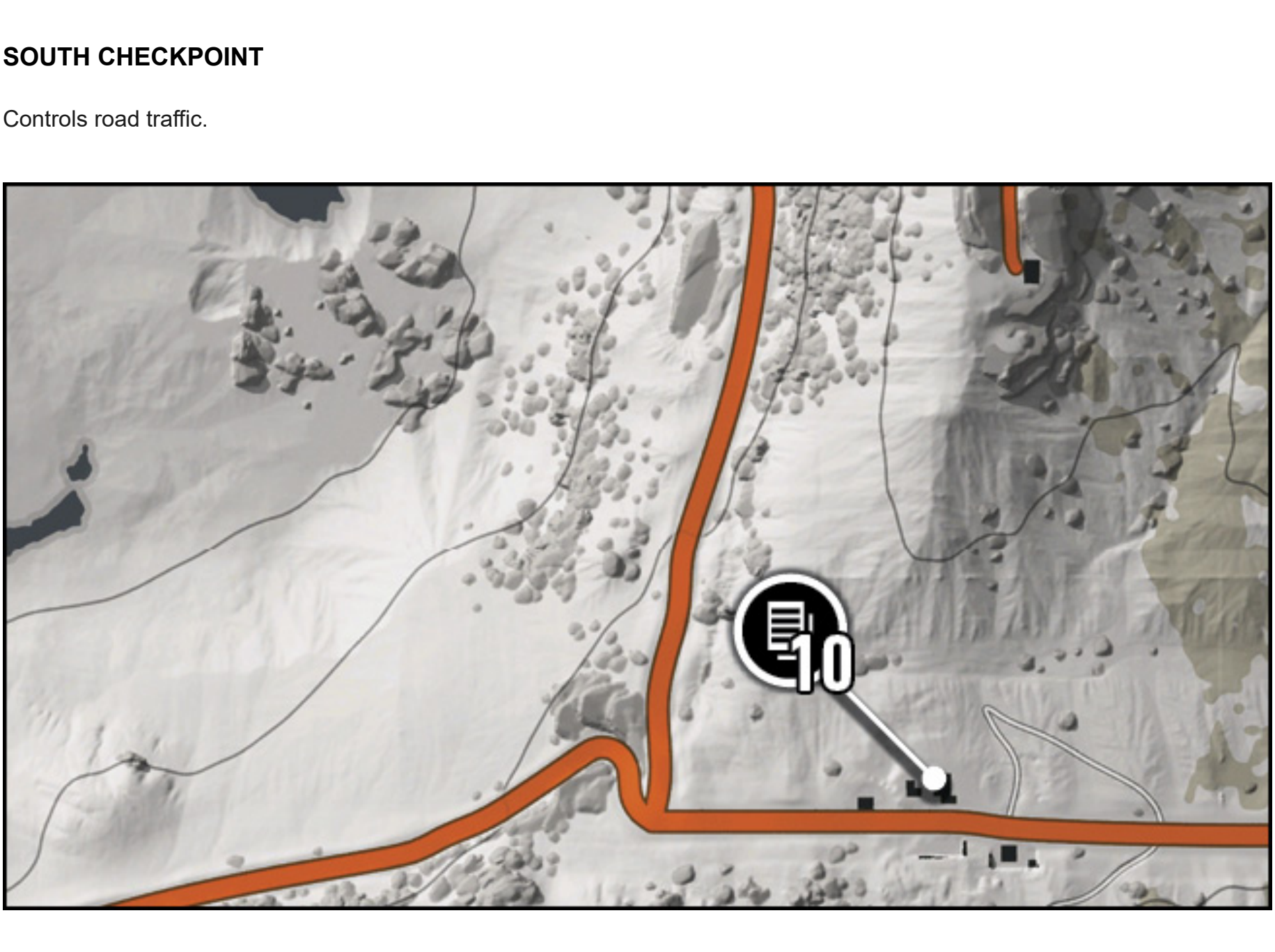
MONTUYOC TRAINING BASE

The cartel's elite battle group trains here.



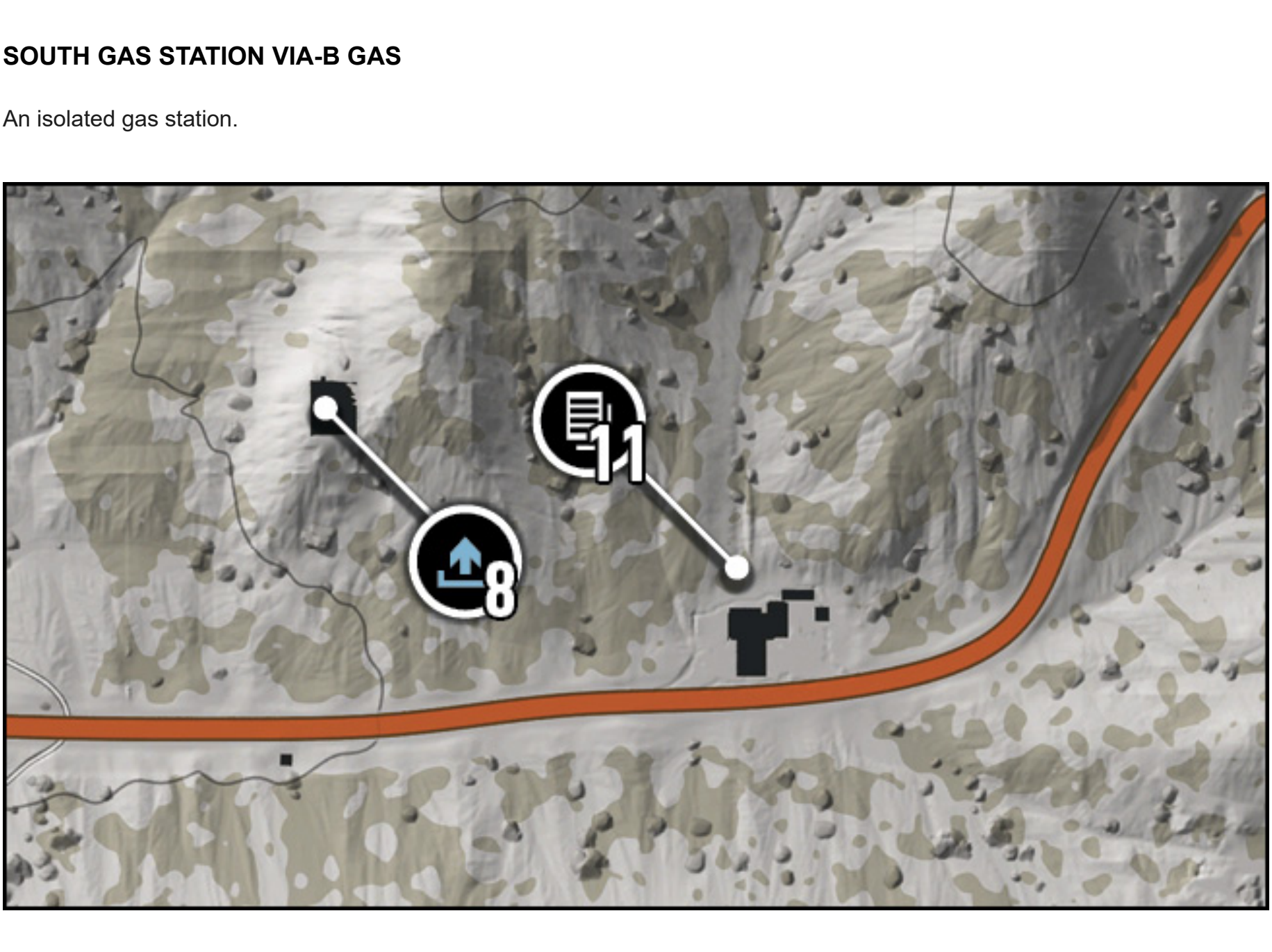
SOUTH CHECKPOINT

Controls road traffic.



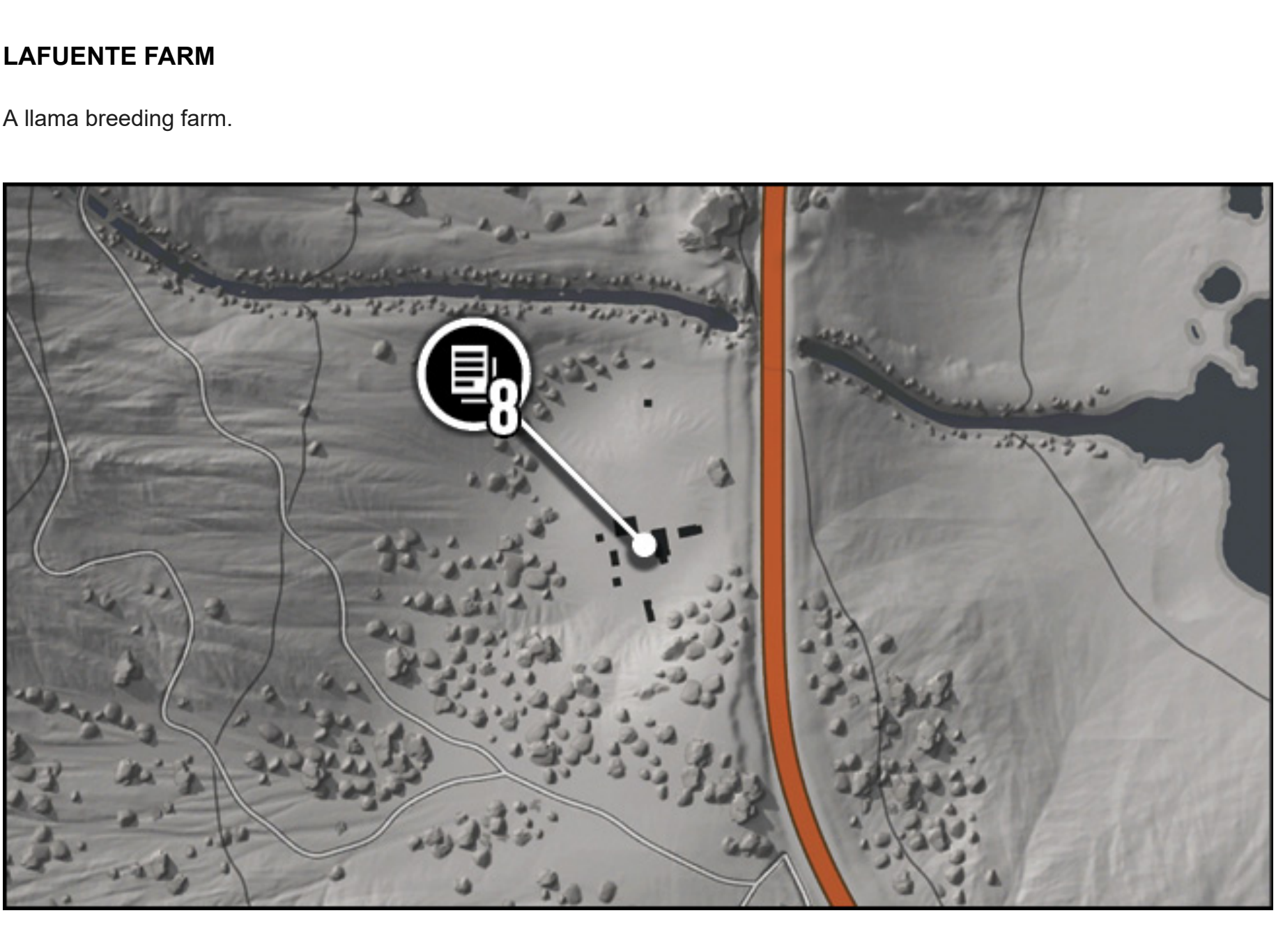
SOUTH GAS STATION VIA-B GAS

An isolated gas station.



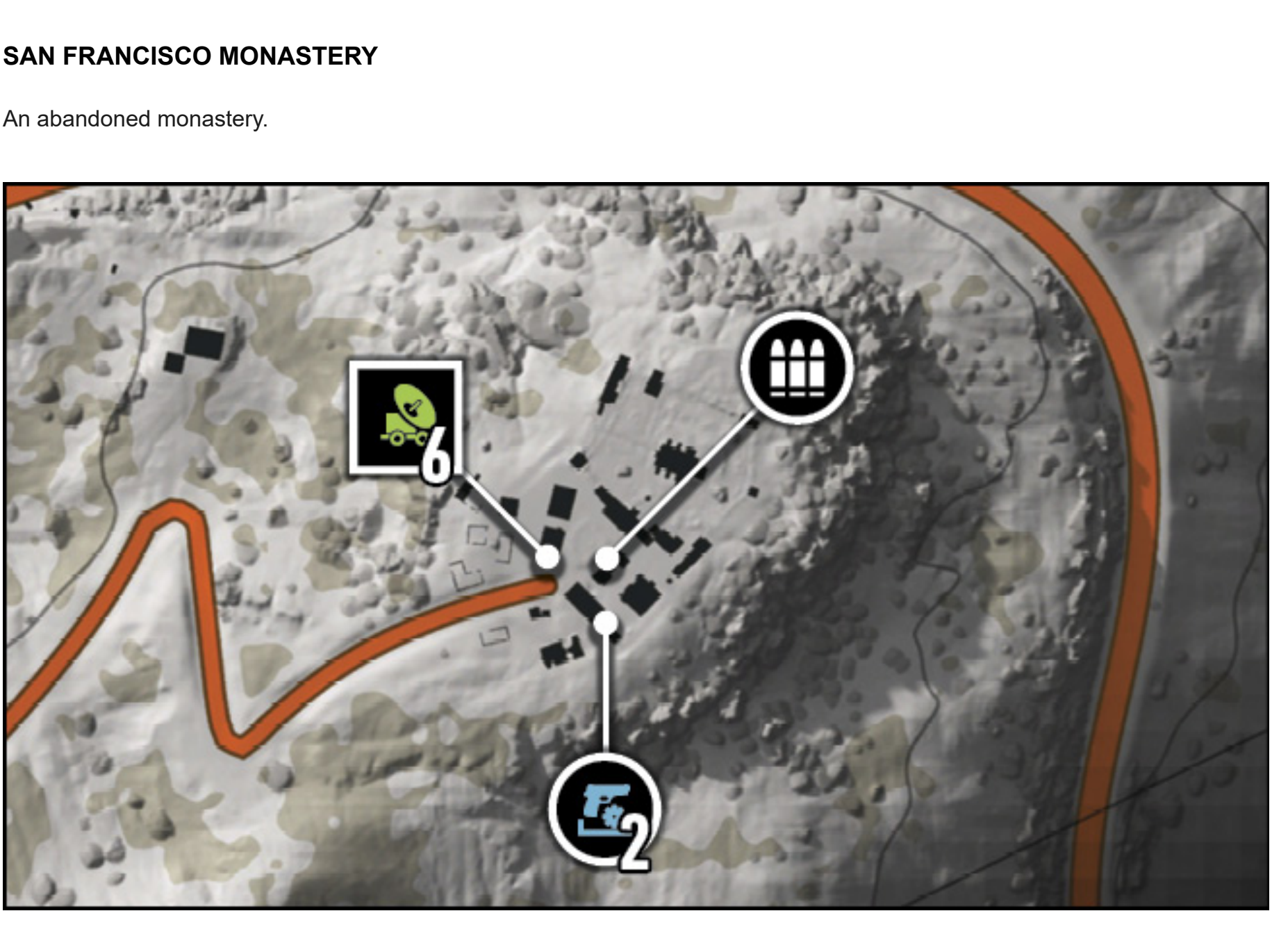
LAFUENTE FARM

A llama breeding farm.



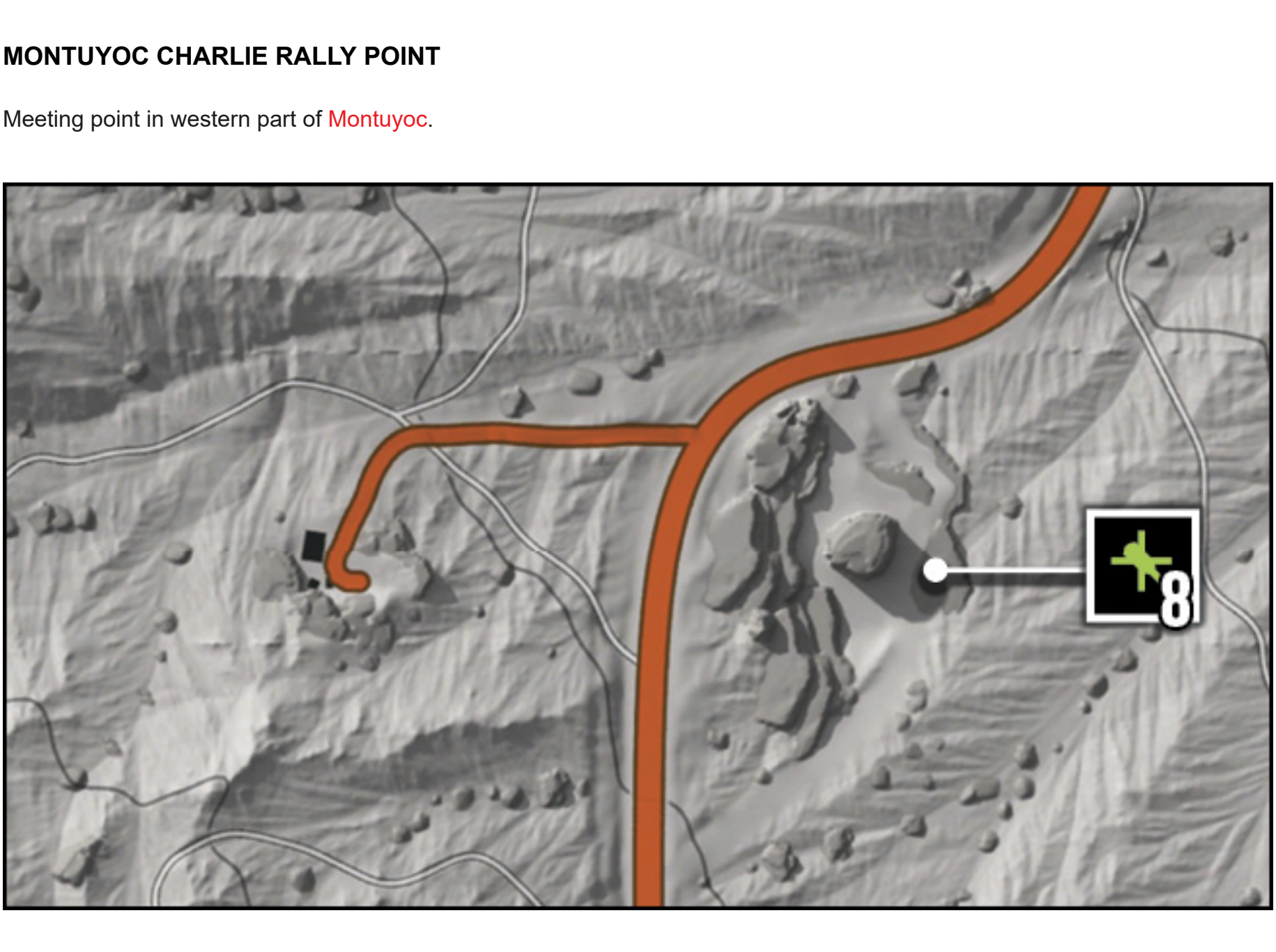
SAN FRANCISCO MONASTERY

An abandoned monastery.



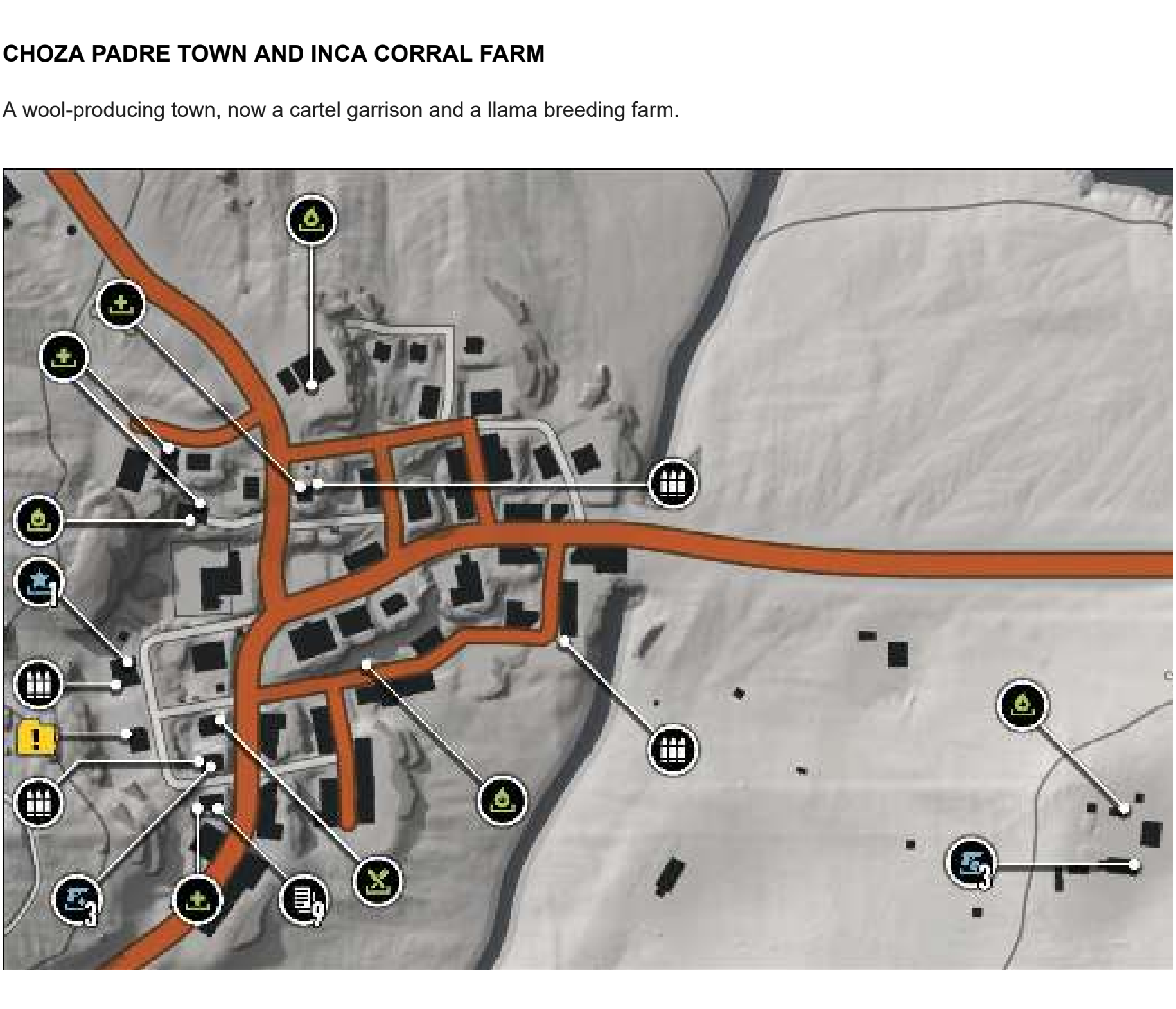
MONTUYOC CHARLIE RALLY POINT

Meeting point in western part of Montuyoc.



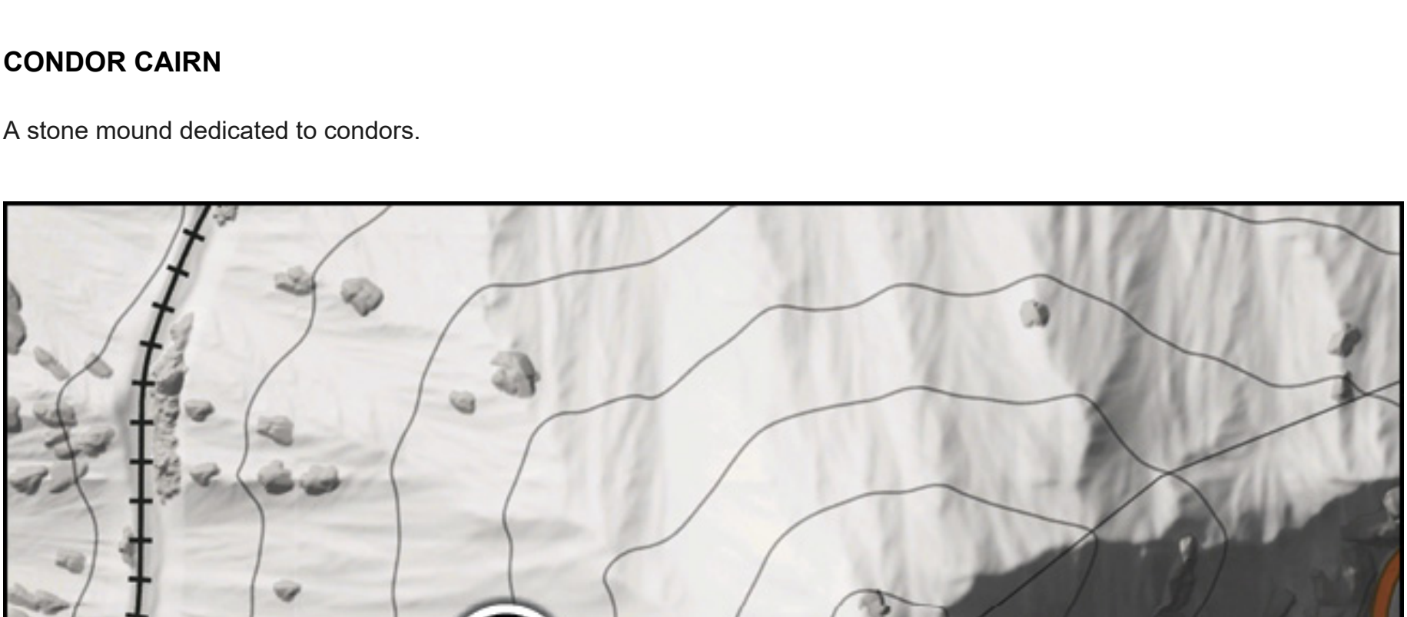
CHOZA PADRE TOWN AND INCA CORRAL FARM

A wool-producing town, now a cartel garrison and a llama breeding farm.



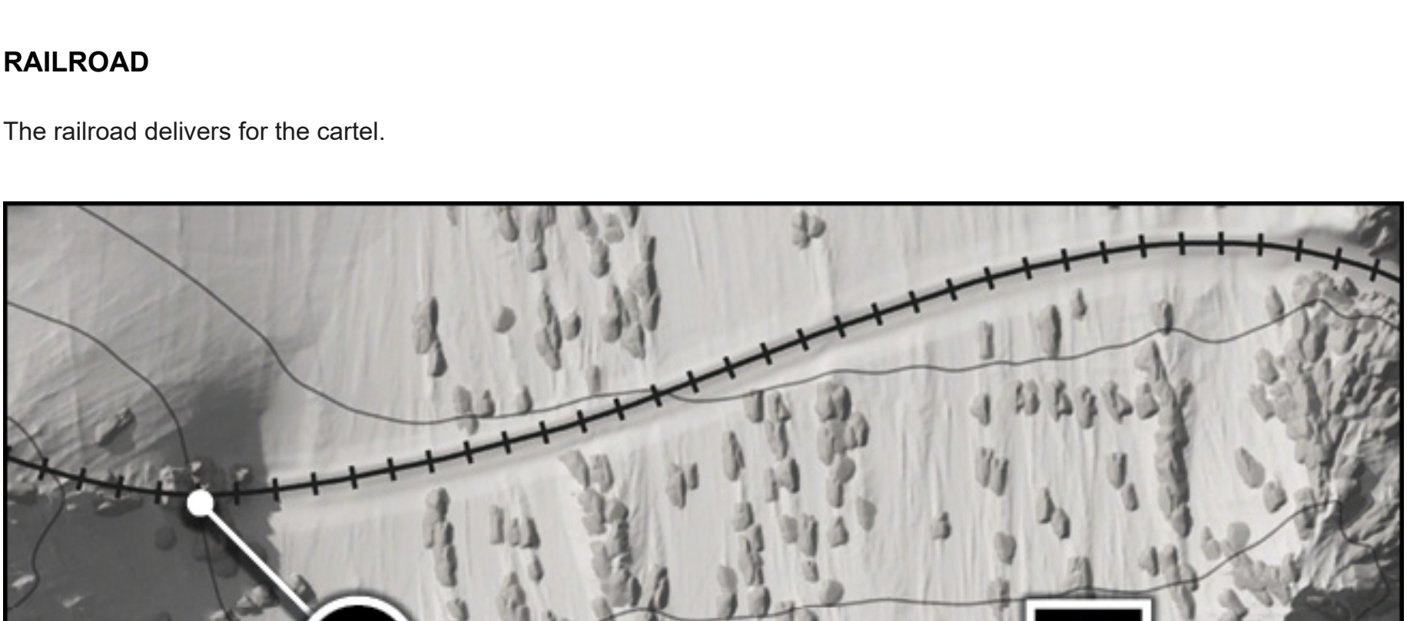
CONDOR CAIRN

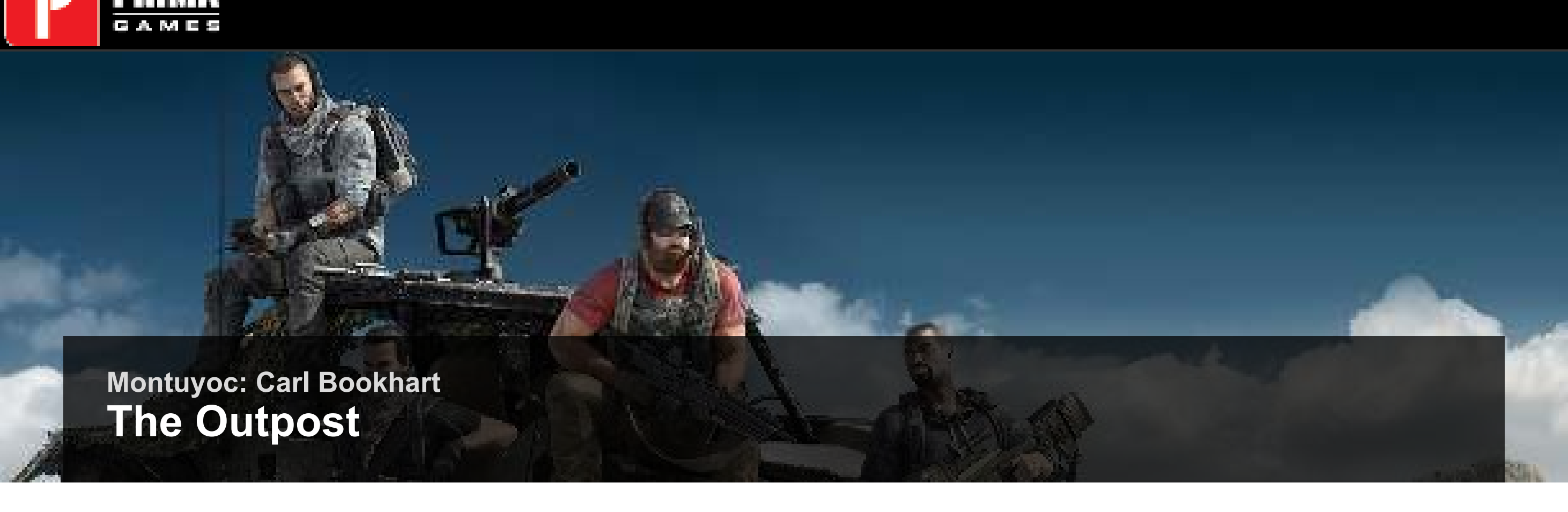
A stone mound dedicated to condors.



RAILROAD

The railroad delivers for the cartel.





Montuyoc: Carl Bookhart

The Outpost

OBJECTIVES

- **Search the communications outpost**
- **Hack Montuyoc comms**

LOCATIONS

- **Outpost (North)**

REWARDS

- **+ 350 XP**

BRIEF

A Santa Blanca communications center in Montuyoc could contain message logs identifying the cartel's senior military instructor. Enter the communications center and hack its message logs.

MISSION ACCESS

Obtain Major Intel from Montuyoc Province to start this mission.

COMMUNICATIONS BREAKDOWN

Along the northern edge of Montuyoc, under a click away from the Barvechos Bravo Rally Point (to the east), is a small communications outpost atop a mountain. Around 16 enemies wait within the walls of the compound, plus another two outside manning a SAM launcher. You need to intrude, locate the HQ building, and reach the laptop on the upper floor. This is straightforward, once you work around the compound's defenses.

CAUTION: MINIGUNS AND MORE

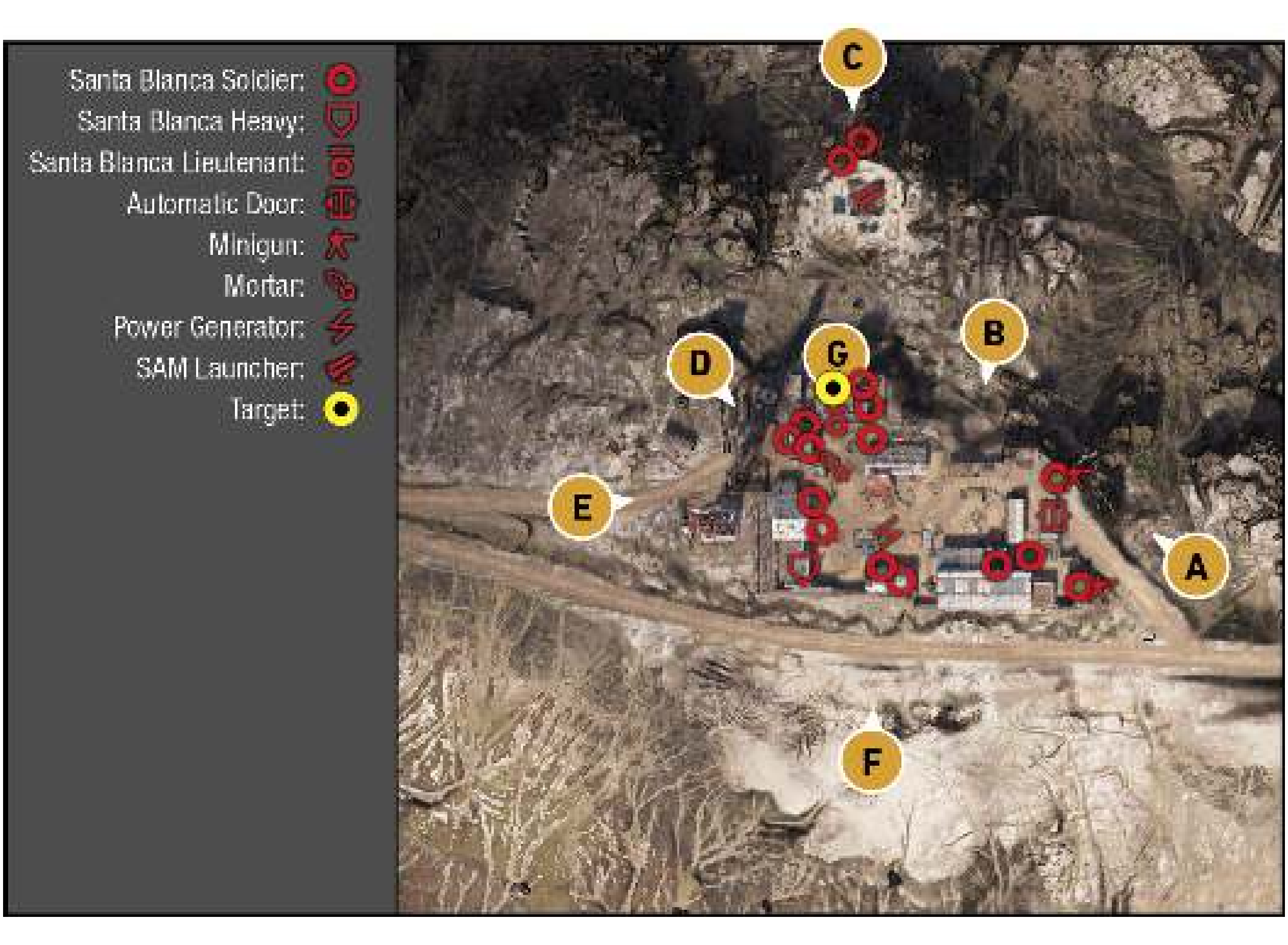
This outpost has two miniguns, each in a firing post on either side of the main gate on the well-guarded eastern side of the outpost. There's also a generator on the grounds of the outpost, pretty much in the middle of the base, south of the HQ building. It powers a SAM launcher that isn't in the outpost at all, but on a ridge about 75 meters north. Shut down one or the other to neutralize the SAM, allowing helicopters in and out. Also problematic is a mortar, manned in the yard just southwest of the HQ building. Dispatch the foe here to halt them launching projectiles in your general direction.

MOST RECON: GATES GUIDANCE

The gates into this outpost are well-guarded but automatic, letting Santa Blanca-branded vehicles in and out. Use this to your advantage by bundling into any vehicle marked "Santa Blanca" (on-screen, when you enter the vehicle). They're always white. Drive one (there's usually an APC parked on the west side of this outpost) through the gates and into the base. You're usually spotted once you're in, but by that time, you can start your assault, parking near the HQ building or turning the vehicle around for a quick getaway while a fellow Ghost sprints for the objective.

Also be aware of the small barracks building in the north-central part of the base. Enter at night when many guards are sleeping and can be neutralized or avoided, which makes mission completion a little easier.

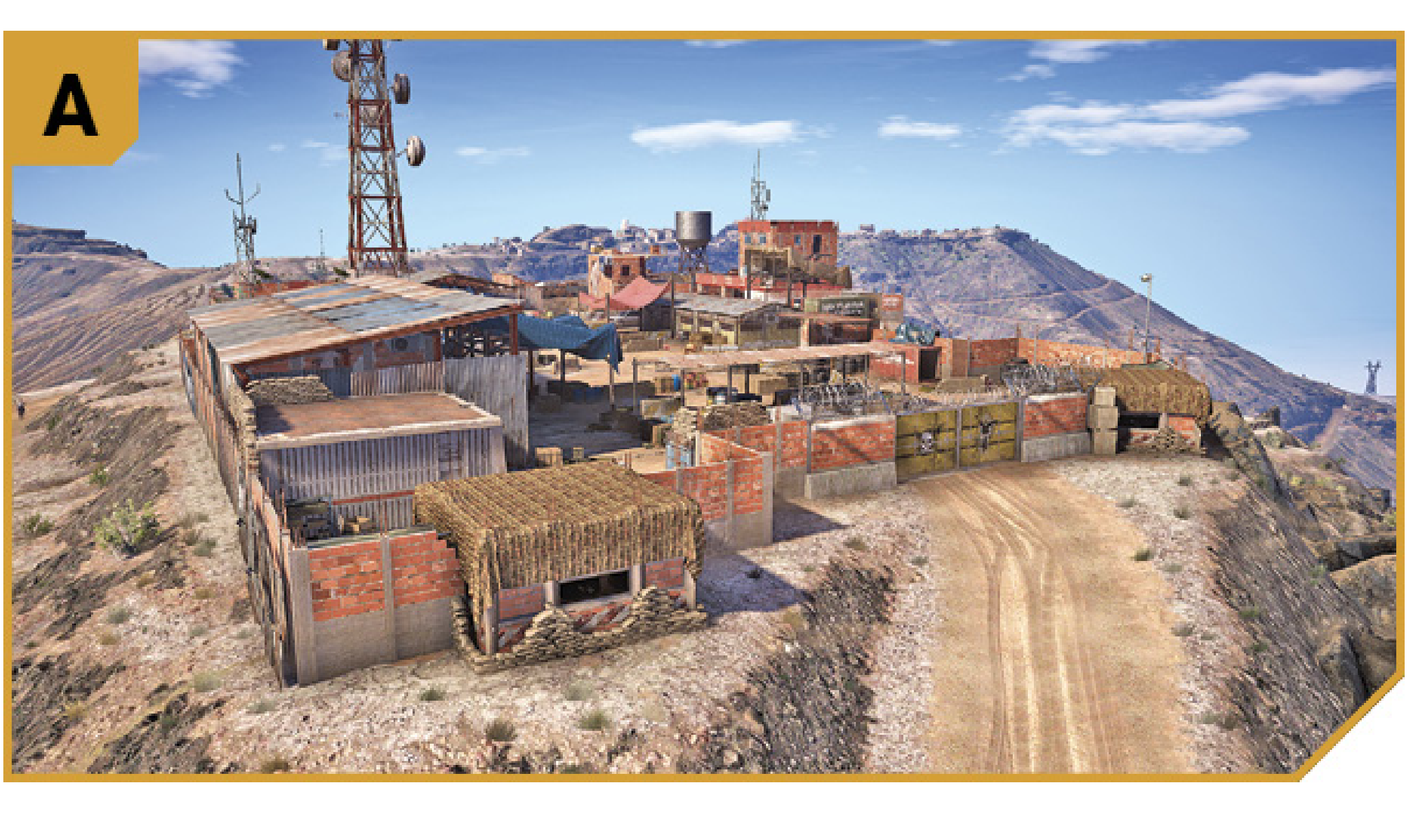
OUTPOST (NORTH): RECON



TACMAP

This is a relatively small mountaintop outpost with effective defenses along its southern perimeter (by the road), and main entrance to the east (where the gate is). The west perimeter around a small scrapyard and giant radio mast is much more porous, and there's a place to hop over the north wall. Inside are a couple of warehouses, scattered sheds and equipment, as well as a comms building in the southwest corner and barracks just southeast of the HQ building. Of more importance is the generator, since shutting it down removes the SAM launcher threat outside the base to the north (though you can destroy the launcher or deactivate it independently of shutting down the generator). Note finally the HQ building itself, which is the tallest structure in the northern area of the base. The laptop is on the top (third) floor. Watch for 18 foes as you clear this location.

EAST: MAIN GATE AND MINIGUN NESTS

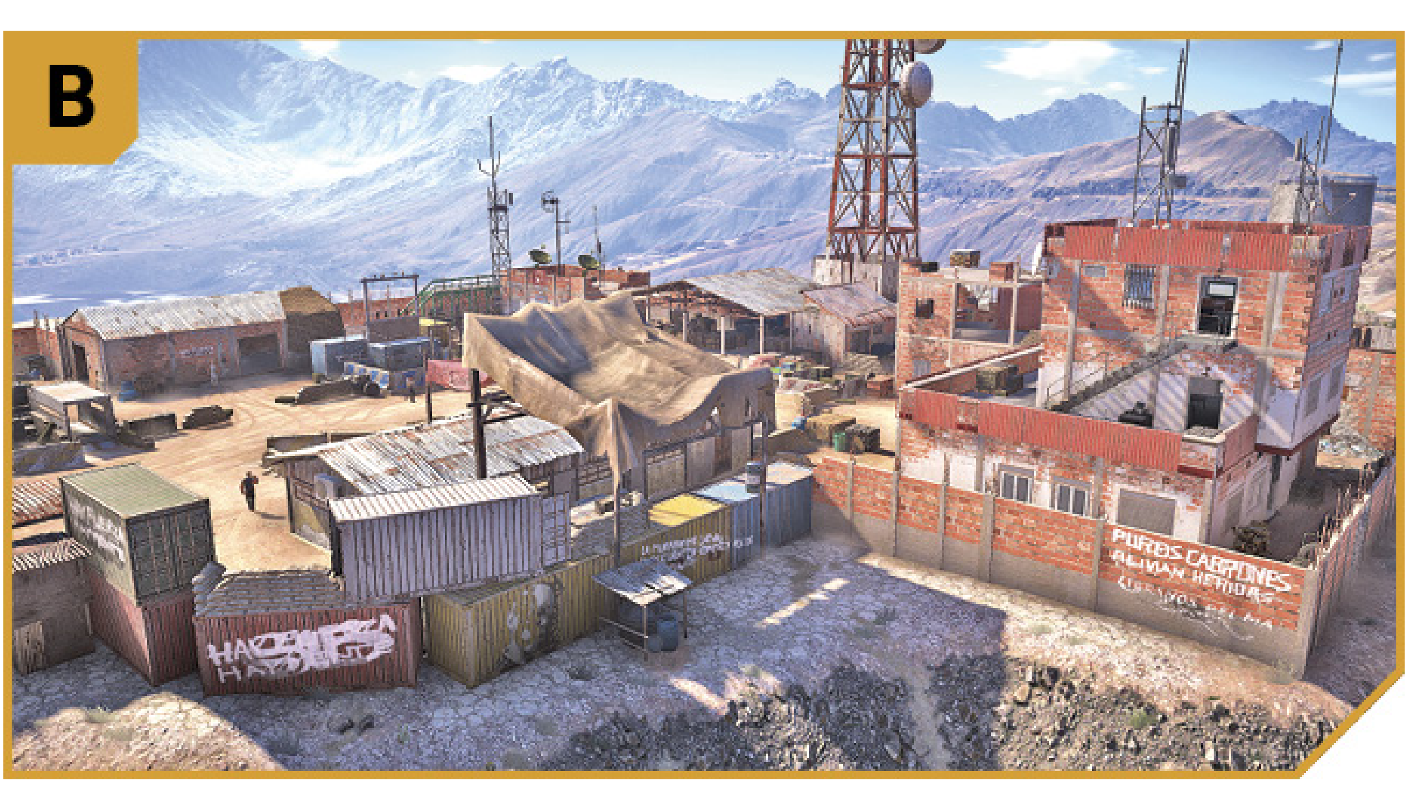


The two firing posts on either side of the gate make this a tough place to infiltrate from this direction, unless you drive in using a Santa Blanca vehicle, in which case the gates open automatically. Use this plan with or without tackling the foes manning each minigun:

Creep directly under the slit window where the minigun is poking out (to remain stealthy while moving to B, for example). Or lob in grenades. Or, once you're inside the base, creep up and tag each minigun operator with a suppressed-fire or melee takedown (strangle).

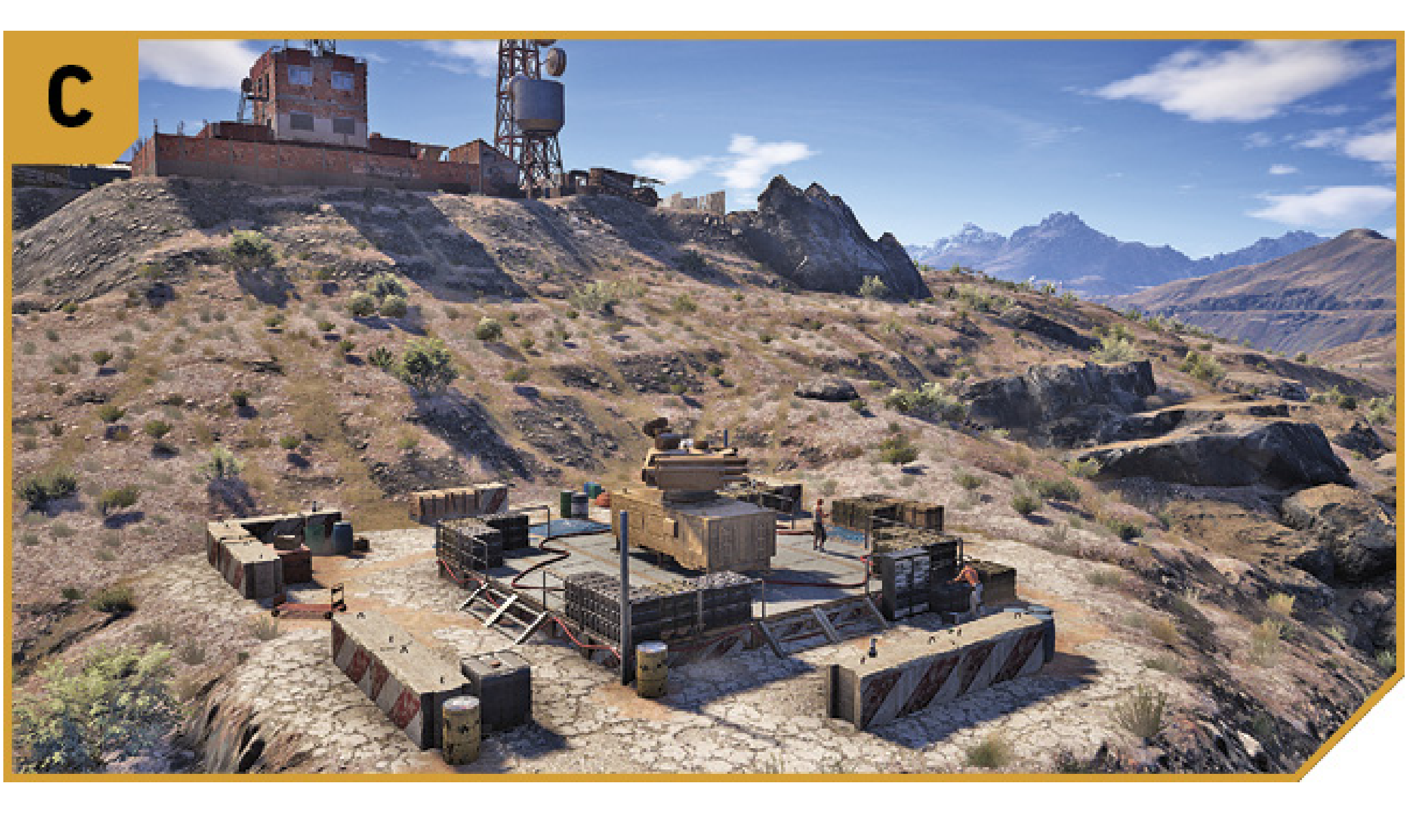
So, enter the base with a Santa Blanca vehicle, exit the vehicle, and work your way from east to west, neutralizing foes. You can get all the way to the HQ before you're spotted (and true Ghosts can defeat all foes without any foe firing a shot).

NORTH: PERIMETER INTRUSION POINT



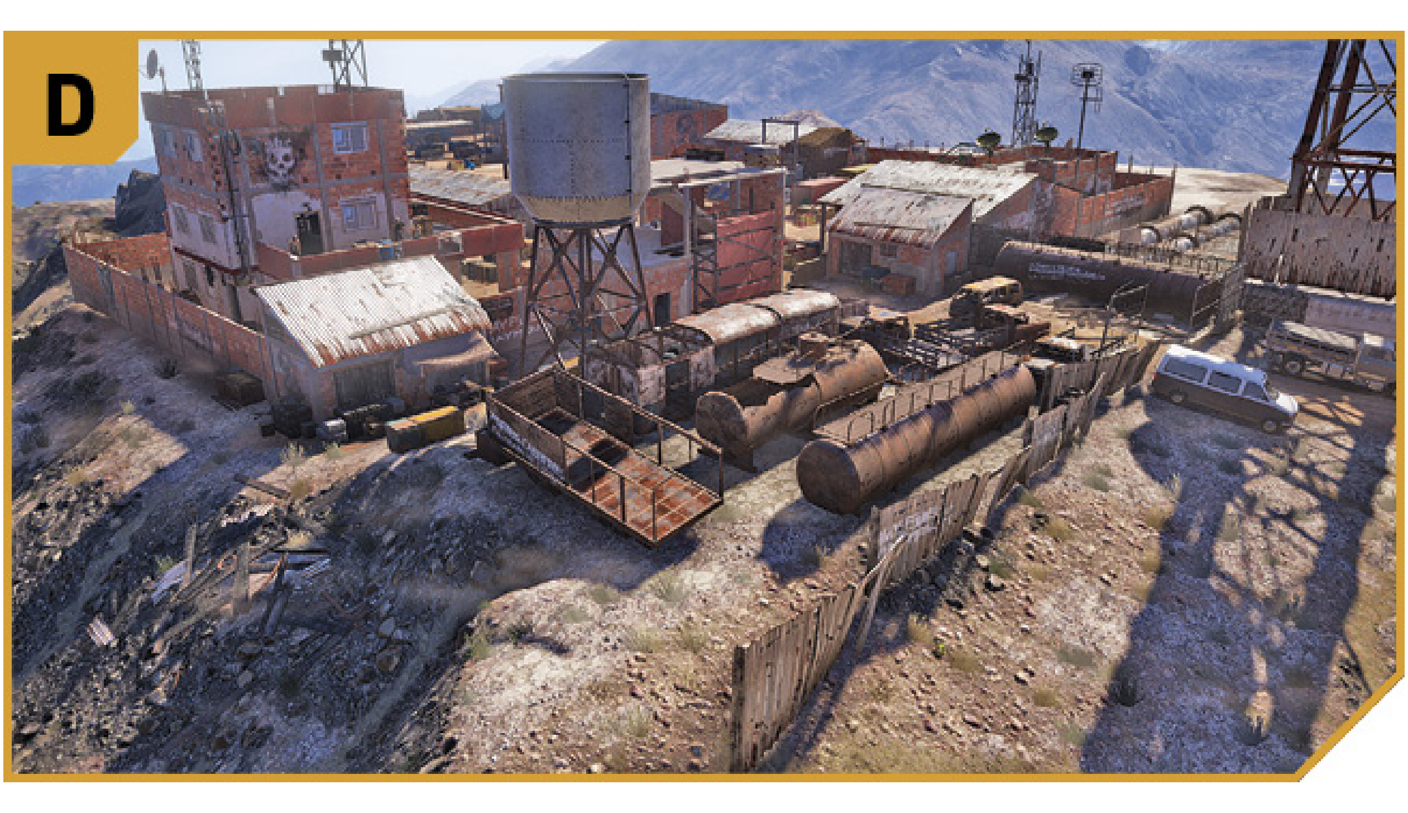
Though you need to be careful of foes spotting you from the SAM launcher (C) or the balcony of the HQ building, the cluster of large metal containers can be accessed at this point. From here, watch for foes to the west and drop down to the HQ building (east side). Or head south into the barracks if you climb here at night time or need to use it as cover before sprinting to shut down the generator (or while firing at the mortar enemy). These options make this a great infiltration point.

NORTH: SAM LAUNCHER



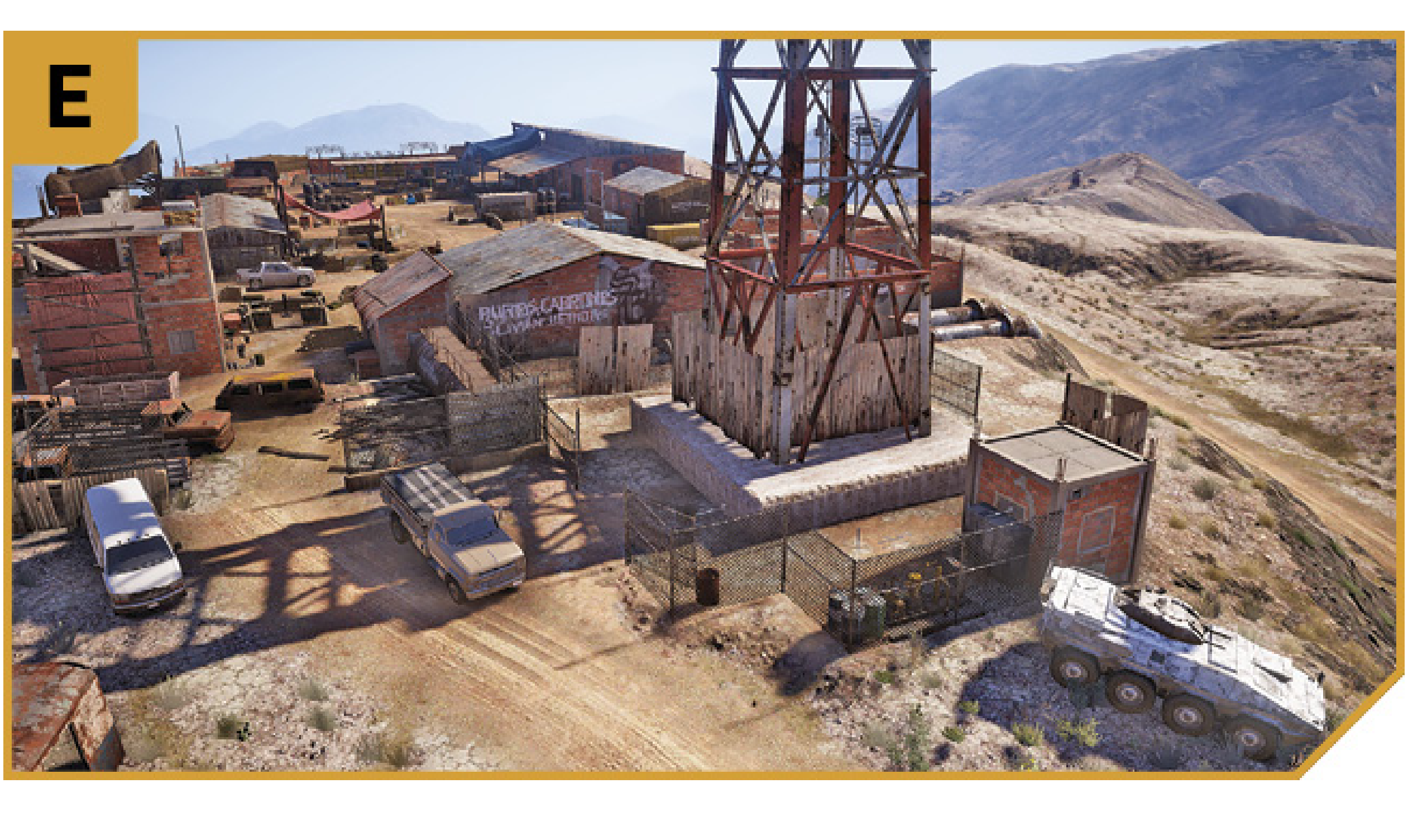
It's worth tackling these two guards and the SAM launcher before entering the outpost itself, but only if you want to remove all enemies, you're happy to make some noise (via C4 to detonate the SAM launcher), and you intend to use a helicopter. Or you can shut down the outpost generator and remove the SAM launcher's effectiveness without blowing your cover. The launcher is on an open platform, and the two foes are easily spotted. Snipe them from range so foes at the HQ building aren't disturbed.

NORTHWEST: SCRAPYARD AND BRICK CONSTRUCTION



The rusting tanks and carriages, as well as vehicles in the northwestern corner of the outpost, make sound infiltration spots. Plus, you have a good view of the mortar and access into the half-built brick building adjacent to the HQ (use the doorway near the old car with its hood up). You can then creep through, around to the north behind the HQ building and perimeter, and enter the HQ building without being seen (or, at the very least, with minimal combat exposure). Rushing here is good. In Co-op, a teammate can sneak or dash south instead of north, clear the comms building, and shut down the generator.

WEST: SCRAPYARD AND RADIO MAST

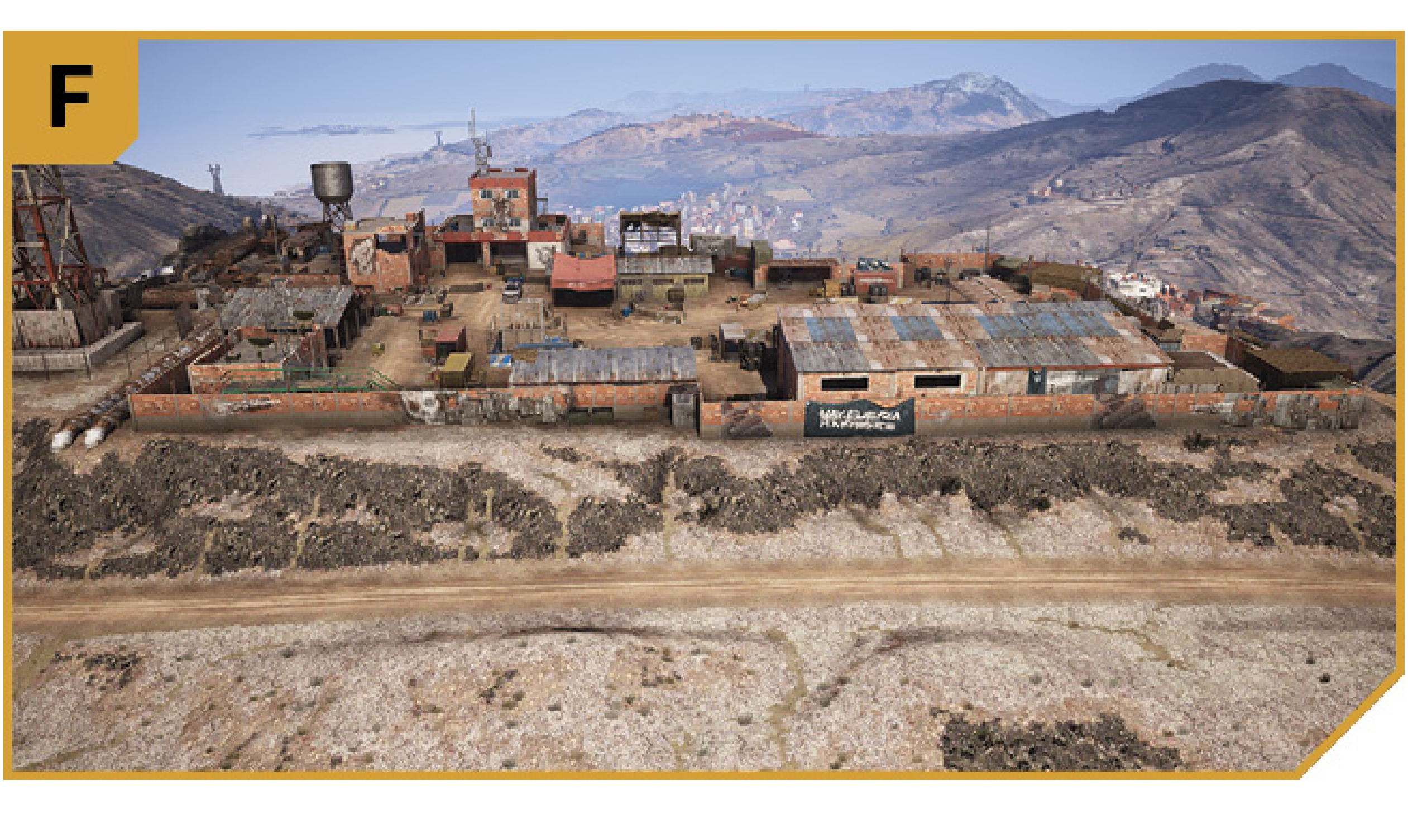


A road in from the west to the scrapyard allows direct access (after some maneuvers around rusty vehicles) to the mortar and inside the base, so driving in here is possible but not subtle, and can cause you to be overwhelmed by the enemy. A better plan is to infiltrate from here, climbing onto the brick lean-to shed (right of the entrance if facing south) and then onto the metal roof of the open warehouse. You can sneak to the comms building's low roof and down to the generator from here, too.

Once inside the outpost, the roof of the comms building in the southeast corner provides a good covering position. Using the green stairs south of the generator, head up and onto the low roof of the comms building and, optionally, the metal roof of the open warehouse just north of it. You can take out the foe at the mortar and pretty much anyone else across the base.

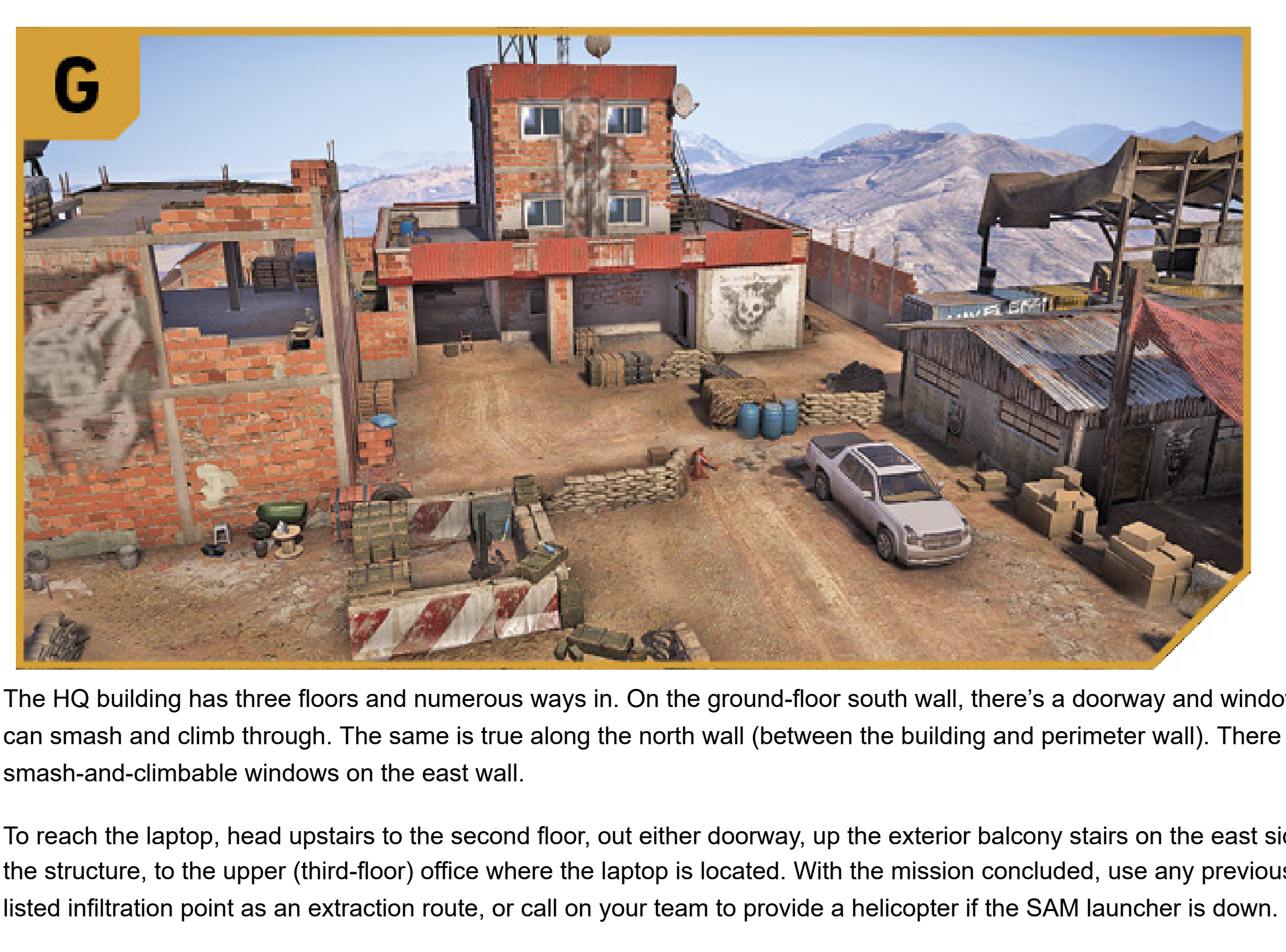
Don't forget the couple of Santa Blanca vehicles, usually including an APC, parked in this area. Using the APC is particularly handy, either to create a distraction, to get the east gates open, or to use as movable protection when storming the HQ building or extracting your team.

SOUTH: MAIN ROAD



The southern perimeter is completely impenetrable and follows the route of the road adjacent to it. Use it to quickly move between the more accessible east and west sides of the outpost.

TARGET: HQ BUILDING AND LAPTOP



The HQ building has three floors and numerous ways in. On the ground-floor south wall, there's a doorway and window you can smash and climb through. The same is true along the north wall (between the building and perimeter wall). There are two smash-and-climbable windows on the east wall.

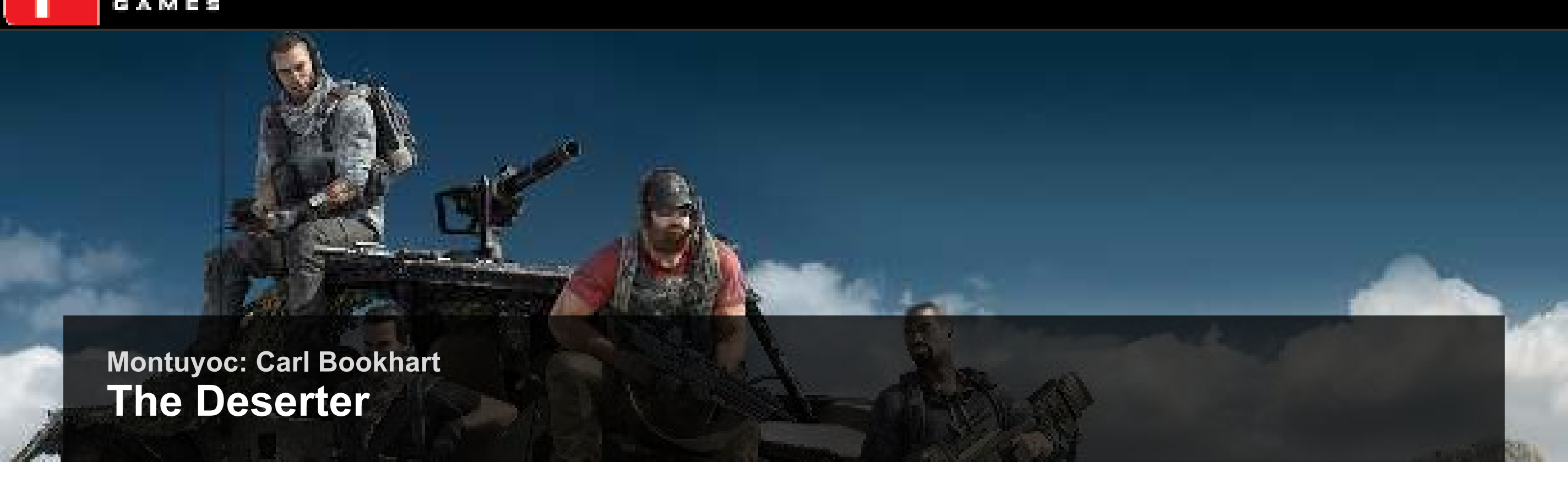
To reach the laptop, head upstairs to the second floor, out either doorway, up the exterior balcony stairs on the east side of the structure, to the upper (third-floor) office where the laptop is located. With the mission concluded, use any previously listed infiltration point as an extraction route, or call on your team to provide a helicopter if the SAM launcher is down.

OUTPOST (NORTH): OTHER TACTICAL ADVICE

SOLO: Enter via B at night time, dispatching the foes in the barracks, or ignoring them if for a pure stealth completion. Sneak around to the north side of the HQ building, enter while avoiding enemies (or strangle them from behind), and ascend to the laptop. Hack it and leave the way you came. Or use the route in from D.

Or drive in through A using a cartel-approved vehicle, which is usually discovered once you reach the mortar area. Disembark, storm the HQ, and remain here to use the height advantage, placing mines on the stairs and removing foes until the coast is clear.

CO-OP: You have the added luxury of being able to create a disturbance while teammates access other areas of the base at the same time. One such plan involves blowing up the SAM launcher with C4 while a second Ghost enters via A using a cartel vehicle. While mayhem ensues, a third and fourth Ghost can quickly drop foes and storm the HQ building, before being optionally picked up by a chopper pilot (the Ghost responsible for the SAM launcher takedown on foot) on the yard, the roof of the half-built brick building (northwest).



Montuyoc: Carl Bookhart

The Deserter

OBJECTIVES

- **Reach the first search party**
- **Interrogate the search party leader**
- **Reach the second search party**
- **Locate the deserter**
- **Extract the deserter to Montuyoc Alpha**

LOCATIONS

- **Laguna Colorada Baths**
- **Unmarked Rock Outcrop (West Laguna Colorada)**

REWARDS

- **+ 1,000 XP**

BRIEF

The cartel deserter is believed to be hiding somewhere in Laguna Colorada. We need to locate and extract him to find out what he can tell us about the sicario training program.

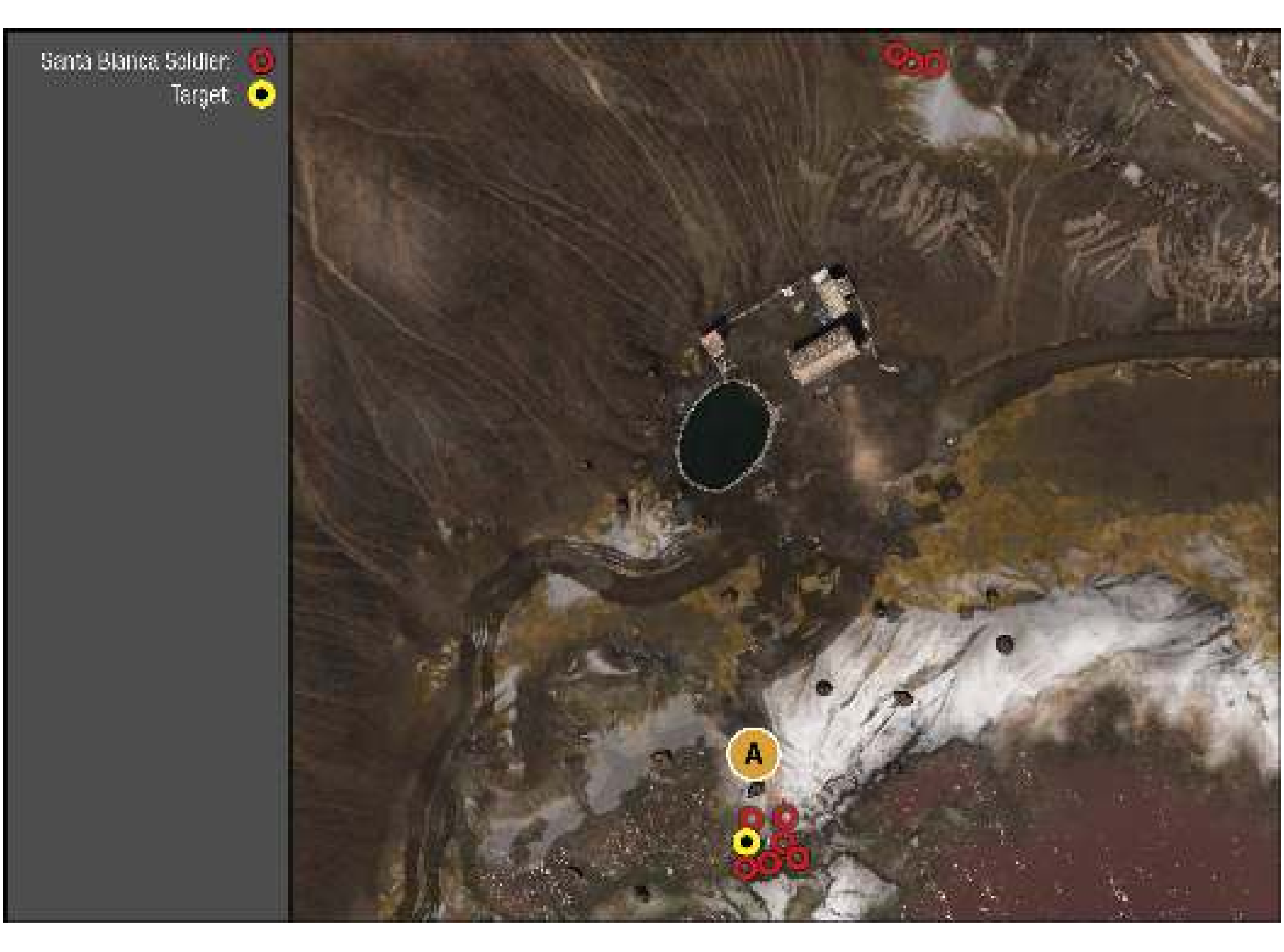
MISSION ACCESS

Complete Main Mission: The Outpost in Montuyoc Province to start this mission.

IF AT FIRST YOU DON'T SUCCEED…

You're to locate a cartel search party, grab the leader before he flees in a vehicle, and interrogate him regarding the deserter you desperately need. If he flees, you'd better chase him down quickly, as he's likely to drive to the second location (where the deserter is), usually resulting in the death of the deserter and mission failure.

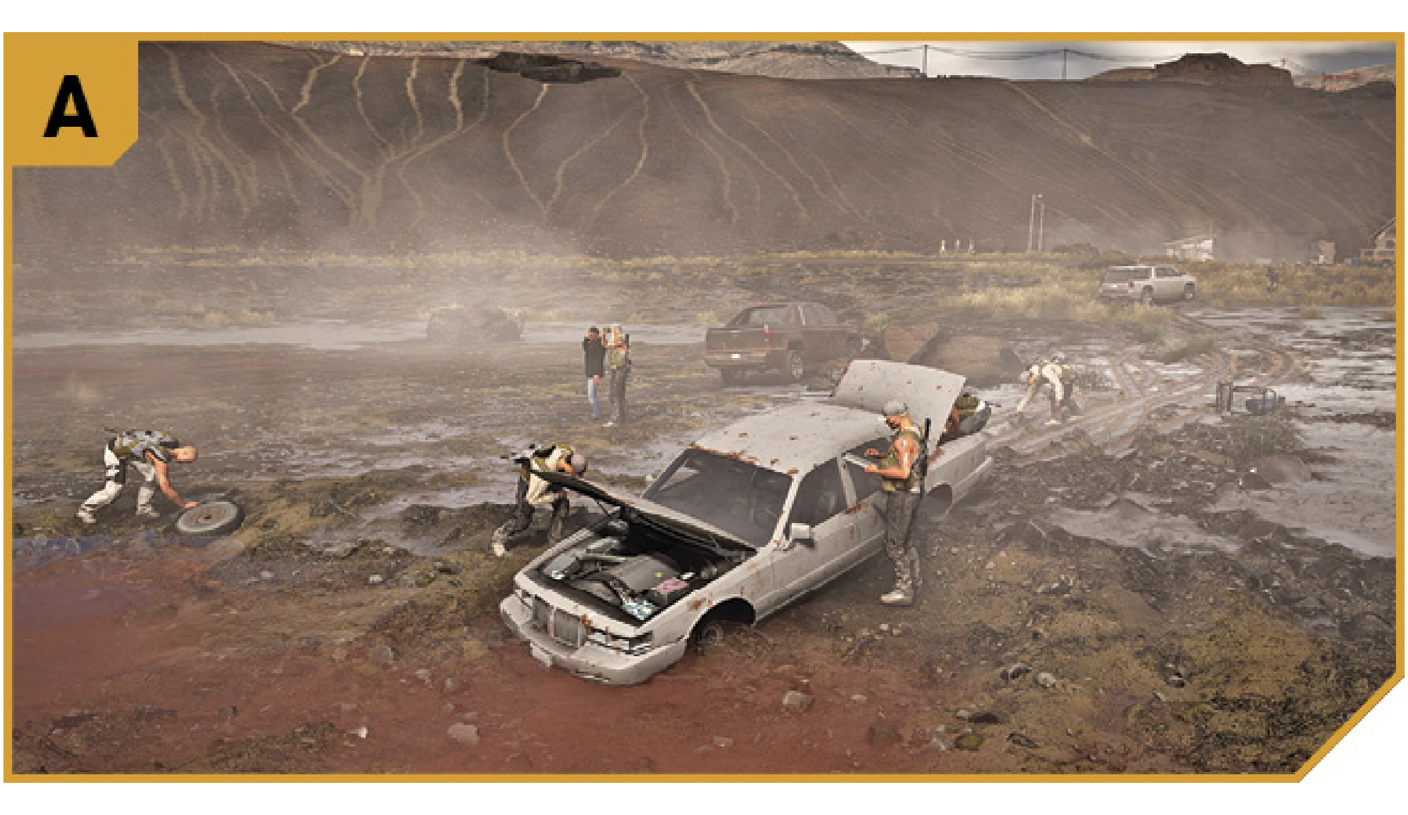
LAGUNA COLORADA BATHS: RECON



TACMAP

This forgotten tourist attraction has a cartel outpost at the gas station. Avoid it, as you're here to check the edge of the lake where the mission area is, south of the small cottage structure. Watch for a trio of patrolling foes along the way. Then check the six enemies at the deserter's car; you need to take the leader alive.

CARTEL SEARCH PARTY



Around six enemies are inspecting the spot where a car skidded to a halt. It's tactically advantageous to remove the trio of cartel enemies patrolling the area to the north first, in quick succession, so the remaining foes are none the wiser. Then quickly tag the enemies so you have just enough time to grab the leader before he reaches his vehicle and escapes.

LAGUNA COLORADA BATHS: OTHER TACTICAL ADVICE

SOLO: CO-OP: After removing the trio of foes, creep into the mission area, moving from the cottages to the parked cars and continuing south to the search party. Target all six foes between you and your team, and shoot them all in a single volley. Freaked out, the leader tries to reach the nearby SUV. Either take out the tires and finish off the vehicle so it slows to a crawl as soon as possible, or creep to the SUV before you open fire, and plant C4 (two charges, just to make sure). When the leader starts to run, explode the SUV before he reaches it. Then collar him as he runs for the next nearest car to the north (where one of you should be).

You can lob in a grenade on the left side of the group (if you're facing south) so the detonation doesn't kill the leader.

You can also creep to the two nearest cars and drive off in them, parking them near the cottage before returning to gun down (or snipe from a distance) the search party. The leader has no vehicle to run to, so he's easily wrangled.

If the enemy leaves in a vehicle, the usual takedown rules apply for stopping his SUV. However, if he reaches the location of the second search party, the mission fails. As he takes the road, cut him off by driving up the side of the lake so you're farther along the road. In Co-op, have two Ghosts ready with a road block away from cartel outposts, along the west-side lake road in case the assault duo messes up and lets the leader drive off.

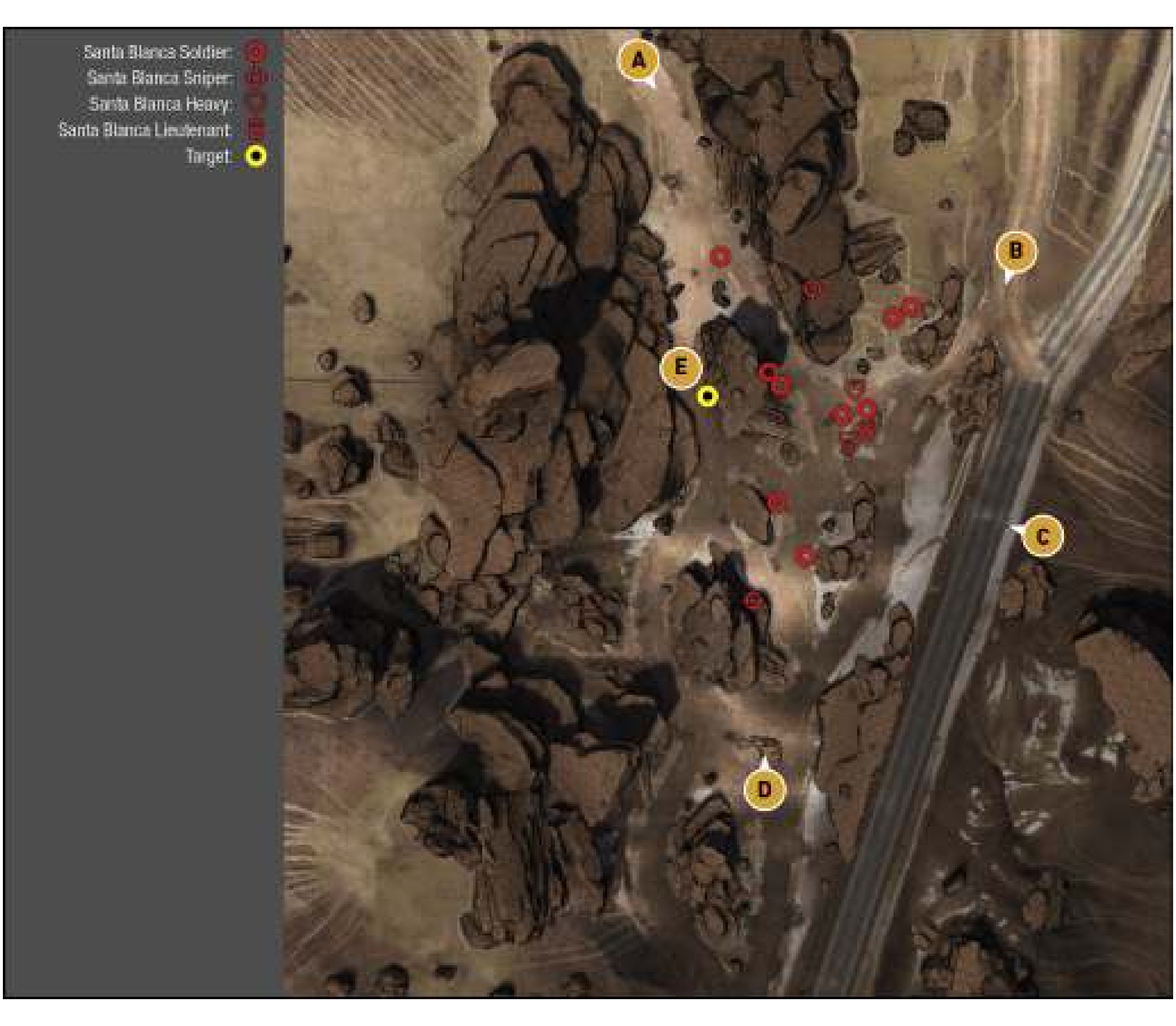
TRY AGAIN WITH GREATER SPEED

When you locate the second cartel search party, the situation looks dire for the deserter; he's on the verge of getting a bullet from either of the two snipers, or from the ground troops here. Grab him quickly, bundle him into a vehicle, and head for the hills, specifically the hill to the north where Montuyoc Alpha is located.

CAUTION: DEATH COMES QUICKLY

The deserter is fighting for his life, but he's not very cunning and fights like a frightened dog (albeit one armed with a machine gun). If you don't distract the enemy and cut down the foes closest to the deserter within seconds of the cartel realizing they're under attack, he's usually killed.

ROCK OUTCROP: RECON



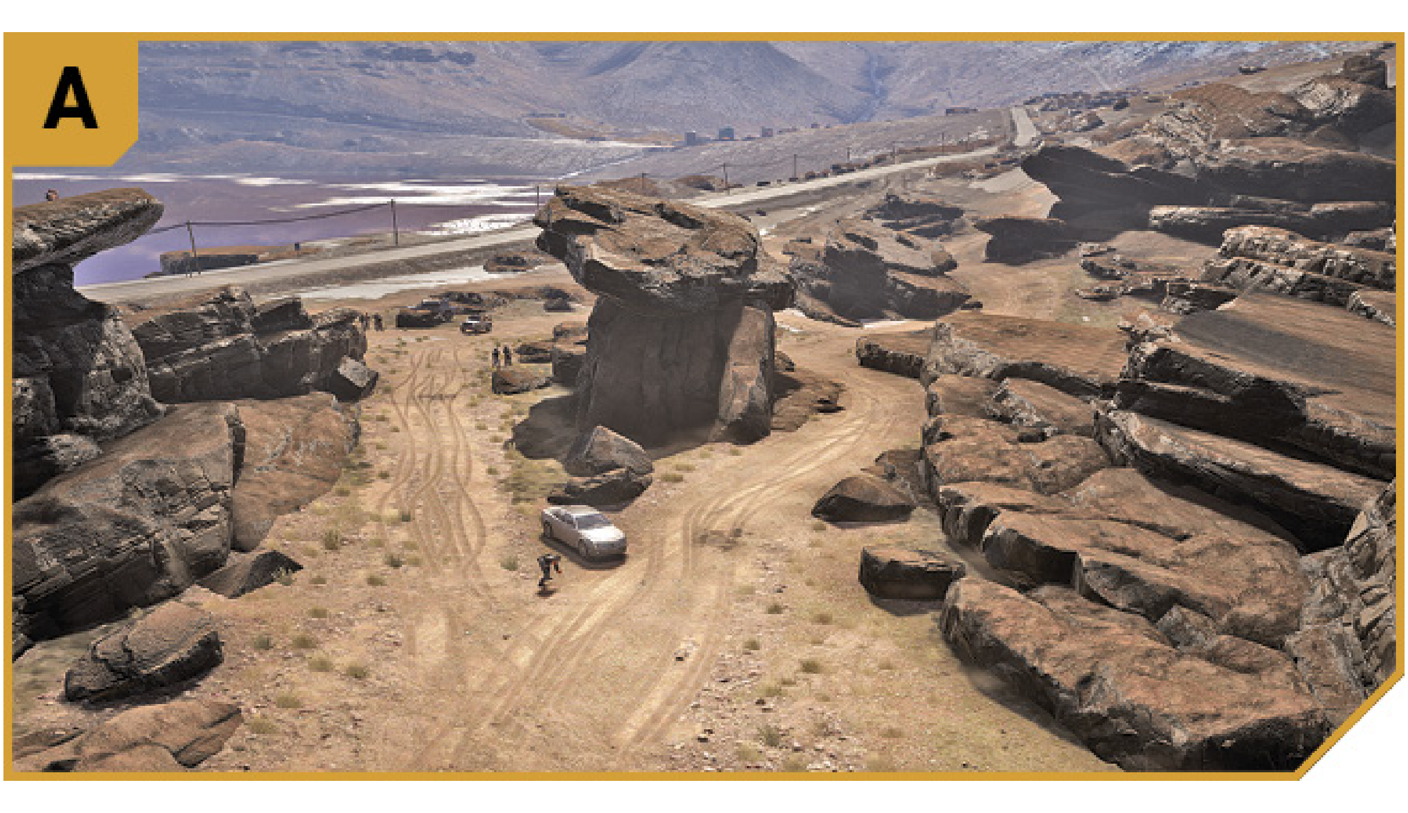
TACMAP

This is a small ravine with a dirt road bisecting the outcrops from north to south, and a secondary road near the tarmac thoroughfare to the east. The search party is much bigger this time, numbering 14, and they have two troublesome snipers, as well as the deserter mere feet away. Time and quick thinking are imperative here.

Note that the deserter may turn his gun on you, and can also battle to a waiting vehicle (one of the search party's SUVs or cars) and zoom off, the latter of which results in you giving chase. In this case, use the same techniques you would to apprehend any enemy you need taken alive under these conditions.

Don't forget that the enemies usually remain stationary until you make a move, which allows you to send up a drone to tag everyone, if you wish.

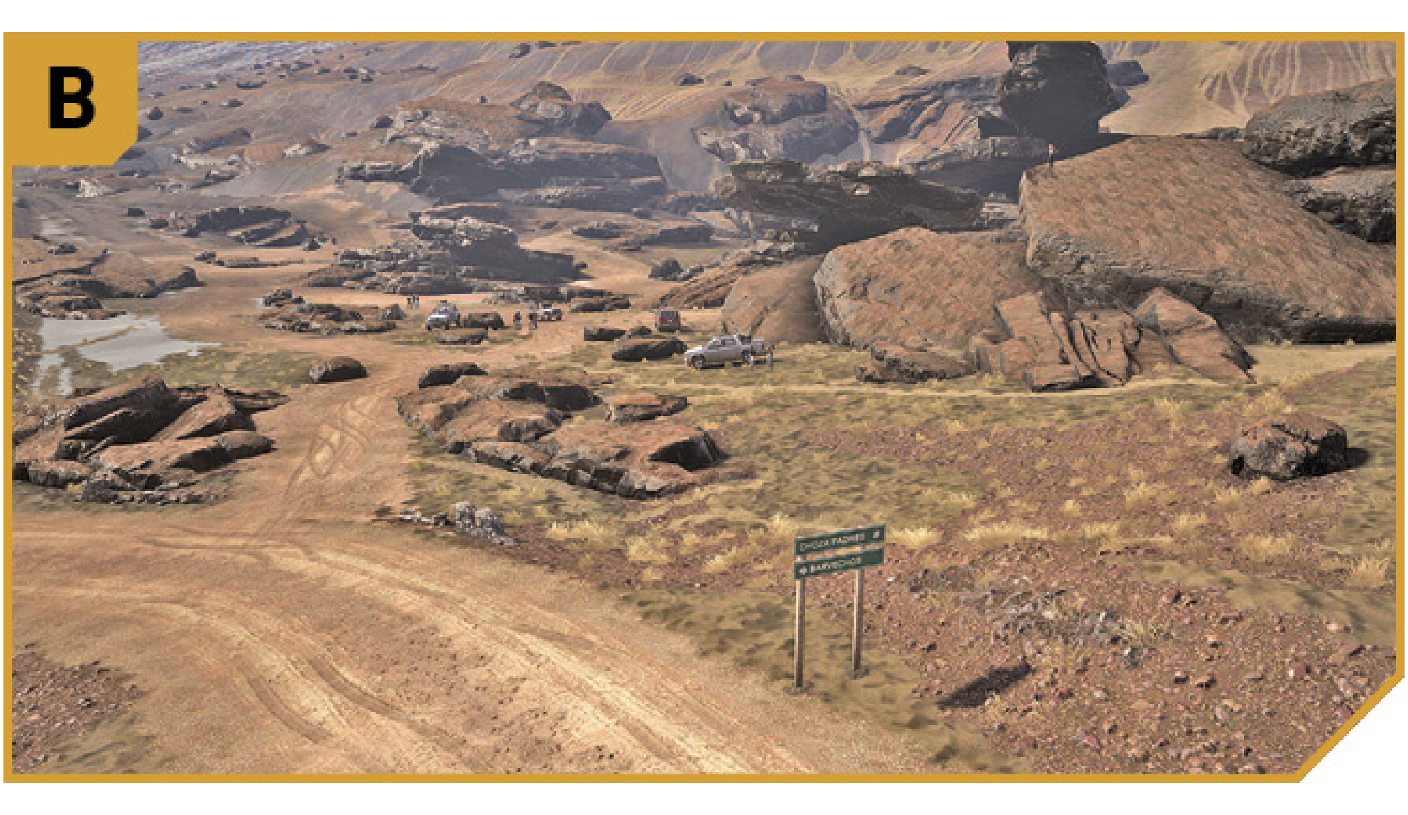
NORTH ROAD



Head down here at a reasonable speed and stop at the deserter's location, using the vehicle as cover, and either bundle him into the vehicle or drag him north to the cartel car parked nearby.

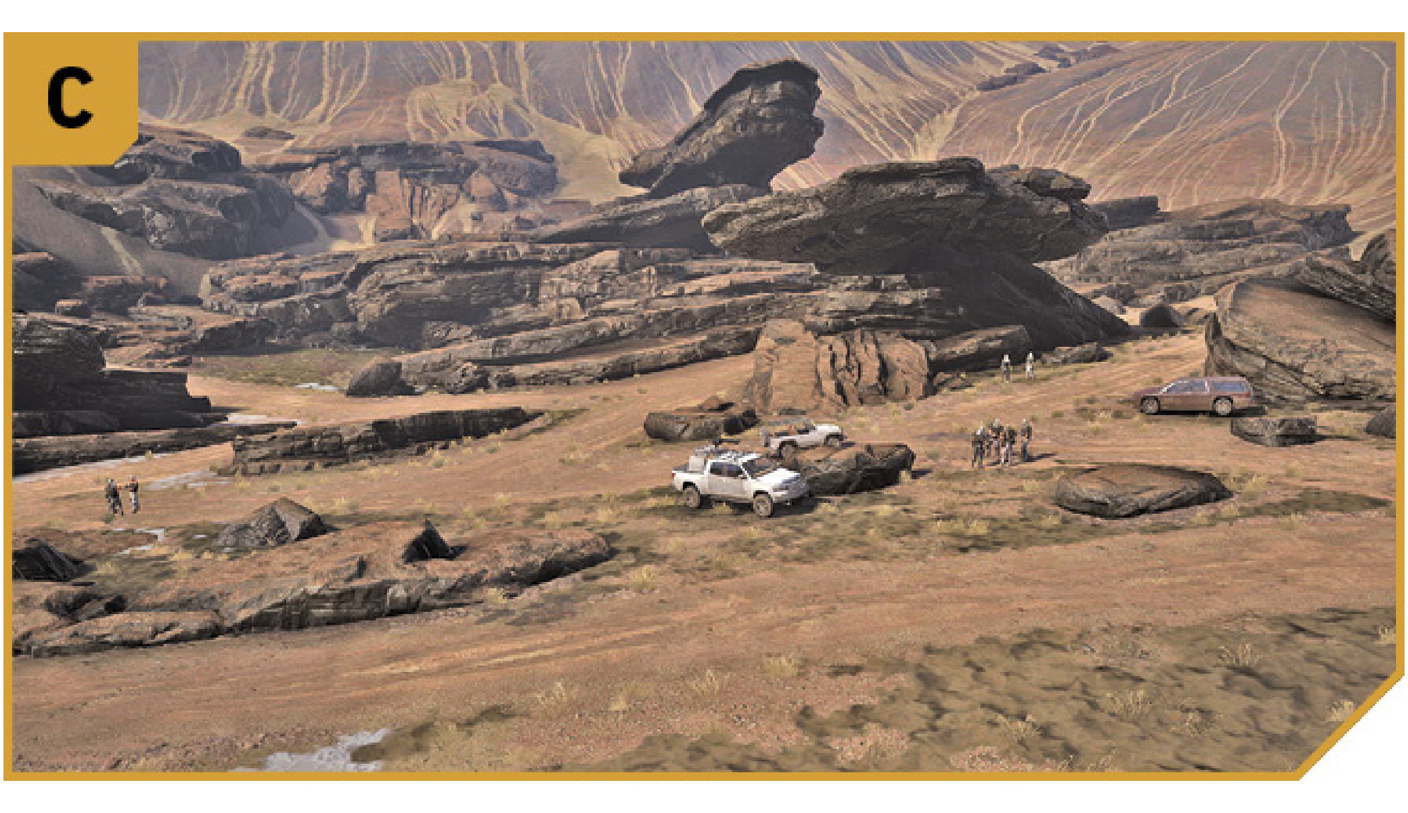
Another option is to sneak down this road and the rock outcrops to the west, taking care not to be seen by the sniper. However, this isn't the best plan, because the deserter heads straight in to fight the cartel, and you're usually too far to help him, plus you don't have a direct shot at foes who may kill him.

NORTHEAST ROAD



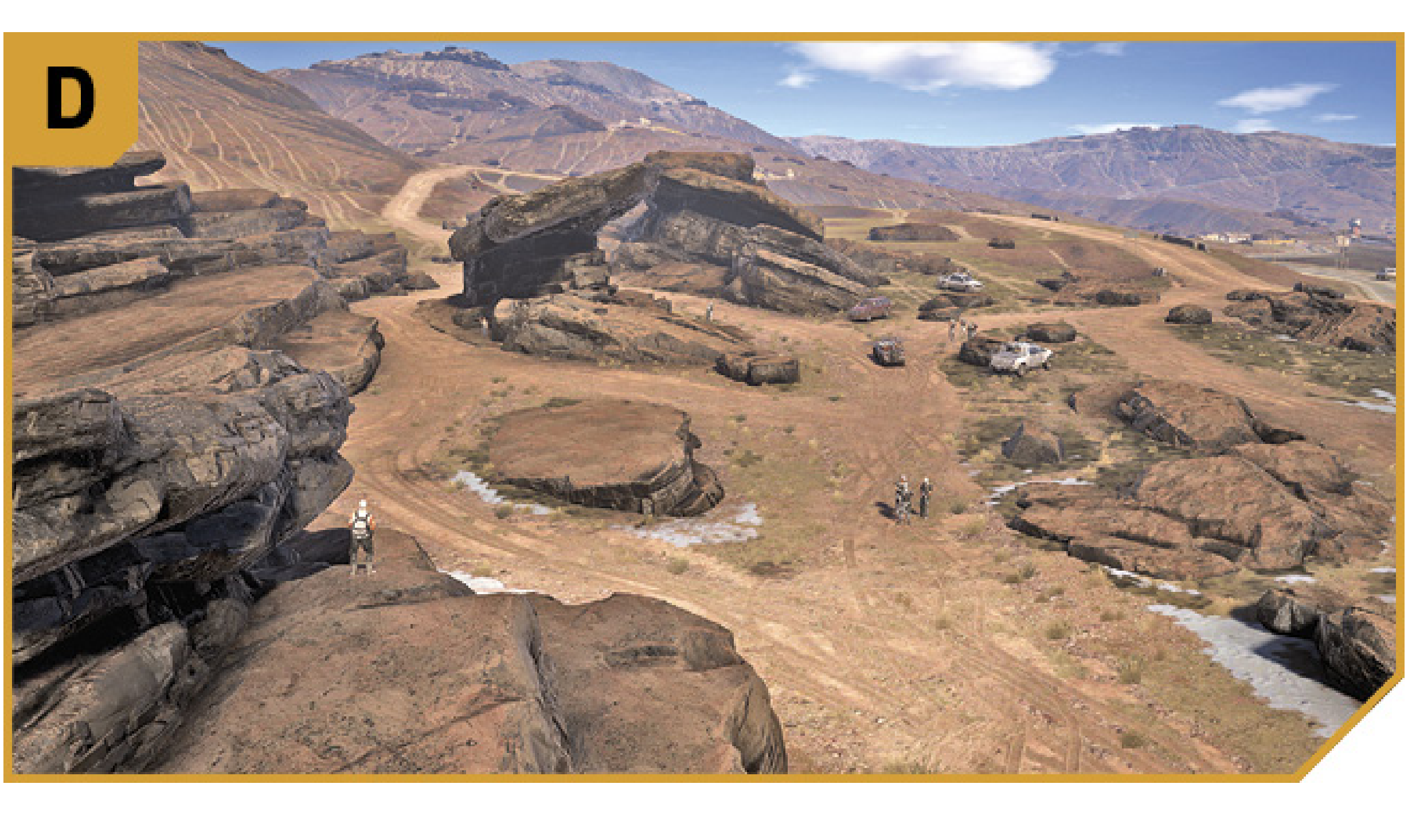
This allows you to creep up onto the rock ledge with the north sniper and take him down via melee strangulation or silenced shots, then shoot the south sniper. Unfortunately, you're still quite far from the deserter and can't see him.

EAST LAKESIDE



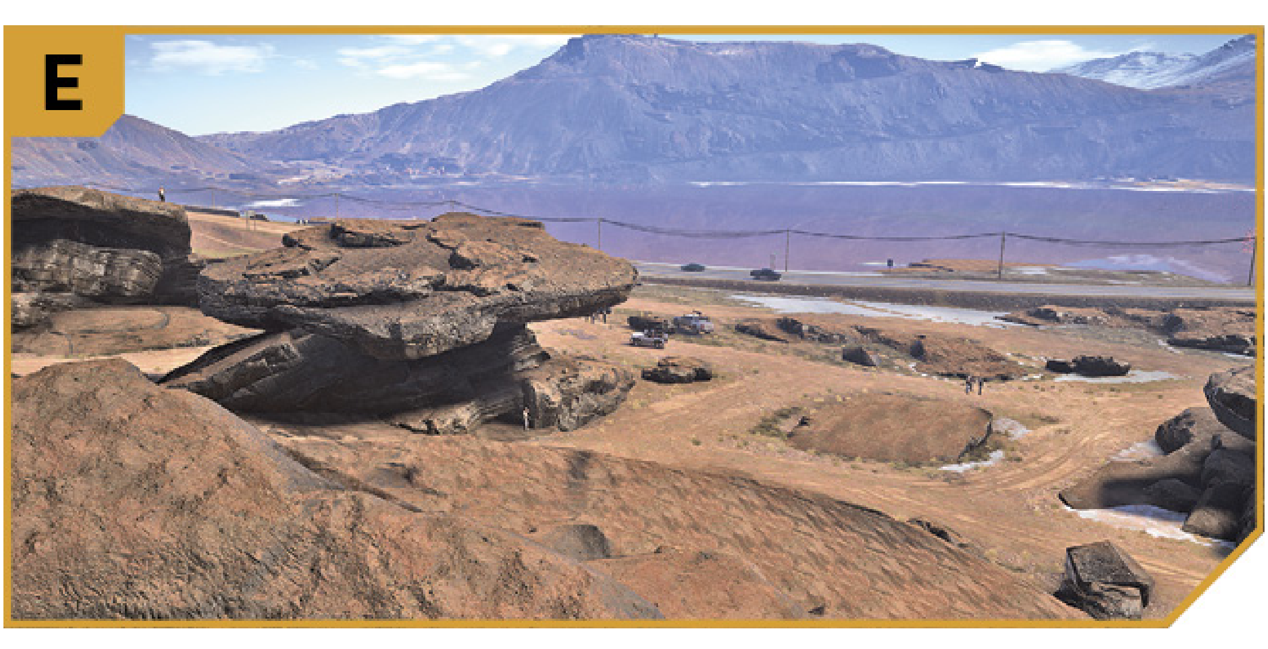
Before wading into the large cluster of search party foes, cross the tarmac road to get a good shot at both snipers (north and south of you). Then start on the foes heading north toward the deserter, while lobbing in grenades to distract the main enemies or sending your team in to attack.

SOUTH ROAD



Due to the previous mission objectives occurring to the north, you don't usually head this way. But you can creep up on the sniper and remove this most-pressing threat, tag the two enemies closest to the deserter, and drive up the road on the west side of the mission area. With silencers, this is sometimes possible without the rest of the search party knowing.

TARGET: EMILIO THE DESERTER



Seconds away from death, Emilio is hiding on the west side of a rock island. He's usually killed by the sniper to the south or the foes on the ground south of him. Ensure this doesn't happen!

Emilio runs south, and if he's not killed, he attacks the cartel and attempts to flee in a vehicle. Help him with this plan, but stop short of letting him leave.

ROCK OUTCROP: OTHER TACTICAL ADVICE

SOLO: Approach in a vehicle from A so you can drive past the foe (or foes) near the parked car, swerve in front of the deserter to protect him from the sniper just north of D, and bundle him into the passenger seat, backseat, or trunk. Then take off before the search party realizes what's going on.

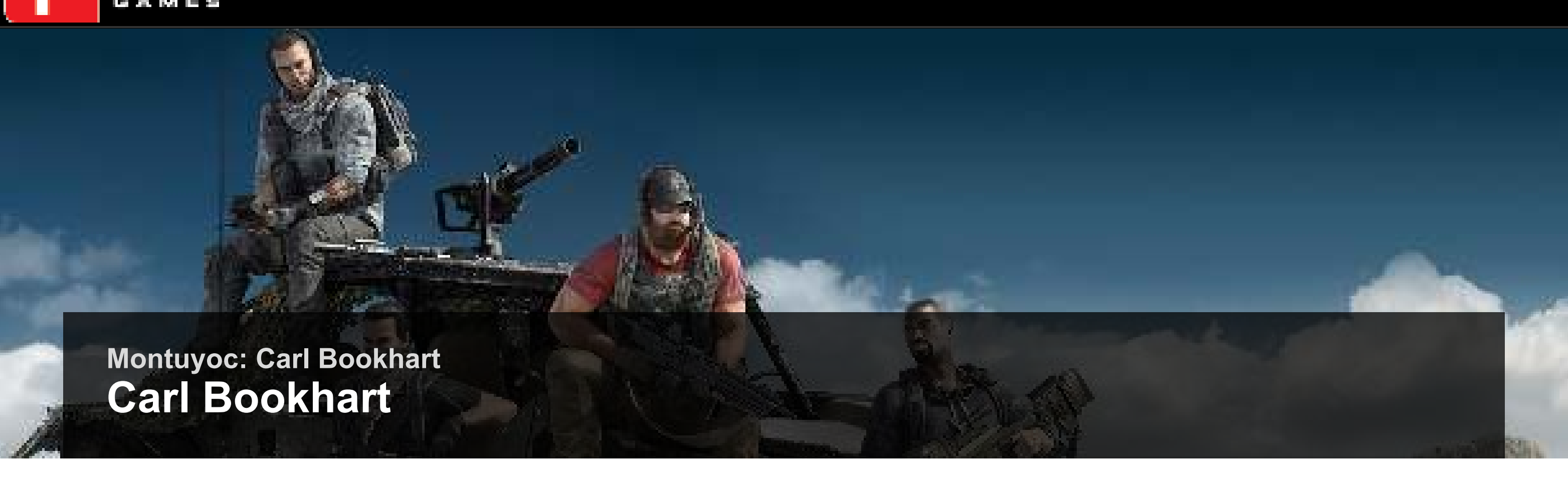
The other option is to remove the nearest threats to the deserter using silencers and stealth takedowns. A silenced sniper rifle is key here. Head in from A or B, onto the rock outcrop where the sniper is. Strangle him from behind or shoot him. Then shoot the sniper to the south and the two foes on the ground just south of the target. Order your team into the cluster of foes near the enemy vehicles, then head into the ravine and clear stragglers. Bundle the deserter into the cartel car parked just north of E.

A great plan is to approach up from the lake (C) and shoot the north and south snipers immediately. Then engage the cluster of foes and those to the southwest who can most easily defeat the deserter. The deserter usually starts firing at them too, so help him out! Then grab an enemy vehicle and stow the deserter in there.

CO-OP: Solo plans are all good and well, but for added pizazz, approach from A, B, C, and D and off the search party in a single and devastating volley of shots, with each Ghost responsible for a set number of foes in a certain location. Safety of the target is then assured.

EXTRACTION TO MONTUYOC ALPHA

Head north, hopefully in a tough vehicle with good off-road capabilities, as you can drive off the beaten path and straight up the hill to the extraction Rally Point. Inside, Emilio the deserter gives you a name: Bookhart. The mission concludes.



Montuyoc: Carl Bookhart

Carl Bookhart

OBJECTIVES

- **Reach the abandoned silver mine**
- **Kill Carl Bookhart**

REWARDS

- **+ 500 XP**
- **+ 5 Skill Points**
- **Assault Rifle: M4A1 Tactical**
- **Headwear: Fast Ballistic Helmet**
- **Eyewear: ESS Ballistic**

LOCATIONS

- **Choza Padre Mine**

BRIEF

We have actionable intel on Carl Bookhart, the former US Army Ranger who is now training sicarios for Santa Blanca. Bookhart can be found at the cartel base inside the abandoned Choza Padre silver mine. Find Bookhart and kill him.

MISSION ACCESS

Complete Main Mission: The Deserter in Montuyoc Province to start this mission.

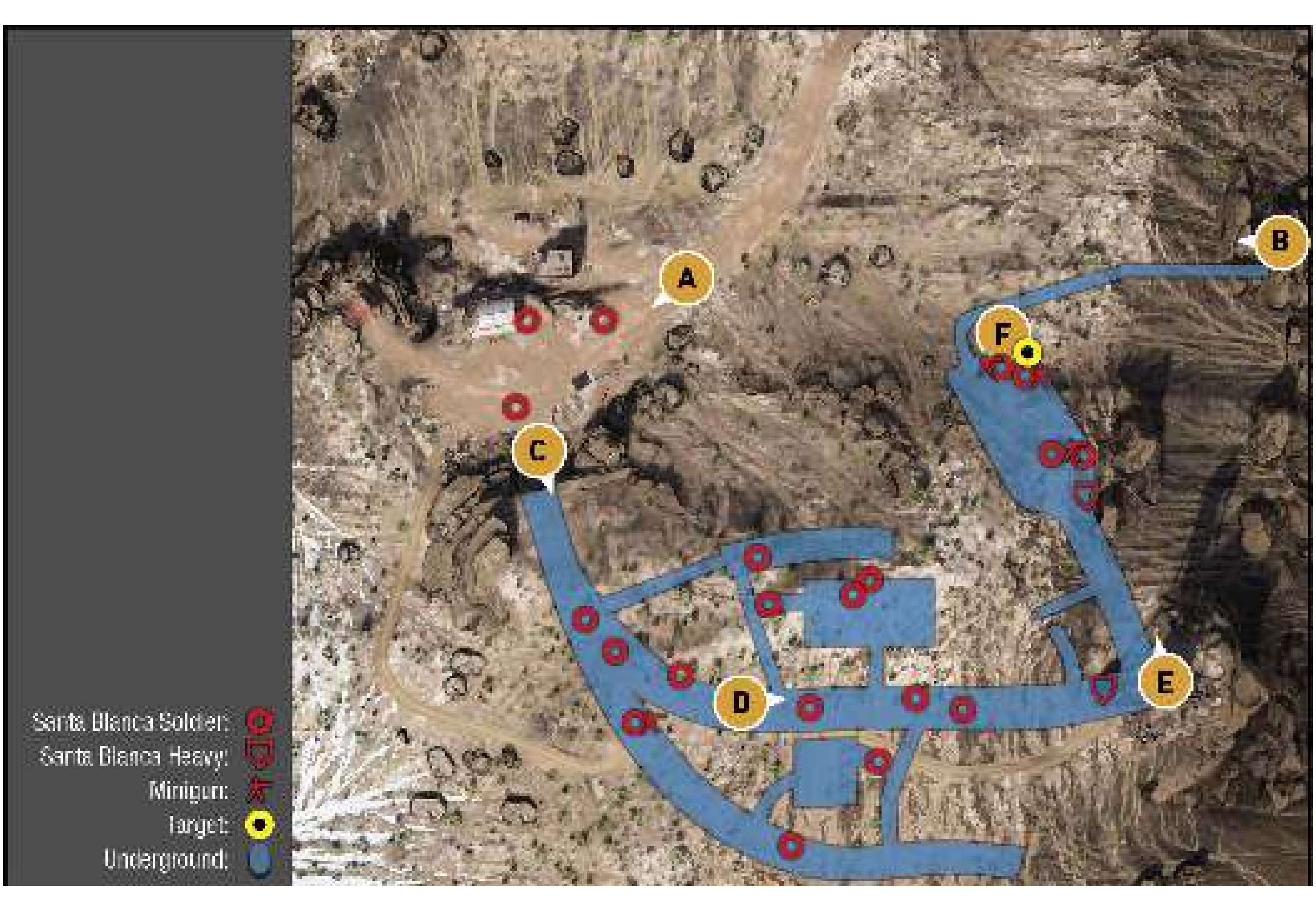
THE HART OF DARKNESS

On the western edge of the province, two clicks southwest of Montuyoc Alpha, is a remote silver mine where a traitor lurks. He's deep underground, and the only way to defeat him is to meet him in his bunker. Of course, you can send a robotic drone laced with explosives to say hello first, if you wish.

CAUTION: MINIGUNS ARE FOUR

Note the four miniguns—the biggest problems you face as you advance through the mine. The first is at the junction between C and D as the large tunnel splits into two. The remaining three are all on the lower of the two underground levels: One at the start of the bunker (north of E), and two on either side of Bookhart himself, in his bunker (F).

TCHOZA PADRE MINE: RECON

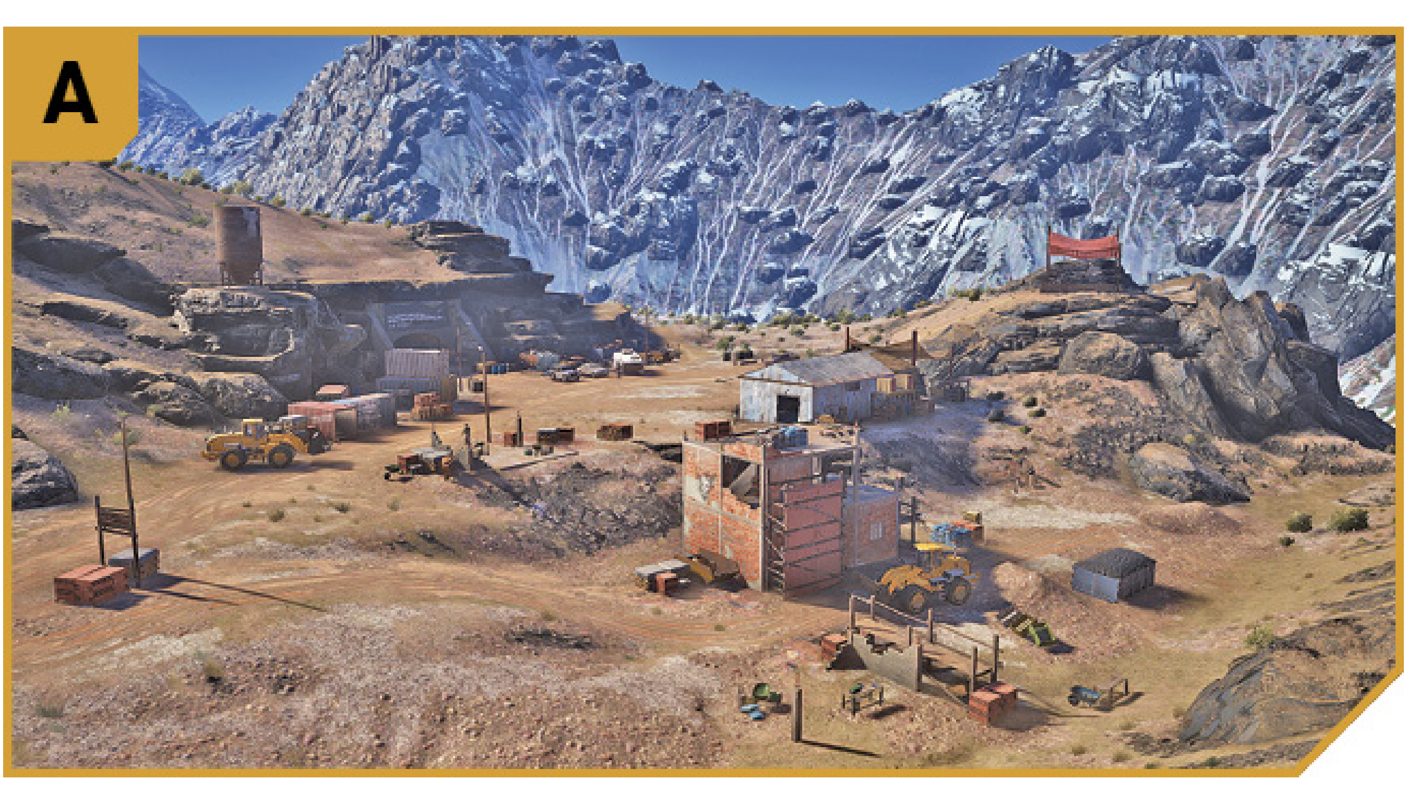


TACMAP

As your in-game Tacmap doesn't include the layout of the mine, this can be quite tricky to navigate…until you study our guide's map, that is! The mine exterior comprises a couple of buildings, some parked vehicles, and three foes who are easy to overcome. Inside the mine structure, you move west to east and slightly downhill, toward the main mine shaft, the wheel of which you can see on the surface but not access. You can sweep the area, engaging as many or as few foes as you like.

Descend the shaft (E) to the lower level, a section of tunnel that opens up into Bookhart's minigun-guarded lair—a double room with a minigun nest, followed by a pair of doors on either side and two more miniguns aimed through the doorways. There's only one way to deal with Bookhart—a mine exploration. Unless you're carrying an explosive drone.

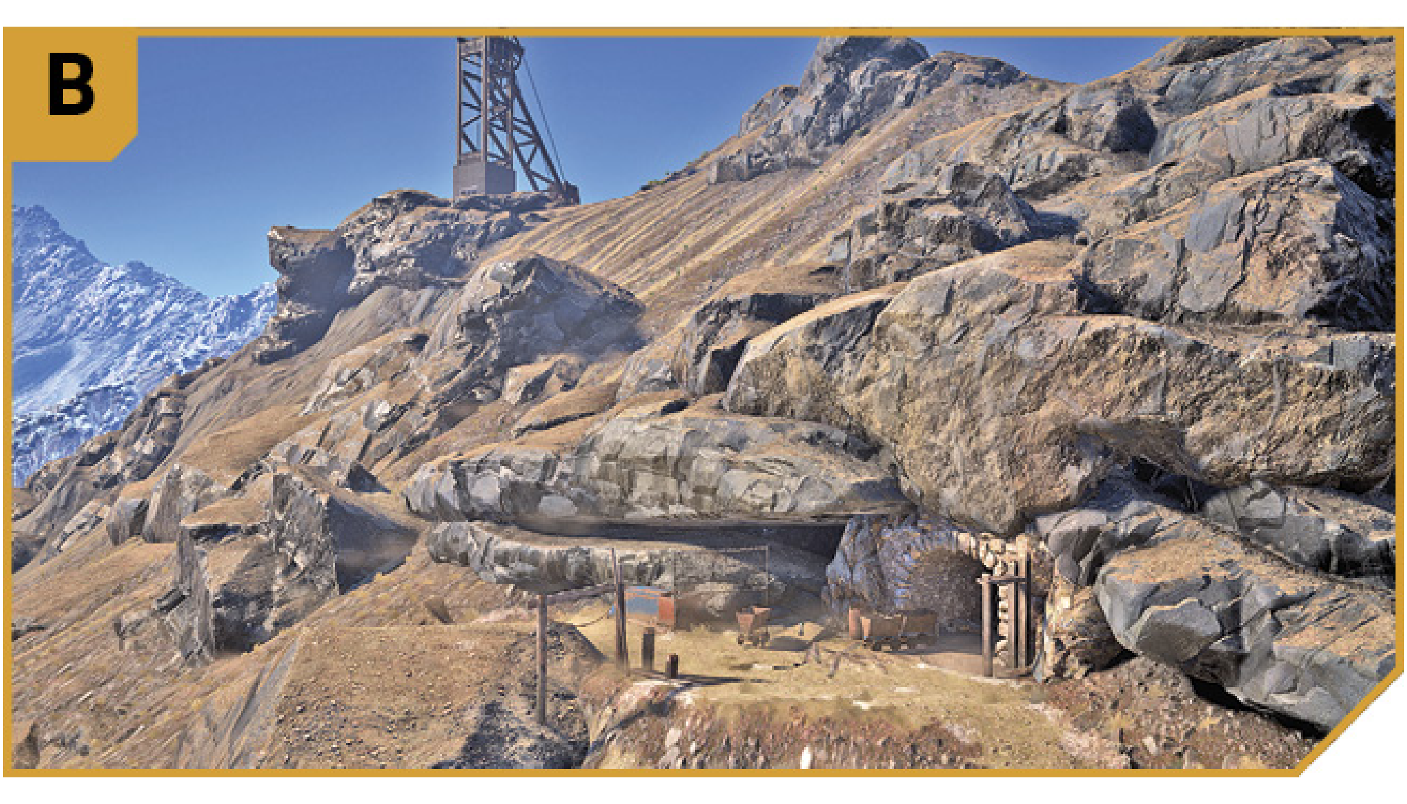
EXTERIOR: MINE COMBAT ZONE



Enter this area so the objective updates. This is a lightly guarded open area you can approach from any direction, even the road. Just ensure you see, and drop, all three foes so you can enter the mine without other enemies knowing you're here. Long-range takedowns are great, but stealth-grabbing or anything in between works.

Note you don't have to be here if you've discovered the secret exit (B) and remove Bookhart from that location.

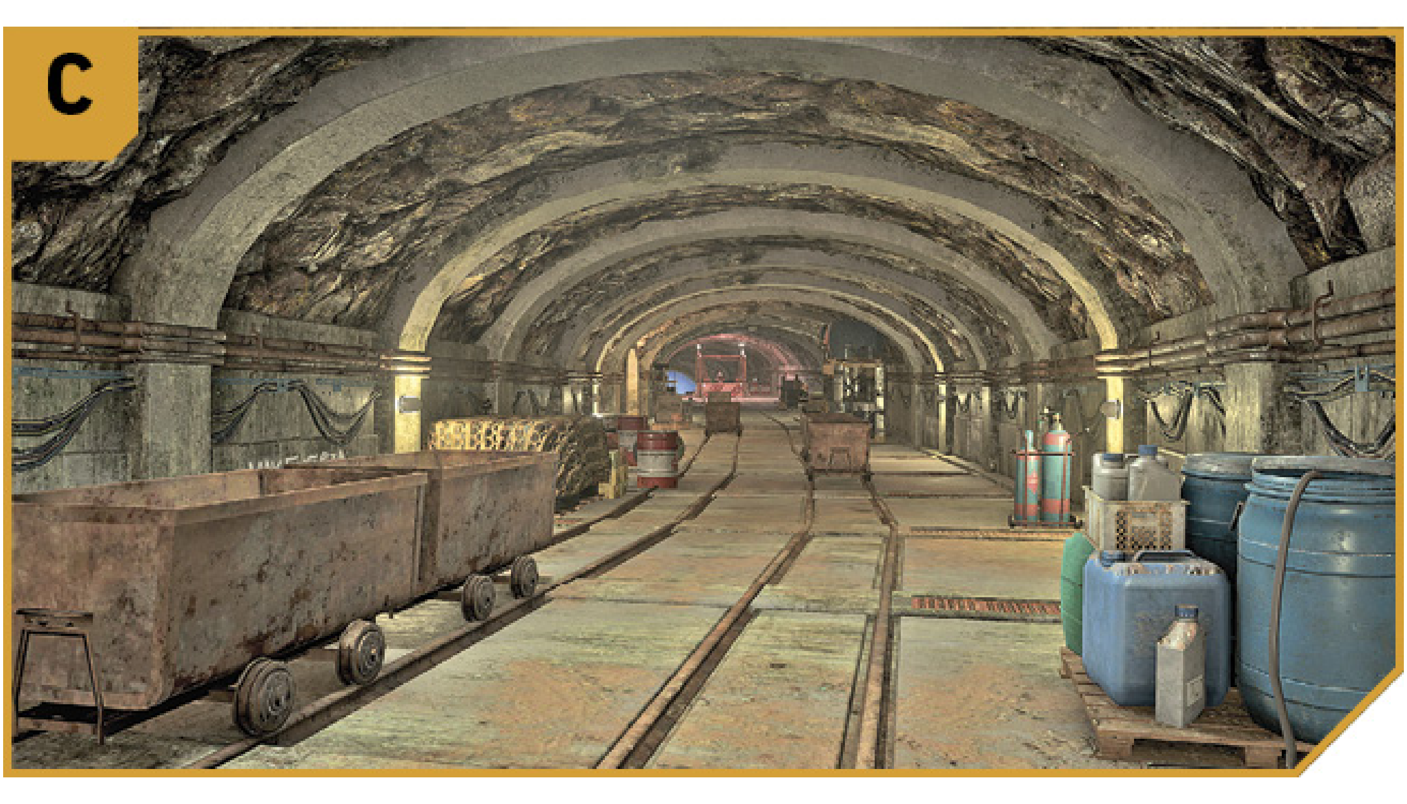
NORTHEAST: SECRET ENTRANCE



You don't actually need to enter the mine at all! If you follow the mountain trail (which is visible all the way from Montuyoc Alpha) and search the area northeast of the mine shaft wheel, you find this old tunnel. You can get halfway down the tunnel (heading west) before you reach a dead end, though the tunnel continues above you. Switch to a drone (explosive, naturally), flick on night vision, and steer it west, around the corner to the south, and into F. Detonate after another swift left turn, straight into the face of Carl Bookhart! Problem solved!

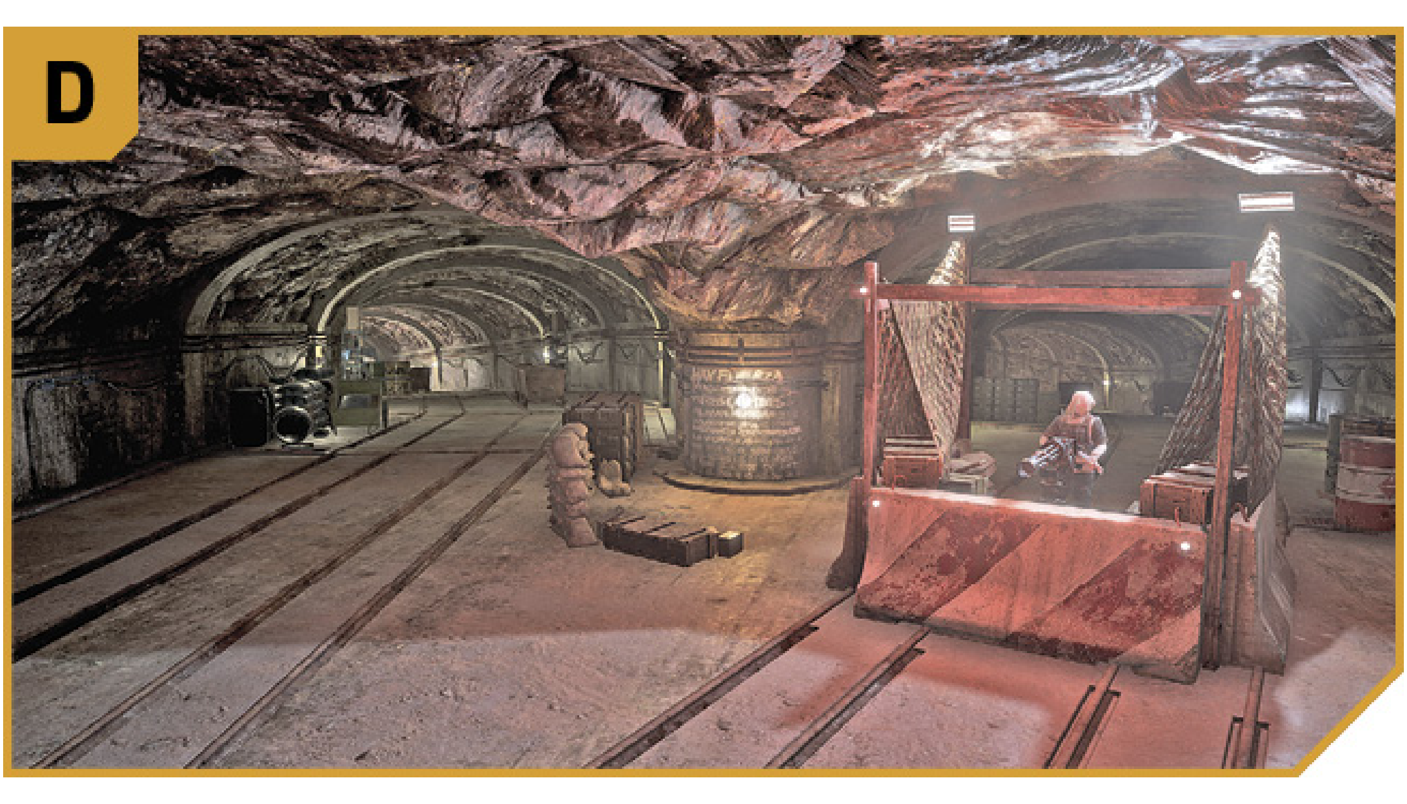
If you finish Bookhart from the mine, you can use this tunnel to escape down. Drop down and head east, out of here, but note that you can't maneuver inward (except by drone).

NORTHWEST: MINE ENTRANCE



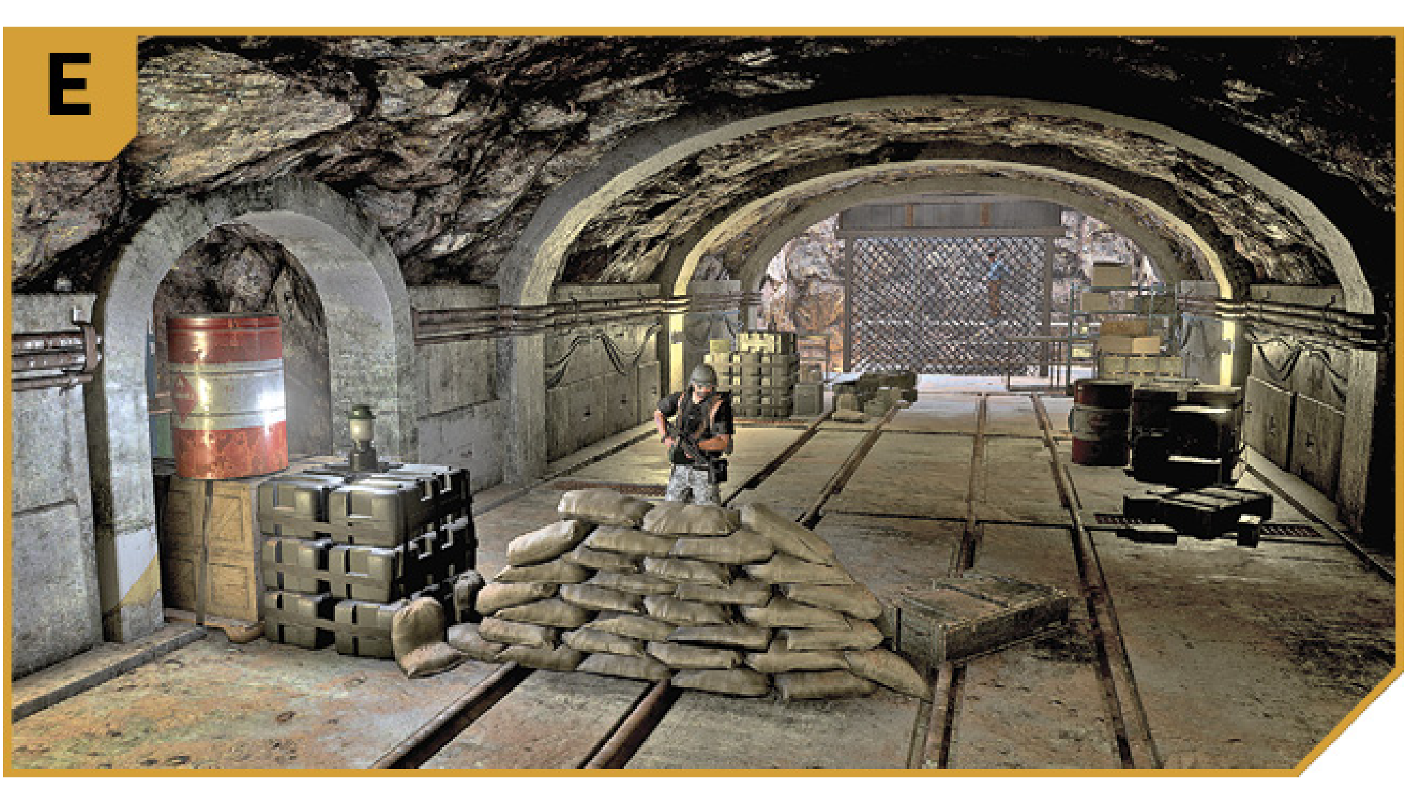
Switch to night vision as you enter the mine to pinpoint enemies, but be aware that some side chambers are brightly lit. Ahead is a minigun turret on the right side as the main tunnel splits. Avoid it by heading down the side tunnel on your left (east) and appearing at D after navigating some side chambers. Or lob in flashbangs, snipe from range before the minigun enemy sees you, or destroy nearby foes by shooting explosive barrels. There are no more miniguns on this floor once you pass the first one.

UNDERGROUND: CENTRAL TUNNEL



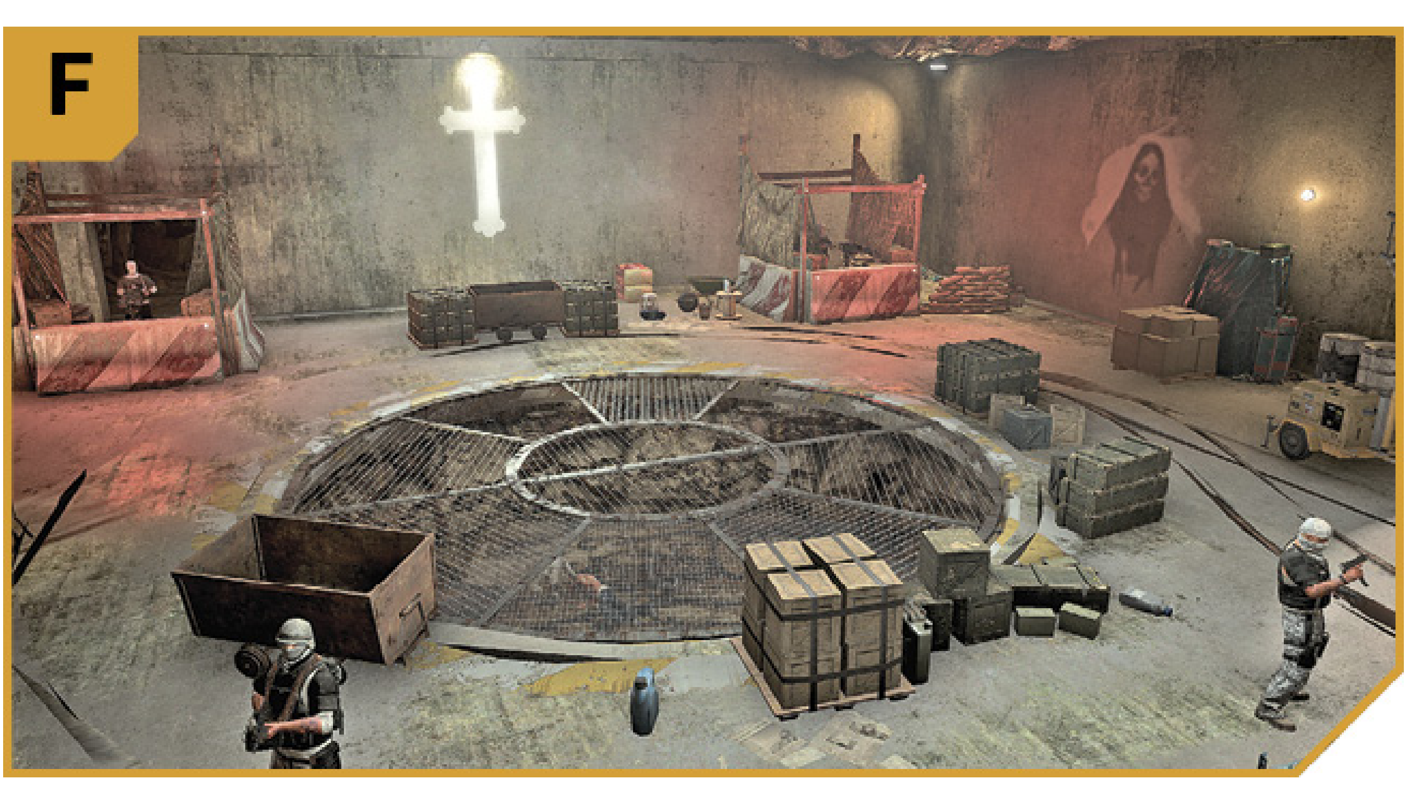
As you can see on the map, this is the main artery to the mine shaft (E). Take whatever route you like. Double back or head down side tunnels to flush out enemies. It's wise to reach E, remove the first armored-foe threat, then backtrack and finish off all remaining foes on this level so they don't follow you down to F.

UNDERGROUND: MINE SHAFT



Watch for an armored foe here—shoot the explosive barrel nearby, or use a preferred takedown method. Head down the mine shaft, and when you reach the bottom (the tunnel heading north to F), send a drone to investigate the area ahead so you can pinpoint the foes and three minigun emplacements.

UNDERGROUND: BOOKHART'S BUNKER



As the tunnel widens, a minigun nest and doorways on either side lead to a rear room where Bookhart lurks with two additional foes manning a minigun in each far corner. The firepower here can be problematic, so in addition to slow advancing, distant sniping, hiding in the side tunnel as you head from E to F, try flashbangs to bewilder the enemy. Remember that Bookhart has few options (only the escape tunnel to B), so if you're slow and patient, you can wear him down and complete the mission.

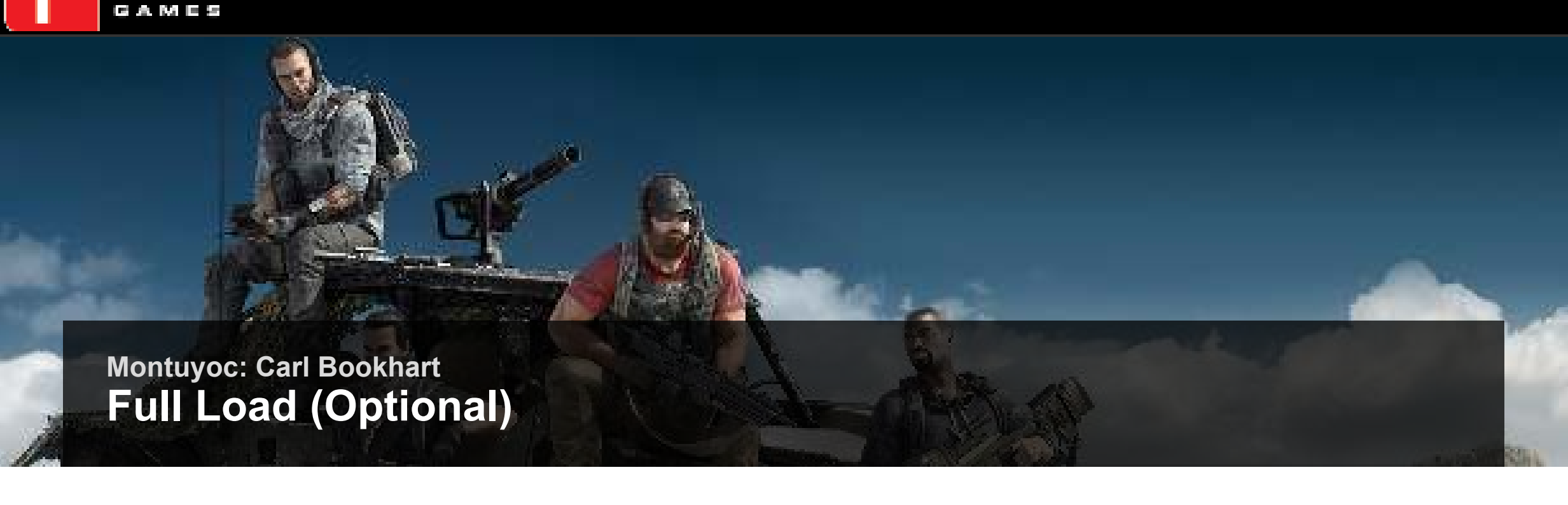
CHOZA PADRE MINE: OTHER TACTICAL ADVICE

SOLO: The mission is simple if you have an explosive drone. Launch it after running west from B to the dead end, steer the drone up and around into F, and detonate.

Otherwise, enter the mine and make a methodical and slow clear-out of all foes, checking every single tunnel and side chamber. Once all enemies are neutralized on the main level, head down to face the traitor. Send your team through one doorway while you head through the other to minimize chances of the enemy hitting everyone. Or be patient and snipe from a distance, stepping in and out of the doorway to cover.

Can you drive down here on a bike or in an SUV? Yes, though the concrete barriers and explosive barrels make this highly dangerous.

CO-OP: Solo tactics are the key here, though you can spend more time catching enemies in crossfire situations by heading through opposing tunnels into side chambers. You can also storm F through both doorways at the same time, which forces the enemy to choose from more targets.



Montuyoc: Carl Bookhart

Full Load (Optional)

OBJECTIVES

- **Destroy the mortar shell crates (4)**

LOCATIONS

- **Supply Depot**

REWARDS

- **+ 500 XP**

BRIEF

Santa Blanca stores small-arms ammunition and mortar shells for its training program at an outpost in Montuyoc. Raid the outpost and destroy the crates of mortar shells to further disrupt their operations.

MISSION ACCESS

This is an optional mission. Locate Major Intel in Montuyoc Province to start this mission. You can also unlock this mission by proximity.

THE CRATE ESCAPE

Head north about 1.6 kilometers from Montuyoc Bravo to find a reasonably large supply depot with stockpiles of mortar shells in four separate locations. Removing the enemies here is secondary to destroying the shells, one case of which is located within a depot cave on the eastern hillside of the base. Once the fourth (and last) mortar case is destroyed, the mission concludes. Note that each crate is small, about the size of a suitcase.

CAUTION: ONE OF EVERYTHING

A number of diverse installations (six types) are designed to thwart your progress. Top of the deactivation list is the alarm pole on the north side of the depot interior and road, easy to spot. Then take note of the depot cave entrance (east perimeter); there's a mortar and light pole on the south side of the road and a generator to the north, within (and on top of) the cave-entrance defenses. Another dominating feature of the base is the minigun tower; expect two guns and one operator up there, in the north-middle of the outpost. Finally, watch for a SAM launcher site just south of the defensive concrete wall by the two pill boxes at the road to the cave entrance (southeast area inside the camp); the launcher is next to two explosive propane tanks, but unfortunately doesn't detonate if the propane does.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

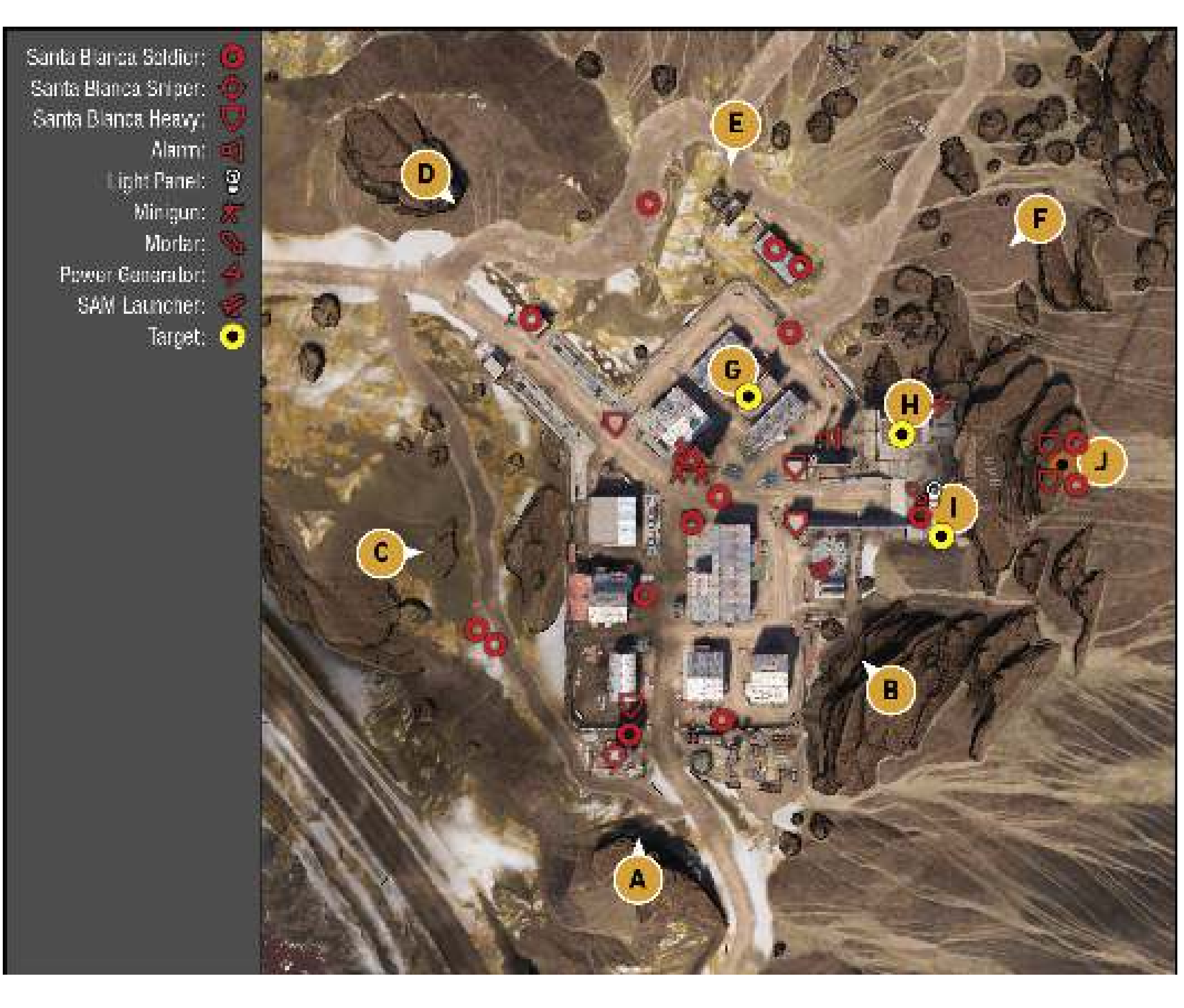
When you're reconnoitering the outpost, check the group of three metal-roofed buildings on the north side of the camp, between the minigun tower and alarm pole. Two barracks and a mess hall are here, and entering at night ensures the majority of the foes are present and susceptible to a mass culling.

MOST RECON: DETONATION PREPARATION

Each of the four suitcase-sized crates can be destroyed in a variety of ways. Explosives are the obvious choice, but high-damage weapons fire (such as a sniper round) is another great option. This means you don't technically need to be close to a crate to destroy it. Our tactics include some ranged-takedown methods for each crate.

Don't forget you have a maximum throw distance of around 60 meters with a grenade, so tag a mortar crate on your Tacmap, judge the distance, and lob a grenade when you're within range.

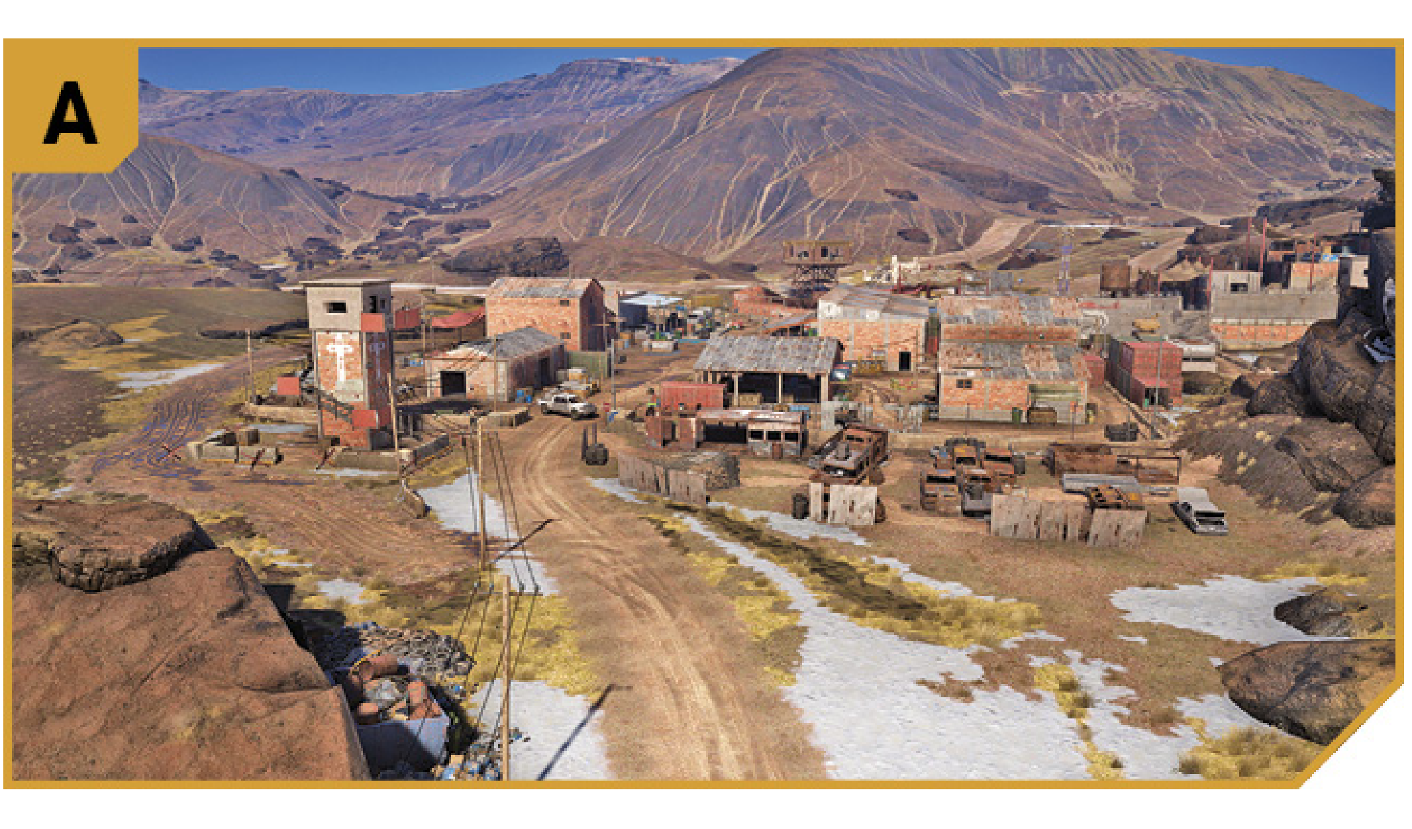
SUPPLY DEPOT: RECON



TACMAP

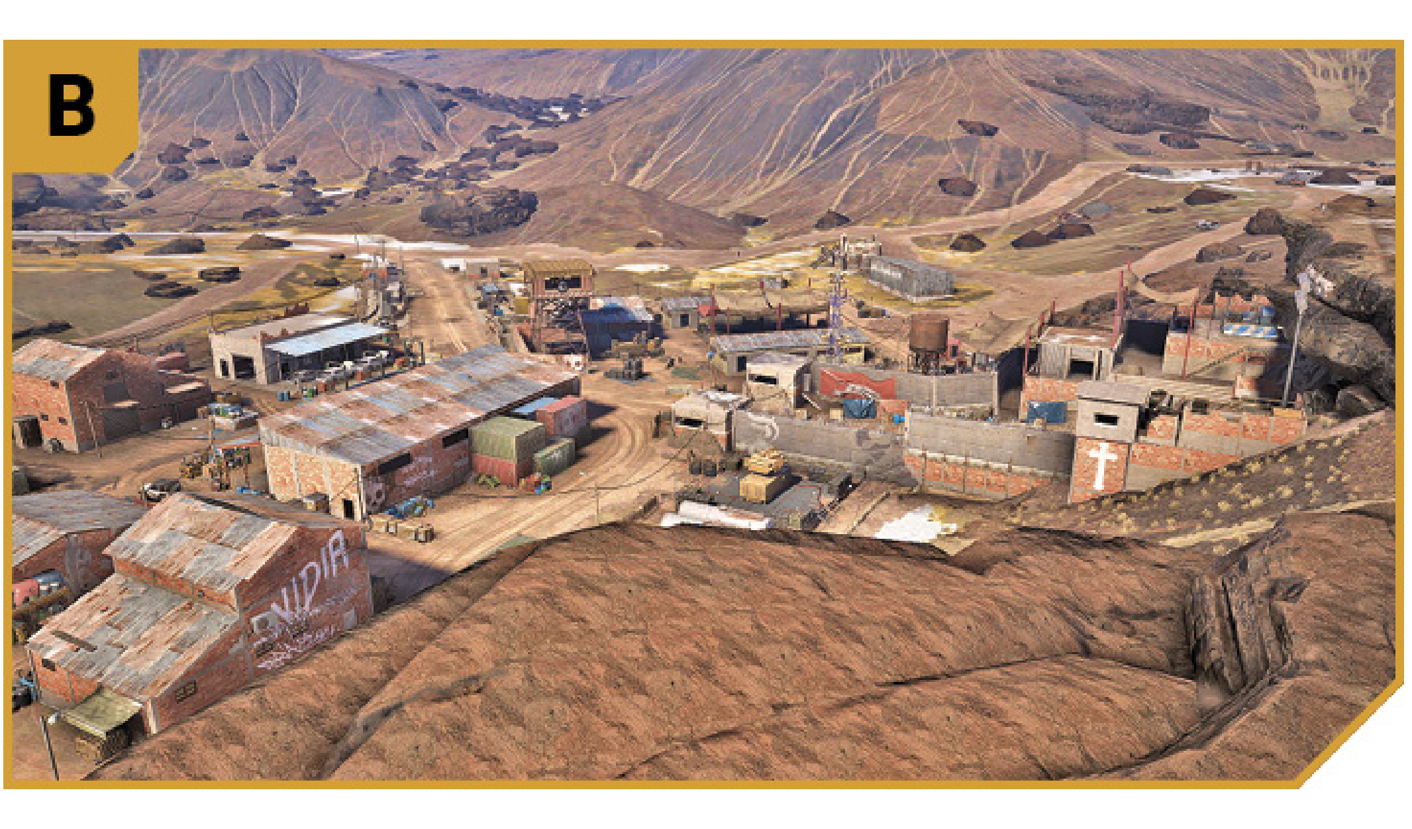
The depot base contains a number of interesting areas within its walls, which are impressive on the south and west sides, but rather porous to the north and east. Be aware of the sniper tower to the south, and take note of the road running north to south through the base, which offers access if you decide to storm the area in a vehicle. The main central warehouse and a smaller storage structure to the southeast can be climbed, creating opportunities to snipe some of the target crates. North are the mess hall and barracks, while the concrete-walled eastern side features manned pill boxes, an armory, generator, alarm pole, and mortar, all leading into the mountain itself and a shallow depot cave. It's wiser to enter there from the north or south, rather than attempt a direct approach.

SOUTH: ROCK OUTCROP AND SNIPER TOWER ENTRANCE



The flat rock outcrop is a good ranged spot from which to take out the sniper atop the tower, as well as the two patrolling foes moving outside the perimeter at C, the foe in the minigun tower, and the alarm pole panel. There are relatively few foes at this entrance, allowing you to slip in stealthily. The perimeter fence is too high to climb, which leaves the road into the base for access. From there you can spread out, moving to the targets and optionally climbing the roof of a south warehouse to get a ranged shot at one of the crates.

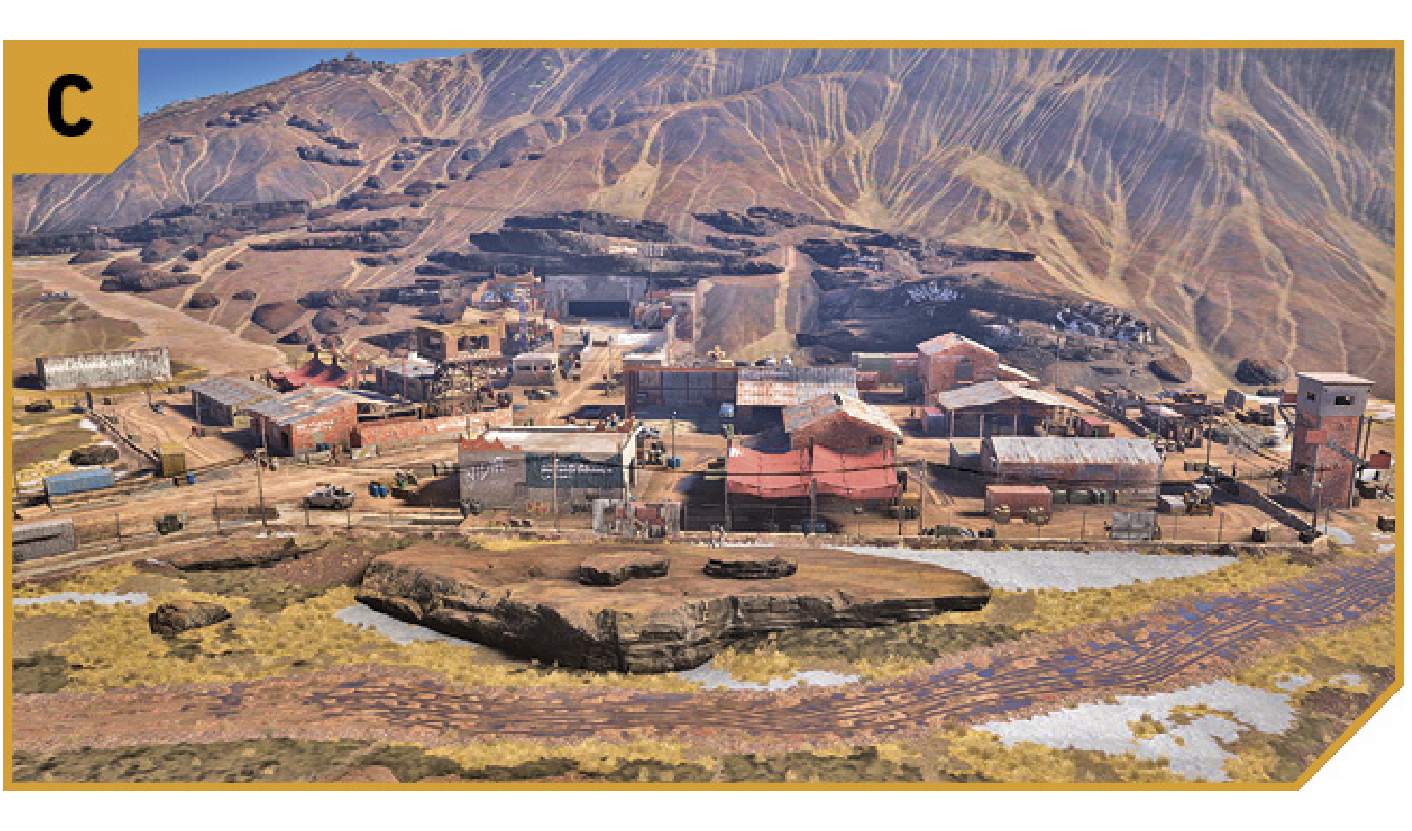
SOUTHEAST: ROCK OUTCROP AND SIDE INFILTRATION



The biggest weakness of this base is revealed when you approach from the southeast and utilize this rock outcrop. This is a sniper's dream. You get great views of the entire base, enabling you to remove the alarm panel as well as foes in the minigun and sniper towers. You can also encroach into the base itself, down to the SAM launcher, then up to the large metal-roofed warehouse via climbable stacked containers. The roof allows shots at G from a distance.

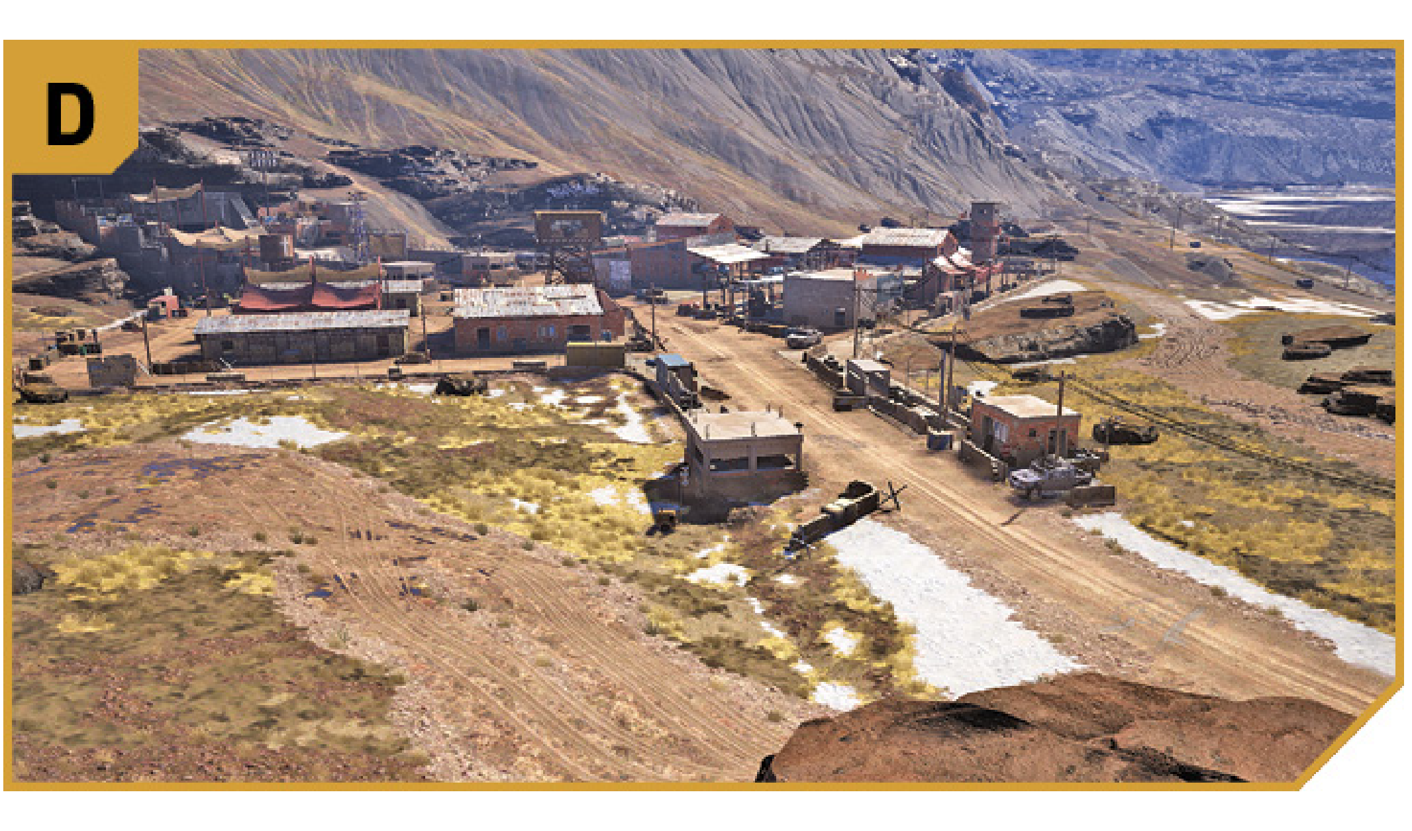
Or you can sneak to the exterior rocks above the cave (J), or the entrance to the depot cave (I), hopping over and circumventing the two armored foes just south of G in the pill boxes. From here, lob in grenades, or take up defensive positions and quickly destroy crates. This is a safe route for those attempting stealth, who wish to remove the first three crates using C4 and a single timed detonation, usually after the crate at J is destroyed.

WEST: MUDDY PERIMETER



Two foes may be patrolling outside the base, and this is where you find them, along the muddy tire tracks by the east perimeter fence. The fence itself is sturdy and can't be climbed, and the ground and rock outcrops aren't high enough to offer an advantage. However, you can knock out the alarm pole, minigun operator, and sniper from this direction. Otherwise, use this if you want to sneak between A and D.

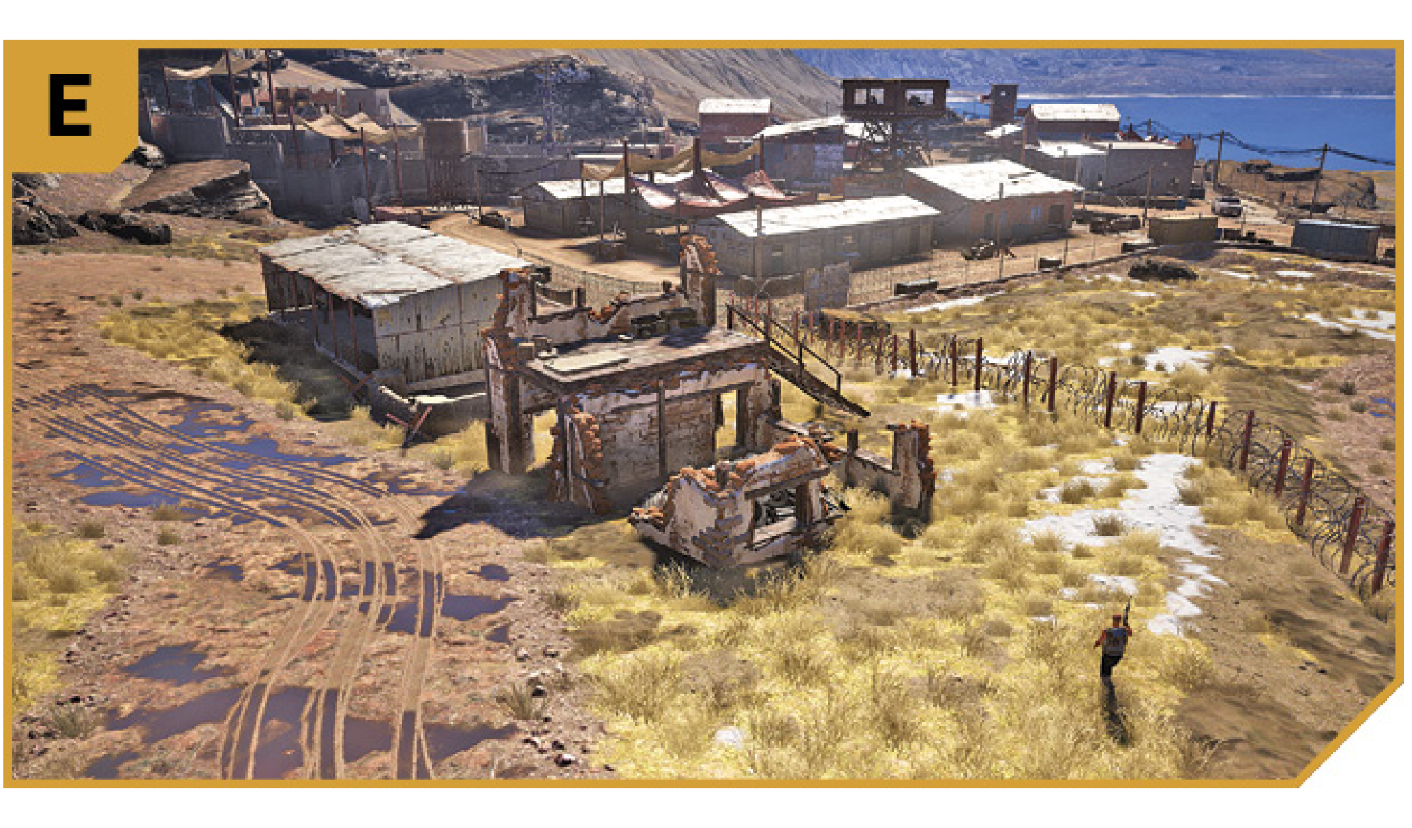
NORTHWEST: OUTER ROCK OUTCROP AND NORTH ENTRANCE



The base's two outer pill boxes aren't particularly well-manned, and the sniper's rocks by this less-defended entrance make this a good location to sneak in through (especially at night). Note the tunnel by the right (south) pill box, which allows you to sneak underneath the main base road and appear just west of the minigun tower by a small mechanic's garage. Use this for stealthier infiltrations. Or sneak along the northeast side of the main road and into the mess hall to remove the crate at G.

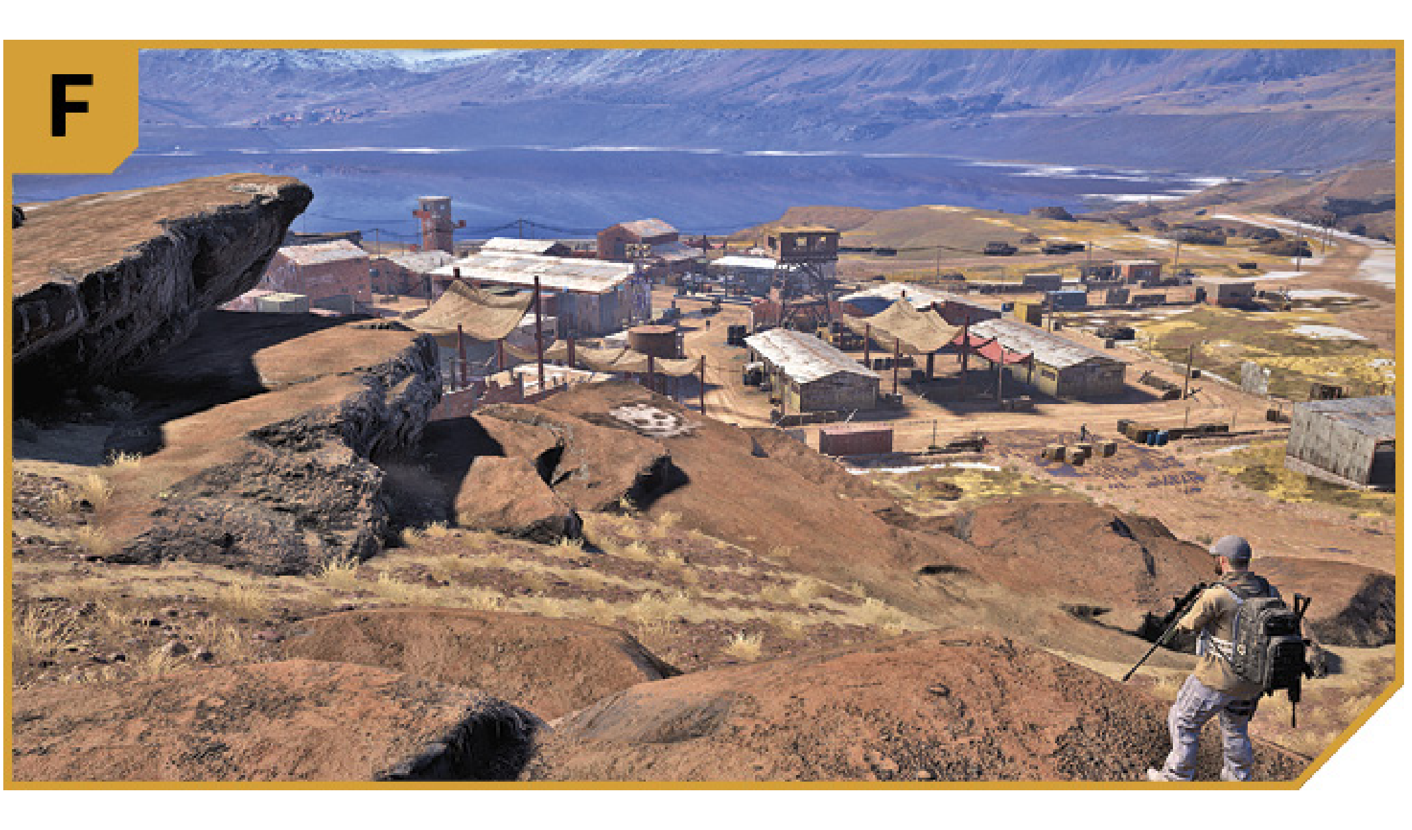
Don't forget the sniper's rocks are a great spot from which to defeat the minigun operator, alarm pole panel, and sniper on the south tower from a distance. You can even shoot the crate at I from here, at extreme range!

NORTH: RUINS



Don't approach from the mountain to the north and east of the base, as a pretty impenetrable barbed-wire fence runs along this entire side of the base, forcing a hike. Instead, head in from D and around to here—a small set of ruins and a shack-like metal warehouse with some foes you can easily overlook. This spot is important for the quiet removal of all foes. The top of the ruined cottage can also be used for defense and is a great place to cause a distraction, though it doesn't have the commanding view of the base that other locations do. You can also remove the alarm pole and minigun operator from here.

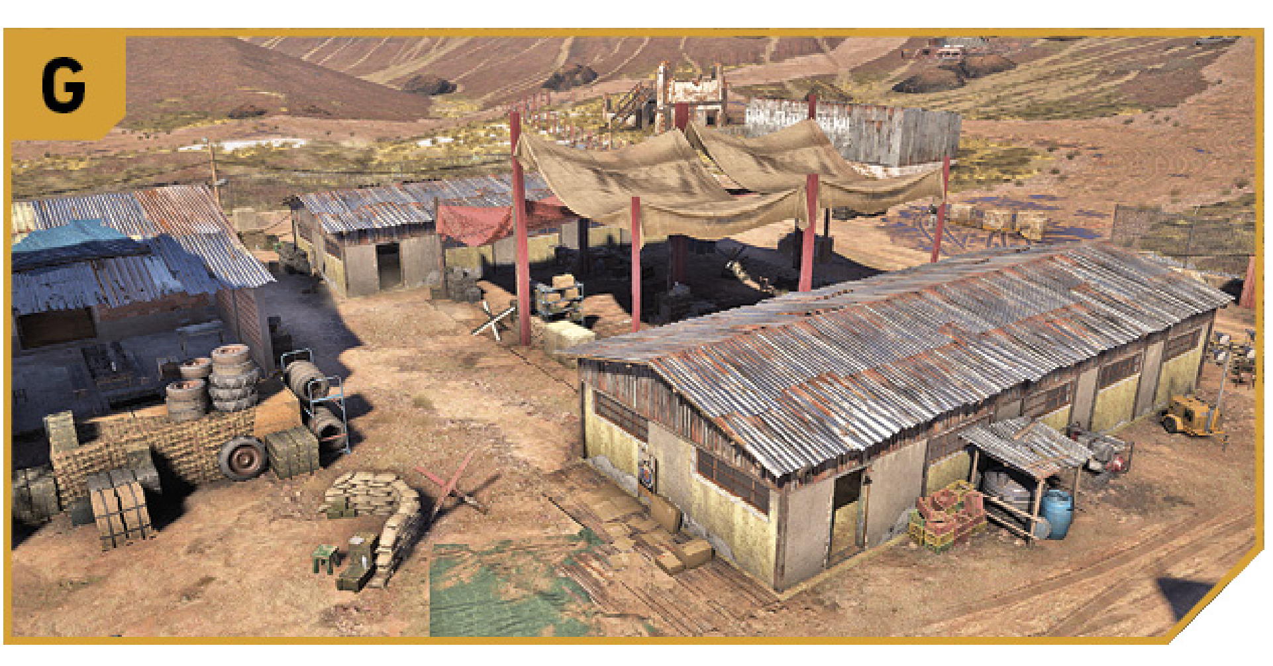
NORTHWEST: OUTER ROCK OUTCROPS



As long as you don't mind being dropped in by chopper, or hiking in from B or D or the small rusting dump north of the Tacmap, you can settle in for some excellent sniping views and infiltration routes. Watch for the patrolling enemy as you move to the area above J. Snipe the installations and foes in towers to gain a clear view of the crate at G.

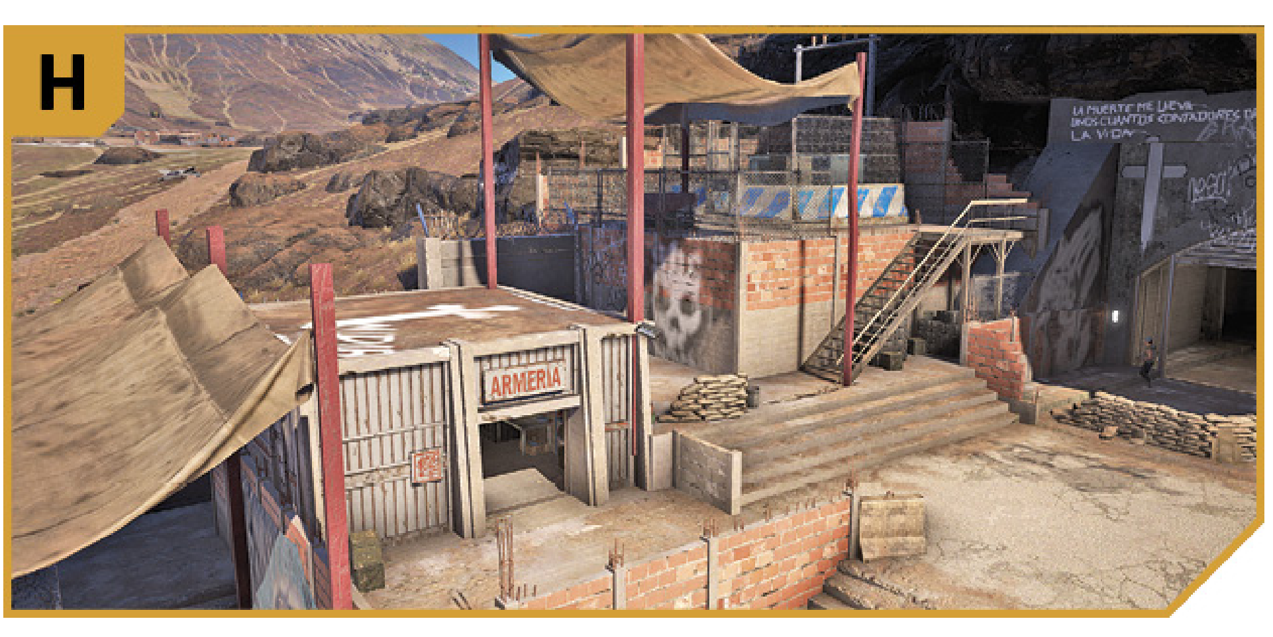
Furthermore, you can assault the generator and the crate at H easily, which grants immediate access to the cave.

TARGET: MORTAR SHELL CRATE (MESS HALL)



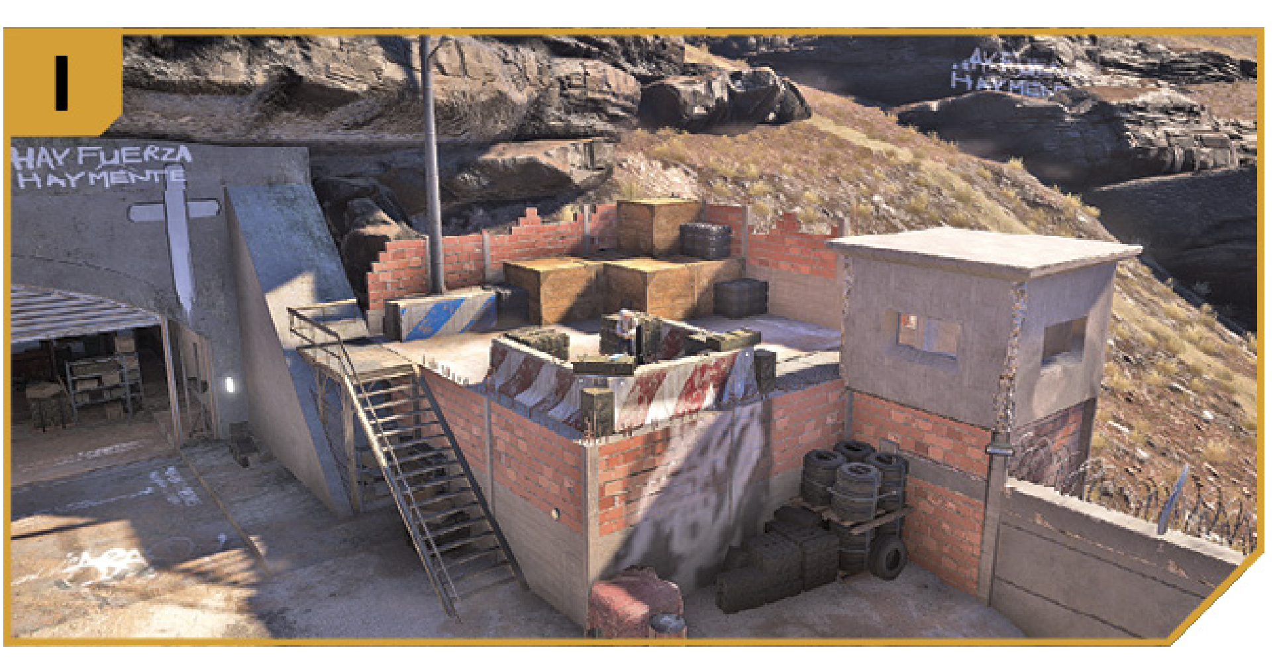
This is under a tarp-covered yard between the two barracks and the mess hall, just east of the minigun tower. Sneak in from D or F to blow it up at close range, or snipe it from the rock outcrop at F, above J, or the central metal warehouse roof accessed via the metal containers across from the SAM launcher.

TARGET: MORTAR SHELL CRATE (ARMORY)



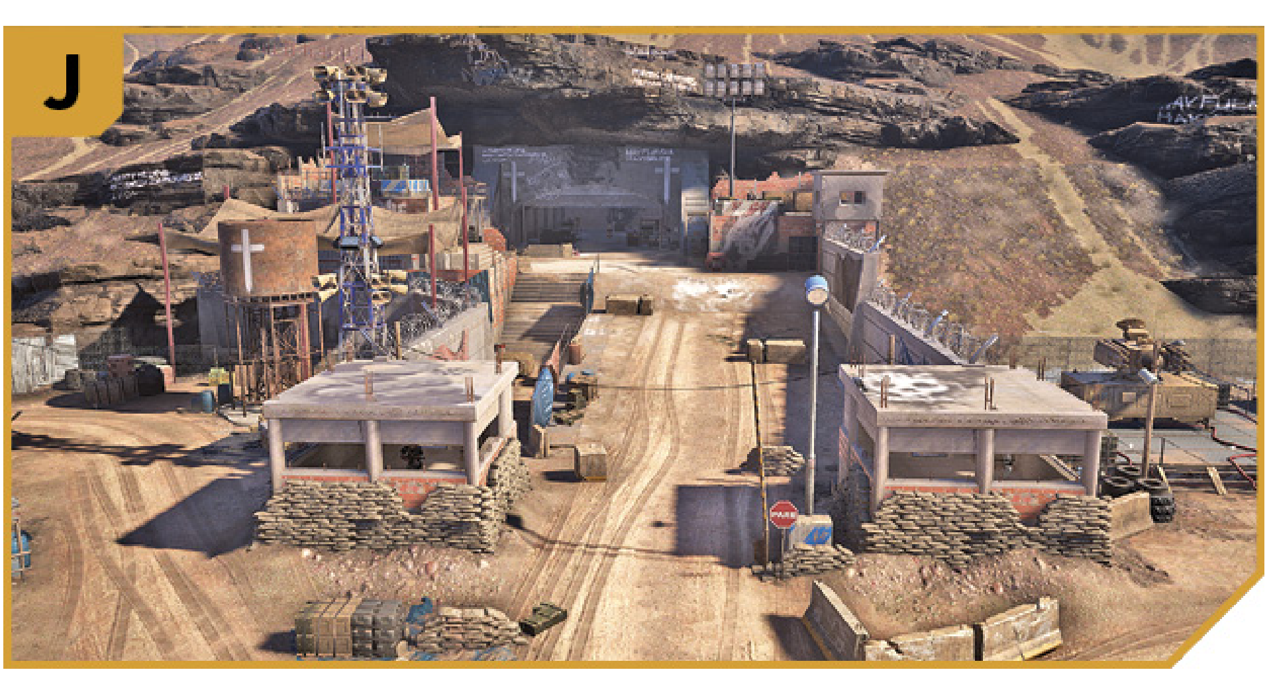
This is inside the armory building just west of the generator, on the north side of the concrete-walled road into the depot cave. Creep down from E, F, or the rocks above J, head past the generator into the armory, and prep C4 or destroy it at close range. Or climb atop the brick storage barn in the southeast corner of the base, by the south perimeter fence, and shoot at it over the SAM launcher, through the top of the brick wall. Grenades lobbed in from the mortar location (H) are also feasible, as is strafing the inside of the armory from a mounted vehicle weapon as you drive into the cave.

TARGET: MORTAR SHELL CRATE (MORTAR)



This is sitting across from the foe manning the mortar, on the south side of the concrete-walled road into the depot cave. You're usually able to shoot it when you deal with the mortar enemy from distance. However, due to the amount of walls and scenery blocking your view, it's difficult to get a clear shot. The best ranged places are the top of the minigun tower, the rocks above J, and during your assault of H from F.

TARGET: MORTAR SHELL CRATE (DEPOT CAVE)



Familiarize yourself with two areas: The exterior cliffs above the depot cave, and the concrete-walled road into the cave itself.

The former allows exceptional views and ranged opportunities to destroy the crates at G and I easily. Lob a grenade into the crate at the armory (H) before heading down to assault the cave itself. The rock outcrop also enables you to remove all installation threats, including the alarm panel, the mortar, and the SAM launcher. This leads to a much more proficient mission completion.

The cave entrance is well-guarded. Don't risk running or driving between the two pill boxes at the concrete-wall entrance, each of which has an armored foe behind it. A mortar foe and four more enemies lurk inside the cave storage area, along with the last crate. The cave contains explosive barrels, which are great for catching foes in an explosion, but they don't detonate the crate. Instead, fire from the armory or the area outside—the best ranged opportunity you have. Otherwise, enter the depot cave until you see the crates on the floor to the rear, lob in a grenade, and retreat. Or attempt a more cunning plan (detailed below).

SUPPLY DEPOT: OTHER TACTICAL ADVICE

SOLO For maximum stealth and minimal frantic scrambling, work your way around to the rocks above J, dropping the patrolling foe who may be in the vicinity. With no enemies aware of your presence, you can shoot out the alarm panel, then the foe manning the mortar. Then snipe the crates at G and I. Lob a grenade so it explodes just inside the armory, destroying the third crate at H. Then sit back, launch an explosive drone, and fly it into the cave depot to detonate the last crate. You may wish to try the drone explosion first, before the enemies realize they're under attack.

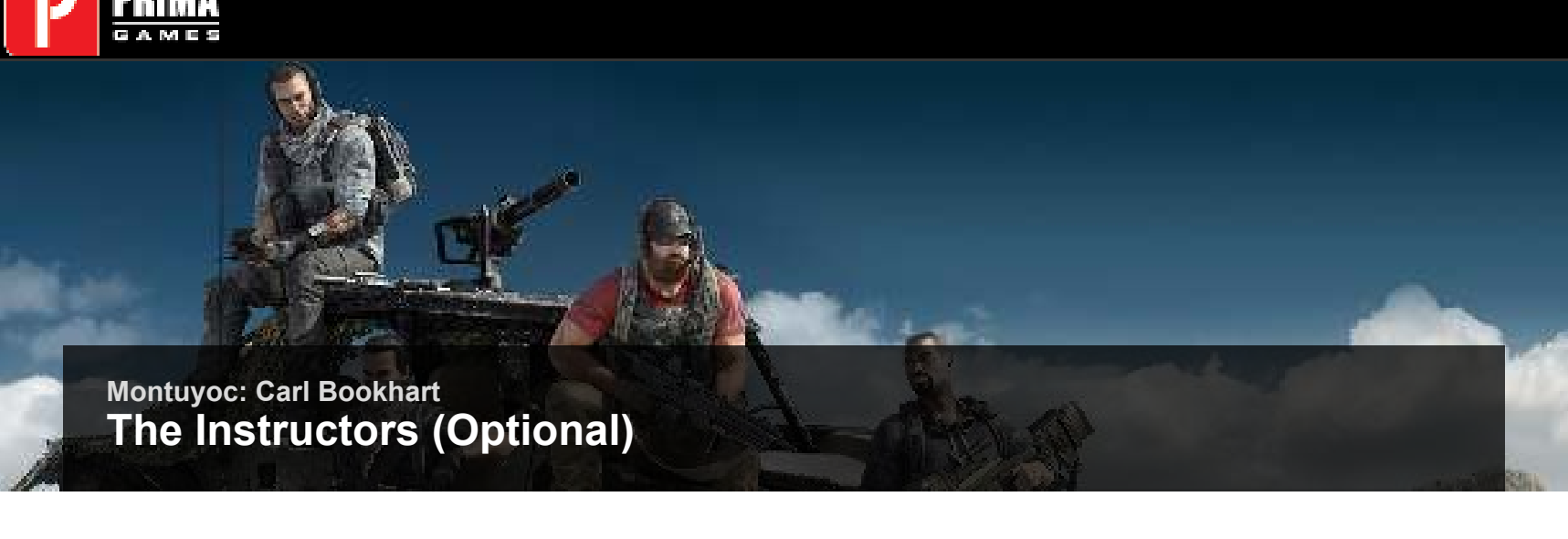
Or enter at night from E, avoiding or removing foes at the ruined cottage before sneaking in through the barracks to plant C4 at G. Creep east and around to the generator at H, into the armory to plant a second C4 charge, then tackle the mortar foe with a melee or suppressed-fire takedown and plant your third C4 charge. Lob a grenade into the depot cave, flee up the slope by the generator (H), and detonate the C4. Optionally remove the alarm pole panel before you make a sound.

Alternatively, drive an armored vehicle into the base (usually from D, as it's easier to reach J from here), passing the minigun tower and between the two pill boxes and concrete walls to head to the depot cave. Get out, shoot the crate in J, then clear the immediate area with shots to the crates at H and I. Return to the vehicle, speed out, then loop around to shoot the mess hall crate (G) from the scrubland near E. This isn't an exceptional plan in Solo, but the vehicle affords you cover. This plan is better utilized in Co-op mode, when your team can focus on each crate as you pass it.

CO-OP Solo tactics work well here, though with four crates and four players, having a teammate responsible for each crate is one option.

You can also attempt to infiltrate from A or B, with one or two Ghosts removing the alarm and sniper and then climbing atop one of the two warehouse roofs, where a direct line into G and H is available. Meanwhile, the other two Ghosts should infiltrate from B, the rocks above J, or F.

The crate at J is the most difficult to destroy, so go for it first. Try piloting an explosive drone in, then destroy the other three crates in whatever manner you wish, as they're all exposed. For example, assuming a Ghost has neutralized the alarm and SAM launcher, you can fly about in a helicopter, strafing the ground. Remember to create a disturbance in an area like A, C, D, or even G so foes rush to that area, allowing easier access to the depot cave.



Montuyoc: Carl Bookhart

The Instructors (Optional)

OBJECTIVES

- **Kill Santa Blanca's military training instructors (3)**

LOCATIONS

- **Montuyoc Training Base**

REWARDS

- **+ 350 XP**

BRIEF

We have confirmed the location of Santa Blanca's main training base in Montuyoc. Attack the base and eliminate the cartel's military instructors.

MISSION ACCESS

This is an optional mission. Locate Major Intel in Montuyoc Province to start this mission. You can also unlock this mission by proximity.

COMPLEX INSTRUCTIONS

Among the largest hostile locations you enter is this sprawling training base in northeast Montuyoc Province. The place is so large, bristling with so many defenses, and the three targets are separated enough that it makes sense to infiltrate at two separate times (unless you're in Co-op mode). Tackle the smaller hillside-base section to the southwest first, removing the instructor from the HQ building. Then turn your attention to the northeast section, moving into the training course and dropping another instructor before assaulting a second HQ building for the final target takedown.

CAUTION: TRAINING DAZE

This place has more installations than some entire provinces! Let's separate all their locations by camp:

Southwest base: A minigun nest sits on a balcony in the northeast area of the camp, close to the radio mast and adjacent to the HQ building. There are two armories; one has an alarm pole on its roof (west) and the other a generator (center-east). Finally, there are two light poles, one overlooking the main yard and construction zone (center), the other by the HQ building in the northwest corner.

Northeast base: There are three miniguns, two of which are in a central tower and one in a northeast tower. All are unmanned, which is helpful, though foes can ascend to use them during an attack. The greater danger is the alarm pole just southwest of the HQ building, on the west side of the assault course. Lastly, the cartel have thoughtfully placed a generator, SAM launcher, and drone jammer adjacent to one another, just north of the HQ building and west of the barracks tents.

Remember that each alarm pole panel must be deactivated (one in each base section) to ensure no reinforcements arrive!

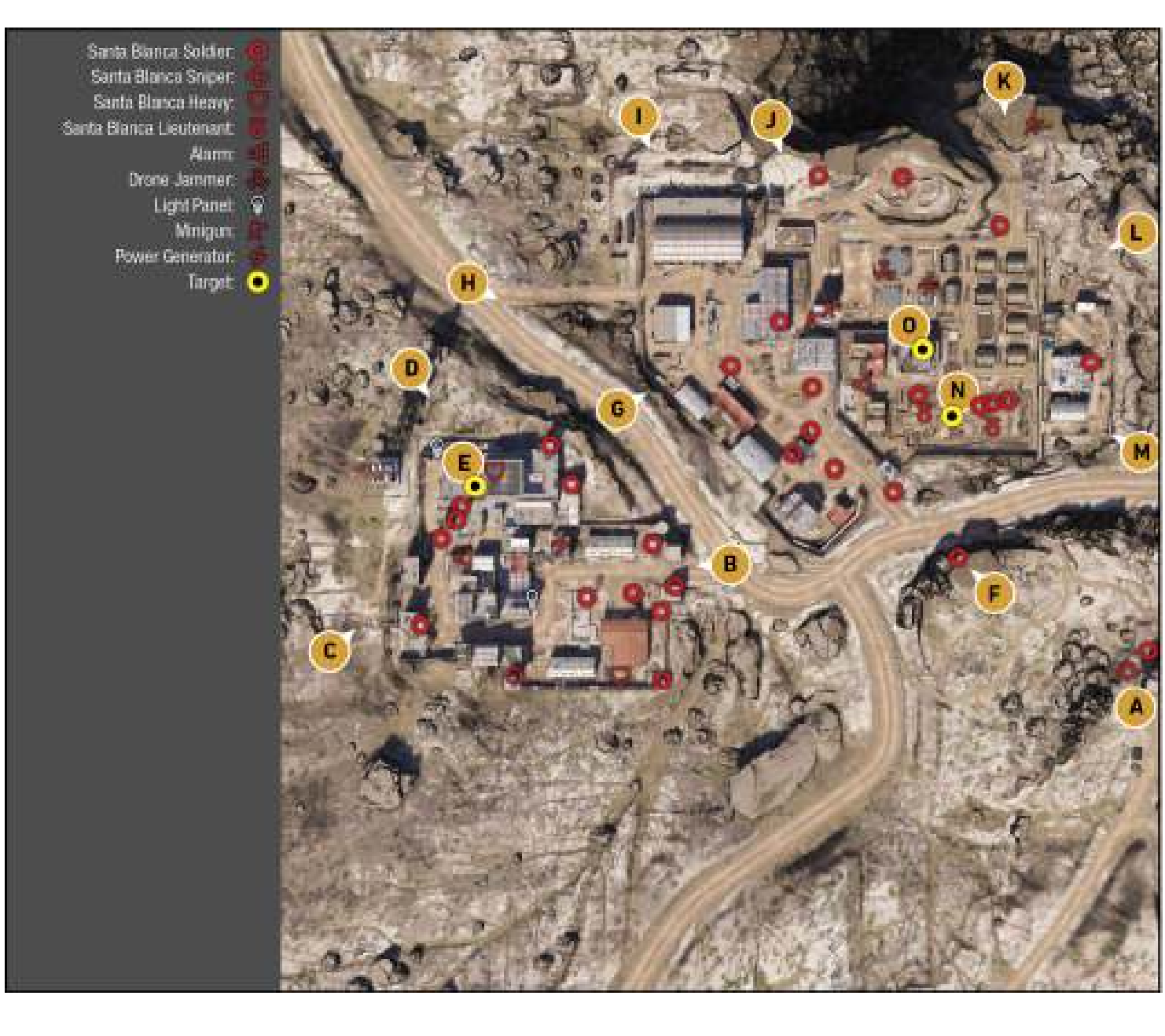
MOST RECON: NIGHT TIME IS THE RIGHT TIME

A large group of barracks tents is set up in the northeast corner of the northeast camp. Checking after dark that the majority of foes are snoozing there allows a bit more clandestine activity than normal. Plus, you get to neutralize many foes in a small area, especially if you use explosive mines or C4 to create traps, as well as firing at the sleeping enemies.

MOST RECON: GET IN, GET OUT, GET ON WITH YOUR LIFE

Your overriding plan should be to remove the three instructors as quickly as possible, while fighting the fewest possible additional enemies as a result of your actions. The ease of using certain equipment such as explosive drones encourages removing installations first. To that end, learn what needs deactivating to make this mission safe enough to finish with minimal fuss. Optimally, this involves deactivating the drone jammer (entering from K), then launching an explosive drone for each target (three simultaneously in Co-op mode, flown to destroy all three targets at once). At the same time, ensure the alarms at both camps are neutralized so reinforcements aren't called. Detonate the drones, and after the mission concludes, either retreat or press farther into the base to clear it of cartel thugs.

MONTUYOC TRAINING BASE (OVERVIEW): RECON



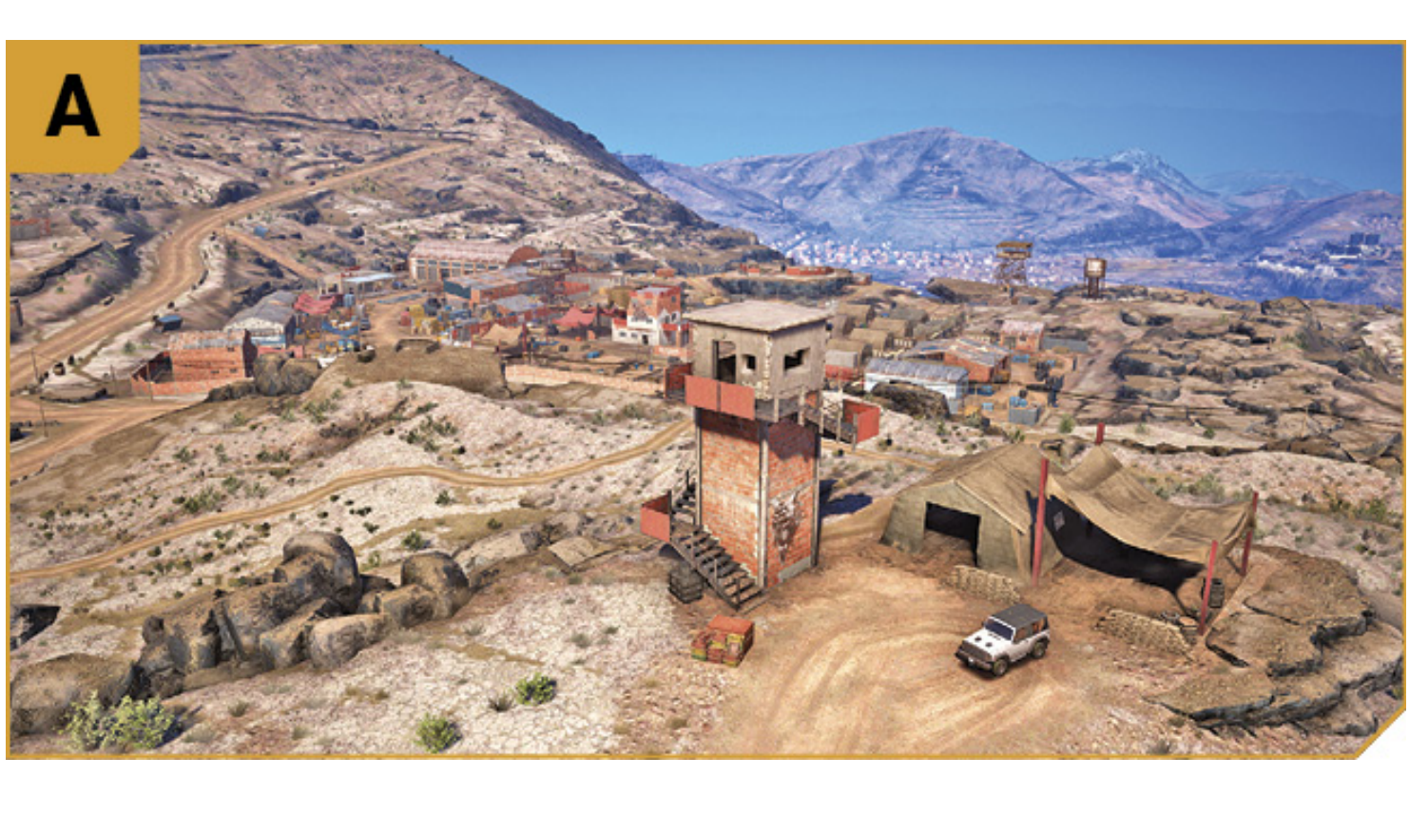
TACMAP

Note our three separate sections and two sets of Solo and Co-op tactics for this large base. Bisected by the main road, the southwest-base section is on a hill with a mainly flat yard dotted with construction equipment, along with a mess hall and clinic. The rest of the base contains multi-floor structures, so finding your way through this concrete and brick maze can be tricky (unless you circumvent this and go straight for the target). Perimeter-skulking is usually safer than alleyway infiltrations. Northwest is the HQ building itself, which features multiple entrances and is attached to a rooftop helipad. Note the perimeter is impressively well-sealed; aside from the main entrance to the road (B), there's only one weakened area (C).

The northeast-base section is larger but far less oppressive when you assault it. This is mainly due to the lack of tall structures close to one another. Instead, there's a road and unloading yard to the southwest (close to the main road) and a large truck warehouse to the northwest (which is a great infiltration point). Lax perimeter reinforcement along the north side of the base allows access in to deactivate or destroy three installation points, or foes in the tent barracks to the northeast. Your two targets are relatively close; one is inside the HQ building (center-east inside the camp), and the other starts at the assault course in the southeast part of the camp, which is easily spotted from the hillside to the south.

MONTUYOC TRAINING BASE (SOUTHEAST): RECON

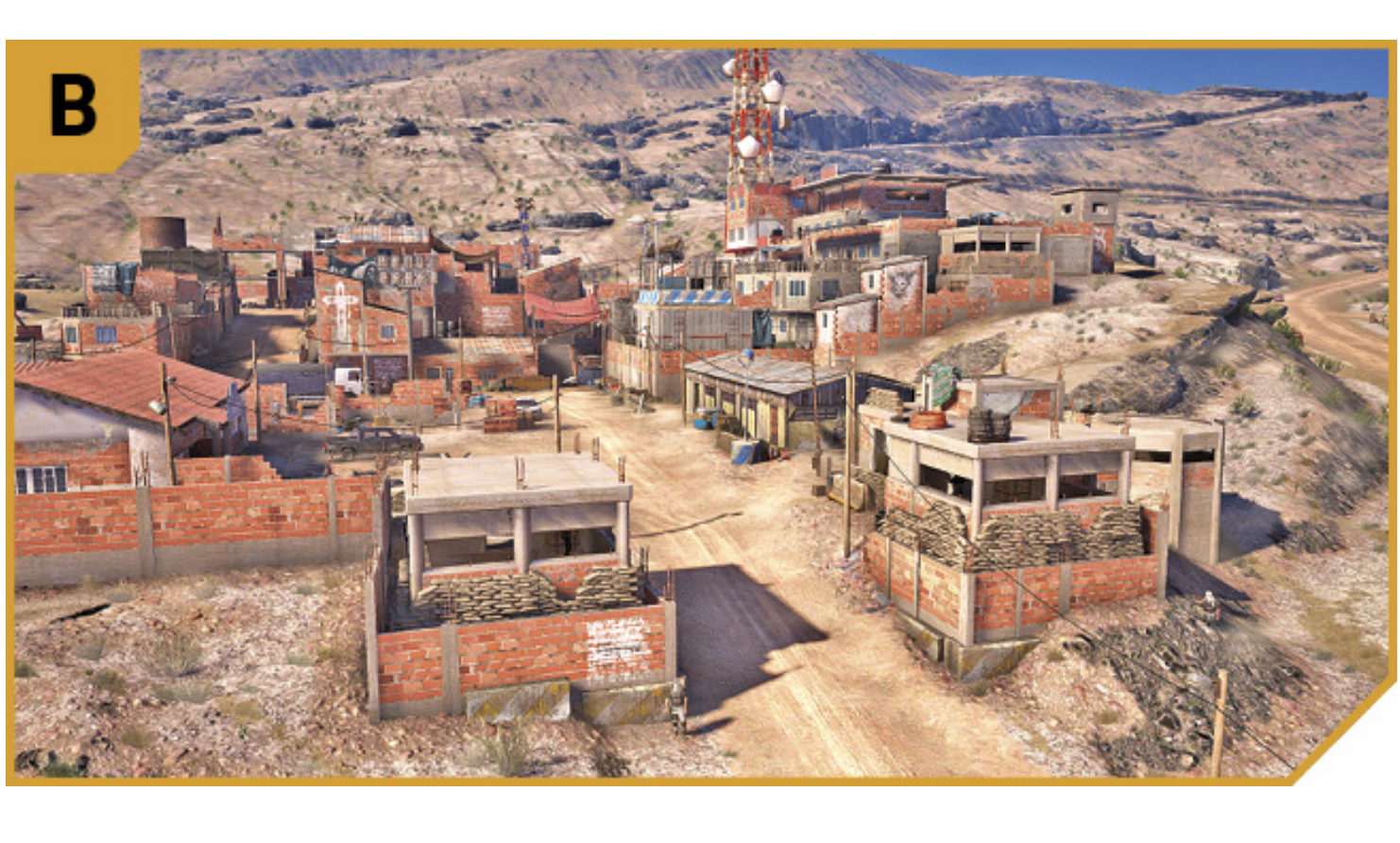
SOUTHWEST: LONE SNIPER TOWER



This is part of the overall base but isn't within the perimeter walls of the southwest- or northeast-base locations. The hillside to the southwest has a manned sniper tower, along with a small tent and second foe. Removing these two individuals is easy, doesn't trigger any alarms, and allows you to take a look at the entire base from a good vantage point. You can quickly off the foe at the sandbag overlook, too (F). Head here if you need a Santa Blanca vehicle (for entering the gates at H, for example).

MONTUYOC TRAINING BASE (SOUTHWEST): RECON

EAST: MAIN ENTRANCE

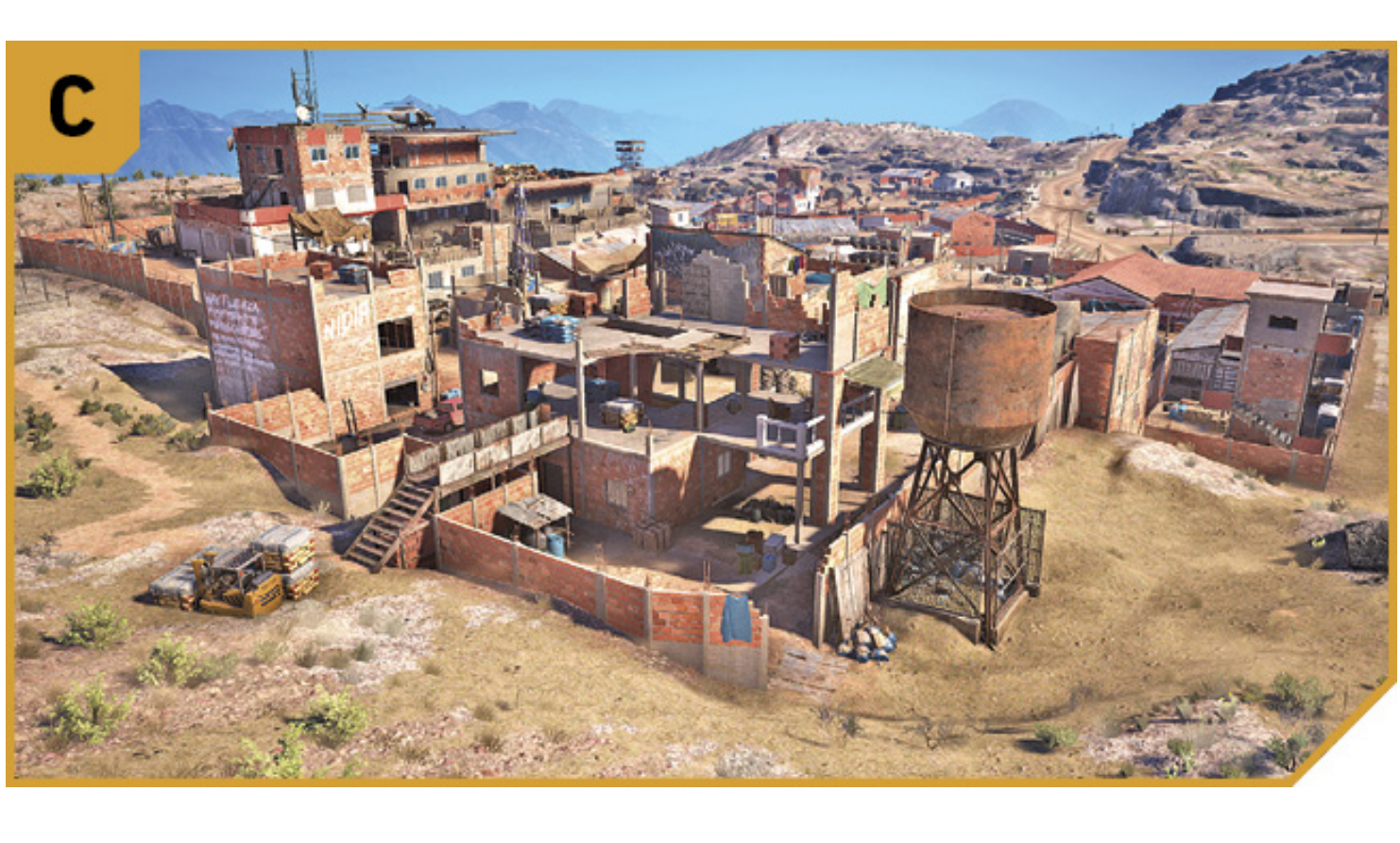


The entire east wall is too tall to climb over, forcing you to enter at this location if you don't wish to access the more cunning route at C. The two pill boxes are elevated, allowing you to sneak under them to find cover in the muddy yard. Try sneaking to the right (northwest), into the barracks building (especially after night). Learn the base interior layout so you can sneak (or storm) up the concrete steps to the west and infiltrate the helipad structure and HQ building. Along the way, stop at the generator to deactivate it to kill the lights.

Or, once through the main gates, head left into the clinic, into the mess hall, and remove the sniper from the tower. This grants access to the continuation of the main road up and around toward the minigun nest and HQ building. Use the multitude of buildings along the way as cover, watching for the foe at the half-built structure near C as you go.

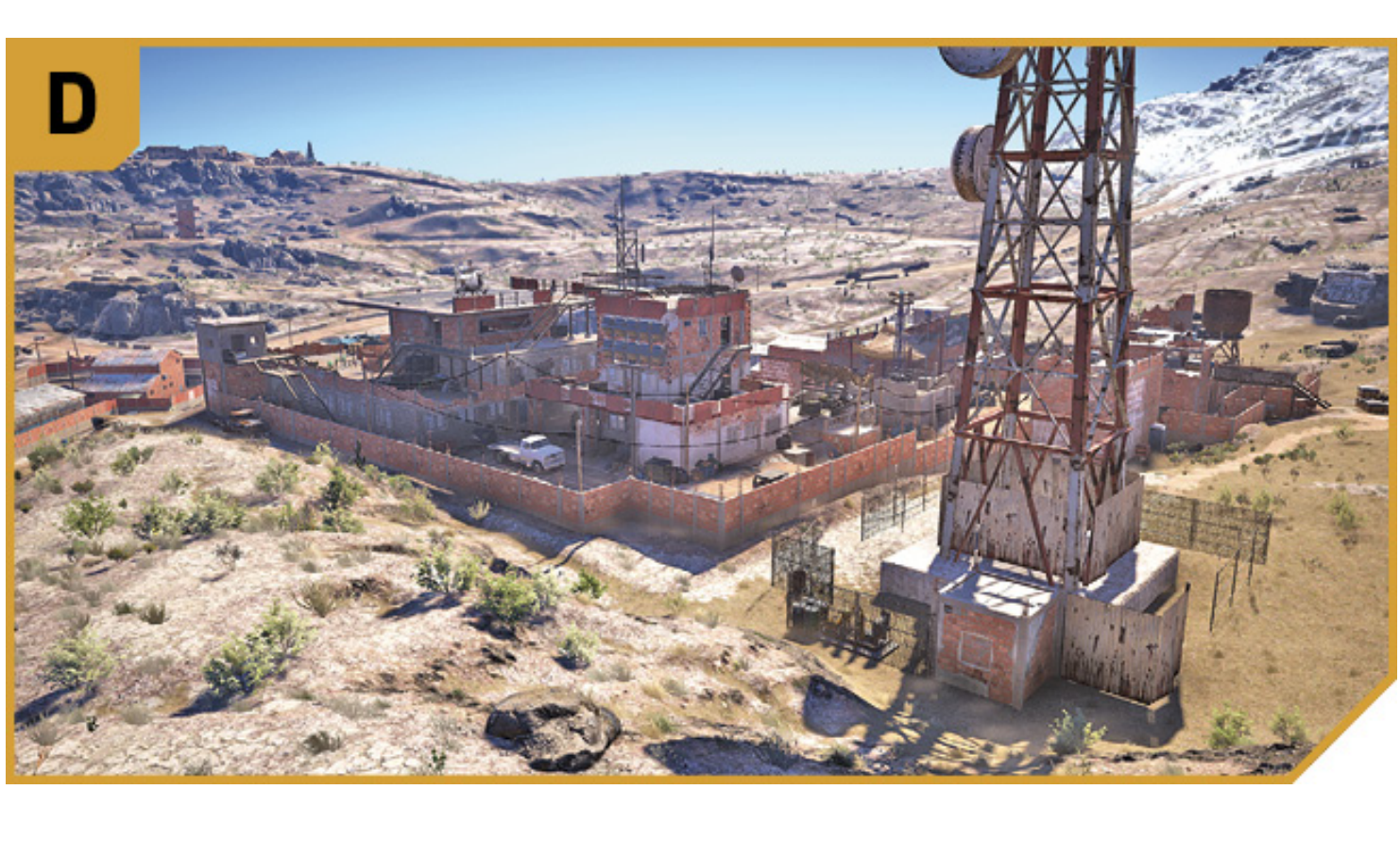
This is also the entrance to use for a more violent, vehicle-based assault. Drive in, following the road around to park behind the HQ building, and then storm the structure to defeat the target. Leave via the vehicle or helipad, C or B (the way you came).

SOUTHWEST: GANTRY STEPS AND WALL GAP



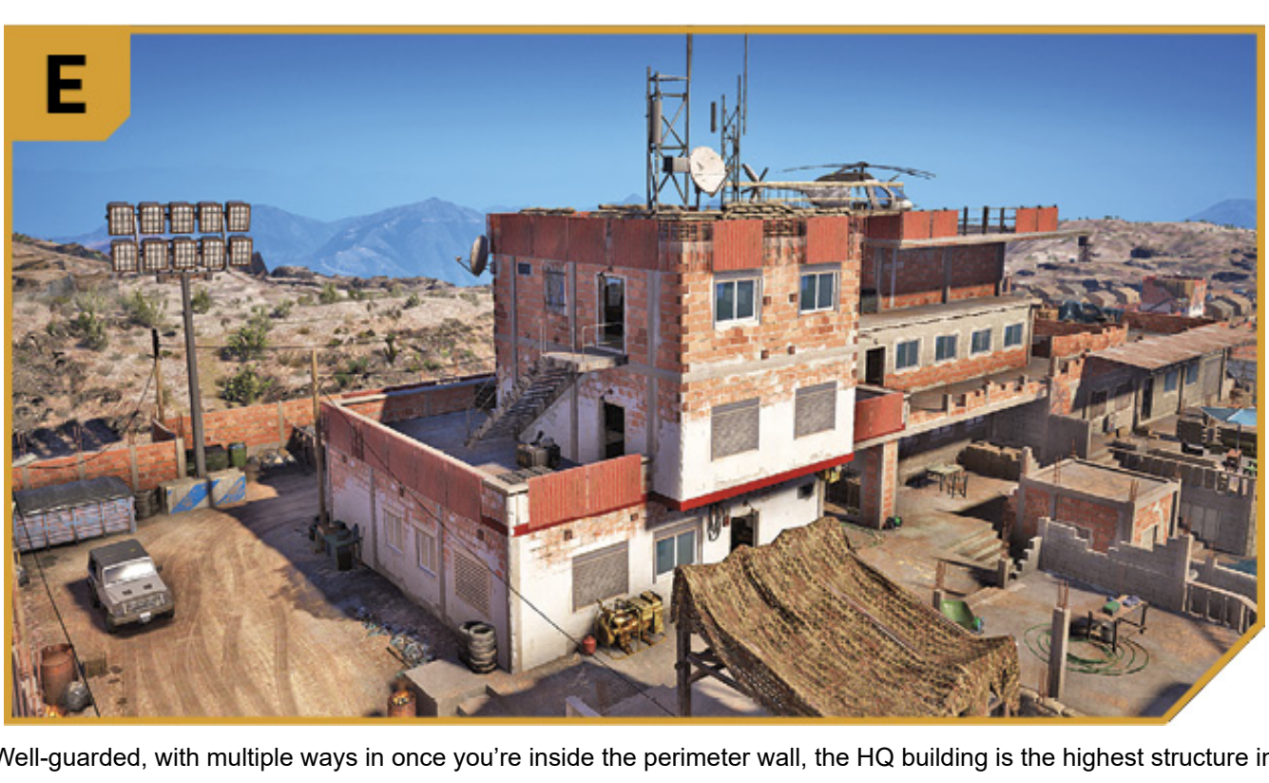
This is a more cunning option, and the only other interior access point to this part of the base. Outside the gantry steps and gap in the corner of the wall, you have the elevation to shoot out the alarm pole panel before crossing into the half-built brick building. From here, you can gain some height and shoot the sniper on the south tower before creeping north to storm the HQ building (from either the main road to the west, or the concrete steps to the east, under the HQ structure).

NORTHWEST: SNIPING ROCKS



Though you can't enter the base from here, you can use the drone to get a good look at the layout. If you've removed the drone jammer south of K in the other base section, you can also fly the drone into the HQ building to explode in the face of the target. You can snipe the alarm pole panel from here, which is helpful. Sometimes you can distract the target with a grenade or flare; when he heads out of the HQ building, snipe him.

◉ TARGET: INSTRUCTOR (HQ BUILDING)



Well-guarded, with multiple ways in once you're inside the perimeter wall, the HQ building is the highest structure in the base and makes up the northwest corner. A gantry attaches it to a rooftop helipad, which is great for parachuting or landing on for a quick assault (though you risk reinforcements being called).

The ground level (which is the balcony level if you're on the south side of the structure) features smashed windows to the west, a doorway and window to the north, and a doorway and window to the south (balcony side). All are accessible. The second floor features doorways on the west and east sides, both leading to balconies and a staircase to a third floor. The roof can only be accessed via the helipad gantry, so heading in from here means you need to drop down a floor.

Kill the target with the help of lobbed projectiles—smoke grenades to force him and his foes out, flashbangs to stop foes in their tracks—or snipe him from afar (outside the base). The best way to take down this instructor is to shoot a powerful sniper round from D, through the brick wall of the HQ building (aim at the icon target), and completely circumvent all infiltration needs! Or deactivate the drone jammer (north of K) and fly an explosive drone in from D.

MONTUYOC TRAINING BASE (SOUTHWEST): OTHER TACTICAL ADVICE

SOLO Employ the following tactics, which assume you've patiently removed the alarm pole panels at both bases first, and have deactivated the drone jammer.

Shoot through the brick wall of the HQ building with a sniper round from D. That should do it. Or, fly an explosive drone in through an opening in the HQ building.

Need to actually enter the base? Head in via C after removing the alarm panels, and avoid the rest of the base by heading north, entering the HQ building, and removing the target. Keep ascending, and shoot out the windows of the helipad building so you can continue east, maintaining your height advantage and dropping foes along the way. Stay at this height, making the foes come to you or shooting them in the yard until only stragglers remain. Then descend and finish the foes in this part of the base.

Or start a massacre in an armored truck with a mounted minigun. Drive through the main entrance (B), then a couple of times around the yard, before parking it up at E and finding a high-up hiding spot.

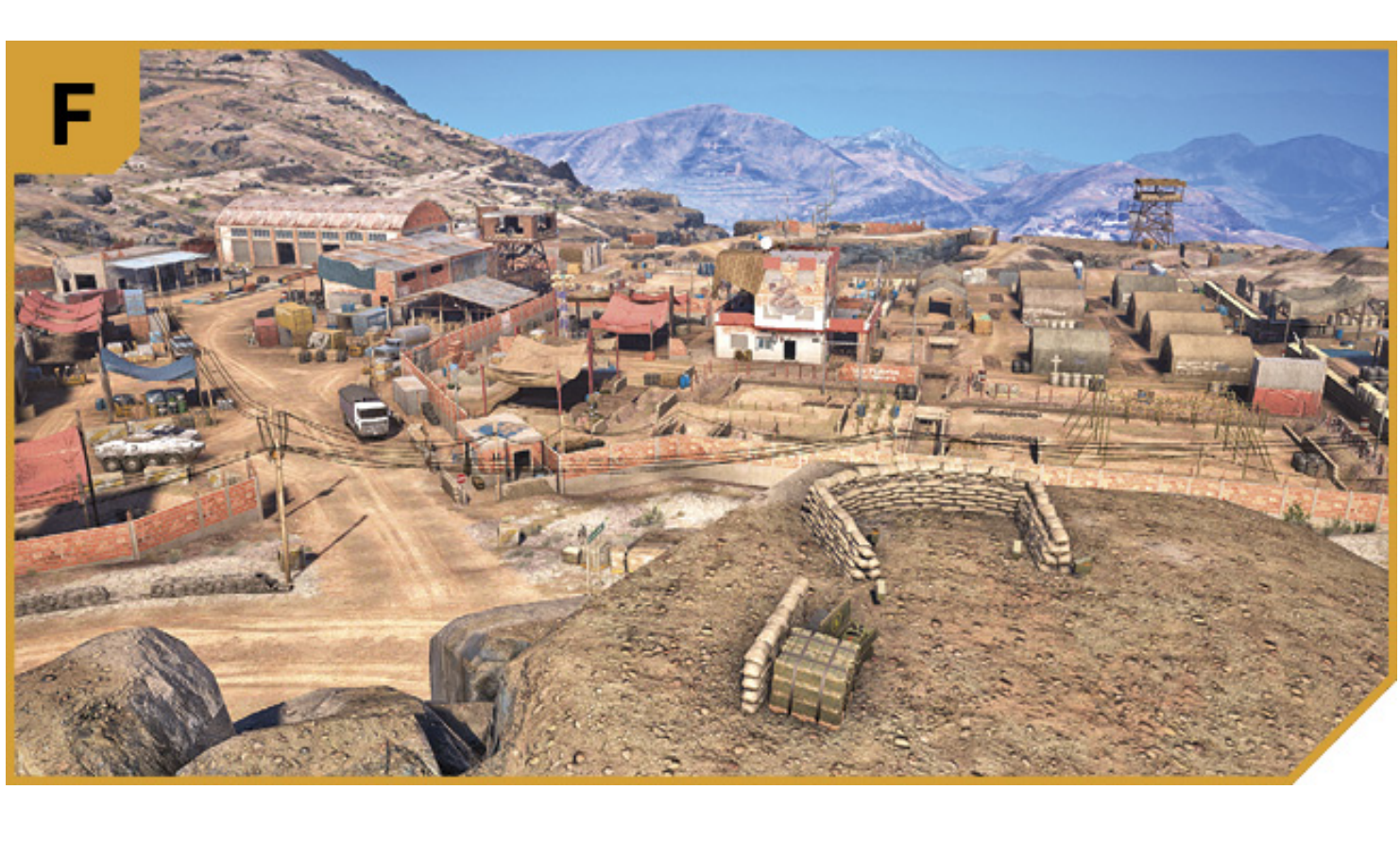
Once you've removed the target, you can leave in the chopper on the helipad roof and fly it across to the other base section, strafing the ground at N to hit the next instructor before landing on the soccer pitch. Deactivate the SAM launcher first, or avoid those missiles.

CO-OP Solo plans present viable options here, but you can work in unison with teammates at the other base section so three of you each tackles an instructor simultaneously, with a fourth Ghost backing up where necessary.

At night, sneak in at C and head north between the buildings, shutting down the power at the generator to kill the lights. Then the rest of your team can enter at B and start removing foes as you close in on E. With the camp in darkness and no hope of reinforcements, stay stealthy as long as possible. Remove foes at the barracks, then sweep the entire area and finish off the instructor last.

MONTUYOC TRAINING BASE (NORTHEAST): RECON

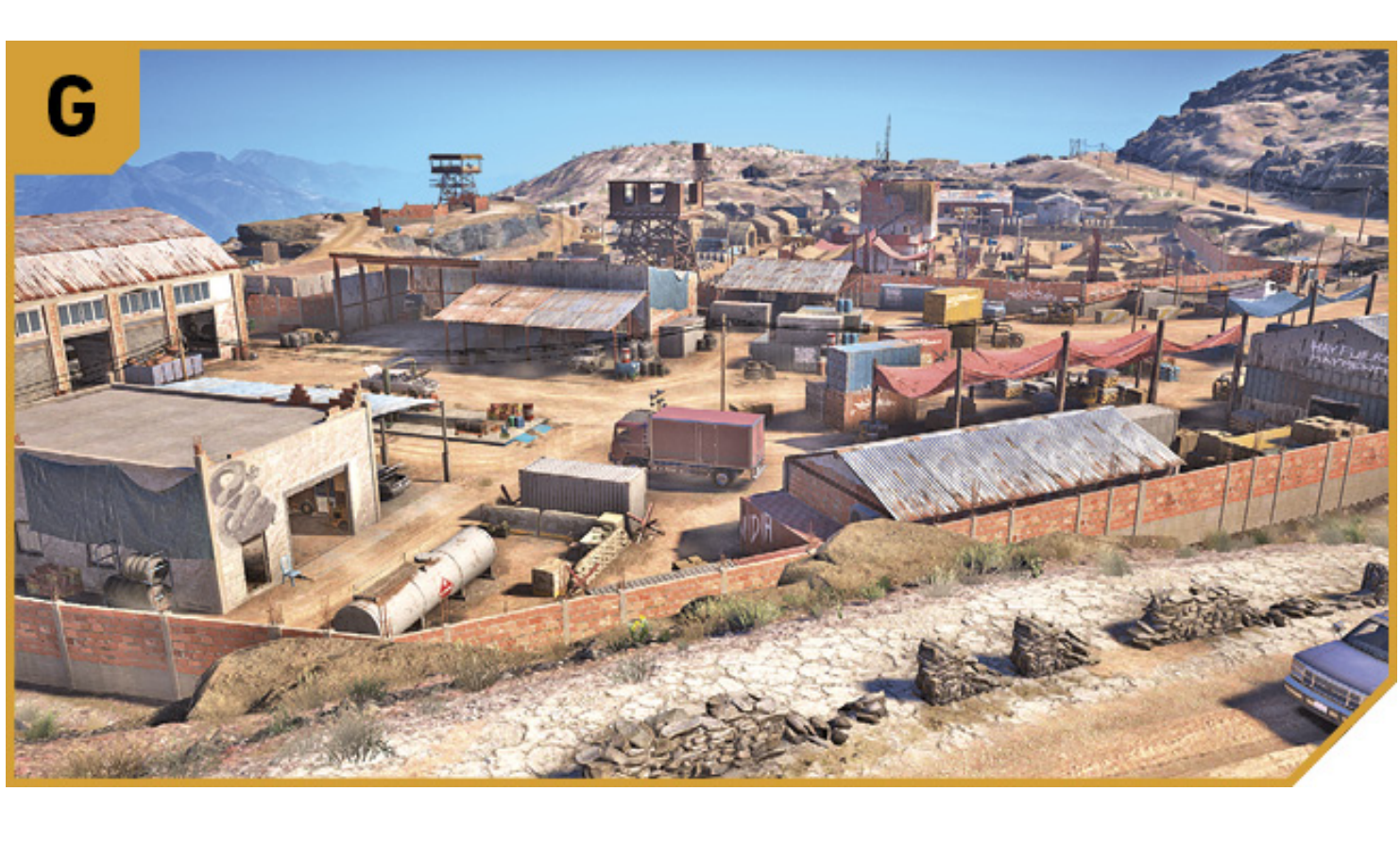
SANDBAG OUTLOOK AND SOUTH ENTRANCE



A single foe guards sandbags above the main road. This is a great place for taking in both sections of the base, as well as easily sniping the alarm pole panel and the target on the assault course (N). Note the steps down to the road just east of the vantage point.

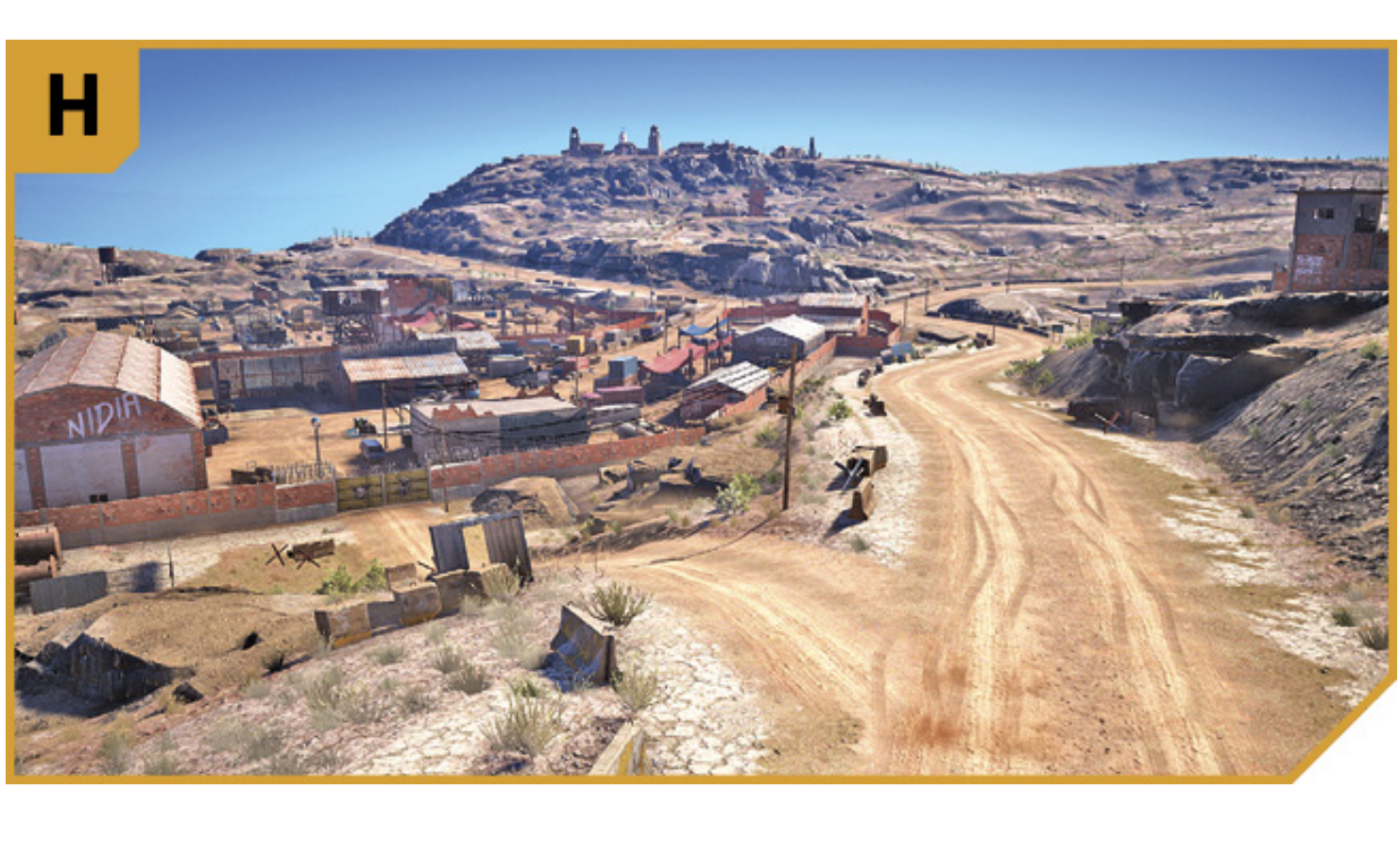
The main entrance is wide, and you can easily drive a truck in here, all the way to the west gate or the truck warehouse (I). The only issue is the number of foes in the vicinity, inside the base, and on either side of the road. Unless you're causing havoc (or a distraction), find a quieter spot to sneak in. And if you're driving around maniacally, make sure you use a cartel vehicle so you can use the automatic gates at H.

WEST: MAIN ROAD PERIMETER



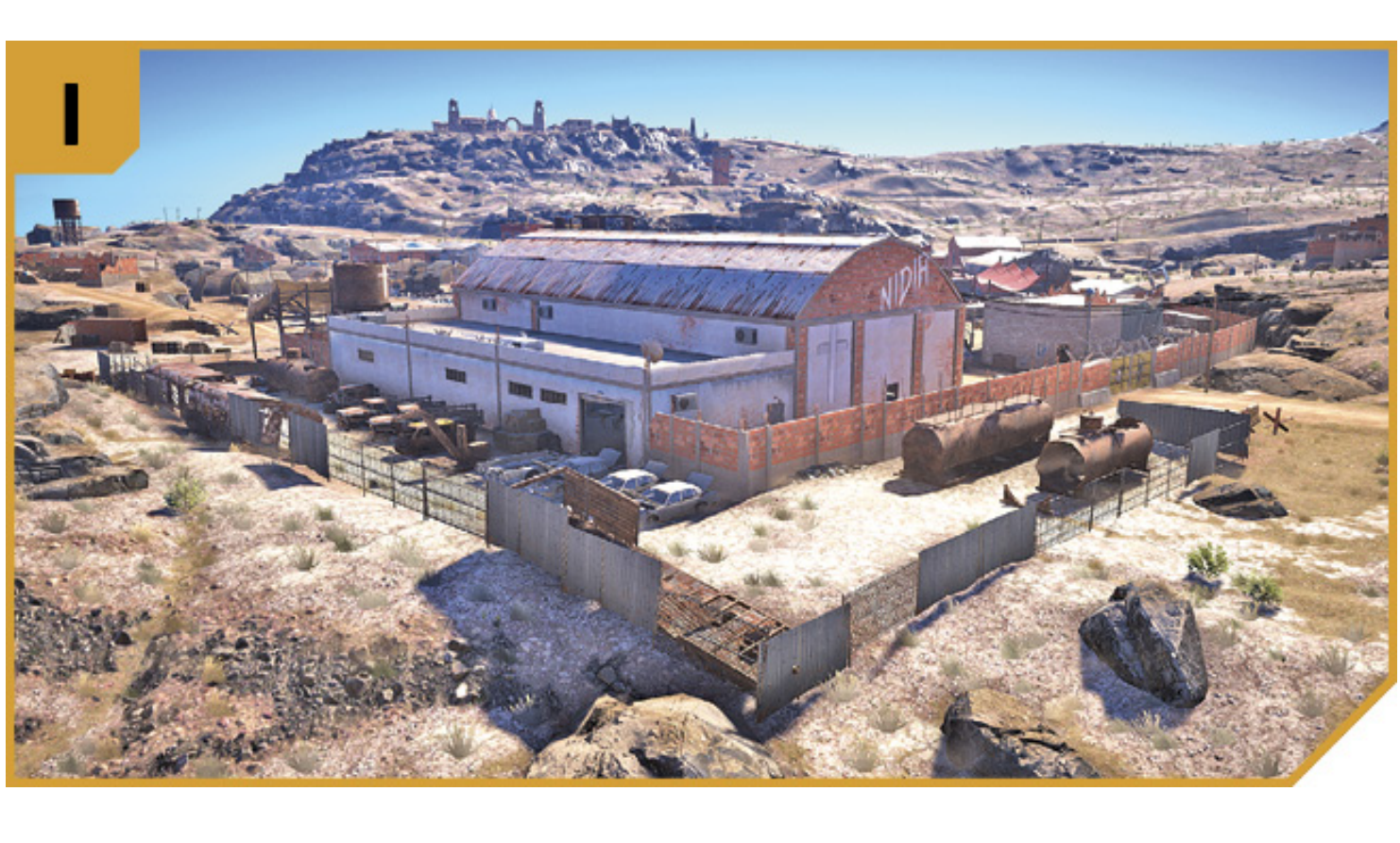
This isn't utilized much, as it puts you between two sets of enemies, and parking or running about on this stretch of road can draw attacks from two directions. However, firing at the propane tank or the foes in the unloading area on the west side of this base section is a good distraction tactic. Tag the alarm pole panel from here, too.

NORTHWEST: GATE ENTRANCE



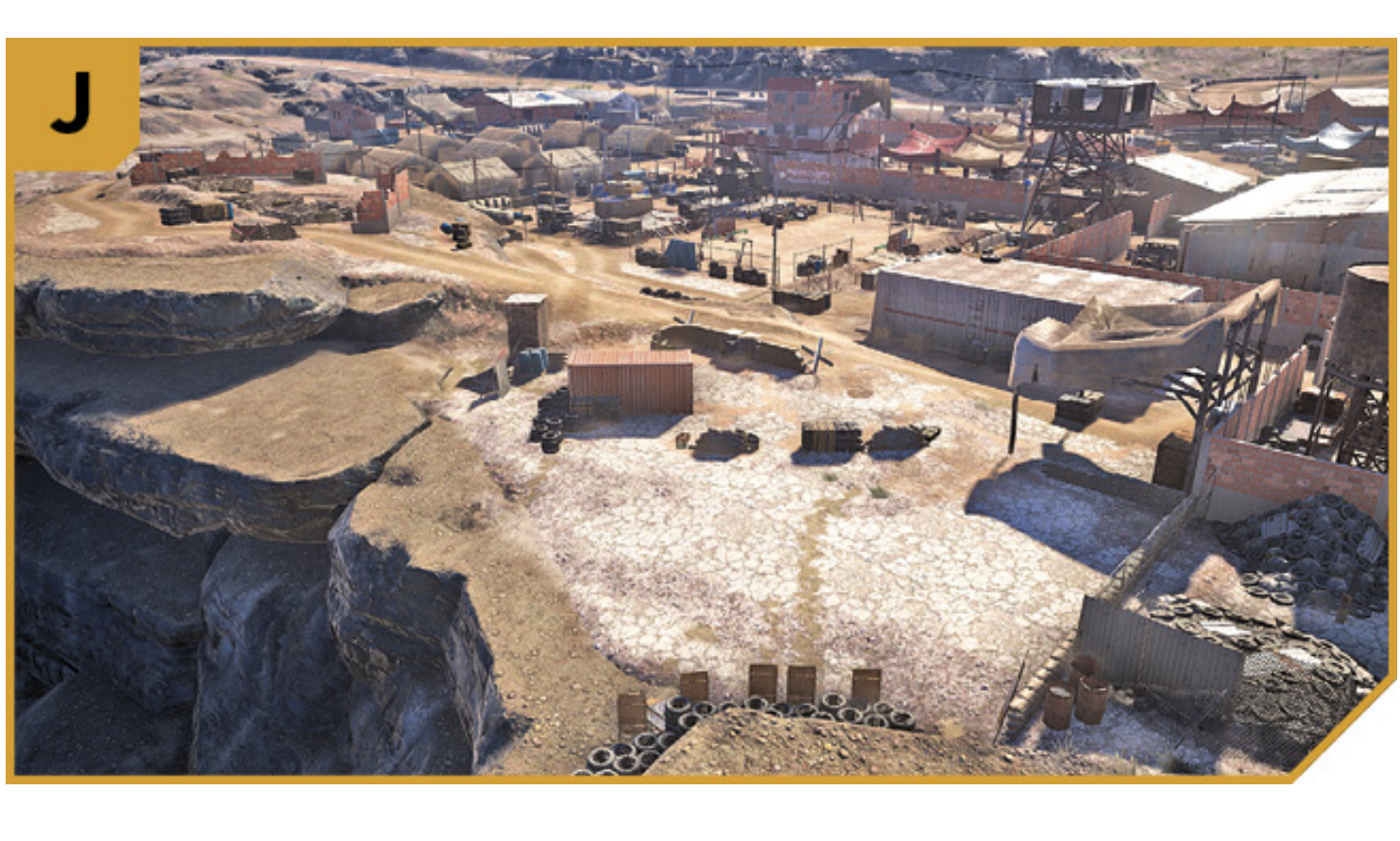
If you want to move all four Ghosts into this base section and attempt some semblance of stealth, pick a cartel vehicle, head through these gates, and park near the large open garage, armory, or truck warehouse (all in the northwest corner). Then infiltrate past the soccer pitch, shooting out the alarm pole when you get a chance, and deactivate the generator, SAM launcher, and drone jammer in quick succession. There are few foes here, though slow driving is recommended.

NORTHWEST: PERIMETER BREACH TO TRUCK WAREHOUSE



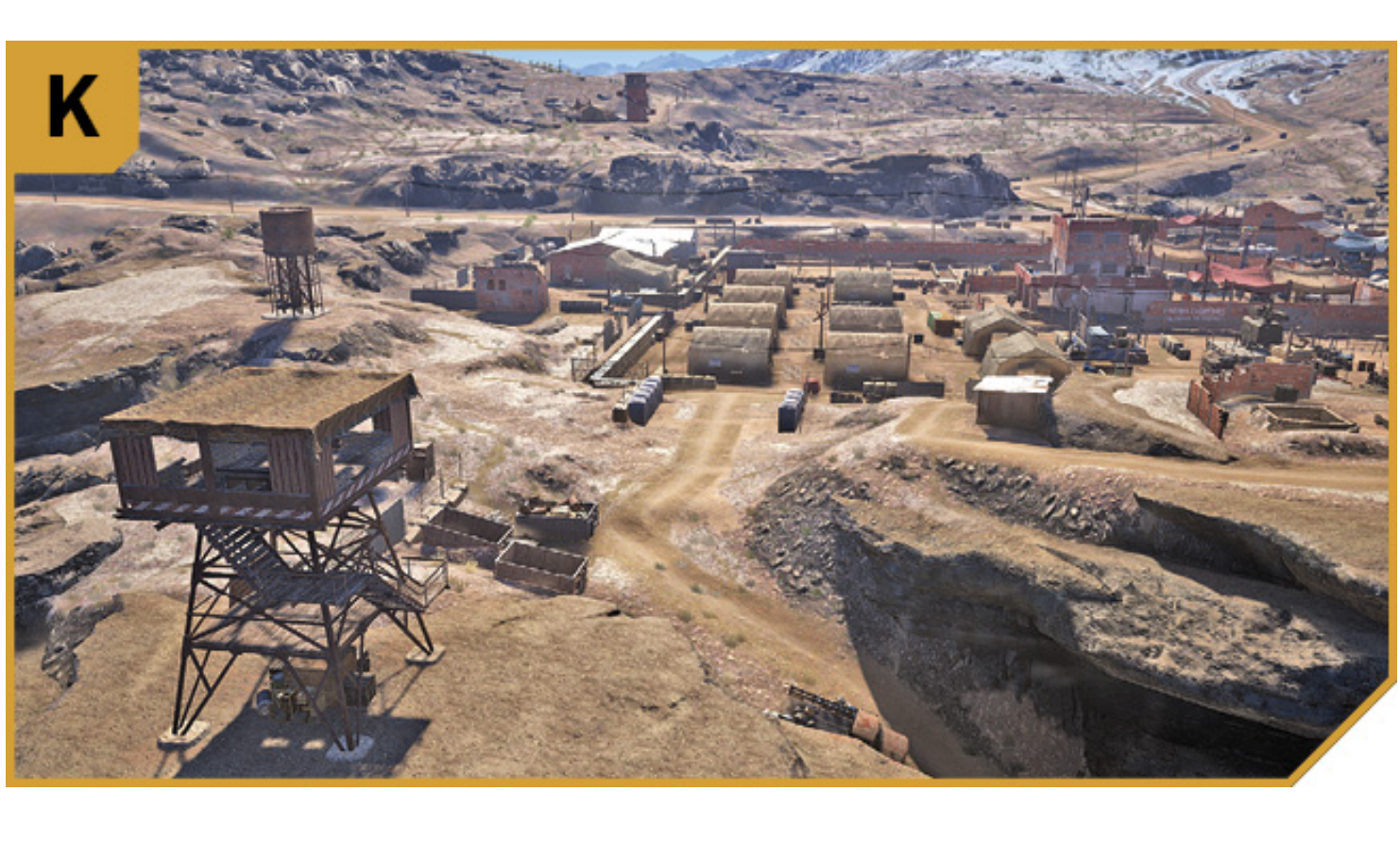
The open garage into the truck warehouse in the northwest corner is the safest way into this location, if you want to sneak to the installations north of the HQ building to cripple the enemy's ability. A single Ghost can do this (usually without encountering anyone), enabling an all-out assault afterward with a chopper, explosive drones, or other outlandish plans once the defenses are down.

NORTH: TIRE PILE TO PLATEAU



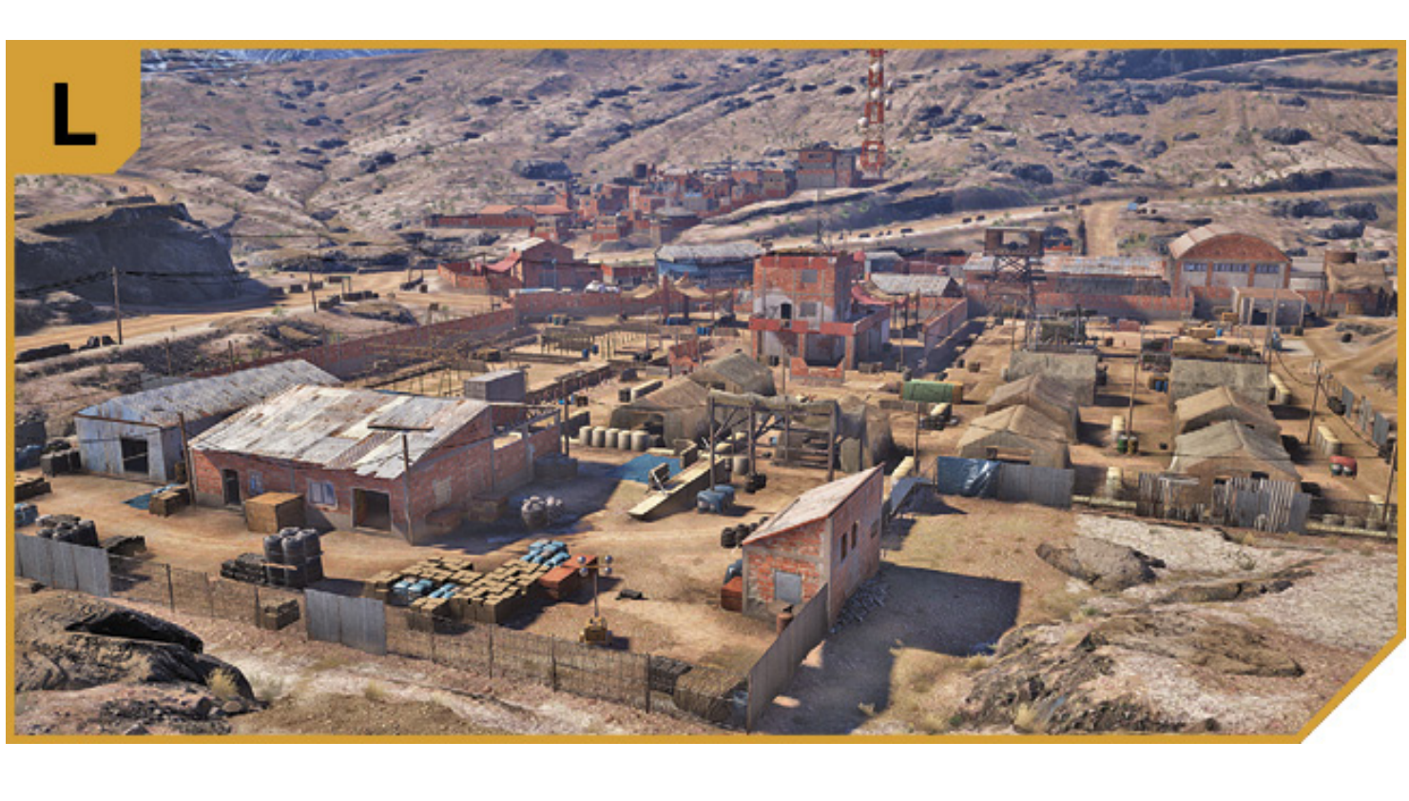
This is an alternate entrance to I, allowing quick access to the installations. Or you can sneakily remove the few patrolling foes on this side of the base so there are fewer to fight later. This offers good views of the alarm pole too, from the elevated plateau and brick construction wall.

NORTHEAST: MINIGUN TOWER TO BARRACKS



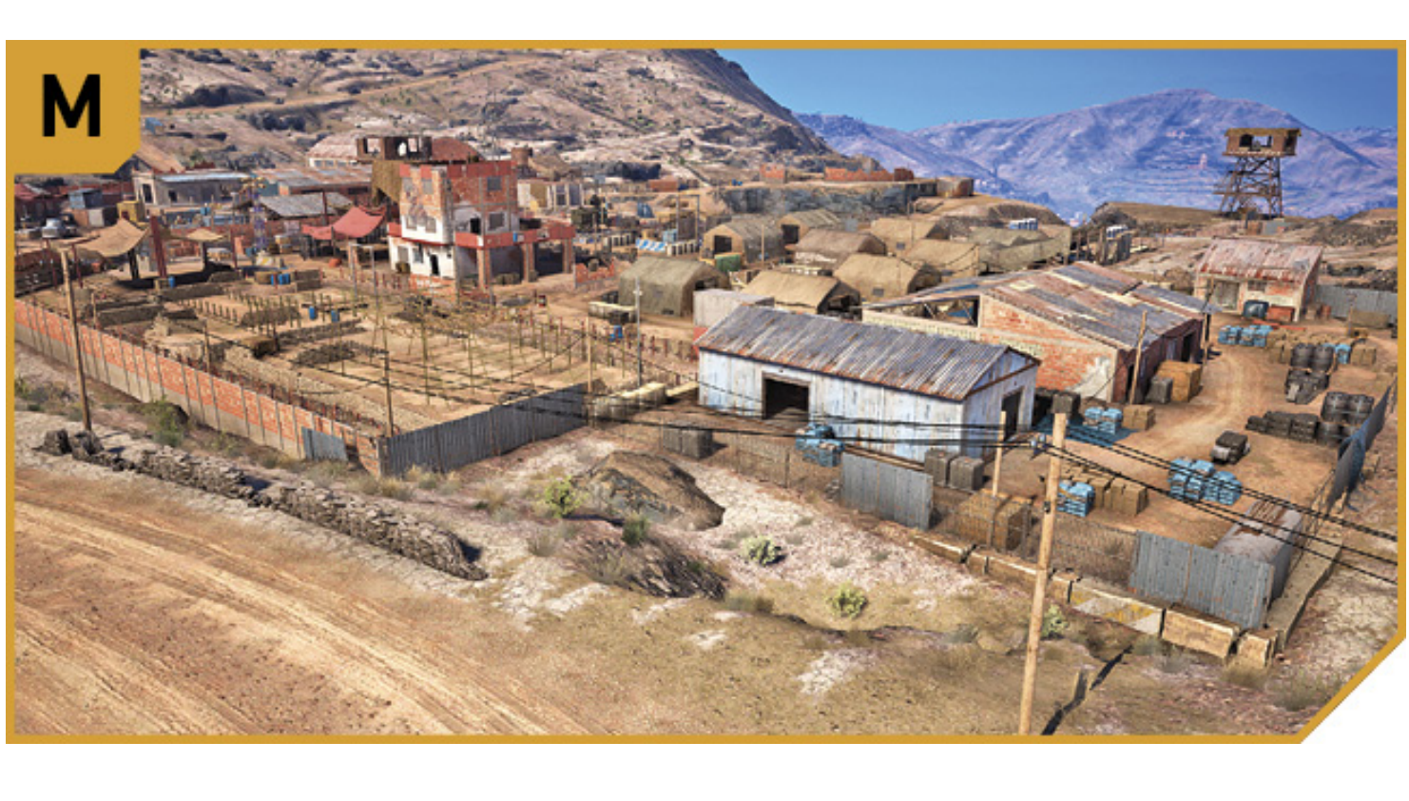
Advance on the barracks after night, in case you can neutralize multiple foes more easily. Otherwise, the barracks tents are an excellent place to hide, before you quickly head to the adjacent installations (drone jammer, SAM launcher, and generator), the HQ building (west), or the assault course (south). You have reasonably clear shots to both targets from here too, though the instructor in the HQ building needs to be brought down with a sniper round through the brick wall.

NORTHEAST: SIDE YARD AND MESS HALL



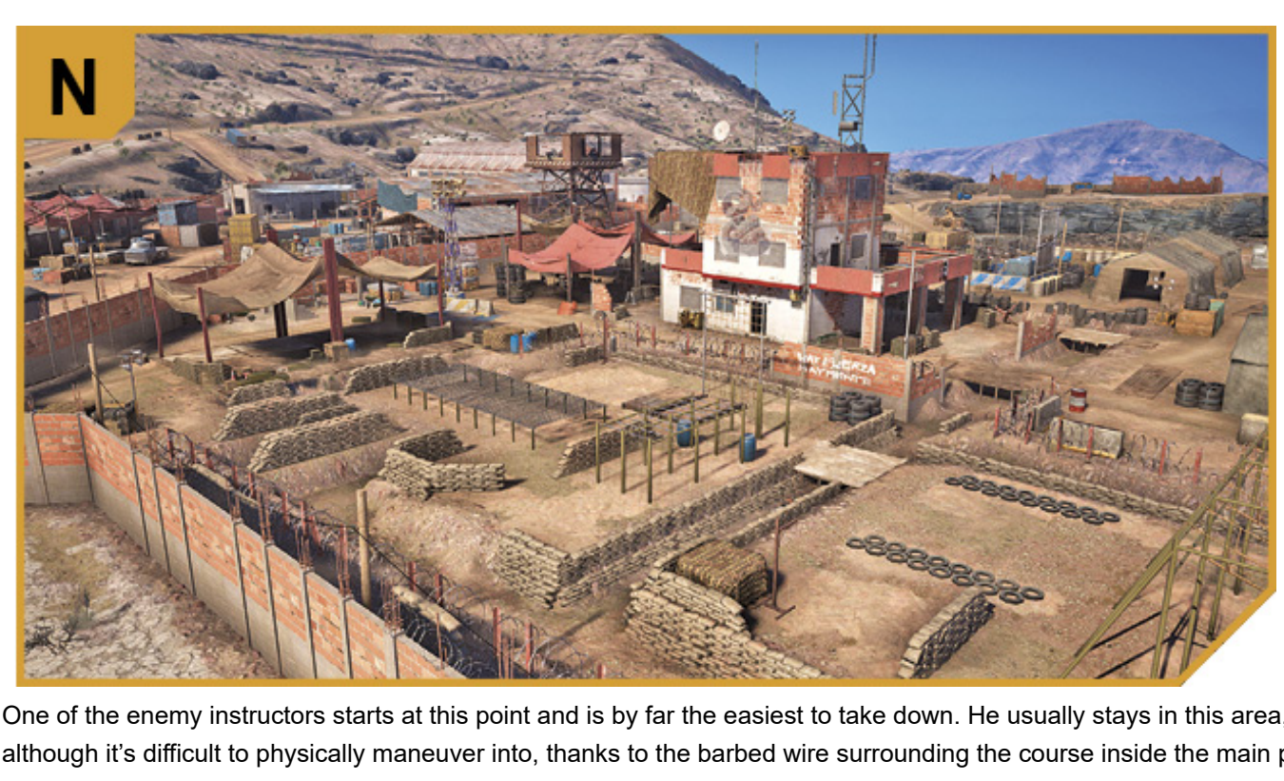
The fence can be jumped here, and the slightly elevated area comprising a side yard and mess hall navigated. This offers the same takedown opportunities as K, though you can head south to the perimeter of the assault course to mow down the target and cluster of foes there, including two captains.

EAST: FERTILIZER WAREHOUSE



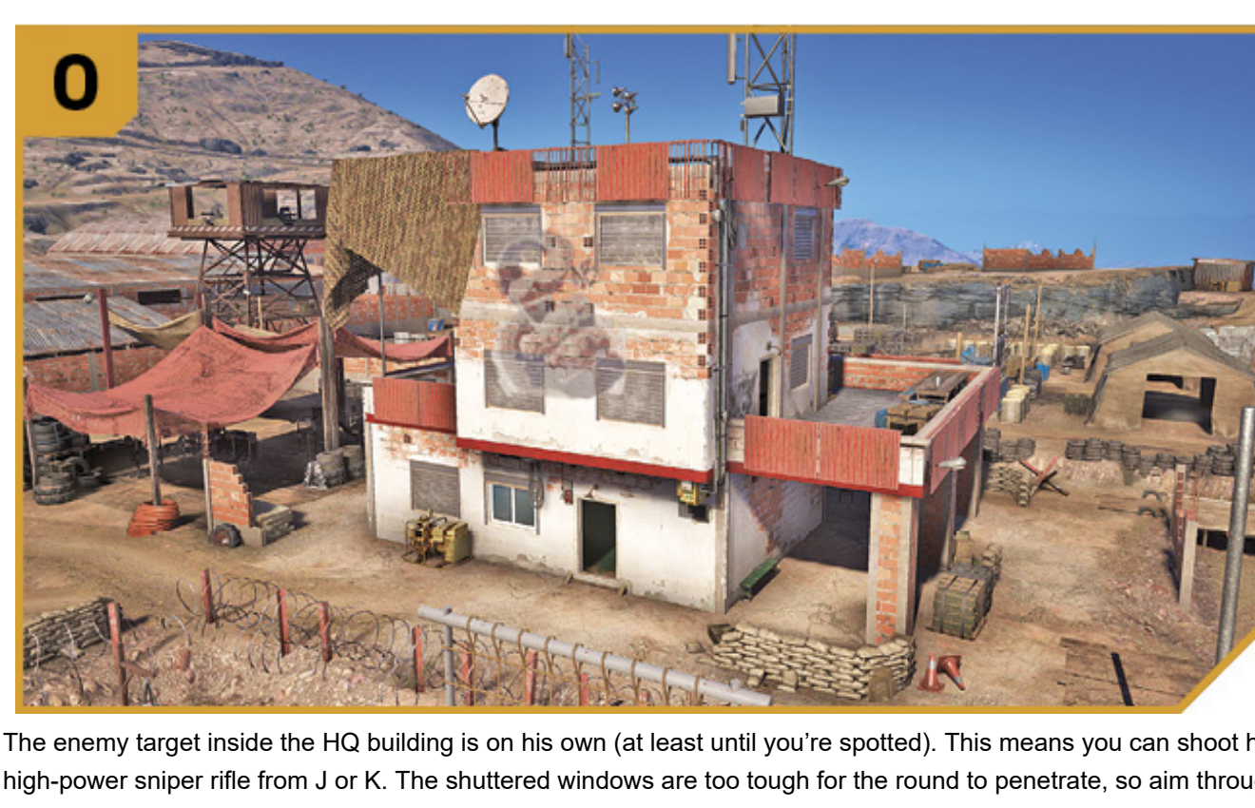
The perimeter fence here is lackluster and the patrol guards minimal, making this another good spot to infiltrate from. You have slightly elevated positions to view across the assault course, shoot out the alarm panel, or move toward the tent barracks and installations.

◉ TARGET: ASSAULT COURSE



One of the enemy instructors starts at this point and is by far the easiest to take down. He usually stays in this area, and although it's difficult to physically maneuver into, thanks to the barbed wire surrounding the course inside the main perimeter boundary, there's little need for close combat. Just snipe him from F or M, even after the nearby target at O has been neutralized. Throw in some projectiles to start with so you can catch the cluster of enemies in one explosion.

◉ TARGET: HQ BUILDING



The enemy target inside the HQ building is on his own (at least until you're spotted). This means you can shoot him with a high-power sniper rifle from J or K. The shuttered windows are too tough for the round to penetrate, so aim through the brick wall instead. Note this is a lot easier when the target is standing still, so take him out before all hell breaks loose!

Also note the options to destroy the explosive generator on the south side of the building (ground floor). Doing so can hurt the target.

A number of entrances allow access into this structure: Along the north and south walls is a doorway and smashable window. Along the west wall are two smashable windows. All can be climbed through. The rest of the windows on the upper floors are shuttered and inaccessible. There are east and west balcony doorways on the middle floor and stairs to a third-floor office from the balcony. The target is usually on the second (middle) floor. Also consider opening fire from the balcony across to the assault course to tag the other target (N).

MONTUYOC TRAINING BASE (NORTHEAST): OTHER TACTICAL ADVICE

SOLO The following tactics assume you've patiently removed the alarm pole panels at both bases first, and have deactivated the drone jammer.

Once the foes at A and F have been (silently) removed, stand at F and shoot the target at O through the brick wall of the HQ building. Before the target at N can react, reload and drop him. Done! Or send an explosive drone into the HQ building to remove the target there, before removing the other target from F or M.

To clear all foes from this base, attack at night so you can check for enemies in the barracks. Remove the single enemies between J and M, along the north, northeast, and eastern perimeter, without making enough noise to alert anyone. Then head to I and work your way southward from the truck warehouse to F, stalking and removing patrolling foes until you're discovered. Leave the targets and the assault course enemies until last, as they're usually hemmed in and can be tackled like prey from distance.

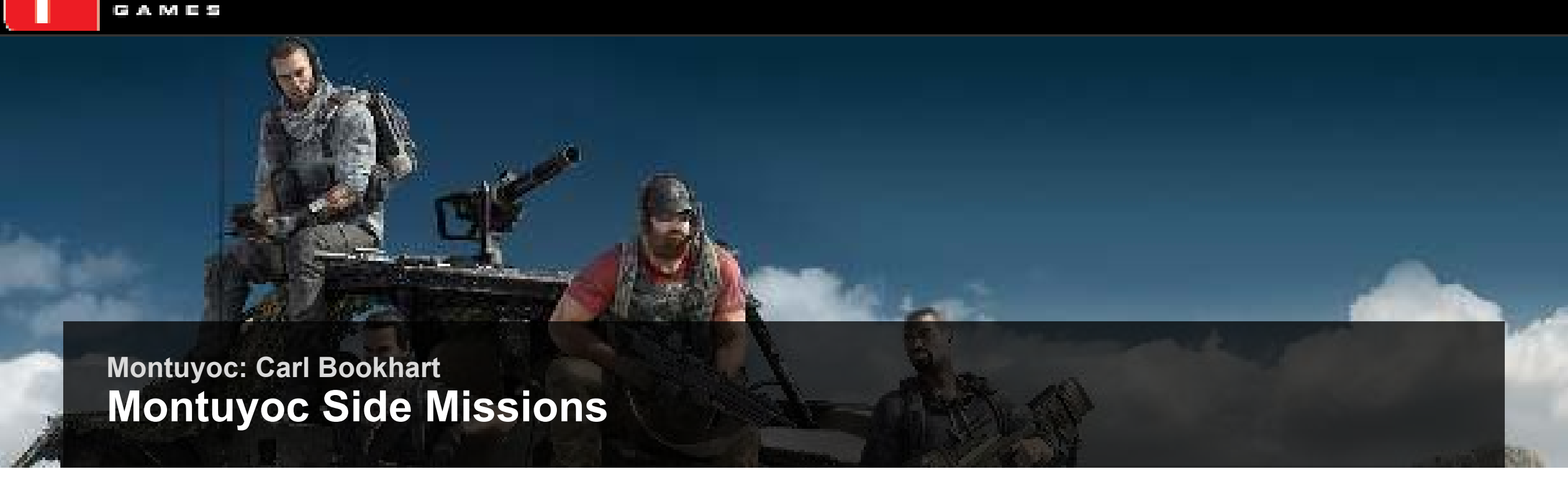
A drive from F to I while shooting foes makes for the beginning of a solid plan, but waking up the rest of the enemies does nothing to aid an assault on the area containing the targets.

To execute a closer assault, sneak in from K, heading directly for the HQ building (after deactivating any installations you deem problematic). Kill the target inside the HQ building first (silently if you wish), then head out onto the balcony and mow down foes on the assault course. Projectiles are helpful here, as is hitting any explosive barrels or scenery.

Dodge the SAM launcher and fly into this base in a chopper. Land it on the soccer pitch and instruct your teammates to tackle the foes to the southwest along the yard road, while you head to the targets. You trigger the alarm if you haven't already removed the poles.

CO-OP The many Solo plans work well here, though you can attempt an even quicker takedown with a Ghost heading to F to remove the sniper at A and foes below the tower and on the sandbag overlook. A second Ghost should head in from K and deactivate every installation, while Ghost #3 tags the target through the brick wall of the HQ building and Ghost #4 removes the assault course foe. Then advance and catch the rest of the foes in crossfire.

Assign a Ghost as a forward-assault specialist, responsible for neutralizing the alarms and installations while the rest of the team enter via chopper (land on the soccer pitch) or trucks for a more violent, vehicle-based massacre.



Montuyoc: Carl Bookhart

Montuyoc Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

MEDICATION RAID

OBJECTIVE

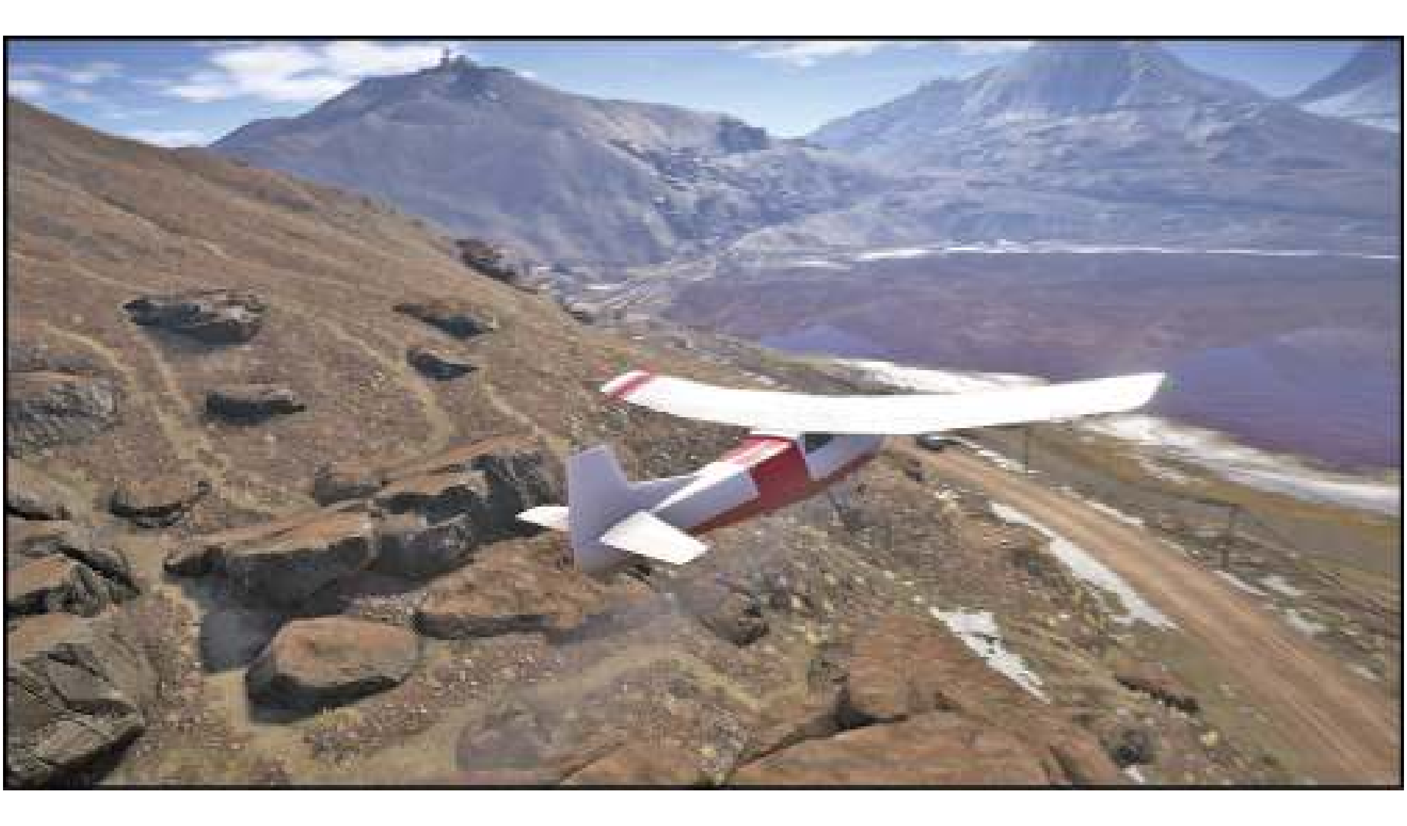
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2200 Medication



At the cartel's makeshift runway east of the Montuyoc Alpha rally point, a plane is loaded with medication. Stealing it for the rebels is the objective, but it is not going to be easy. Ten soldiers surround the airstrip, a sniper stands guard atop a watchtower at the nearby checkpoint, and a convoy occasionally drives by with Santa Blanca automobiles and helicopter escorting the supply vehicle. Start out by taking care of the sniper or he inevitably joins in on the fight. Because of convoy possibility, approach from the east. The men along each side of the strip can often be pulled away with Diversion Grenades and shot out of sight, so it is possible to whittle the opposition down to just the four around the aircraft, but this is a tough endeavor. A flare fired to the northwest could draw them far enough away for you to swipe the plane, but there is a chance someone may remain behind. A shootout is always an option for the brave. Setup Sync Shots on the Heavy Soldiers and Veteran and once your team is ready, engage with a headshot to one of the soldiers. Quickly take the rest out before flying the plane to a rebel runway to the southeast.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

Blow up one of the station's entrances and then hack the network relay

LOCATION

North of Araca Village

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off

North of Araca Village, a network station sits within a small base. Only a handful of soldiers occupy the area outside of the station, including a sniper in the tower and a soldier in the bunker, so take them out before proceeding. The network relay is located in middle of the second floor. An entry point off the second-story roof offers the shortest path, but this does require parachuting onto the narrow terrace. A helicopter is parked nearby making this a convenient option. Entering through the south, ground door is also a good choice. Once inside, an immediate right finds the steps. Turn left at the landing and clear out the enemies before accessing the computer.

REBEL OP: PARACHUTE DROP

OBJECTIVE

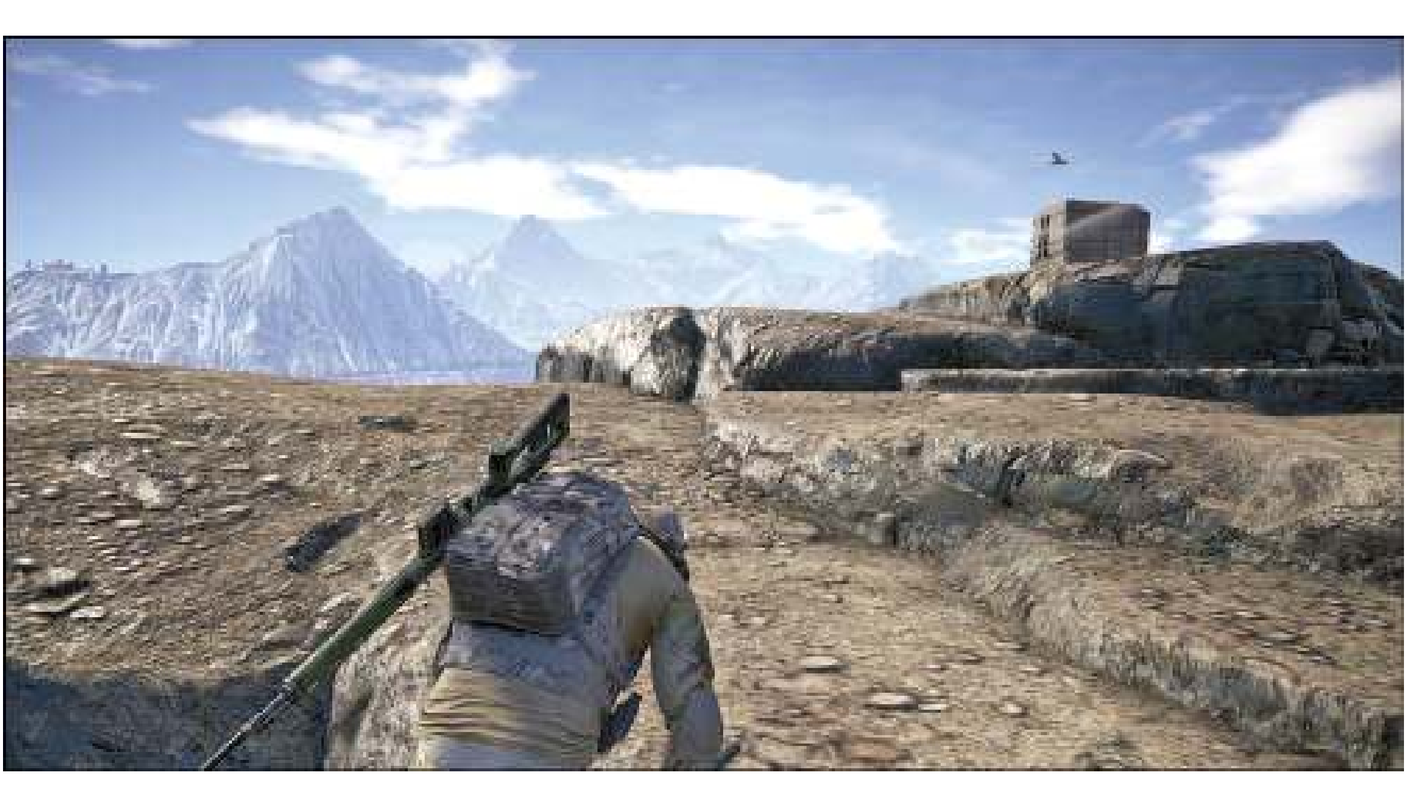
Tag the drop site supplies

LOCATION

Northwest of Sicarios Boot Camp

REWARDS

Support Unlock/Upgrade – Rebel Recon



A supply drop has landed on a rock that juts out of the side of a mountain, southeast of the Supply Depot. It is easily accessed from a helicopter, but the rock is also very climbable. If you decide to fly, avoid flying near the Supply Depot, since their two SAM Launchers are unrelenting as they attempt to shoot you down. If going on foot, start from the southeast and move around to the northwest side at the landing. Tag the supplies to complete this short mission.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

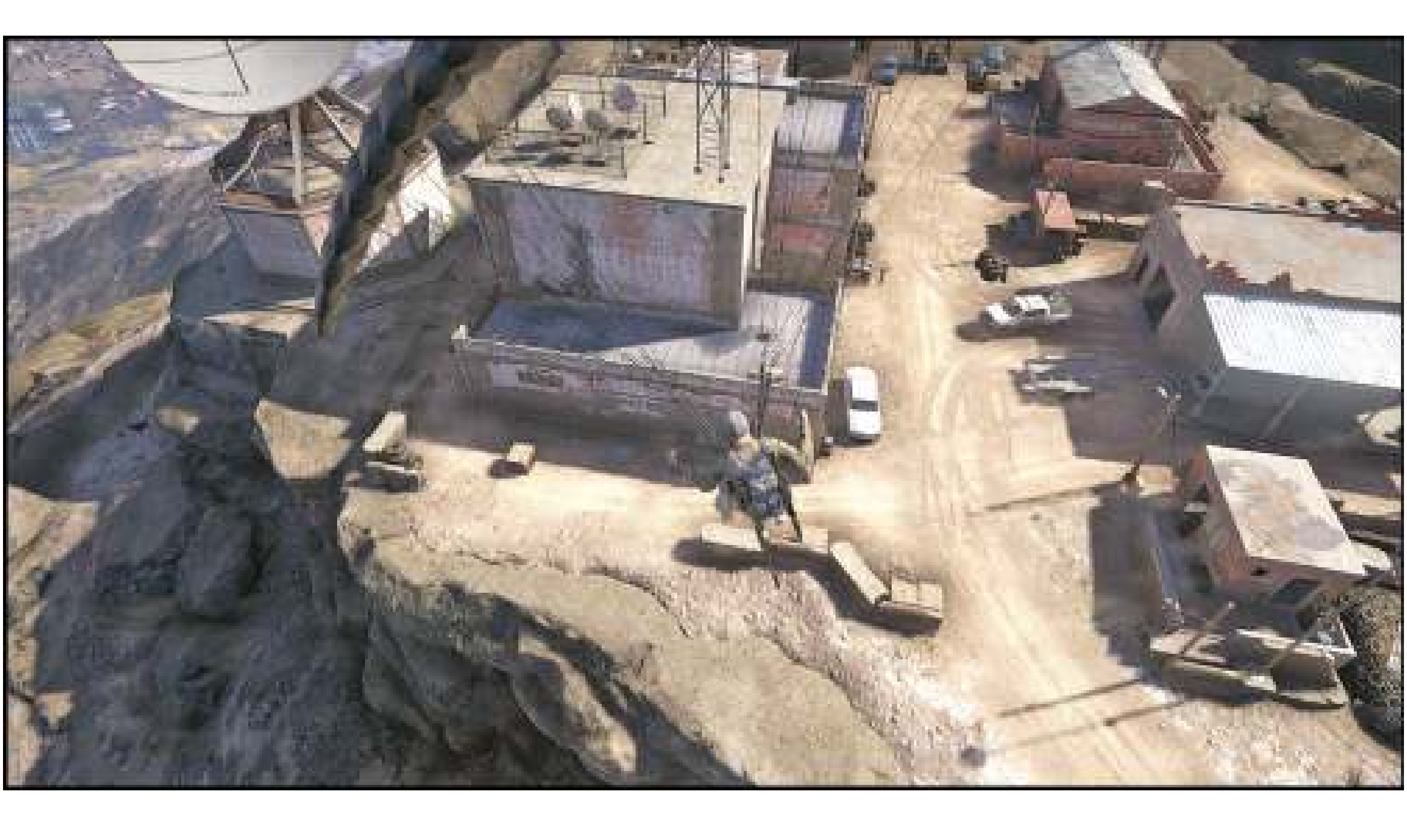
Blow up one of the station's entrances and then hack the network relay

LOCATION

Sicarios Boot Camp

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Another network station is placed in the northwest corner of the Sicarios' Boot Camp. There are several enemies in the surrounding camp, so it is not a bad idea to spend some time taking them out, but it isn't totally necessary. You just need to ready yourself for a big fight or hasty exit once the mission is complete. The relay is located in the northeast corner of the second floor. A minigun has been setup on the ground floor, making it the toughest route. Instead, parachute onto the lower roof and infiltrate through the second-story door and fight your way to the opposite corner. Note that a helicopter is parked on the gas station rooftop to the south.

REBEL OP: HACK ANTENNA

OBJECTIVE

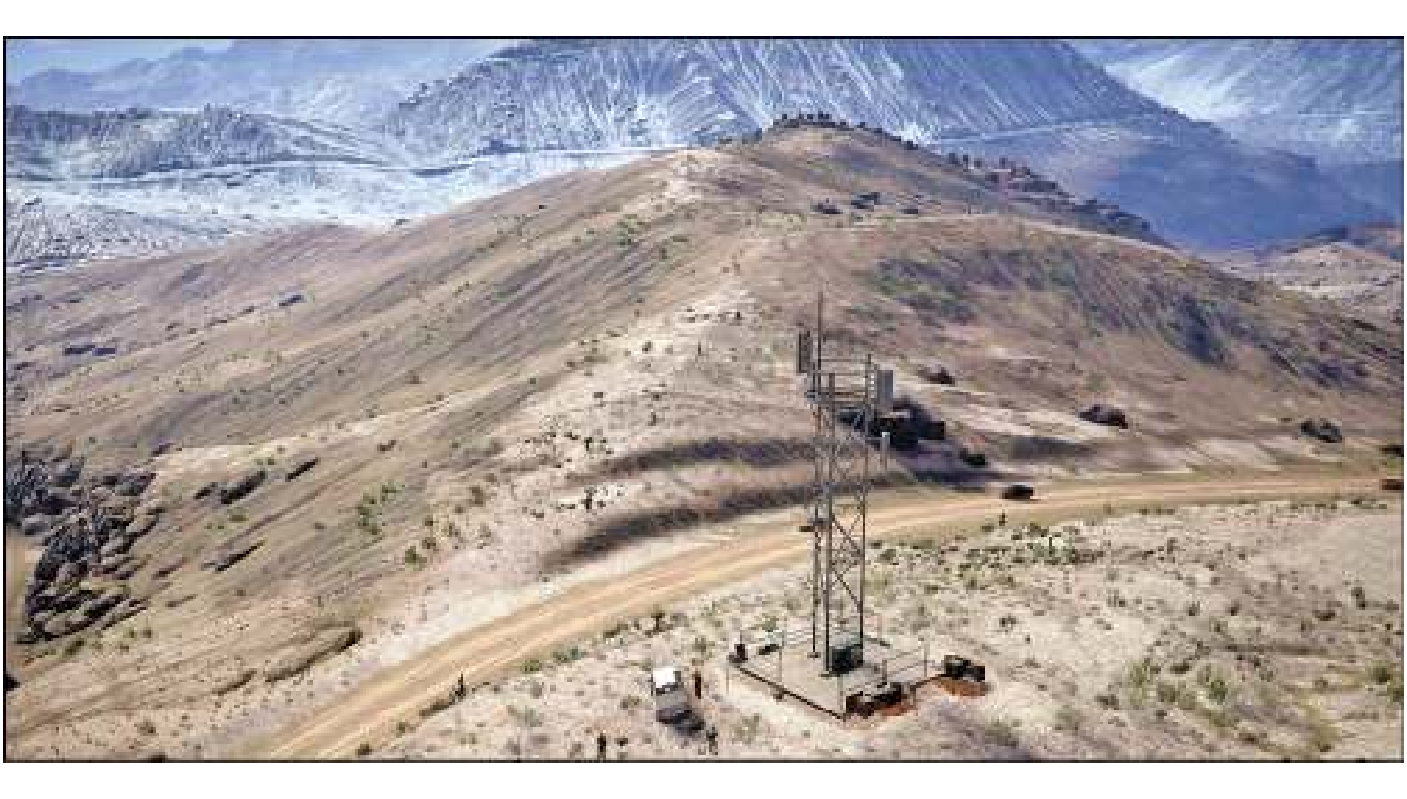
Deactivate the two antennas within 1:30

LOCATION

East of North Gas Station Via-B Gas

REWARDS

Support Unlock/Upgrade - Rebel Diversion



The first antenna is located down the street from the abandoned Gas Station Via-B Gas, to the east. Throw the switch to start the 1:30 timer and immediately jump into the pickup truck parked nearby. The second antenna sits inside an electrical substation on the other side of the mountain to the southwest. The suggested route takes you around to the east past the Montuyoc Training Base. Instead drive straight up the mountain toward the Pre-Columbian Necropolis. Watch out for rocks as you descend toward your goal. As you get close, have the Ghosts open fire against the sicarios who loiter at the substation. Deactivating the transmitter before the timer reaches zero successfully completes the mission.

REBEL OP: DEFEND RADIO

OBJECTIVE

Start the radio and defend it

LOCATION

San Francisco Monastery

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike

Find the radio in the southwestern region of the San Francisco Monastery, at the end of the road. At this location, you are open to attack from four directions, as well as from the air. Call in rebel support and place mines along the roads. At first, sicarios move in from the north, south, and east. If possible have the team split up to take them all down. If one group of enemies is allowed to get close to the radio, it can take some serious damage. A car may pull up with narcos from the main road, so have a grenade ready if mines were not placed. Next, one or more helicopters show up in a continued effort to destroy the transmitter. Use the neighboring house for cover when necessary. If available, equip the explosive on your drone and send it toward an aircraft—detonating once close. Last the entire 2:40 without losing the radio to complete this tough mission.

COMMS TOOL RAID

OBJECTIVE

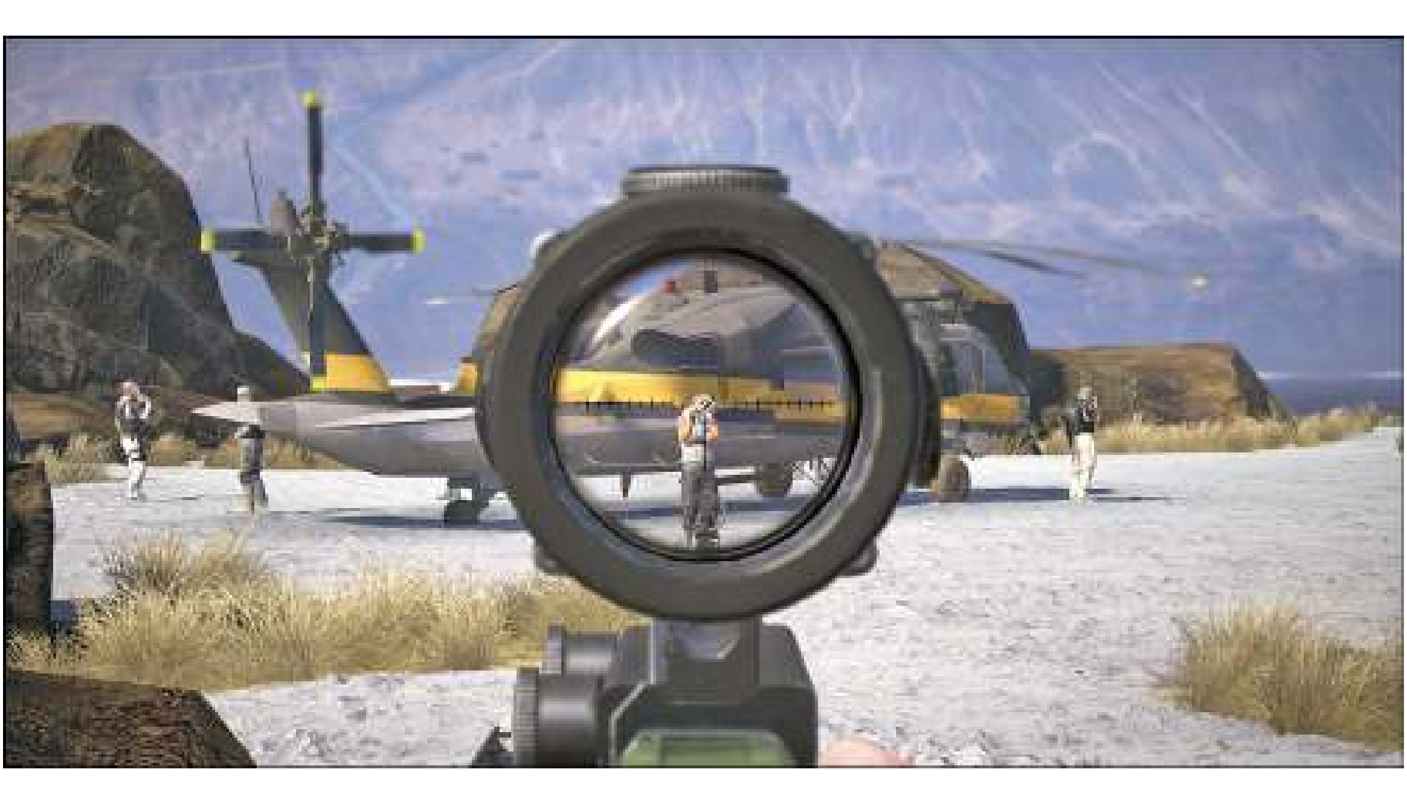
Steal the helicopter

LOCATION

West of Montuyoc Bravo Rally Point

REWARDS

+2500 Comms Tool



On the southeast side of Laguna Colorada, a helicopter waits with a load of comms tools. Six soldiers, including a heavy, veteran, and lieutenant, surround the chopper. Besides the captain, they tend to move around, but usually split three on each side. If available, a flare can be used to drag the group away from the prize. Or, a Sync Shot against the heavy, veteran, and lieutenant leaves a fairly easy fight with just two soldiers. Board the chopper once the area is clear and fly it east to a rebel runway.

FOOD PACKAGE RAID

OBJECTIVE

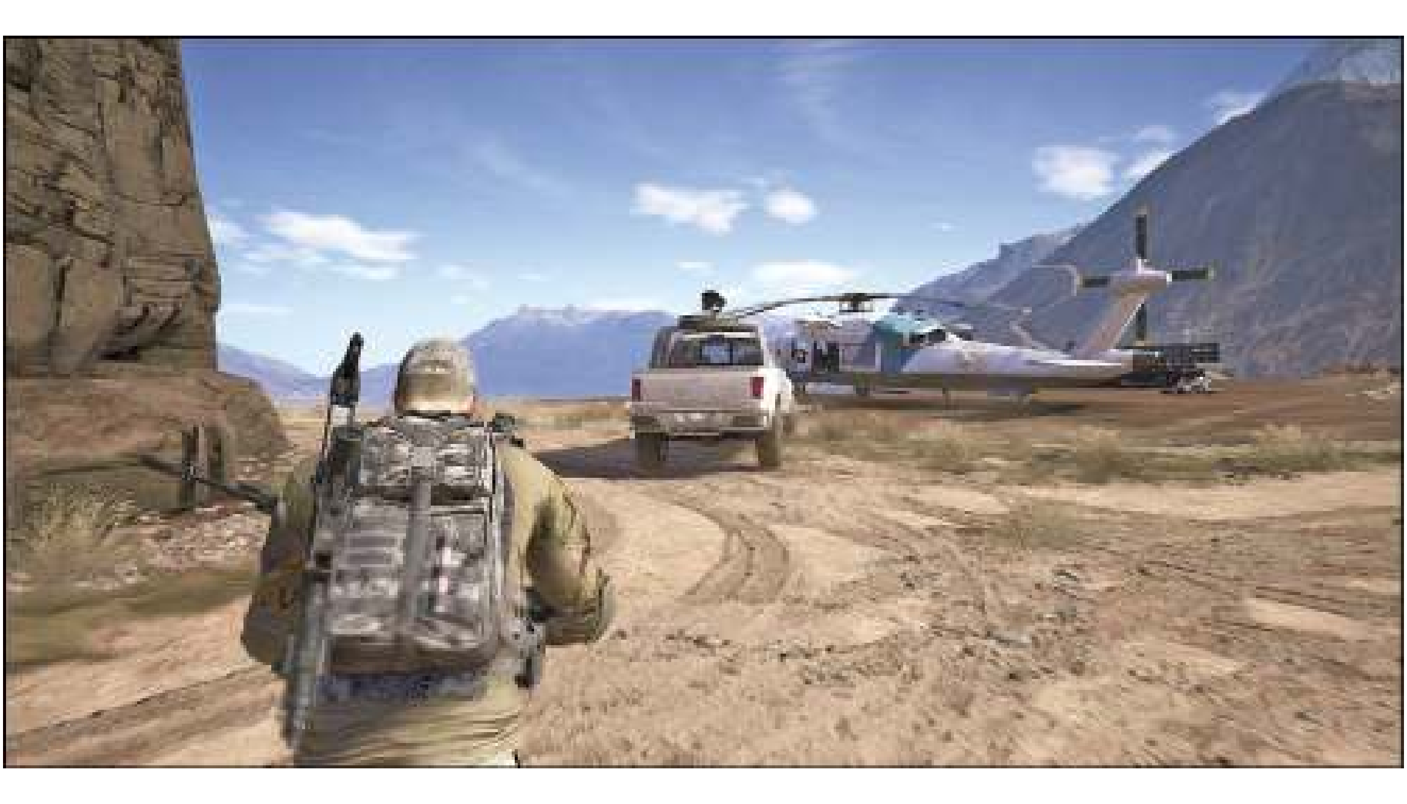
Steal the helicopter

LOCATION

East of Montuyoc Charlie Rally Point

REWARDS

+2500 Food Parcels



Another helicopter is parked east of the Montuyoc Charlie rally point and Santa Blanca soldiers heavily guard it. The typical six soldiers including a heavy, veteran, and lieutenant surround the aircraft. This time another twelve men join in located on the north side of the plateau with four technicals parked nearby. There are numerous ways to approach this one, but the minigun-mounted trucks are begging to be exploited. Line up Sync Shots against four of the men around the helicopter, including the lieutenant. Engage to drop the quartet before jumping into a truck. Immediately start an assault on the remaining foes, while driving through the helpless narcos. Once they have been finished off, board the aircraft and fly it to the rebel runway to the east.

REBEL OP: PARACHUTE DROP

OBJECTIVE

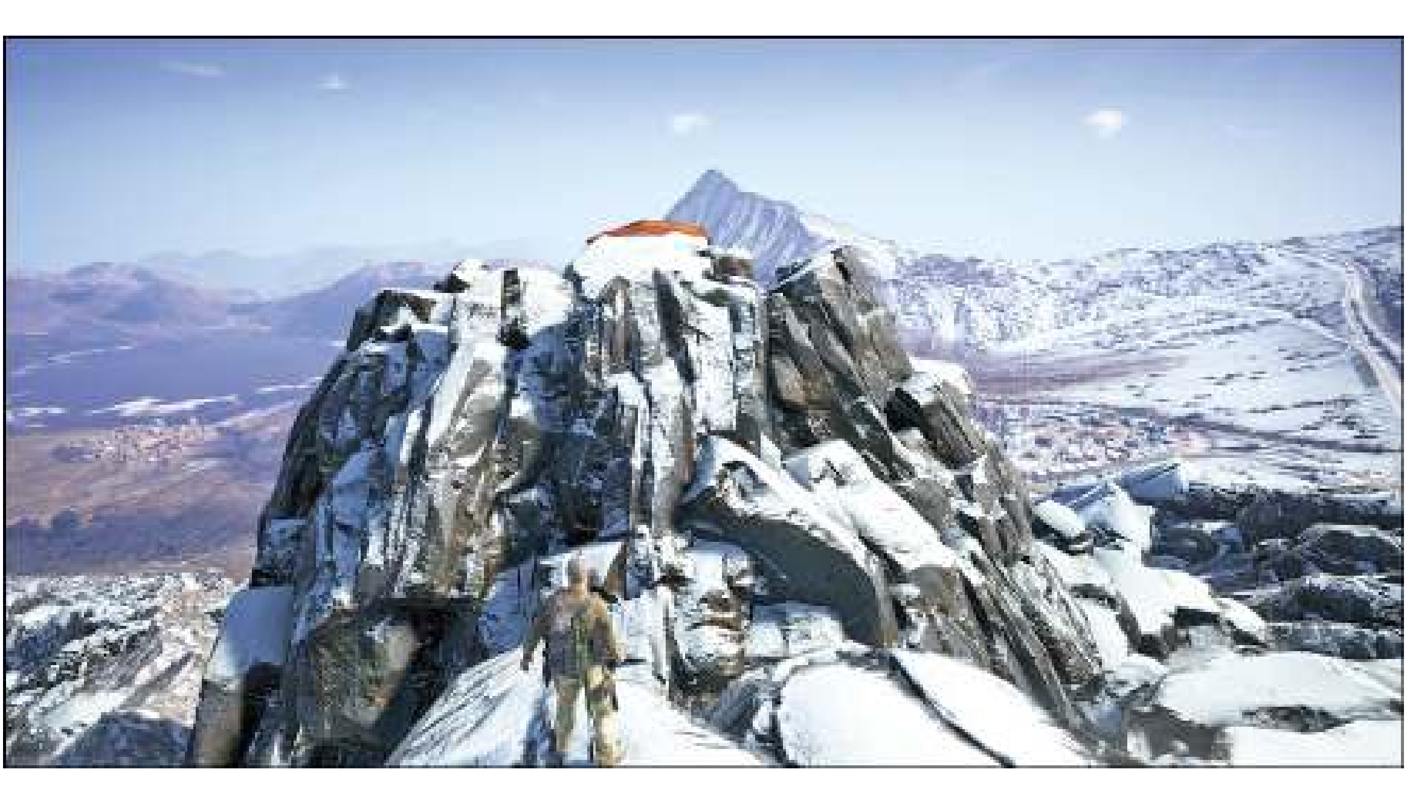
Tag the drop site supplies

LOCATION

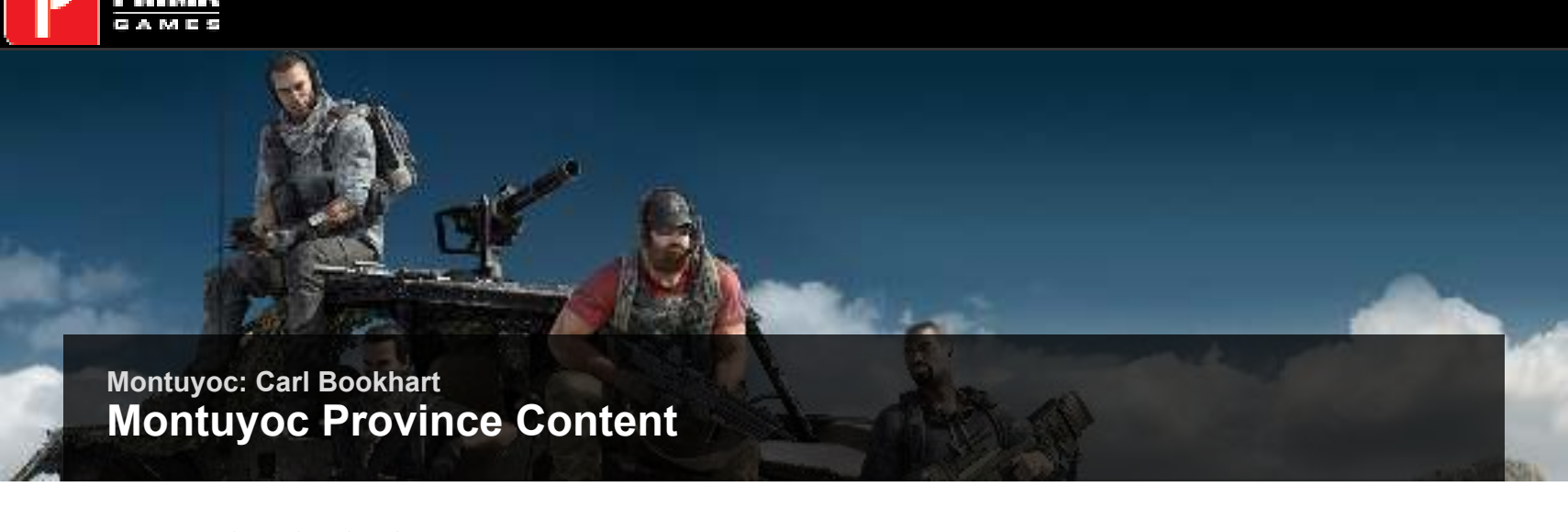
Far South Near Inca Camina Border

REWARDS

Support Unlock/Upgrade – Rebel Recon



From the Montuyoc Charlie rally point, grab a motorcycle and head south along the road. Before it turns left, go off-road to the right and aim for the mountain ahead. At this point the orange parachute is visible, so aim for that. When you reach the tracks, dismount the bike and start climbing up the right side of the rock. Follow the ridge all the way to the black rock that the supplies rest upon. Climb around to the right and circle around to the backside. Continue around until you reach the plateau and tag the supply drop.

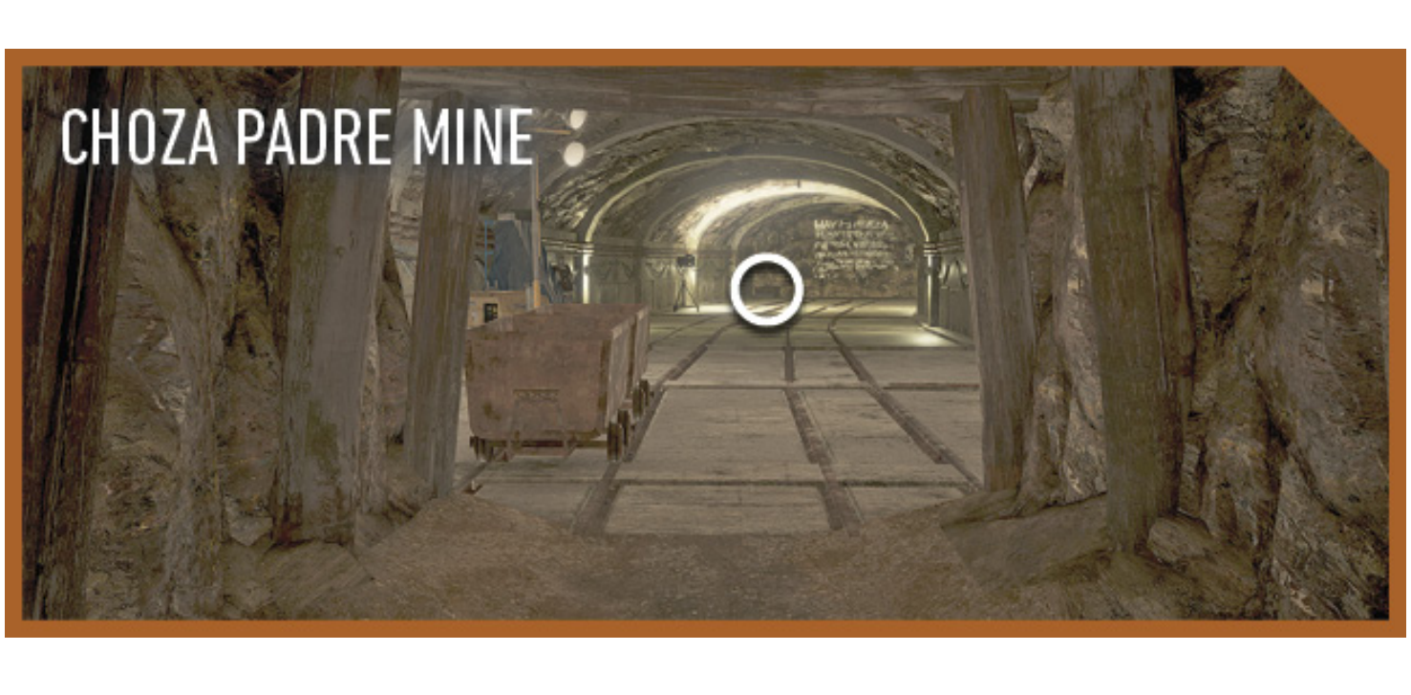


Montuyoc: Carl Bookhart

Montuyoc Province Content

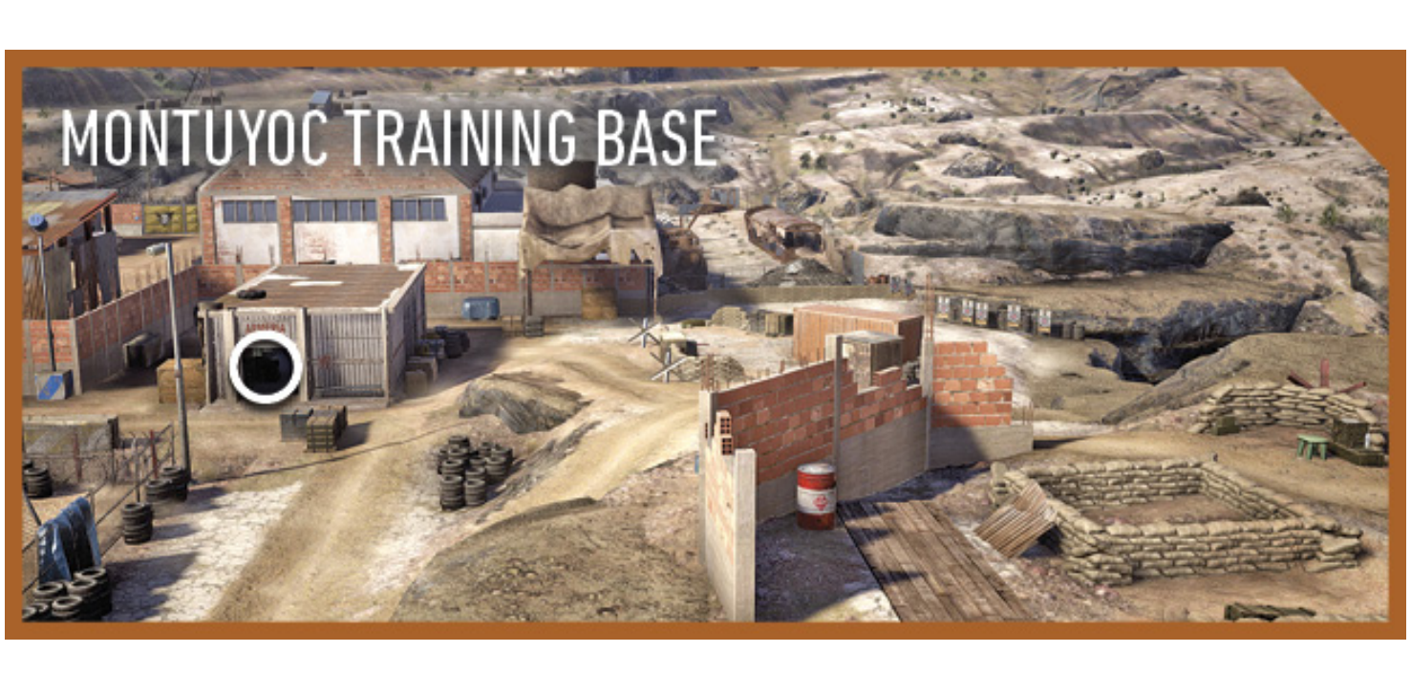
WEAPON CASES

WEAPON: MSR SNIPER RIFLE



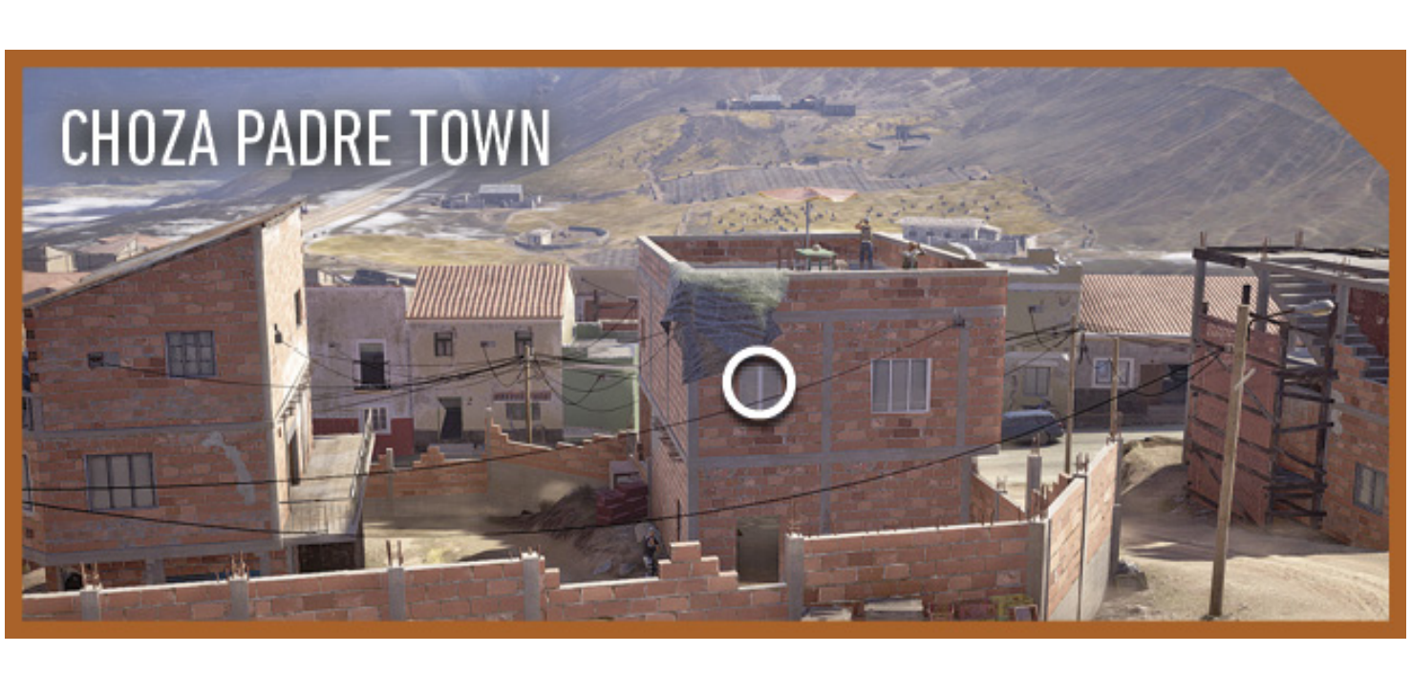
The Choza Padre Mine is a fairly complex maze of tunnels and connected rooms. From the mine entrance, turn left at the first intersection and continue all the way to the dead end ahead to find the Weapon Case.

WEAPON: HTI SNIPER RIFLE



The Montuyoc Training Base is a well-fortified Santa Blanca camp in far-western Montuyoc. Sneak into the base from the north, through a shooting range, and enter the armory, which is located next to an auto garage. Collect the sniper rifle from the case inside.

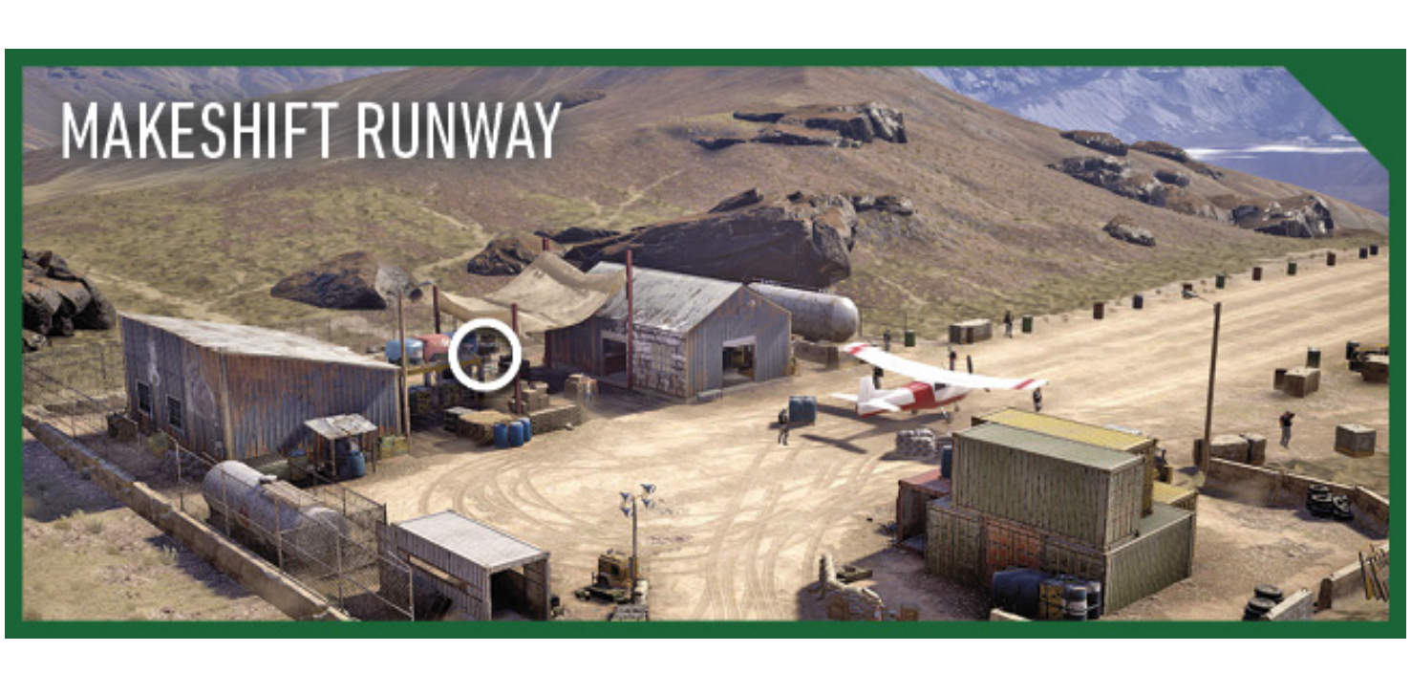
WEAPON: TAR-21 ASSAULT RIFLE



Much of the west side of Choza Padre has been taken over by the Santa Blanca cartel and they protect their brick buildings by keeping watch from rooftops. Two such soldiers stand atop a two-story home across the street from a small, green house. Head upstairs to the second floor and collect the assault rifle that sits in the middle of the room.

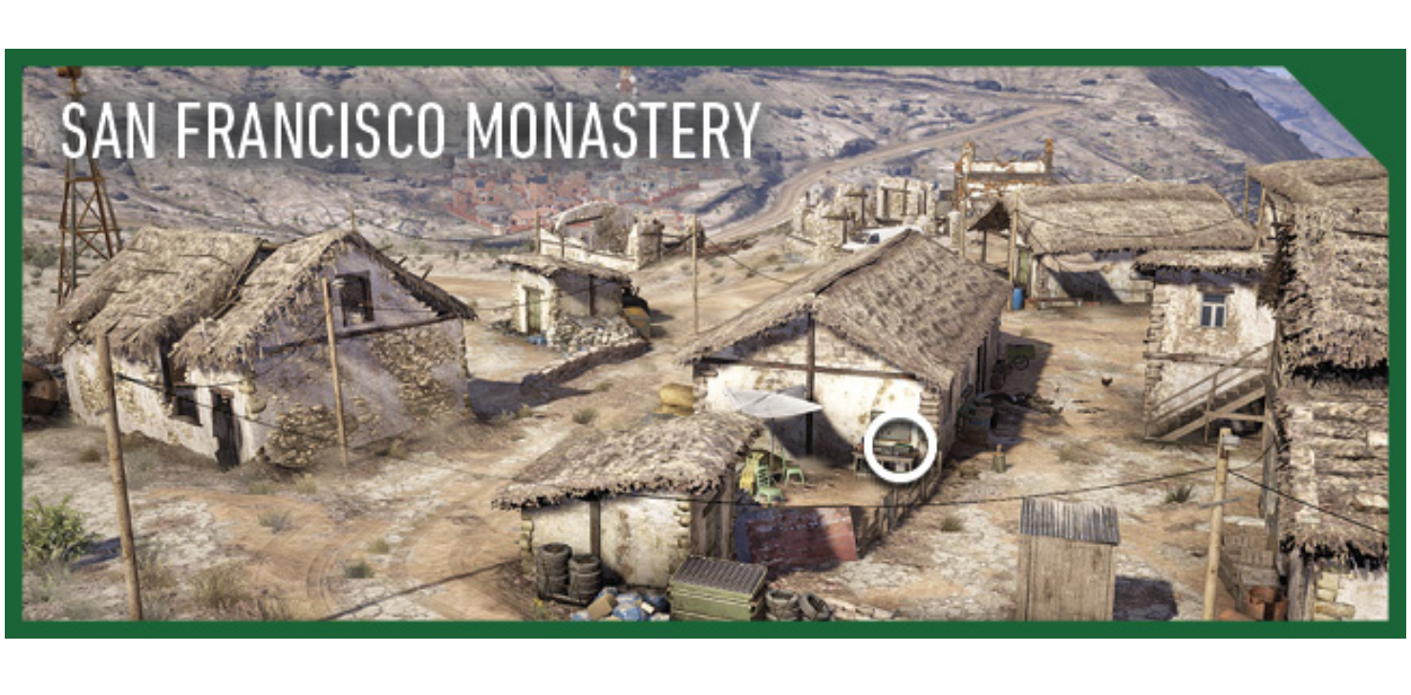
ACCESSORY CASES

ACCESSORY: LASER 3DOT (HANDGUN)



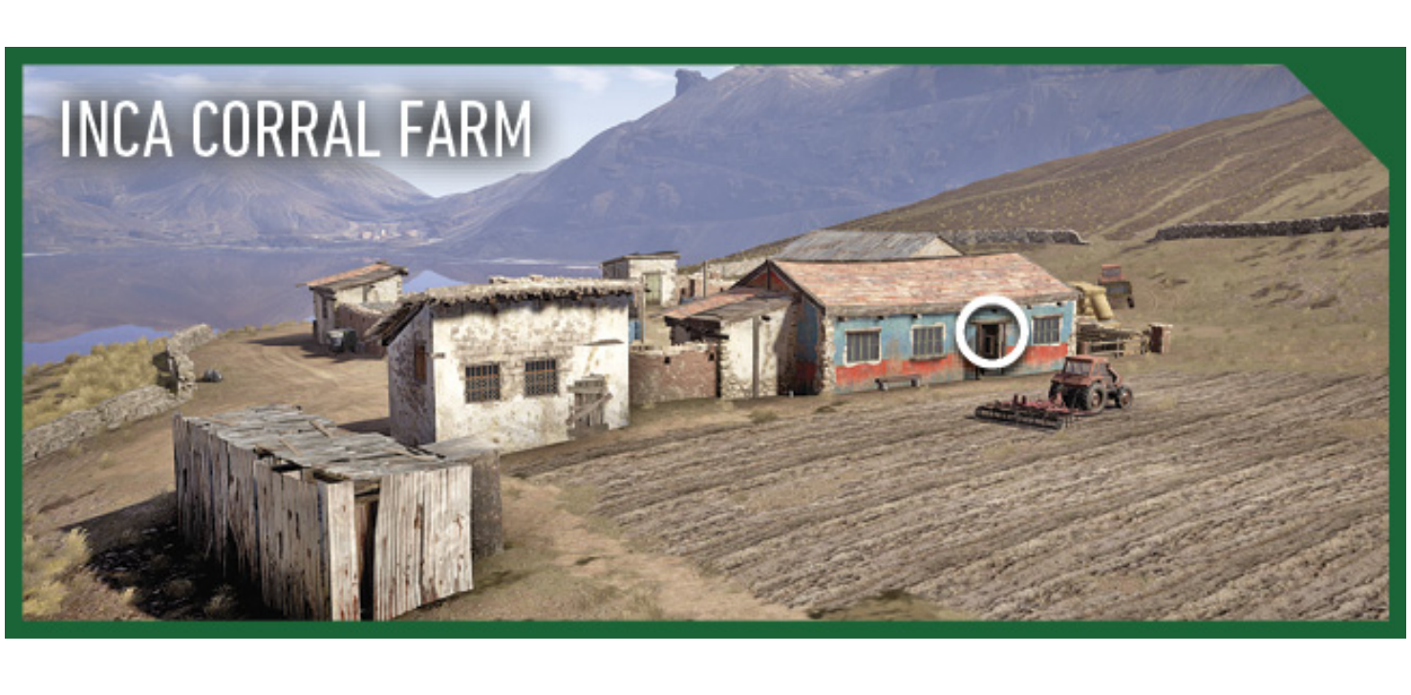
The cartel's makeshift runway, located north of the lake, currently holds a medication-loaded plane—ripe for the picking. Before swiping the aircraft, collect the Accessory Case off the shelves on the east side of the airstrip.

ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN)



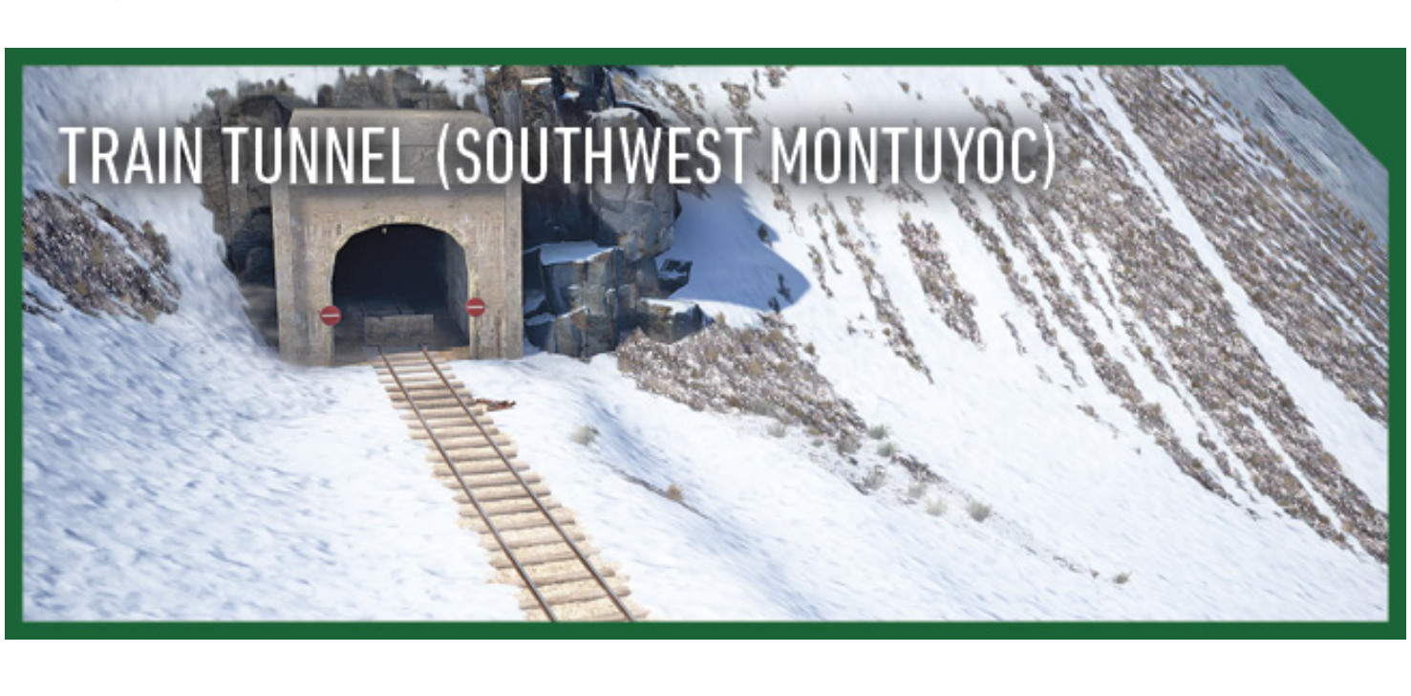
As you enter the abandoned monastery in far eastern Montuyoc, move around the first house on the right and nab the Accessory Case that sits on the workbench.

ACCESSORY: COMPENSATOR V2 (LIGHT MACHINE GUN)



A small llama breeding farm resides to the southeast of Choza Padre Town. Sneak into the house and grab the Accessory Case off the small cabinet.

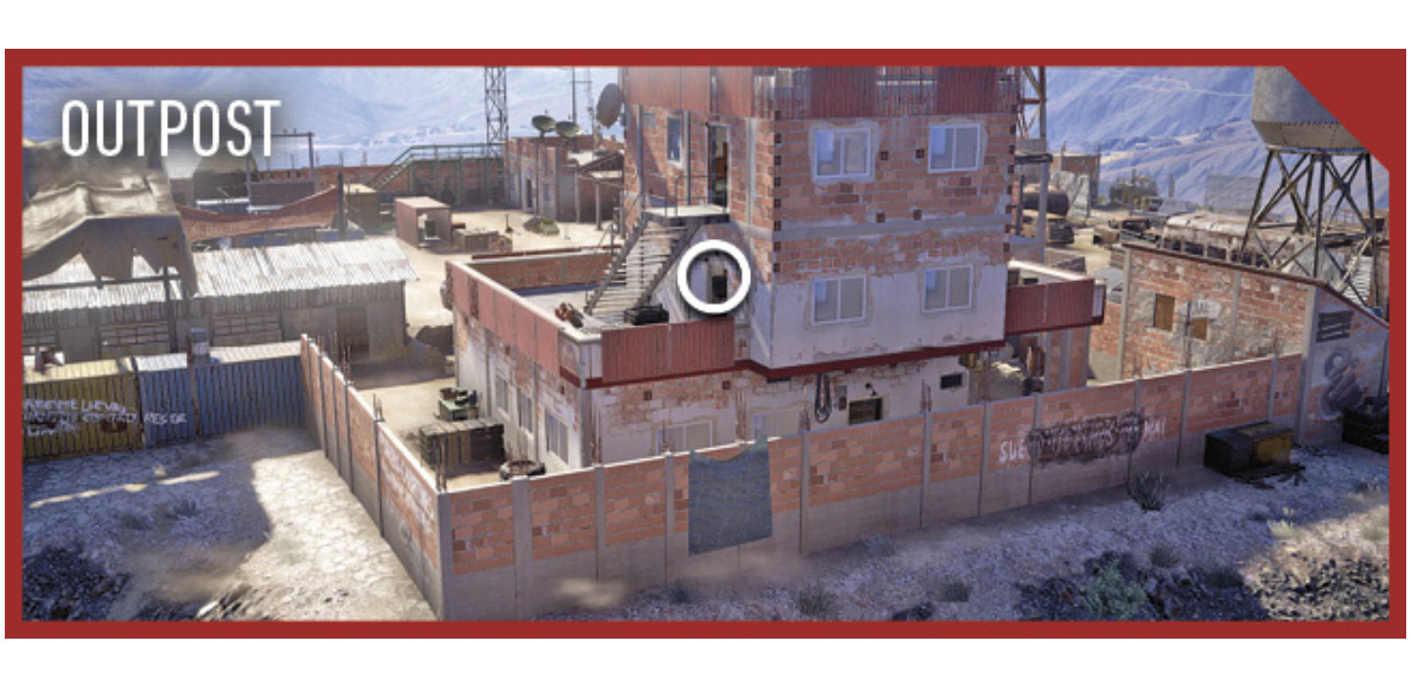
ACCESSORY: FOLDED BUTTSTOCK (SUBMACHINE GUN, ASSAULT RIFLE)



Near the southwest corner of the Montuyoc province, the railroad track runs into an unused tunnel. Find an Accessory Case lying next to a corpse at the dead end.

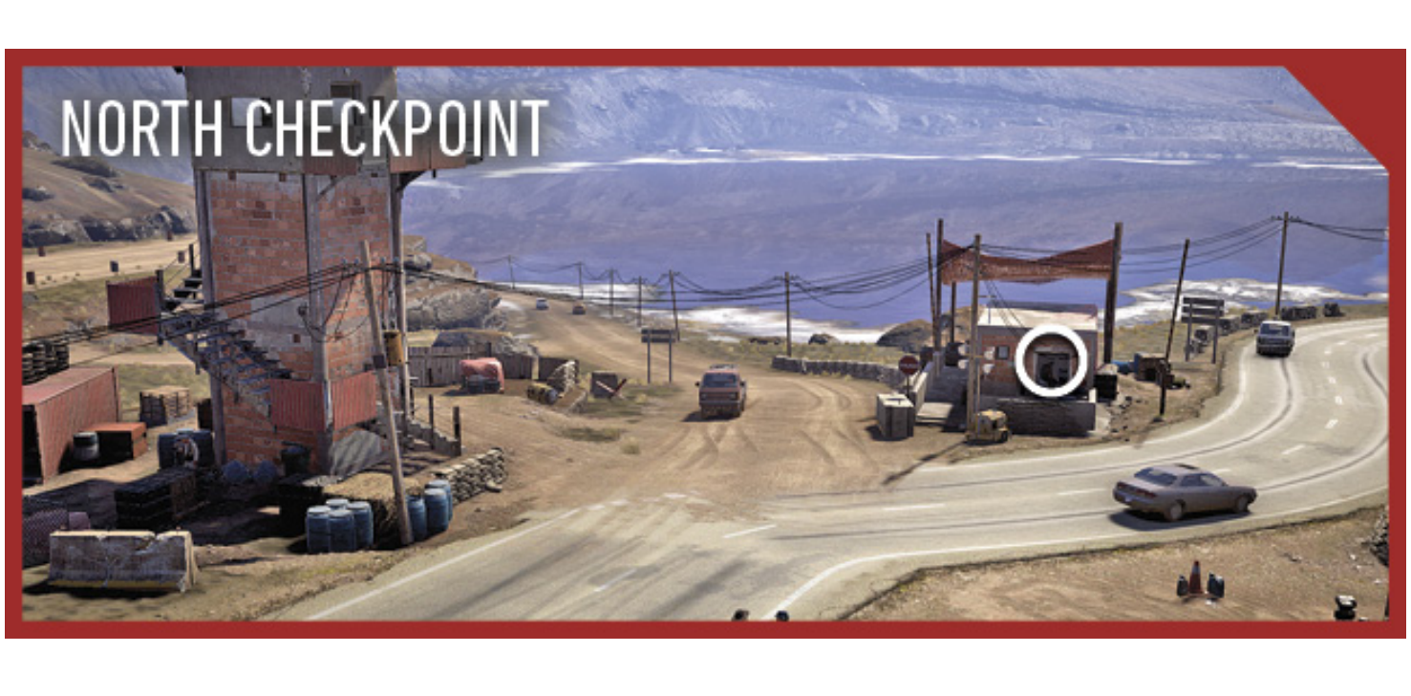
SKILL POINTS

SKILL POINTS: +3



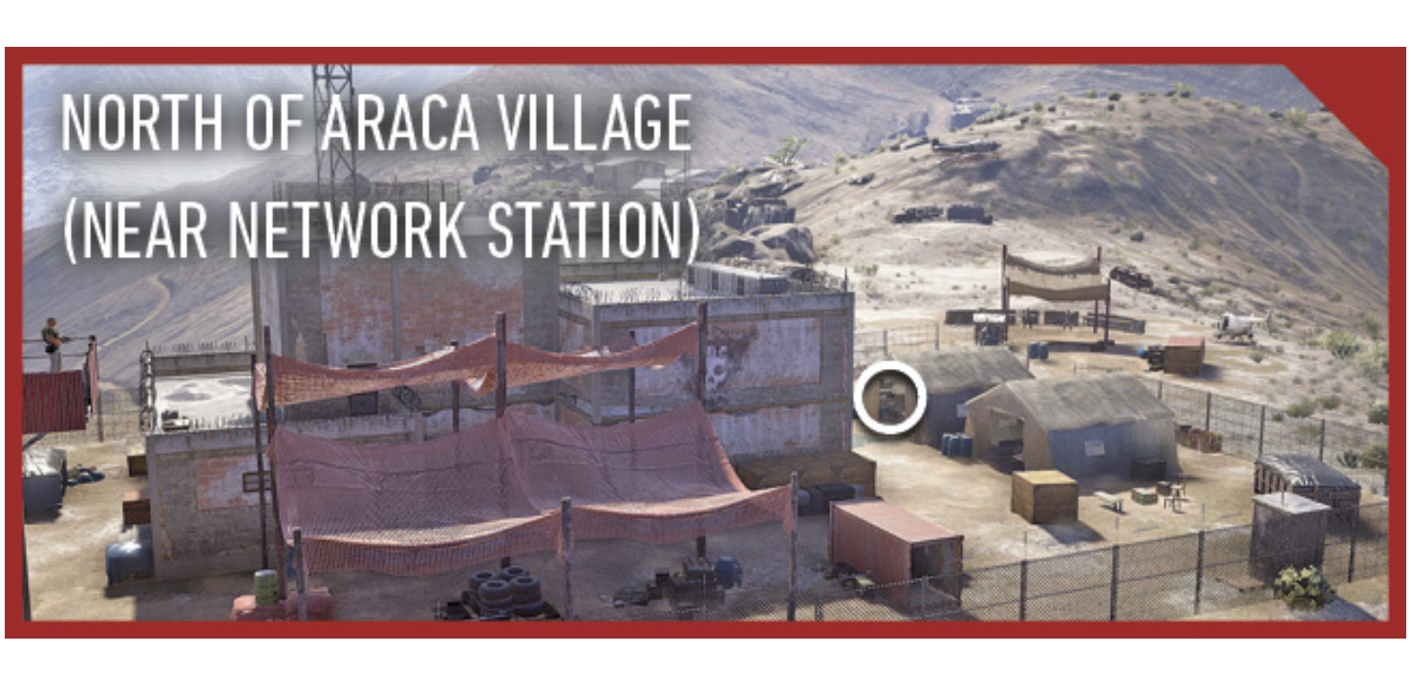
Travel to the Santa Blanca outpost in the far north and sneak into the base. There are numerous ways to infiltrate the outpost such as using an official vehicle through the main gate, slipping into the opening on the backside, or climbing over the storage containers in the northeastern corner. Either way, you should first use your drone to find enemy positions and plan accordingly. Enter the HQ building on the north side and ascend to the second floor, where an accommodation sits on the corner of the desk.

SKILL POINTS: +1



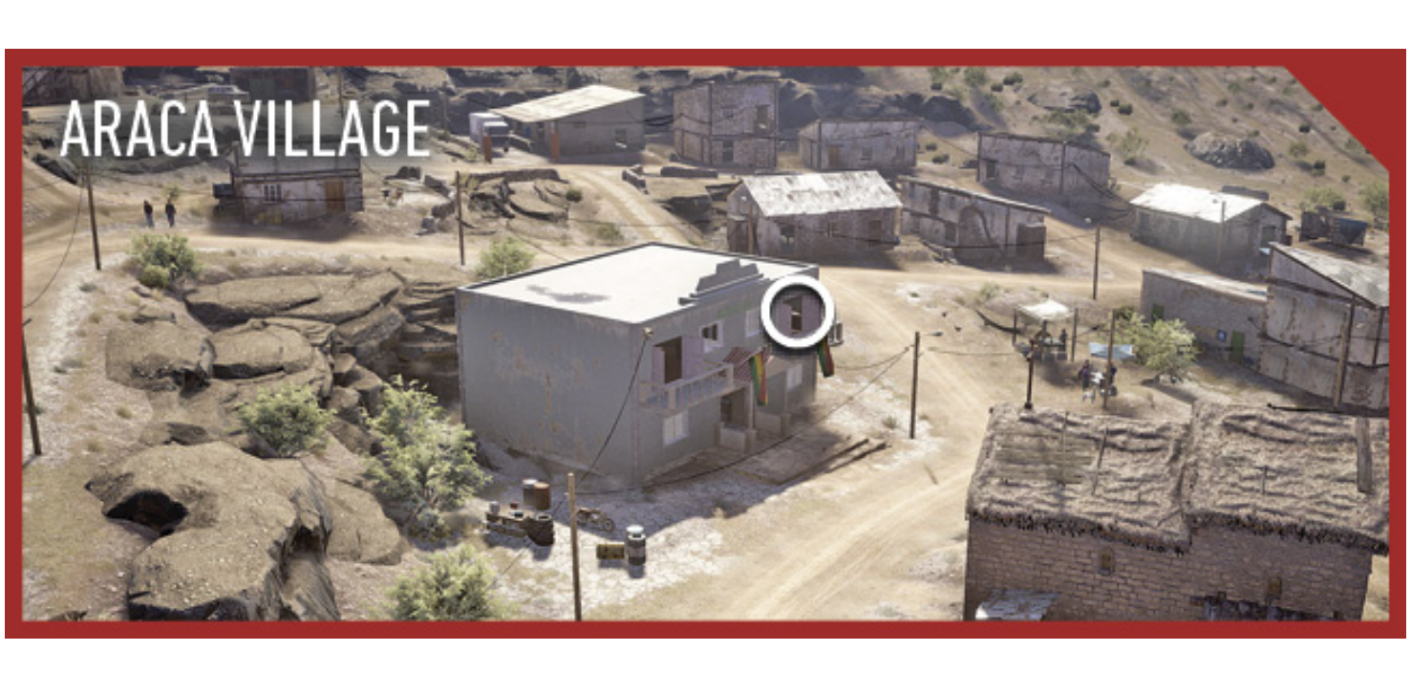
At Santa Blanca's northern checkpoint, search inside the gatehouse to find a Skill Point.

SKILL POINTS: +1



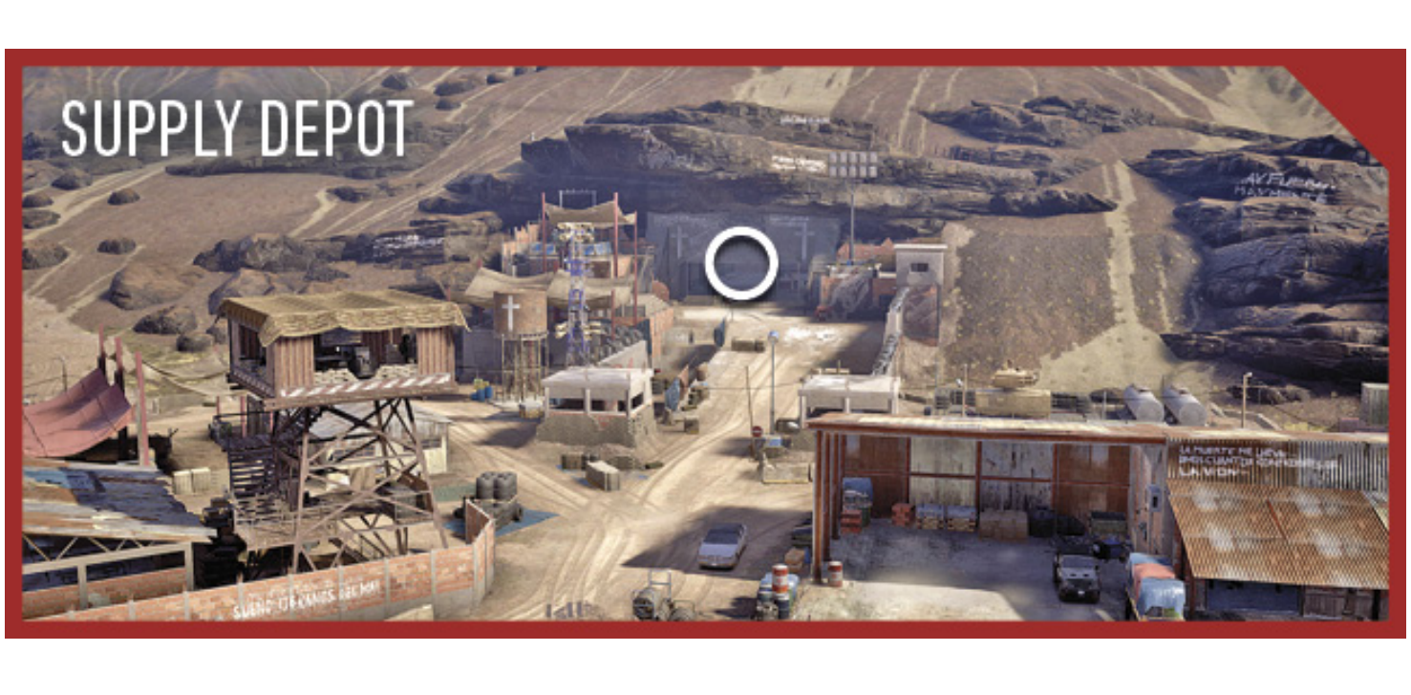
Find a network station north of Araca Village, where another Rebel Op mission is available. Before beginning though, collect the Skill Point from inside the nearby tent.

SKILL POINTS: +1



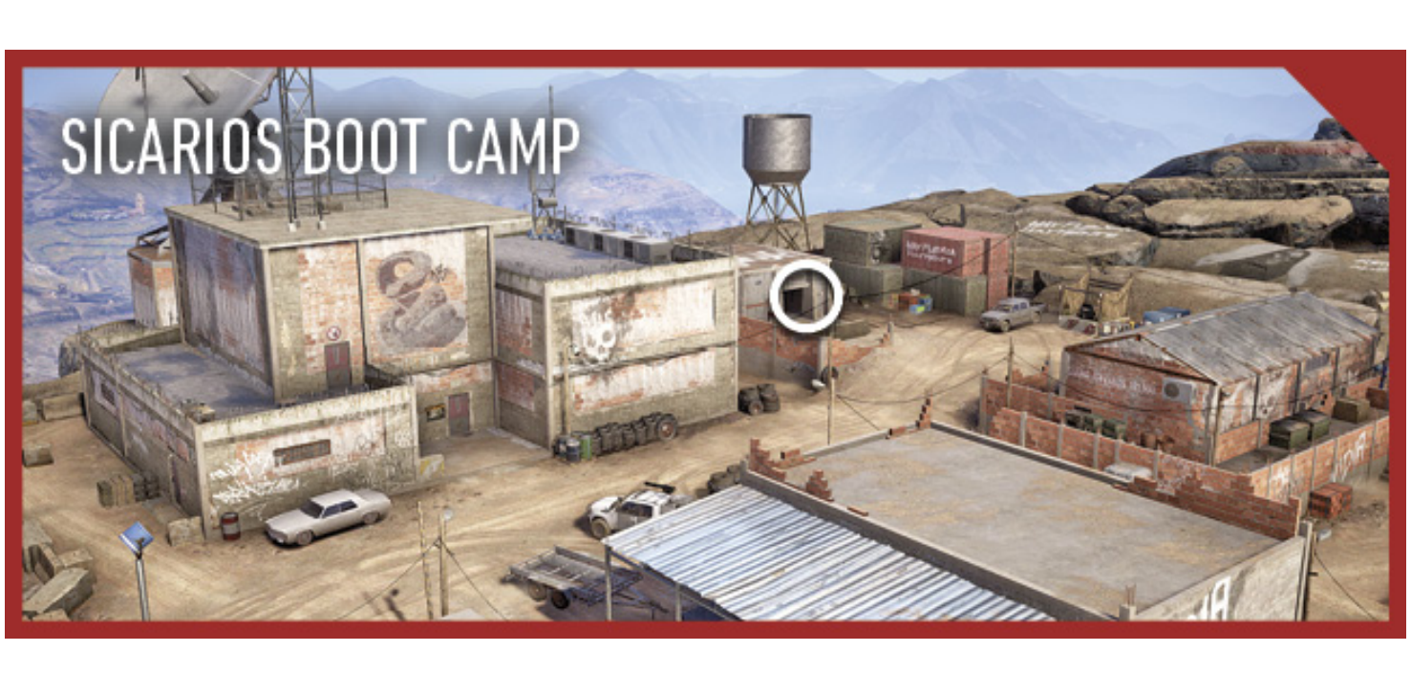
Find the town hall in the center of town at southwest end of the diagonal road. The Skill Point is upstairs in the mayor's office sitting on the corner cabinet.

SKILL POINTS: +3



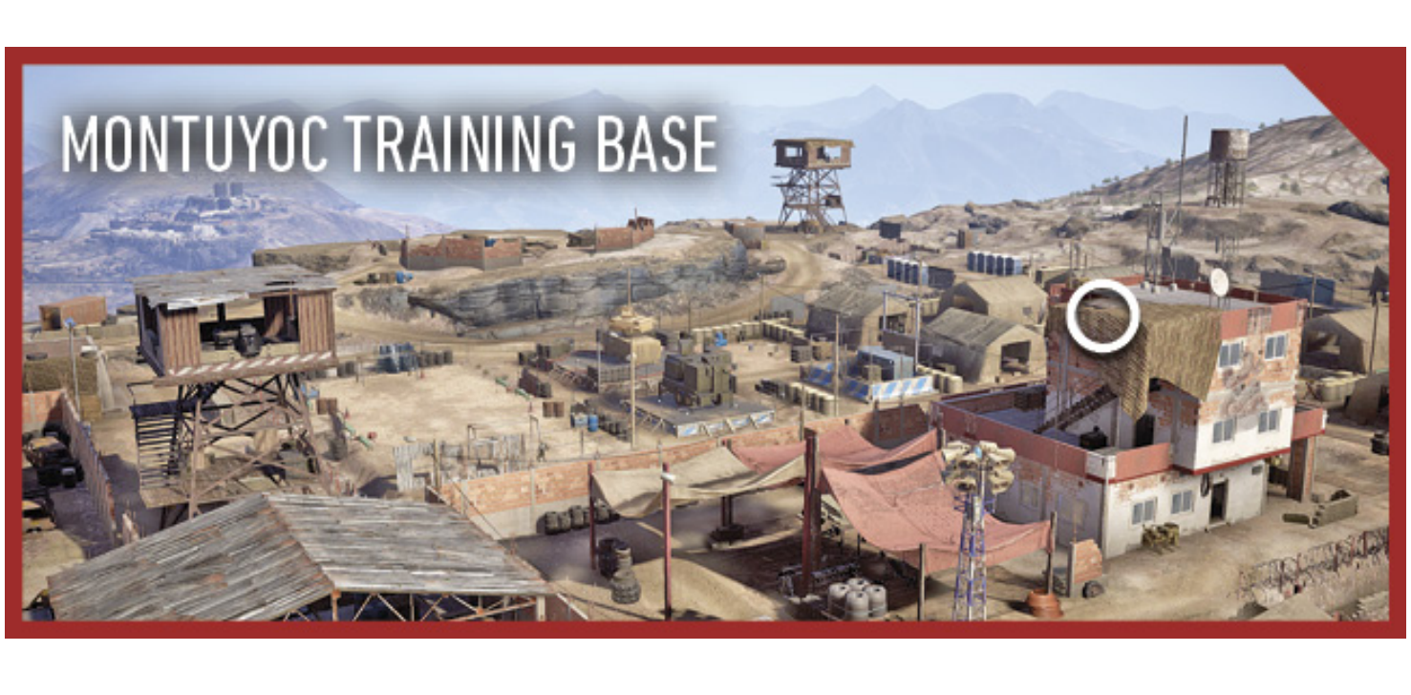
The Supply Depot is well defended and Skill Points sit on a desk inside a short tunnel, which is only accessible at the rear of the base. Gaps in the barbed wire on the north side as well as a stack of storage containers to the southeast offer the stealthiest entry points. Either way though, guards inside the two bunkers must be dealt with first before you can sneak into the east tunnel.

SKILL POINTS: +1



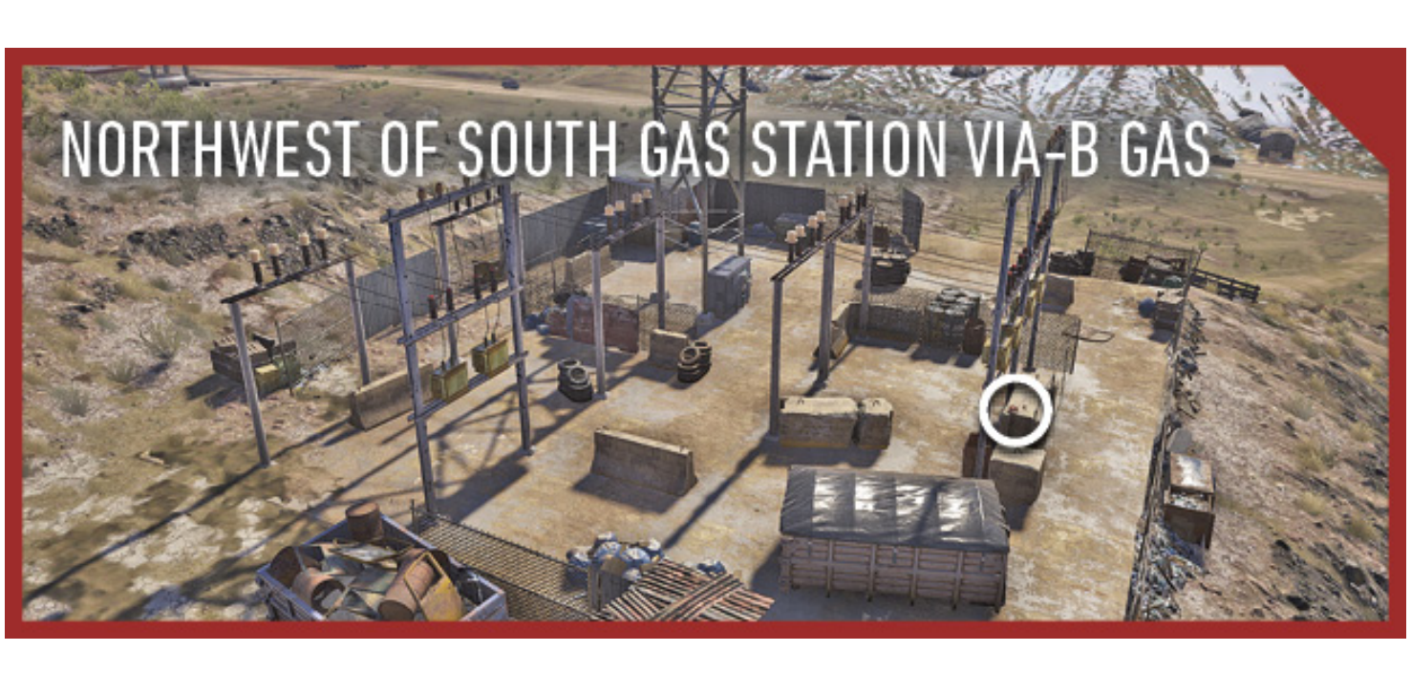
At the boot camp, find the armory that neighbors the network station, where a Skill Point is found just inside on a shelf.

SKILL POINTS: +5



Sneak into the training base from the north and make your way toward the HQ building, which is situated in the center of the northeast section. Deactivate the drone jammer along the way and recon the area for enemy activity. Climb to the third floor and collect the bounty of Skill Points off the dresser.

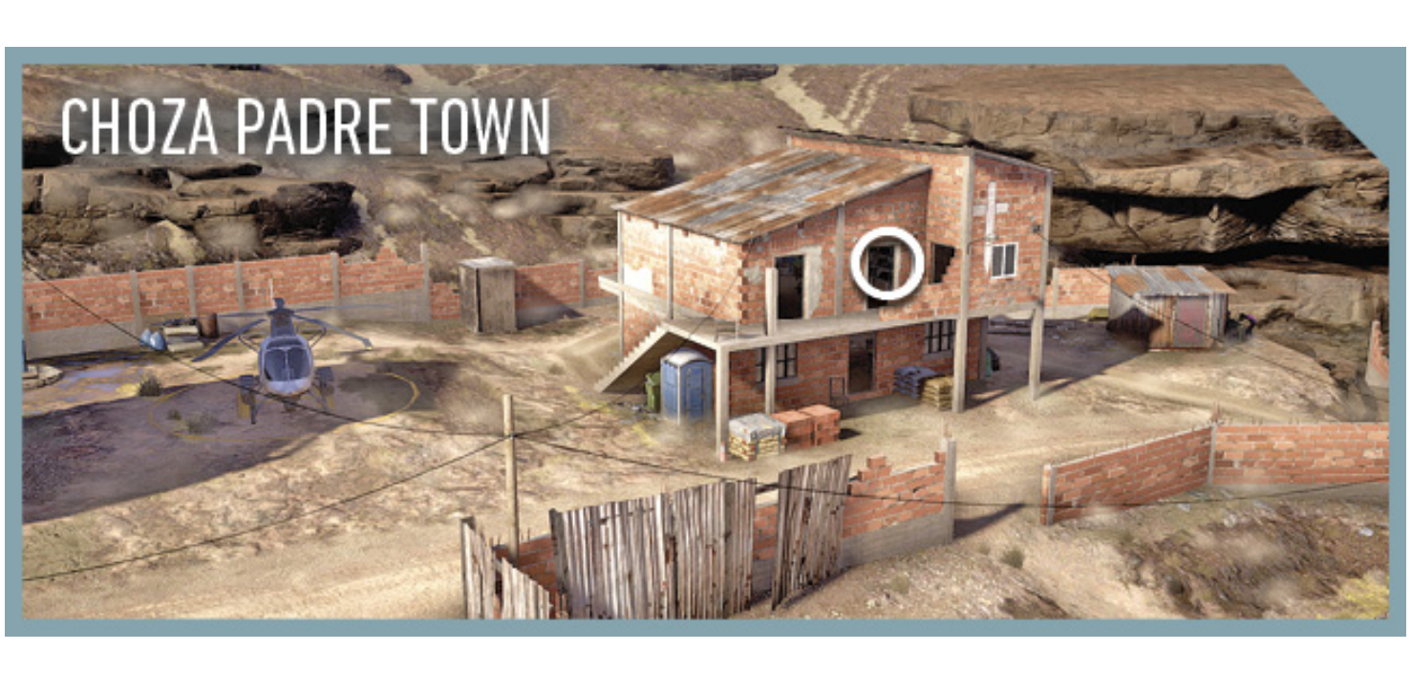
SKILL POINTS: +1



From the southern Gas Station Via-B Gas, head west along the main road and turn right at the narrow dirt drive. Follow it up the hill and enter the electrical substation[md]taking care of the two soldiers that guard the area. The skill point sits on a concrete block inside the interior chain-link fencing.

BONUS MEDALS

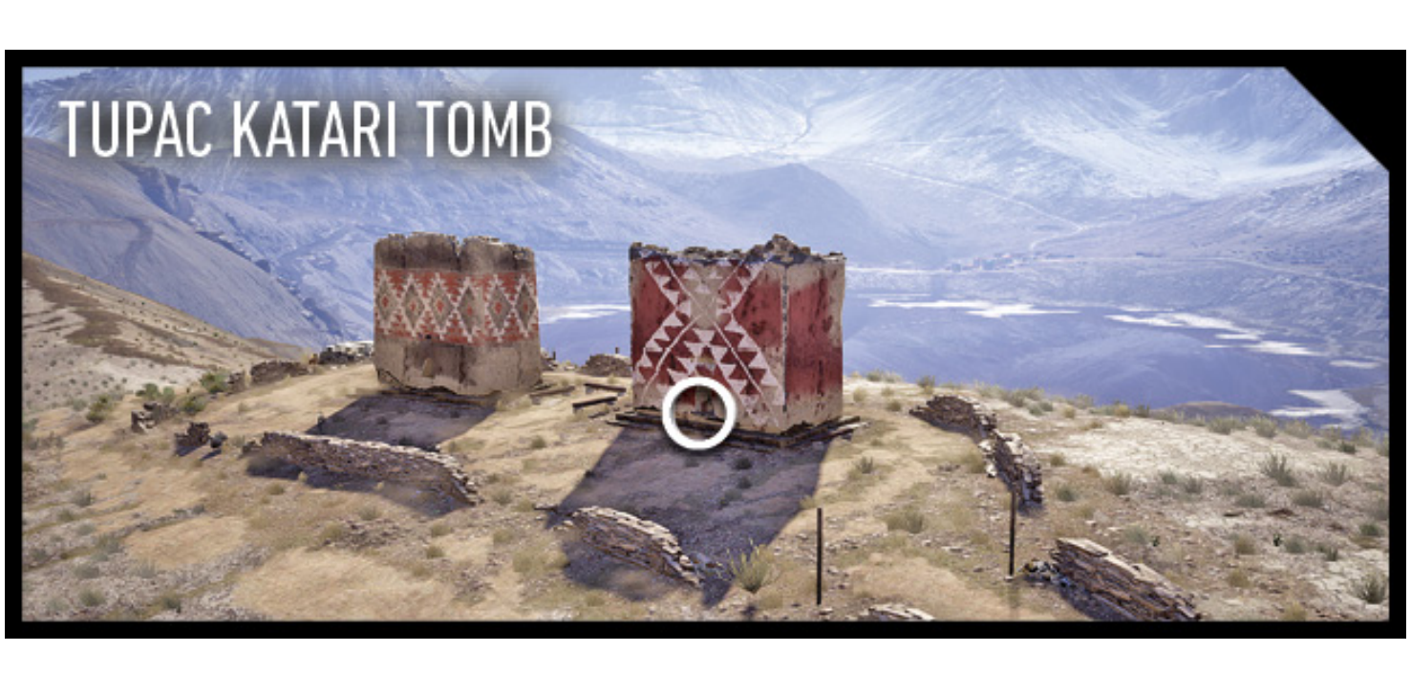
BONUS: HIP FIRE SPREAD



Head over to the west side of Choza Padre, where the Santa Blanca have setup a few houses. Enter the one just north of the helicopter and grab the Bonus Medal from the second-floor shelving unit.

KINGSLAYER FILES

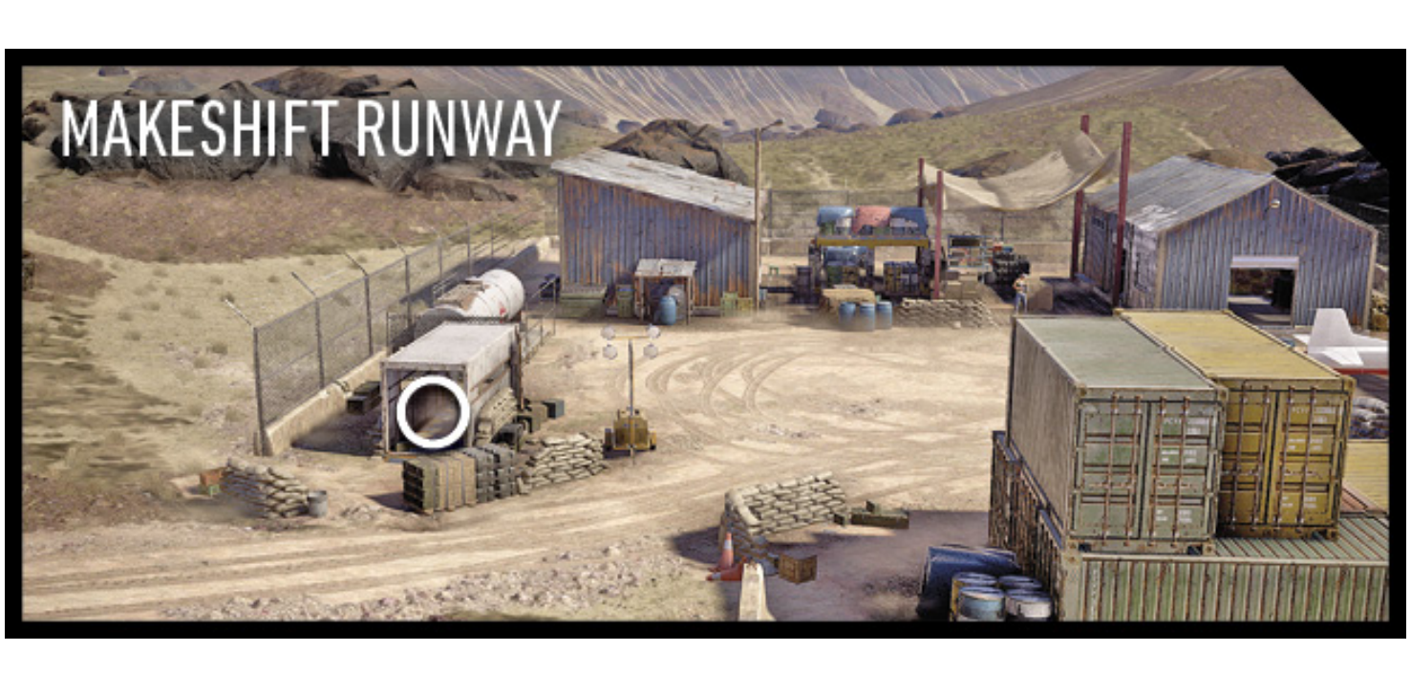
LEGEND



The tomb of an 18th century Bolivian rebel has been erected atop a mountain ridge in far northeastern Montuyoc, near the Barvechos border. Find a legend at the base of one monument. Defenses are very light up there, unless you plan to fly, where two SAM Launchers are primed for attack.

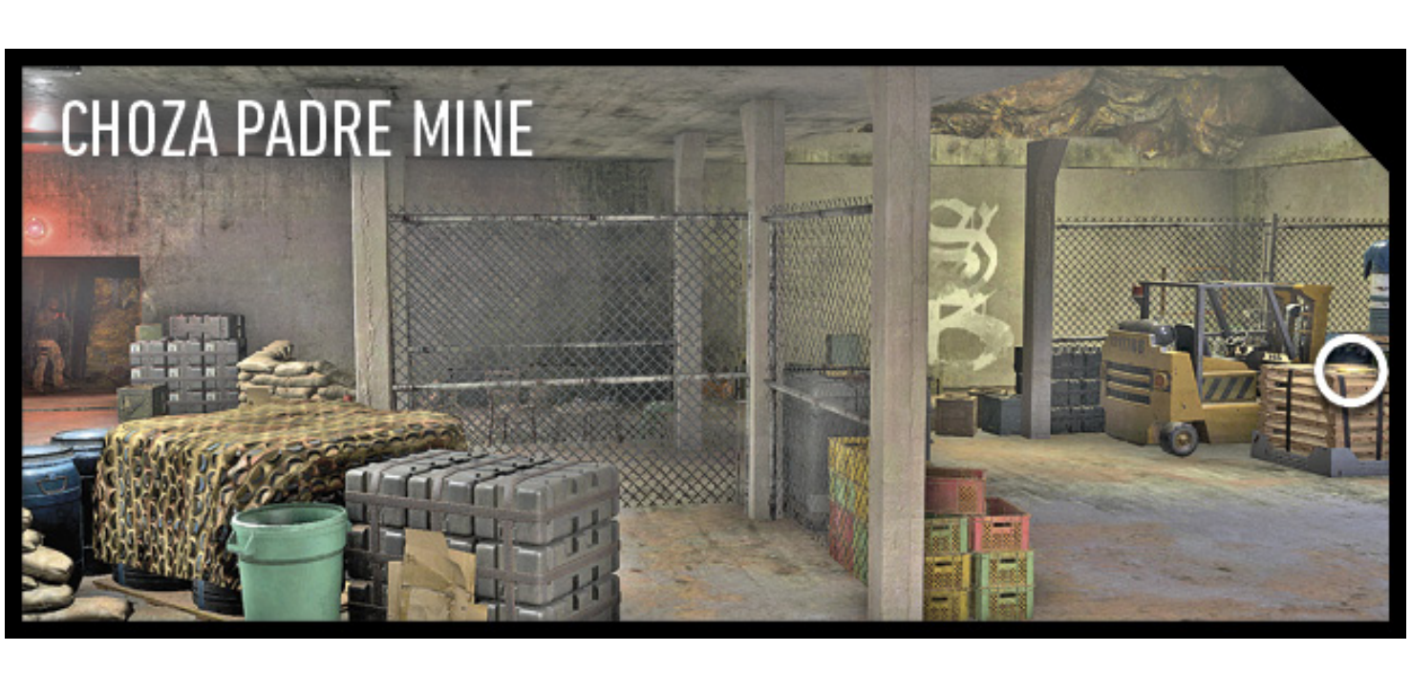
Tupac Katari (1750-1781): Born into a poor Aymara family, Túpac Katari led a major indigenous rebellion against the Spanish Empire between 1780 and 1781. Followed by 40,000 supporters, along with his wife Bartolina Sisa, he twice laid siege to La Paz against the Spanish. Subsequently betrayed, he was arrested, tortured, and finally quartered on the 15th of November 1781. Just before dying, he said: "I die, but I will return as millions." He is now considered an early martyr of the indigenous struggle.

DOCUMENT



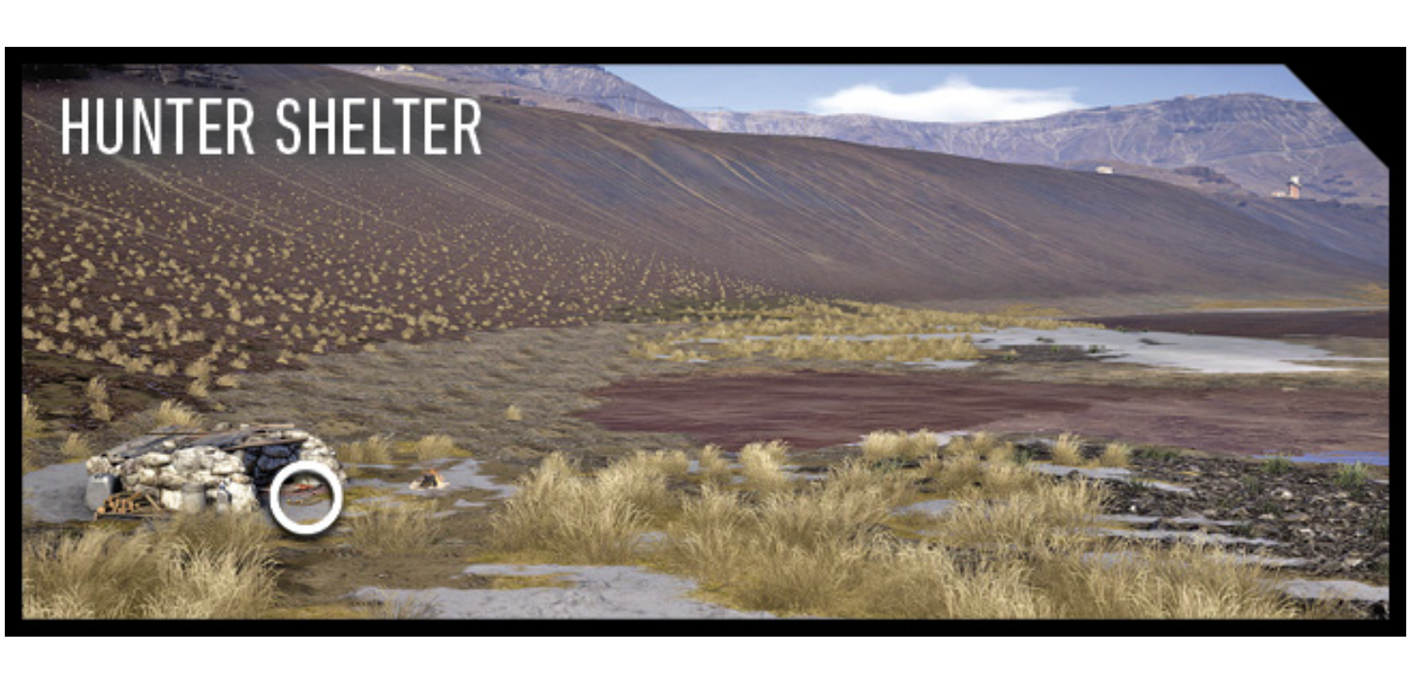
After clearing out the Santa Blanca sicarios at their makeshift runway, but before stealing the plane, collect a document that hides inside the storage container on the north end of the strip.

DOCUMENT



Enter the mine through the entrance south of the road. Turn left and then right at the intersections to find a storage room. Grab the file that rests on a stack of pallets near the northern corner of the room.

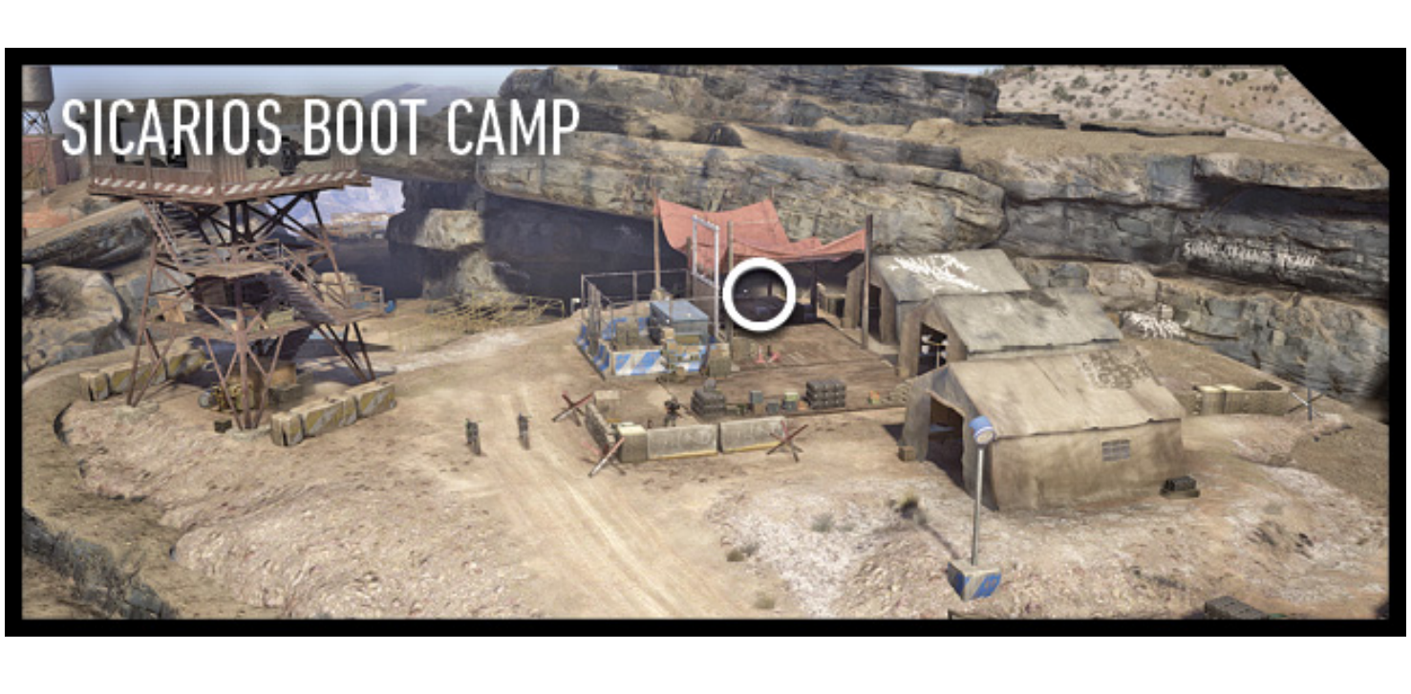
LEGEND



On the west shore of Laguna Colorada, a shelter is constructed for hunting flamingos. A legend lies on the ground nearby.

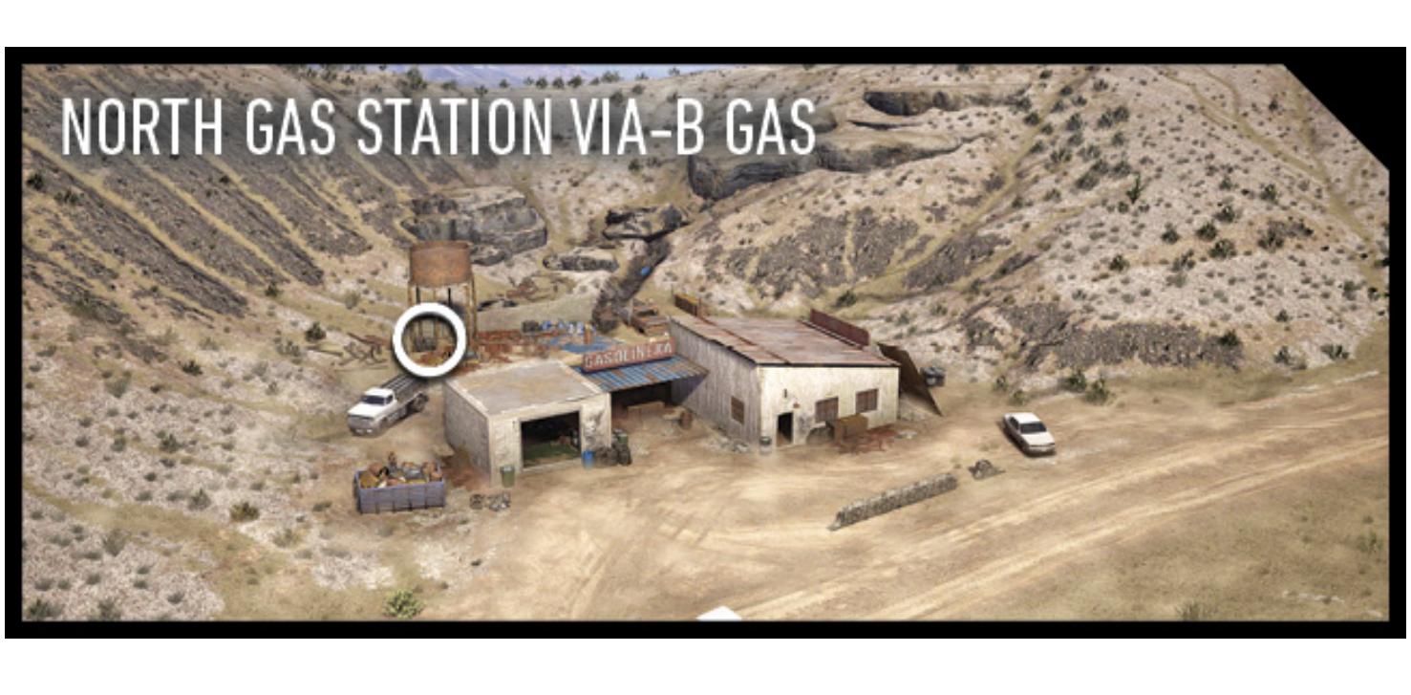
Laguna Colorada: Laguna Colorada, or Red Lagoon, is a shallow salt lake of some 60 square kilometers. It is located in southwestern Bolivia, in the Lípez area. Its peculiar color comes from a mix of red sediments and algae with white crystals of borax. The lagoon is an important mating site for pink flamingos. Local people traditionally come here to hunt them using bolas, a very efficient kind of throwing weapon made of stones on the ends of interconnected cords that entangle the long legs of the flamingos.

DOCUMENT



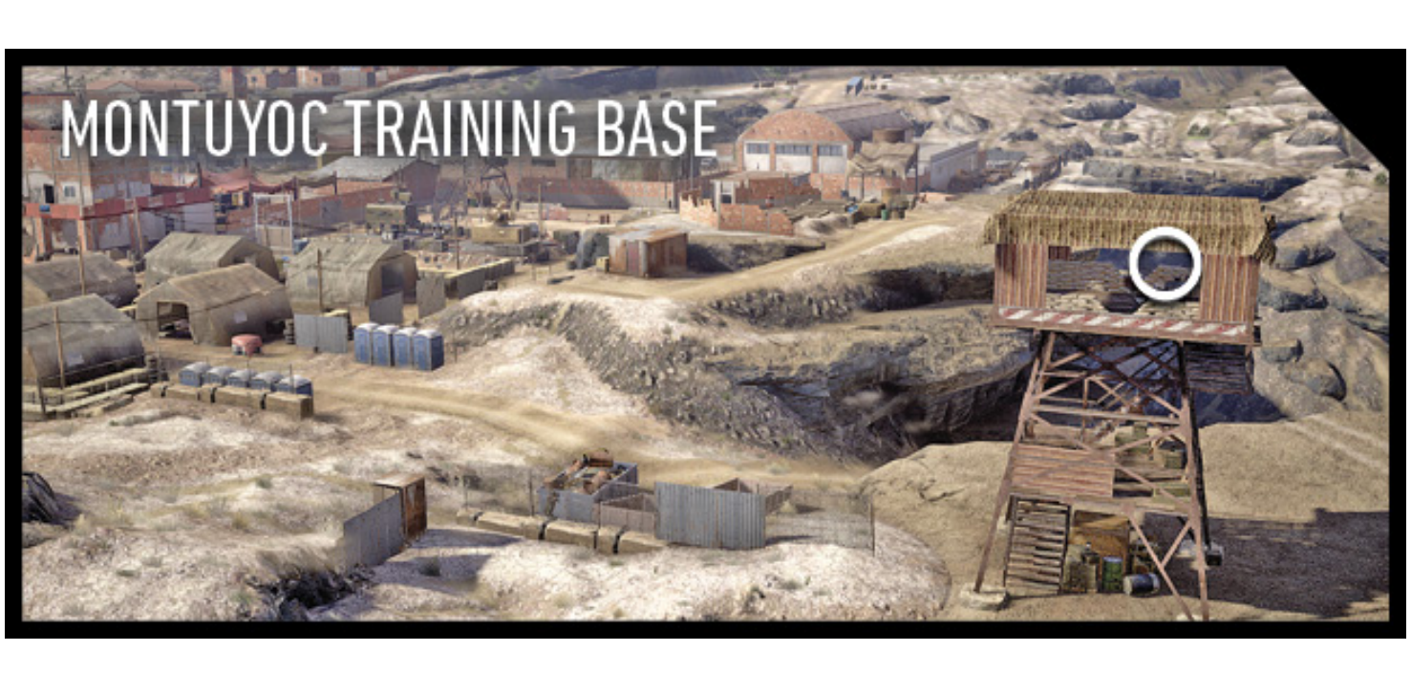
On the southeast side of the boot camp, use Sync Shots to eliminate the three soldiers in the raised, machine gun nest. Resistance is light from this point, so sneak into the camp and swipe the recording that sits next to a stack of targets under the canopy.

DOCUMENT



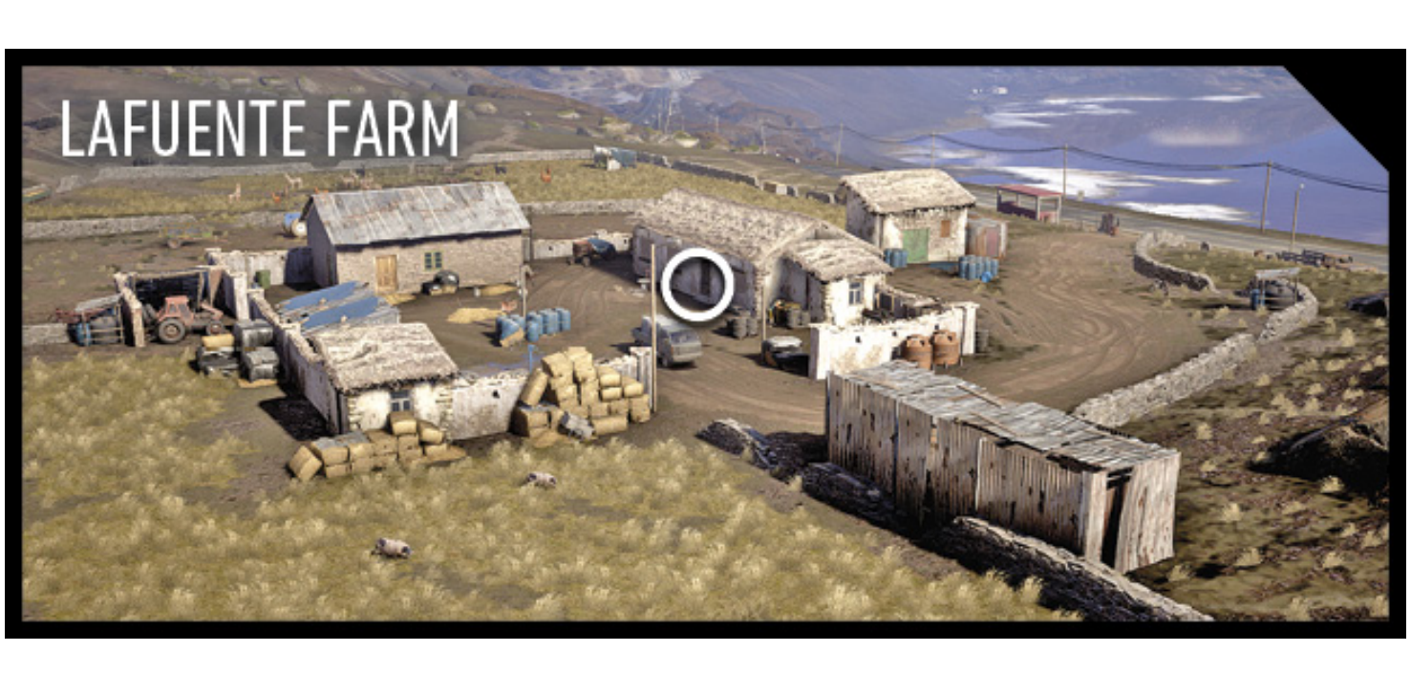
An abandoned gas station sits on the main road between Sicarios Boot Camp and the Montuyoc Training Base. Search under the water tower behind the building for a tape recorder.

DOCUMENT



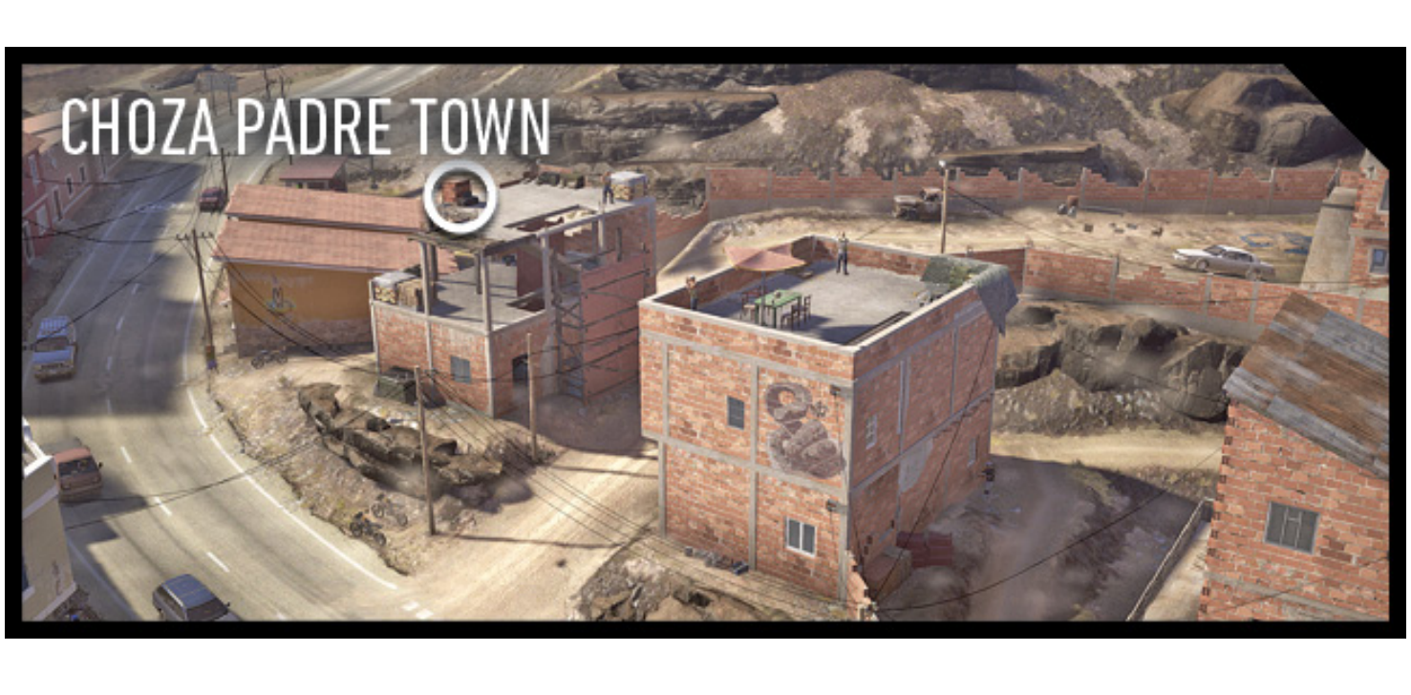
A raised minigun nest sits alone on a small plateau, northeast of the Montuyoc Training Base. Climb to the top and collect the document that is on the desk.

DOCUMENT



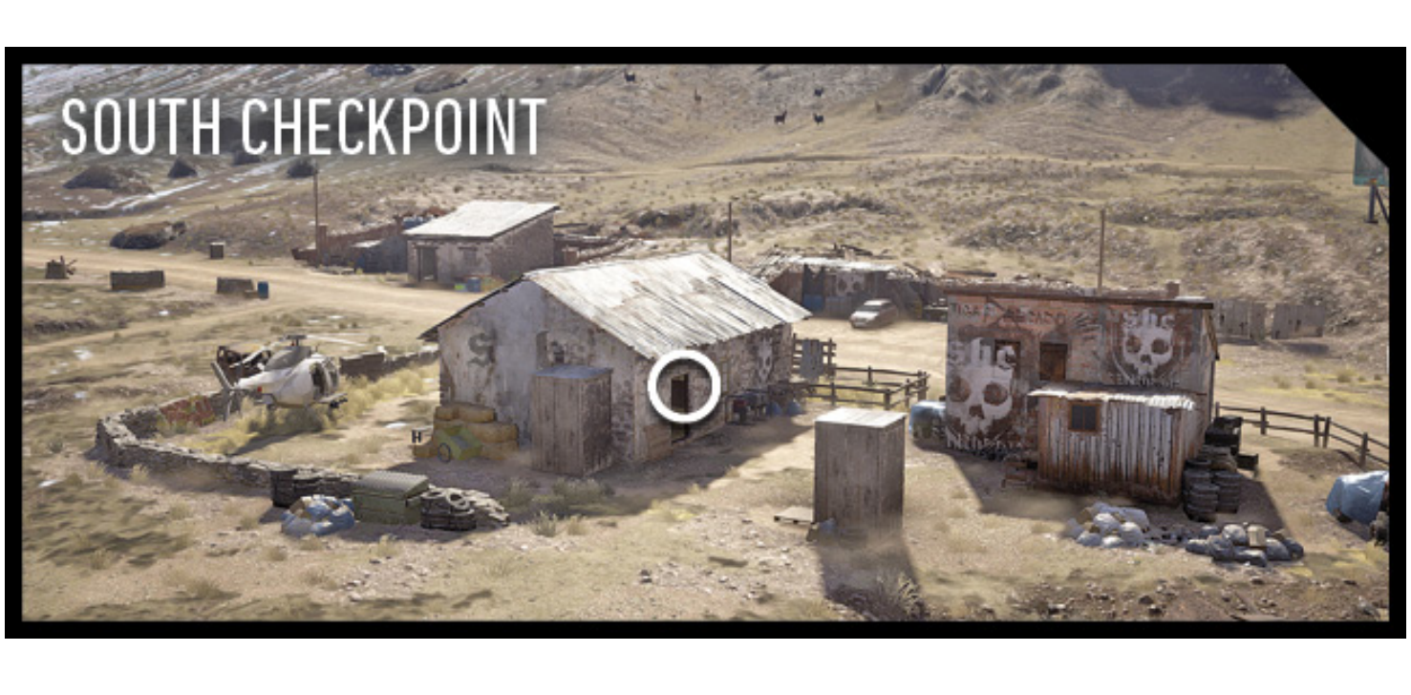
Visit the Lafuente Farm, southwest of the lake. Grab the journal that rests on a mattress in the open house.

DOCUMENT



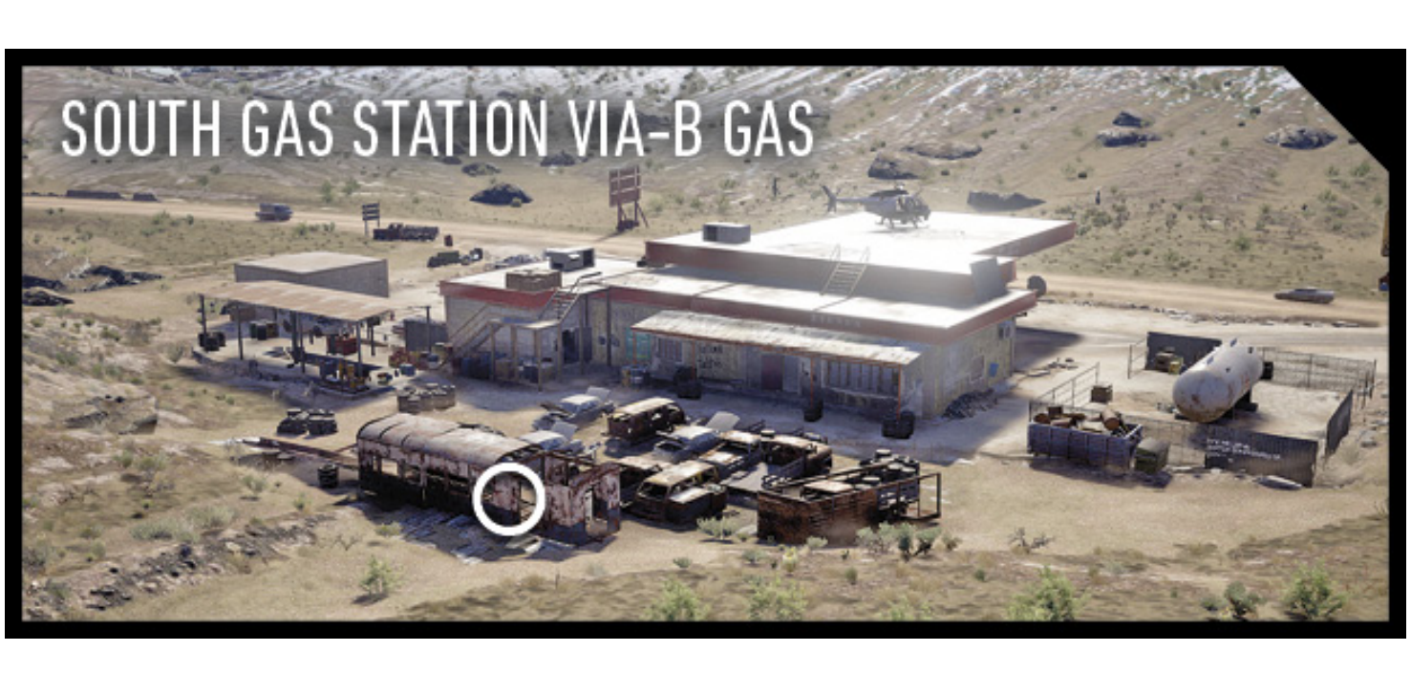
Santa Blanca inhabit the west side of town with their trademark brick buildings. Sneak into the southern, incomplete house and climb to the top floor, where a briefcase sits next to a pallet of supplies.

DOCUMENT



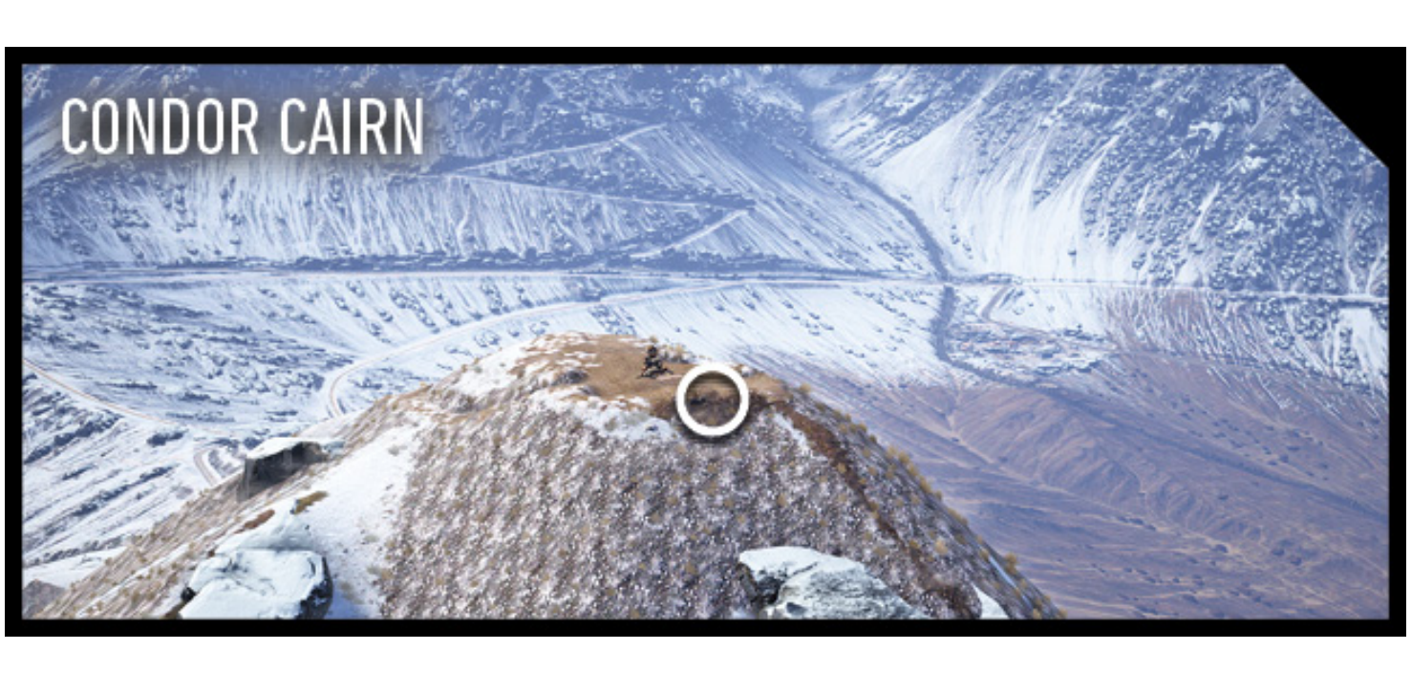
At the south Santa Blanca checkpoint, located southeast of the lake, enter the house and collect a document off the couch.

DOCUMENT



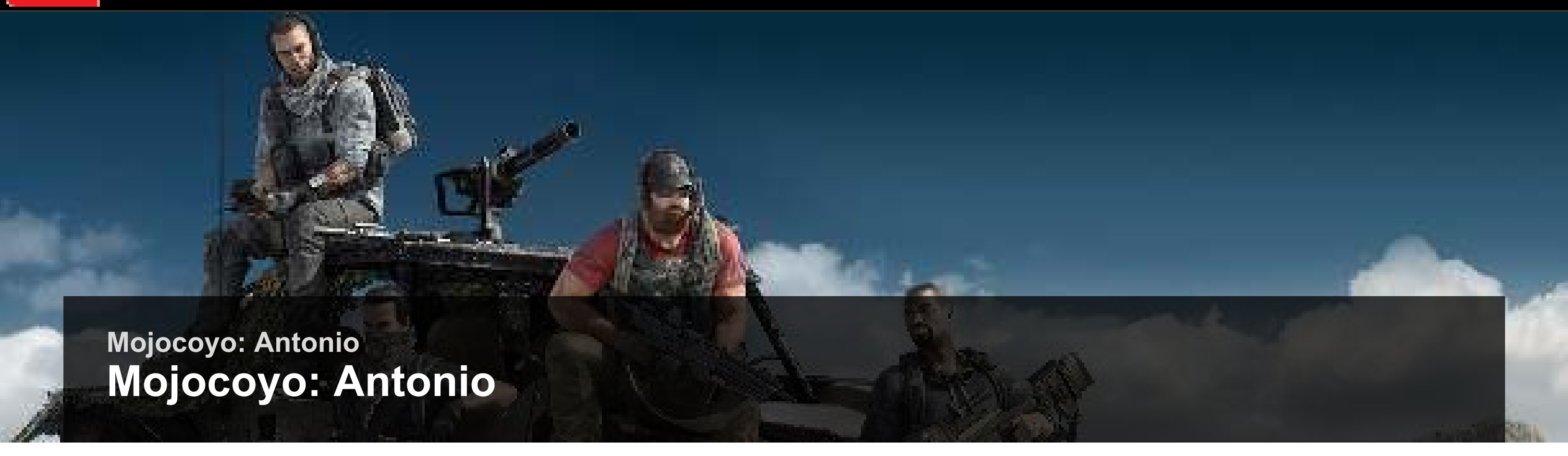
Approach the southern Gas Station Via-B Gas from the north and search inside the burnt-out train car for a tape recorder.

LEGEND



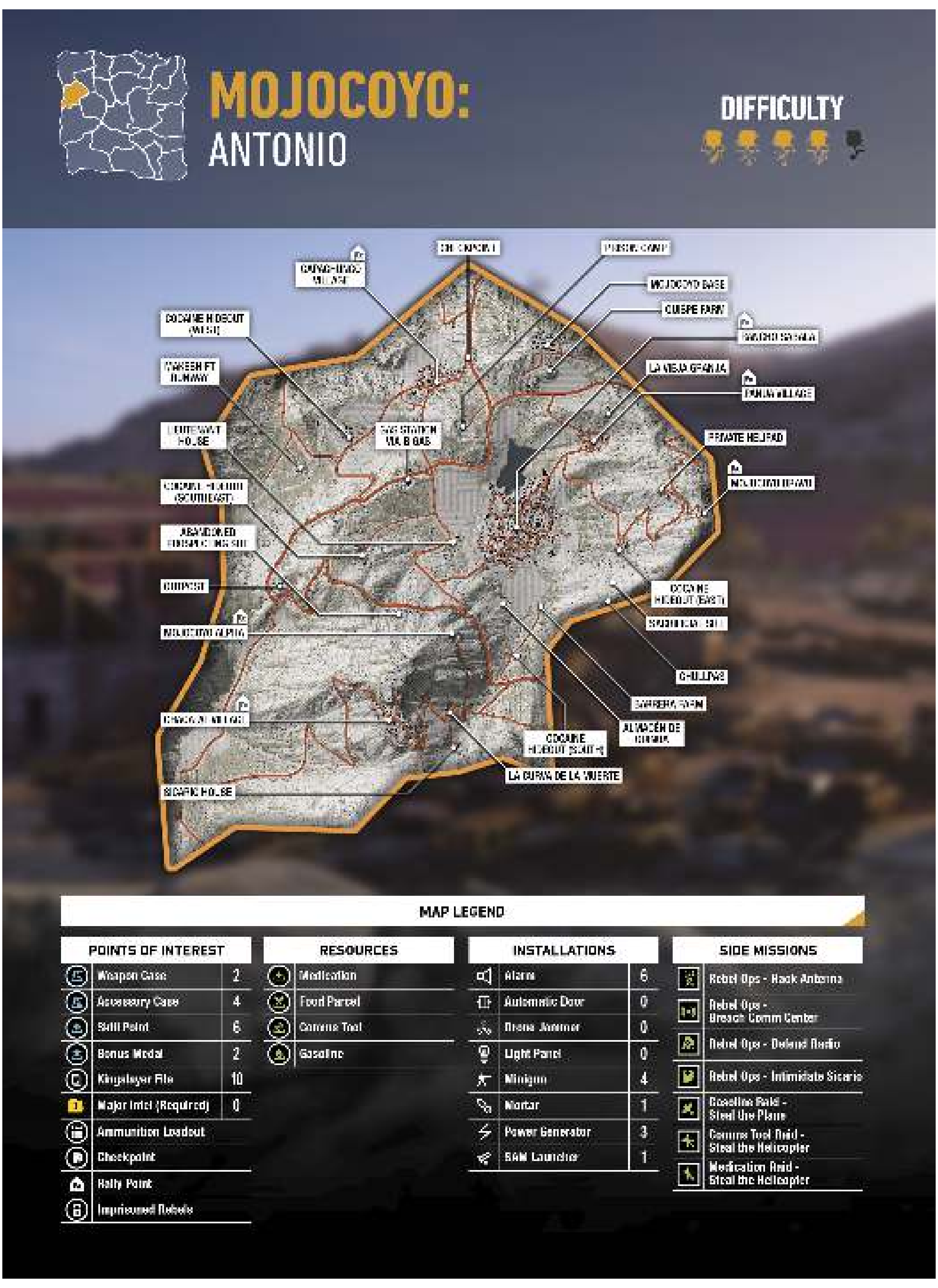
Next to the border with Inca Camina, a stone mound dedicated to condors is perched atop a high mountain peak. Make the long hike up the steep slope or use a helicopter to reach it. A feather lies on the ground next to the rocks.

El Condor y la Cholita: According to legend, a condor once fell in love with a young cholita, a native girl, and turned into a young man to seduce her. However, the distrustful mother of the girl intervened and threw boiling water on the condor, burning its head and neck. The bird had to fly away but grabbed the girl and took her to its nest. The young captive later managed to escape, with the help of a wise little bird. The condor was left sad and alone, now bald from the top of its head to its shoulders.



Mojocoyo: Antonio

Mojocoyo: Antonio


MOJOCOYO:
ANTONIO
DIFFICULTY
CHECKPOINT
PRISON CAMP
CAPACHUNCO VILLAGE
MOJOCOYO BASE
QUISPE FARM
COCAINE HIDEOUT (WEST)
RANCHO SABALA
MAKESHIFT RUNWAY
LA VIEJA GRANJA
PANUA VILLAGE
LIEUTENANT HOUSE
GAS STATION VÍA B GAS
PRIVATE HELIPAD
COCAINE HIDEOUT (SOUTHEAST)
ABANDONED PROSPECTING SITE
OUTPOST
COCAINE HIDEOUT (EAST)
CHULLPAS
CARRERA FARM
CHACATAL VILLAGE
ALMACÉN DE COMIDA
COCAINE HIDEOUT (SOUTH)
LA CURVA DE LA MUERTE
SICARIO HOUSE
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 4
Skill Point 6
Bonus Medal 2
Kingslayer File 10
Major Intel (Required) 0
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 6
Automatic Door 0
Drone Jammer 0
Light Panel 0
Minigun 4
Mortar 1
Power Generator 3
SAM Launcher 1
SIDE MISSIONS
Rebel Ops - Hack Antenna
Rebel Ops - Breach Comm Center
Rebel Ops - Defend Radio
Rebel Ops - Intimidate Sicario
Gasoline Raid - Steal the Plane
Comms Tool Raid - Steal the Helicopter
Medication Raid - Steal the Helicopter

In this quinoa farming province Santa Blanca stocks all the cocaine before being shipped.

Content	Number in Province
Main Missions	6
Side Missions	9

- **Operation: Smuggling**
- **Chief: Antonio**
- **Ecosystem: Altiplano**

This province is located in the region of Altiplano. Life conditions are tough and resources are limited. Activity is focused on llama breeding and quinoa cultures, one of the rare cereal capable of growing at this altitude. The enthusiasm for quinoa in developed countries galvanized local agriculture and brought a bit of income to this poor region.

The capital is Rancho Sabala, where there is a market of quinoa. The three villages of this province, Capachunco, Panua, and Chacatal focus on quinoa cultures and llama breeding.

The cartel has chosen this province to store their cocaine reserves for its proximity with the main expedition sites located in the neighboring province of Koani. El Sueño handed the responsibility to install cocaine stocks in Mojocoyo, and to look after them, to Antonio.

Antonio took the biggest building of the province, a school built years ago to welcome students. The schooling was a priority of the Bolivian government, which invested in this school to give better training to the children of poor farmers. Now the school shelters dozens of tons of cocaine. To protect this treasure, Antonio installed a base around the school.

Several other little warehouses were constructed in this province. They are used when the main one is totally filled or to shelter a cargo that has to be sent quickly. Conditions at these smaller warehouses are not that good and can affect the quality of the cocaine.

Antonio perfectly handles cocaine streams. All the clients are supplied in time. However, Antonio's mental health is unstable. He locked all the women of Rancho Sabala in the school.

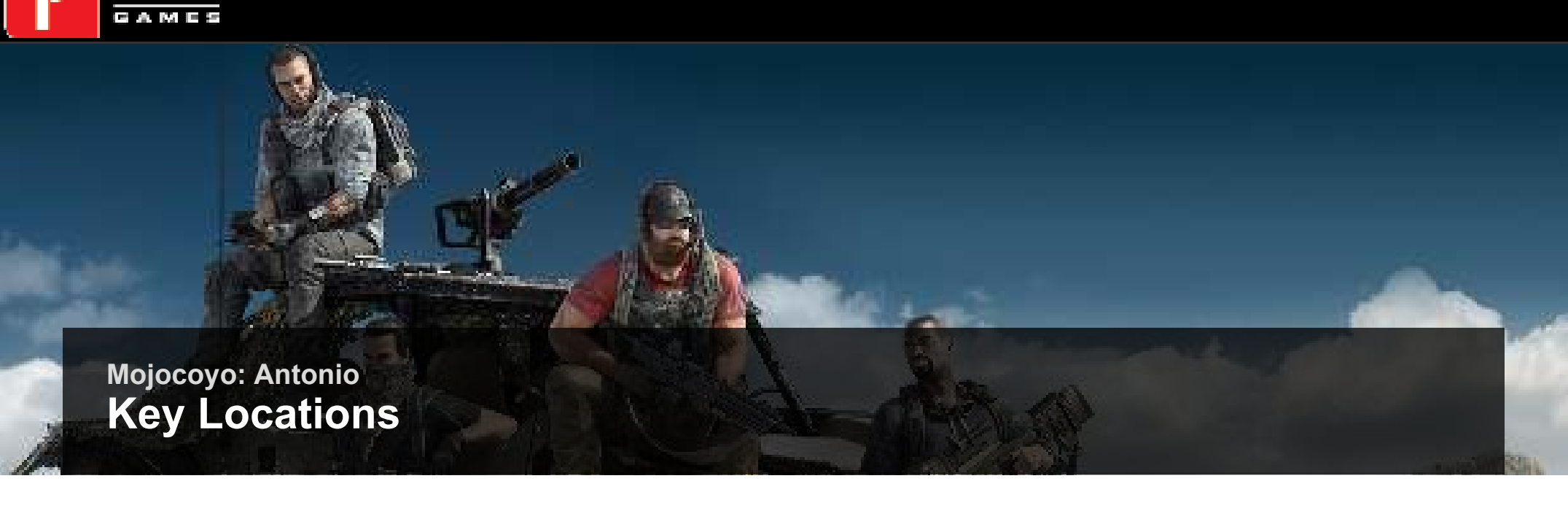
ANTONIO GARCIA-TAYLOR

BORN: 06/05/1983 in Tijuana, Mexico

CARTEL POSITION: Storage Coordinator

Antonio grew up in a city between Mexico and the USA. From a middle class family, he always wanted to be rich, to get power and respect—and he wanted it to happen fast. He started in the criminal world as the bodyguard of a big cocaine lord at age 16. He met Gabriela Contreras at a party and married the politician's daughter, hoping for another bump in his career. Life in Mojocoyo wasn't as glamorous and fun as he'd hope, and he took so much cocaine to ease the boredom that he turned paranoid.

Apart from his personal deviances, he's great at his job, that's why Nidia Flores trusts him to look after the biggest deposit of cocaine the Santa Blanco has in Bolivia.



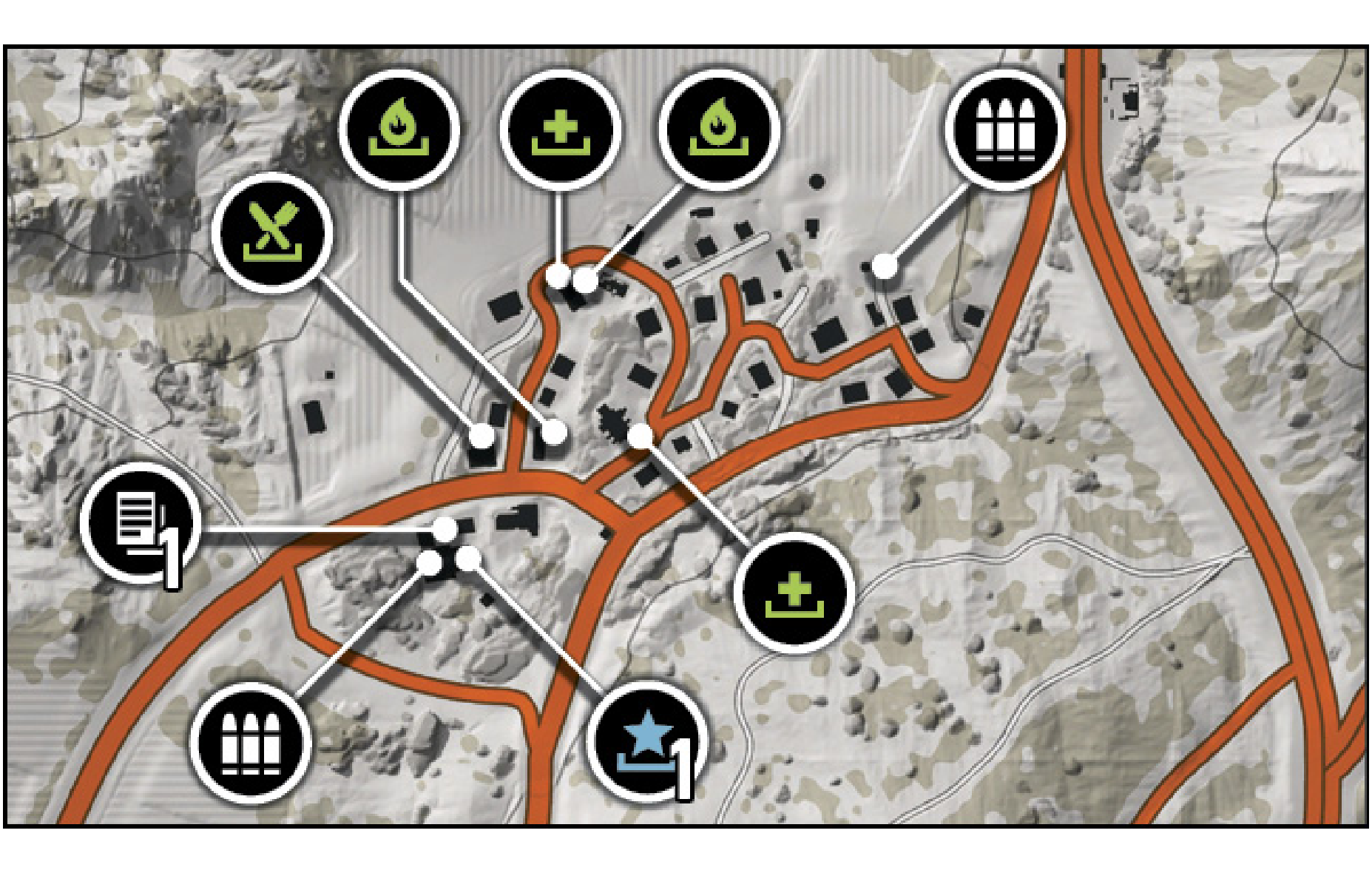
Mojocoyo: Antonio

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

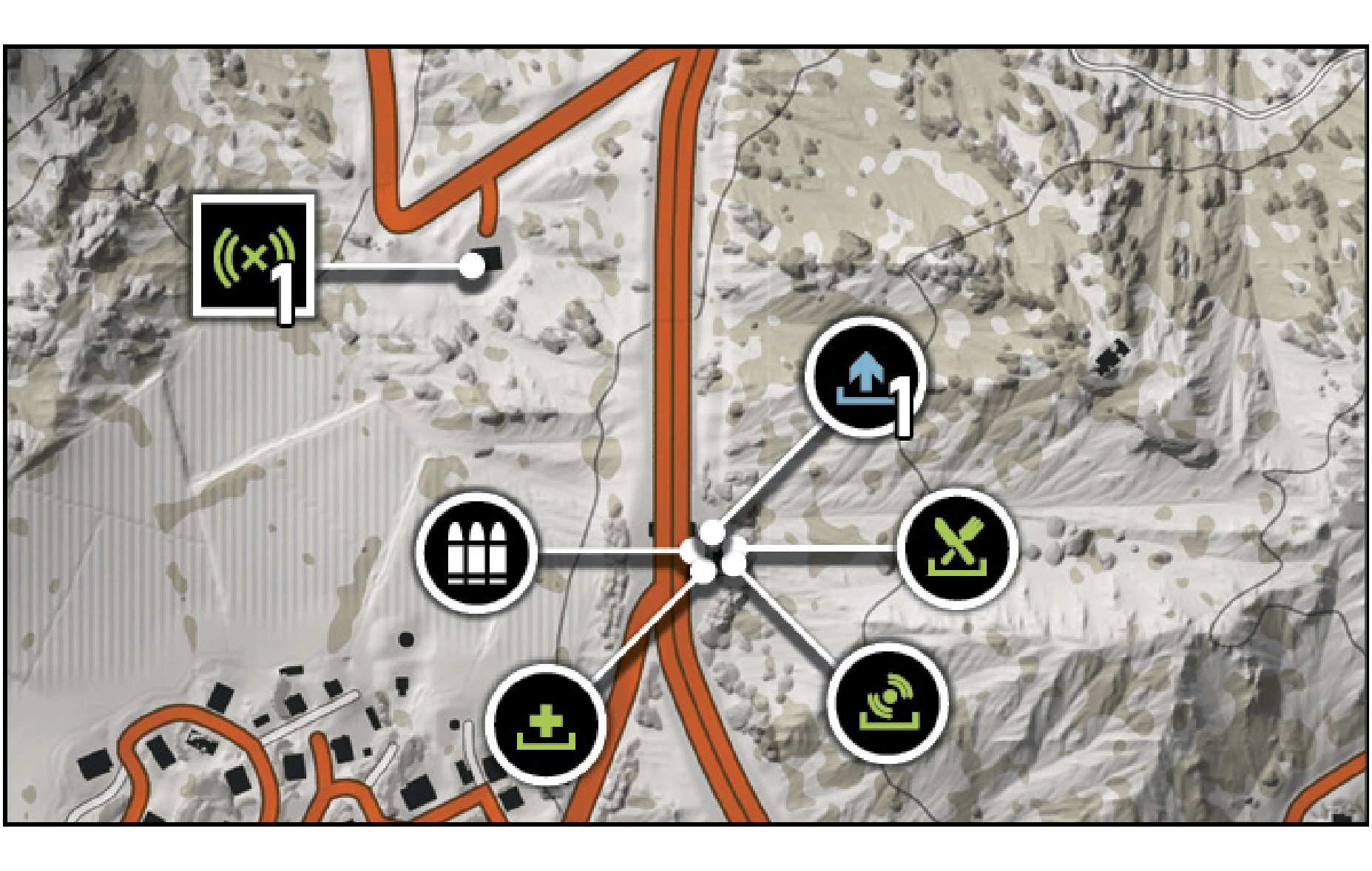
CAPACHUNCO VILLAGE

A quinoa farmers' village occupied by the cartel.



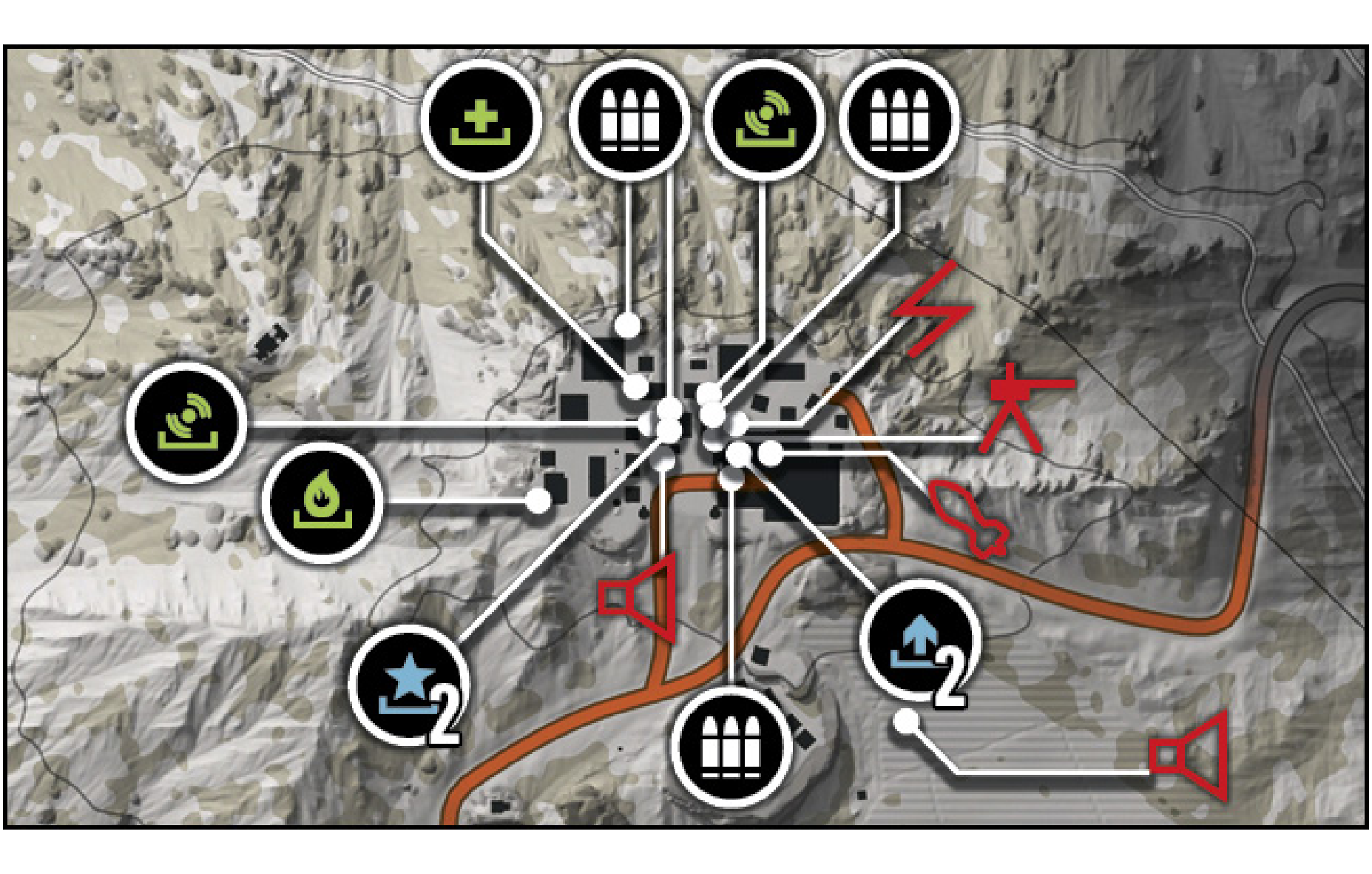
UNIDAD CHECKPOINT

Controls road traffic.



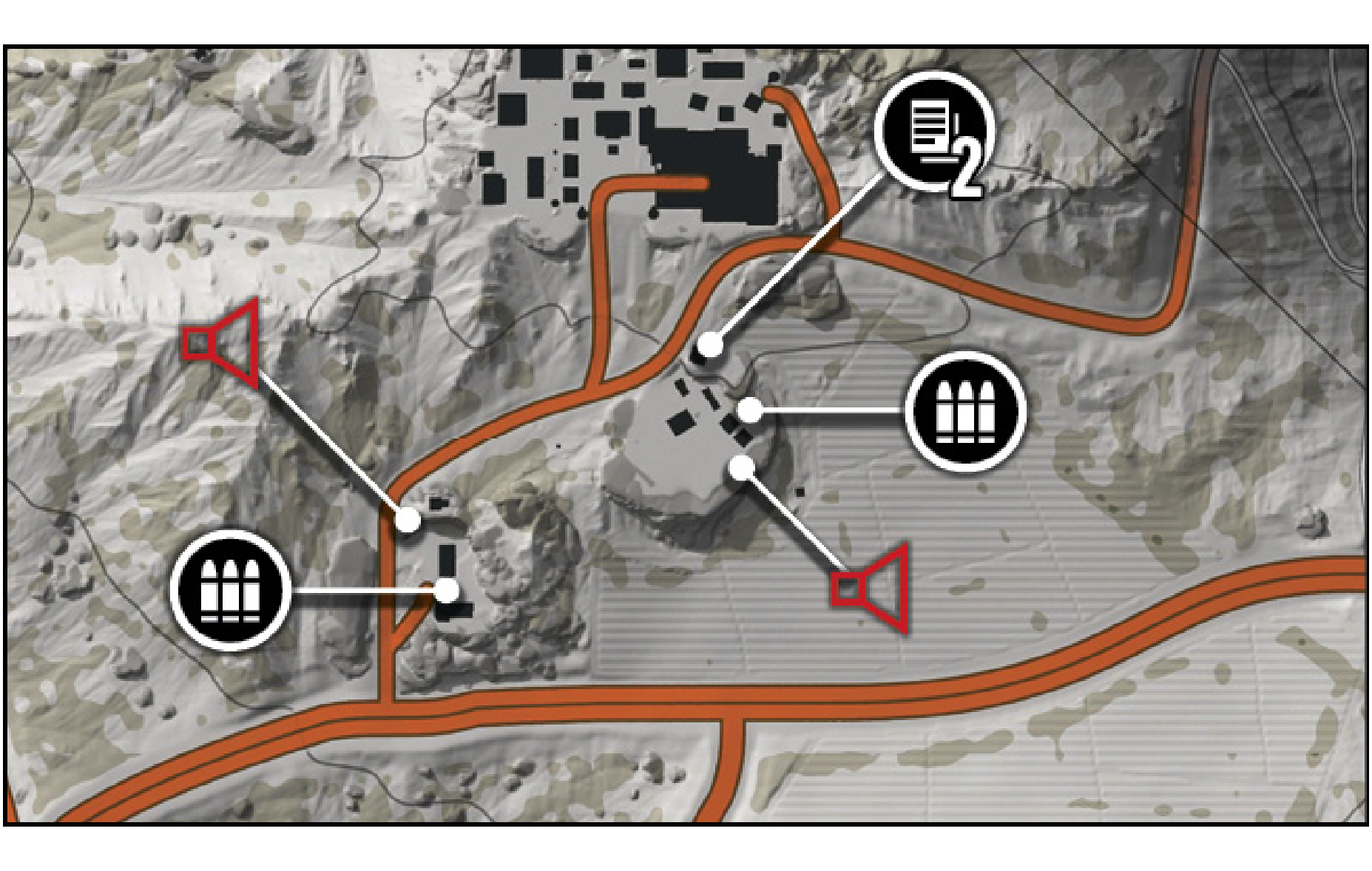
MOJOCOYO BASE

The largest cocaine storage site in the world.



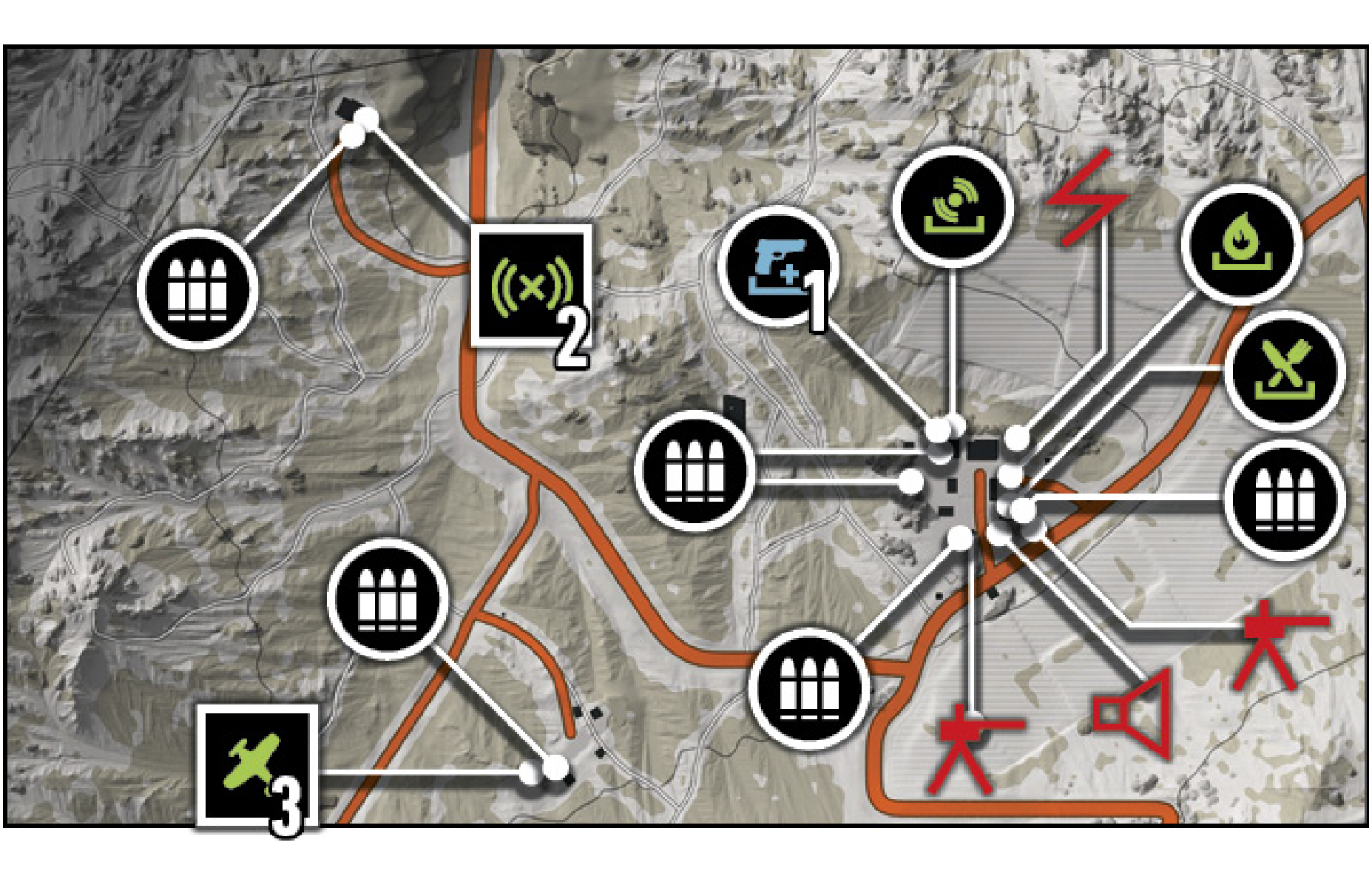
QUISPE FARM

A quinoa farm.



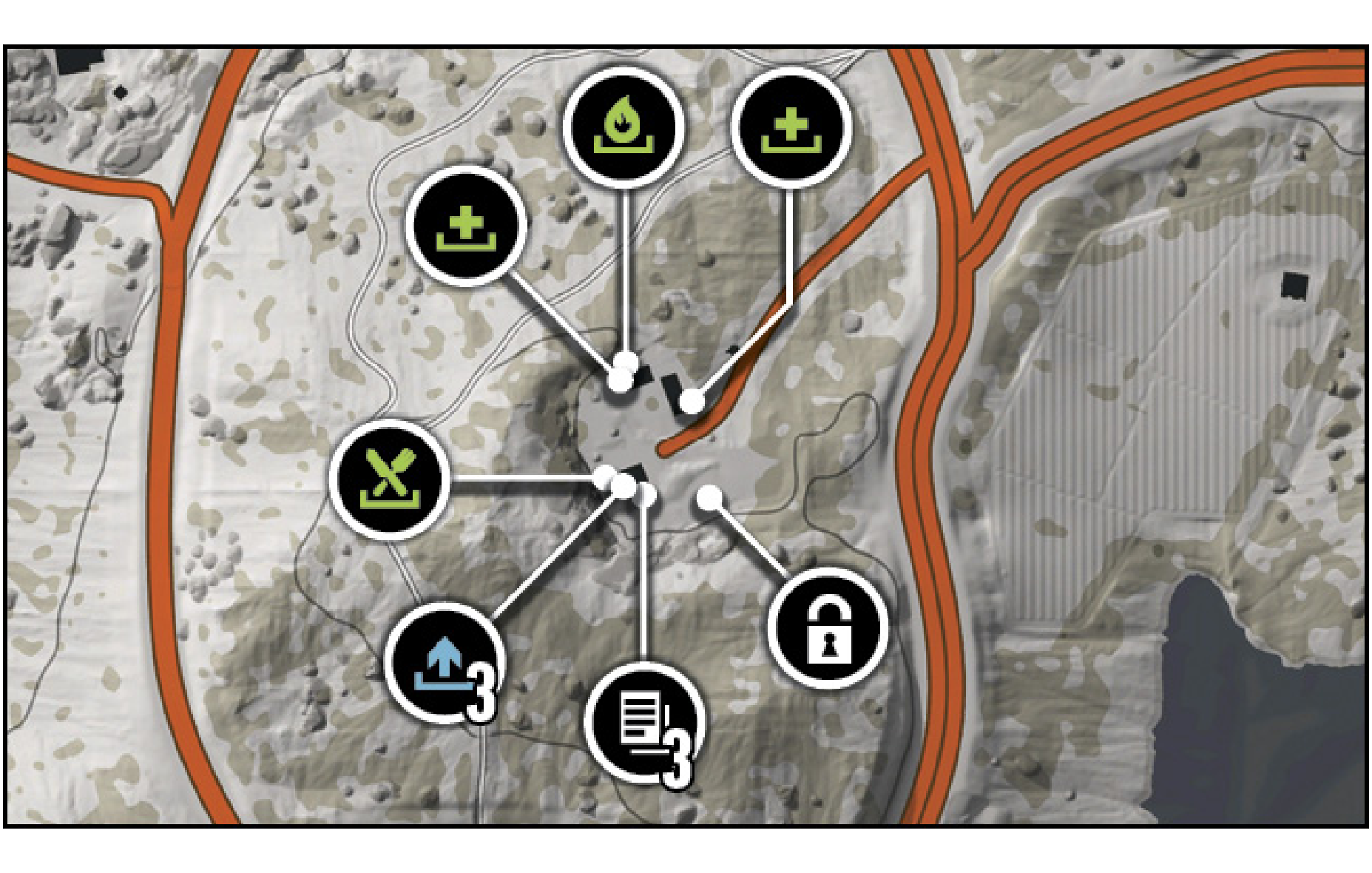
COCAINE HIDEOUT (WEST) AND MAKESHIFT RUNWAY

Cocaine is stored here awaiting an order with a neighboring runway improvised by the cartel.



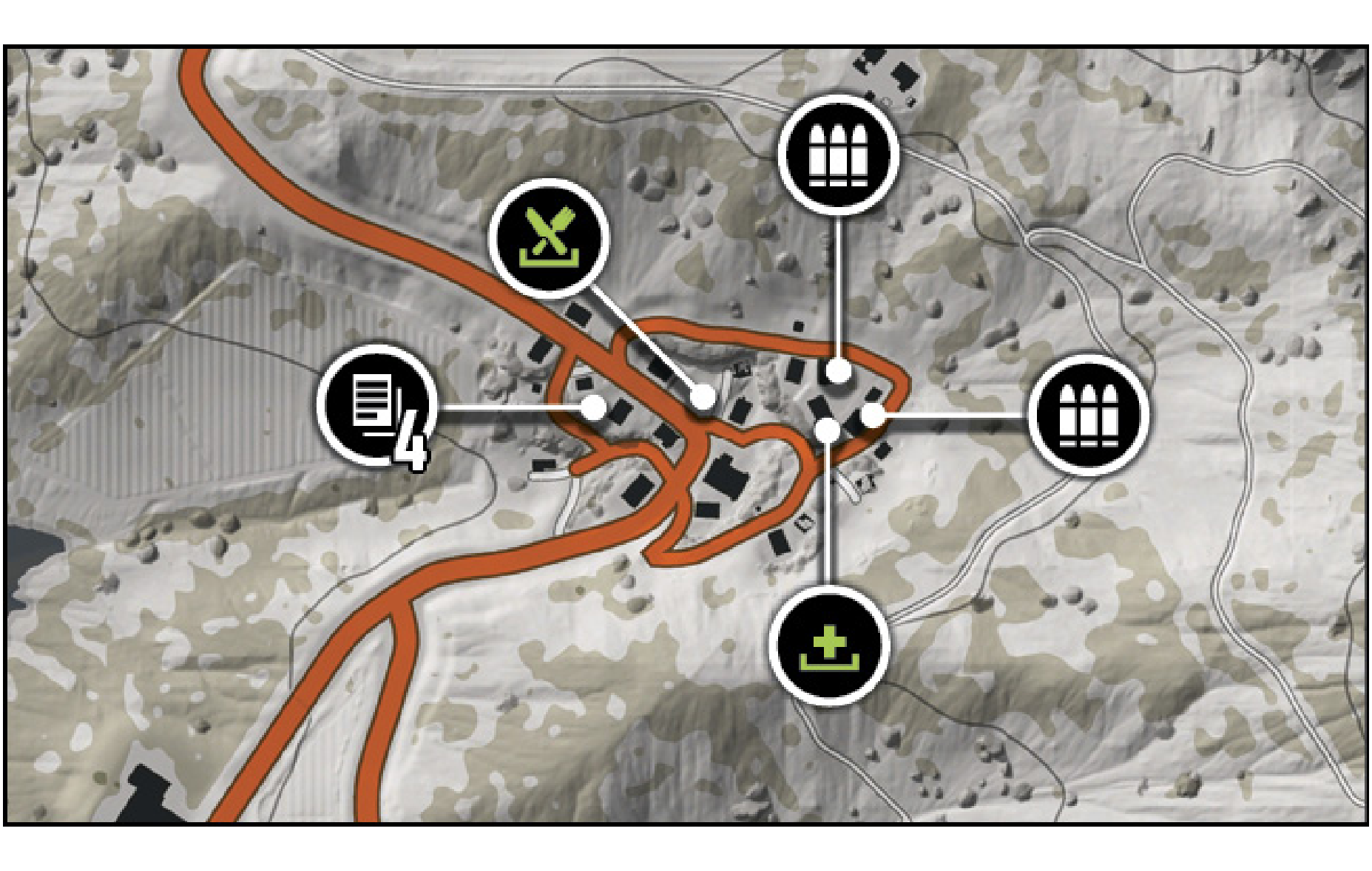
PRISON CAMP

Civilian hostages are imprisoned here.



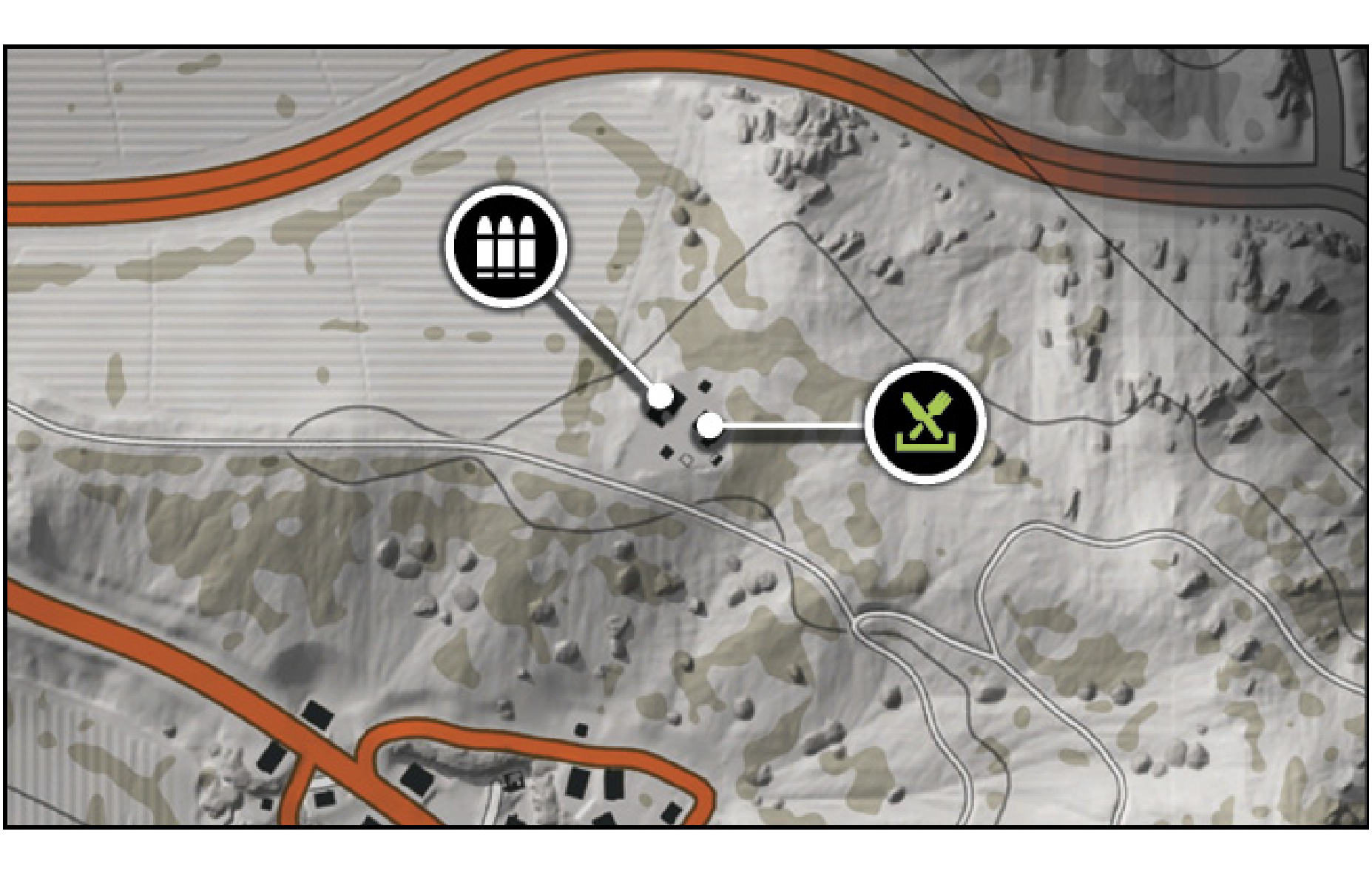
PANUA VILLAGE

A remote village that lives in peace.



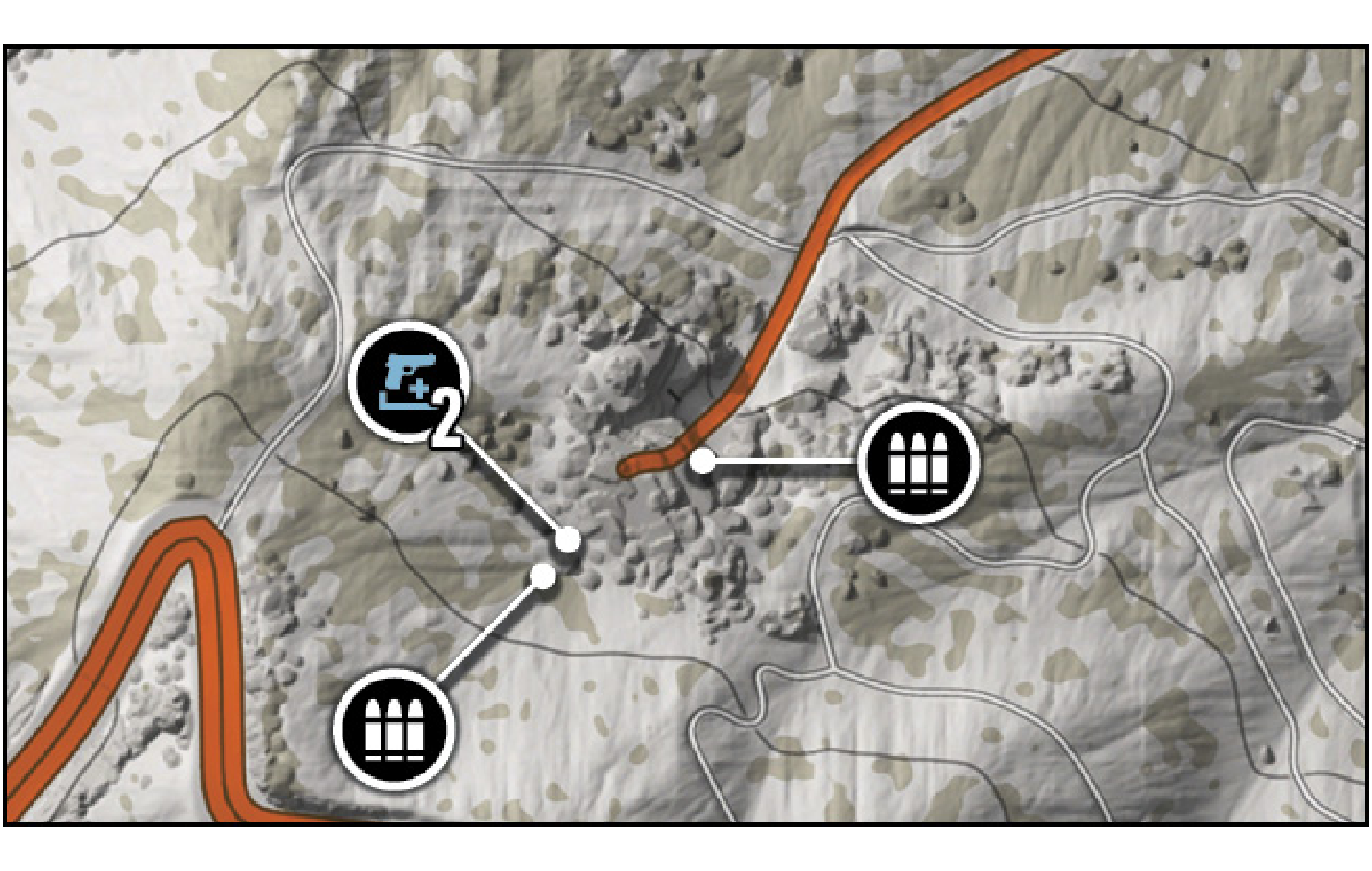
LA VIEJA GRANJA

A rebel hideout now controlled by the hostiles.



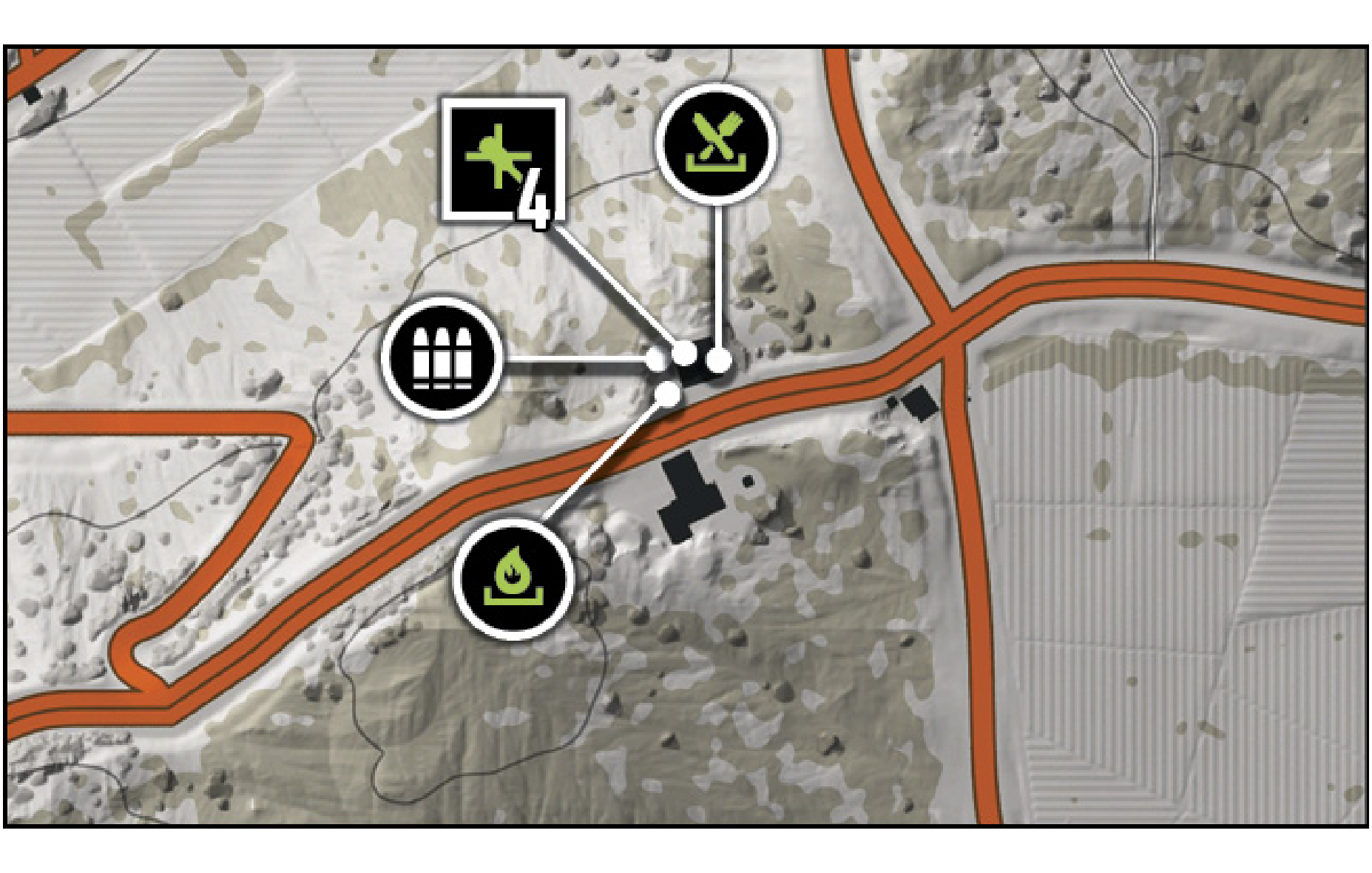
COCAINE HIDEOUT (SOUTHWEST)

Cocaine is stored here awaiting an order.



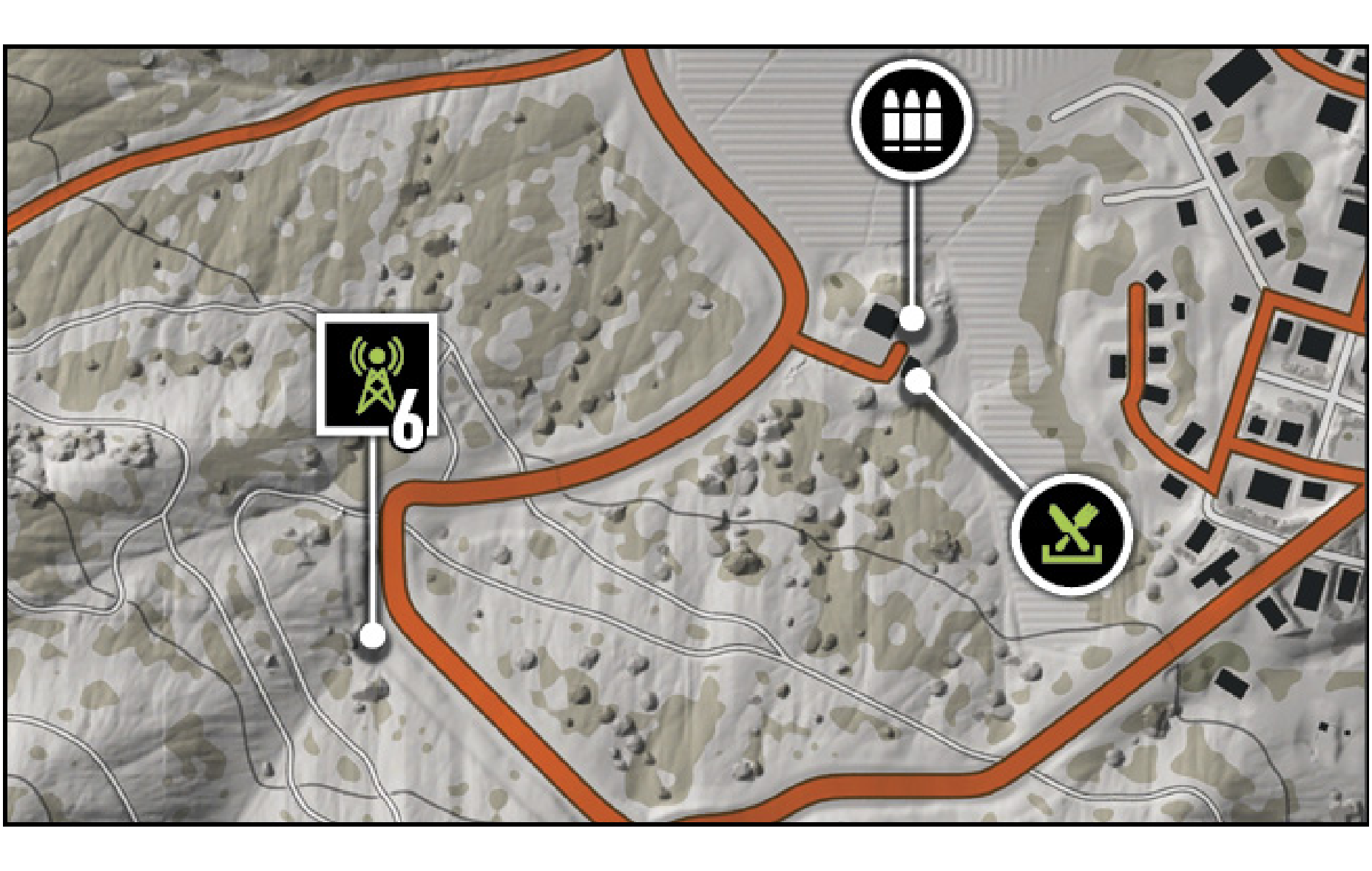
GAS STATION VIA-B GAS

An isolated gas station.



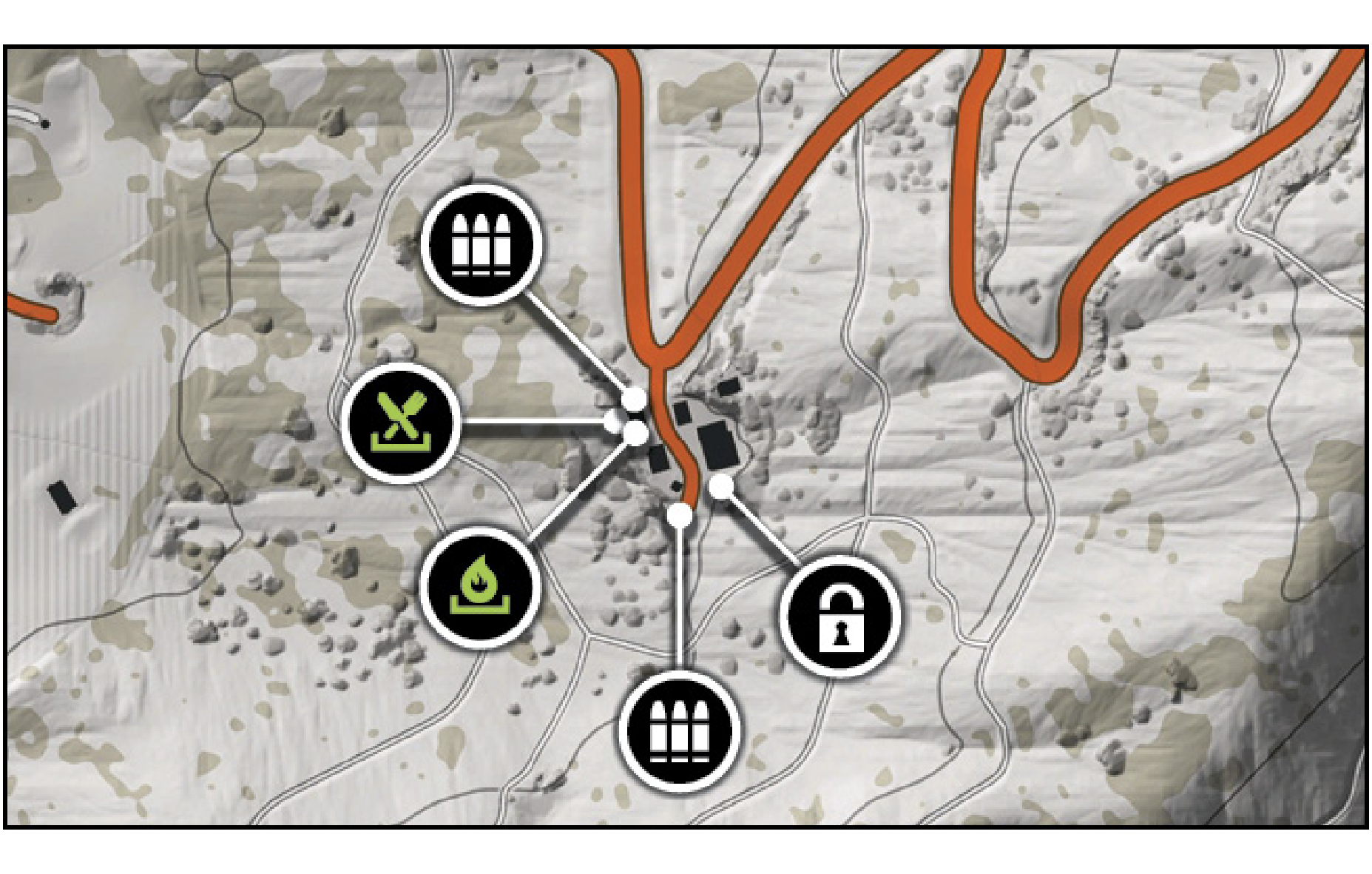
LIEUTENANT HOUSE

A place of command.



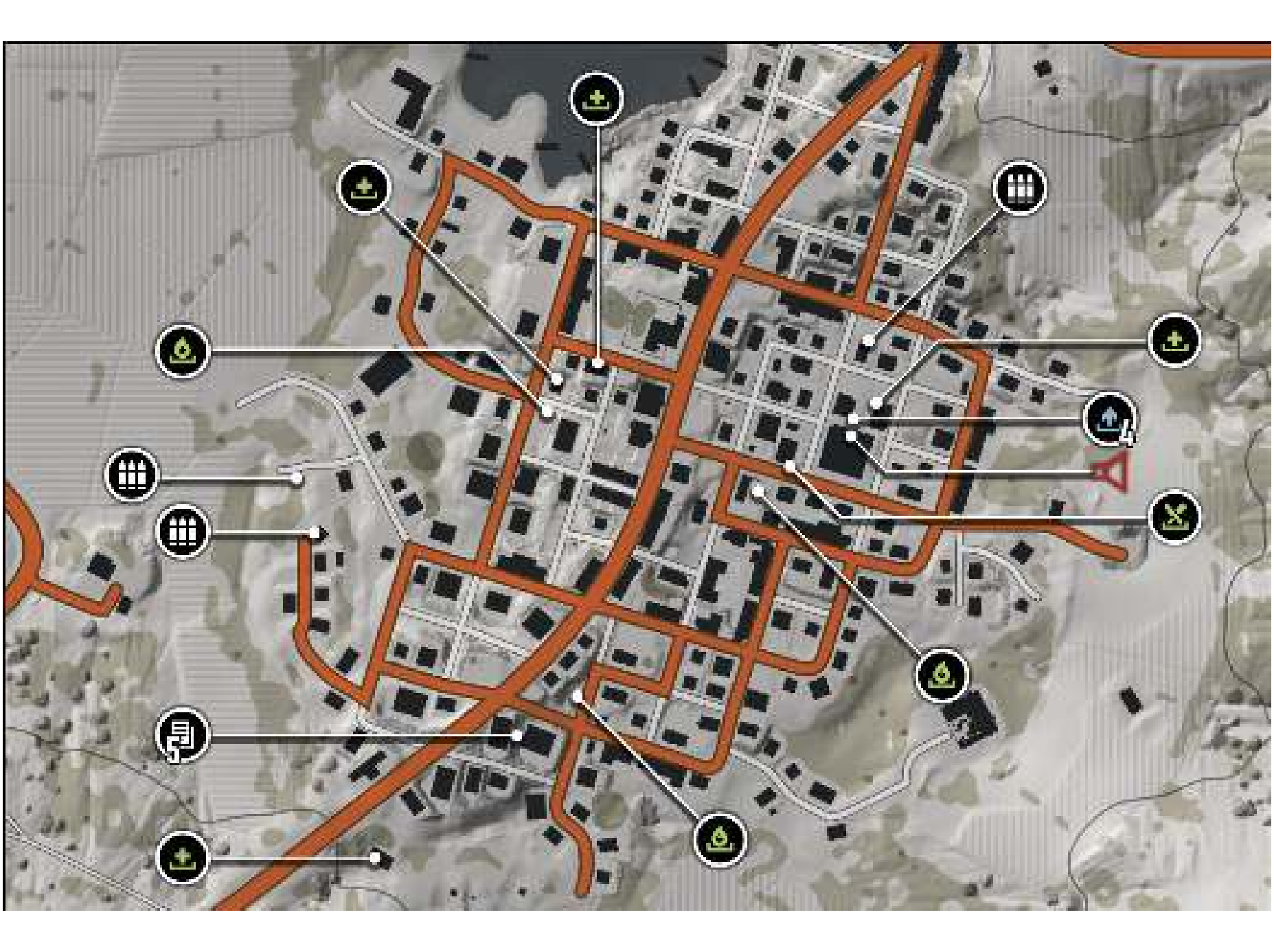
COCAINE HIDEOUT (EAST)

Cocaine is stored here awaiting an order.



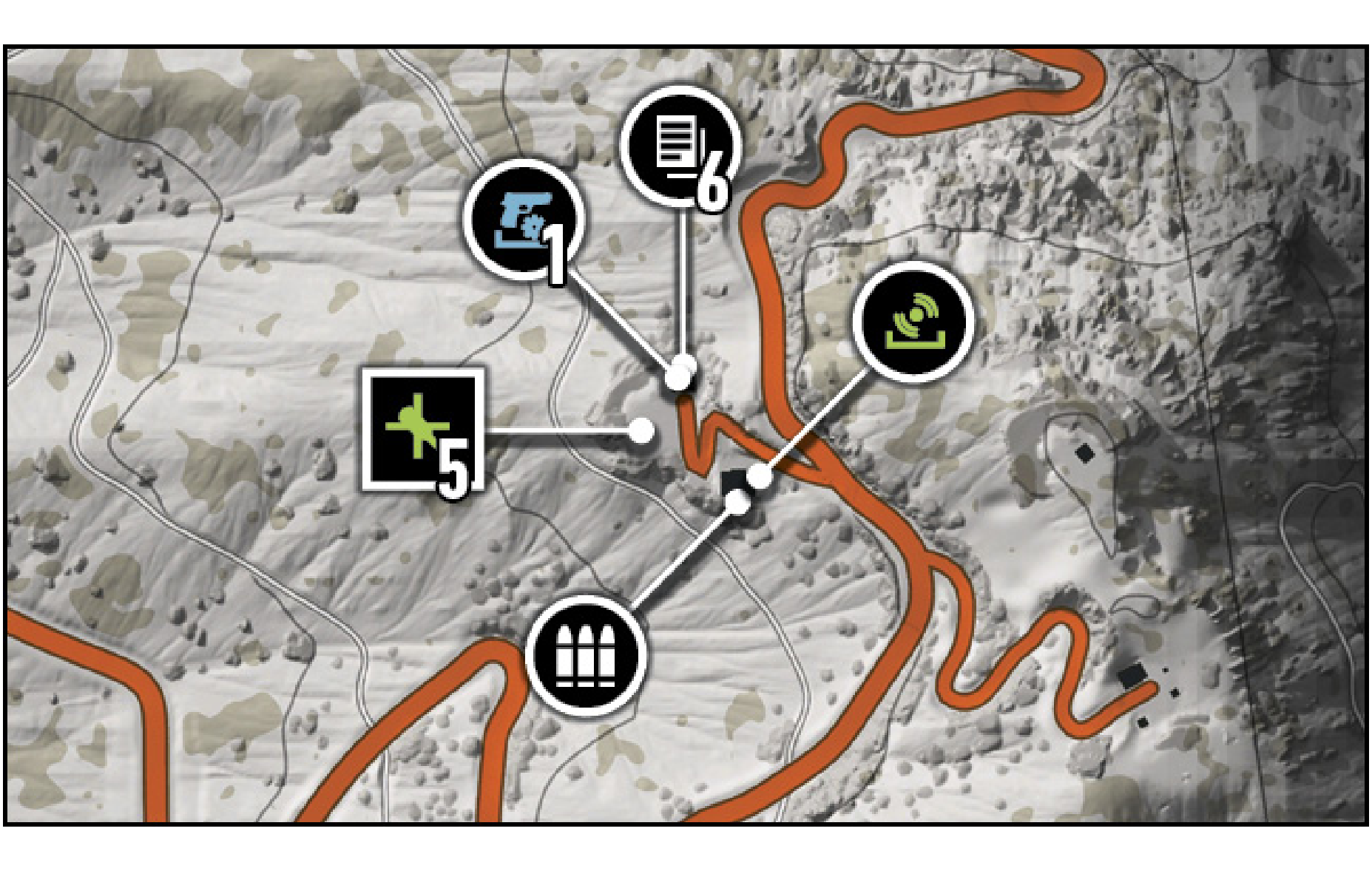
RANCHO SABALA

Capital of the province and the main quinoa market.



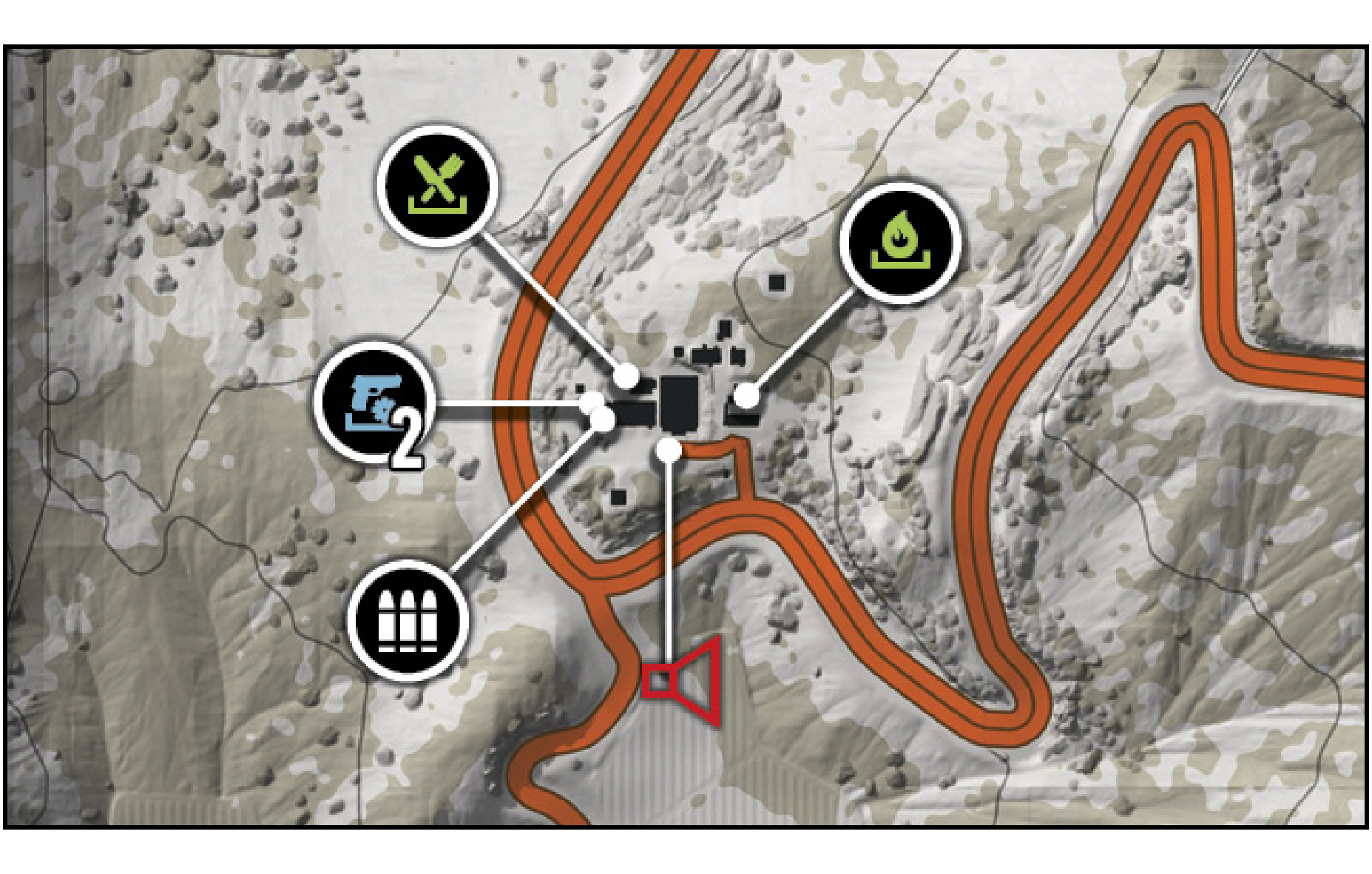
PRIVATE HELIPAD

Property of a top cartel member.



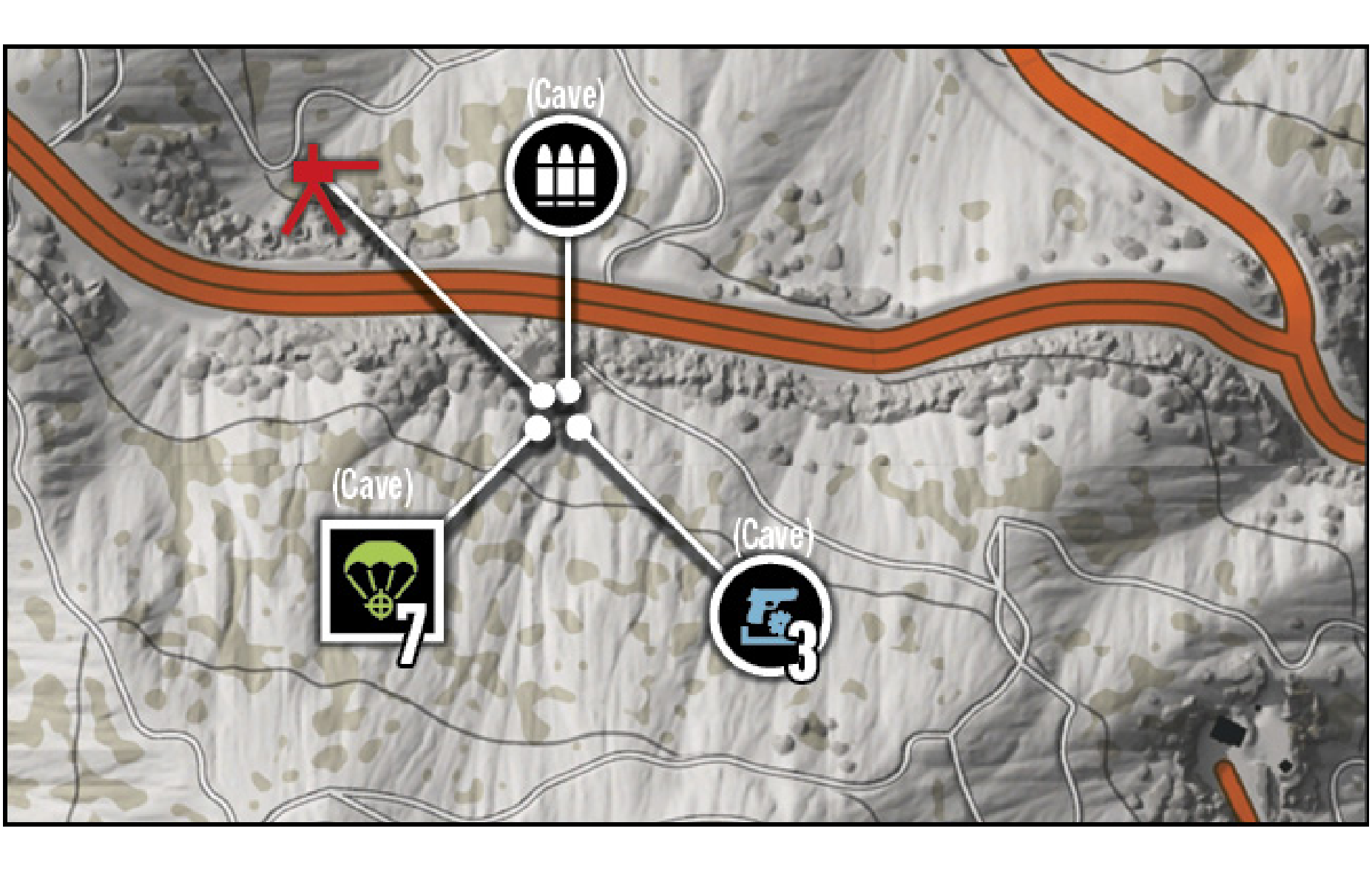
OUTPOST

A place for trained sicarios to rest.



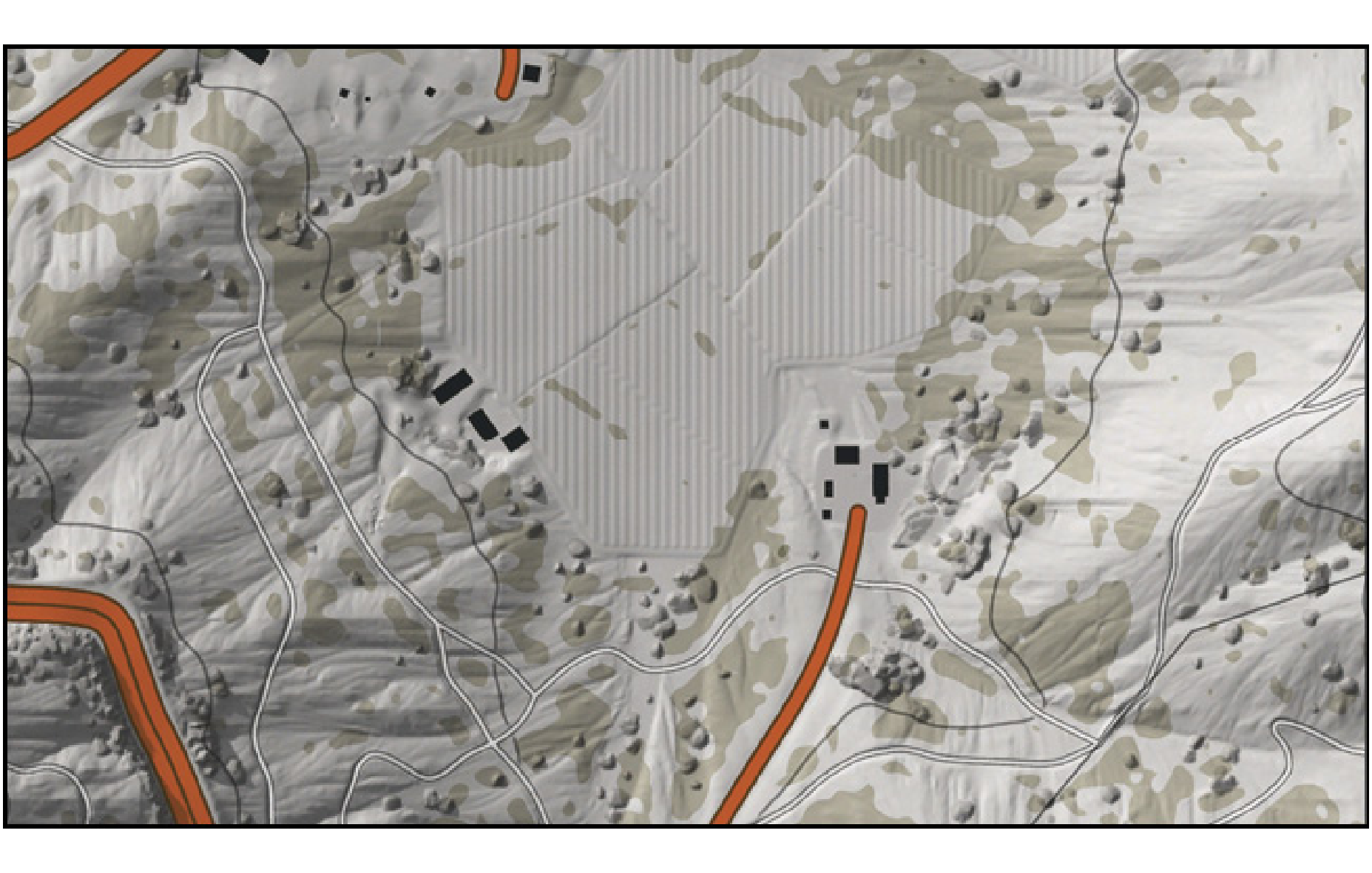
ABANDONED PROSPECTING SITE

A prospecting site occupied by the cartel.



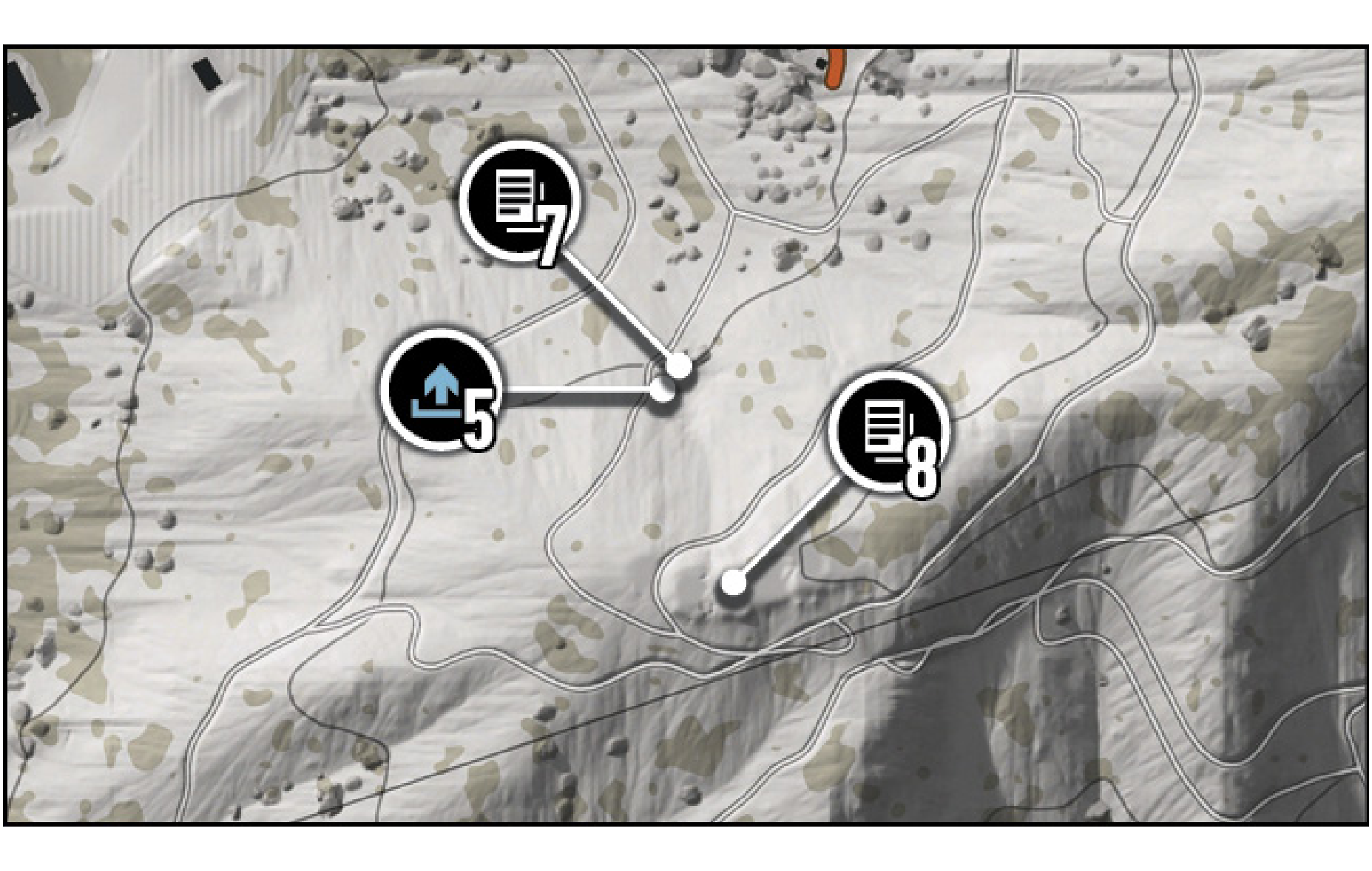
ALMACÉN DE QUINUA AND BARRERA FARM

A rebel hideout now controlled by the hostiles and a quinoa farm.



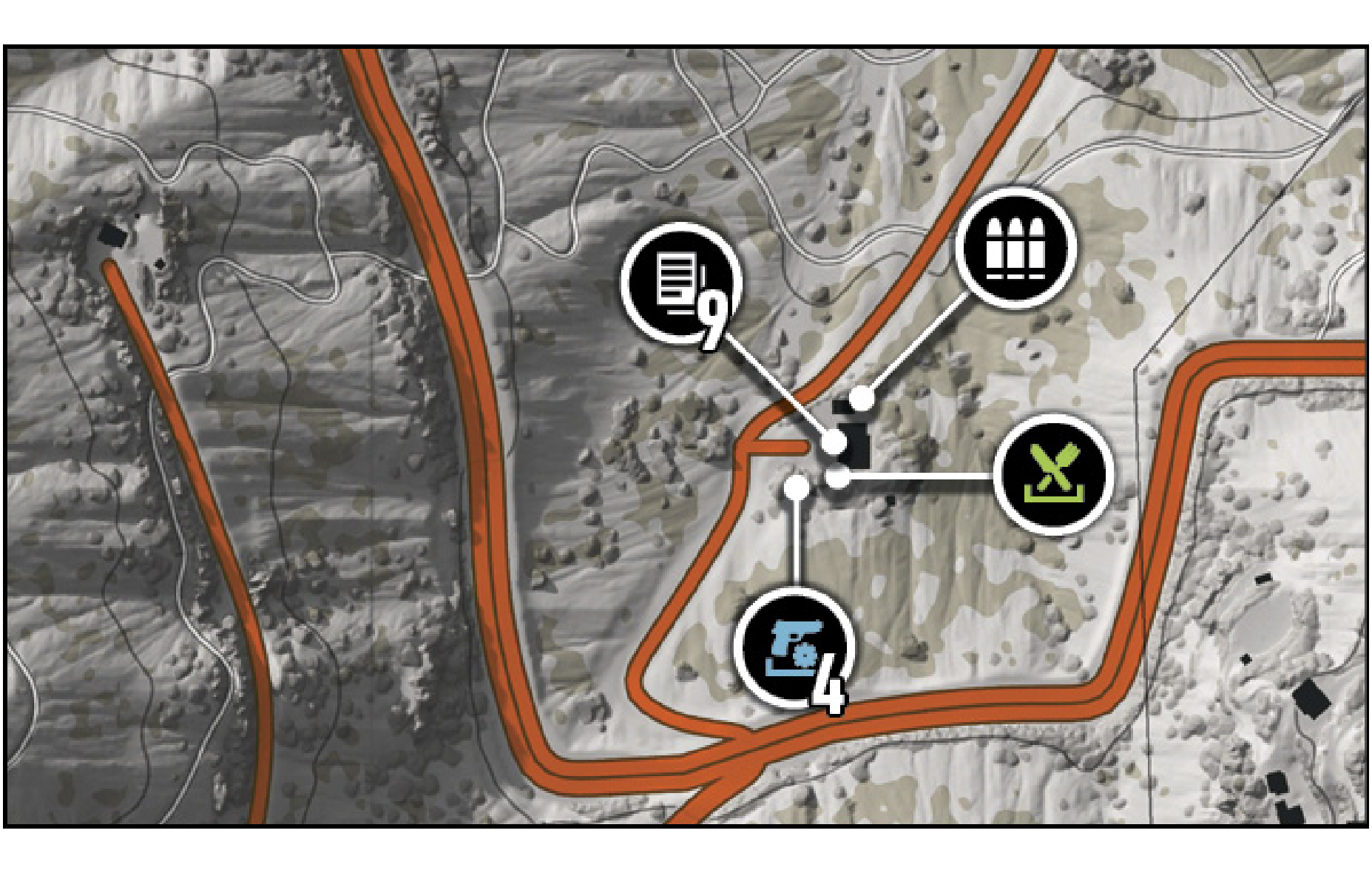
SACRIFICIAL SITE AND CHULLPAS

Llamas are sacrificed at the sacrificial site. Chullpas is an ancient funerary building for aristocrats.



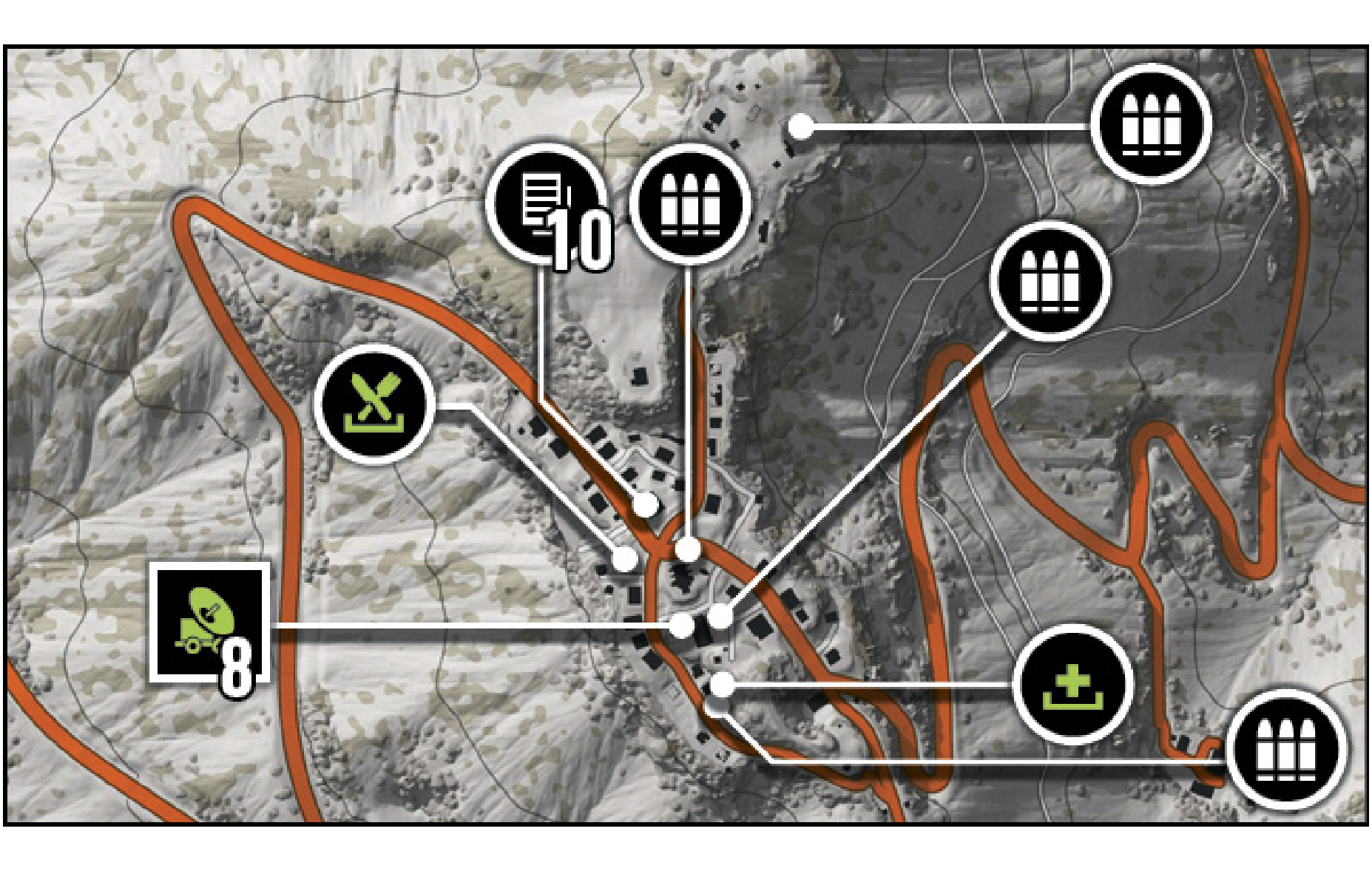
COCAINE HIDEOUT (SOUTH)

Cocaine is stored here awaiting an order.



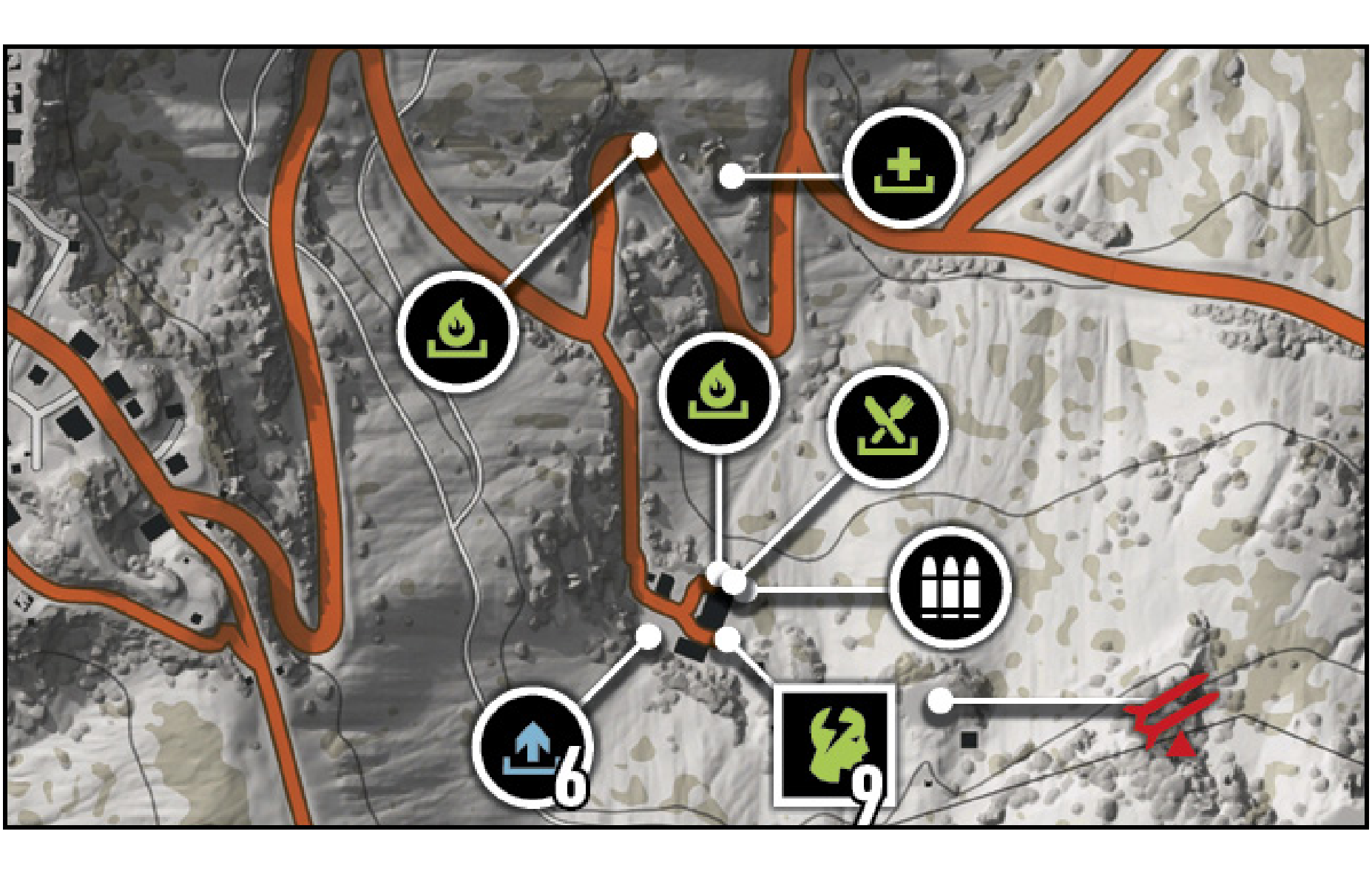
CHACATAL VILLAGE

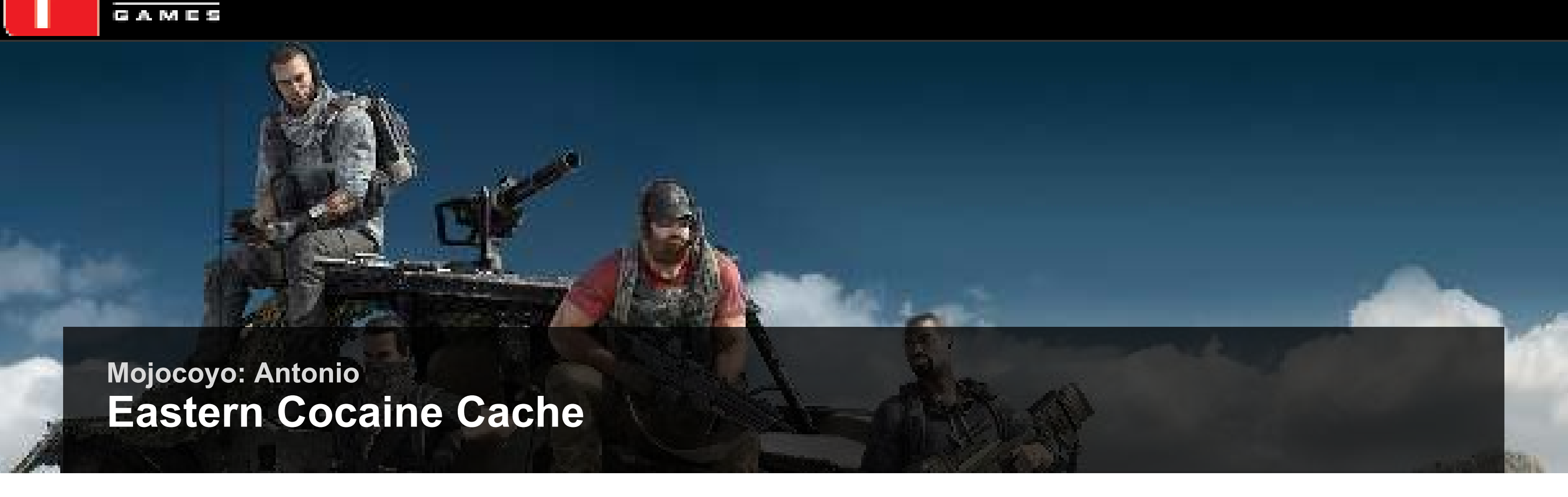
A llama breeders' village terrorized by the cartel.



SICARIO HOUSE

Hunt the rebel agents.





Mojocoyo: Antonio

Eastern Cocaine Cache

OBJECTIVES

- **Destroy eastern cocaine cache**

LOCATIONS

- **Cocaine Hideout (East)**

REWARDS

- **+ 500 XP**

BRIEF

We have intel on three large cocaine shipments that are being stockpiled in Mojocoyo prior to being shipped to Remanzo for packaging. Locate these drug caches and destroy them.

MISSION ACCESS

Receive a call from Bowman when you first enter Mojocoyo Province to start this mission.

WHO WANTS TO BREAK AN ADDICT'S HEART?

This is one of three similar missions to complete in this province, involving the scouting of a general area. When you reach it, simply look around for a cluster of buildings, and begin a more specific recon. Then home in further on the actual warehouse where the cocaine is being stored, and destroy it in whatever manner you see fit. Cartel member neutralizing is simply a perk of this job.

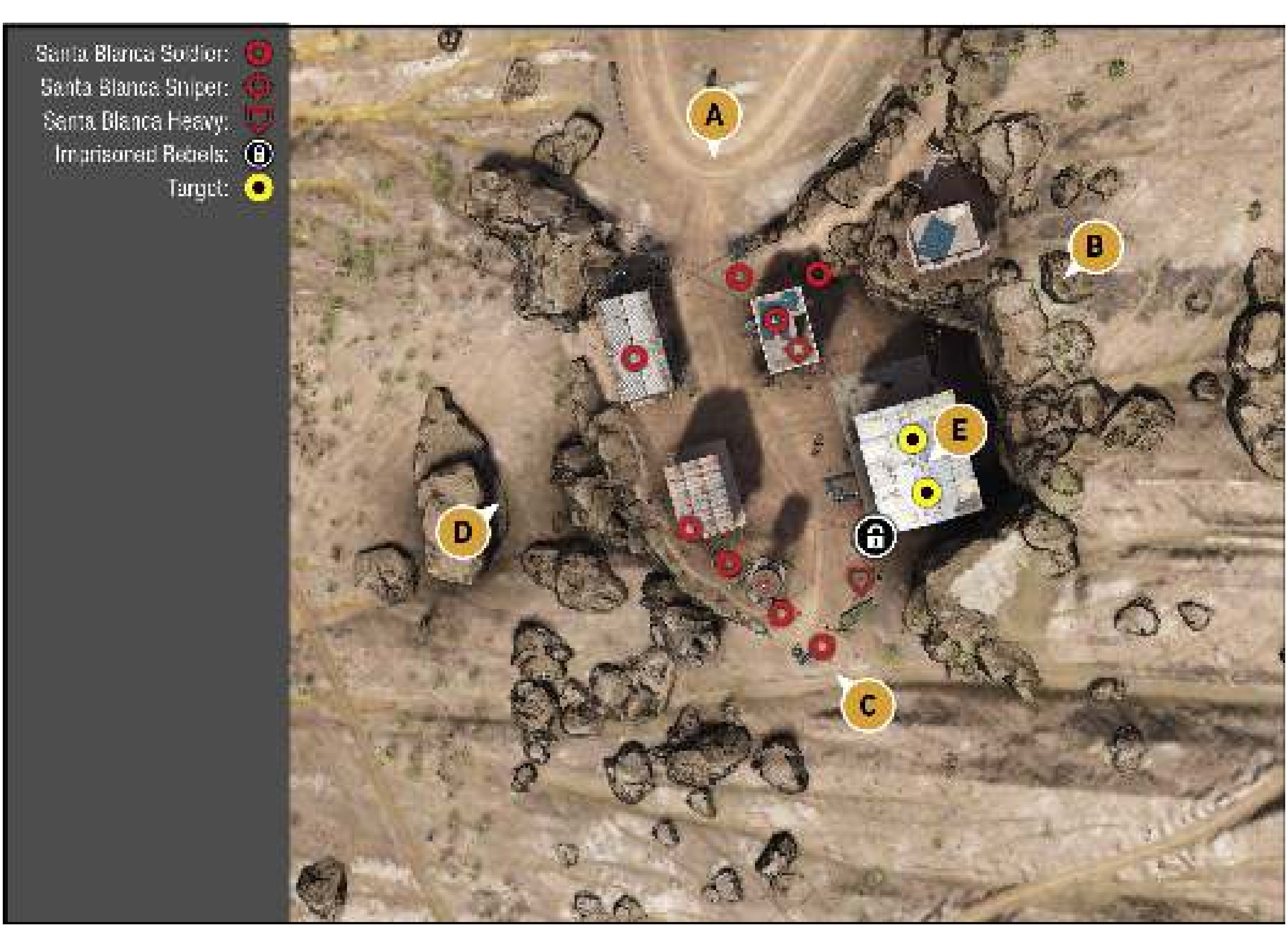
MOST RECON: NIGHT TIME IS THE RIGHT TIME

With no floodlights, alarms, or other defenses to worry about (just a group of trigger-happy cartel thugs), you should have a fierce firefight, but nothing you can't handle. For an easier time of it, don your night vision goggles as the foes don't have these, and hunt after dark. You may find a couple of sleeping foes in the upstairs bedrooms of the southwest building, who are easy marks.

MOST RECON: BOOM, SHAKE THE ROOM

Cocaine shipments need to be destroyed with explosives; grenades (thrown or via a drone), C4, mines (with a hapless enemy walking on it afterward), and the grenade launcher are all viable options. Also note the explosive canisters lying around this camp. Don't forget to throw in a flashbang when you're storming any of the tight chambers in and around the objective too; that considerably hinders the firing of automatic weaponry by the enemy.

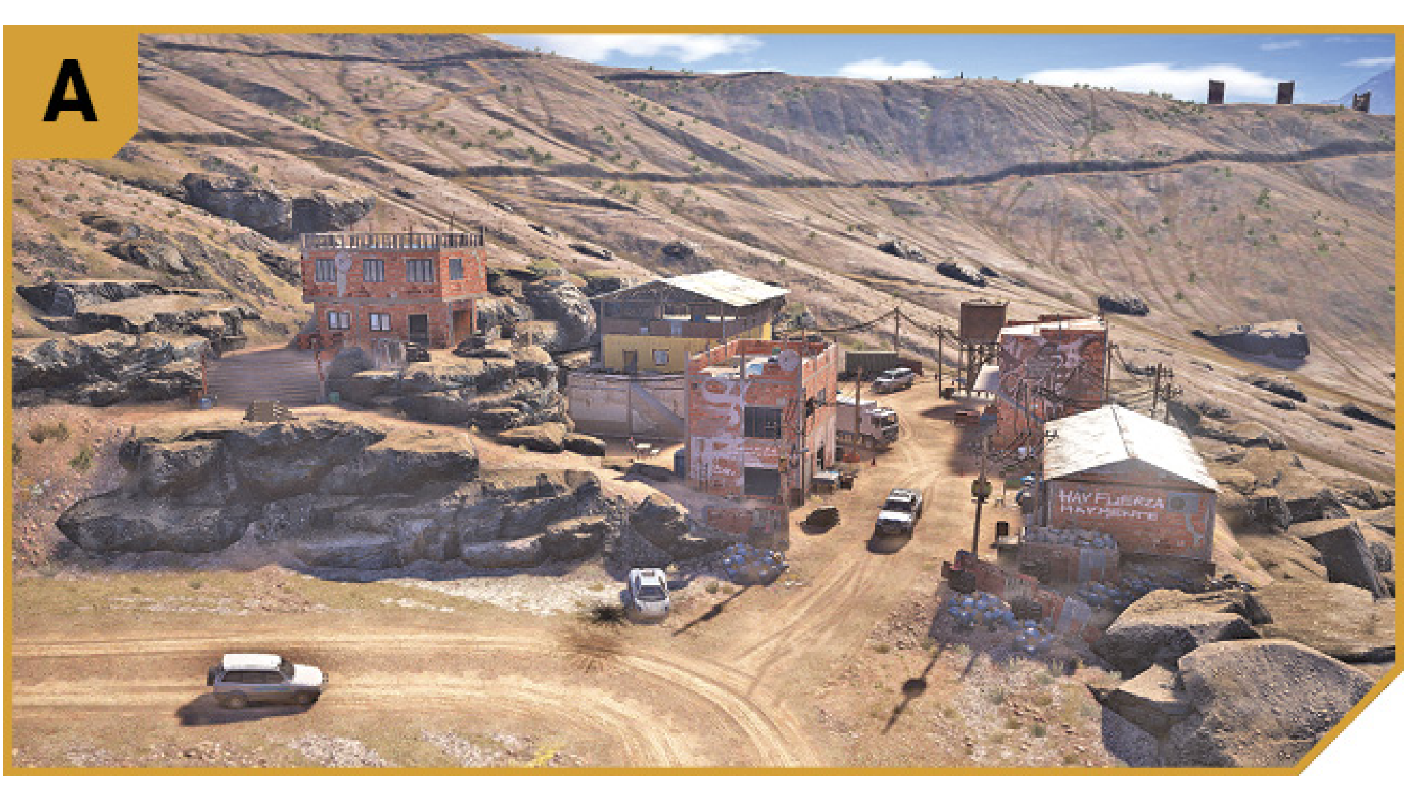
COCAINE HIDEOUT (EAST): RECON



TACMAP

Halfway down a mountain at the apex of a dirt road switchback is a small cluster of buildings. The gang graffiti is unmistakable, though the area is compact, and slopes up to the east. Expect around ten foes to trouble you, including a sniper and armored foe. The heaviest fighting is in the central yard and southwest corner, where the majority of the foes are patrolling, but they can quickly reach the cocaine warehouse if you're not proficient at takedowns. Release the imprisoned rebels for some extra help.

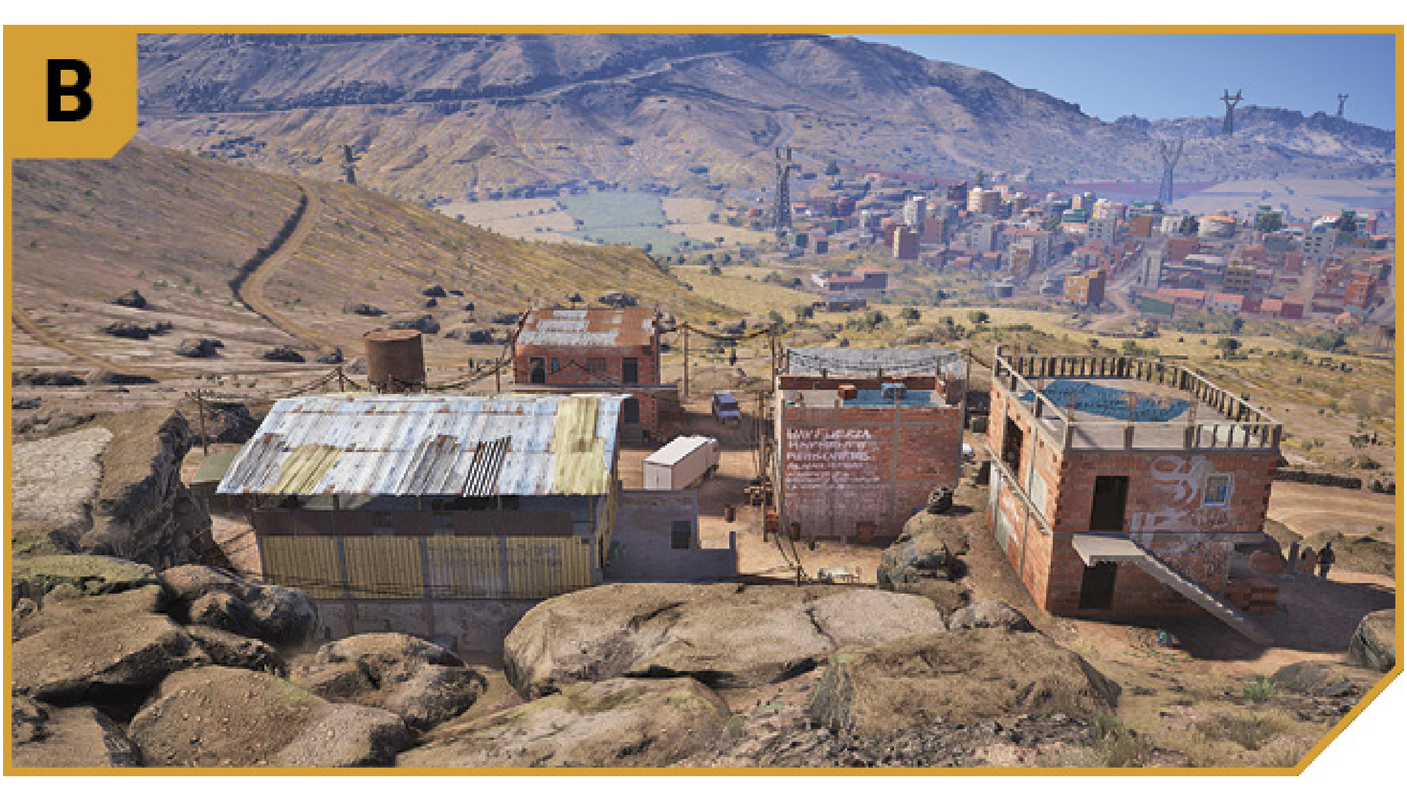
NORTH: ROAD SWITCHBACK



This tight turn on a reasonably flat slope, and the dirt road running through the base north to south, isn't a particularly stealthy way to infiltrate, as you're easily seen by the sniper and foes on the higher ground. If a disturbance is created first, you can more easily slip in and work your way round.

This is also an entrance to use for less subtle methods of entering the base, such as speeding in with an armored vehicle, all guns blazing, lobbing grenades into the warehouse as you pass it, and speeding out of the south exit (C).

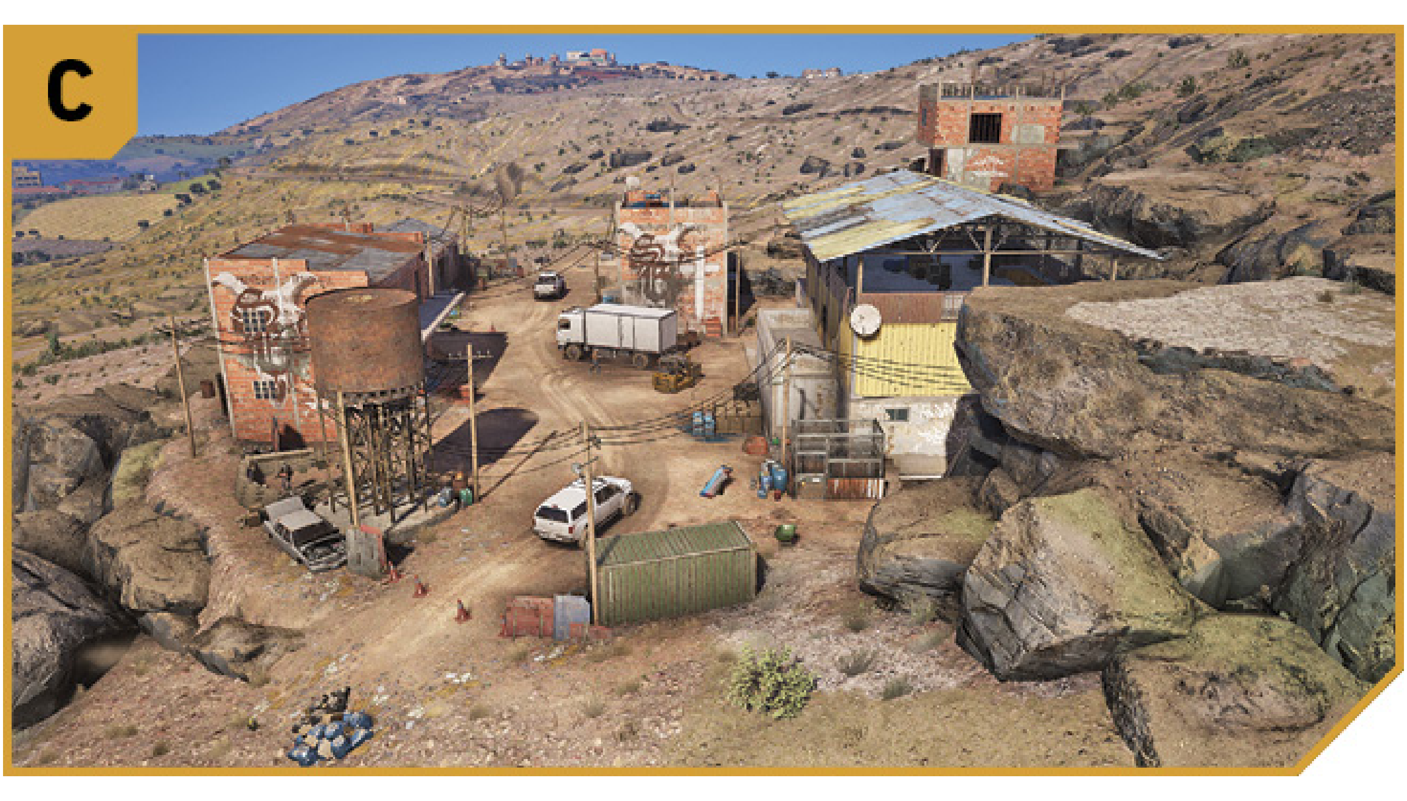
EASTERN HILL



This is the preferred method of reconnoitering the base, and entering it with a stealth plan of attack in mind. Due to the lack of enemies close to the target building, you can slip down the rocks quietly, into the cocaine chamber, and set it alight without firing a shot (though that comes immediately afterward).

Or, you can quietly tag any foes you can see, enter the cocaine building, climb the stairs, and use the covered roof area to rain fire down on the majority of the foes to the west.

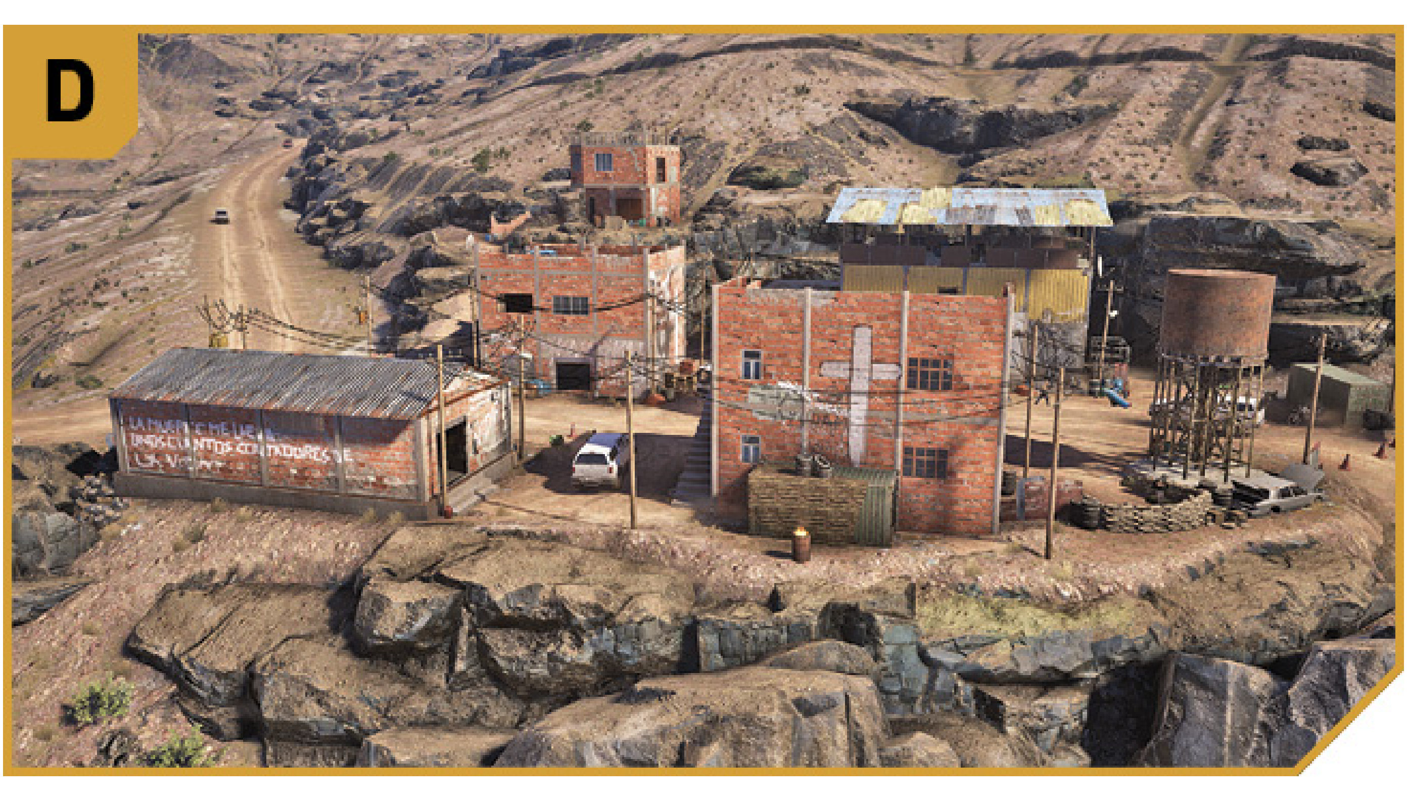
SOUTH: WATER TOWER AND DEFENSES



This area of the base is perhaps the most well-guarded (until you make a noise and the foes scatter); there are sandbags, a small two-story barracks structure made of brick, and although the cocaine building is close, wading through these foes can be tricky. So creep down the hill from the southeast.

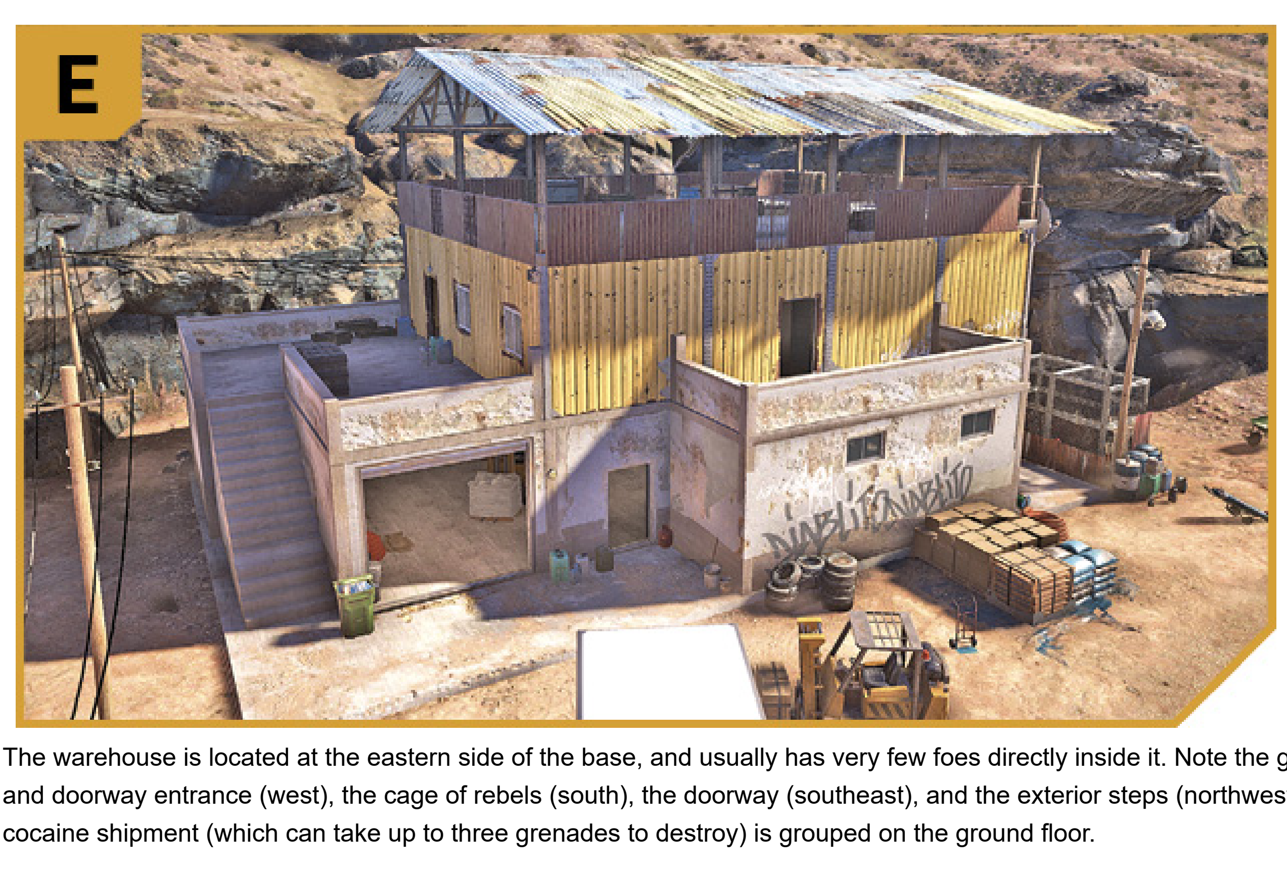
Or, you can mount an assault, or even a distraction (setting off explosives away from the base near this exit, or driving around like a madman to attract the foes) while the rest of your team completes the objective.

WEST: PERIMETER OUTCROPS



The rocky outcrops the west side of the base is close to provide a modicum of cover when you're heading to the perimeter of this base. Use an infiltration from this direction to easily enter either of the two western structures to clear them of foes. Pay special attention to the two-story barracks structure (southwest), with easy exterior stairs access, and windows to shoot enemies through (remembering they can see you, too). Despite the number of enemies close by, the top floor (bedrooms) of this building are worth storming and shooting down from, as the only access point are those outside steps.

● TARGET: COCAINE WAREHOUSE



The warehouse is located at the eastern side of the base, and usually has very few foes directly inside it. Note the garage and doorway entrance (west), the cage of rebels (south), the doorway (southeast), and the exterior steps (northwest). The cocaine shipment (which can take up to three grenades to destroy) is grouped on the ground floor.

Upstairs is an office area with a north and west balcony you can defend from and rain fire down on foes clustered to the southwest. The third and upper covered roof offers great protection and views over the entire base, and you can sneak here to drop the sniper easily, as well as fire down on foes (especially as the only way to reach you is via the interior stairs, which should be trapped with a mine).

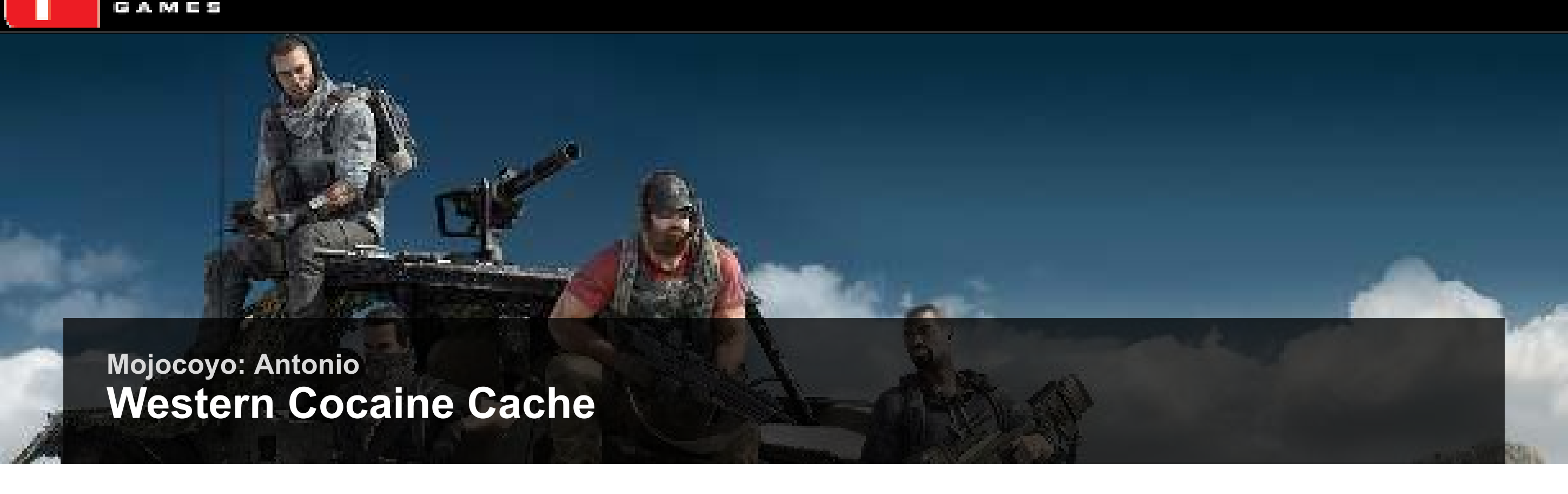
COCAINE HIDEOUT (EAST): OTHER TACTICAL ADVICE

SOLO: If you're in need of a stealth plan, head in from B, and tag the sniper on the roof, and any guards that don't slump over in an area where they can be spotted by others. Then enter the southwest ground-level doorway of the cocaine warehouse after heading down from your hill vantage point, optionally free the rebels outside (though that's difficult without being spotted), and prep three packages of C4 to ensure detonation. Retreat out, explode, and the mission completes. Or, fly in an explosive drone to take out the cocaine shipments.

Alternatively, refrain from triggering the cocaine explosion, head to the covered roof of the base, and start raining death down from above while the rest of the team storms the main yard (just north of C). Then you can fully liberate this location. Flashbangs are also good to bring for assaulting rooms enemies have fled into, and are refusing to die in.

CO-OP: A similar plan is also recommended, though you can add to the crossfire opportunities by having a Ghost approach from A, B, C, and D simultaneously. The cartel thugs won't know what hit them!

Or, attack from a helicopter and a truck (two Ghosts in each) if you want to light everything up; the truck players being responsible for destroying the cocaine, while the chopper duo kills anyone who isn't a rebel trapped in a cell.



Mojocoyo: Antonio

Western Cocaine Cache

OBJECTIVES

- **Destroy western cocaine cache**

LOCATIONS

- **Cocaine Hideout (West)**

REWARDS

- **+ 500 XP**

BRIEF

We have intel on three large cocaine shipments that are being stockpiled in Mojocoyo prior to being shipped to Remanzo for packaging. Locate these drug caches and destroy them.

MISSION ACCESS

Receive a call from Bowman when you first enter Mojocoyo Province to start this mission.

SCRAPPING A SHIPMENT

In the remote part of the Province alongside one of the minor roads is a scrapyard where the cartel is holding a shipment of cocaine. Compared to the two other locations where stocks are hidden, this has a greater number of foes and defenses to worry about. But the cocaine is in the process of being unloaded, and is still outside the warehouse, making it much easier to destroy.

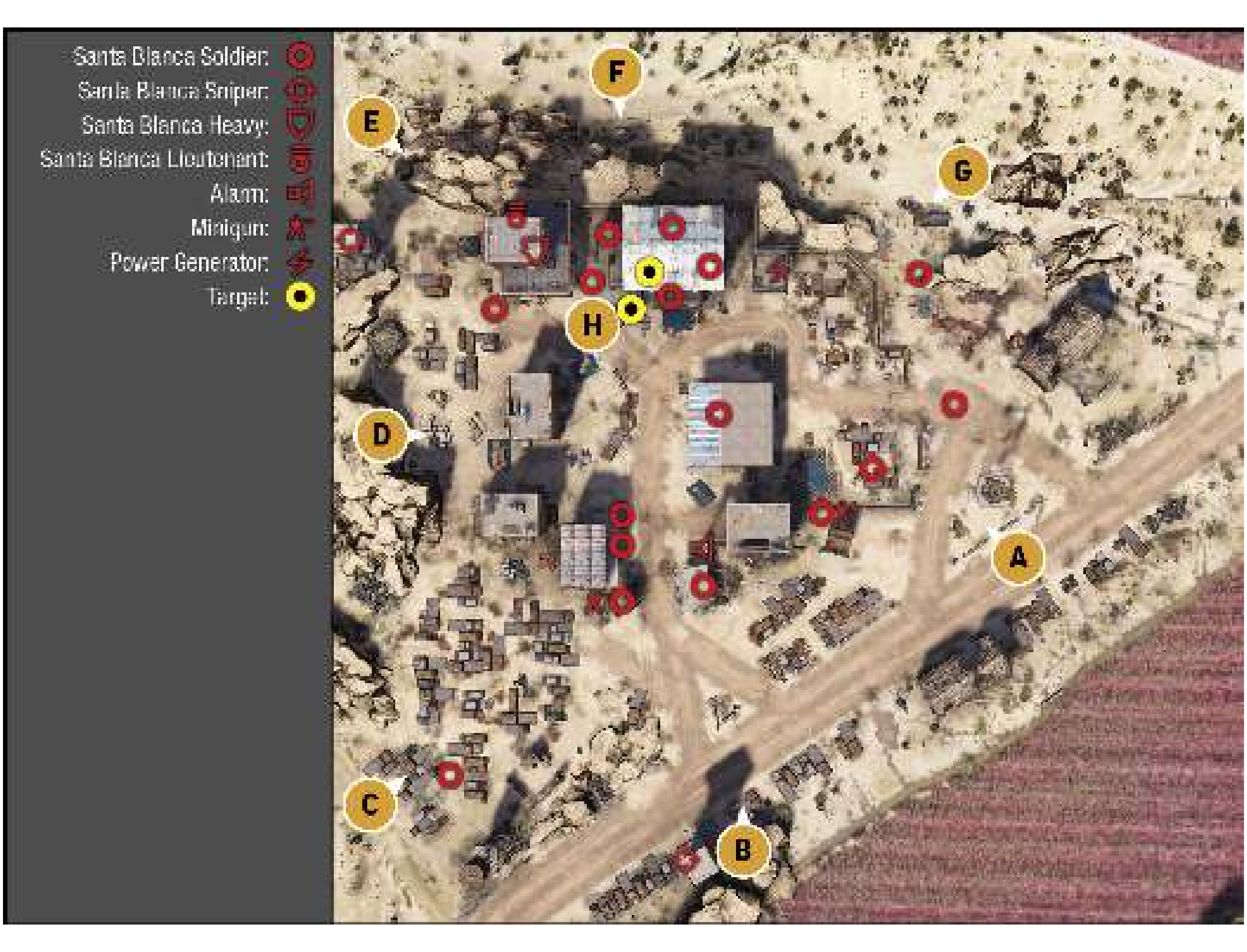
CAUTION: MINIGUNS AND MORE

If you're intending on sticking around to engage the enemy before or after the cocaine is destroyed, be aware of two minigun nests (pointing south and southeast near the main road), an alarm (by the south entrance), and a generator (just east of the cocaine warehouse building in the northeast corner of the hideout. Remove these, and the foes won't have the capabilities they need. Pay special attention to the alarm, as enemy reinforcements can easily swarm you from the road if you leave this pole functional.

MOST RECON: BOOM, SHAKE THE YARD

Cocaine shipments need to be destroyed with explosives. As before, grenades (thrown or via a drone), C4, mines, and the grenade launcher are all viable options. Also note the explosive canisters lying around this camp. In this particular location, the stash is laid out in the open; a terrible mistake on the cartel's part, as you're able to destroy it from a greater distance, from a vehicle, or even a helicopter without engaging the enemy for nearly as long as normal. You can even ram the shipment, or back up into the cocaine using the unloading truck; just watch for the explosive barrel as ramming that suddenly makes this idea a little less appealing.

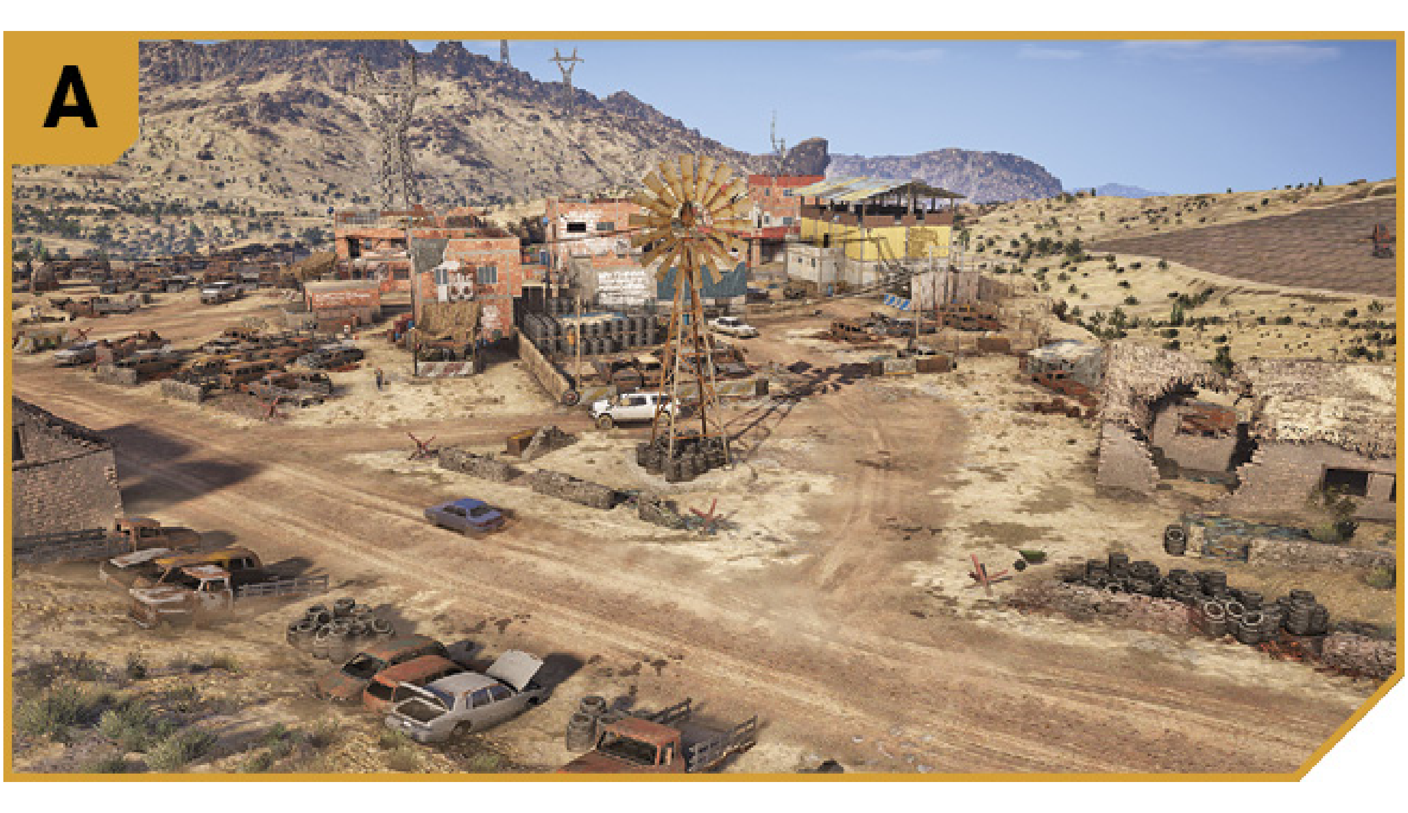
COCAINE HIDEOUT (WEST): RECON



TACMAP

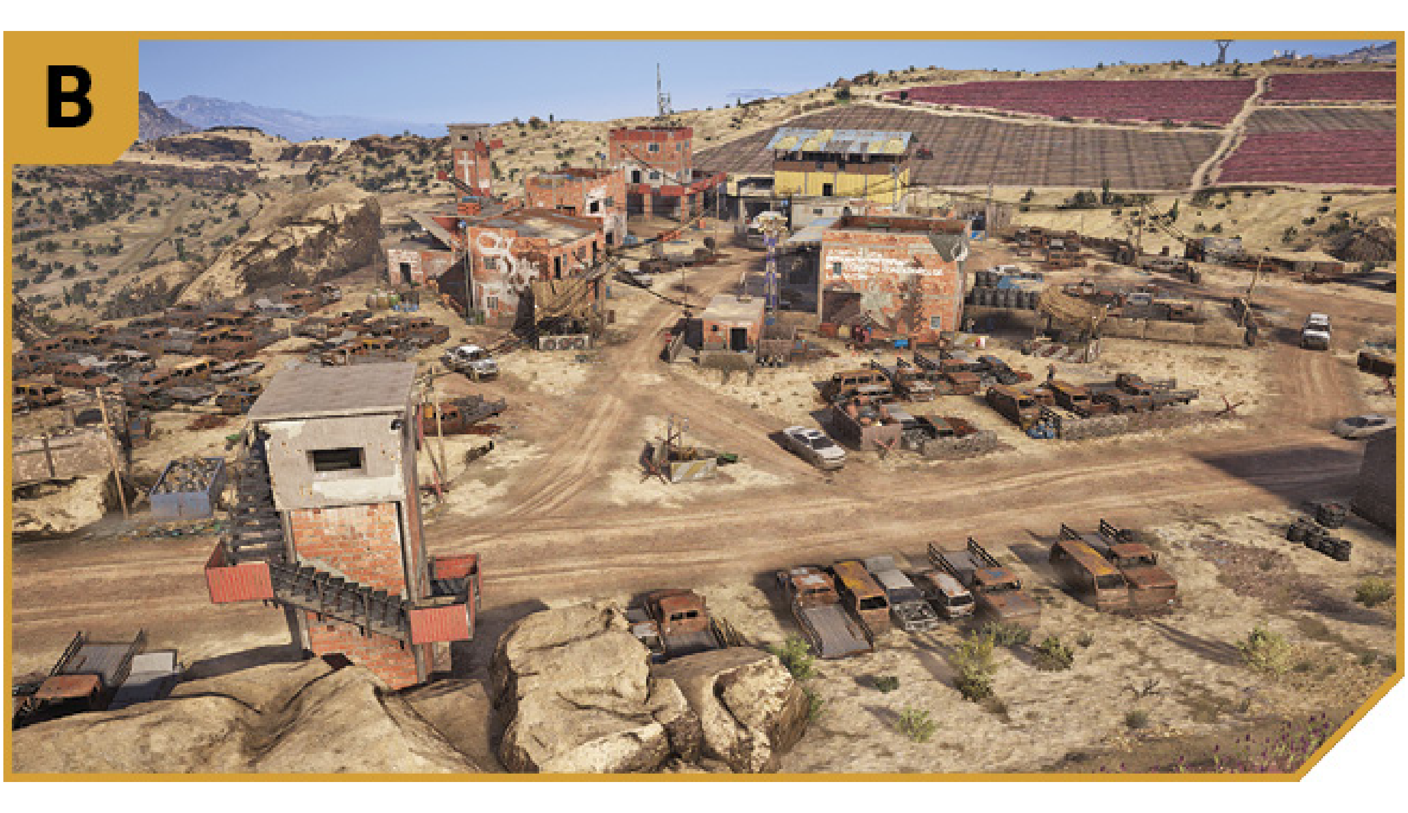
This was once a farmstead, and the cocaine crops can be seen partly surrounding the base. As usual for enemy encampments by a main road, the main defenses of the camp are pointing in that direction (south), including both minigun nests, meaning a more cunning plan is to locate the cocaine warehouse on the northern edge of the base and infiltrate there. The main part of the camp is a cluster of seven buildings between the unloading road that runs directly to the warehouse, where the cocaine is outside of. Add a couple of sniper towers, a total of around 20 enemies, and you need to be a little more concerned than normal when assaulting this location.

SOUTHEAST ROAD (WINDMILL)



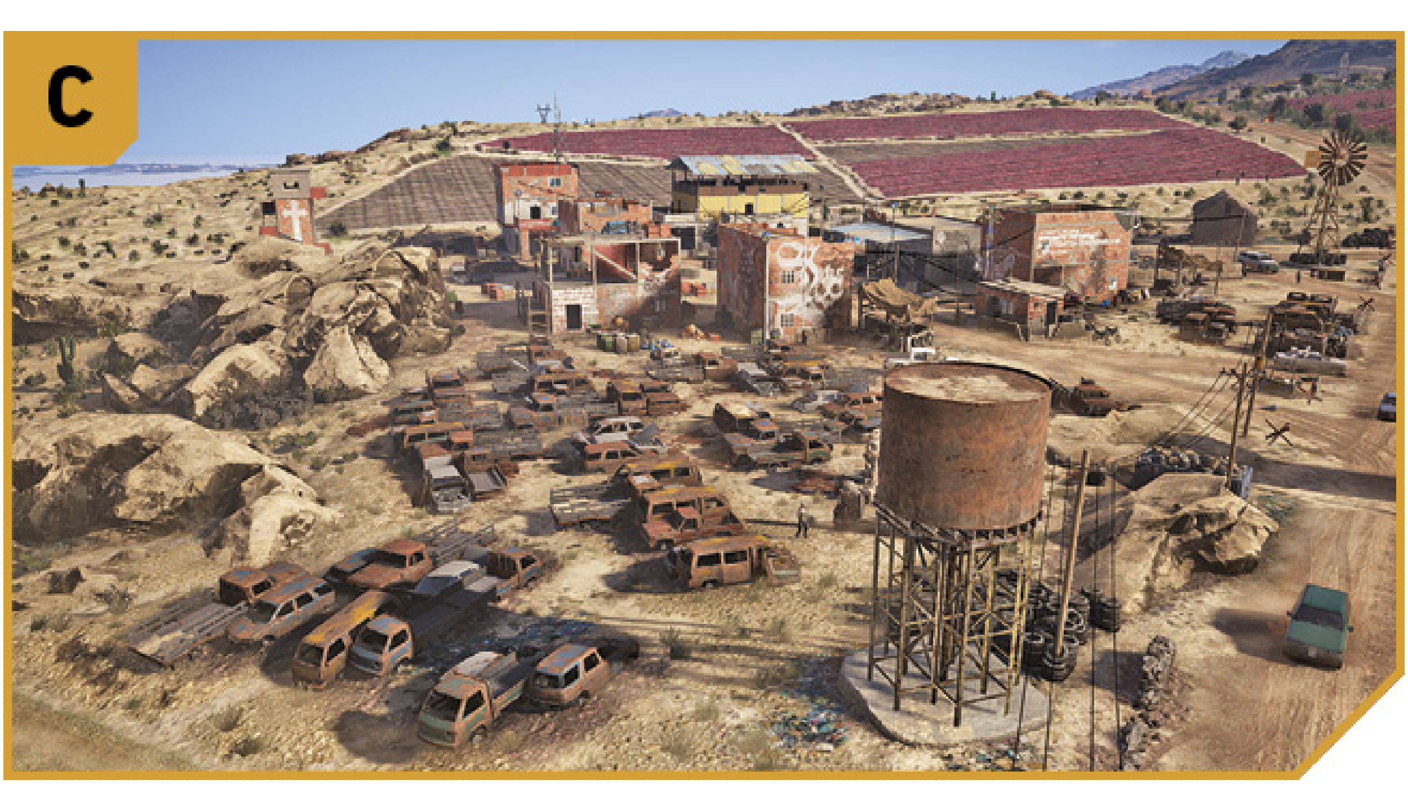
Watch out for the minigun nest closer to the main entrance road into the camp (B), and use the ruined cottage and small old parking lot with rusting cars. There are surprisingly few foes between here and the objective. You can sneak in behind the stack of tires and assault the buildings, including breaking the windows of the garage and jumping through. Or, you can break the lock to the generator and turn off the power. It's a straight shot (and within grenade range) between the mesh fence to the cocaine, too.

SOUTH ROAD (MAIN ENTRANCE)



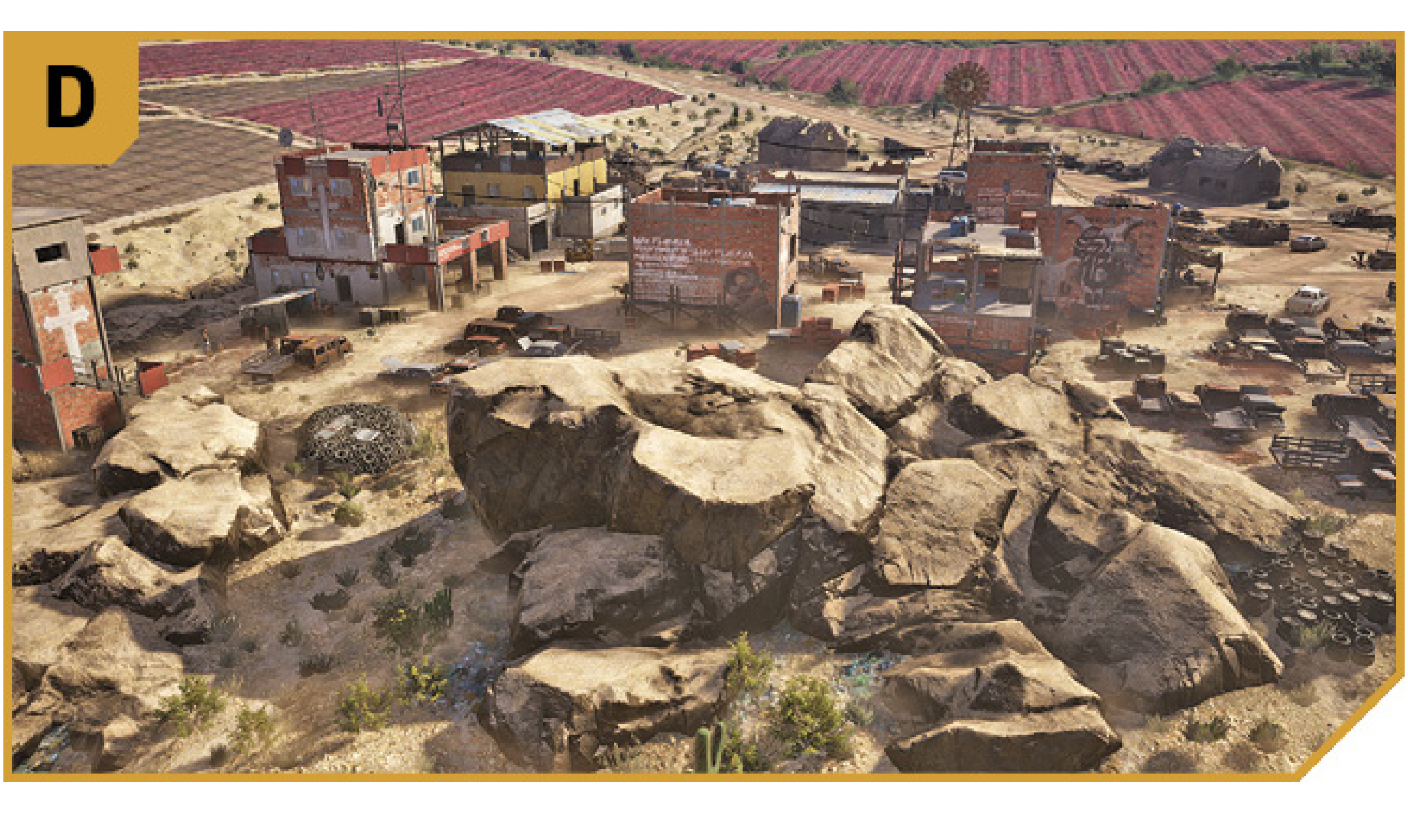
Unless you're wanting to tear through the main road to the cocaine stash using a vehicle, the two minigun nests, sniper, and foes in this general area make this a tough place to infiltrate from. It's worth removing the sniper in the tower, but do it from A, C, or D as there's a little too much open ground between you and the target when entering here.

SOUTHEAST WATER TOWER (CAR GRAVEYARD)



Though you need to watch for foes spotting you from the north (including the sniper at the tower near E), heading in via the water tower and rows of rusting cars is worthwhile. There's only a single foe in the vicinity, you can easily shoot out the alarm box near the main entrance, and assault the unfinished brick buildings, or continue north to D. Note the low windows in the brick building adjacent to the minigun nest you can smash, allowing access into the brick structure on the left side of the main interior road.

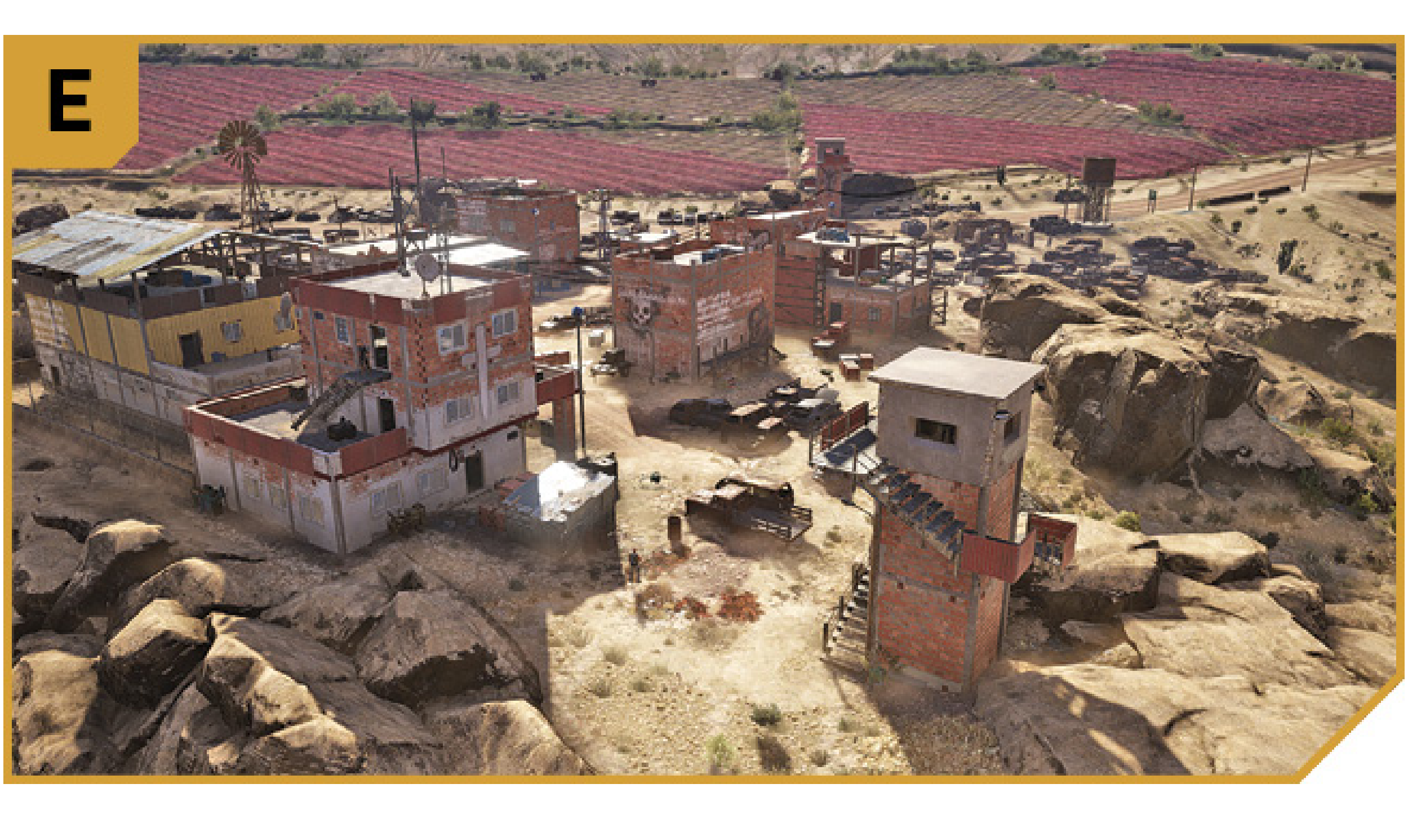
WEST TIRE PILE (ROCK OUTCROPS)



As long as you take out the sniper in the tower to the northwest (E), climbing on this rocky outcrop is a great way to gain some height without having to enter the base itself, and allows you a direct visual on the cocaine stocks, as well as foes in the vicinity. Provide covering fire from here.

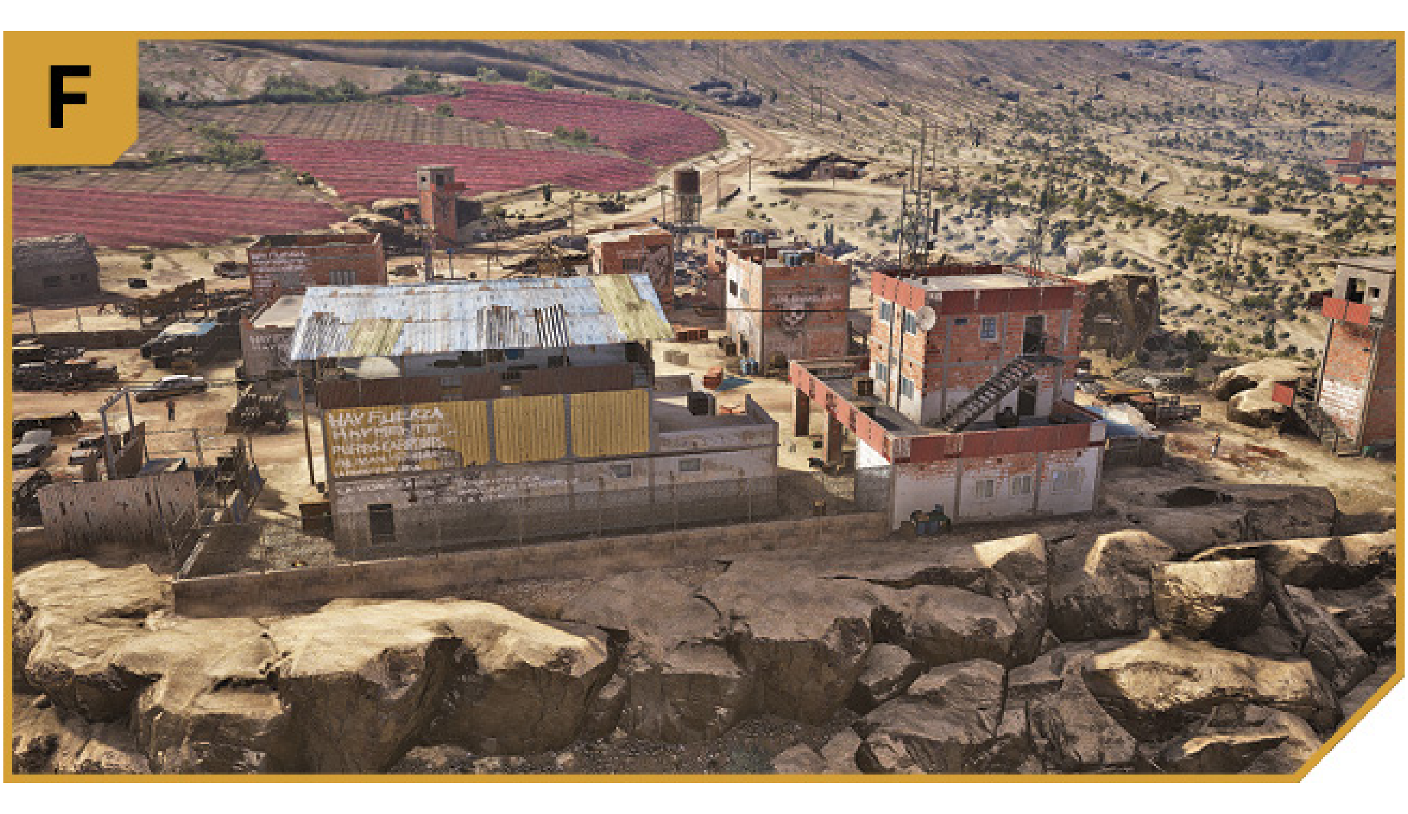
Enter the base via the pile of tires and small number of rusting vehicles, before removing the more troublesome foes in and around the HQ building just west of the cocaine warehouse.

NORTHWEST DESERT (SNIPER TOWER)



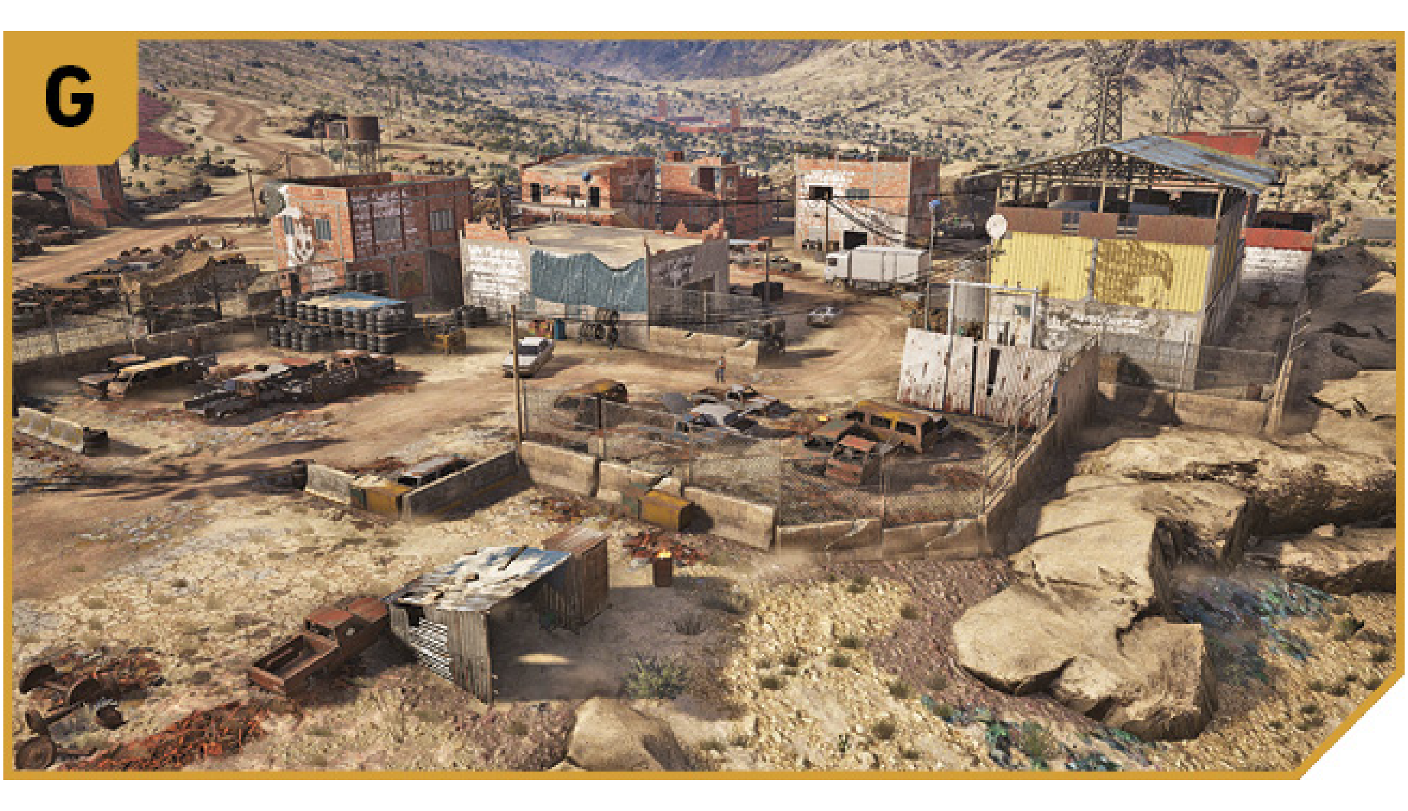
This offers similar access to D, and you can climb atop the sniper tower to offer cover, though this isn't as flexible as firing from the rocks at D, as the tower doesn't have good views of the target area. Instead, use this to infiltrate from, towards F or H, or if you're wanting to assault the HQ building.

NORTH DESERT (ROCKS AND HQ BUILDING)



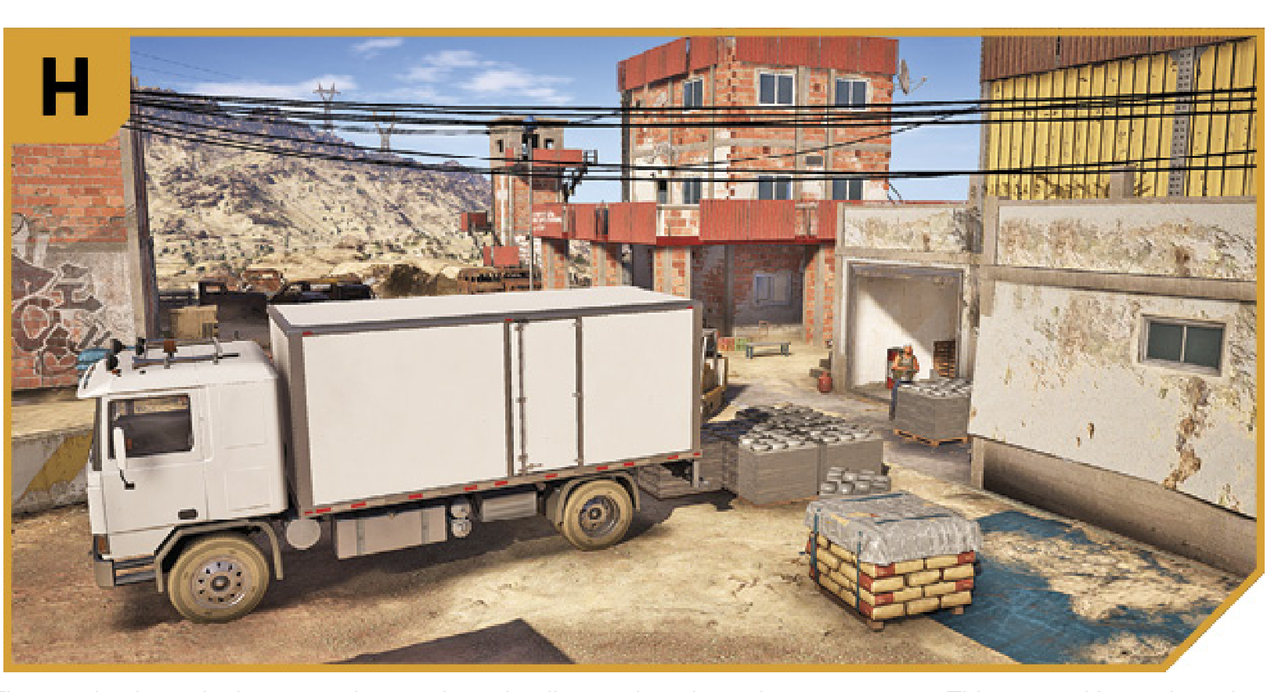
Climbing up the rocks to the perimeter fence and HQ building allows you to sweep in from the northwest (E), or smash a window in the HQ building and vault through, if you're storming in from the outside. Or, if you sneak in through the door, you can ascend to the top floor office, where you can shoot out the window overlooking the stockpile and lob a grenade down from relative cover, as well as firing down at the main road inside the base. Just be wary of the armored foe, lieutenant, and other enemies in and around this building.

NORTHEAST DESERT (FENCE AND GENERATOR)



There's little reason to try entering from this angle, unless you're moving to A or F, as the fence is sturdy and high enough not to allow you into the base.

TARGET: COCAINE STOCK AND WAREHOUSE



The cocaine is out in the open, close to the unloading truck and warehouse entrance. This means it's much easier to destroy than during other cocaine base sorties, though it is well-guarded. Look for the explosive barrel and canisters to shoot, the truck to set on fire, and various buildings you can climb up to use as cover before lobbing a grenade. You have the arm strength to hit the target with a grenade thrown from the roof of either of the partly-built brick structure on the western side of the base, for example.

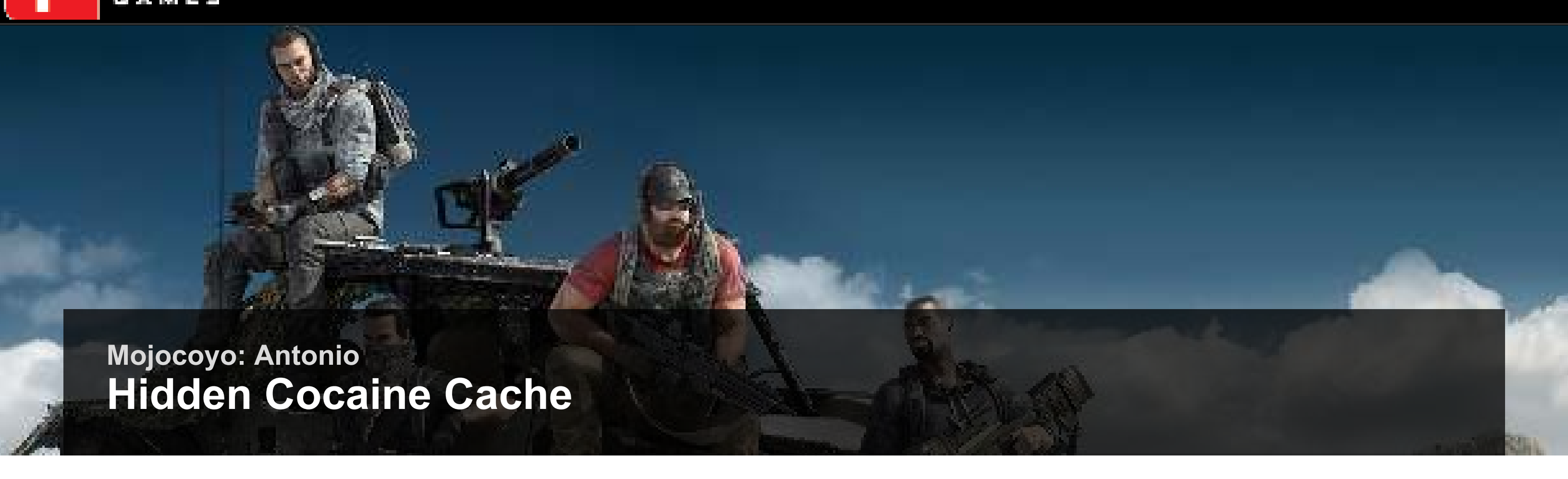
COCAINE HIDEOUT (WEST): OTHER TACTICAL ADVICE

SOLO: If you're wanting a quick in-and-out plan, sneak in from G, around the back of the cocaine warehouse by the generator, and enter the cocaine warehouse building itself via the corner doorway (northeast corner). Then lob grenades through the garage while shooting any explosive canisters, and retreat the way you came. Have your team distract foes in another part of the base. Or, if a complete removal of foes is more your style, enter from C, removing the sniper in the south tower, shoot out the alarm box, clear the foes in and around both minigun nests, then sneak north via D, tag the other sniper in the northwest tower, order your team toward the target and provide covering fire, then advance past the HQ building to the cocaine.

Or, strafe the cocaine by driving a vehicle in from A, or a helicopter. Optionally land on the garage roof (just southeast of the unloading truck), bomb the shipments, and leave via chopper.

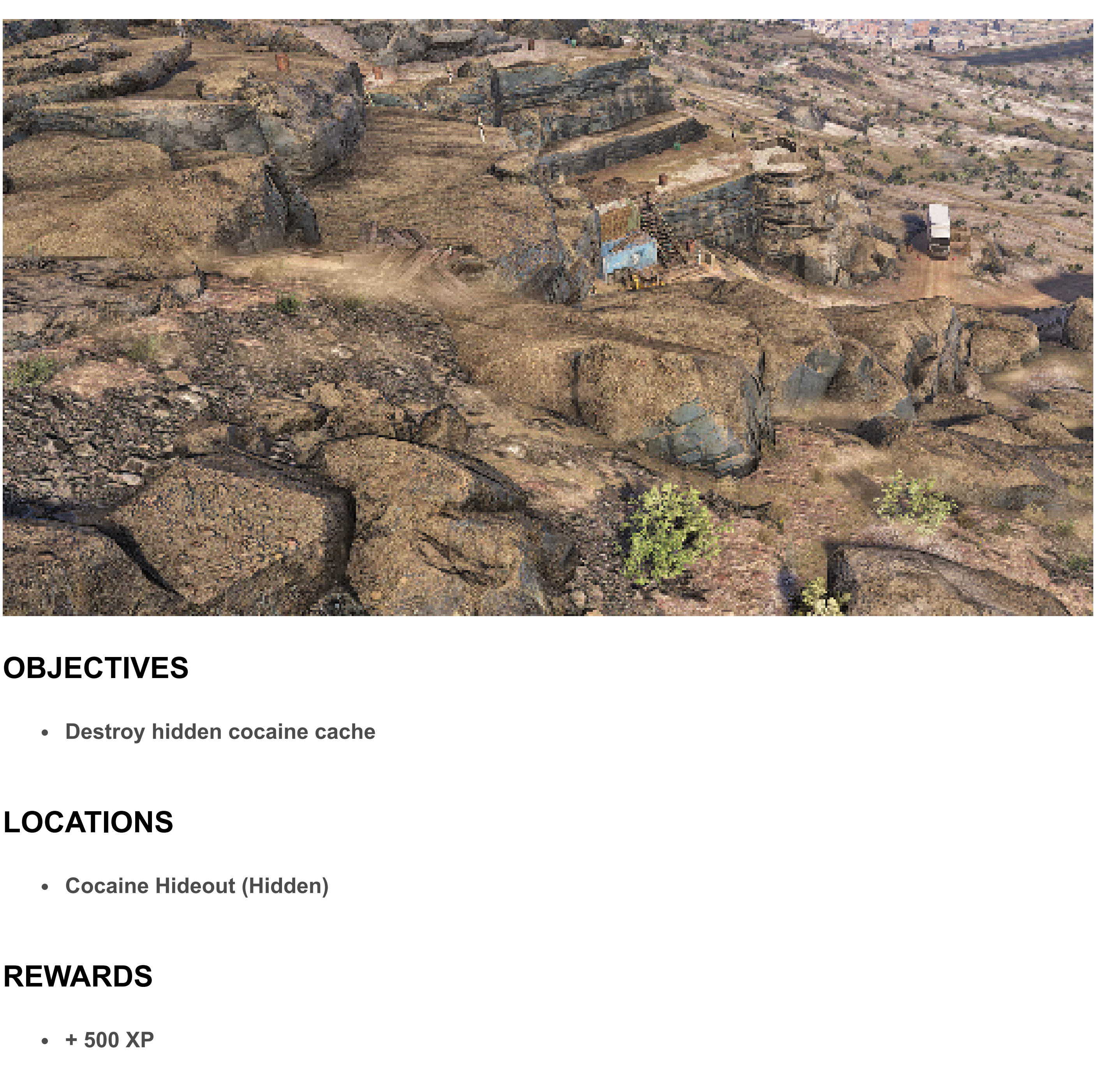
CO-OP: Have a Ghost responsible for the south portion of the base; dropping the sniper, destroying the alarm, and removing both minigun operators and foes in this side of the base. At the same time, assault from D and G; one foe using the rock outcrop at D to provide cover and removing the northwest sniper, while two Ghosts sneak in using the Solo route around the generator and into the cocaine warehouse. Then go for the cocaine.

Drive two well armored vehicles into the base from different directions, dropping grenades as you reach the cocaine. Mix this up using a chopper and vehicle. There's no need to add foes unnecessarily, so shoot out the alarm box as you enter.



Mojocoyo: Antonio

Hidden Cocaine Cache



OBJECTIVES

- **Destroy hidden cocaine cache**

LOCATIONS

- **Cocaine Hideout (Hidden)**

REWARDS

- **+ 500 XP**

BRIEF

We have intel on three large cocaine shipments that are being stockpiled in Mojocoyo prior to being shipped to Remanzo for packaging. Locate these drug caches and destroy them.

MISSION ACCESS

Receive a call from Bowman when you first enter Mojocoyo Province to start this mission.

TUNNEL VISION

This final stock of cocaine is perhaps the most difficult to find, as it's hidden beneath the mountain side on the western foothill slopes of this province. With only one entrance in and out, a slightly different set of tactics is required when dealing with this predominance of snipers, so you aren't executed well before you reach the cave entrance that leads to the cocaine.

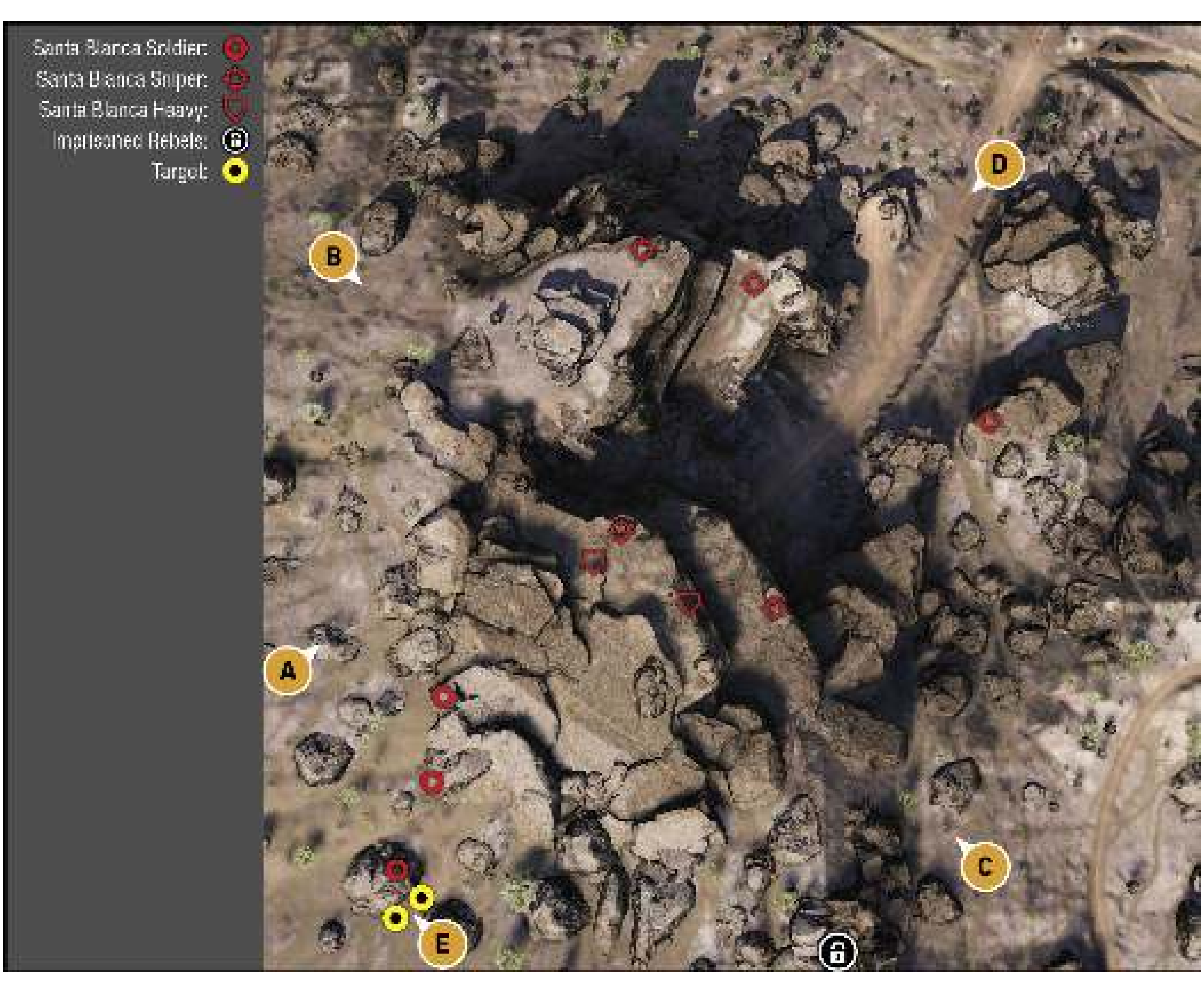
MOST RECON: NIGHT TIME IS THE RIGHT TIME

With no floodlights, alarms, or other defenses to worry about (just a group of trigger-happy cartel thugs), you should have a fierce firefight, but nothing you can't handle. For an easier time of it, don your night vision goggles as the foes don't have these, and hunt after dark. This makes maneuvering into the tunnel much easier.

MOST RECON: BOOM, SHAKE THE ROOM

As in the other two hideouts, cocaine shipments need to be destroyed with explosives. Grenades (thrown or via a drone), C4, mines, and the grenade launcher are all viable options. Don't forget to utilize flashbangs when you're storming the tunnel; that considerably hinders the firing of automatic weaponry by the enemy.

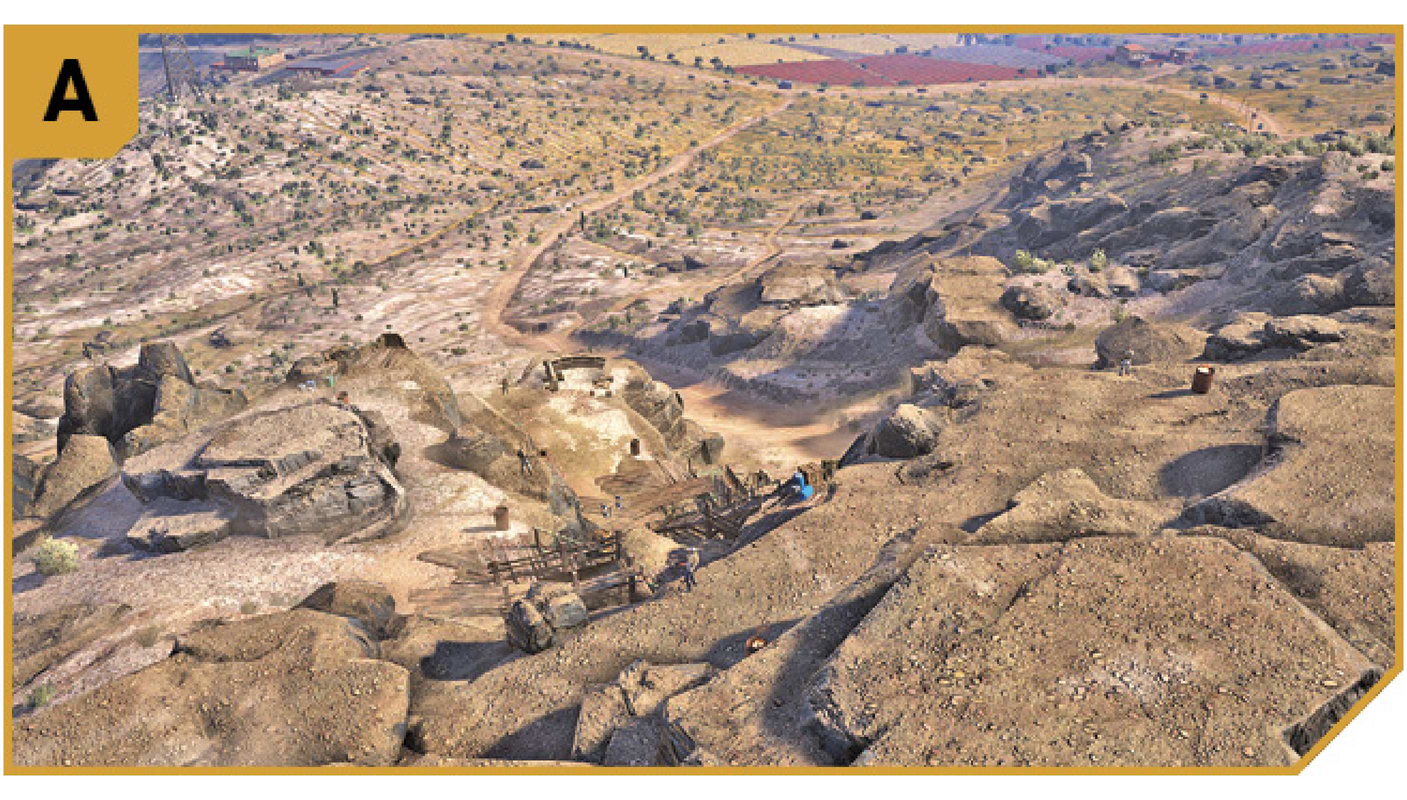
COCAINE HIDEOUT (HIDDEN: SOUTHWEST): RECON



TACMAP

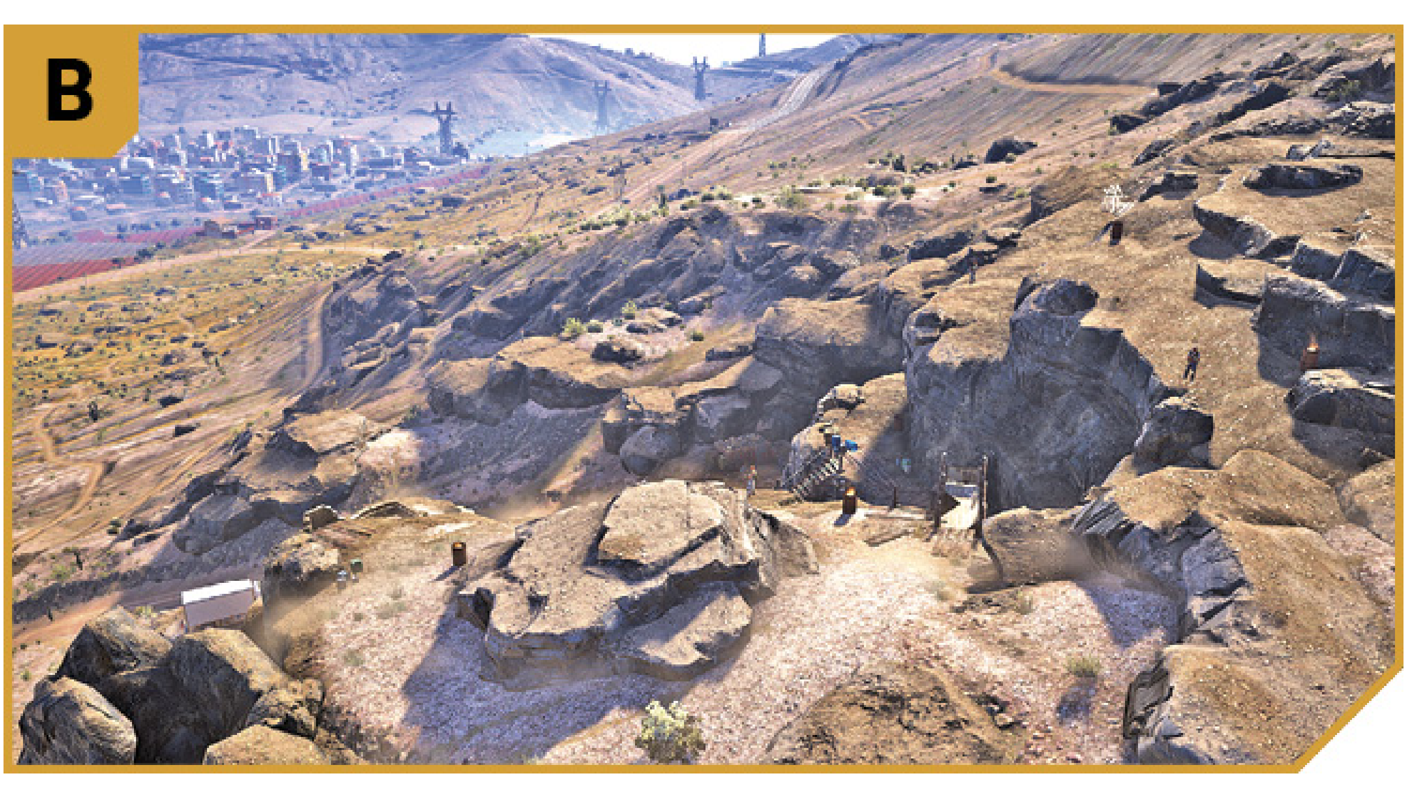
Due west of Rancho Sabala town, but east of the west Outpost, is a hillside dotted with large boulders and scree slopes. Close to the electrical pylon cutting across the hillside is a hidden cocaine depot, with a stash hidden about 60 meters underground, into the hillside. The surface area around the place is dotted with five snipers, and two armored foes guard the tunnel entrance, along with around three thugs inside the tunnel, and a lieutenant who isn't relevant to this mission (interrogate him if you wish). The success of this mission is very much about competent recon before moving in.

SOUTHWEST PLATEAU ROCKS



Carefully approach the base from this direction, directly above the tunnel (but don't look around for the cocaine cache on the surface!). Recon the five snipers looking out across the valley; they're usually facing in the opposite direction to you. This makes them easy kills. Neutralizing these problems early means you only have the foes at the tunnel entrance to worry about. Then, move to either B or C and start the assault using the height advantage.

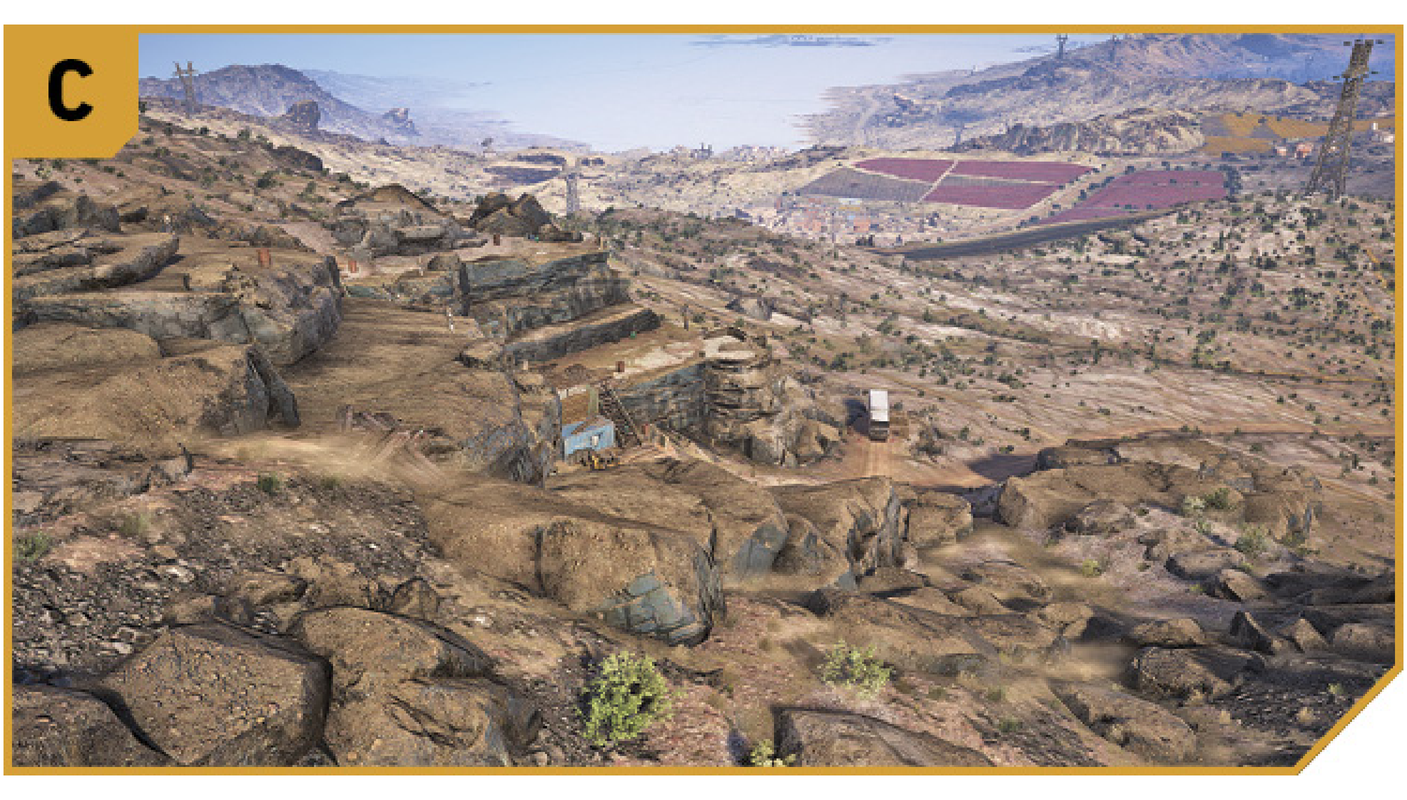
NORTHWEST ROCK OUTCROPS



There are some large boulders you can easily hide behind, and start a sniping competition with the enemy sharpshooters surrounding the rocky tunnel entrance. Two snipers are close to this infiltration area; look for evidence of human activity (barrels, movement in thermal vision) and tackle these foes first.

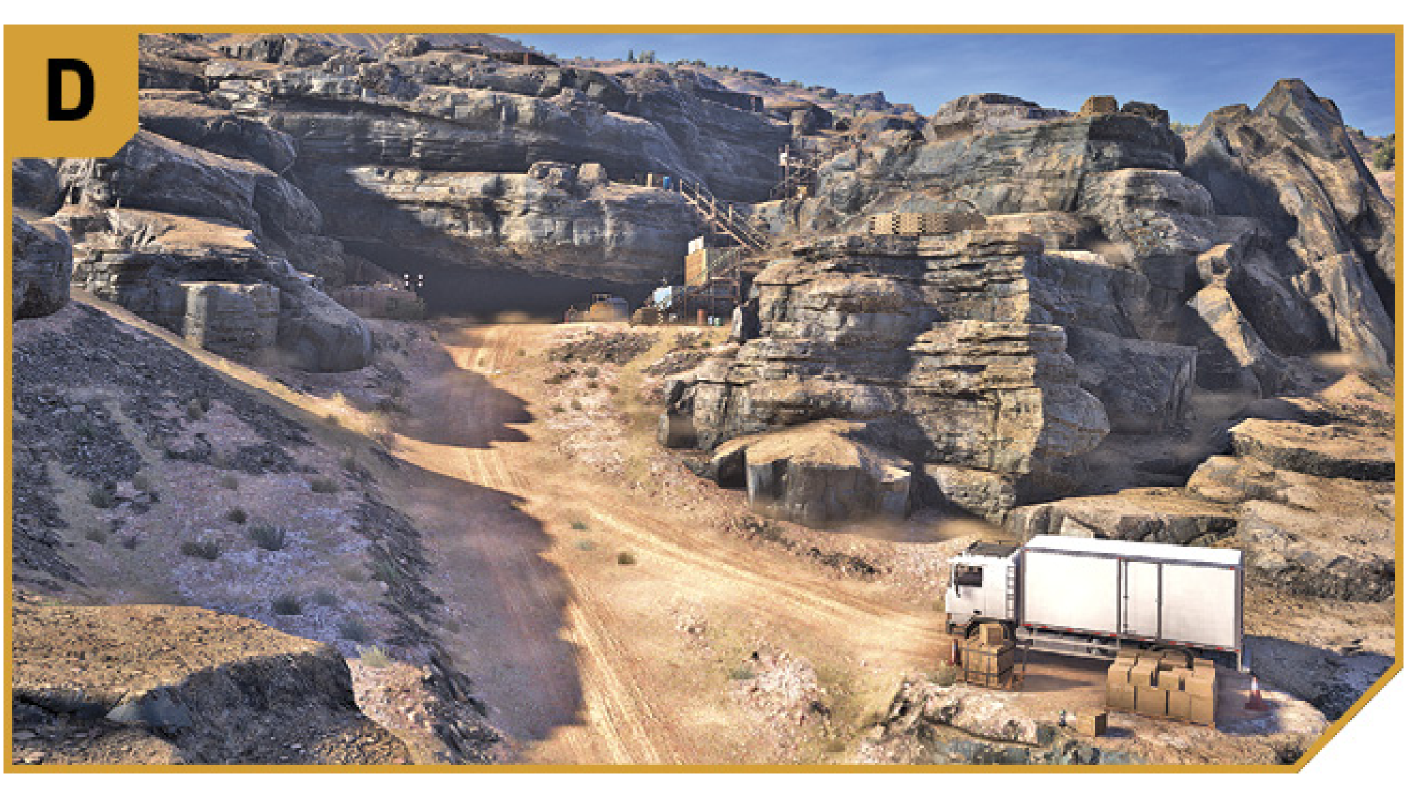
Using this side of the mountain above the hidden tunnel over A or C allows you to more easily reach and descend some outer wooden steps, down to the entrance. There's a sandbag defensive area close to D, and a forklift down to the entrance itself. Watch for sicarios with miniguns as you reach the tunnel.

NORTHEAST ENTRANCE



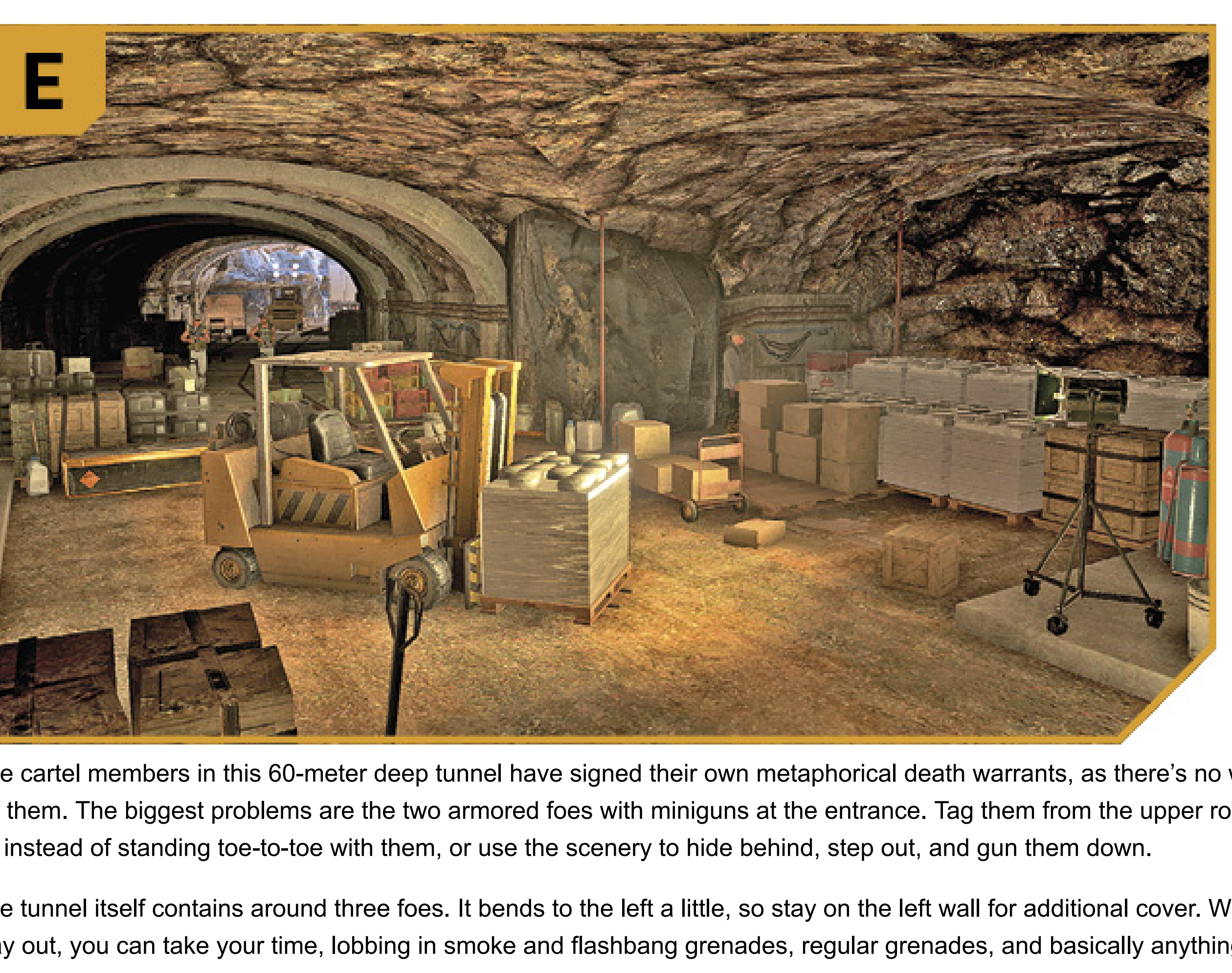
Just like A and B, approach using the hiking trail and then head to the rocks above the entrance, so you're above and behind all the enemy snipers. Then take them out from the vantage point here. Afterward, you can descend down the rocks to the tunnel entrance, or remain above, lobbing in explosives to weaken those foes at ground level.

SOUTHEAST ROCK OUTCROPS



The "road" here is more of a dirt trail, and it's off the road leading south from the Gas Station Via-B, northeast of the mission area. You're driving uphill slightly, can't easily see all five snipers, and the tunnel entrance enemies (both the heavy-weapon foes) can easily rake you or your vehicle. If you must head in from this direction, make it in a fast-moving vehicle you can use as cover, before looping west and east to move around and outflank the snipers on the hill, or you're likely to be killed.

TARGET: TUNNEL (COCAINE STASH)



The cartel members in this 60-meter deep tunnel have signed their own metaphorical death warrants, as there's no way out for them. The biggest problems are the two armored foes with miniguns at the entrance. Tag them from the upper rocks (B or C) instead of standing toe-to-toe with them, or use the scenery to hide behind, step out, and gun them down.

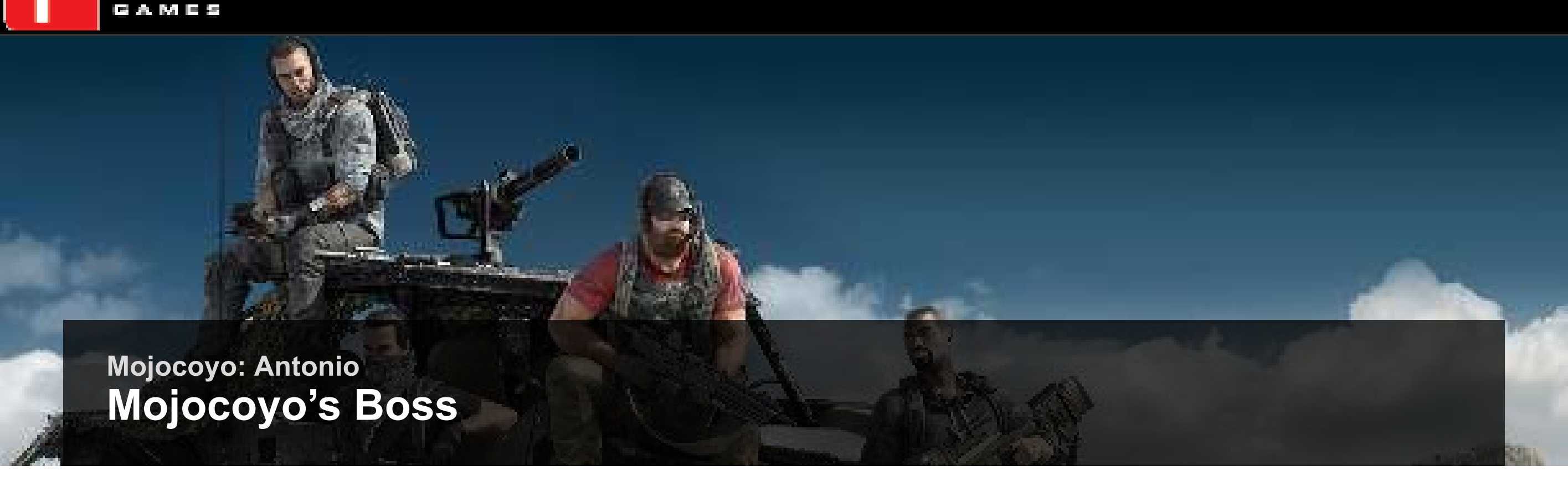
The tunnel itself contains around three foes. It bends to the left a little, so stay on the left wall for additional cover. With no way out, you can take your time, lobbing in smoke and flashbang grenades, regular grenades, and basically anything else you like to discombobulate the foes, making them easy pickings. It is them simply a matter of destroying the cocaine stash before you leave.

COCAINE HIDEOUT (HIDDEN: SOUTHWEST): OTHER TACTICAL ADVICE

SOLO: Take this one slow and steady, using the cover of night to help your progress. Stealthily creep in from A, tagging each sniper one at a time, aiming at those nearest you first, so you don't attract attention (by having a sniper near D fall first, with others seeing the death and raising the alarm). Move around to B, and after learning the location of both armored foes, execute them from cover. Then storm the tunnel and complete the mission.

If you don't feel like wandering all the way to the end of the tunnel, use a grenade launcher or a drone carrying explosives to destroy the stock piles.

CO-OP: The same plan is optimal with human teammates, though approaching from A, B, and C allows a more easy culling of the snipers without the rest of the foes being any the wiser. Optionally have a fourth Ghost acting as back up in a vehicle or helicopter for extraction purposes.



Mojocoyo: Antonio

Mojocoyo’s Boss

OBJECTIVES

- Reach the buchon’s house
- Search the buchon’s house
- Interrogate the person in the house
- Capture Antonio
- Extract Antonio to Mojocoyo Alpha

LOCATIONS

- Buchon House, Ranch Sabala
- Antonio’s Car
- Mojocoyo Alpha

REWARDS

- + 1,000 XP
- +3 Skill Points
- Handgun: Lady Killer

BRIEF

The attacks on the cocaine stockpiles in Mojocoyo set off dozens of calls from cartel members looking for orders from their buchon. The Activity triangulated the calls to a house in Rancho Sabala. Go there, find the buchon, and extract him.

MISSION ACCESS

Complete Main Missions: Eastern Cocaine Cache, West Cocaine Cache, and Hidden Cocaine Cache in Mojocoyo Province to start this Mission.

A BIT OF A SAUSAGE PARTY

One of your team remarks that the town of Rancho Sabala is lacking all its female population, but there’s little time to wonder why, as you’ll be preoccupied with storming the Buchon House in the eastern part of town. This is heavily-guarded, but providing you come up with a succinct plan for street-to-street clearing, you’ll be able to infiltrate the small compound and search for the boss. Make plans to continue this mission after you reach the target; the boss is elsewhere.

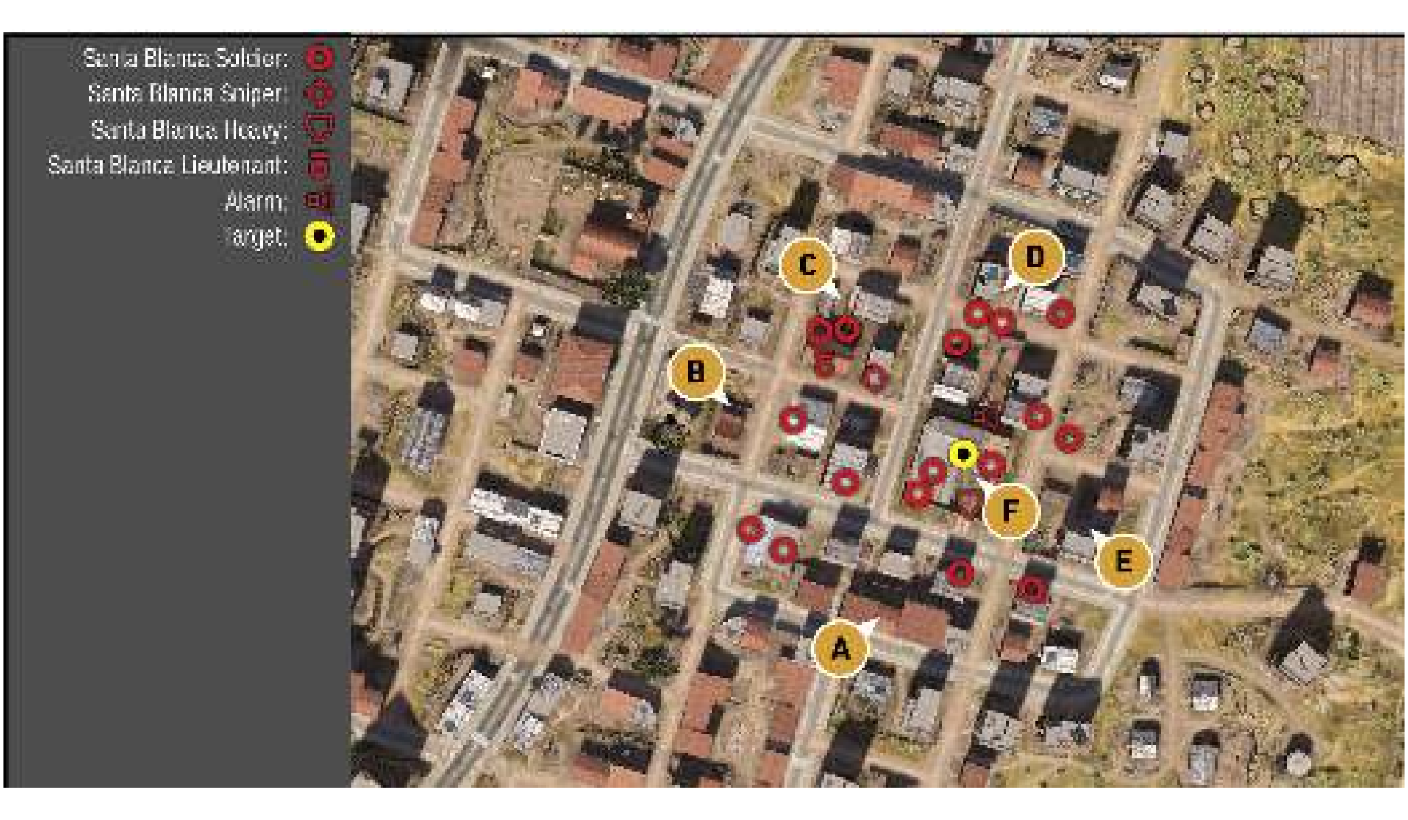
CAUTION: LOWERING THE ALARM

Notice the tall pole with the loudspeakers atop it? It’s just north of the Buchon House compound walls, near a small helipad on the ground. Train your weapon at the electrical box atop this pole and shoot out the siren as soon as you can, ideally before you even jostle with the enemy. You don’t want truckloads of reinforcements and cartel helicopters hindering your progress.

MOST RECON: TRUE STEALTH, OR SIMPLY SLAUGHTER

Note the initial likely whereabouts of the enemies in this part of town by checking the guide Tacmap, and learn where the Buchon House entrance is. There are only two guards you need to defeat before sprinting into the structure, after which the interrogation begins once you find the target. This means you could distract foes away from the front of the structure (or kill them) enter, then leave, while leaving the bulk of the enemies alone. Or slaughter everyone; your call.

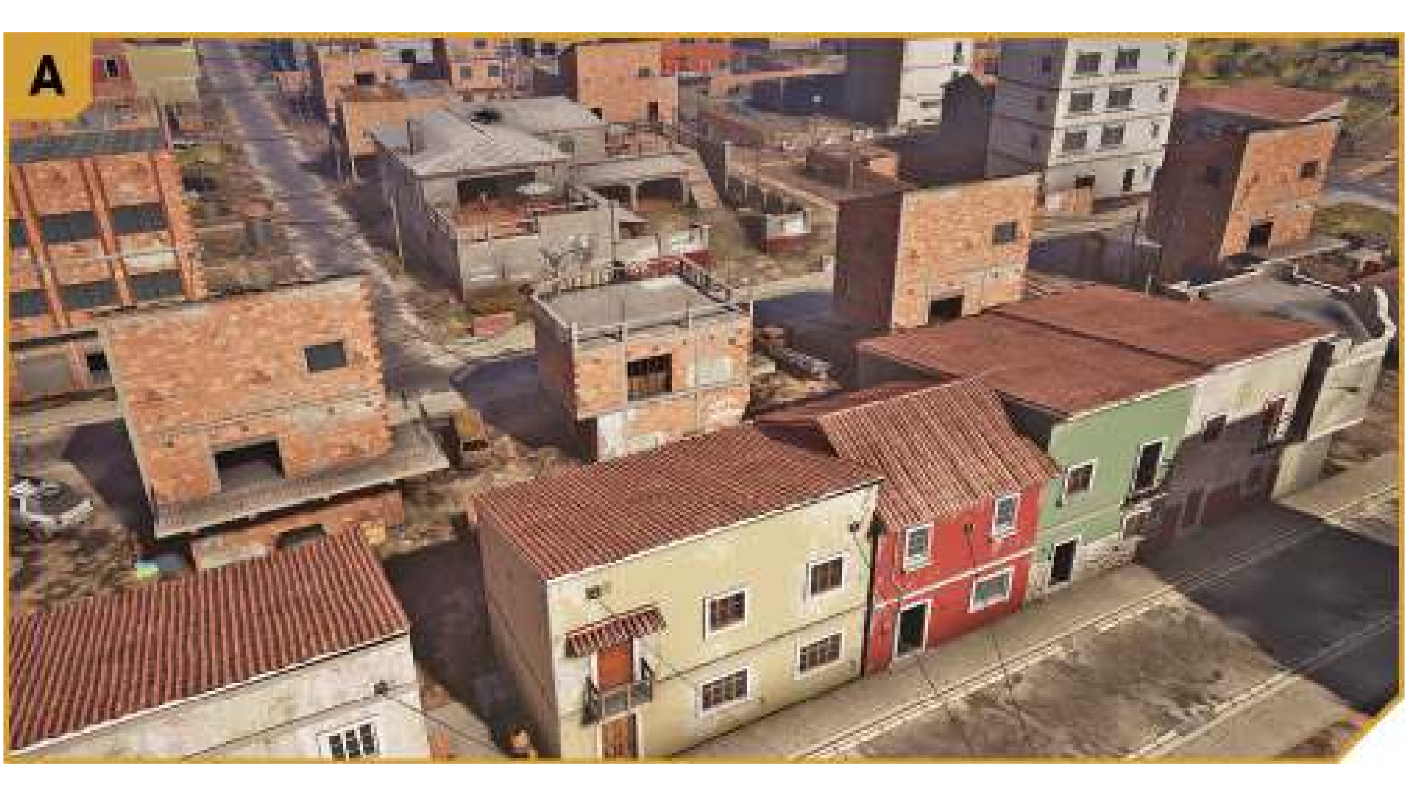
BUCHON HOUSE (RANCHO SABALA): RECON



TACMAP

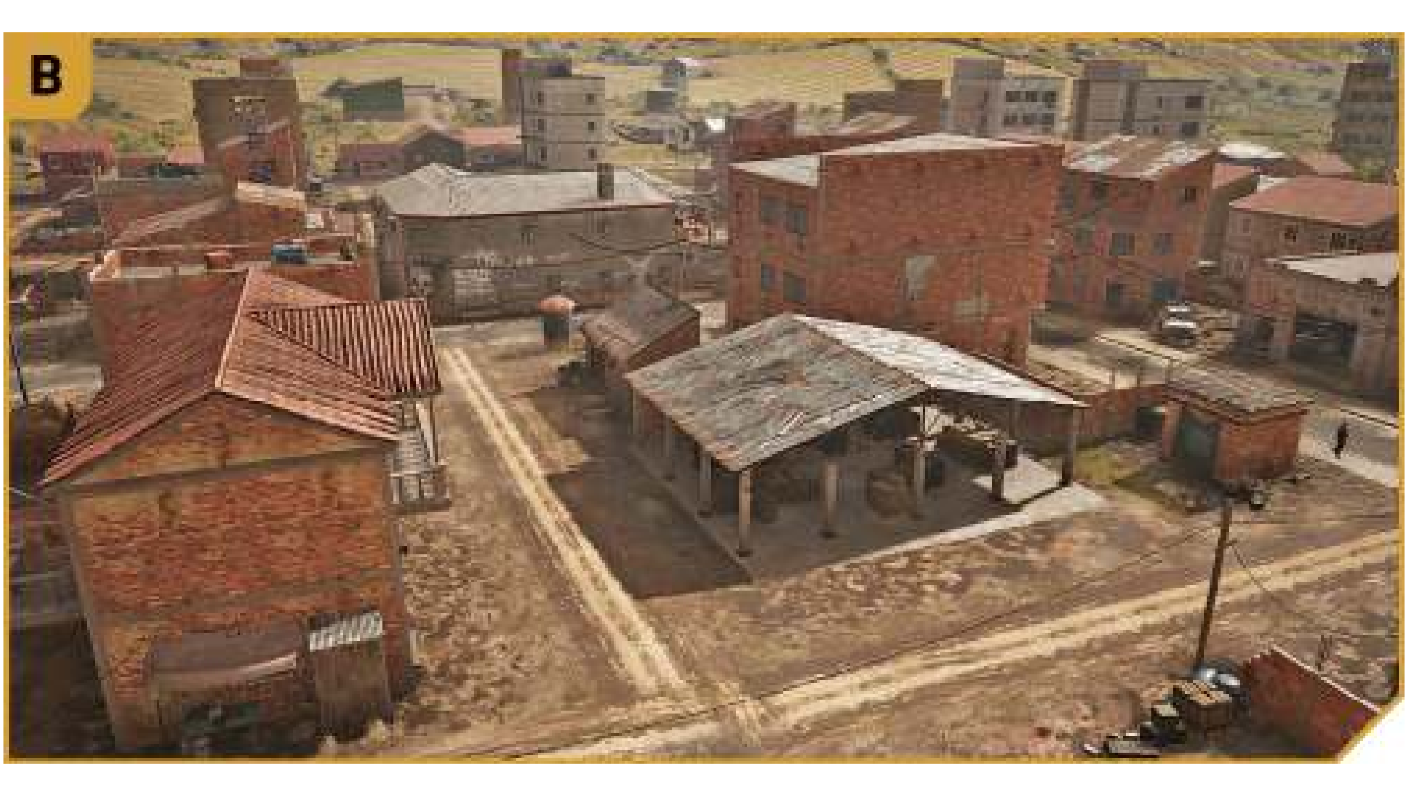
This location has a few innocents to worry about, but the majority of the enemies are surrounding the Buchon House itself. Expect around 20 foes to face, prior to any reinforcements arriving (and stop those by silencing the alarm on the tall pole directly behind the Buchon House). There’s only a single sniper, and one armored guard at the house entrance. Otherwise, the location has the usual cartel scum to wipe off the planet. Study the buildings with the higher floors; you may wish to back up your team from the roof of one of these structures, so there are fewer foes to face once the house assault begins.

SOUTH: ROW HOUSES AND BRICK BUILDING PERIMETER



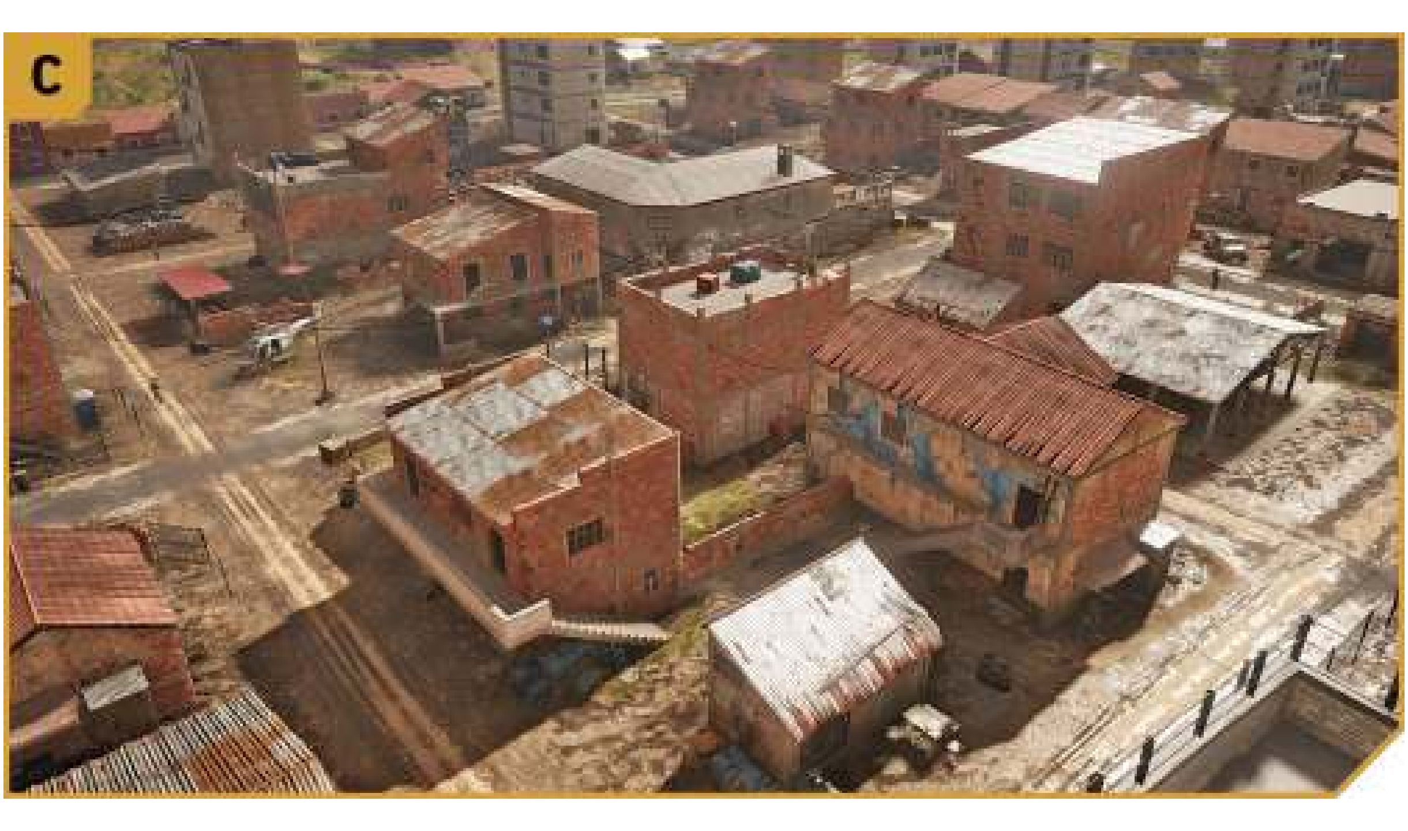
If you’re sneaking and removing foes on the block south of the Buchon House, enter via the red row house for a good view of the compound, and access to the three brick structures on the south side of the road adjacent to the Buchon House itself. There are only around four foes in this vicinity, and you can quickly set up a defensive posture on the upper floor (interior) of either of the brick buildings (watch for sleeping foes at various times of the day). You can shoot at the enemies across on the Buchon House balcony, as well as the compound entrance. It’s even possible to snipe the alarm panel behind the Buchon House from these south row of brick apartments.

WEST: TOWN FOUNTAIN AND WAREHOUSES



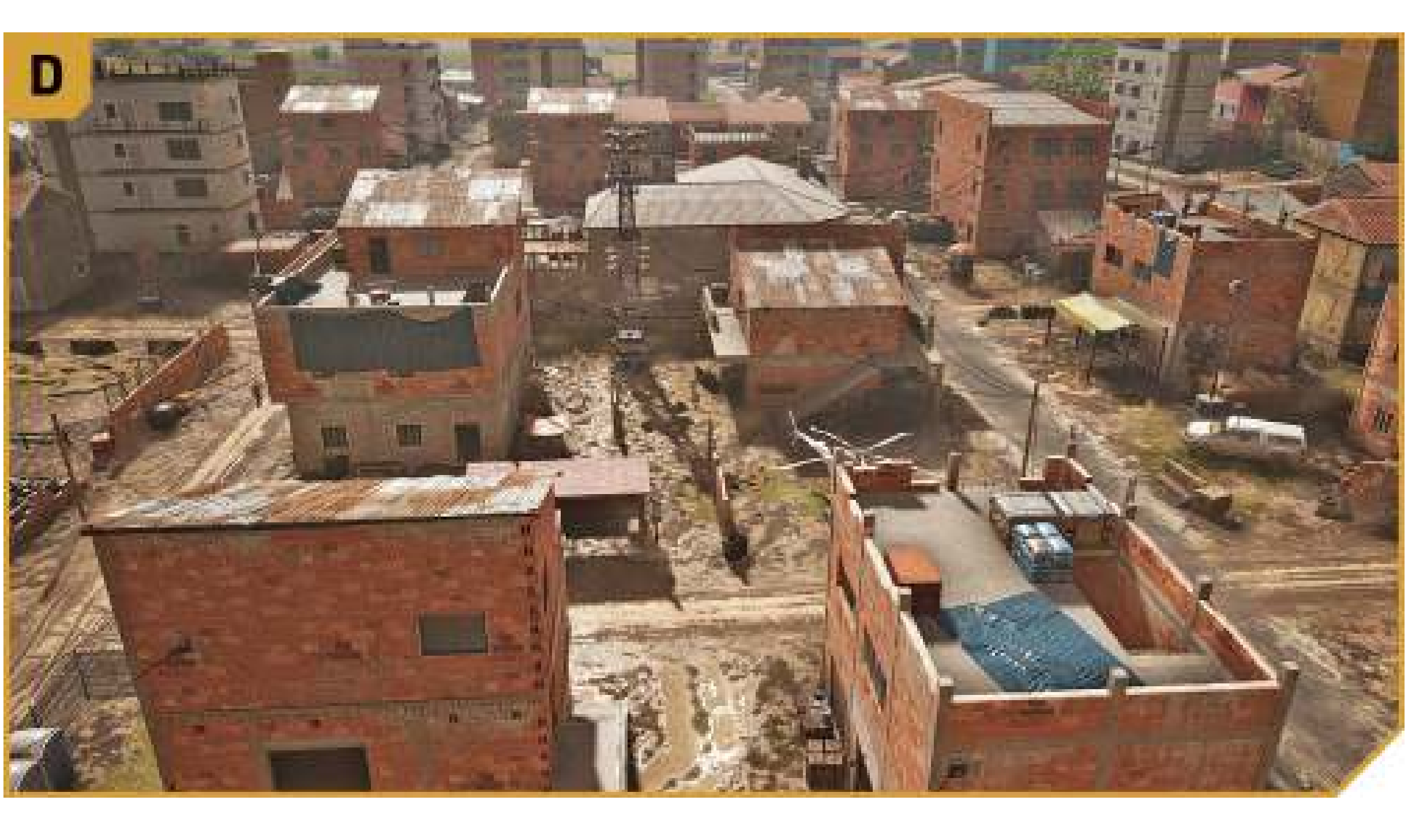
Don’t overlook the small maze of streets to the west of the Buchon House; there’s a multi-floor garage structure adjacent to (west of) the Buchon House you can climb the interior of, until you’re above the compound and can fire through a window at the foes there. This is the safest building from which to shoot through north windows and drop the sniper on the roof, and the alarm panel atop the pole.

NORTHWEST: MANSION HOUSE AND ALLEYS



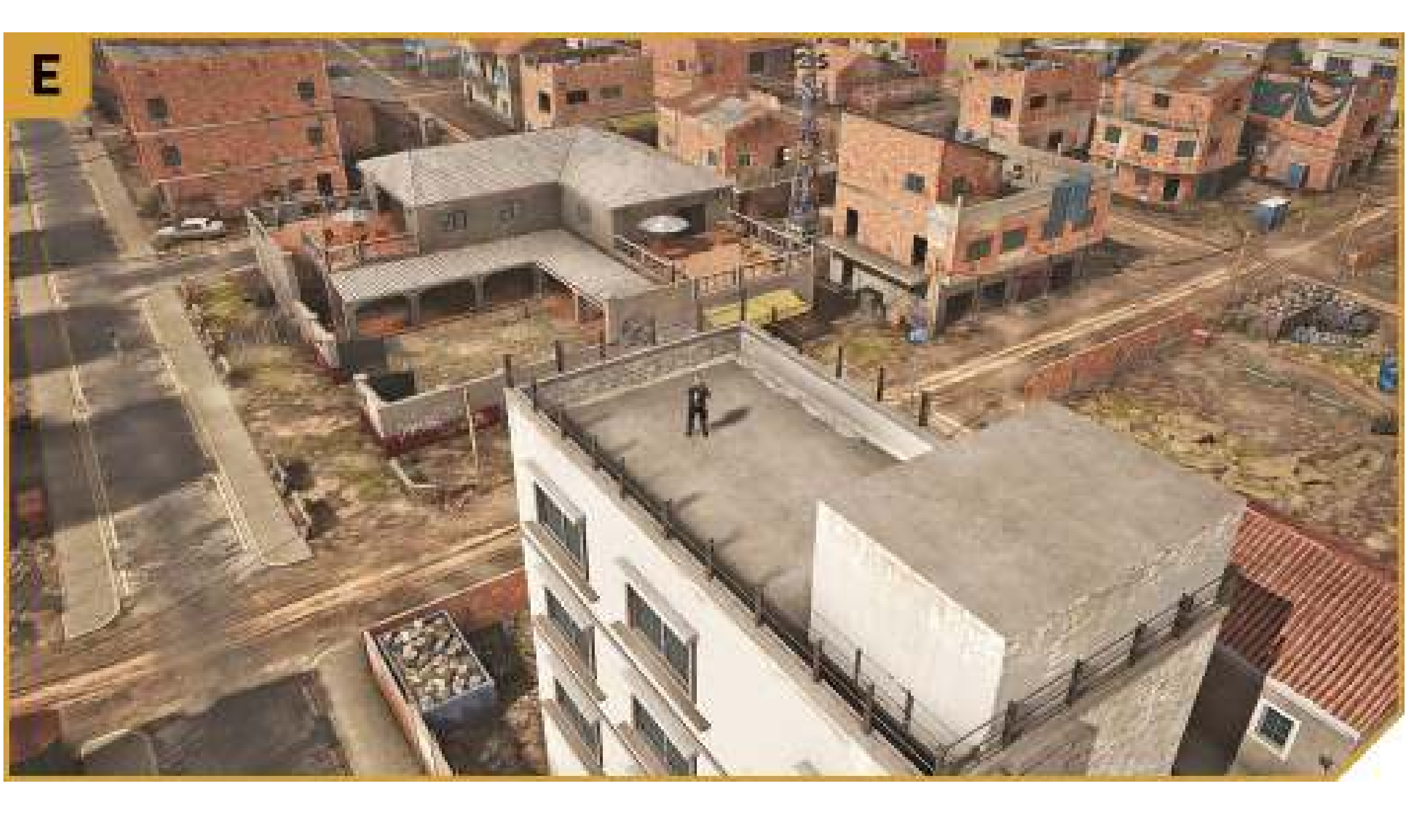
Note the blue exterior walls of the mansion house, where a captain resides, and the adjacent apartment with a sniper on the roof, northwest of the Buchon House. If you’re coming in from the northwest heading southeast, you can clear this area reasonably easily, or avoid it as the sniper can’t really strike you if your team is storming the Buchon House (as his view is blocked by the house itself).

NORTH: HELIPAD AND ALLEYS



It’s worth heading in from this direction to easily neutralize the alarm pole, and the sniper from one of the brick apartments just north of the helipad. However, defensively this isn’t helpful to Ghosts storming the Buchon House, as the perimeter wall of the target structure can’t be breached from this direction. Stay here momentarily, and only when sweeping the area and removing hostiles.

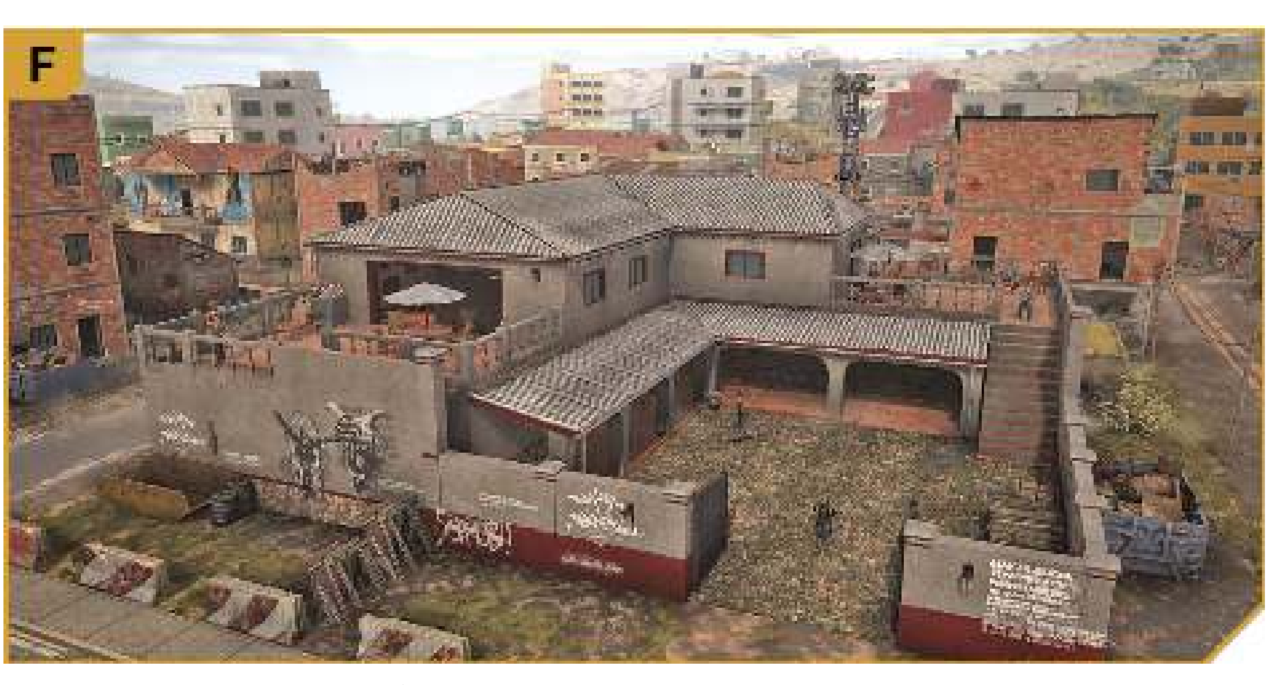
EAST: FOUR FLOOR TENEMENT AND ALLEYS



The eastern side of the Buchon House vicinity is dominated by a gray, four-story structure with a roof you can climb to, offering excellent views across the target building. You have good views into the Buchon House, across to the sniper and alarm electrical pole box, and can lob grenades to soften up foes down below. It’s a good place from which to launch a distraction.

Or, you can ignore the tenement structure and quietly infiltrate from this direction. This offers the least-defended, easiest route to the Buchon House entrance, so take it!

● TARGET: BUCHON HOUSE (ANTONIO’S WIFE)



Antonio is the boss in these parts; a fact you only discover when you enter the Buchon House, and interrogate his wife. Antonio is elsewhere. The house can be entered via the grounds and the entrance in the southeast corner, guarded by an armored foe, or via the terraces to the south and east. Once inside, you can take the northeast stairs, or the ground level doorway to the northwest. Try to keep the sports car intact, as it’s a great escape vehicle, which you’ll need to catch your foe during the next objective.

BUCHON HOUSE (RANCHO SABALA): OTHER TACTICAL ADVICE

SOLO: If you want to approach this as a thorough sweep of the entire town, start at C so you can remove the cluster of foes and the Captain near the mansion house. Then move on to the sniper, but make sure the alarm siren is destroyed before any foes are dispatched; you want to keep your additional enemy reinforcements to zero, wherever possible.

Clear the foes around the helipad at D before moving around to A and taking care of everyone who isn’t at the compound. With only the four Buchon House foes remaining, tackle the armored foe first (soften him up with a grenade if you wish) and storm the front yard, up the steps, and into the house to remove stragglers, and search for Antonio’s wife. Or, you can approach from E, perhaps under cover of darkness, and silently dispatch the foe at the entrance, before creeping into Buchon House and finding Antonio’s wife, with the minimum of carnage, and a quick in-and-out of town.

Augment your usual gun battles by flying explosive-laden drones into the buildings you know have foes are inside, use flashbangs, and don’t forget to locate a getaway vehicle in which to leave town, so you can chase Antonio easily. There’s usually a fast car in the Buchon House garage, or a quality truck parked near the helipad.

CO-OP: Utilize Solo plans, with an extra dollop of sniping. Station a teammate at A, who is responsible for the southern street foes. Move a Ghost to the top of the tenement block at E to cover the team and take out the sniper, alarm panel, and armored foe. Optionally have a Ghost come in from C to remove the captain and the clusters of enemies to the northwest. After storming the compound, have one Ghost drive up in a vehicle, and drop them off at a second vehicle so you have both chasing down Antonio (or leave in a ground vehicle and chopper).

AFTER ANTONIO

Once inside the house, grab the only woman in town (Antonio’s wife) and interrogate her. Her husband (the supply lieutenant) seems to be having a major coke problem, and has rounded up all the women town. For what purposes remains unclear. What is clear is the itinerary the wife gives you. Time to track down Antonio and bring him down!

ANTONIO’S CAR

Antonio is driving a sports car in the vicinity of town, along the country roads within a kilometer or so of your current position. Use whatever vehicle you wish, and stop Antonio. You can: Ram him off the road, or into a telephone pole, and grab him before he drives off. Ram him or block his path with a vehicle, point a weapon at him, and grab him from the driver’s seat. Strafe every part of his car except the driver’s side, until it catches fire, forcing Antonio out of the vehicle. Or, hack his car alarm so the vehicle stops.

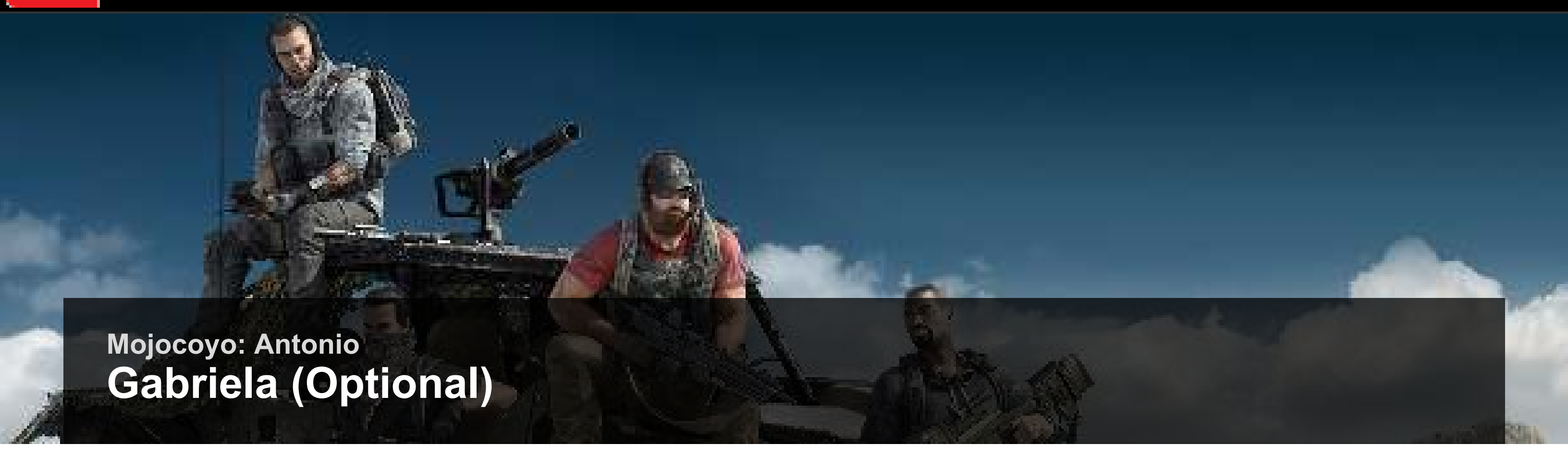
When you’ve grabbed Antonio, you need to extract him to Mojocoyo Alpha, which is just southwest of Rancho Sabala. Simply find a vehicle you want to stow Antonio in. This could be a chopper you or a teammate has flown, a vehicle you used to shunt Antonio into stopping, a parked vehicle nearby, an innocent’s vehicle, or for the ultimate indignation, Antonio’s own vehicle (stuff him into the passenger side while you take the wheel)!

CAUTION: ONLY ANTONIO

When you’re following Antonio, make sure you start the offensive driving to stop him when there are no passing cartel vehicles or enemies parked on the roadside. You don’t need the extra hassle.

EXTRACTION TO MOJOCOYO ALPHA

After some choice words, drive or pilot your aircraft (carefully) to Mojocoyo Alpha, and place Antonio in the capable hands of Bowman. While she sees how much cocaine can fit up Antonio’s nose, you can inspect the handgun you just won, as the mission concludes.



Mojocoyo: Antonio

Gabriela (Optional)

OBJECTIVES

- Talk to Gabriela
- Extract Gabriela to Mojocoyo Bravo

LOCATIONS

- Panua Village
- Mojocoyo Bravo

REWARDS

- + 1,000 XP

BRIEF

Antonio's extraction and the loss of several drug caches have thrown Mojocoyo into turmoil, and El Sueño is out for blood. He has ordered sicarios to torture and kill Antonio's wife Gabriela. Get to Gabriela and extract her before it's too late.

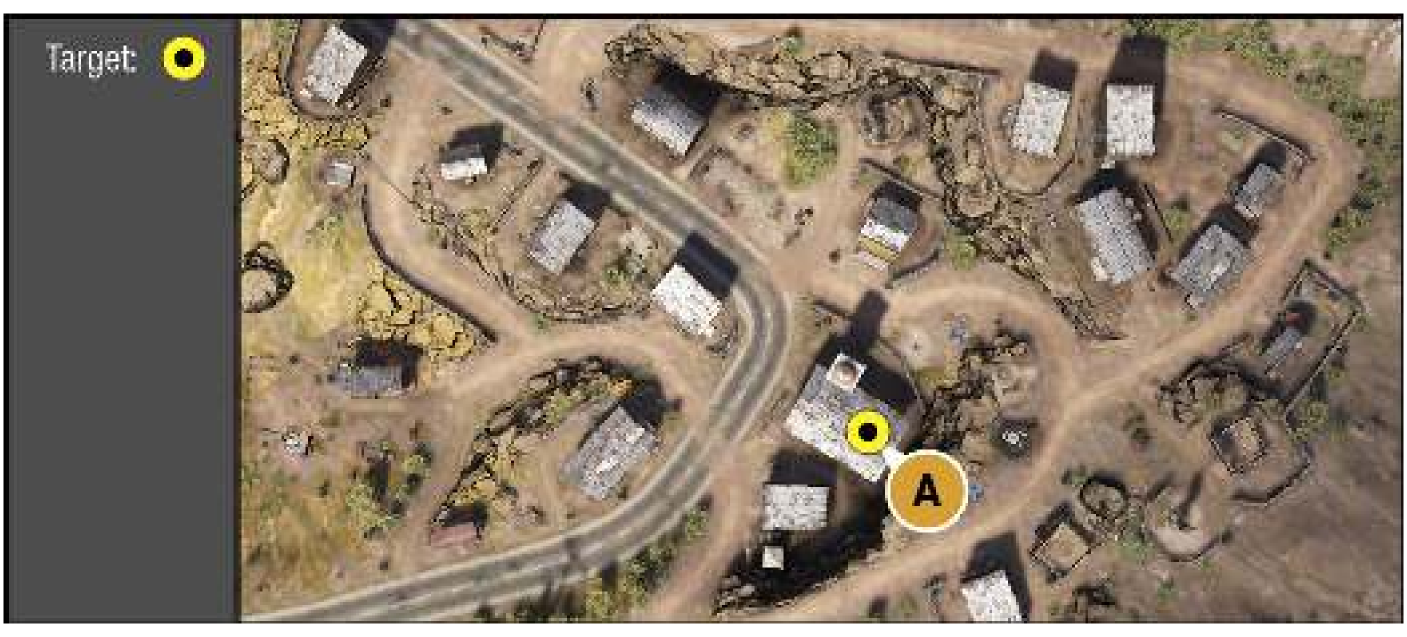
MISSION ACCESS

This is an Optional mission. Complete Main Mission: Mojocoyo's Boss in Mojocoyo Province to start this Mission.

GRABBING GABRIELA

Mojocoyo Bravo is around 1.2 kilometers away from the small village of Panua, where Gabriela is being held. Assuming you wish to save the woman you outed to the cartel, this mission is straightforward; so much so that reconnoitering the village isn't even necessary.

PANUA VILLAGE: RECON



TACMAP

The small hillside village of Panua is perhaps the most idyllic you've encountered, mainly because there's a distinct lack of cartel members in the vicinity. In fact, only the centrally-located church is necessary to visit.

● TARGET: GABRIELA (PANUA CHURCH)

The church at the bend in the road is where Gabriela is currently hiding. The settlement itself has no enemies, making extraction extremely easy. Simply enter the church via the main (roadside) entrance, or either of the two rear doorways, and speak to Gabriela. The only time you need to worry is if a cartel vehicle passes by, on the road. Simply ignore these vehicles, and they drive on. Of course, nothing ever goes smoothly, as after you and Gabriela exit the church, the cartel attempts an ambush a few seconds later. A heavily-armored SUV complete with a minigun turret and four armed thugs drives in from the west, directly ahead of the main church entrance. It's worth leading Gabriela back into the church, and leaving her while the rest of your team engages.

PANUA VILLAGE: OTHER TACTICAL ADVICE

SOLO: CO-OP: Holster your weaponry so as not to freak out the villagers, head into the church, and begin the extraction. There's little more to it than that. Weaponry isn't required, unless you're seen by a roadside patrol vehicle belonging to the cartel, in which case, return fire. Usually though, just let the cartel vehicle pass by.

In Solo, leave the church, waiting for Gabriela to enter whatever vehicle you came here in. Or take the car parked outside the church.

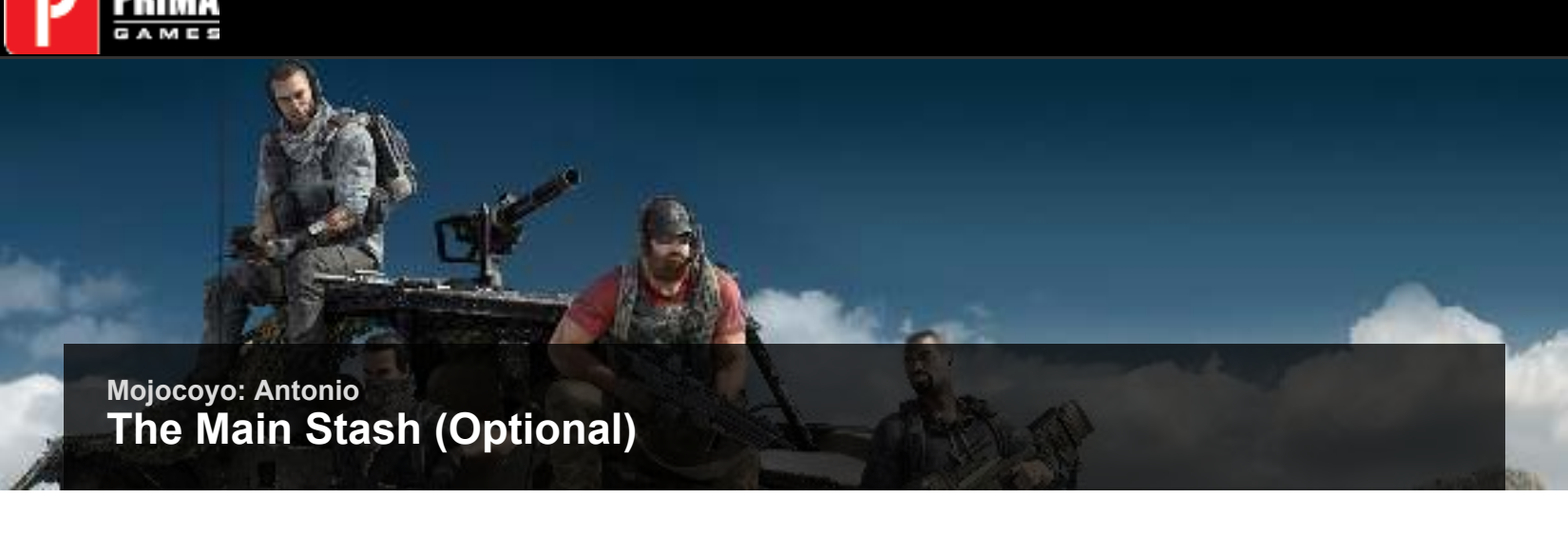
In Co-op, have one of your team waiting outside the church in a vehicle that's armored and with a minigun, if you're worried about foes driving at you en route to the extraction point.

This mission is even easier if you land a chopper here, and extract her by air.

If the ambush cartel SUV makes an appearance before you drive off, retreat into the church with Gabriela. The rest of your team should return fire from the road, or the cliffs southeast of the church. This is easier in Co-op, with additional Ghosts available to patrol the road, and block the enemy SUV while others escape with the target. You can also try laying mines and setting up an ambush before the enemy actually arrives, waiting behind the cover afforded by the village homes either side of the dirt road the enemy drives up through.

EXTRACTION TO MOJOCOYO BRAVO

Take a measured drive (or flight) southeast towards the extraction point. Feel free to ignore or engage enemy vehicles along the way (though the latter is just reckless behavior). After you deliver Gabriela to Bowman, the mission concludes.



Mojocoyo: Antonio

The Main Stash (Optional)

OBJECTIVES

- **Gain access to the main cocaine cache**
- **Destroy the main cocaine cache**

LOCATIONS

- **Mojocoyo Base**
- **Mojocoyo Base (Quispe Farm)**
- **Mojocoyo Base (Sniper's House)**

REWARDS

- **+ 1,000 XP**

BRIEF

Antonio has given us the location of the primary cocaine stockpile in Mojocoyo. Get to the cache and destroy it.

MISSION ACCESS

This is an Optional mission. Complete Main Mission: Mojocoyo's Boss in Mojocoyo Province to start this mission.

POWDER KEG

There's little time to admire the spectacular views of the salt flats to the northwest in Koani Province from this hilltop High School. It's been turned into one of the most heavily-guarded bases you've ever seen. Aside from the massive number of enemies (the majority of which are clustered inside the four floors of the main school structure in the southeast part of the area), there are installation defenses to counter, and close-quarter fighting as you battle down into a basement and out again.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

To make matters worse, you can't throw caution to the wind, and a load of explosives into the base, and not worry about hitting the innocent workers here. Accurately-placed detonations and gunshots are required, on top of everything else.

CAUTION: MORTARS AND MUCH MORE

The place is bristling with defenses, including a mortar (on the roof of the school building), a minigun (on the low roof of the armory, just north of the main south entrance), a generator (hidden behind the main school structure and armory) and three alarms. These are of particular concern, as one is in front of the HQ building just north of the main south entrance. However, the second is on the grounds of the small farmstead, Quispe Farm, just south of the main entrance. The third is at the unnamed Sniper's House southeast of the main compound. This means the two smaller locations should be cleared (and each has a few foes of their own) before the main base is attacked, unless you're very sure that you can get to generator first.

MOST RECON: NIGHT TIME IS THE REASONABLE TIME

Though stealth tactics are going to be difficult (if not impossible) considering the large number of foes clustered together in and around the school, a number of them can be found sleeping in the tents behind (north of) the main school building after nightfall. Introduce them to a permanent sleep.

You've also got Rebel Support. Now is a great time to call in a favor (mortar strikes on the enemy mortar if you're worried about it, Guns for Hire to help clear the base, and Diversion to preoccupy the enemy away from the schoolhouse.

MOJOCOYO BASE: RECON

TACMAP

(SNIPER'S HOUSE): Threats are minimal at this Sniper's House; which is simply a hastily-built observation building, an old farm cottage, and a chapel. There's a sniper, and one or two additional foes to contend with. Approach this area only if you're interested in shooting out the alarm panel (one of three for the entire base).

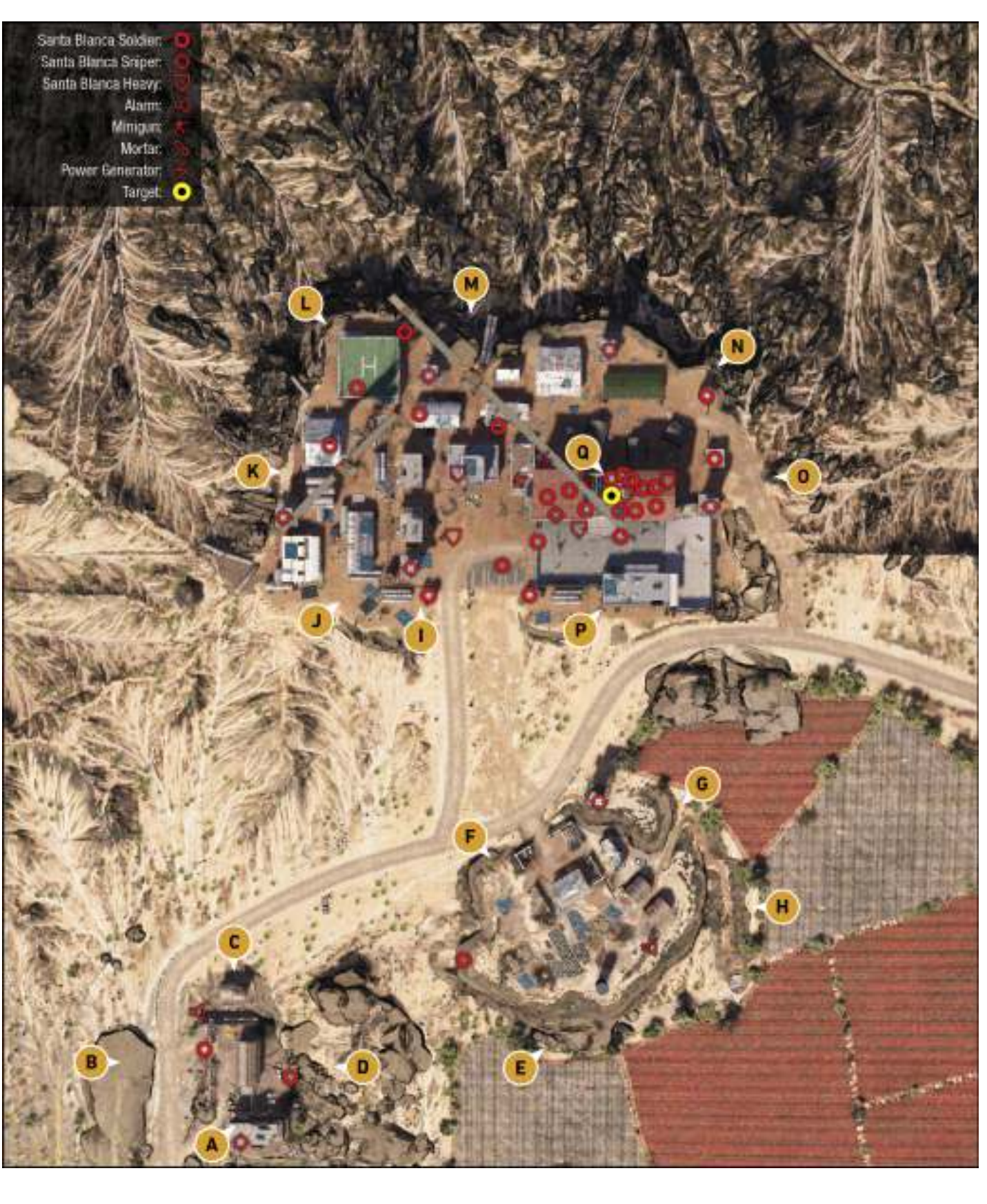
TACMAP

(QUISPE FARM): Threats are even more minimal at this small farmstead on a low plateau. Watch you don't attract attention from the main base to the north. The biggest problem here is the sniper tower; remove that, then a possible second foe on the ground. Then shoot out the alarm panel (the second of three for the entire base).

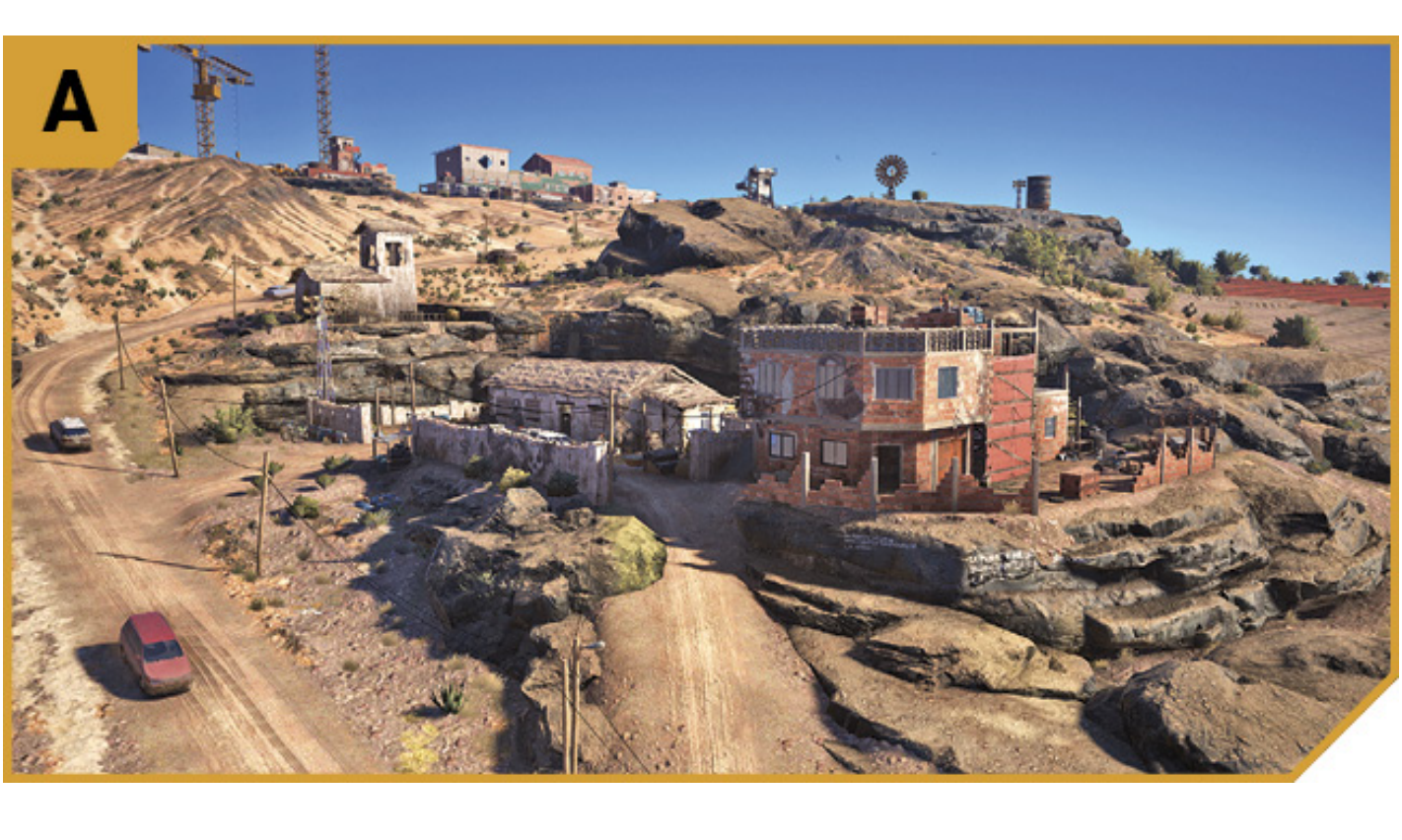
TACMAP

(MAIN MISSION AREA): The vast majority of the mission occurs here (all of it, if you're unconcerned with alarm panel destruction). The first problem to note is the alarm pole itself; it's by the HQ building in the center of the compound, so shoot it out. Then note the five(!) sniper towers, and a sixth sniper on the roof of the school (looking out of the "designer" hole). The grounds of the base have foes mainly clustered around and in the four-story school structure. This structure is where the cocaine is stored, and it's in the basement, accessible via a keypad at a door in the southwest corner of the ground floor.

MOJOCOYO BASE: RECON

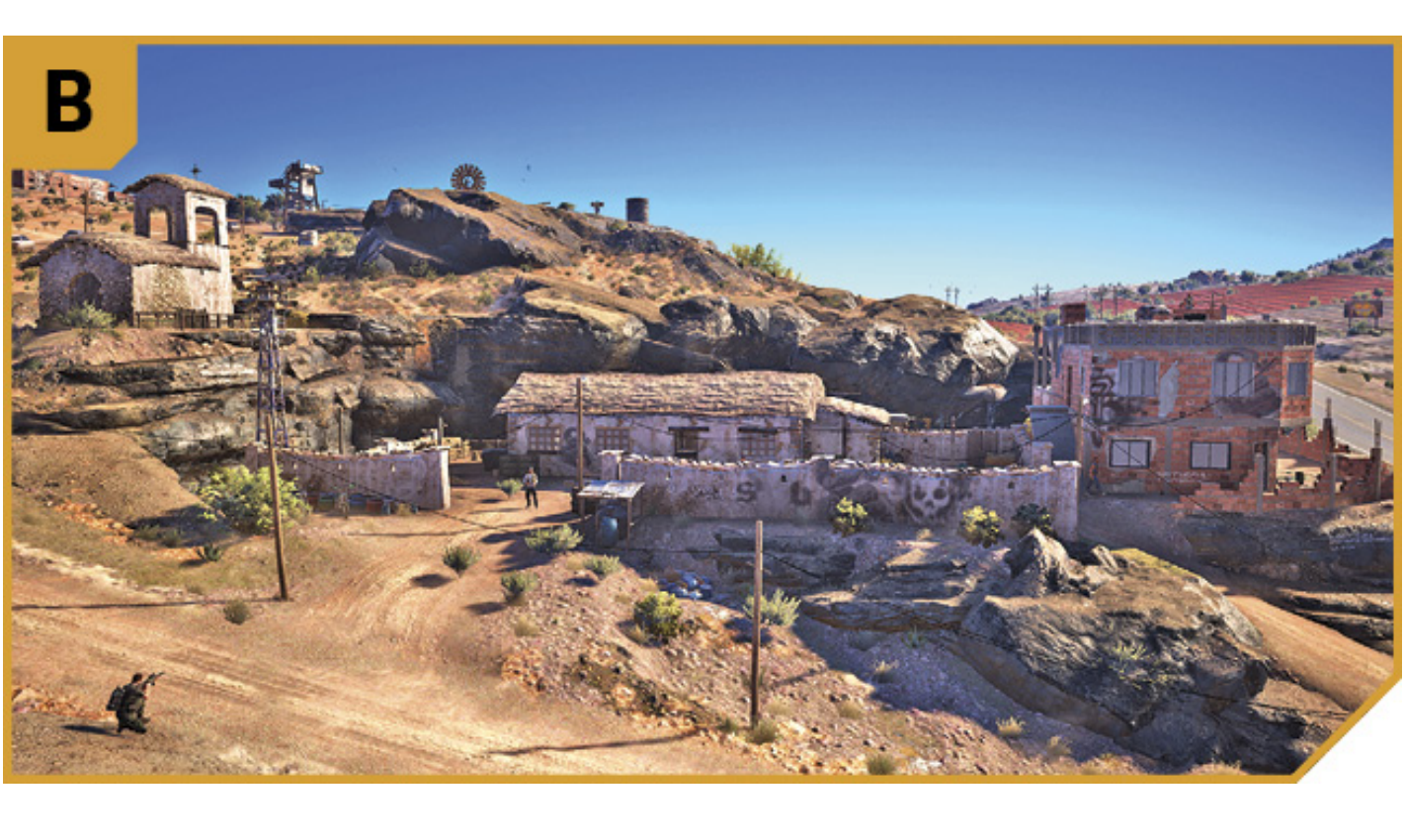


SNIPER'S HOUSE (SOUTH): MAIN ROAD



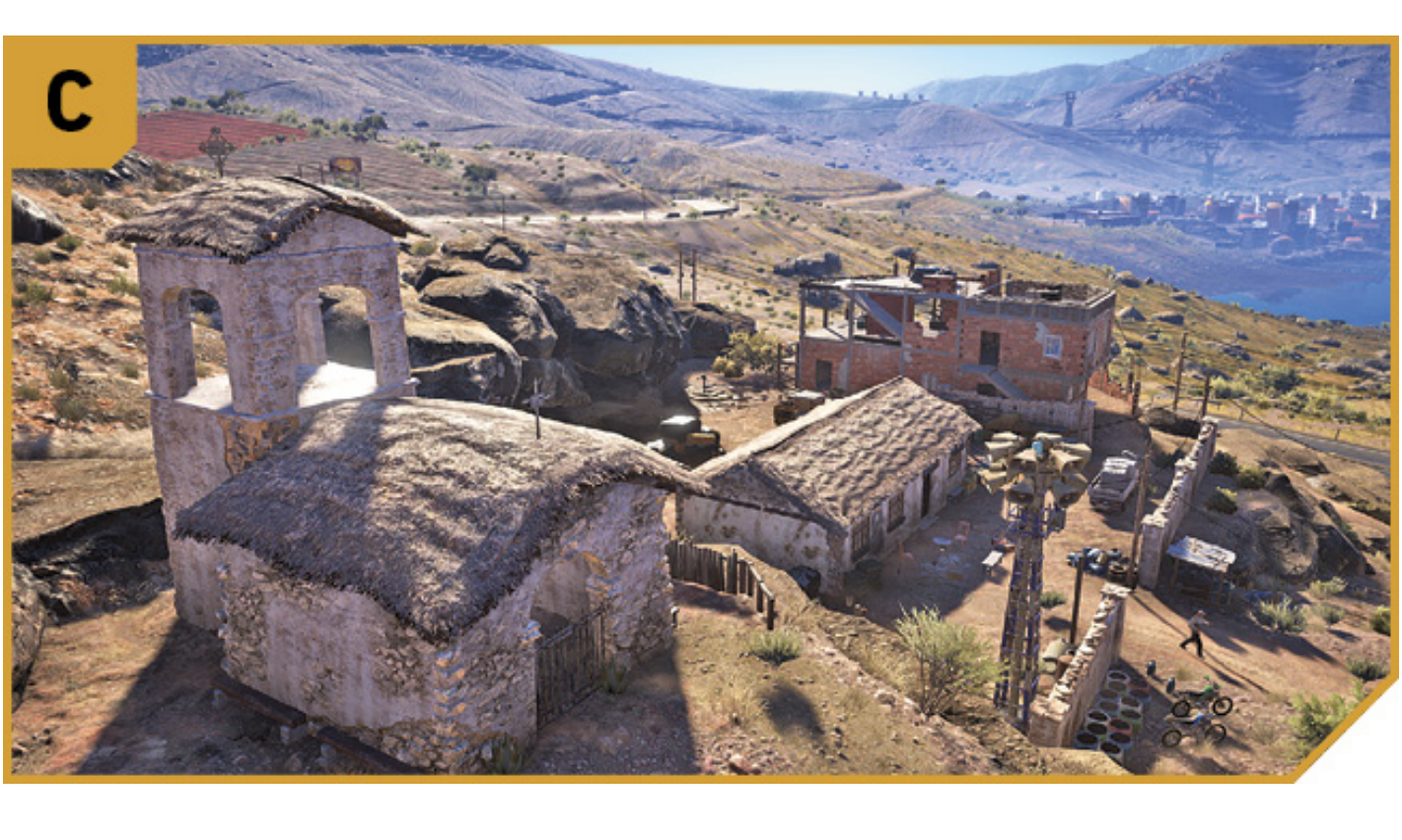
This location offers easy access to the alarm panel, but not a particularly clear shot to the sniper atop the brick structure. There are cartel patrol vehicles here, so take care infiltrating from this direction.

SNIPER'S HOUSE (WEST): ROCK OUTCROP



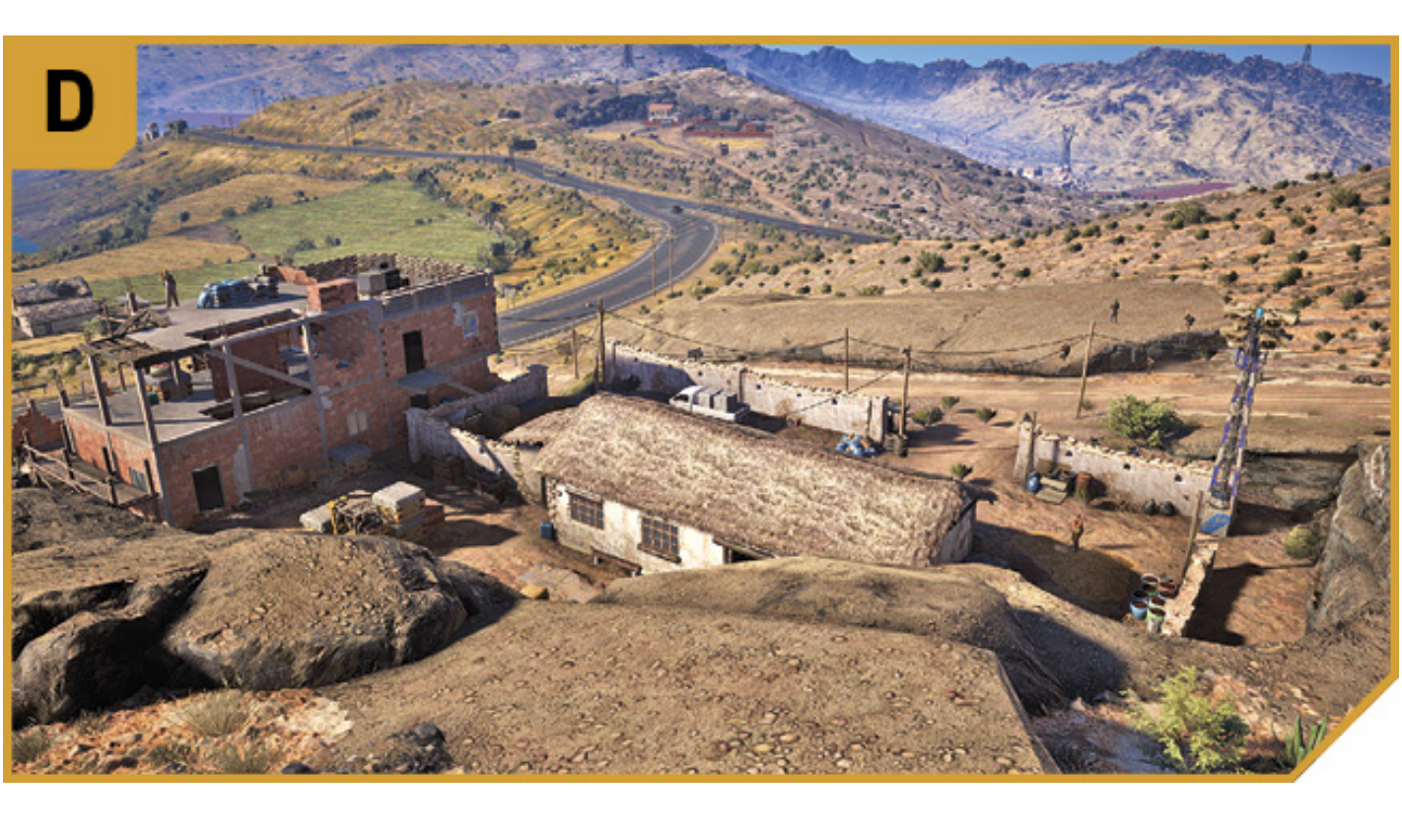
Sneak to this flat rock outcrop, and you can easily neutralize the alarm, and either storm the cottage and sniper's brick building, or attempt to shoot the sniper from here before moving in and clearing the Sniper's House completely.

SNIPER'S HOUSE (NORTH): CHAPEL



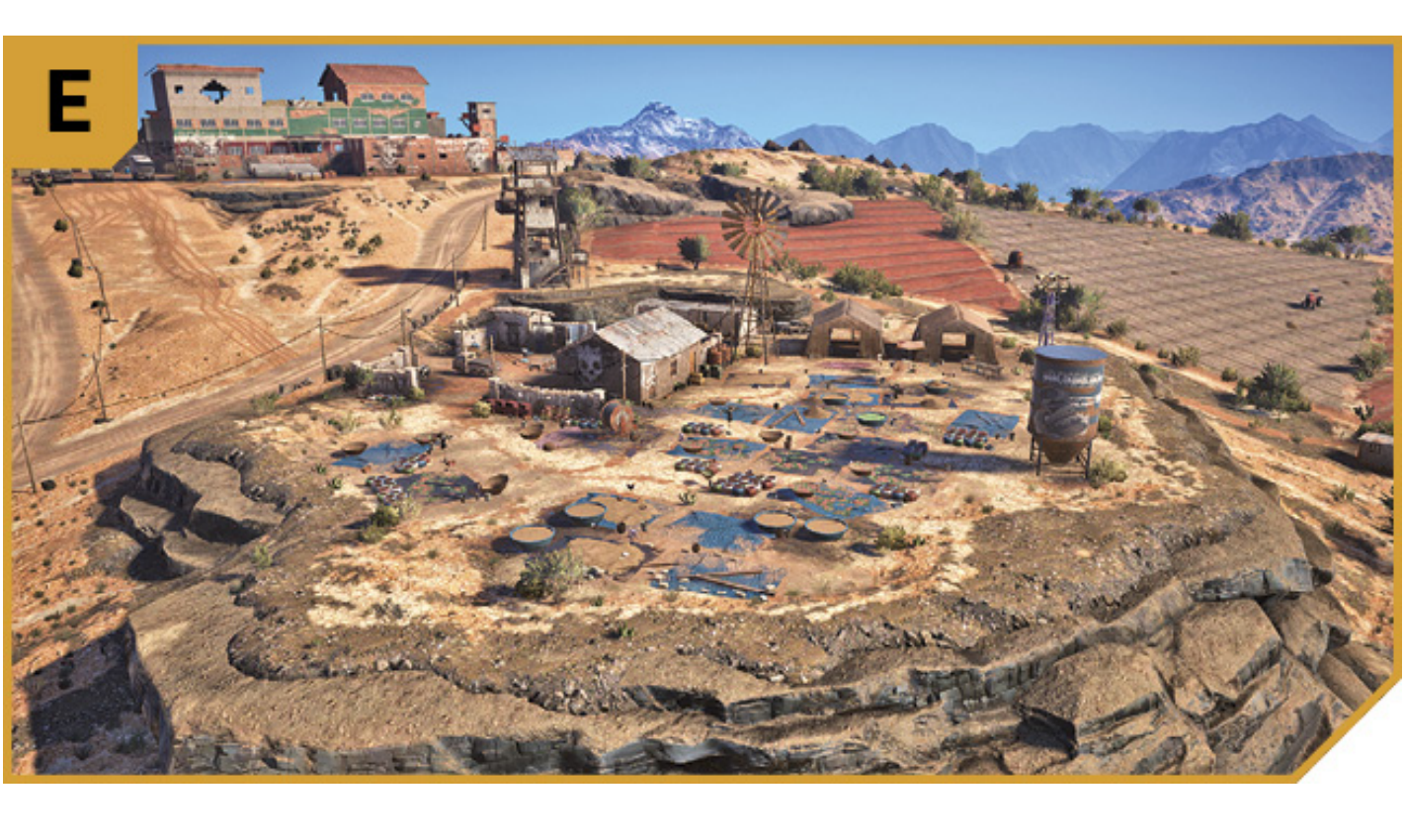
A great place to quickly remove the alarm panel, and ignore the other enemies as you head up to the farm or main base. However, you usually have a clear shot of the foes below and the sniper himself, so feel free to clear the entire area.

SNIPER'S HOUSE (EAST): ROCK OVERLOOK



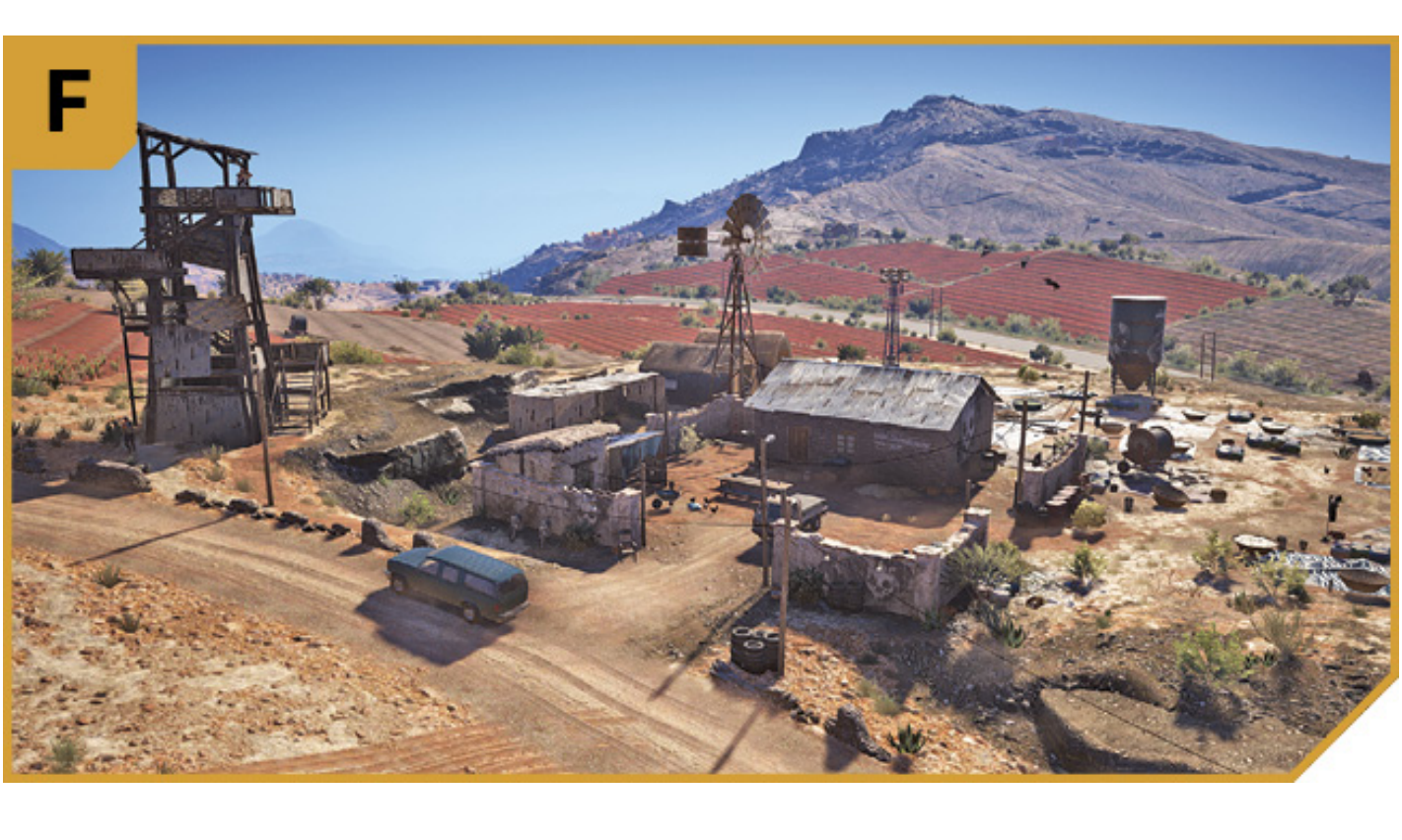
Arguably the best place to quickly remove the alarm and sniper threats, as well as swiftly dealing with foes on the ground before their shouts raise any other alarms.

QUISPE FARM (SOUTH): LOW ROCKS



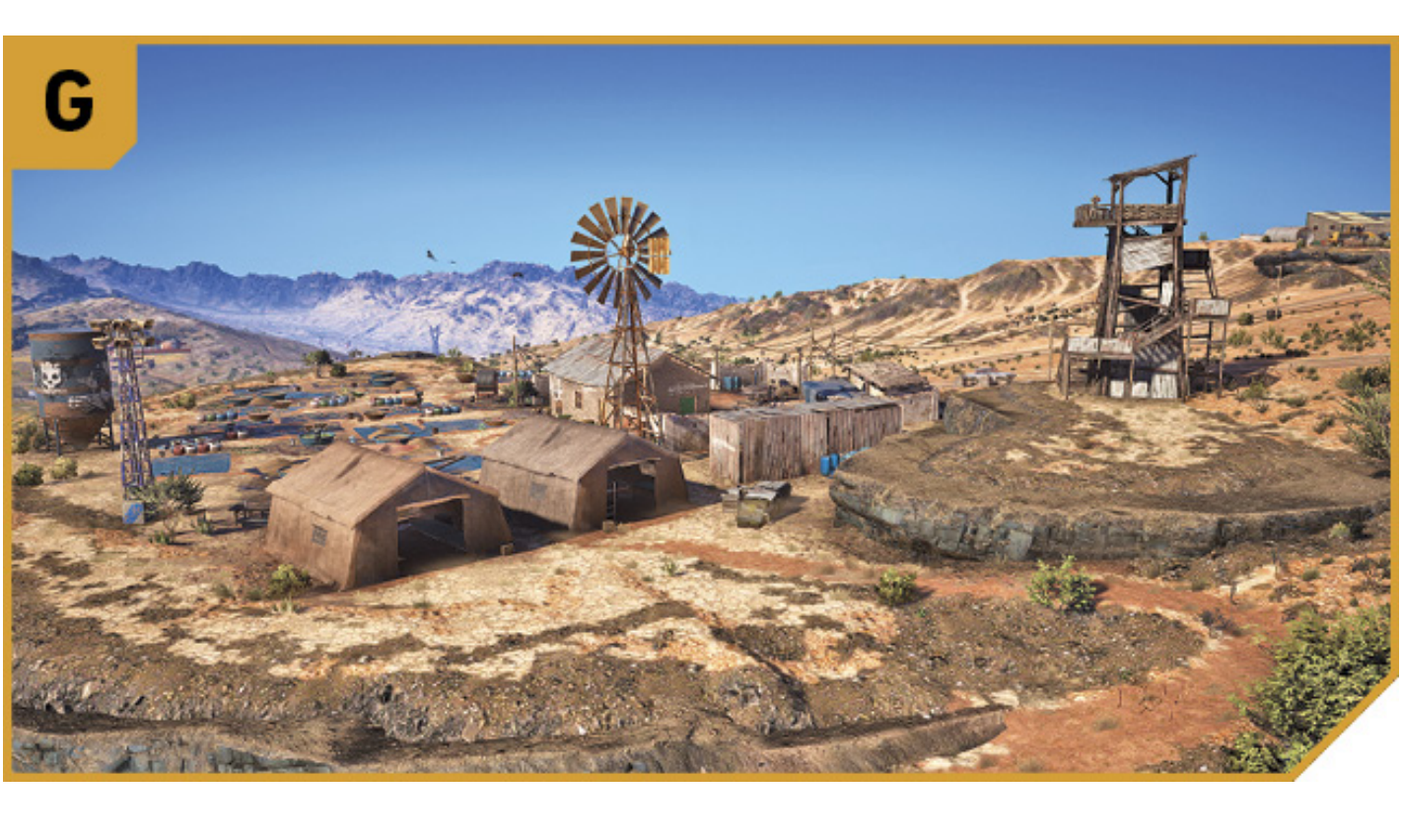
Climb up here from the south, and you can quickly remove the alarm panel to the northeast, as well as the top of the sniper's head on the tower. As long as you're quick, you can dispatch all threats before your exposed position is compromised. If you're in danger of being seen to the north, drop down below the rocks.

QUISPE FARM (WEST): ROAD JUNCTION



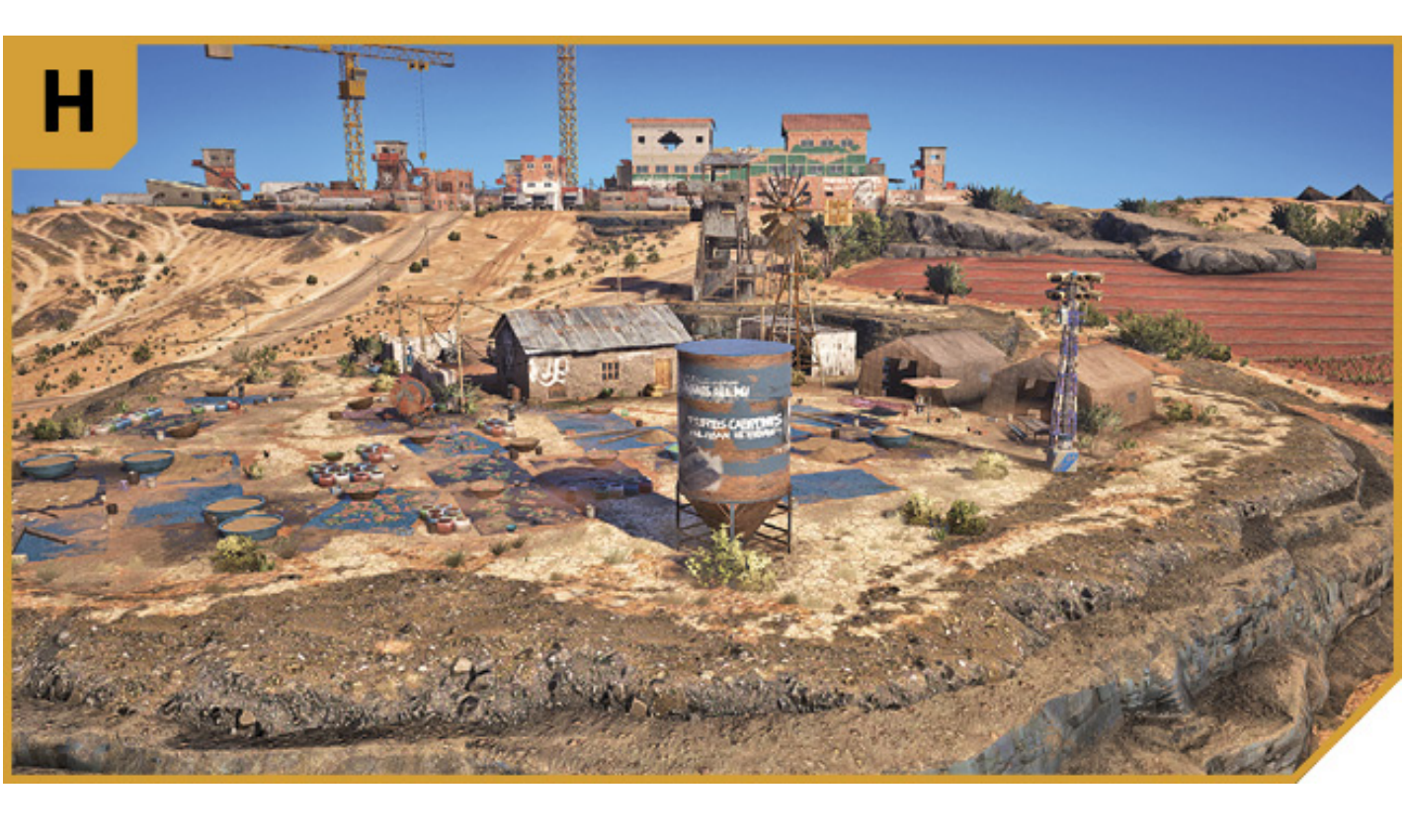
Not a good place to spend any time as you're in danger of being spotted at the main base, the sniper has a good height advantage, and the alarm panel is obscured by the main farm building. Stay off the road.

QUISPE FARM (NORTHEAST): COCA FIELD



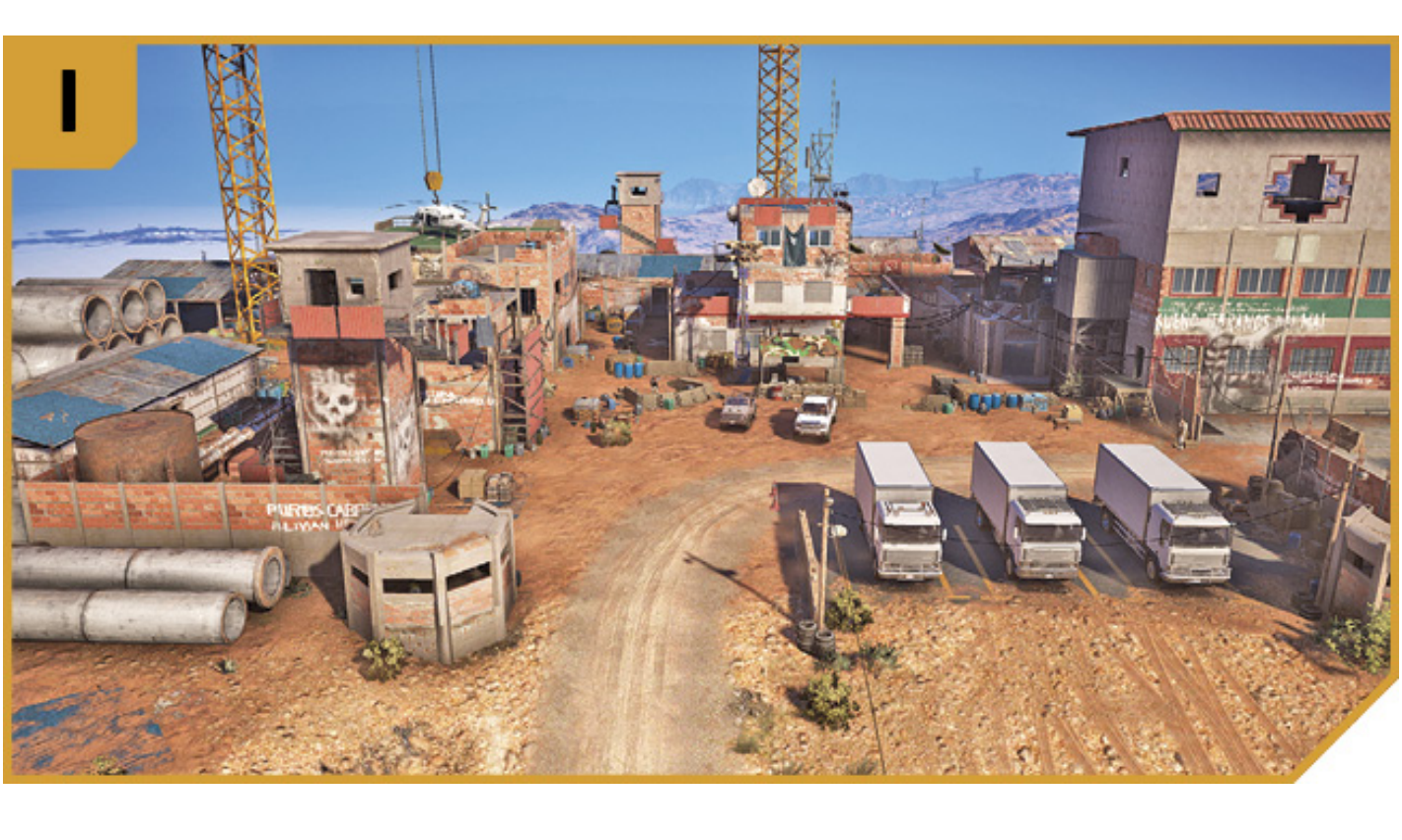
The small coca field to the northeast offers some reasonable protection, allows you to reach the sniper tower stairs without problems (if you're wanting to remove the sniper at closer quarters) and the alarm panel is easily shot.

QUISPE FARM (EAST): LOWER FIELDS



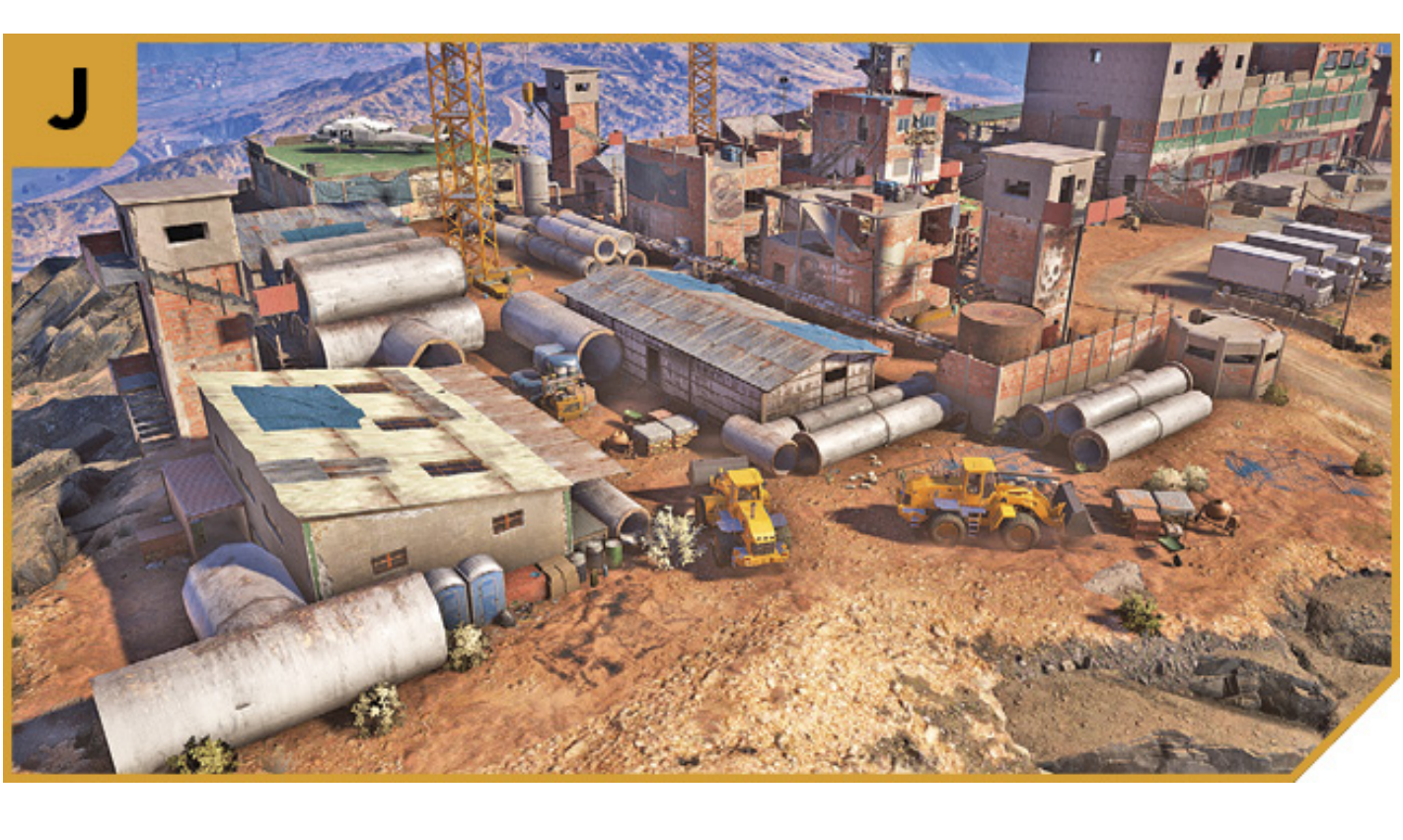
The lower coca fields to the east and southeast can be snuck through en route to a ranged removal of the alarm panel and sniper. Though you're on lower ground, it's easier to aim at the two targets from here, and you're not likely to encroach on enemies at the main location.

BASE (SOUTH): MAIN ENTRANCE



The main entrance up the dirt road to the south is in through here, passing a sniper tower and pillbox (left), the alarm panel and HQ building (ahead), and the armory and school building (to the right). Sneaking in here is exceptionally difficult, so use this entrance if you're wanting a more rampaging way in (using the diggers parked to the west, for example). It's wise to remove the alarm panel, but from a different location. If you're driving into the base going hell-for-leather, park in the basketball court near O after driving through here.

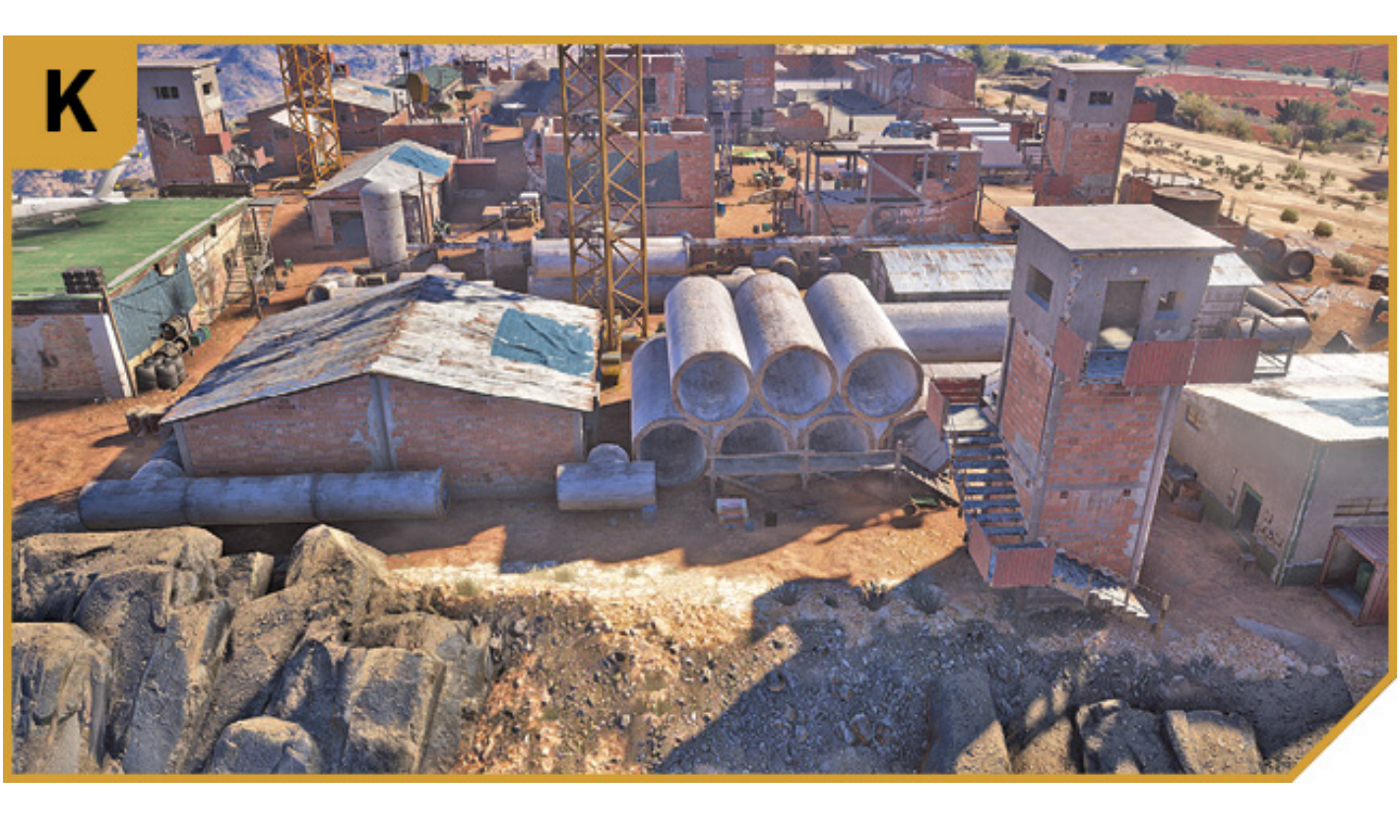
BASE (SOUTHWEST): DIGGERS, PIPES AND WAREHOUSES



A good place to start a diversion while the rest of the team go for the objective, or a better place to sneak in, using the lack of enemies in this area to start clearing the base from west to east. Though you have two close sniper towers, the number of pipes to hide behind or in are large, and the warehouses here are usually empty of enemies.

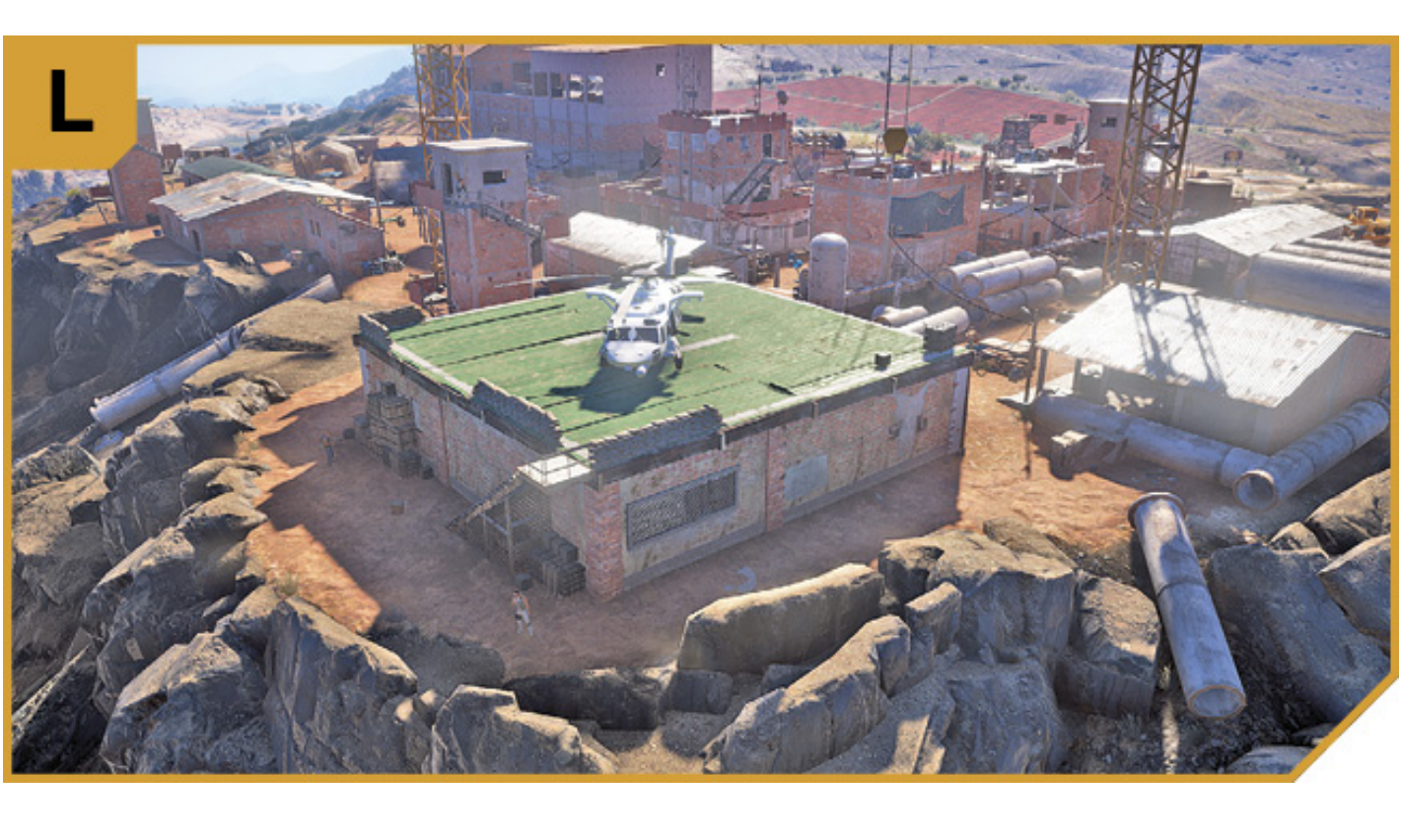
Or, you can locate one of the two parked diggers, and use it to drive into the base under heavy enemy fire, park at O, and dive into the smaller school house to the southeast.

BASE (WEST): SNIPER TOWER AND PIPE STACKS



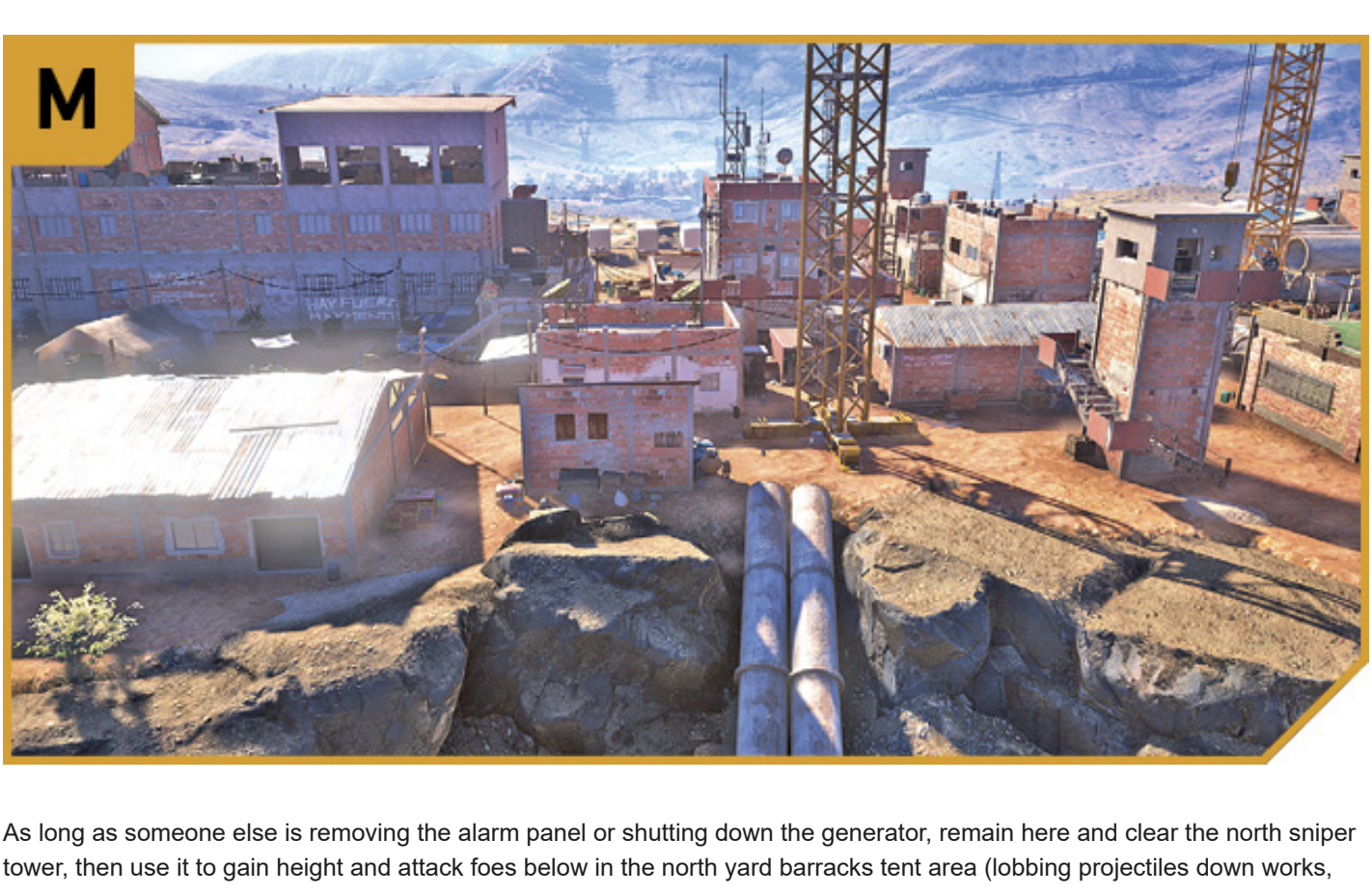
The large warehouse to the northwest, the masses of pipes, and a small crane you can actually parachute onto, comprise this area of the base, along with a sniper tower. Heading up here doesn't give you much in the way of aiming opportunities as the foes are elsewhere (to the east). This does mean you can try stealthily moving east, dropping foes one at a time to whittle down the number until only those around the schoolhouse remain; then go in guns blazing.

BASE (NORTHWEST): HELIPAD



The helipad has sandbags for cover, two stairs up to the pad itself, and good views of the three sniper towers on the west side of the base, as well as the alarm panel. This is a good covering position, or you can fire from the top of the north sniper tower (which can drop a foe at the minigun nest). However, you'll soon have few foes to hit when the majority are around the schoolhouse itself.

BASE (NORTH): DOUBLE PIPES TO NORTHEAST YARD

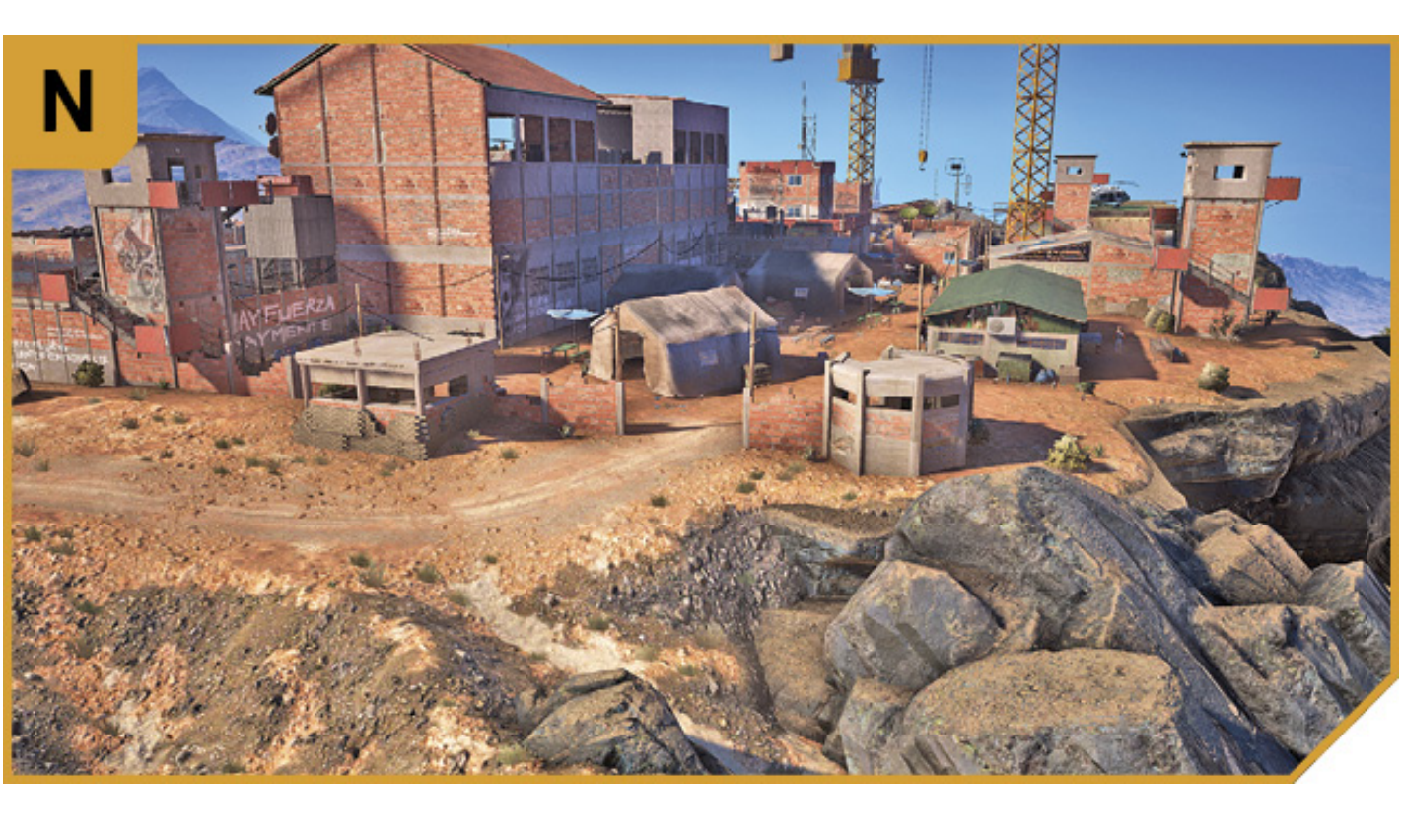


As long as someone else is removing the alarm panel or shutting down the generator, remain here and clear the north sniper tower, then use it to gain height and attack foes below in the north yard barracks tent area (lobbing projectiles down works, too), or stealthily remove all foes around the schoolhouse before the final push.

You can also easily head in from here, directly southward, and neutralize the minigun operator, but not before shutting down all the power to the facility.

There's a huge crane in the central-north part of the base too. Parachute onto it, and drop grenades and snipe at the ant-like foes below. There's nowhere really to go afterward, but it's a possible plan.

BASE (NORTHEAST): PILLBOX AND BARRACKS

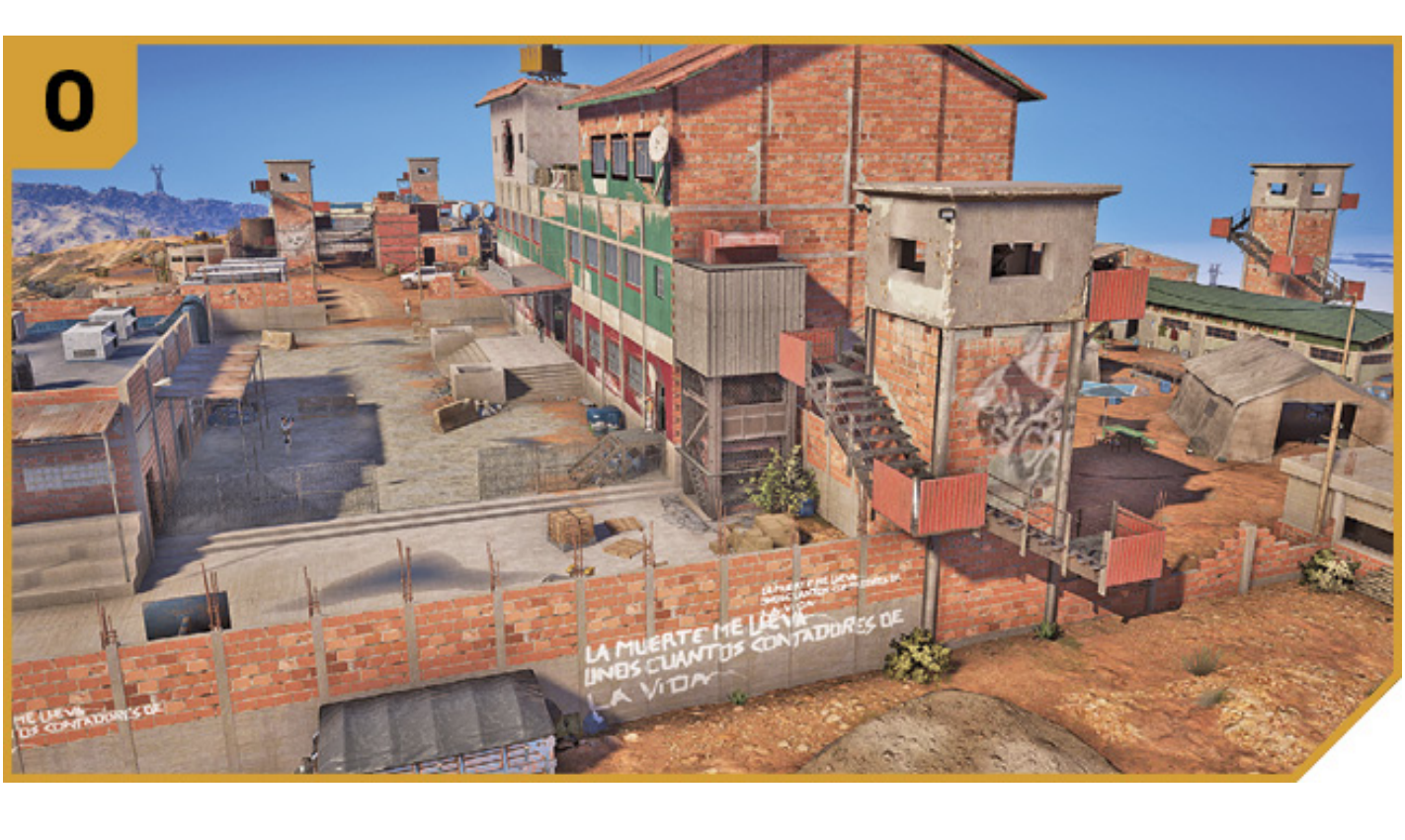


This is a good secondary location to drive a vehicle in to cause havoc, and coax foes into this part of the base to fight against.

A better plan is to use stealth, removing the sniper on the two nearest towers, and the foes in the pillbox and security hut. You then have free reign of this barracks area (allowing quick access to the generator), and can quickly drop foes in their sleep if you attack after dark.

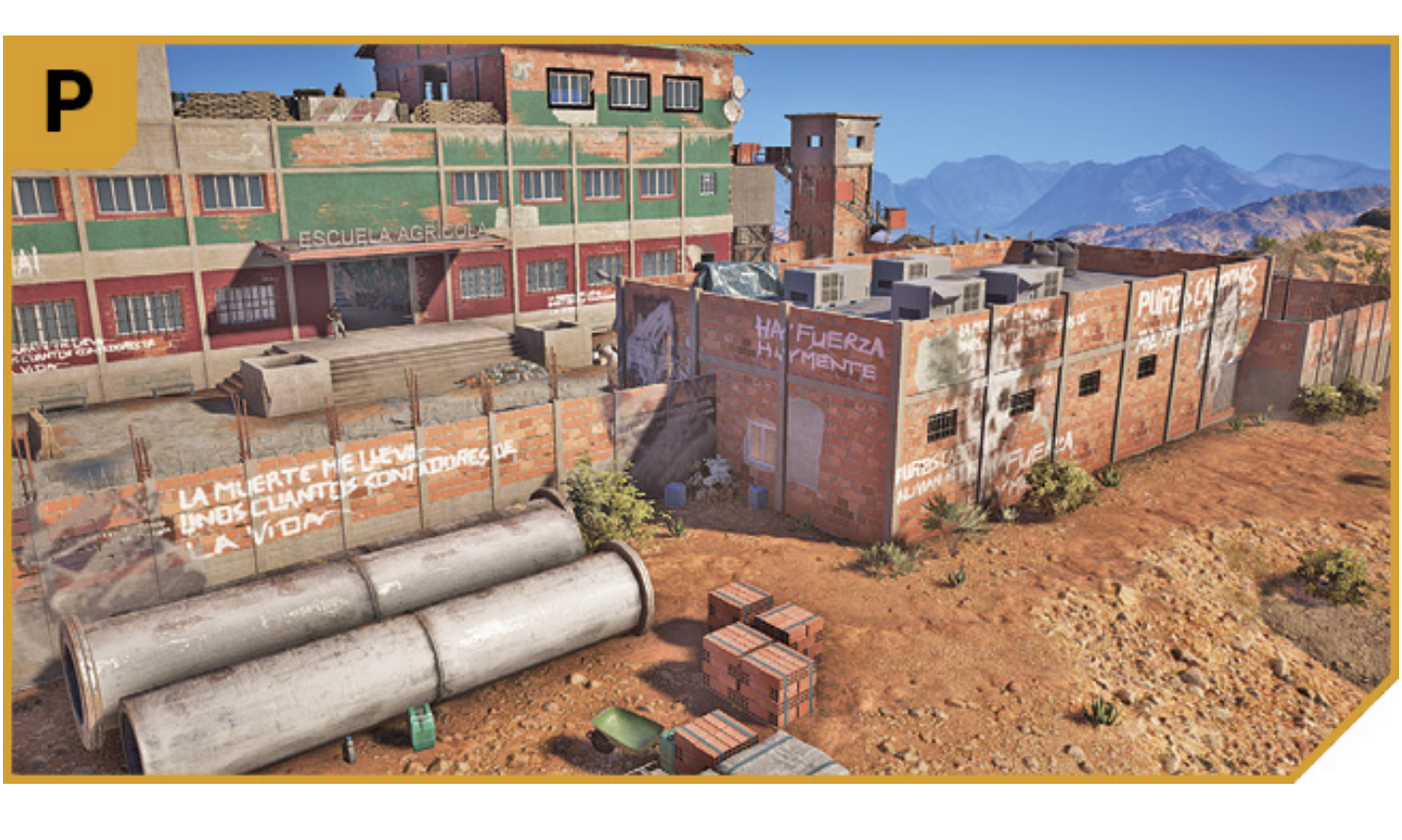
Note there are two windows you can smash in the north wall of the schoolhouse, which can be climbed through, allowing you (or your team) into the schoolhouse itself. This is a great alternative to the south entrance, though you still need to reach the keypad (southeast corner) to get down to the basement.

BASE (EAST): SNIPER TOWER AND B-BALL COURT



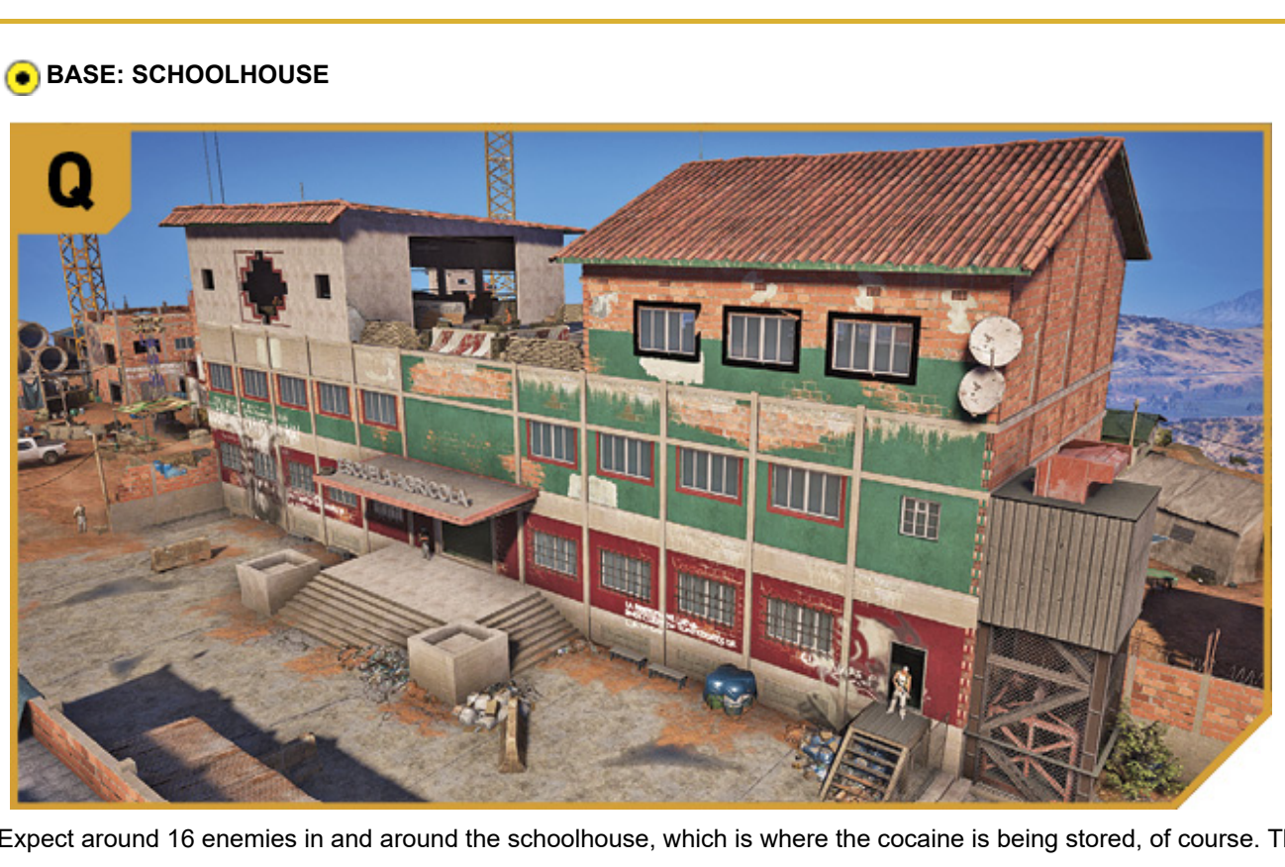
The perimeter wall here is mostly sturdy (at least, to the area of the schoolhouse you need to access), so hop over the broken section of wall between the sniper tower and security hut, climb the sniper tower steps (dispatching foes silently as you go), and once all immediate threats are neutralized, hop over the metal stair fence to land on the ground inches away from the schoolhouse entrance and objective keypad. This is the closest to a stealth infiltration you can manage.

BASE (SOUTHEAST): SMALL SCHOOLHOUSE WINDOW



The pipes in front of the base provide cover, and sneaking in from the east allows you to move to a small window you can smash, and vault over, into the base and a school outbuilding. Though the enemies will hear the window, if you wait (and you've removed the alarms), they will go back to patrolling, allowing you to sneak in toward the objective. Or, storm the place quickly.

BASE: SCHOOLHOUSE



Expect around 16 enemies in and around the schoolhouse, which is where the cocaine is being stored, of course. The objectives are two-fold; you need to physically move to a keypad inside the structure, just in the southeast doorway. This opens a door down to a basement, where masses of cocaine must be destroyed. Afterward, you can leave the way you came, or via a second door that opens (once you hit the button) to exit steps in the southwest corner of the building (close to the armory). Bear in mind that opening the door frees innocents down here, but also causes foes to enter, so you may wish to wait releasing this door so foes are funneled down the stairs to the southeast, and into heavy fire from your team.

The ground floor (exterior) of the schoolhouse features the southeast entrance (directly to the adjacent objective keypad), a main stepped area, and low metal steps to a doorway in the southeast wall.

The upper floor has windows along the south and north walls, and one on the west wall, that you can smash. Use this if you need to leap out from the inside, or you're piloting a drone in from the outside.

The roof is three open areas and the base's mortar, along with a sniper. If you're able to remove the mortar, you can land a chopper here, or parachute in. Note the skylight behind the mortar, which is destructible, allowing you to drop into the central stairwell.

The school interior on the ground and upper floors is comprised of a similar layout: a south corridor running west to east, classrooms to the north, a central stairwell, and a side stairwell on the east side. The stairs to the basement (and cocaine) are a continuation of the east stairs. The east stairs also access the roof. The central stairs do not.

MOJOCOYO BASE: OTHER TACTICAL ADVICE

SOLO: This is a difficult mission, but if you're after minimal takedowns, remove all three alarm panels. Then enter from N, stealthily take down foes in the barracks, order your team to head in from the south (just north of P) and smash one of the windows to the north. Hop into the ground floor, move to the keypad using close-assault weapons. Head into the basement, defeating all foes and leaving mines on the stairwell behind you. Then fix C4 to all the cocaine, back up away from the blast radius, and mop up any missed shipments using grenades or mines you shoot, or high-powered shotgun fire. Then leave the way you came, or if that's too difficult, remain and fight, and open the southwest exit and flee to a vehicle.

A slightly safer option is actually to drive in a heavy vehicle, such as a military SUV, digger or truck, in through I (ideally after removing the three alarm panels so reinforcements don't hinder your progress), parking it in front of the southwest basement steps. Then storm the schoolhouse using the previous plan. When you need to leave, you have a hard-wearing vehicle you can quickly utilize. If your team is keeping the south yard in front of the schoolhouse free of foes, so much the better.

Another option is to create a commotion (or a distract grenade) in the barracks or southeast basketball court, then enter the schoolhouse from the opposite direction.

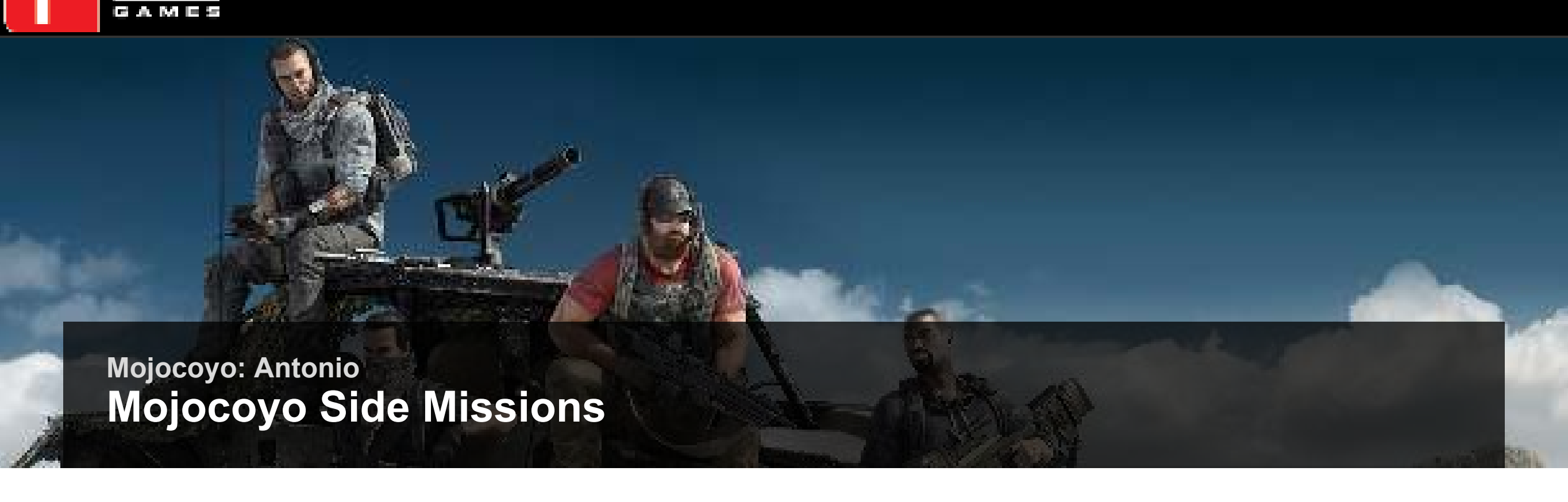
A more ludicrous (but daring!) plan involves parachuting or leaping from a helicopter and landing on the roof, ideally after strafing the roof to remove enemies (the sniper and mortar operator). Then either shoot out the skylight and drop down onto the main steps, or head to the southeast stairwell and wait for every foe in the vicinity to head up and attempt to attack you. Once there's a pile of foes here, descend gradually, to the basement, and complete the objective. This works better if you've killed the power (that is, there are no alarms, and no enemy helicopters buzzing you while you're on the roof).

CO-OP: The Solo plans are all excellent, even with a group, but splitting up your forces so the enemy is attacked from all angles is a plan you can only try in Co-op. Be sure you've killed the alarms before persuing any of the following options:

Have a teammate run "interference" in a digger by driving it into I from J, and then to the schoolhouse. Meanwhile, other Ghosts should enter from L and N to clear out those areas (starting with snipers), and a fourth Ghost should be strafing the area with helicopter gunfire (aiming at the mortar operator first). When all exterior threats are defeated, enter the schoolhouse and give each other enough room, especially when you're attacking the foes locked in the basement. Remember you can't be overly judicious with explosives, as innocents are in the schoolhouse, usually including the basement.

For true professionalism, speed and competence are key. Have two Ghosts enter via M, N, or O, usually at dark, smashing the windows on the ground floor of the schoolhouse (north). At the same time, have two Ghosts enter via O, but moving to the southeast entrance by the panel. Quickly access the basement, but sweep the ground floor along the way. Then destroy the cocaine, and flee with a sprint south from the southwest exit.

Imagine a fleet of four explosive drones all heading into the school house, each controlled by a teammate intent on clearing the majority of the foes on every floor before the basement is breached. Or, use these drones to remove alarm panels or snipers atop towers. Clearing the rooftop enemies on the schoolhouse offers the easiest way to utilize these drones.



Mojocoyo: Antonio

Mojocoyo Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

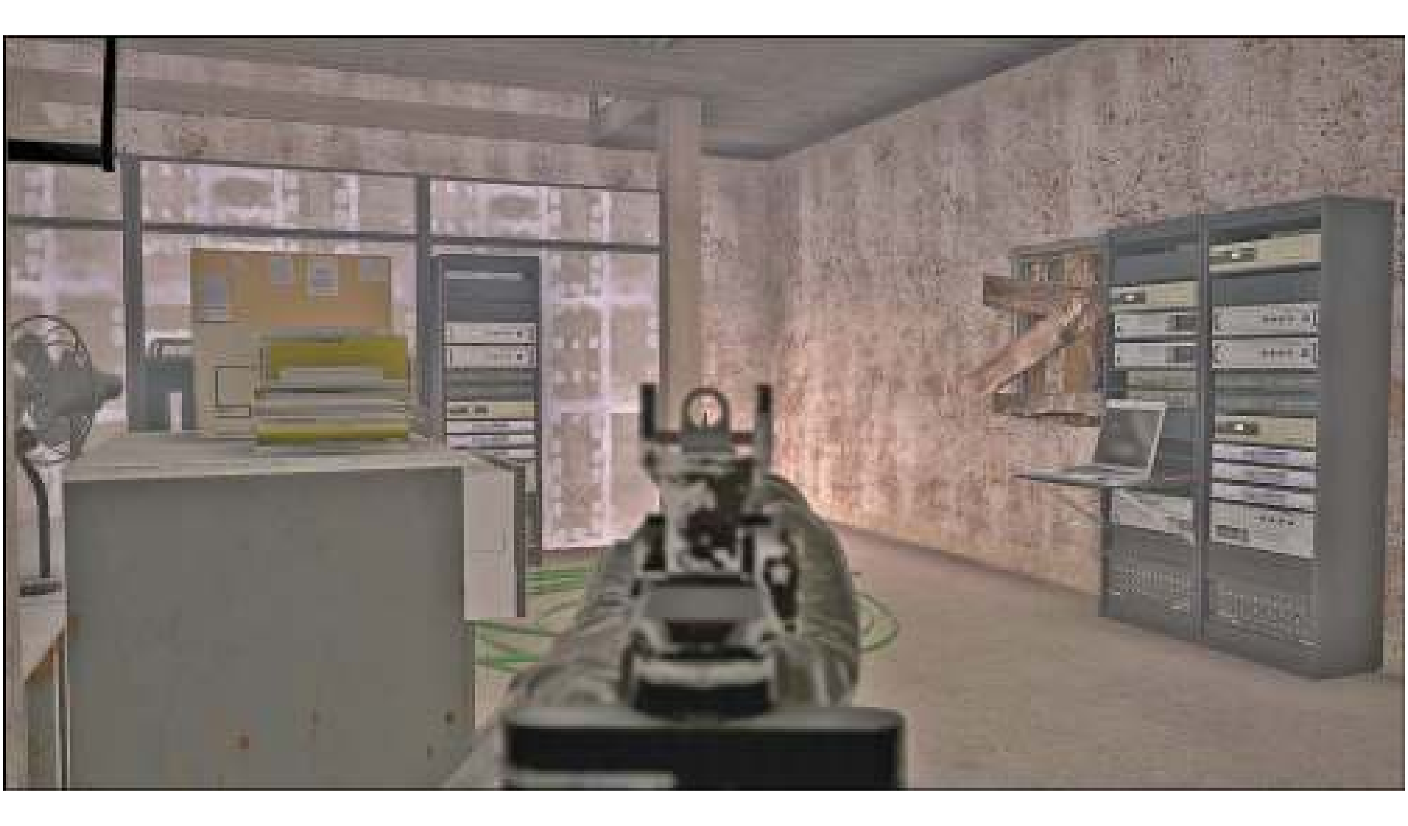
Blow up one of the station's entrances and then hack the network relay

LOCATION

North of Capachunco Village

REWARDS

Support Unlock/Upgrade - Rebel vehicle drop off



Climb the steps to the second-floor doorways on the east side of the building and toss an explosive at the right door. Detonate from a safe distance to begin a 1:30 timer and get ready to fire a high rate-of-fire rifle at the Santa Blanca who stream out the door. Fight your way inside and hack the relay that sits against the far wall. Send your team inside before entering and call in rebel support for an easier time.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

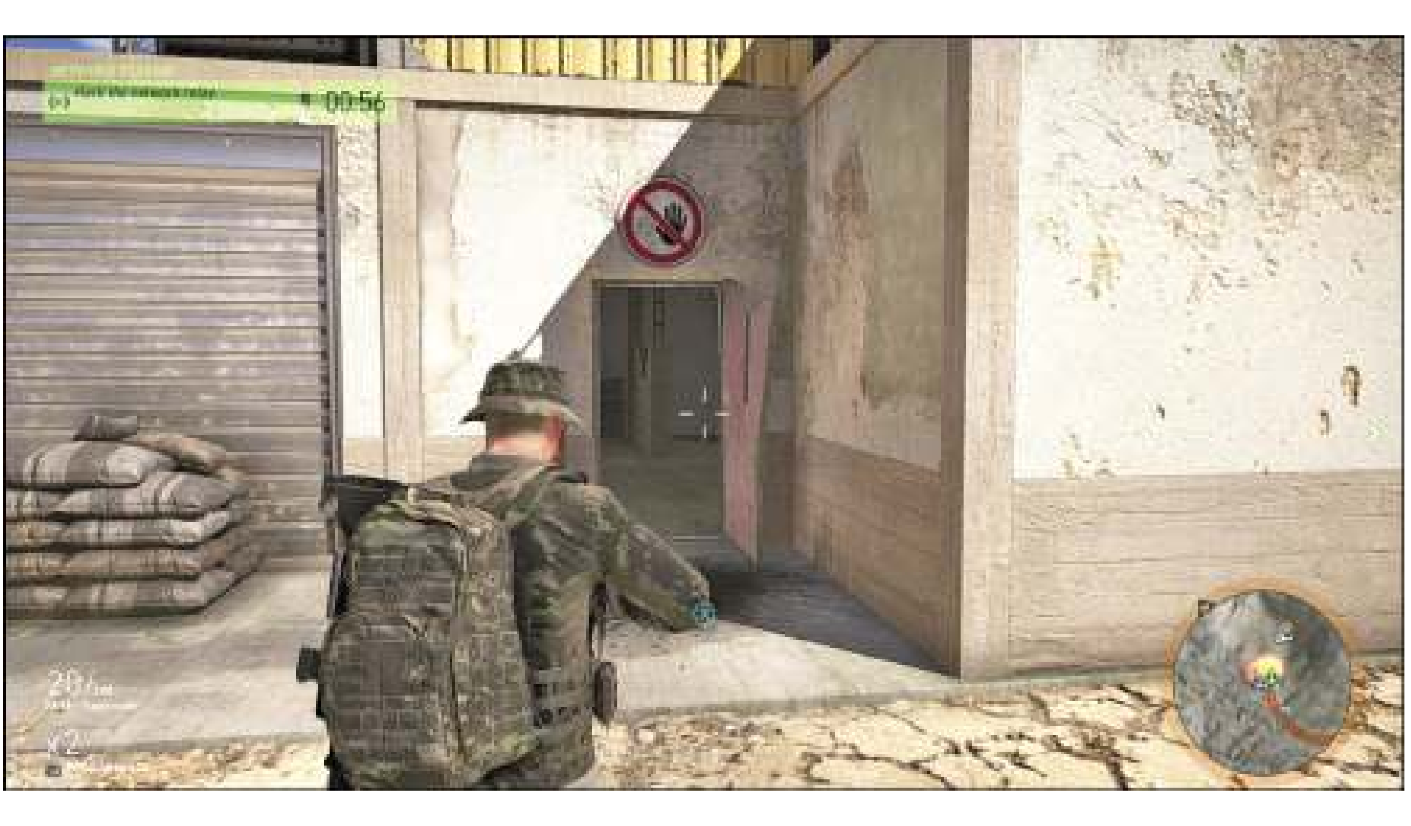
Blow up one of the station's entrances and then hack the network relay

LOCATION

West of Capachunco Village

REWARDS

Support Unlock/Upgrade - Rebel vehicle drop off



Another network station sits in the northeast corner of the province. The network relay is located on the first floor, so either ground level entry point works well, but the front door is a tad quicker. Blow open the door to begin a one-minute timer and slaughter the Santa Blanca cartel who occupy the interior. Once it is clear, move inside and to the right to find the computer.

FOOD PACKAGE RAID

OBJECTIVE

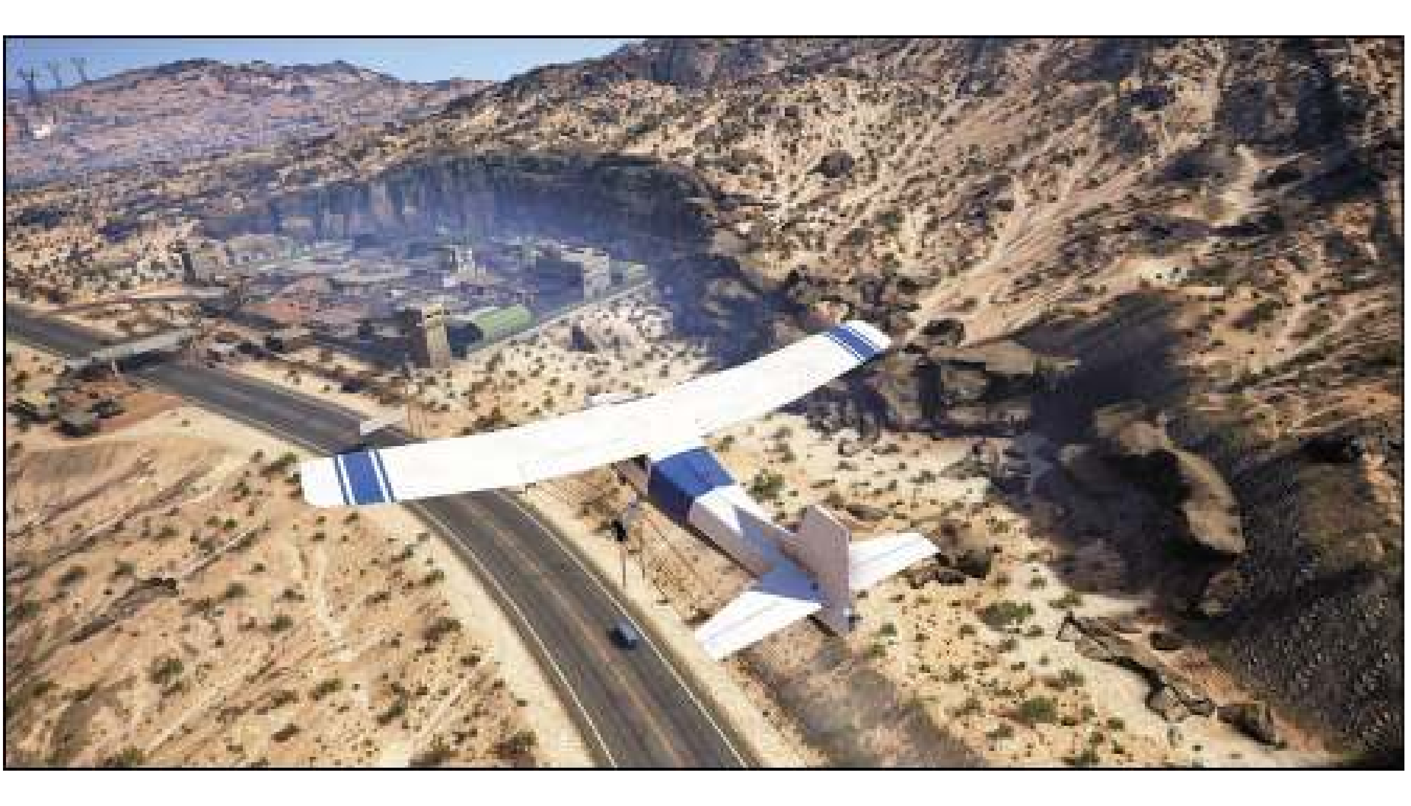
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2500 Food Parcels



West of Rancho Sabala, the cartel has built a makeshift runway and protected it with two watchtowers, two checkpoints, and a surrounding wall. As you approach the site, snipe the guys in the towers first and then recon the area. The helicopter full of food parcels sits at the south end. Work your way from the north side toward the plane, taking the hostiles out in small groups. Once the runway is safe, board the plane and take off toward the objective marker. It is a long trip all the way up to Media Luna province, though there is not a whole lot of resistance along the way; keep it low to be safe.

COMMS TOOLS RAID

OBJECTIVE

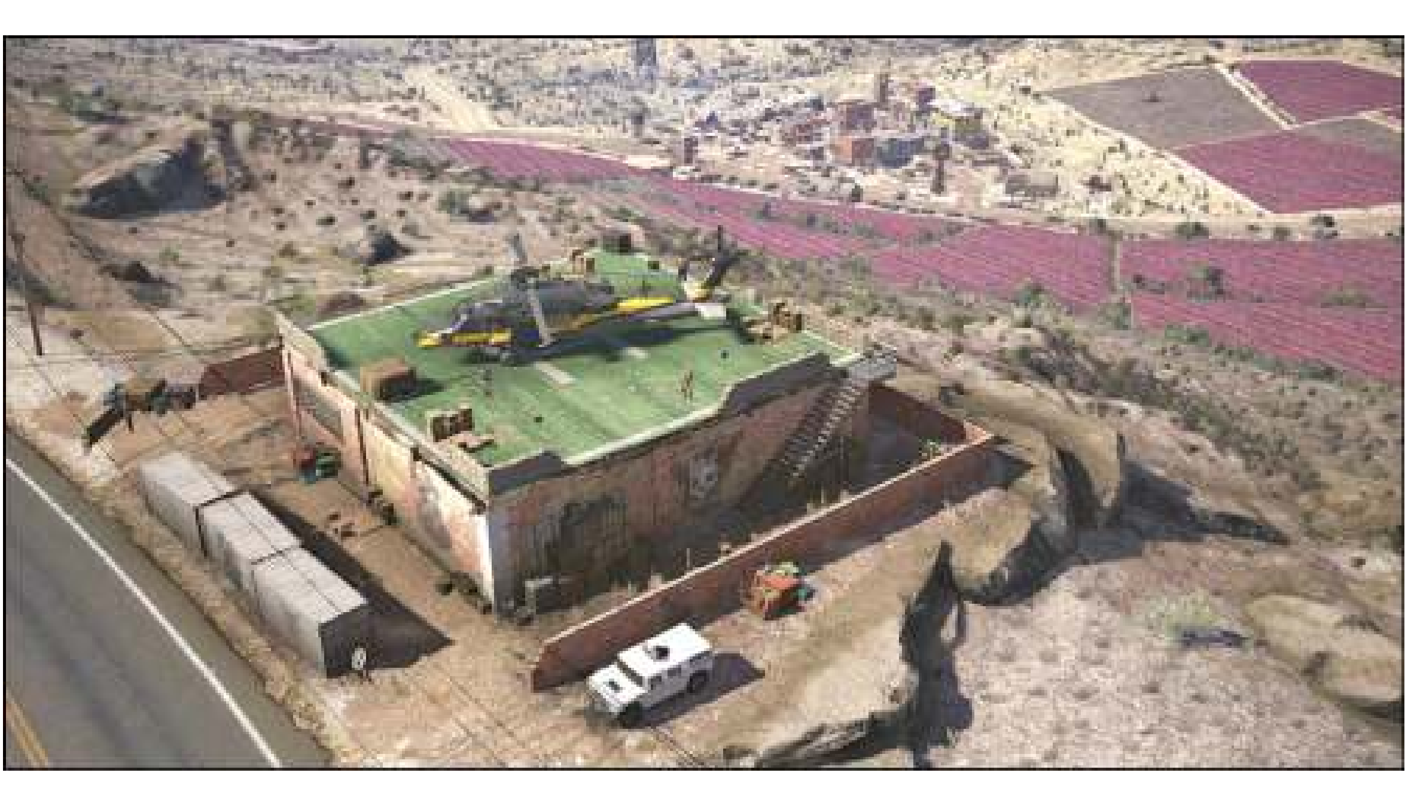
Steal the helicopter

LOCATION

Gas Station Via-B Gas

REWARDS

+2500 Comms Tool



Parked across the street from a gas station, northwest of Rancho Sabala, a helicopter has been loaded with valuable comms tools. Approach from the south and take care of the two narcos at the gas station first. Next, scan around the chopper. The aircraft sits atop a building with steps leading to the rooftop on two sides. There are nine men who guard the supplies. Typically, five hang around the helicopter, while four patrol the ground below. A couple of them move between the two levels. Work around the bottom and eliminate the lower guys first, but be careful that you do not leave a body where a descending guard may see him. It is possible to pull one or two of the upper hostiles onto the stairs with well-placed and timed Diversion Grenades. Once clear, fly the helicopter into Barvechos and land it southwest of the city.

MEDICATION RAID

OBJECTIVE

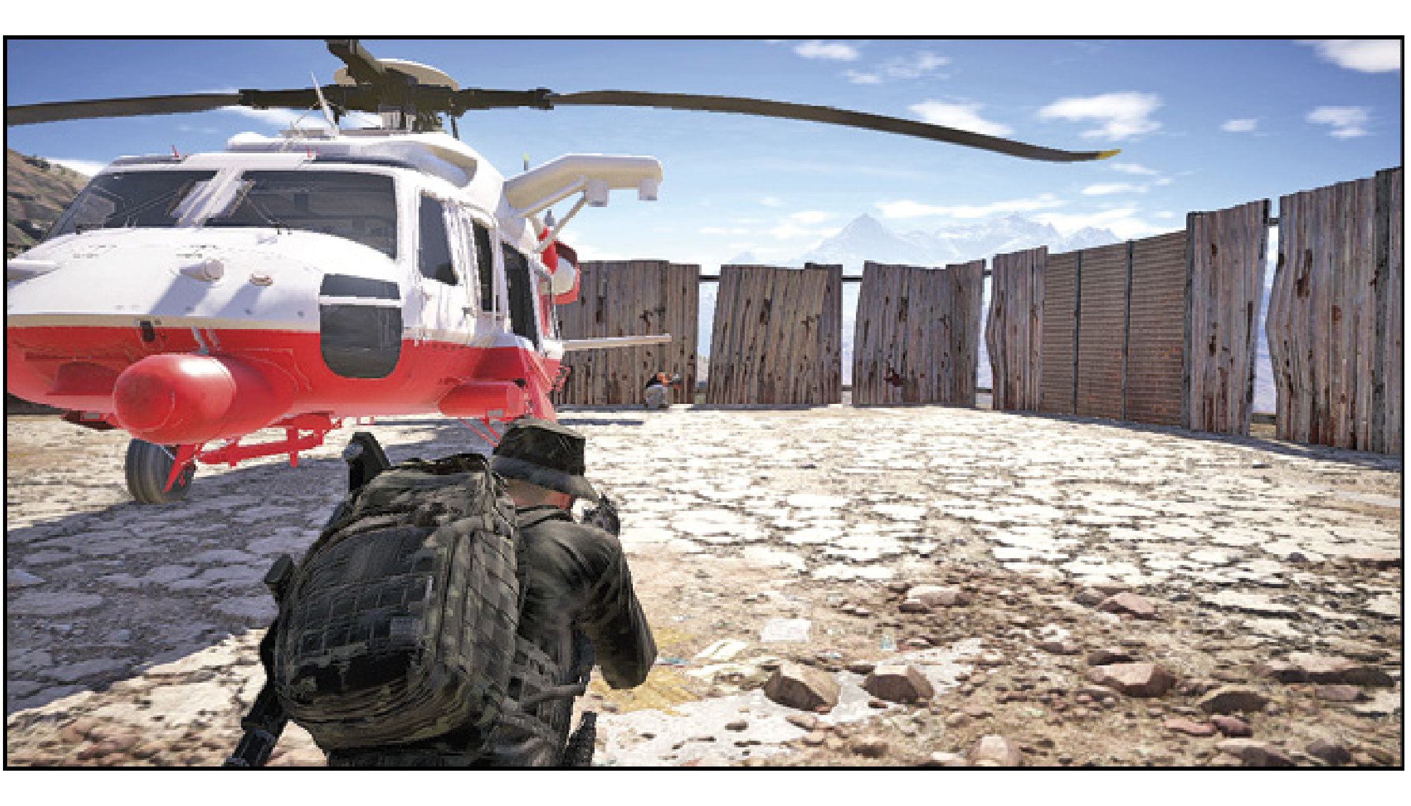
Steal the helicopter

LOCATION

Private Helipad

REWARDS

+2500 Medication



At the private helipad in eastern Mojocoyo, a helicopter full of medication is well guarded as it sits inside a small compound. Infiltrate from the north and climb the right steps to the second floor of the house. Take out the lone guard on the terrace and recon the grounds. Another sniper mans the second floor of the HQ building, while his buddy occasionally joins him. The rest of the crew sticks to the ground. If you are spotted, the lieutenant immediately goes for the cockpit and takes off. It is possible to get him to surrender and cower, at which point he does not attempt to swipe the supplies. Take out the guards around the chopper and you can spook him. Clear out the enemy and fly the aircraft east to a small island in the middle of Lake Agua Verde

REBEL OP: HACK ANTENNA

OBJECTIVE

Deactivate the two antennas within 1:50

LOCATION

Southwest of Rancho Sabala

REWARDS

Support Unlock/Upgrade - Rebel Diversion

Find the first antenna southwest of Rancho Sabala, unguarded. Flip the switch and immediately jump on the nearby motorcycle. It is possible to beat the 1:50 timer by sticking to the roads, but a direct line can be made between the two transmitters. Head up the hill straight for the objective marker. There are a couple of patches of boulders, so keep your eyes peeled and maneuver around them.

REBEL OP: PARACHUTE DROP

OBJECTIVE

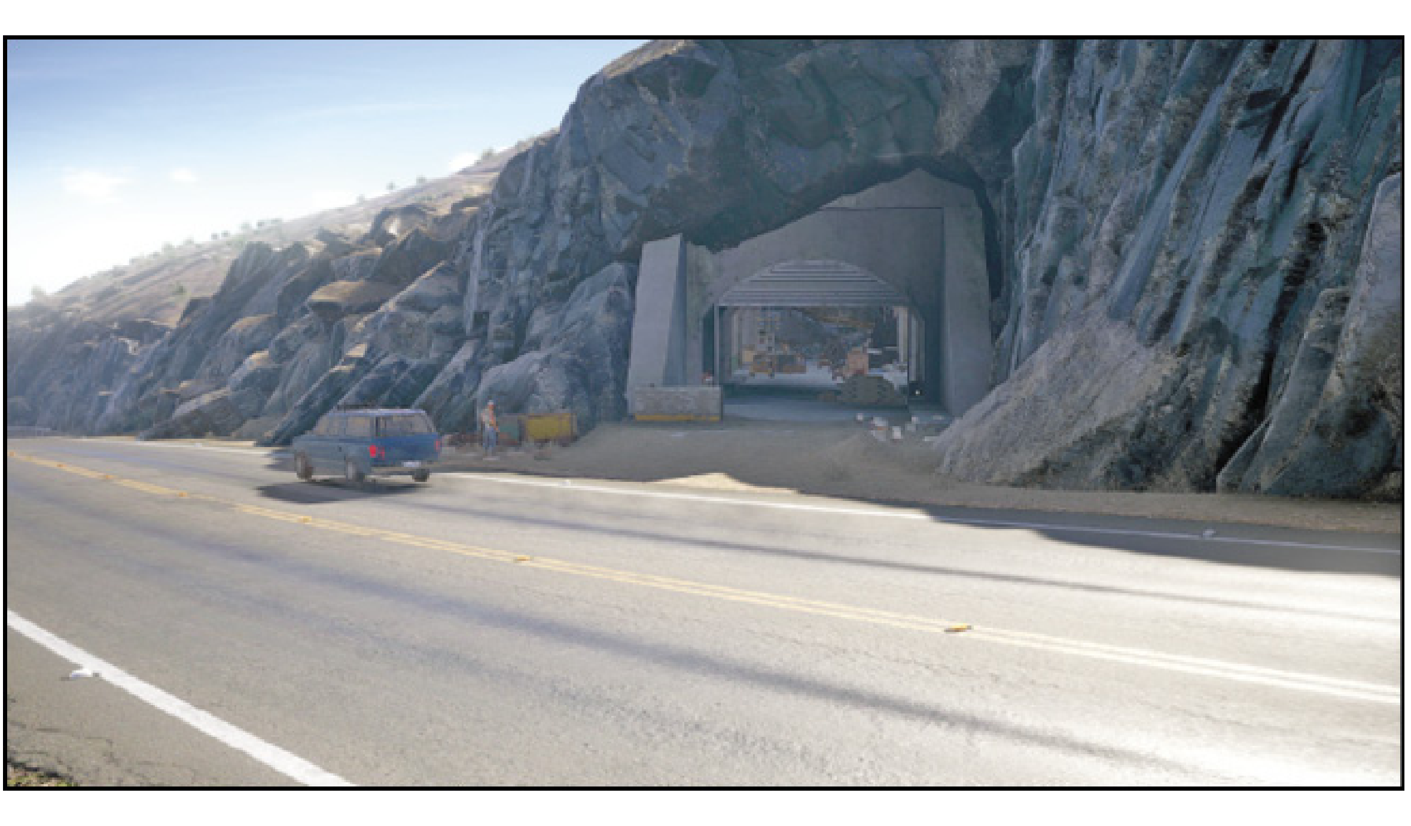
Tag the drop site supplies

LOCATION

Southwest of Rancho Sabala

REWARDS

Support Unlock/Upgrade – Rebel Recon



Find an abandoned prospecting site along the main road, southwest of Rancho Sabala. From across the street, out of view, recon the cave opening and maneuver the drone into the tunnel to find the hostile locations. A minigun is setup in the middle of the path, so be careful. Drop the two outside guards first and then move just inside and take cover behind the pallet of supplies. Four men should remain inside. It is hard to see, but setup Sync Shots on as many guys as possible and then engage with a shot of your own. Head for the supply drop, clear out any stragglers, and tag the objective.

REBEL OP: DEFEND RADIO

OBJECTIVE

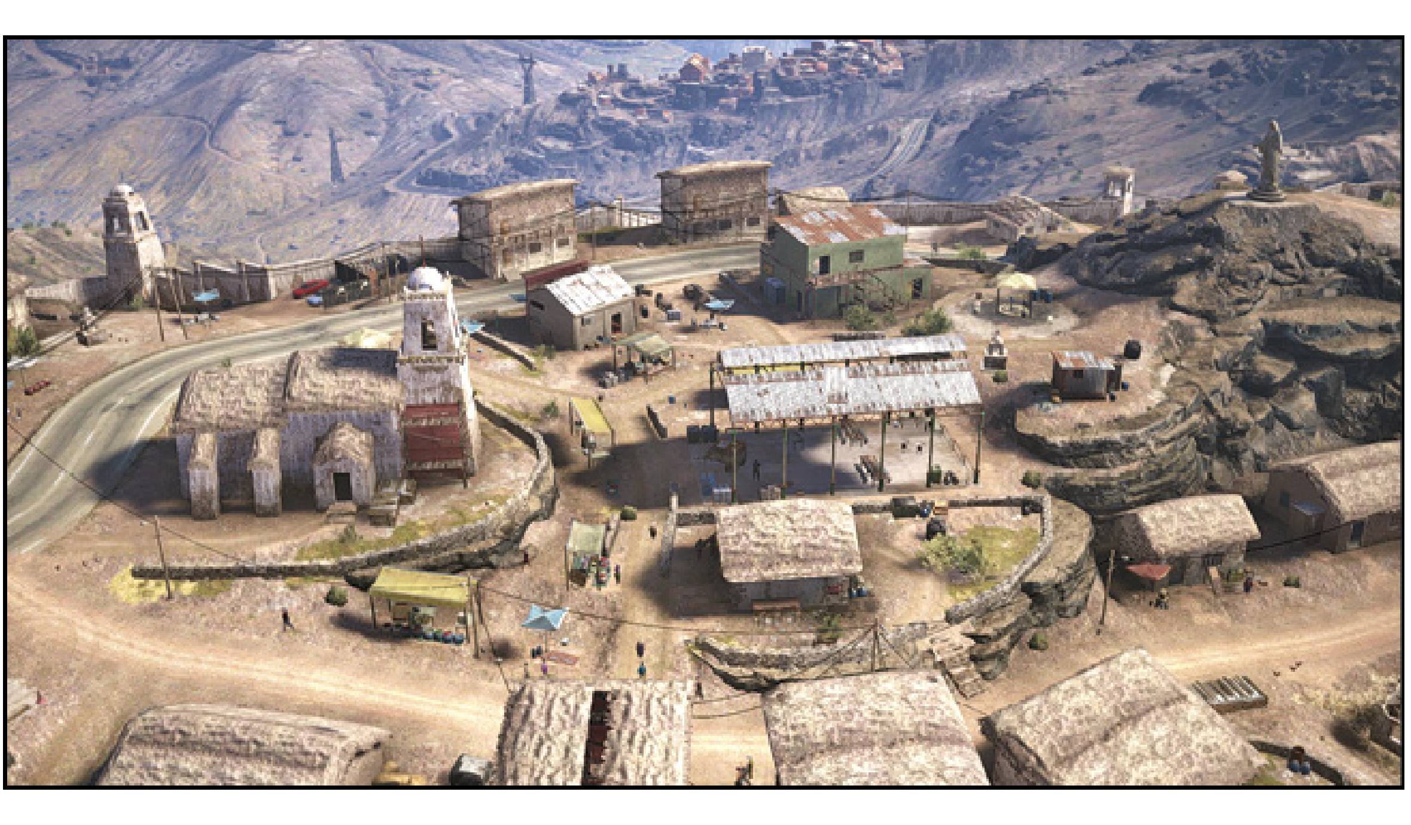
Start the radio and defend it

LOCATION

Chacatal Village

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



In the middle of Chacatal Village, a radio sits under a shelter, just south of the church. Rally up your team, call in rebel support, and place mines on the surrounding roads before starting the radio. This brings up a 2:40 timer, signifying how long the transmitter must be defended. The Santa Blanca cartel attacks from all sides, but focus on the areas left of the church and down the steps to the southwest. Use the rock walls and buildings as cover while fending off the hostiles. The radio must survive the onslaught, so if you notice your crew wandering away, command them to meet up on you.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

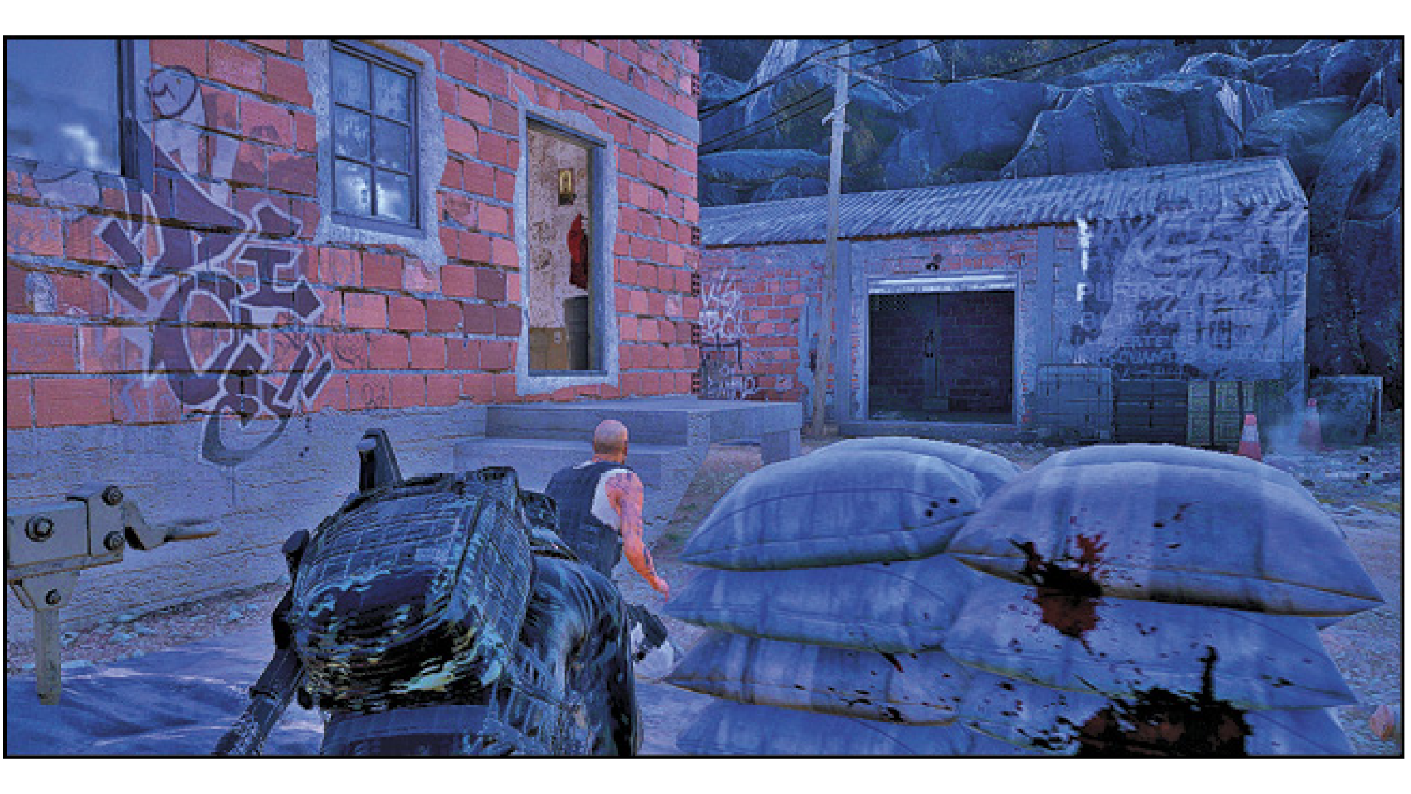
Grab and intimidate the Sicario

LOCATION

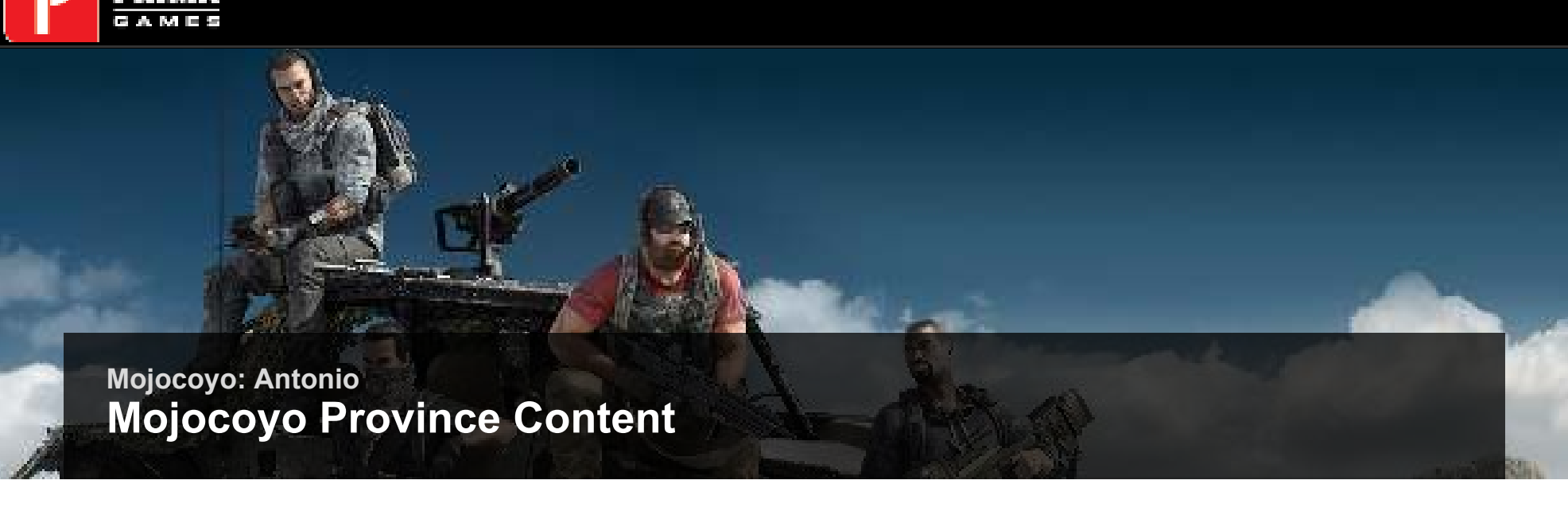
Sicario House

REWARDS

Support Unlock/Upgrade - Rebel guns for hire



Just east of Chacatal Village, a sicario hangs out at his house. This hostile is the target of the next Guns for Hire mission. Approach from the southwest and recon the area. The enemies are rarely in groups, remaining on their own or with a partner. One mans the watchtower to the right, while another moves up and down the nearest building—occasionally getting a look from the rooftop. This is a great opportunity to remove him from the equation. The target hangs out inside the big house, but will emerge if alerted. Keeping an eye on the radar and any nearby foes, descend to the ground and carefully make your way around to the right. Make your way to your objective and then intimidate him to complete the side mission. Rebels are held prisoner in front of the house, in case you need some help in a gunfight.

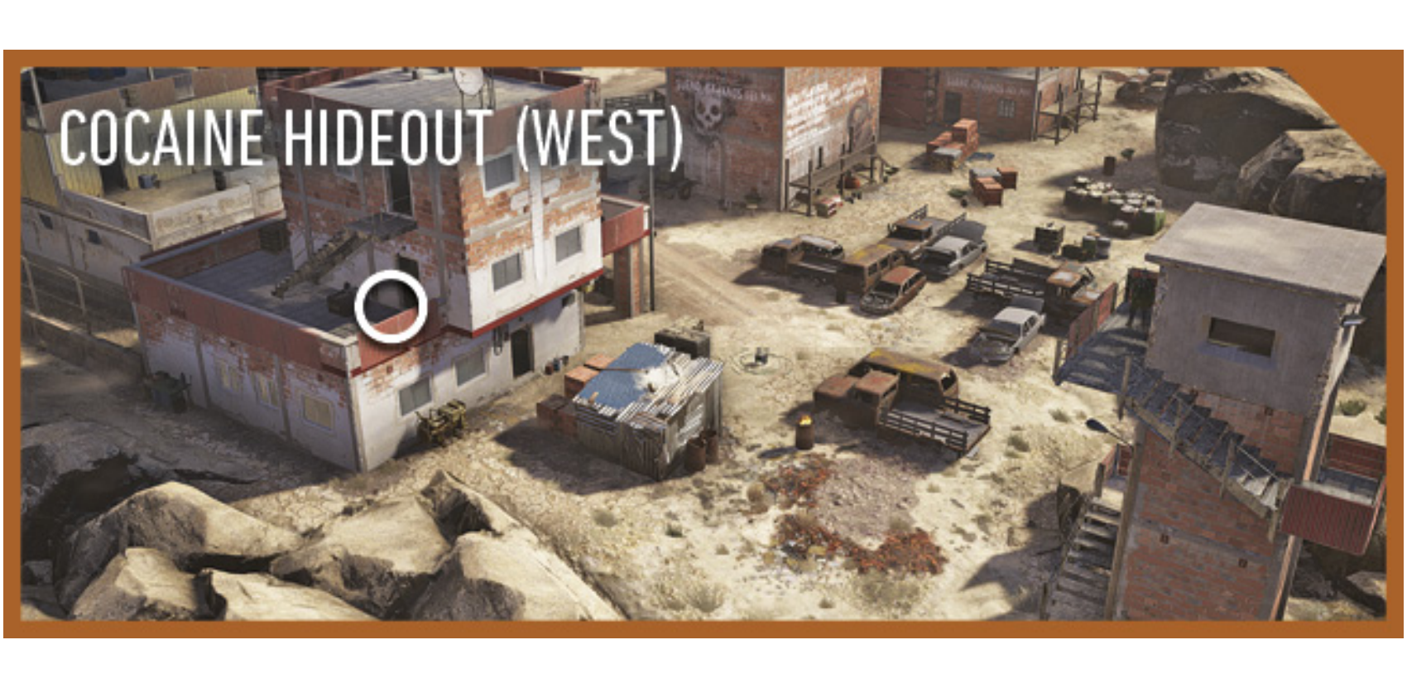


Mojocoyo: Antonio

Mojocoyo Province Content

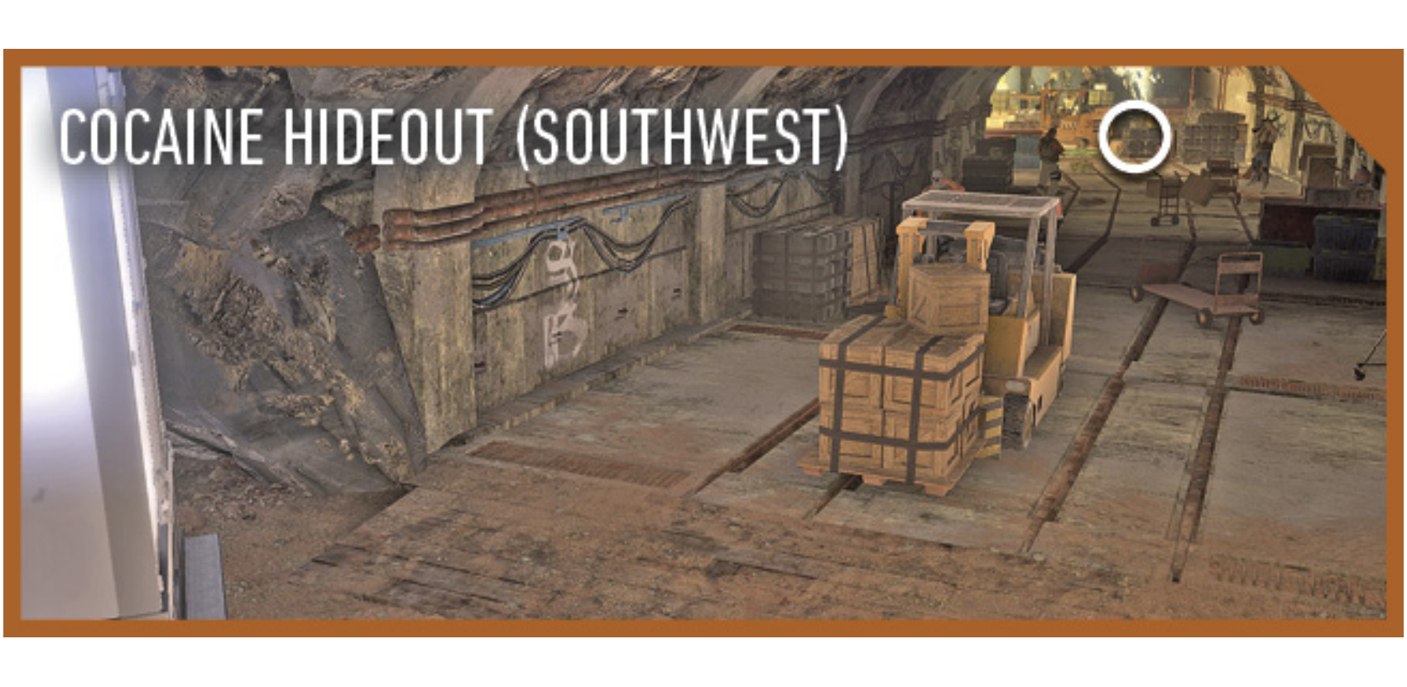
WEAPON CASES

WEAPON: MPX SUBMACHINE GUN



Find the Santa Blanca cocaine hideout southwest of Capachunco and approach the base from the north—eliminating the sniper in the watchtower before getting too close. Enter the brick building and climb to the second floor. A Weapon Case sits just outside the northern doorway.

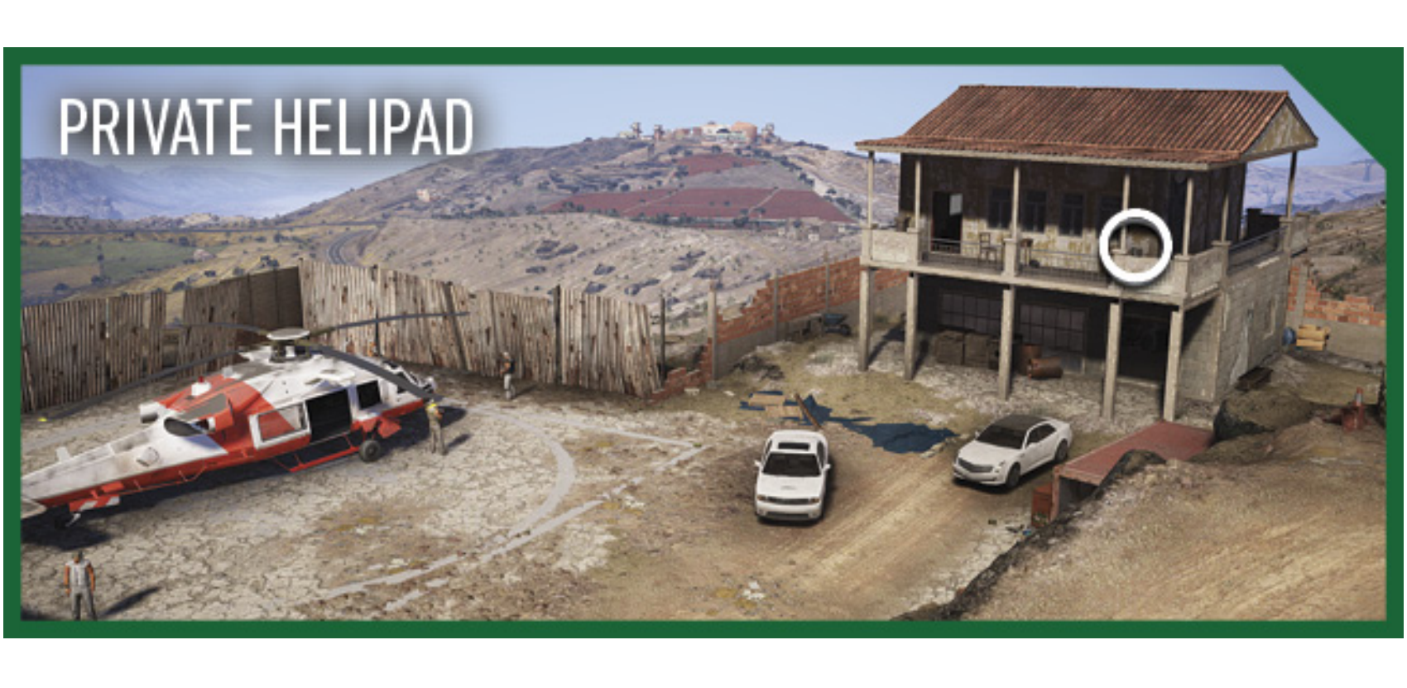
WEAPON: SRSA1 SNIPER RIFLE



Another cocaine hideout has been carved out of the rock, southwest of Rancho Sabala. Recon the area and eliminate the snipers who protect the cave entrance. Fight your way inside and follow the path to the back where a new sniper rifle awaits.

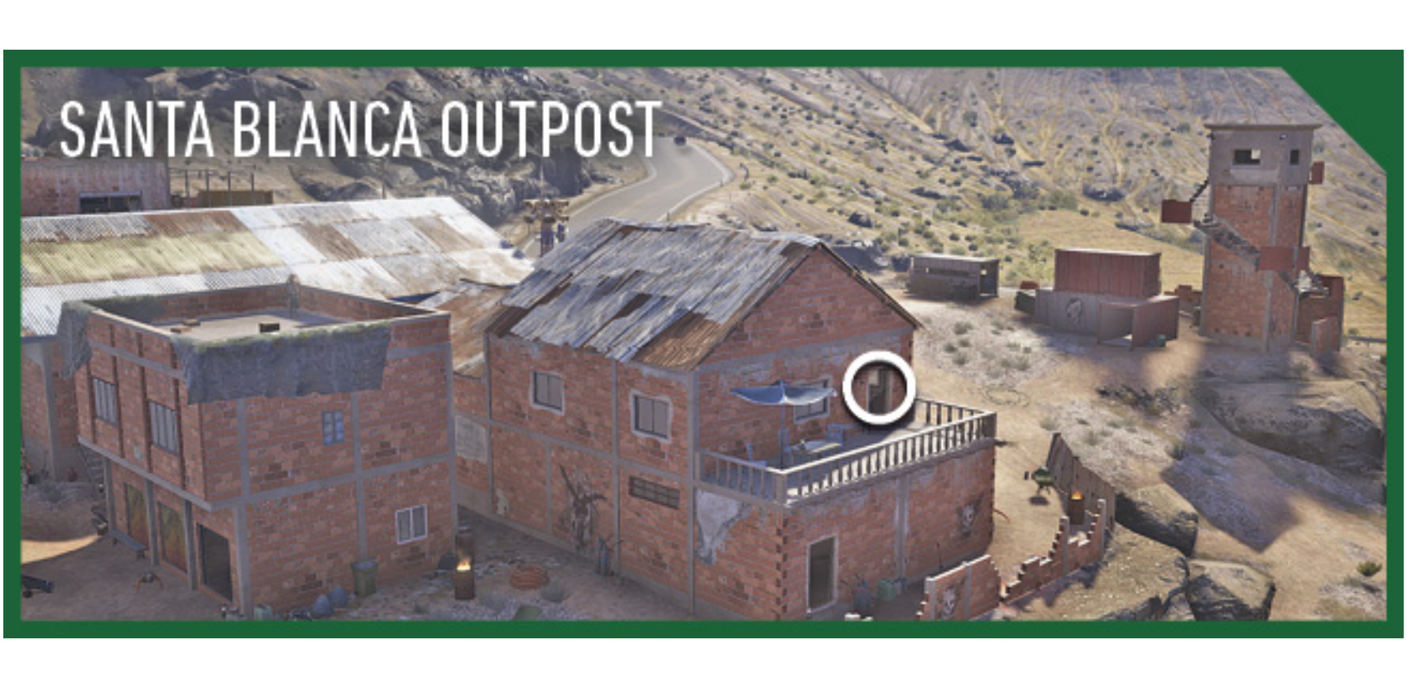
ACCESSORY CASES

ACCESSORY: EXTENDED 5.56 STANAG MAGAZINE (30)



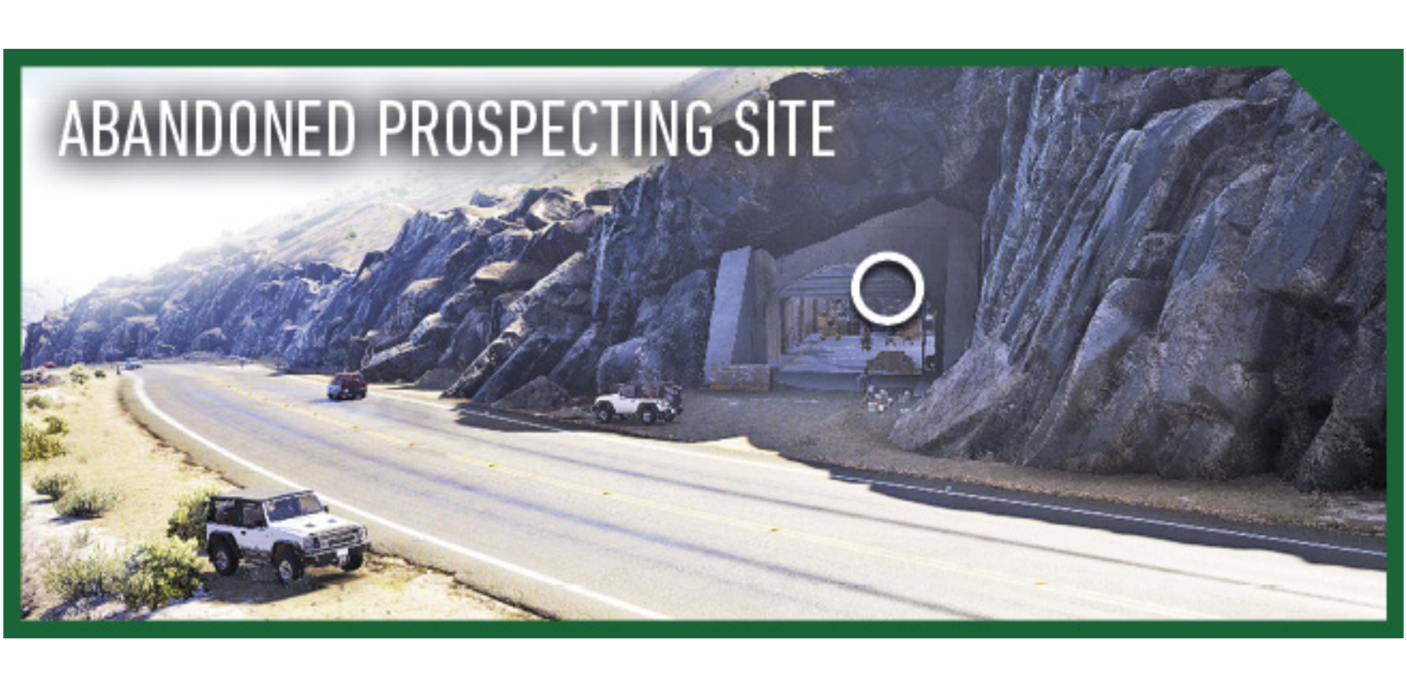
Infiltrate the house at the private helipad in eastern Mojocoyo from the north and sneak up the rear staircase. An Accessory Case rests on the railing at the front of the home.

ACCESSORY: LASER 3DOT (LMG)



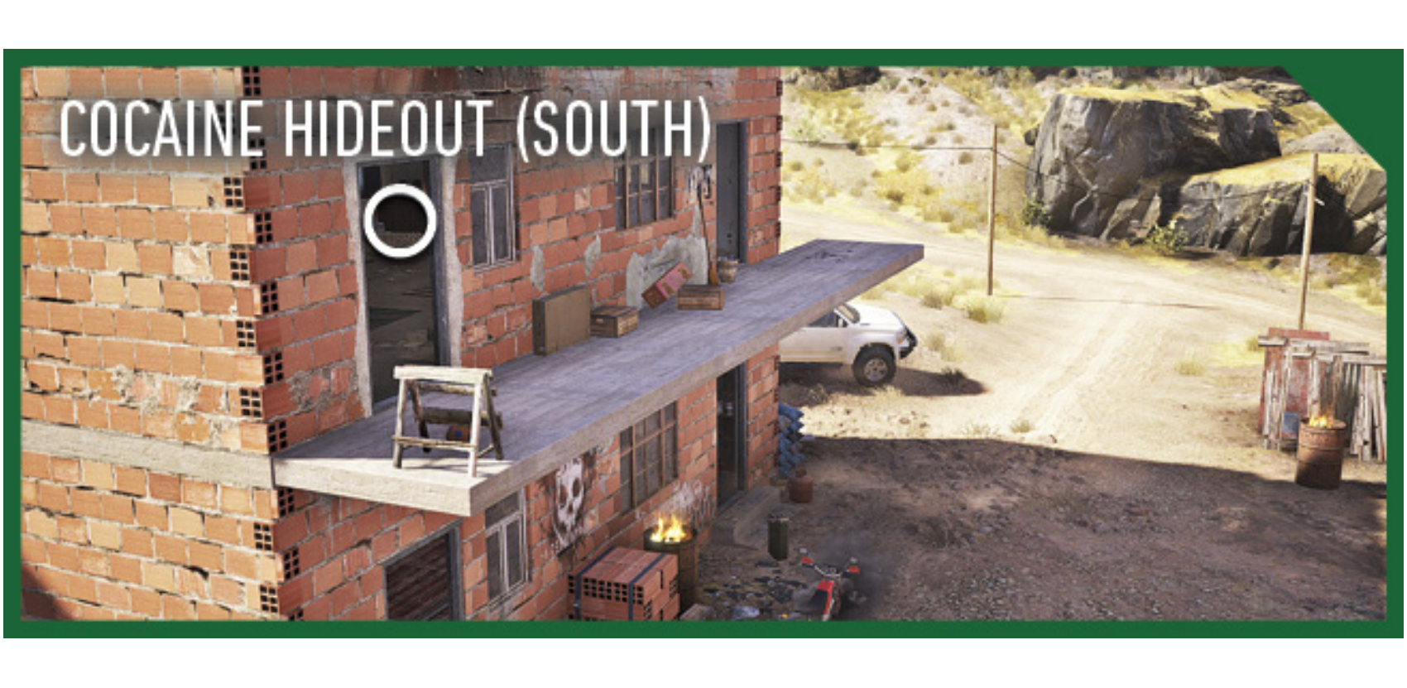
Snipe the guard in the southwest watchtower before sneaking into the outpost from the west side. Staying alert for Santa Blanca patrols, enter the first house and climb the steps to the second floor. The Laser 3Dot rests on a small cabinet in the corner.

ACCESSORY: ATPIAL LASER SIGHT (SNIPER RIFLE)



A supply drop sits inside the abandoned prospecting site, located southwest of Rancho Sabala, and the rebels would love to get their hands on it. Complete the Rebel Op: Spotting side mission before collecting the Accessory Case that sits at the back of the cave.

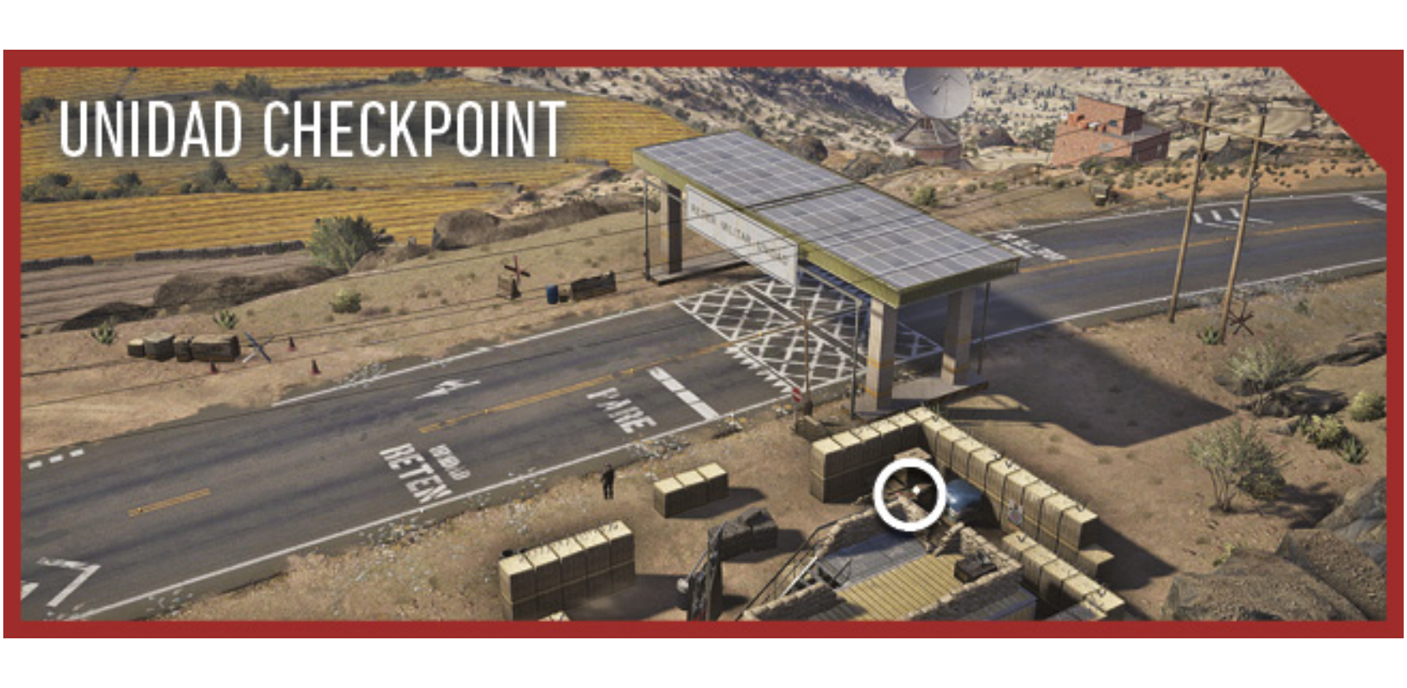
ACCESSORY: EXTENDED HK4.6X30 MAGAZINE (30)



The southern cocaine hideout is located northeast of Chacatal, near the Mojocoyo Alpha rally point. Sneak onto the property and climb the exterior steps on the right. Inside the second floor of the house, an Accessory Case rests on a small cabinet in the corner.

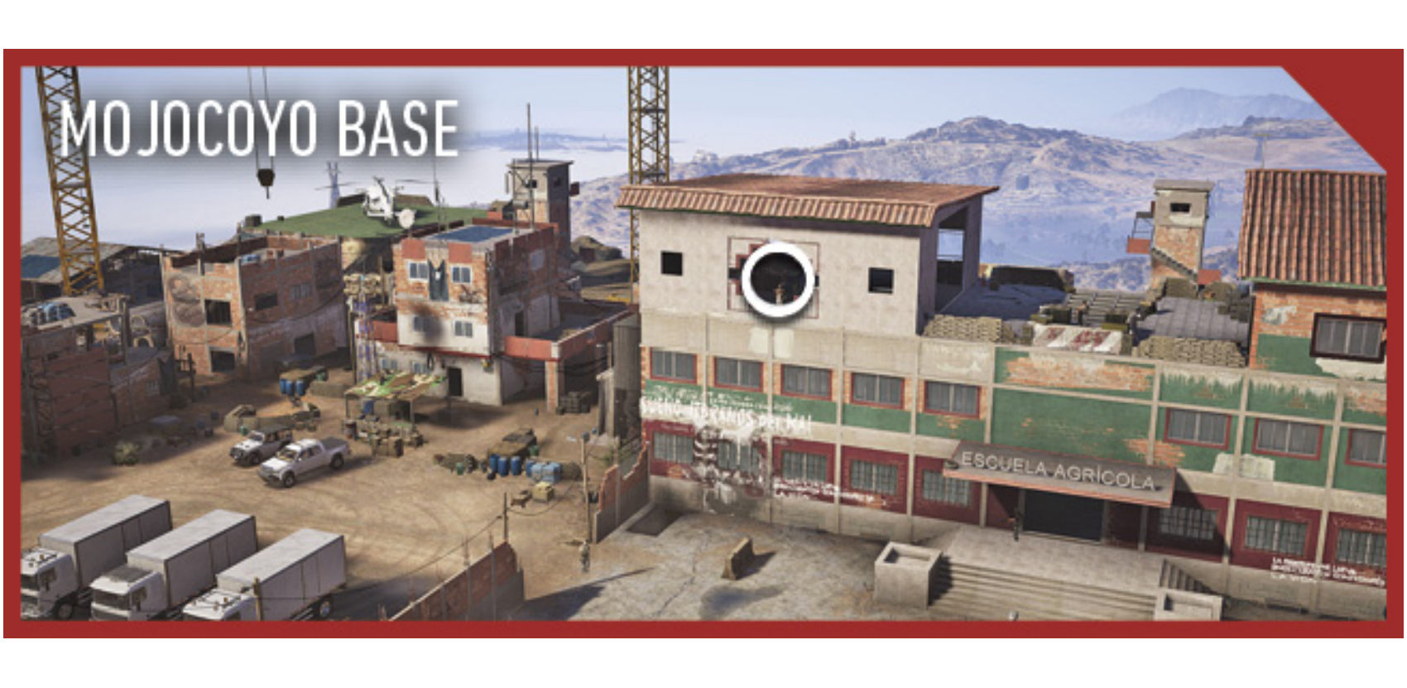
SKILL POINTS

SKILL POINTS: +1



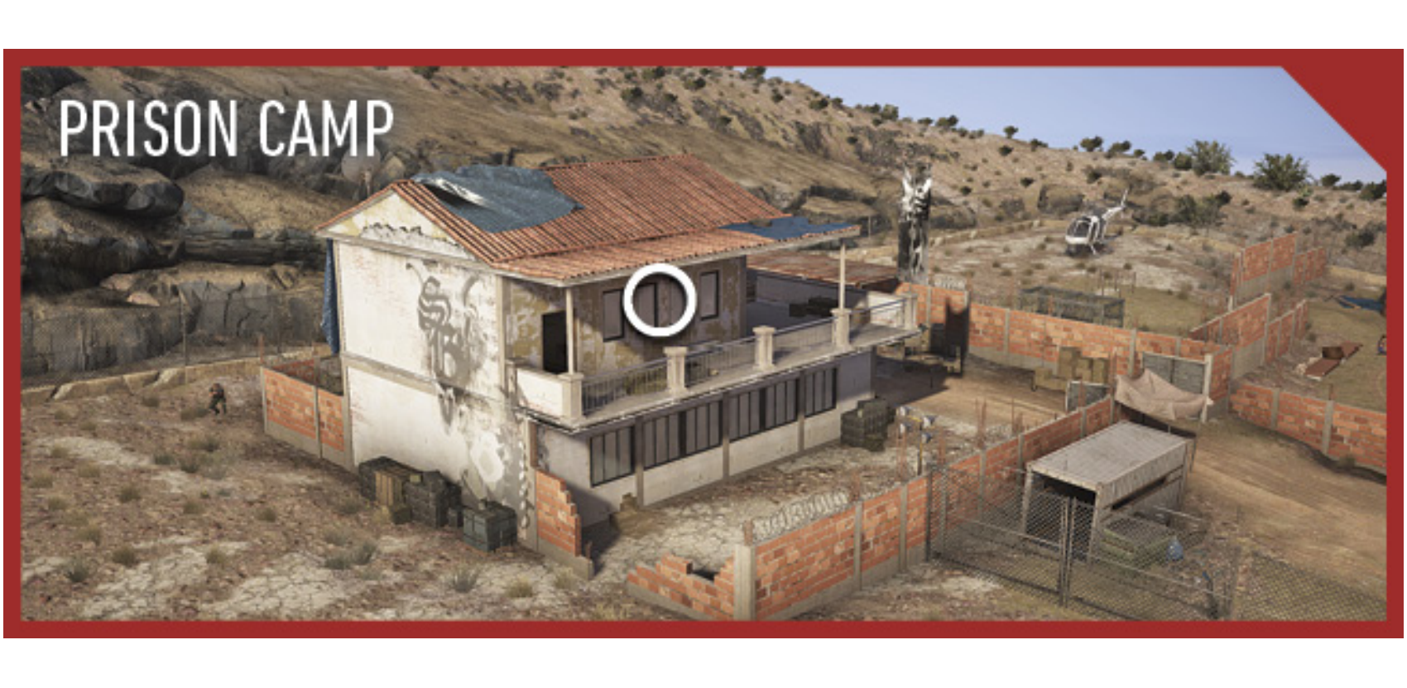
At the Unidad checkpoint, located northeast of Capachunco Village, eliminate the two Unidad troops before collecting the medal that sits next a gasoline can on the left.

SKILL POINTS: +5



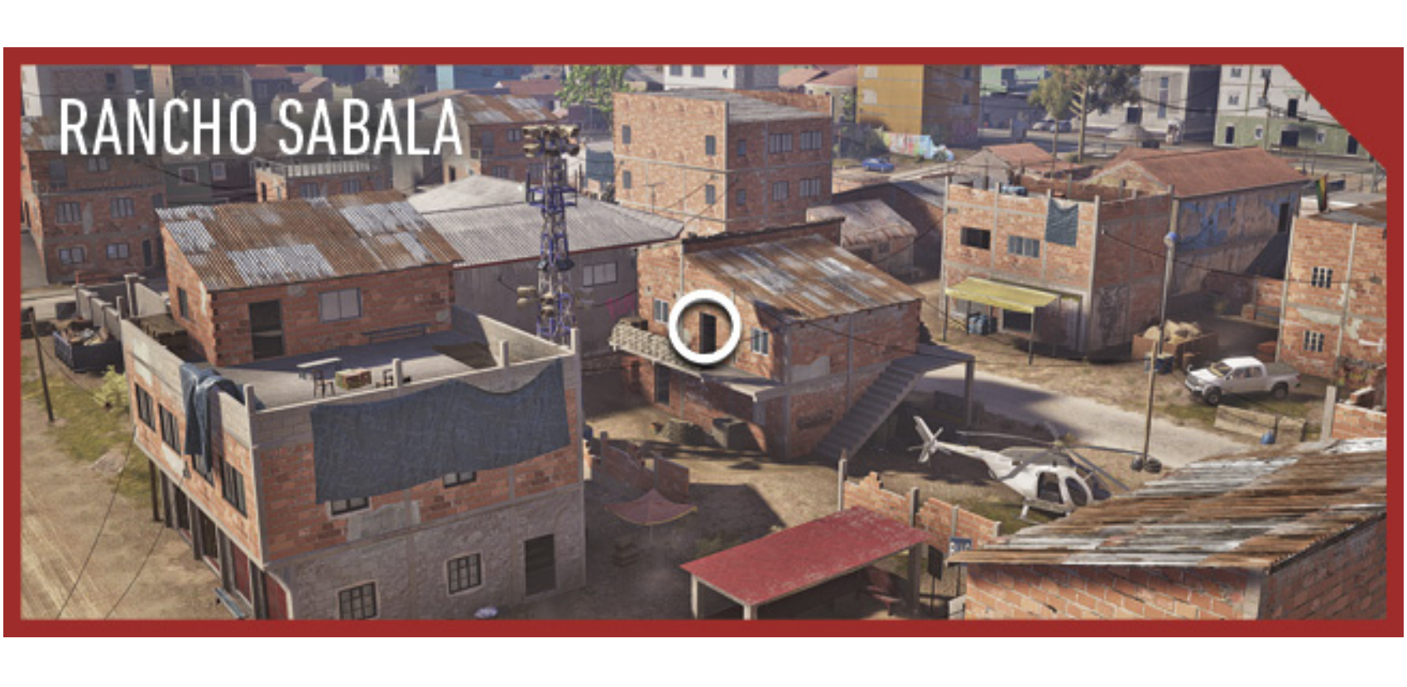
Santa Blanca's Mojocoyo Base is well defended with a mortar, minigun, and multiple alarms. To collect items inside these walls, you must be extra sneaky or bring everything you got. Take care of the snipers at the watchtowers first and then move into the agricultural school, which is only accessible from the front and left side. Navigate the halls and stairwells to reach the rooftop and then search the far storage room for the Skill Points.

SKILL POINTS: +1



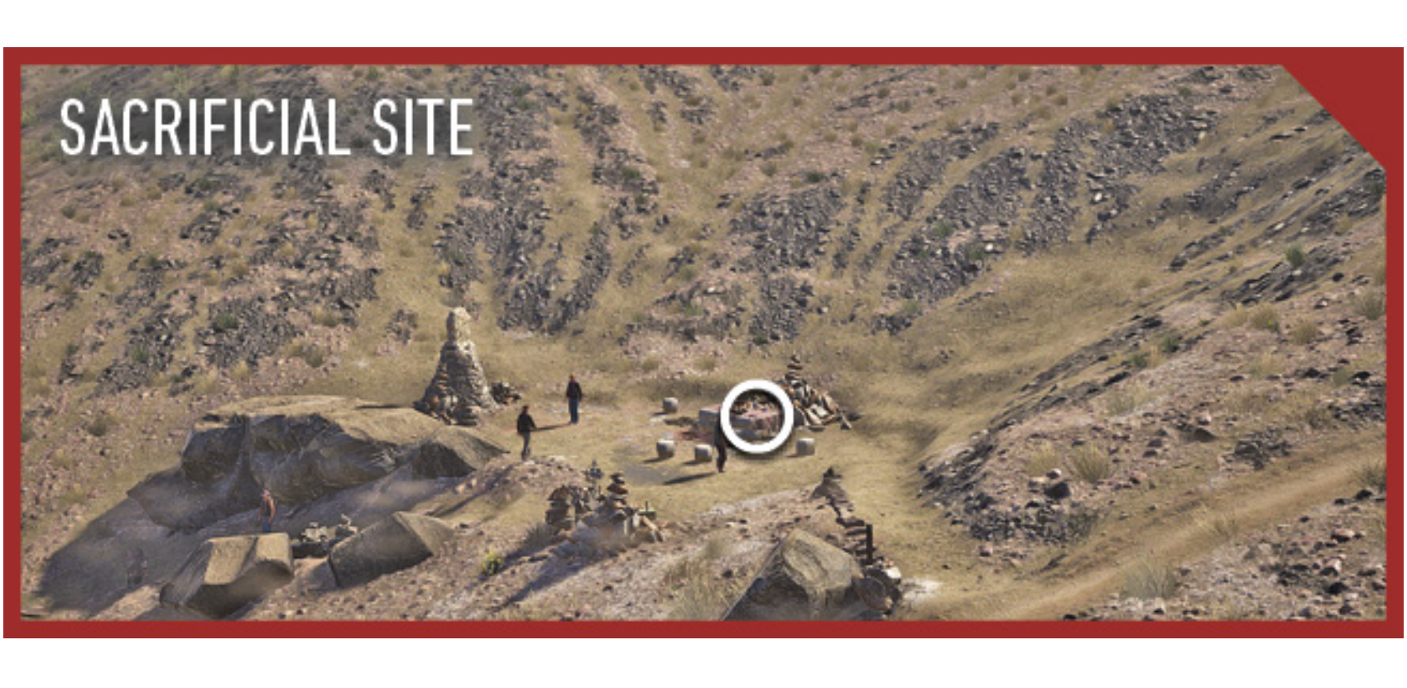
Civilian hostages are held prisoner southeast of Capachunco at a prison camp. Enter the two-story home on the south side and ascend to the second floor to find a medal, sitting on a desk.

SKILL POINTS: +3



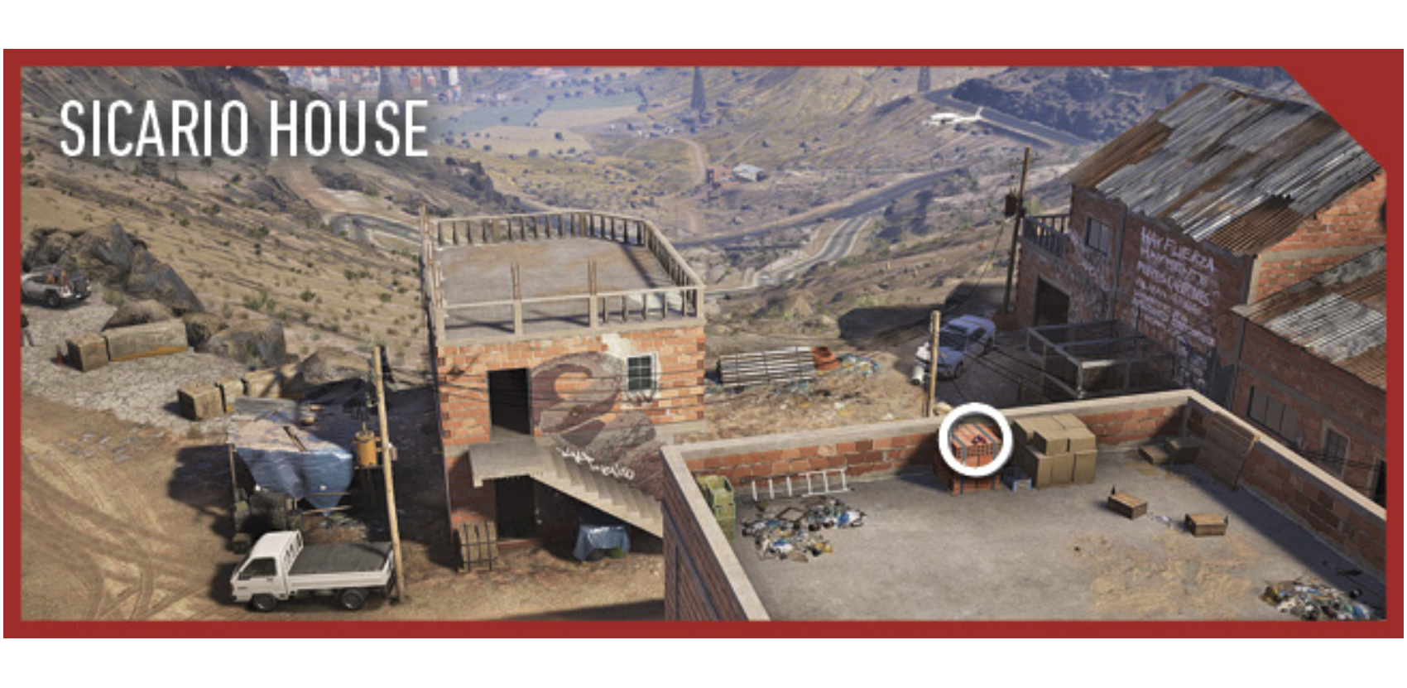
Look for the large gray house in the eastern half of the city with an alarm located just to its north. Enter the brick building just left of the sirens and take the exterior stairs to the second floor, where a medal sits on the metal shelves.

SKILL POINTS: +3



Head to the sacrificial site, southeast of Rancho Sabala, and grab the Skill Points from the stone table.

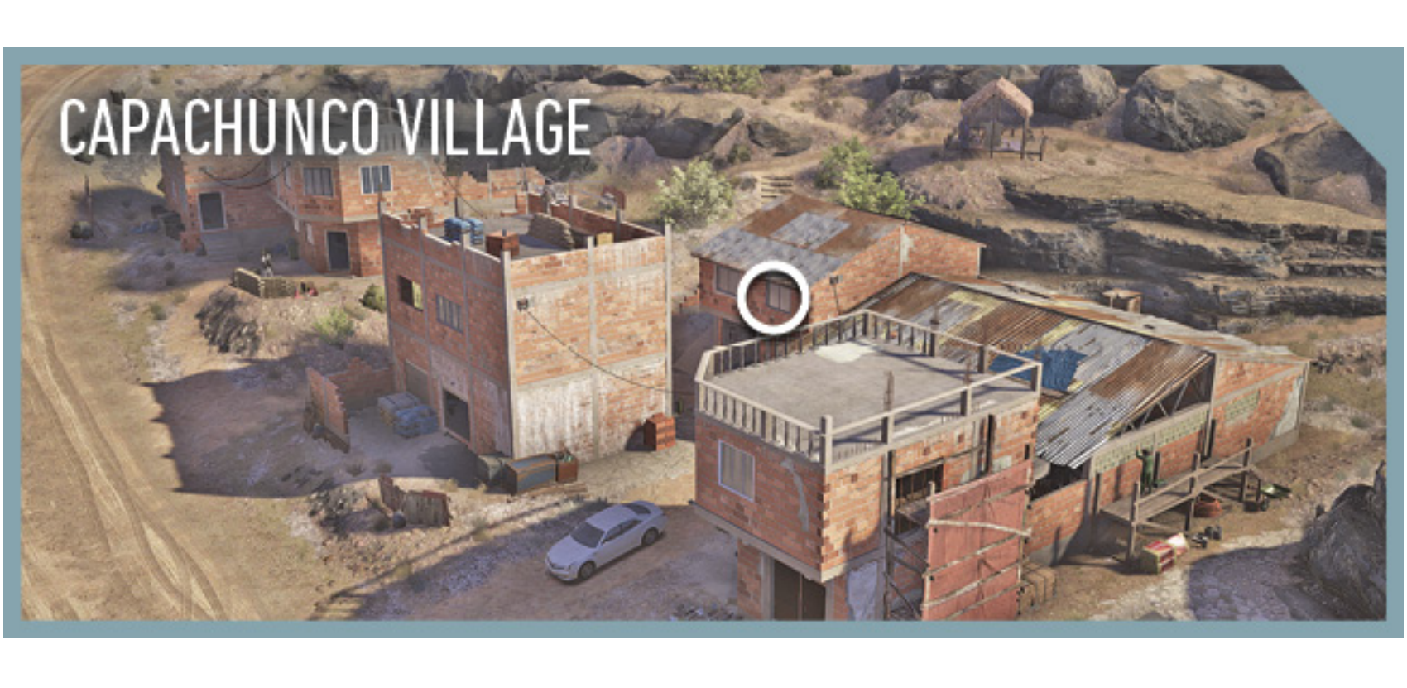
SKILL POINTS: +1



Down the hill from Chacatal to the east, a sicario is your next target in the Guns for Hire side missions. Once he has been intimidated, enter the southern home and climb the stairs to the rooftop, where a medal rests on a pallet of supplies.

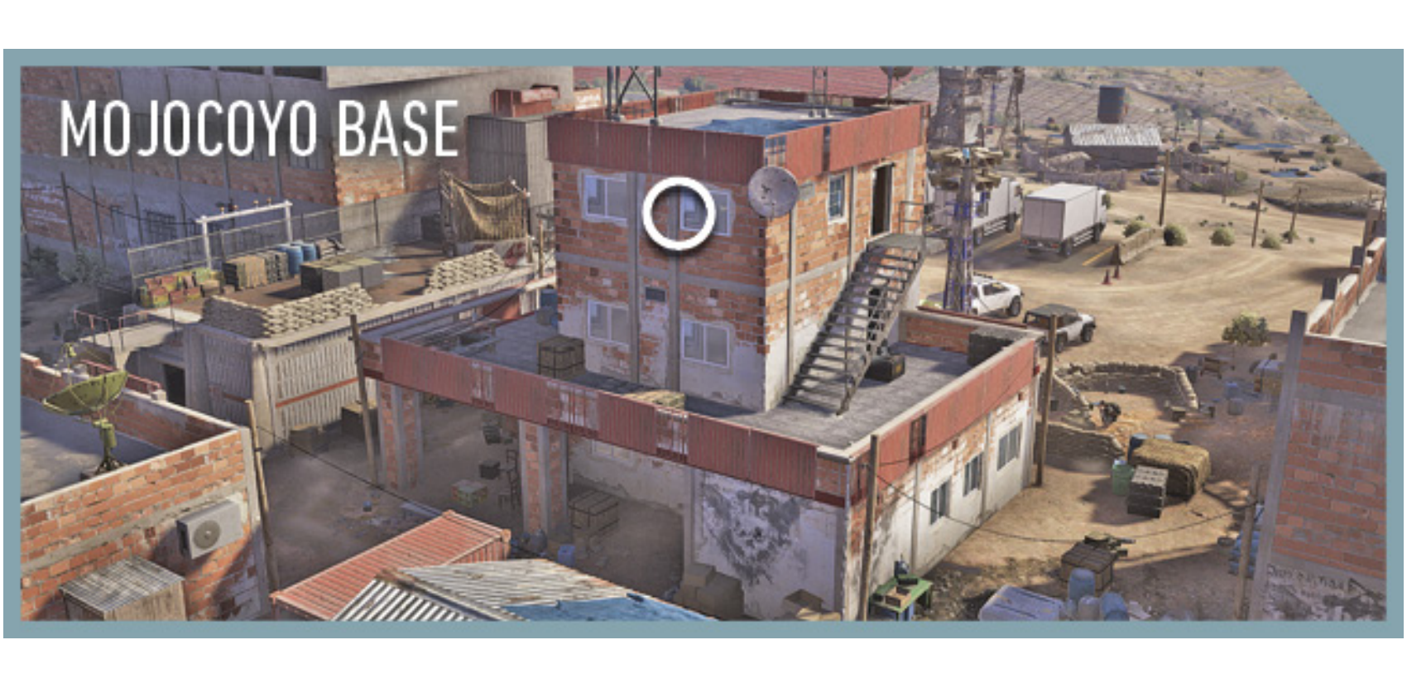
BONUS MEDALS

BONUS: RANGE



From the southwest, move around the back side of the first group of brick houses and climb over the fence behind the house. Go upstairs and collect the Bonus Medal from the desk.

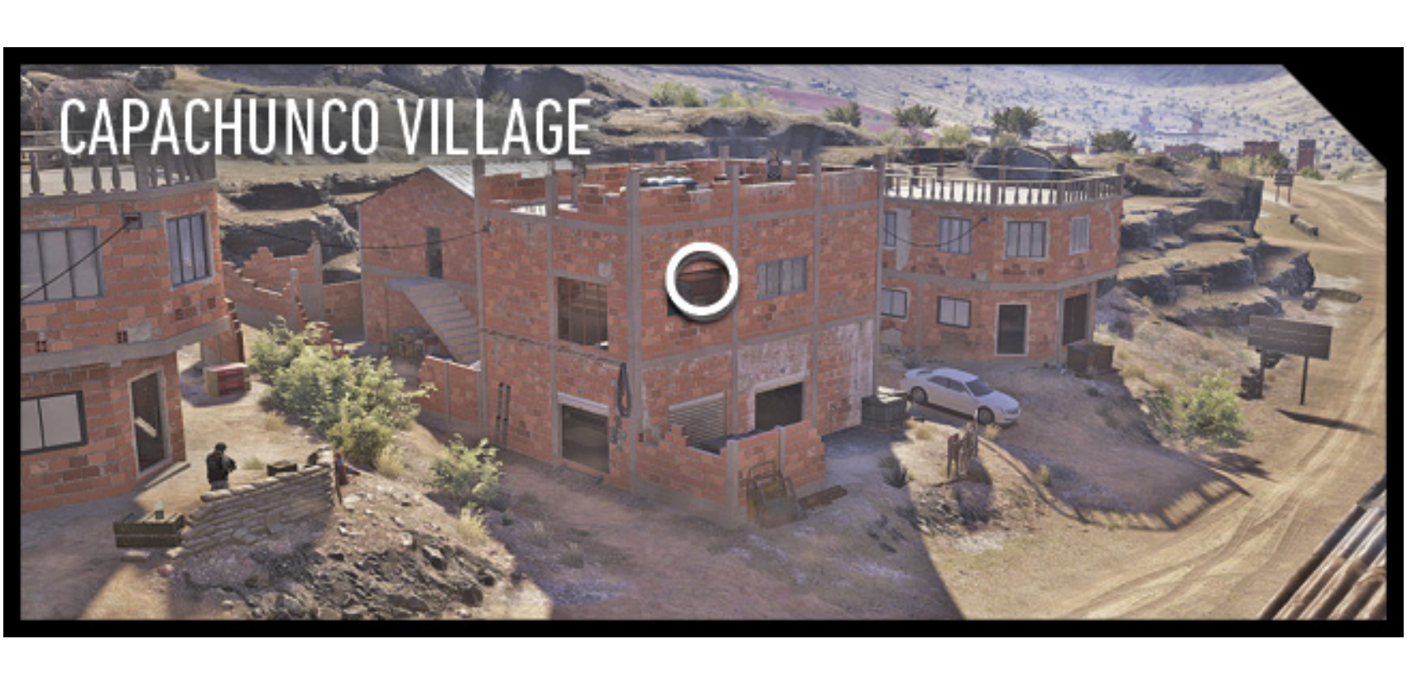
BONUS: FLASH GRENADE



Fight your way or sneak into the three-story, brick building, located just west of the armory. On the third floor, find a Bonus Medal on the corner desk.

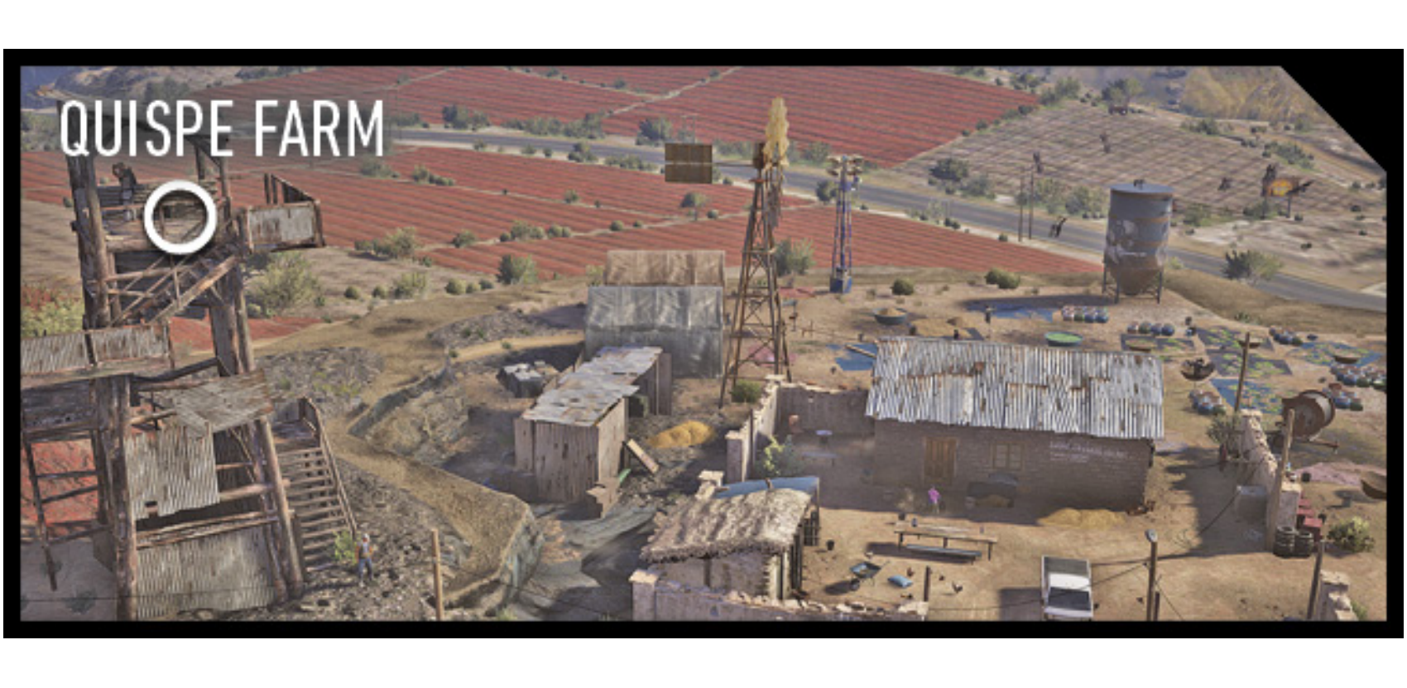
KINGSLAYER FILES

DOCUMENT



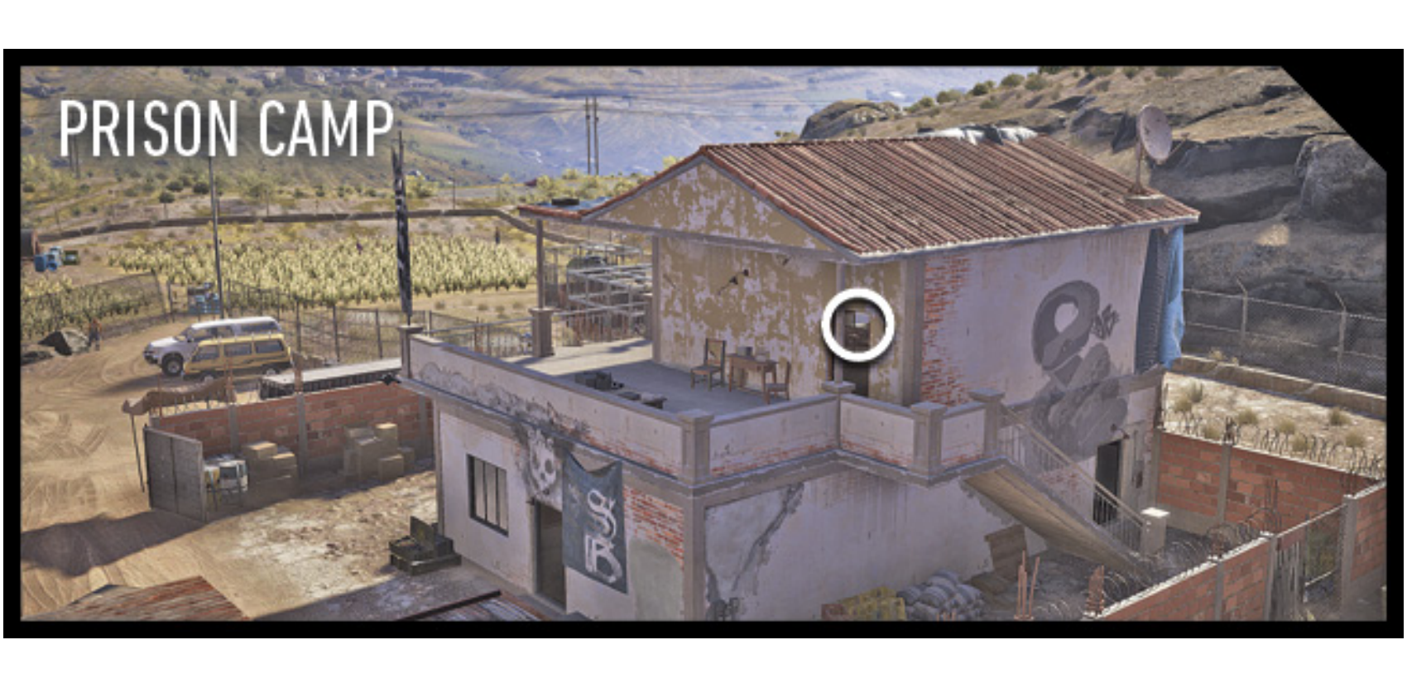
Enter Capachunco Village on the west side and follow the road until you reach the second brick house on the right. Santa Blanca occupy many of the homes, so move inside cautiously and head up to the second floor to find a document sitting atop a red container.

DOCUMENT



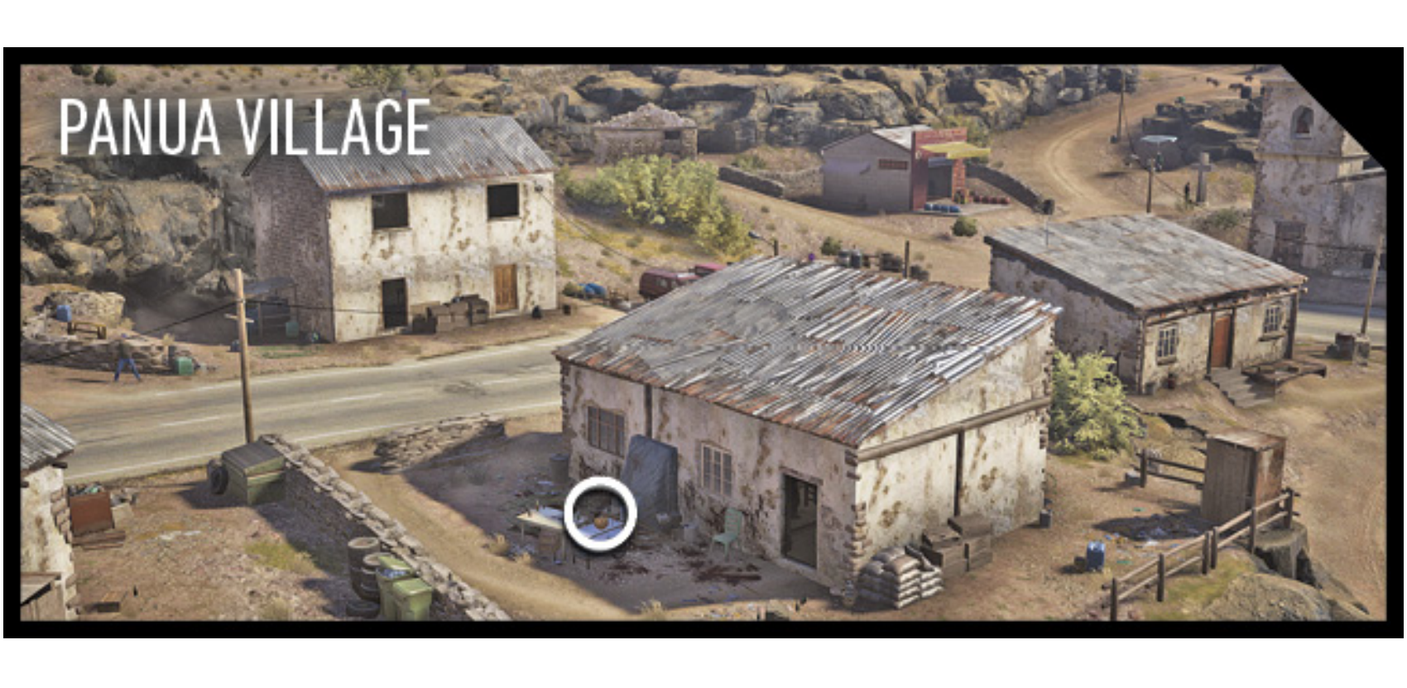
From a safe distance, snipe the guard at the top of the watchtower before moving into the farm's property. Climb to the top of the tower to find a document lying on the platform.

DOCUMENT



Travel to the prison camp, southeast of Capachunco Village, and enter the brick home. On the second level, collect the document off the corner of the bed.

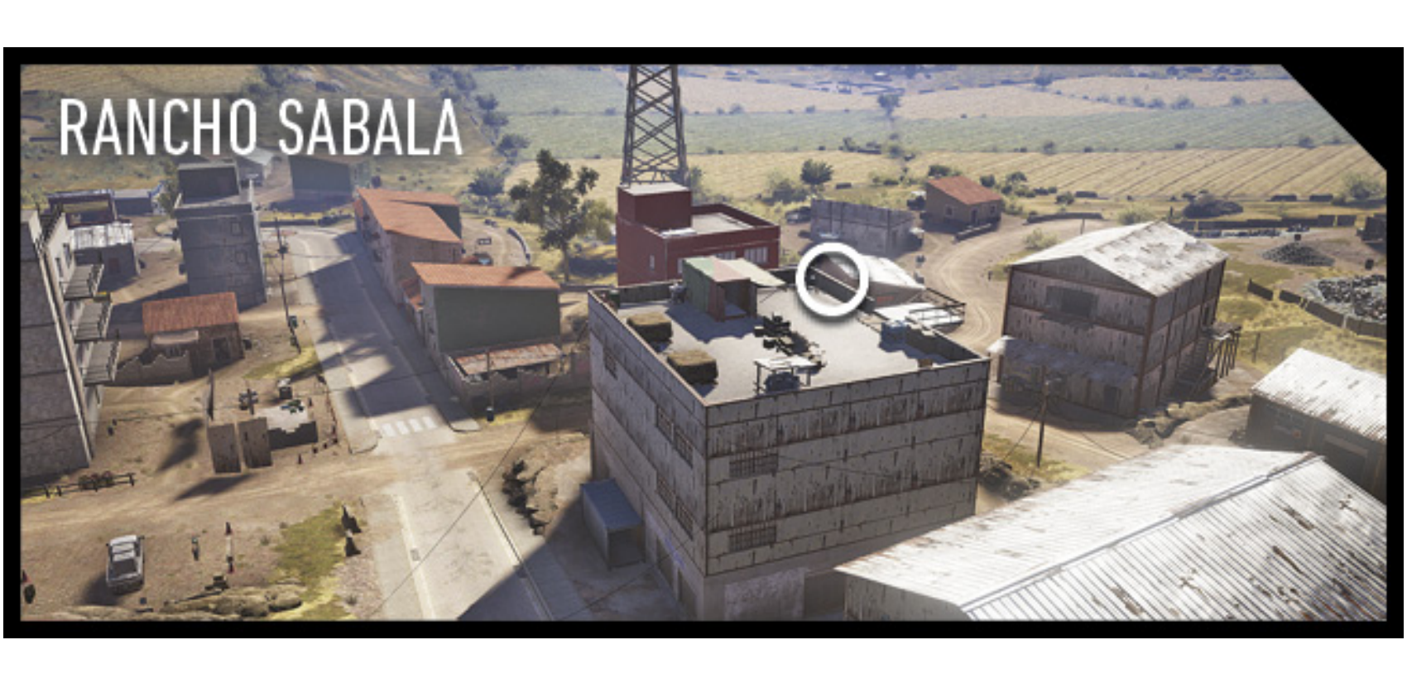
LEGEND



As you move into the village from the northwest, move past the first two houses on the right, before cutting through the gap in the stone wall. Collect the legend that sits on the cart, behind the next home.

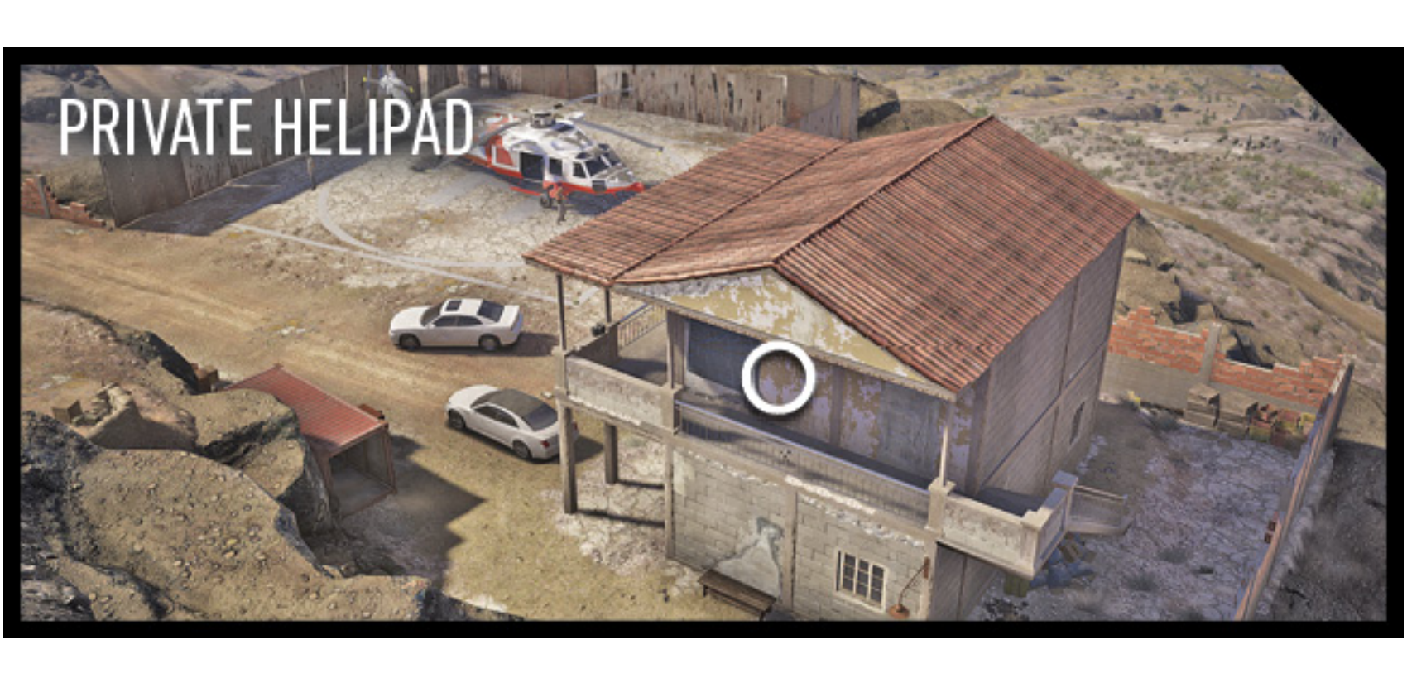
Tinku: Every year, rural communities in the region of Potosi organize big celebrations called Tinku. In daytime, the villagers brawl following special rites. Shedding blood is a way to honor the Earth goddess and ensure the promise of a good harvest. It is also a way to release social tensions. Clay pots such as this one are traditionally used to drink alcohol. The drunkest or toughest guys fight to the death. Even the women take part, helping their husbands or fighting each other.

DOCUMENT



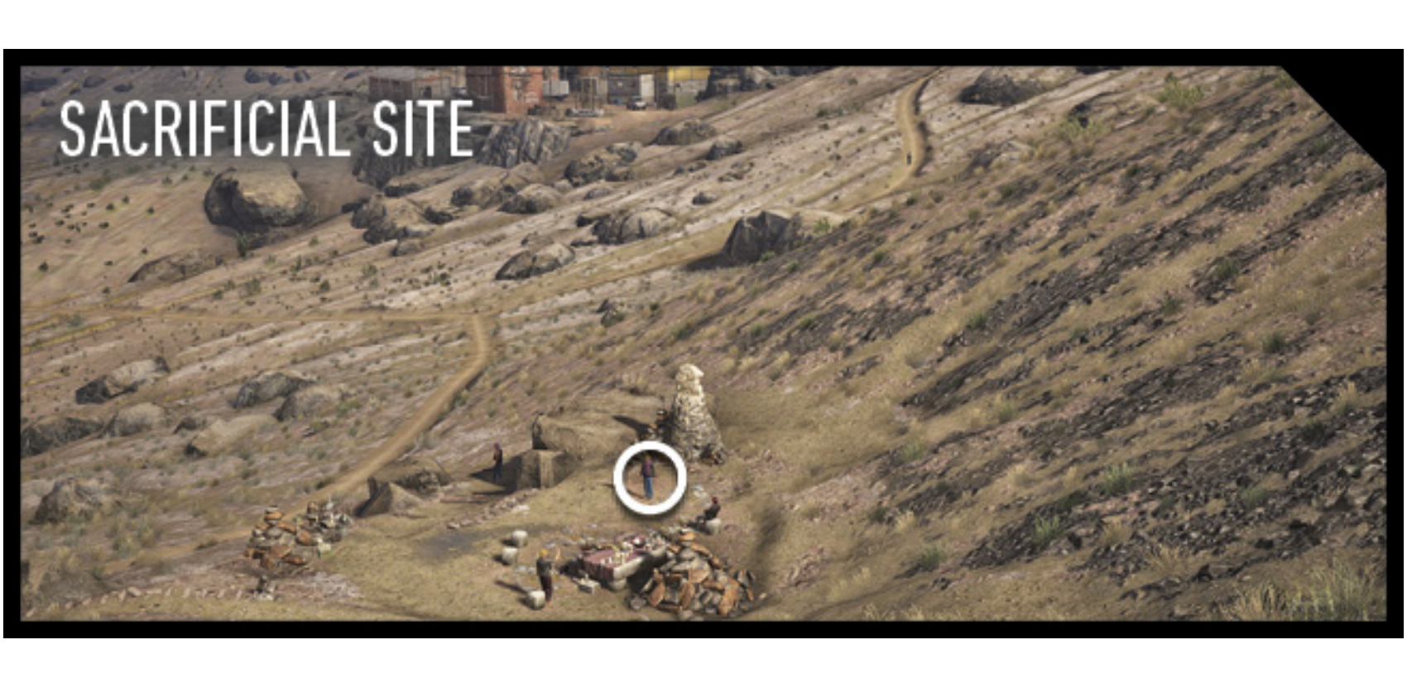
In far south Rancho Sabala, a three-story warehouse sits just east of the highway. Climb the exterior stairs to the rooftop, where a document rests on the southern ledge.

DOCUMENT



Sneak toward the house at the private helipad from the north and climb the exterior steps to reach the second floor. Move around the balcony, enter the building, and collect the document that lies on the floor, next to the bed.

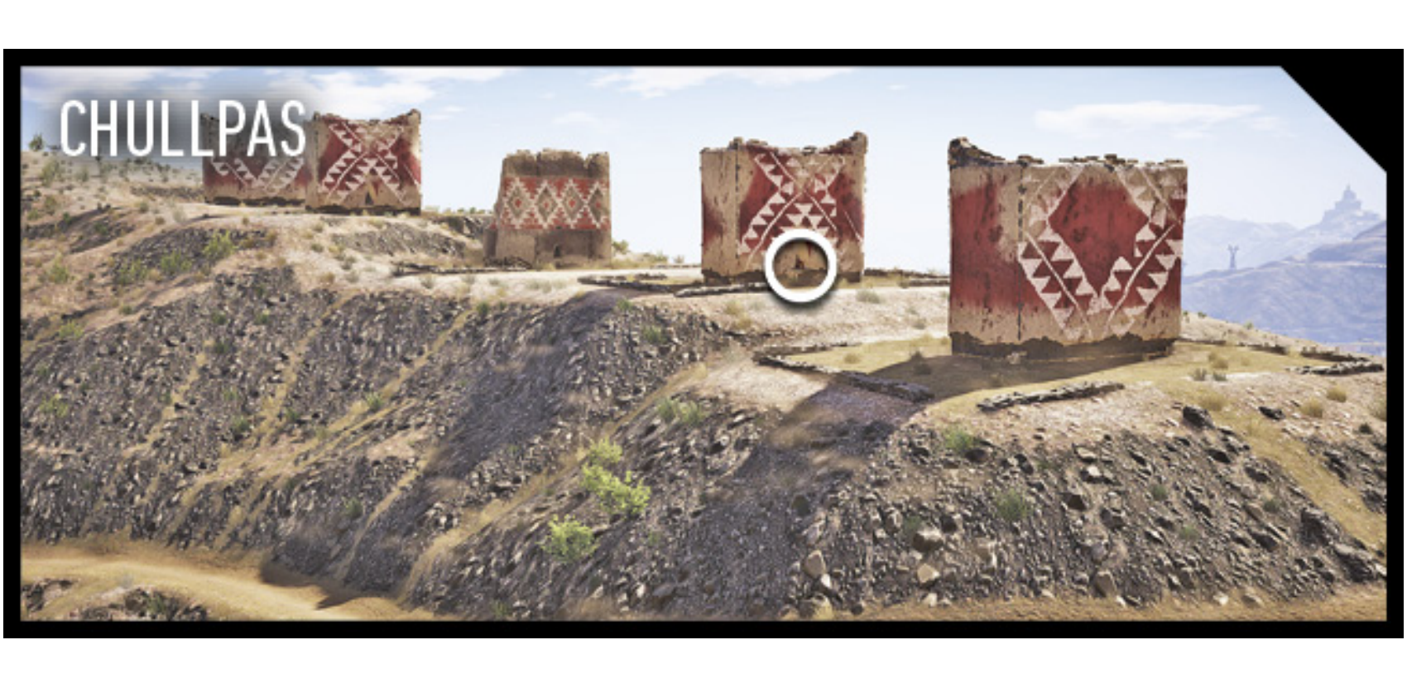
LEGEND



Travel to the sacrificial site, southeast of Rancho Sabala, and collect the legend that lies on the ground.

Wilancha: La Wilancha is a sacrificial ritual to honor Pachamama, the Earth goddess. Indigenous people cut a llama's throat and shed its blood on the ground, hoping for a good harvest. Miners spill the blood over mine entrances for safety at work or to find a good vein of minerals. As Pachamama is a jealous goddess, the ritual is considered mandatory to satisfy her. During the Wilancha ceremony, a shaman or one of his aides may blow horns such as this one to attract Pachamama's good graces.

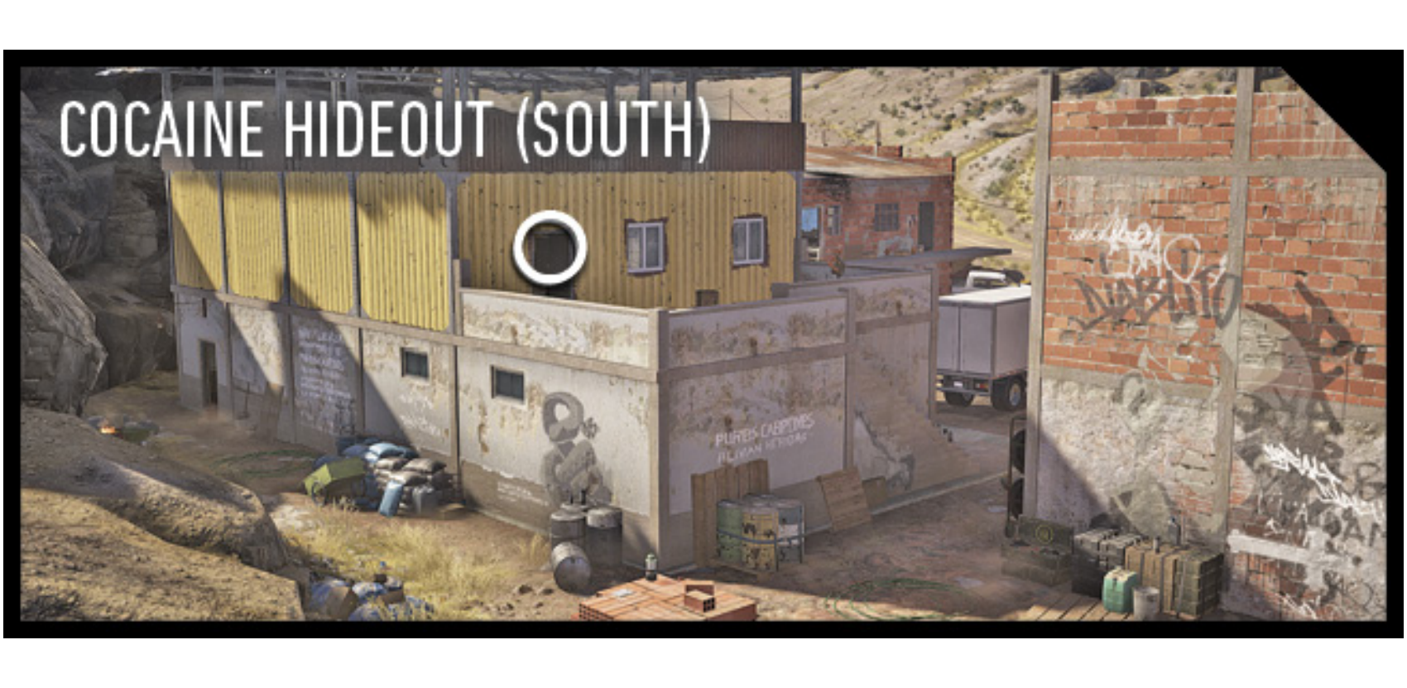
LEGEND



From the sacrificial site, head south up the hill to find Chullpas, an ancient funerary building. Find another legend at the base of the second-from-the-right monument.

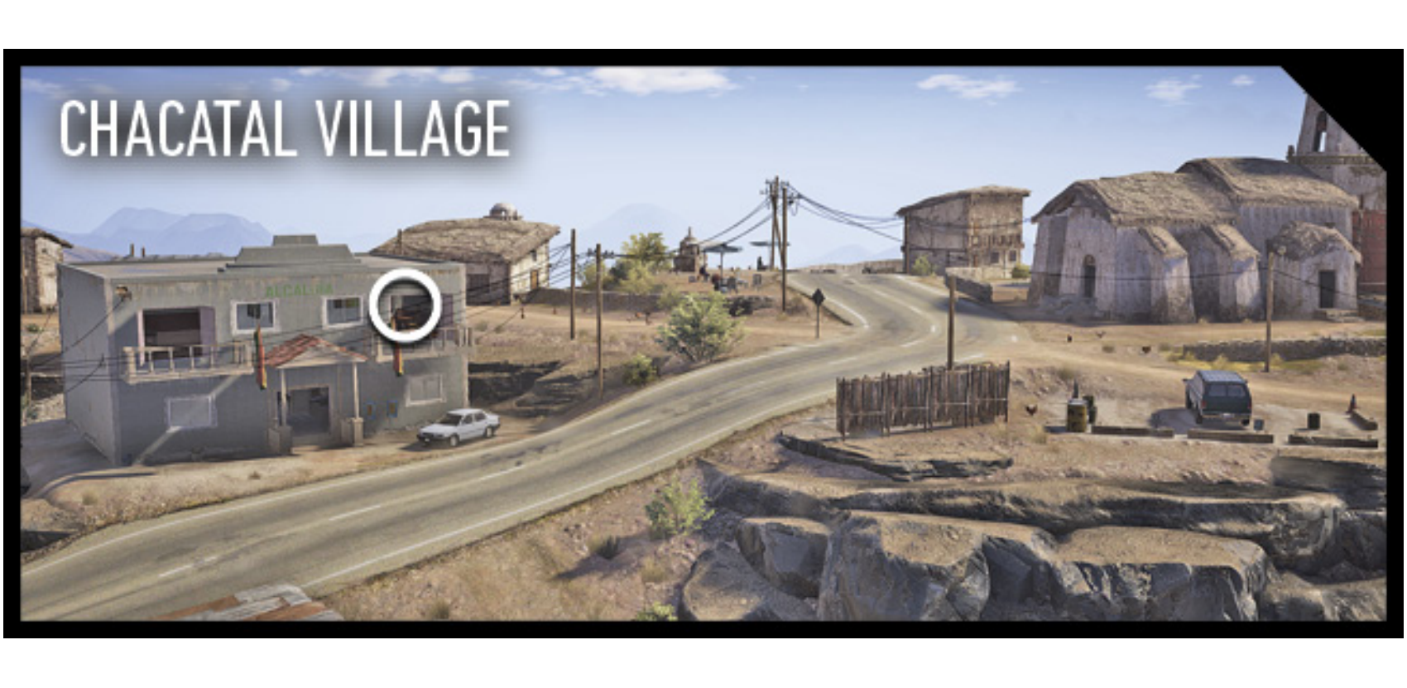
Chullpas: Chullpas are pre-Columbian stone funerary towers that can be found in the Andes of Bolivia and Peru. They were built to protect and honor the mummified bodies of noble family members. Along with some personal belongings, the corpses were placed inside in a fetal position. The door is usually facing East, so every morning the rising sun can flood the corpses with light, symbolizing the cycle of Life and Death.

DOCUMENT

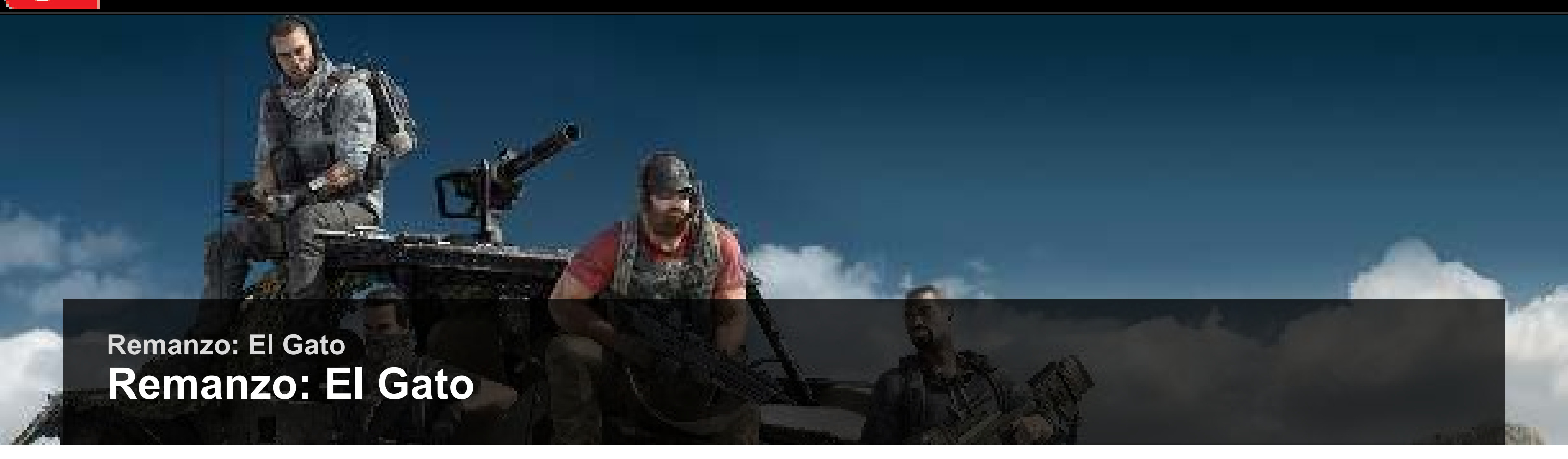


Before entering the cocaine hideout, located northeast of Chacatal, snipe the guy on the rooftop and then sneak around the right side of the brick house. Climb onto the blue storage container and continue onto the lower roof. Step inside and collect the package off the filing cabinets.

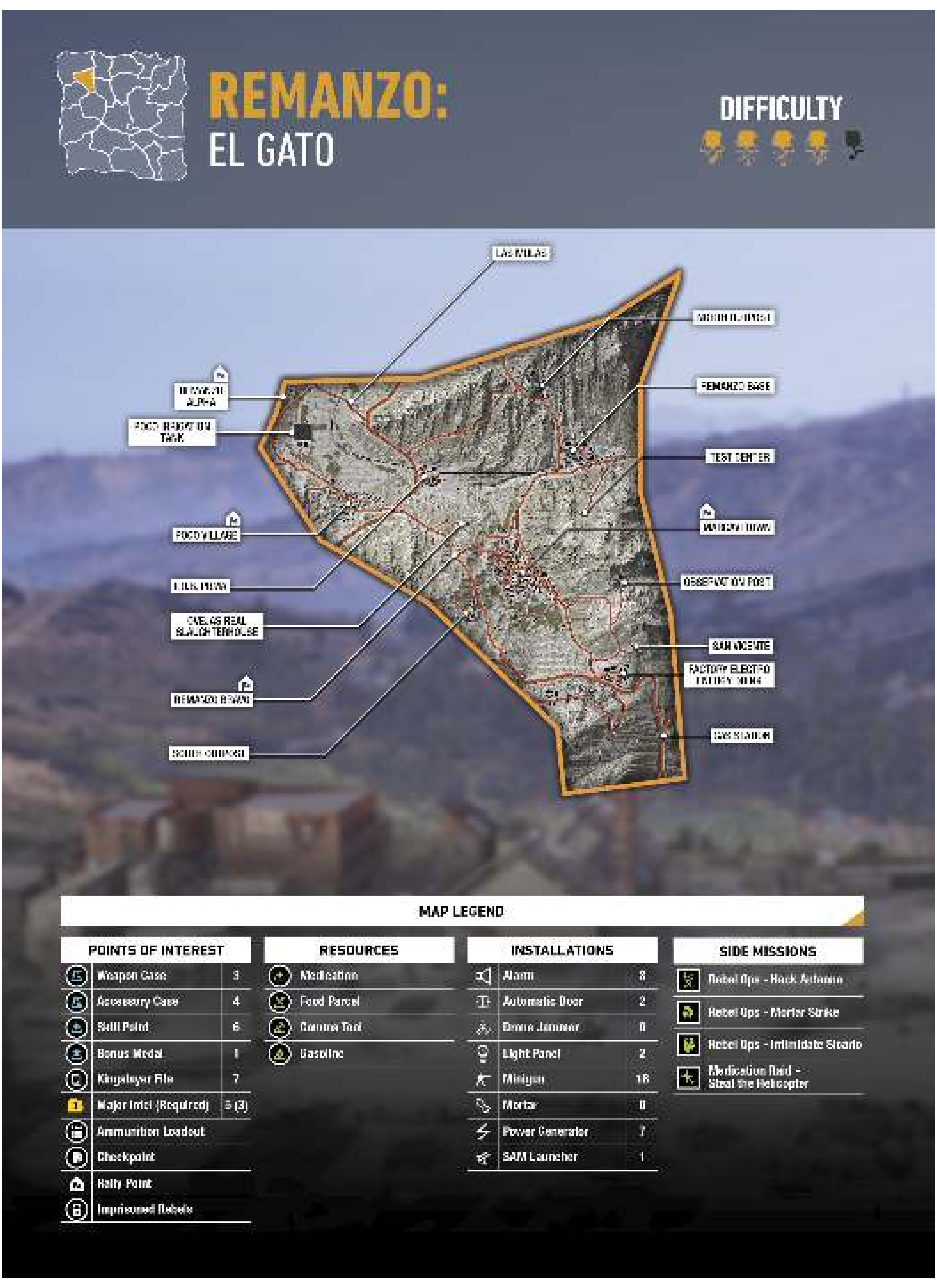
DOCUMENT



The town hall sits directly across the intersection from the church. Head upstairs and collect the document off the mayor's desk.


Remanzo: El Gato

Remanzo: El Gato


REMANZO:
EL GATO
DIFFICULTY
LAS VILLAS
NORTH OUTPOST
REMANZO BASE
TEST CENTER
MARCAVI TOWN
OBSERVATION POST
SAN VICENTE
FACTORY ELECTRO ENERGY DRINK
GAS STATION
REMANZO ALPHA
POCO IRRIGATION TANK
POCO VILLAGE
OVEJAS REAL SLAUGHTERHOUSE
REMANZO BRAVO
SOUTH OUTPOST
MAP LEGEND
POINTS OF INTEREST
Weapon Case 3
Accessory Case 4
Skill Point 6
Bonus Medal 1
Kingslayer File 7
Major Intel (Required) 5 (3)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 8
Automatic Door 2
Drone Jammer 0
Light Panel 2
Minigun 18
Mortar 0
Power Generator 7
SAM Launcher 1
SIDE MISSIONS
Rebel Ops - Hack Antenna
Rebel Ops - Mortar Strike
Rebel Ops - Intimidate Sicario
Medication Raid - Steal the Helicopter

An irrigation farming province where Santa Blanca is packaging and hiding cocaine before shipping.

Content	Number in Province
Main Missions	6
Side Missions	4

- **Operation: Smuggling**
- **Chief: El Gato**
- **Ecosystem: Arid Mountains**

This province is located in the mountain chain near the Altiplano. It's a very dry and poor region. The principal resources are sheep breeding and potato cultures. The potato was the main food resource of indigenous people living on the Altiplano and the mountains. Remanzo benefitted from a national program that gave this province an irrigation network. It increased the farmable surface and peasants' revenue.

The small town of Marcavi is the capital of the province; its activity is focused on potato farming. The small village of Poco is home to potters that specialized in the production of pottery for tourists.

The Santa Blanca has given El Gato the mission to package the cocaine in Remanzo before its shipment. This mission does not only consist of imposing the cartel brand or the destination of the drug on the cocaine bricks, but also hiding them in order to avoid possible controls.

El Gato took advantage of local resources. He convinced a boss of a company that produces quinoa boxes intended for export (QUCAM, Quinoa Cultivadores Asociación de Mojocoyo) to aid his cause. Each box, on the top of 500 grams of quinoa, benefits from a complement of cocaine.

Another company (Eléctro : bebida energética) that produces an energy drink to export to Brazil has an important portion of its bottles filled with liquid cocaine. The potters of Poco also work for the cartel. Their statuettes are filled with cocaine bags.

Finally, the clinic of Marcavi was also infiltrated by El Gato. A doctor of the cartel receives each week dozens of Bolivian "volunteers". Each one has to swallow several kilos of cocaine. They are then sent to the airport of Barvechos, to fly to La Paz and then to Brazil.

El Gato has built a base near the quinoa factory near the new district at Marcavi to accommodate his men. The factory, the clinic, and potters receive cocaine from the stocks of Mojocoyo. These places are monitored by cartel men. The cocaine is packaged and shipped to Koani province.

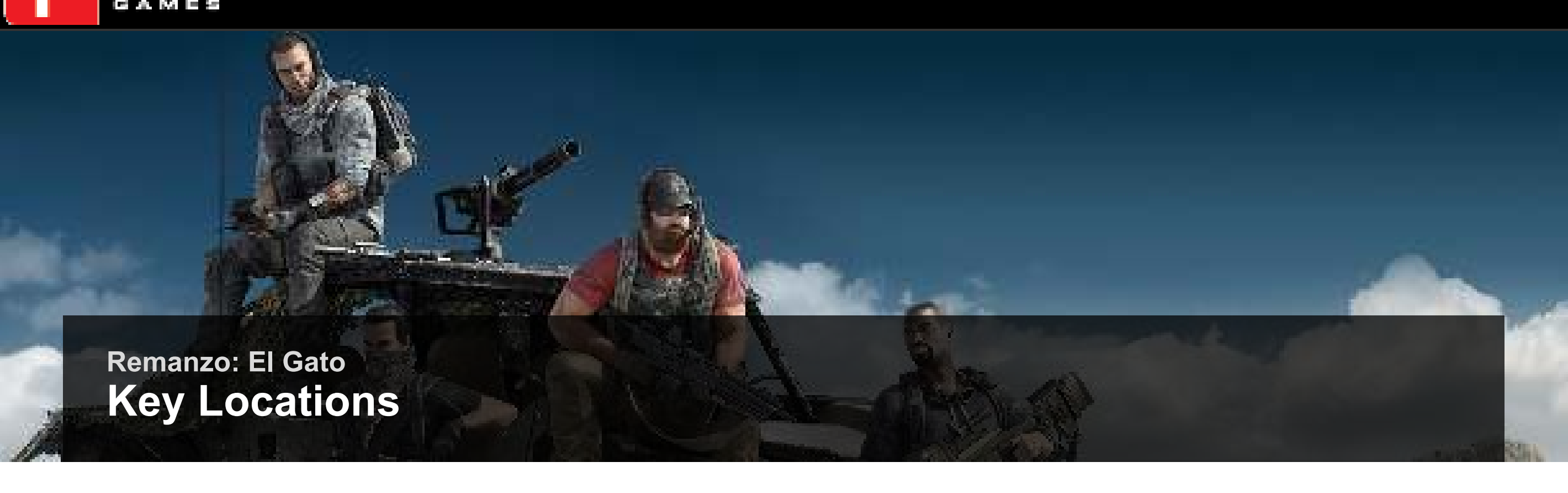
RICARDO GODINEZ DEL TORO, AKA EL GATO (THE CAT)

BORN: 09/02/1979 in Monterrey, Mexico

CARTEL POSITION: Manager of Packaging

Son of a famous plastic surgeon that worked for the stars and the narcos, he grew up surrounded by these people. He started to work for the Santa Blanca when he was 16 years old. A big buchon died from a complication in a surgery his father was performing, and they both knew the consequences. The cartel was going after his father, and the widow of the buchon wanted revenge. This meant torture and lots of pain before dying. So El Gato made a decision. He killed his father. One bullet in the head in the name of the cartel.

His nickname comes from his supposed numerous lives. El Gato has been wounded many times, many different ways. He has also been captured by police and enemies and he always comes out all right.



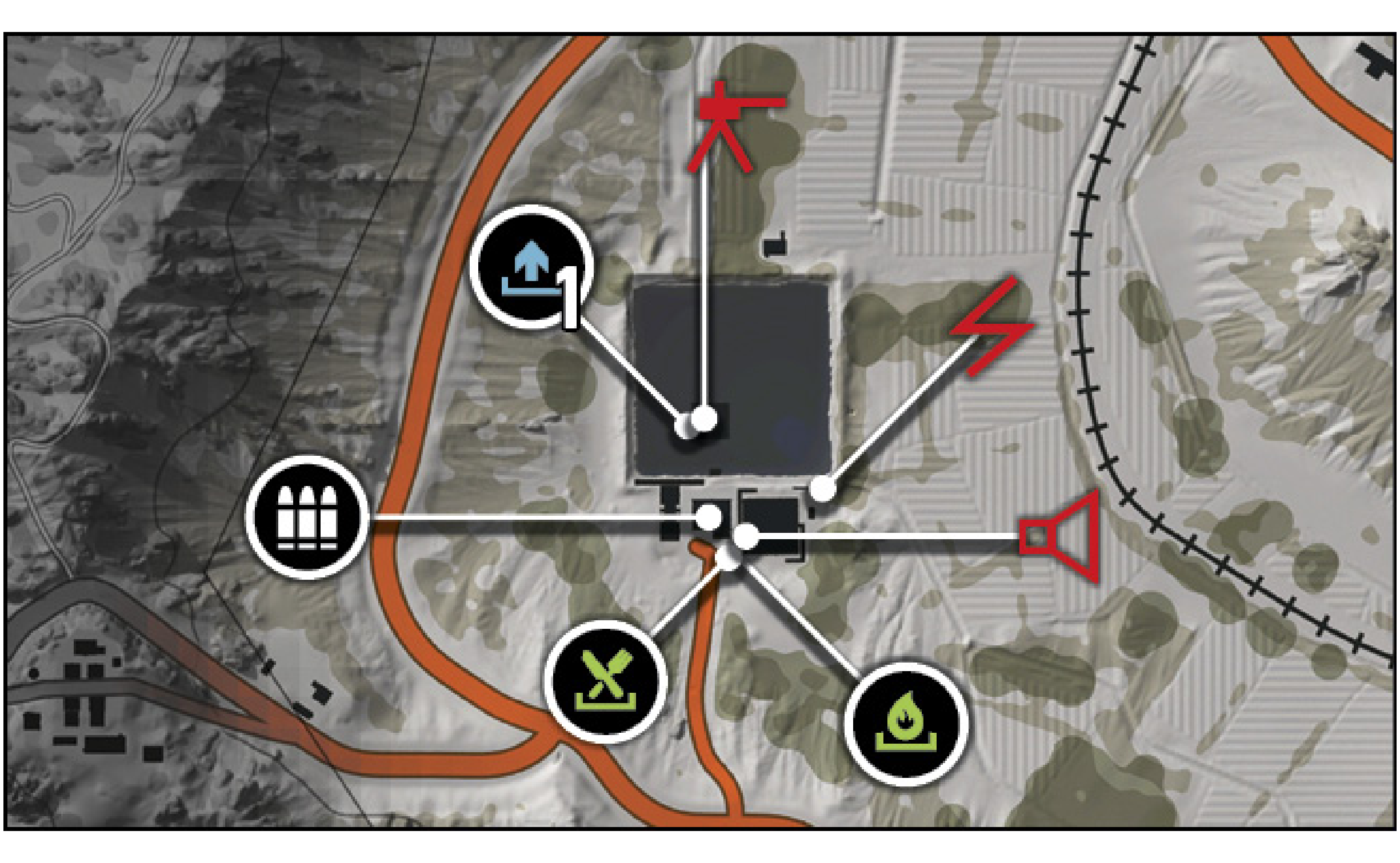
Remanzo: El Gato

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

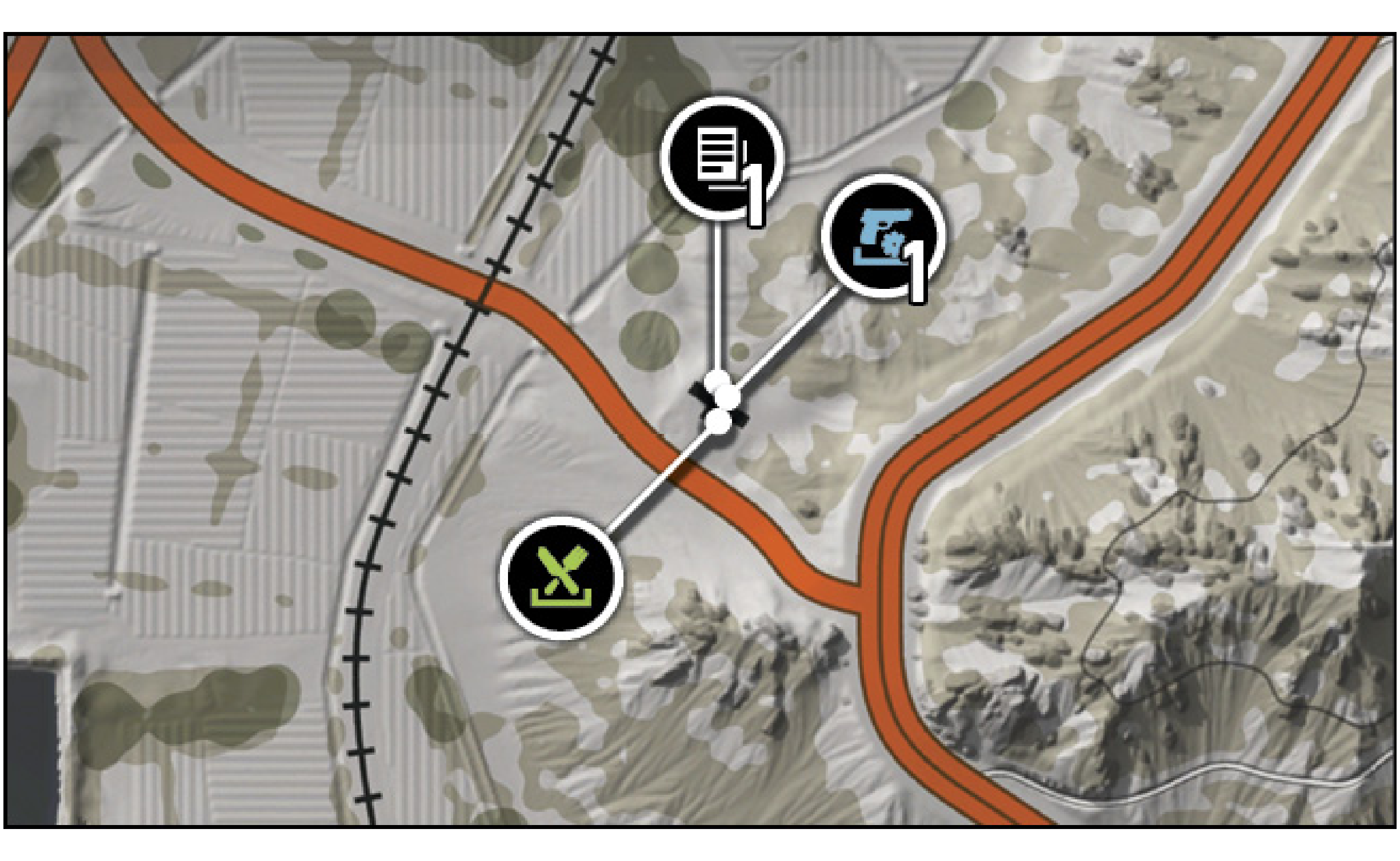
POCO IRRIGATION TANK

The main Remanzo's tank.



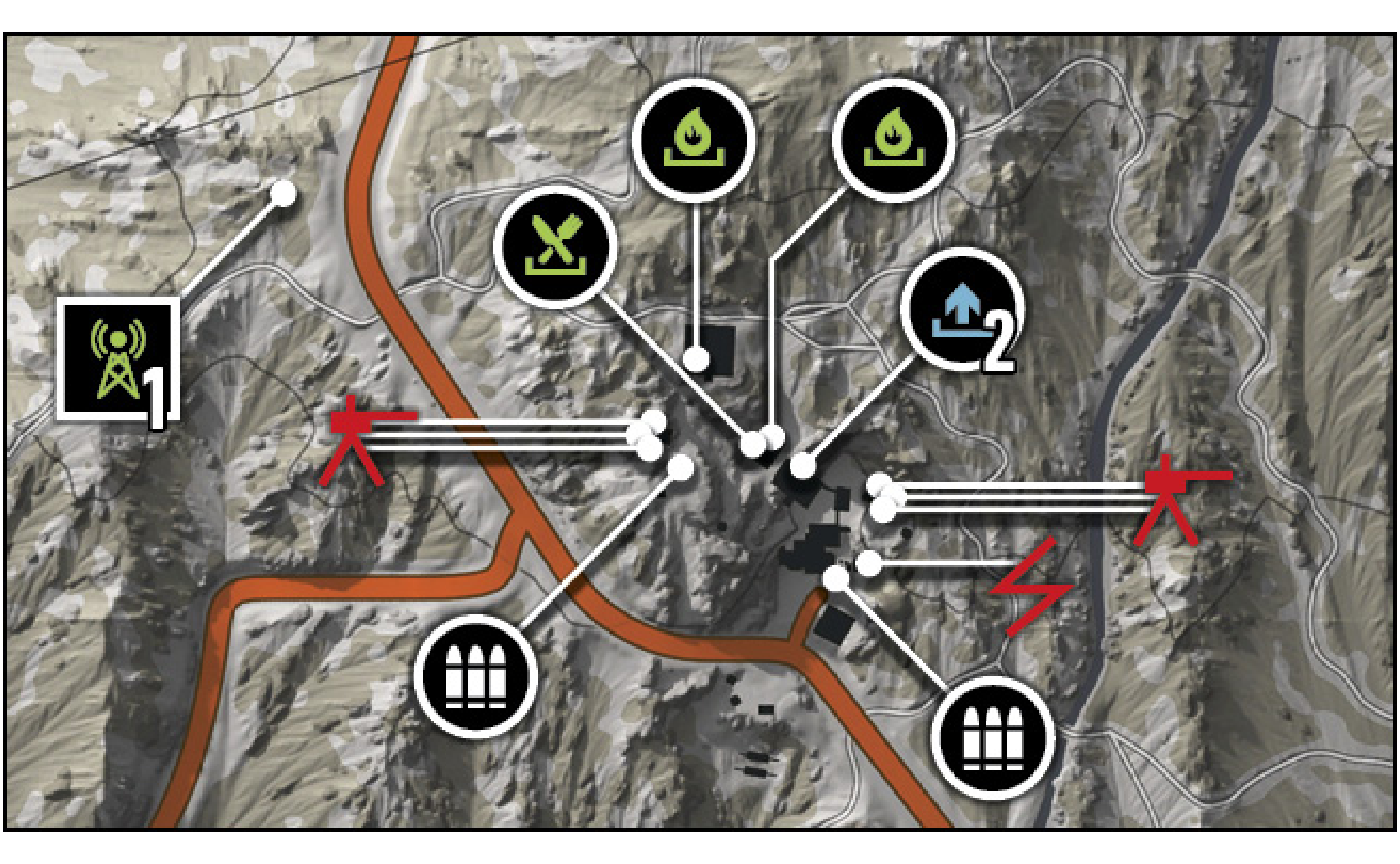
LAS MULAS

Prospective human drug mules wait here.



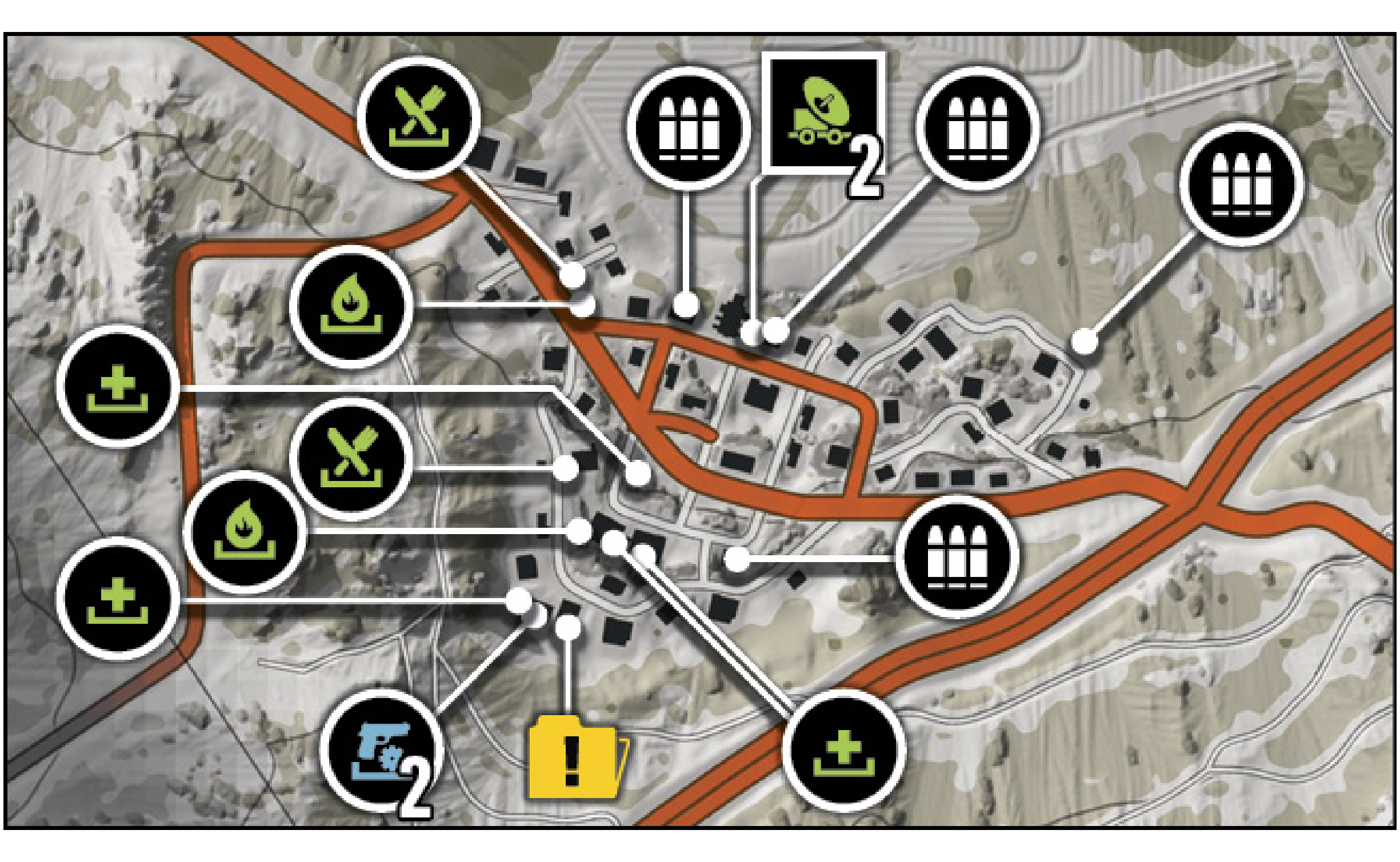
NORTH OUTPOST

A relay for cocaine from the food factory.



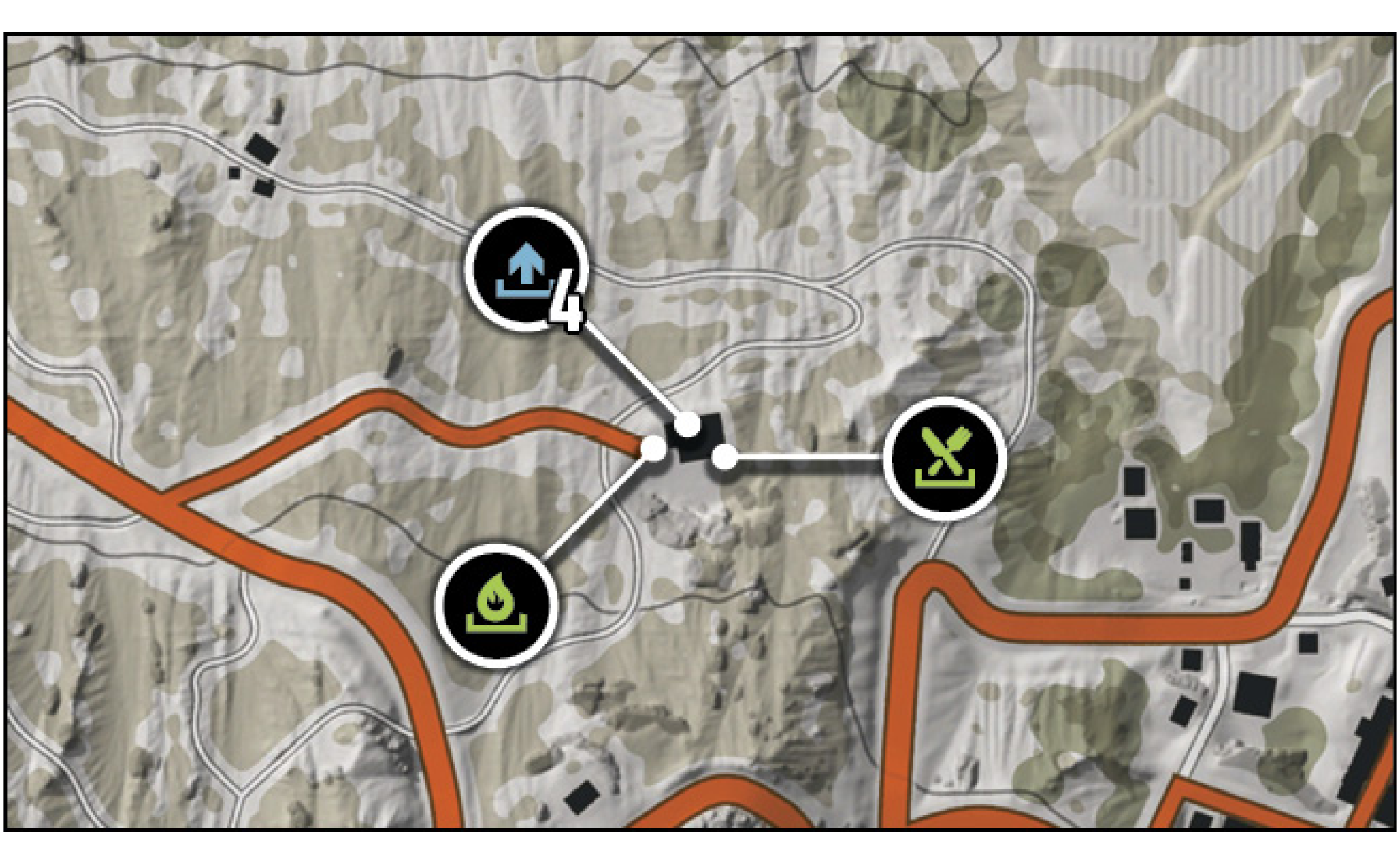
POCO VILLAGE

A potters' village, now used by the cartel.



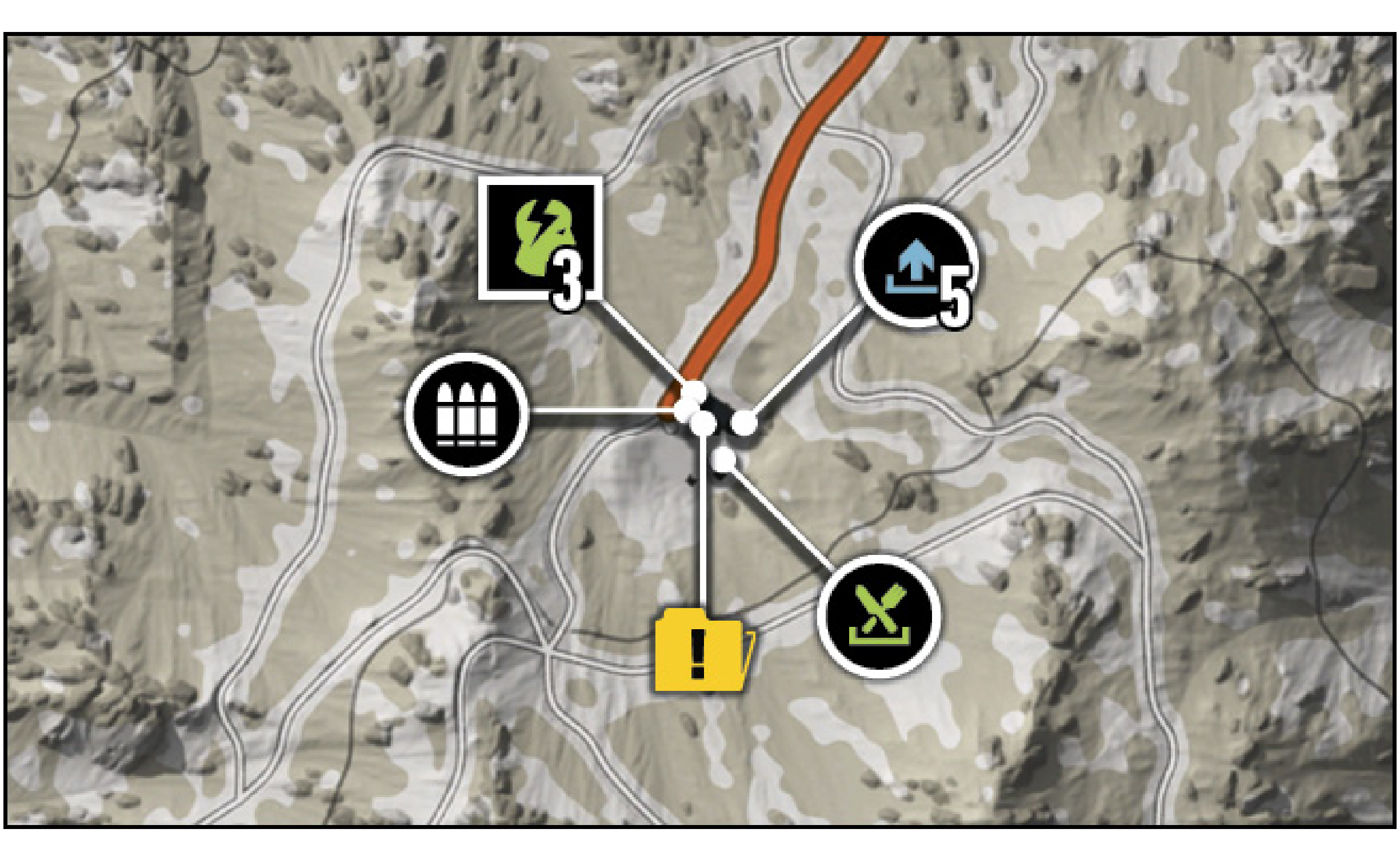
OVEJAS REAL SLAUGHTERHOUSE

Supplies meat for the cartel.



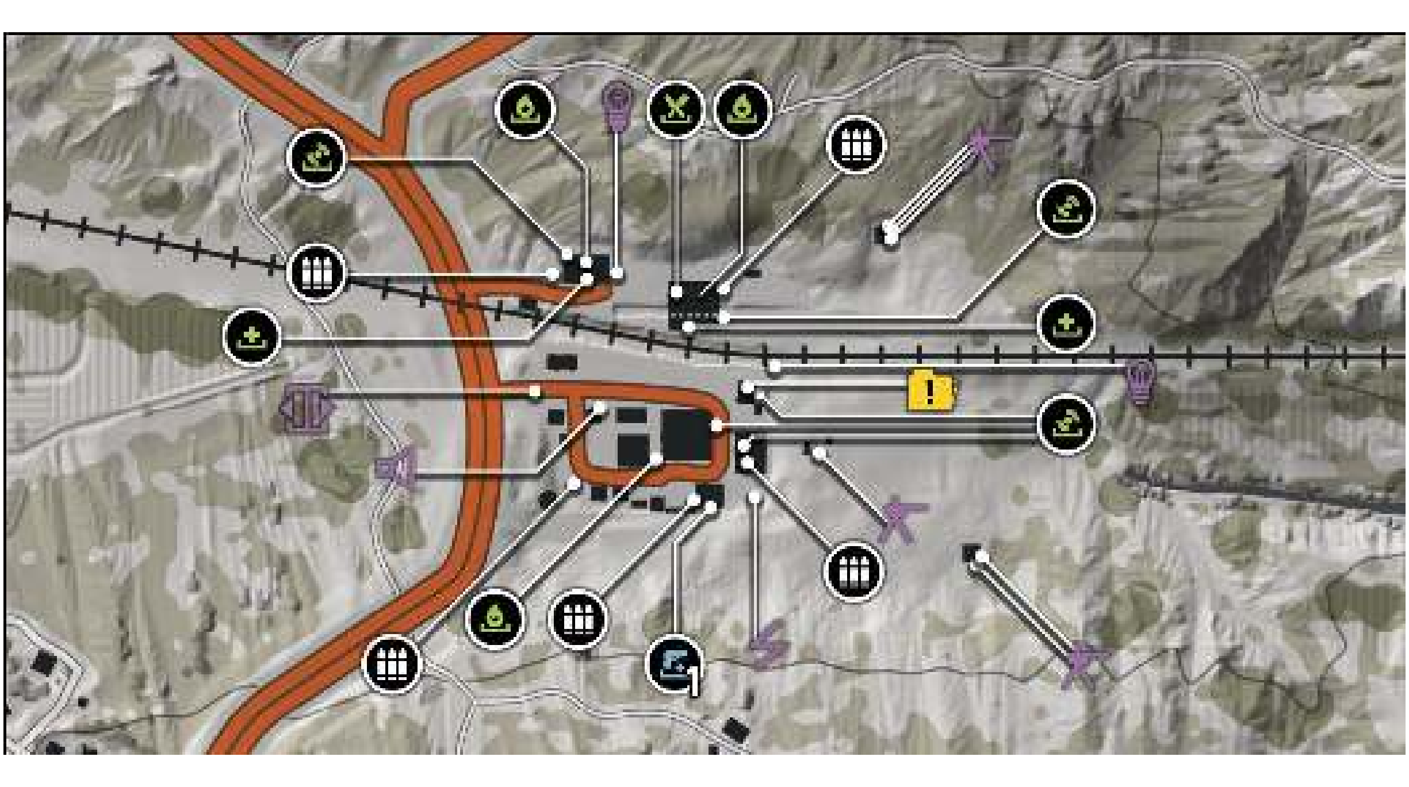
TEST CENTER

New processes for hiding cocaine are tested here.



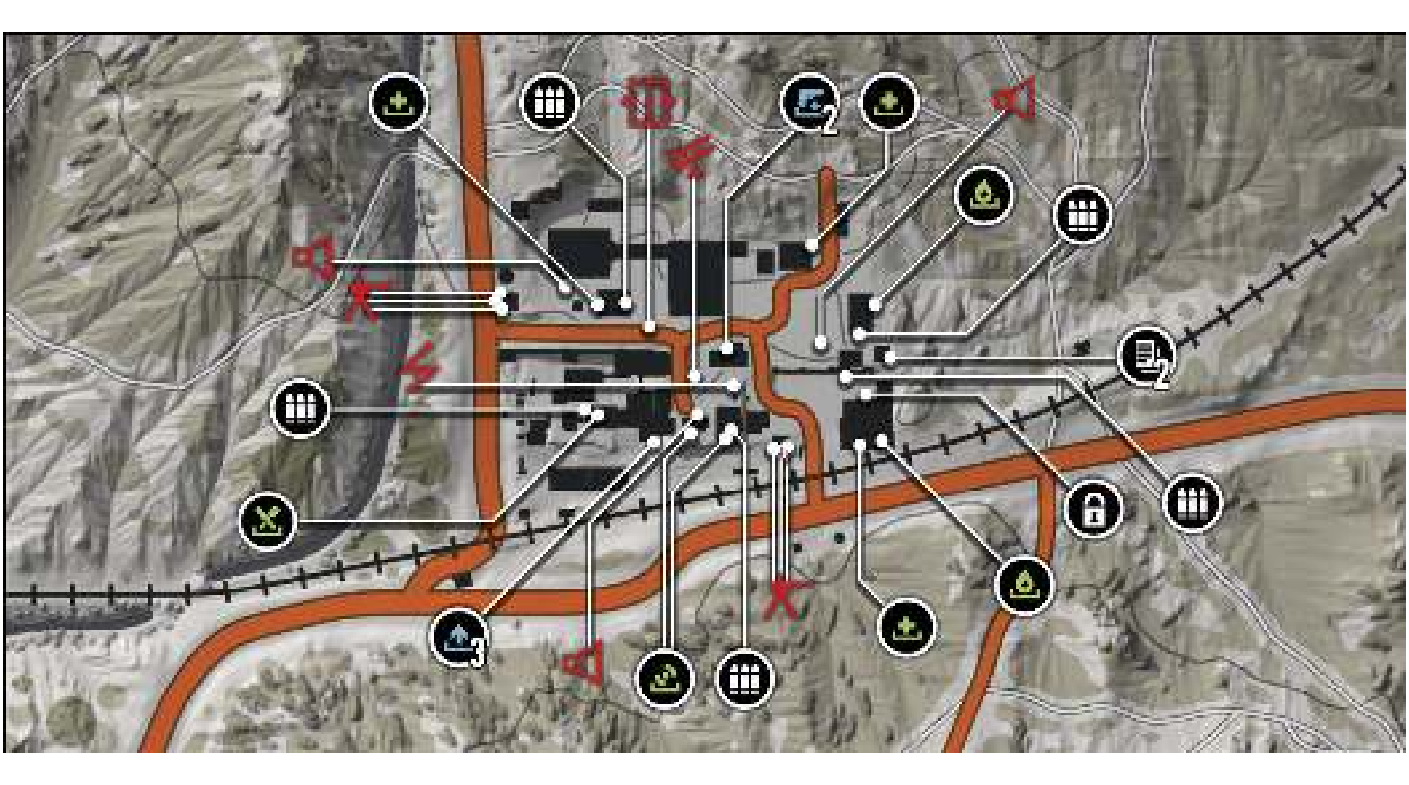
F.O.B. PUMA

Oversees cartel activities.



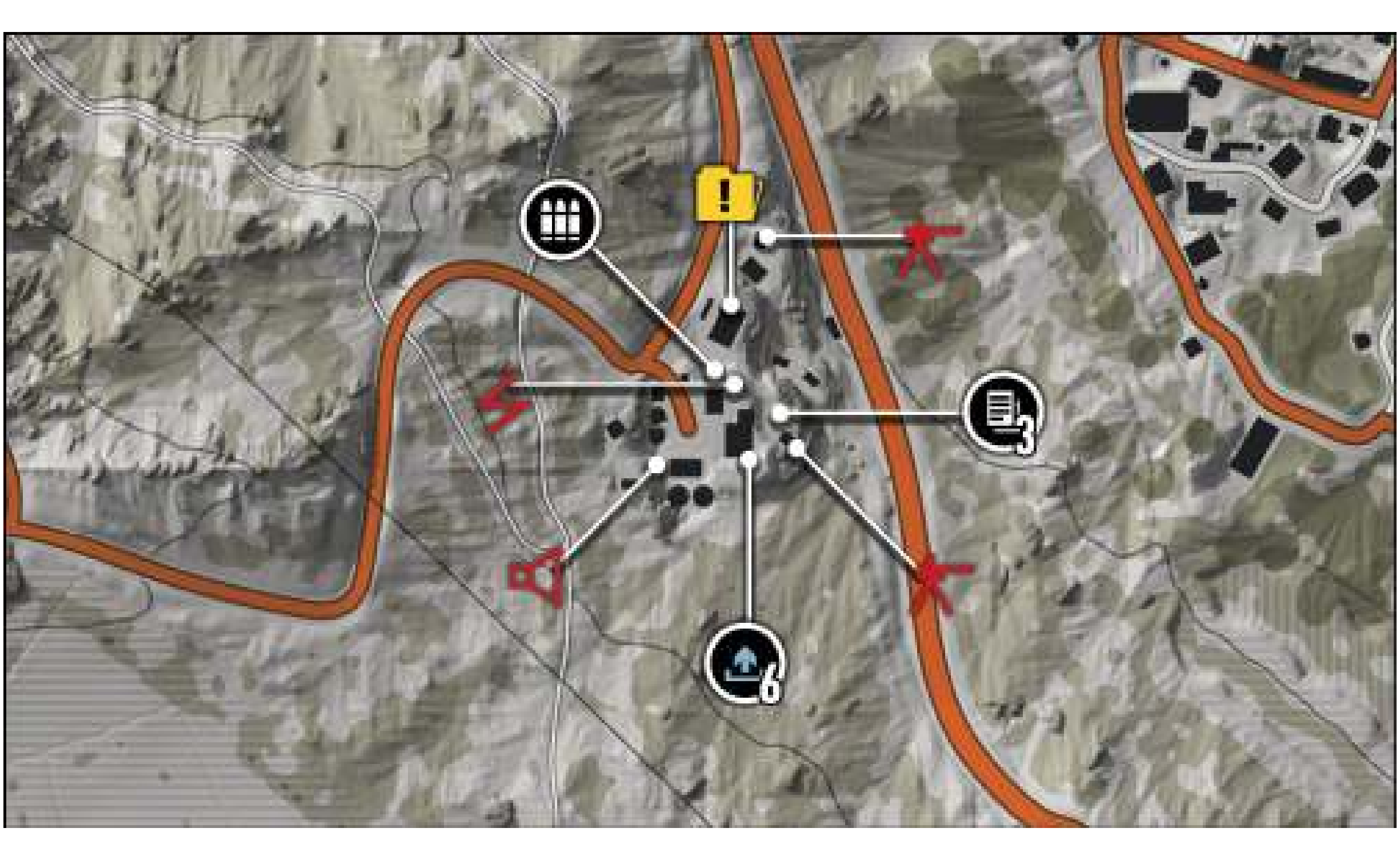
REMANZO BASE

An industrial area, now the cartel base in Remanzo.



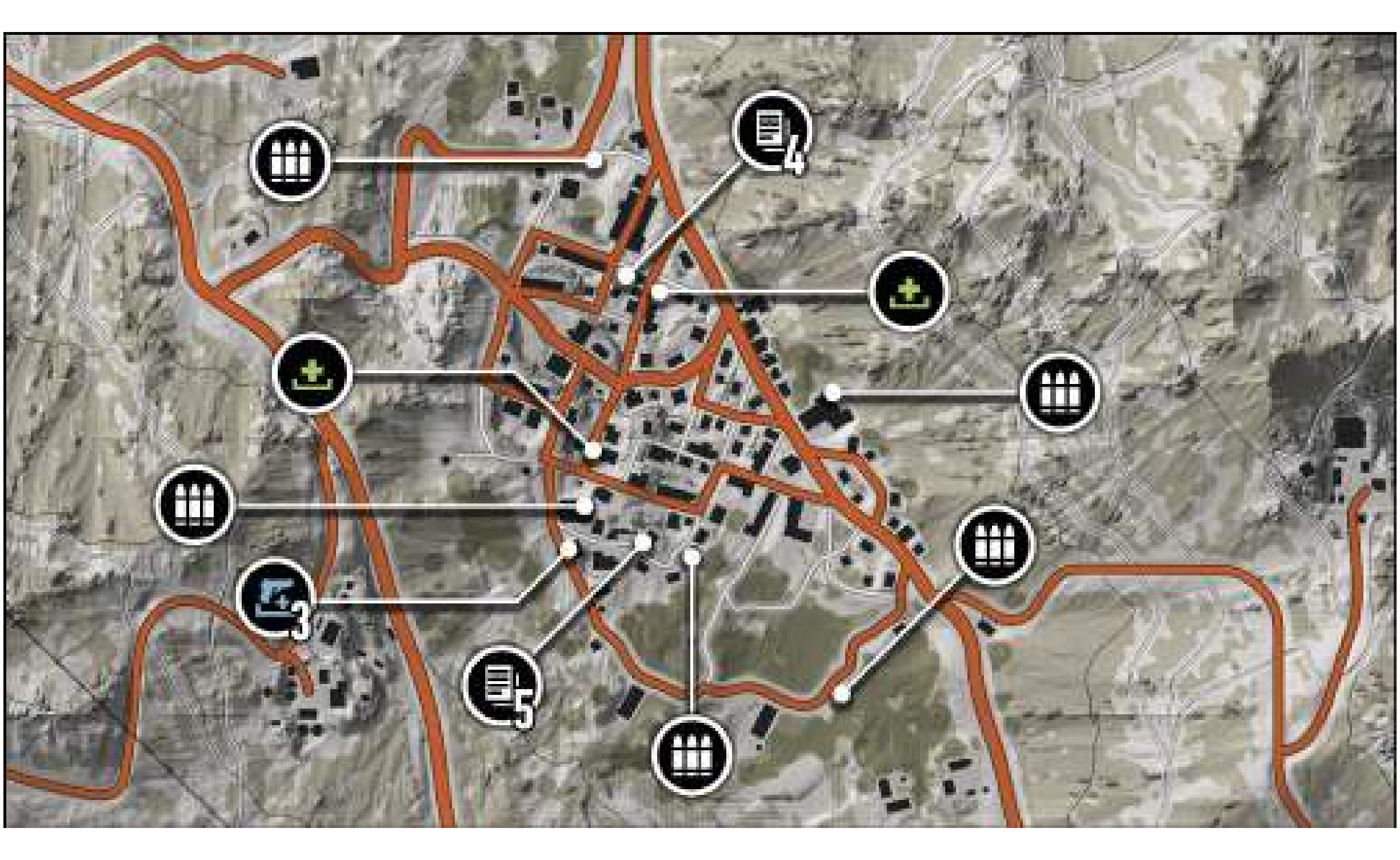
SOUTH OUTPOST

A relay for cartel vehicles and convoys.



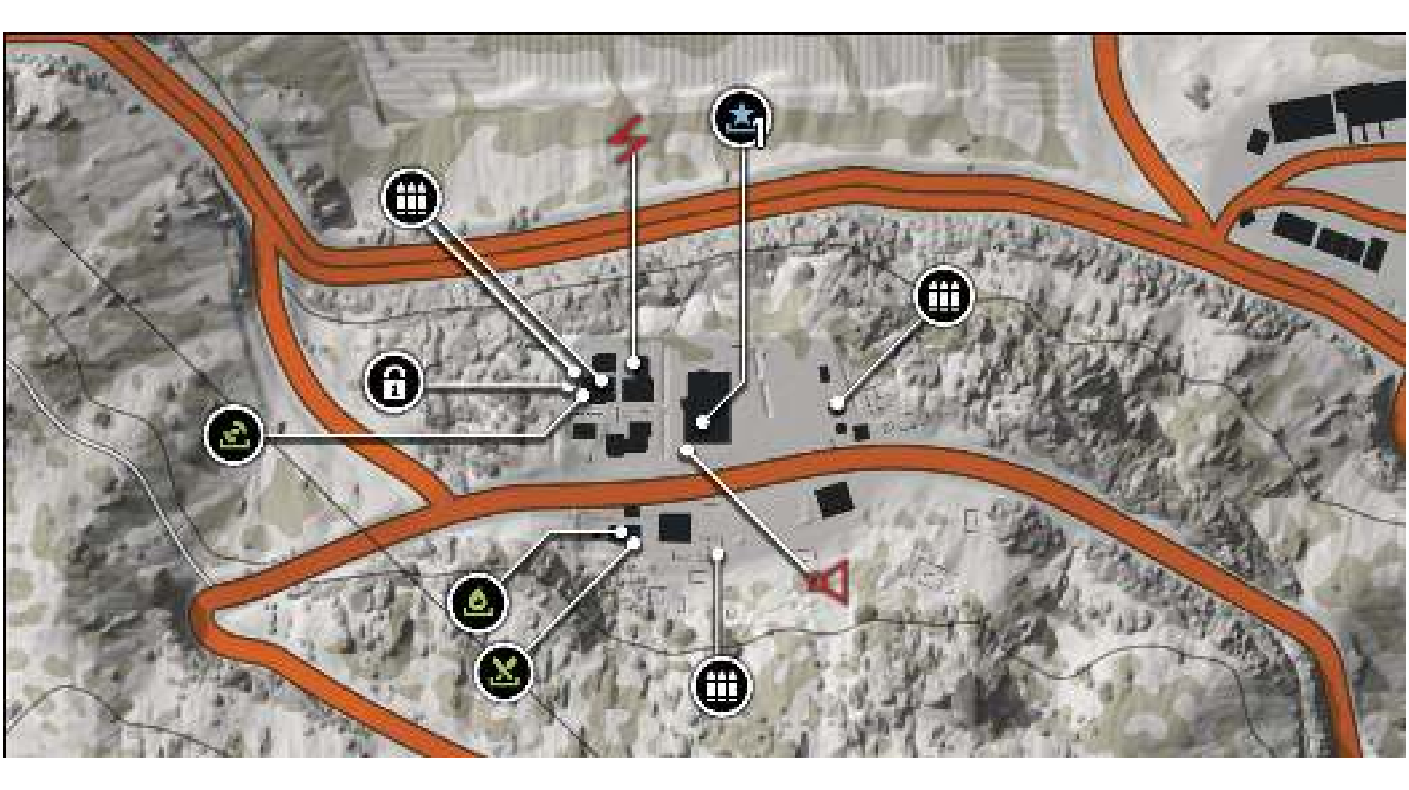
MARCAVI TOWN

Potato-farming center now occupied by the cartel. The buying office is located here, allowing local farmers to sell their harvests.



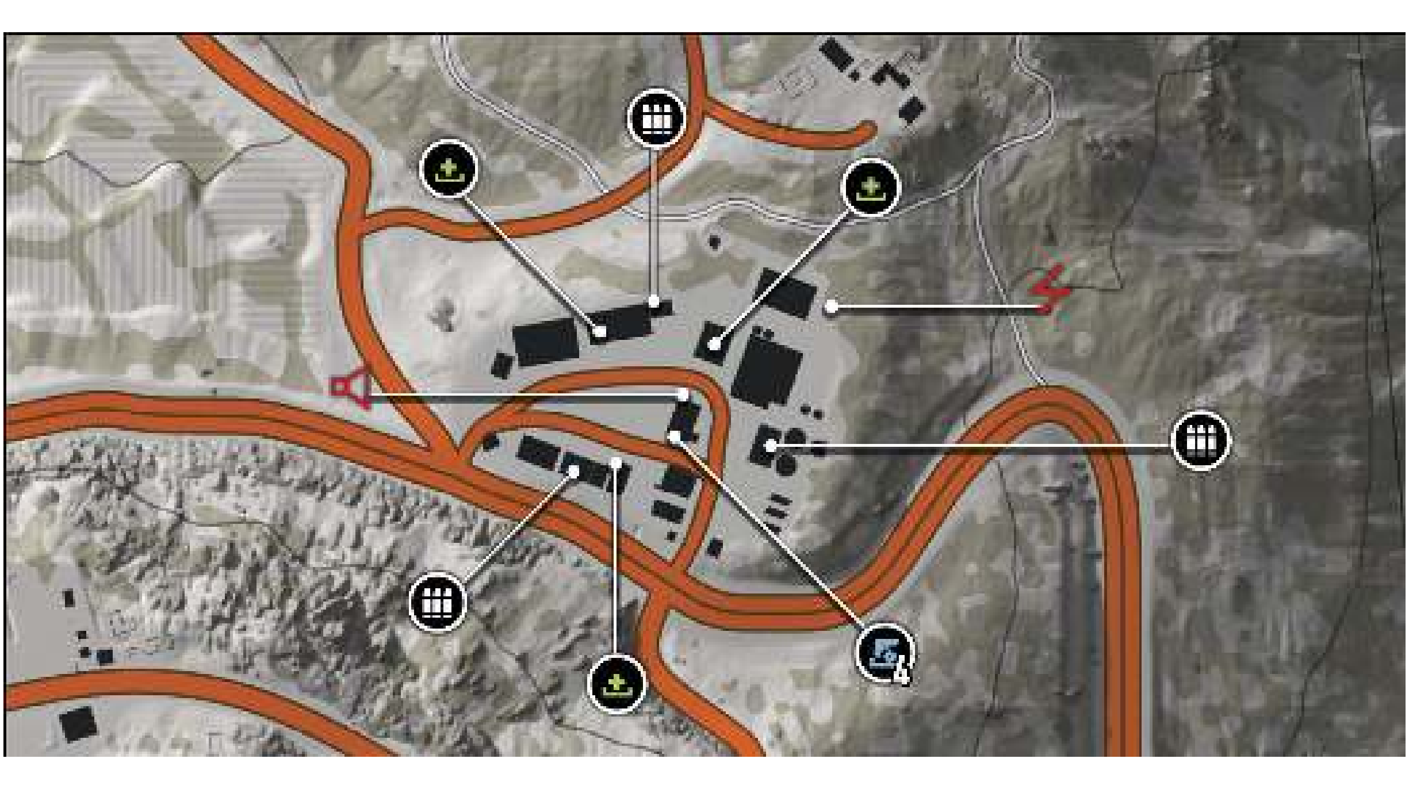
LIQUID COCAINE LAB

A hidden lab used to dilute cocaine.



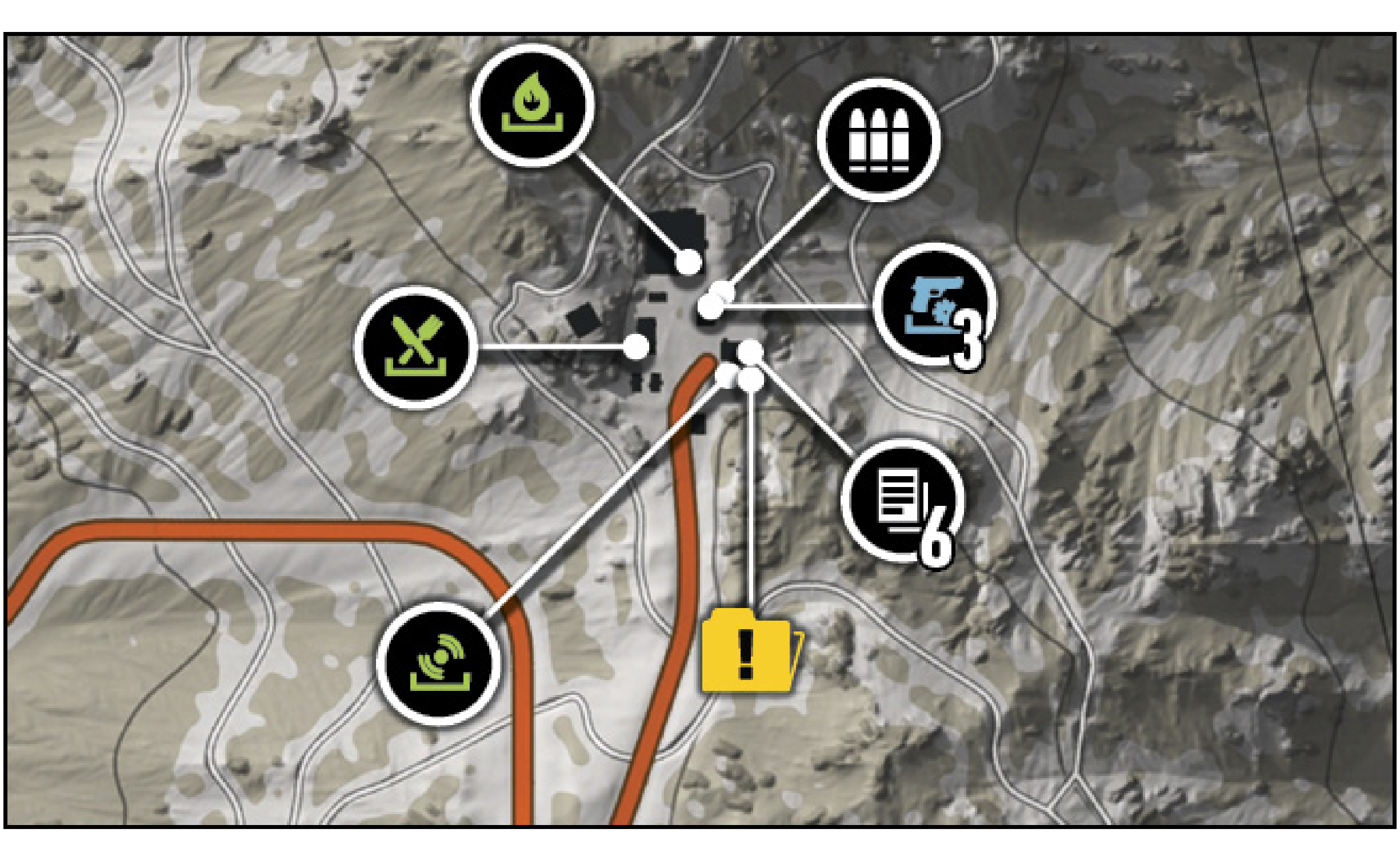
FACTORY ELECTRO ENERGY DRINK

Used by the cartel to hide liquid cocaine.



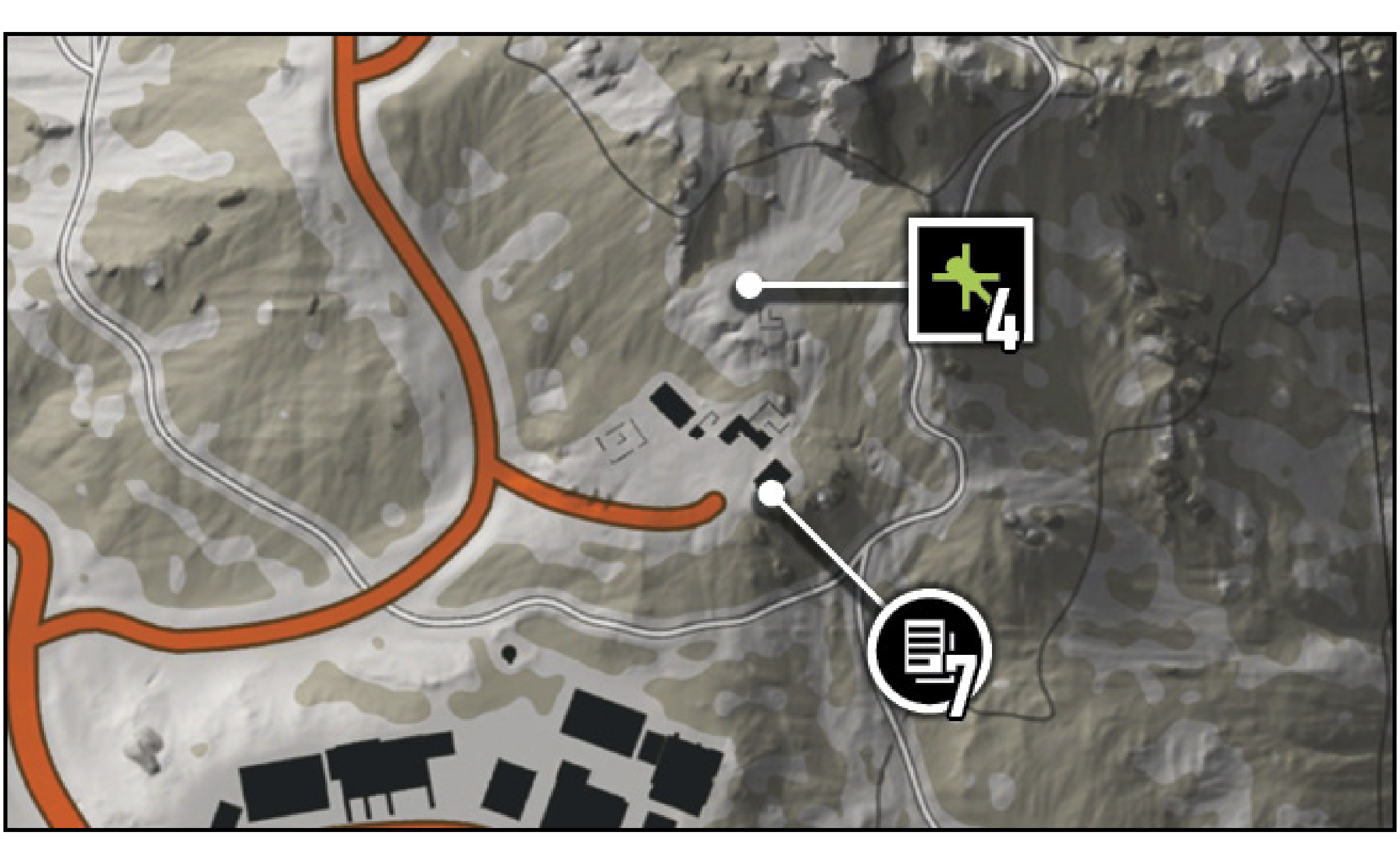
OBSERVATION POST

Oversees cartel activities.



SAN VICENTE

Butch Cassidy and the Sundance Kid's last stand.



GAS STATION

A relay for cartel vehicles and convoys.

Remanzo: El Gato

The Chemist

OBJECTIVES

- **Capture the Santa Blanca chemist**
- **Extract the chemist to Remanzo Bravo**

LOCATIONS

- **Liquid Cocaine Lab**
- **Remanzo Bravo**

REWARDS

- **+ 1,000 XP**

BRIEF

We've obtained intel on a Santa Blanca chemist working on cutting-edge techniques for smuggling cocaine out of the country. He's working out of a Santa Muerte church in Remanzo. Locate the chemist and extract him for interrogation.

MISSION ACCESS

Receive a call from Bowman when you first enter Remanzo Province to start this Mission.

CORRALLING THE CHEMIST

With cocaine energy drinks and unpleasant drug mules part of the investigation in this province, finding the chemist responsible is your first priority. Turning a church into a chem lab may be despicable, but the mission area in the southwest of this province is easily accessed, open enough to send recon drones in, and has fewer foes than you might think. However, the chemist needs to be extracted alive, and the enemies can easily spot you if you attempt to cross the open ground without proper tactical planning.

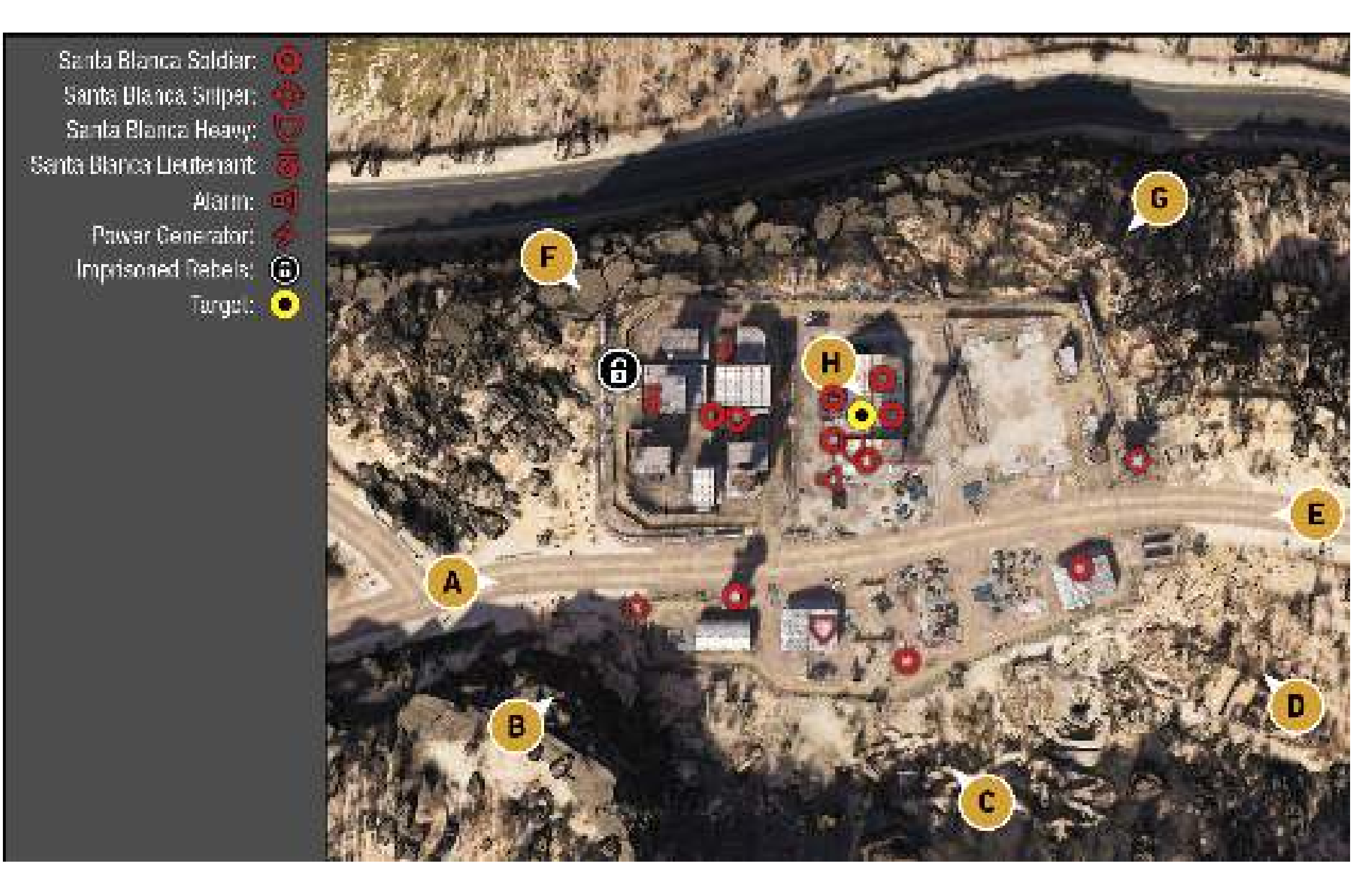
CAUTION: LOWERING THE ALARM

You're fortunate that this base is on a busy road and is quite open. Only the northwest part of the area has a confusing layout, with its multi-floor buildings and dead ends. A generator lies within this small maze, between the two perimeter buildings in this section to the northwest, and you can creep in from A, F, or G to shut down power. The alarm pole is much easier to spot; it's adjacent to and southwest of the main church. Shoot out the electrical panel to stop reinforcements from arriving.

MOST RECON: BASE, HOW LOW CAN YOU GO?

The chemist, who must be taken alive, is in the basement of the church. This means the church structure has three floors, with only two visible from the outside (the upper office mezzanine at the front of the building, and the main hall on the ground level). Accessing the basement laboratory means learning the best ways in and out of the building, as detailed at Location H.

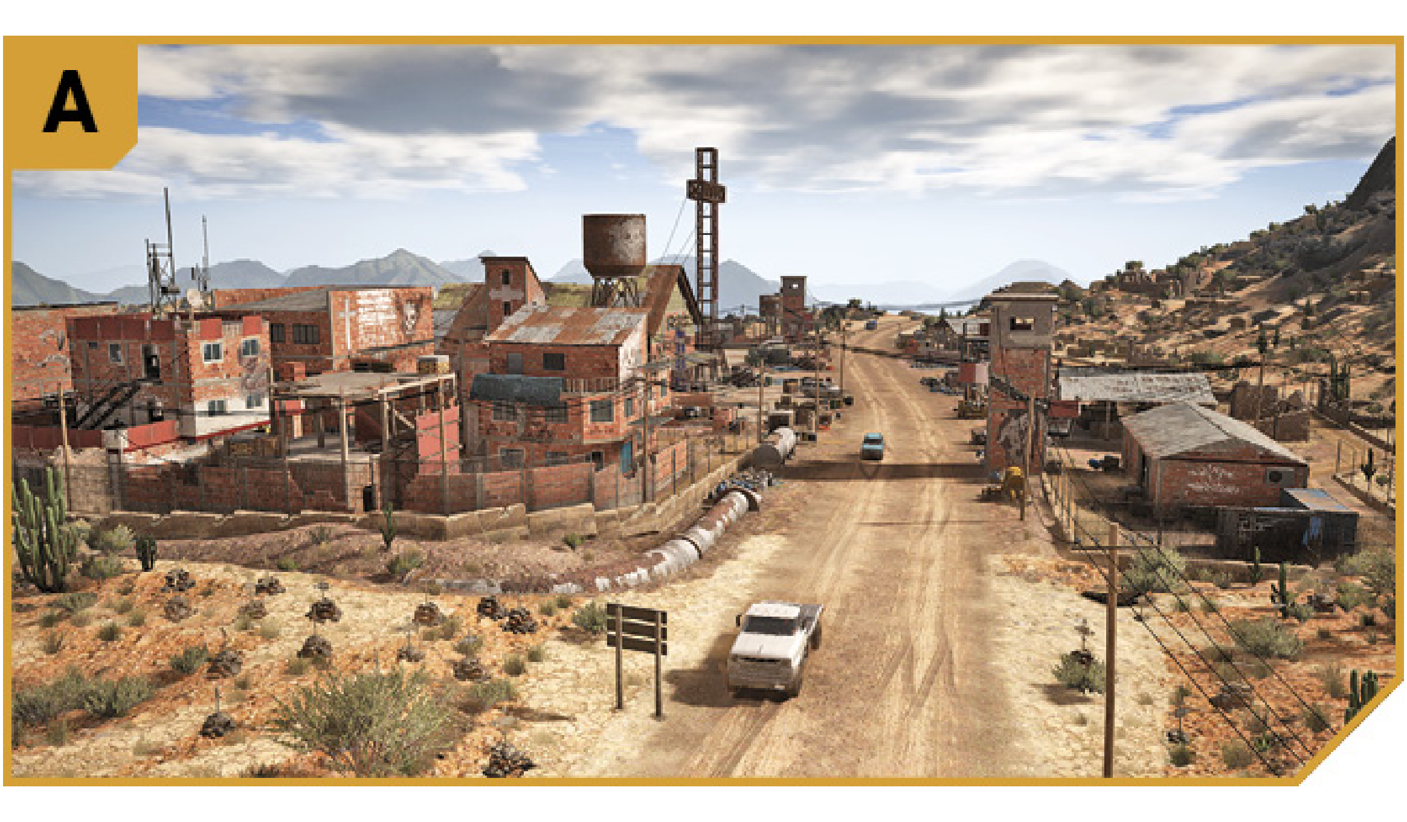
LIQUID COCAINE LAB: RECON



TACMAP

Think about splitting the combat area into three distinct areas. There's the south yard—a long area with three warehouses, some ruined structures, and refuse everywhere. The only real threats are the scattered foes (one armored) and a sniper in the tower to the west. Then there's the northwest maze of four low-rise brick buildings and the generator. There are few foes here (but one is a captain), and little need to head here unless you want to shut down power. Finally, there's the church and yard to the northeast. Aside from the sniper in the eastern tower, the majority of the foes are in and around this church, so focus your firepower here, after neutralizing the alarm siren on the pole outside the church itself.

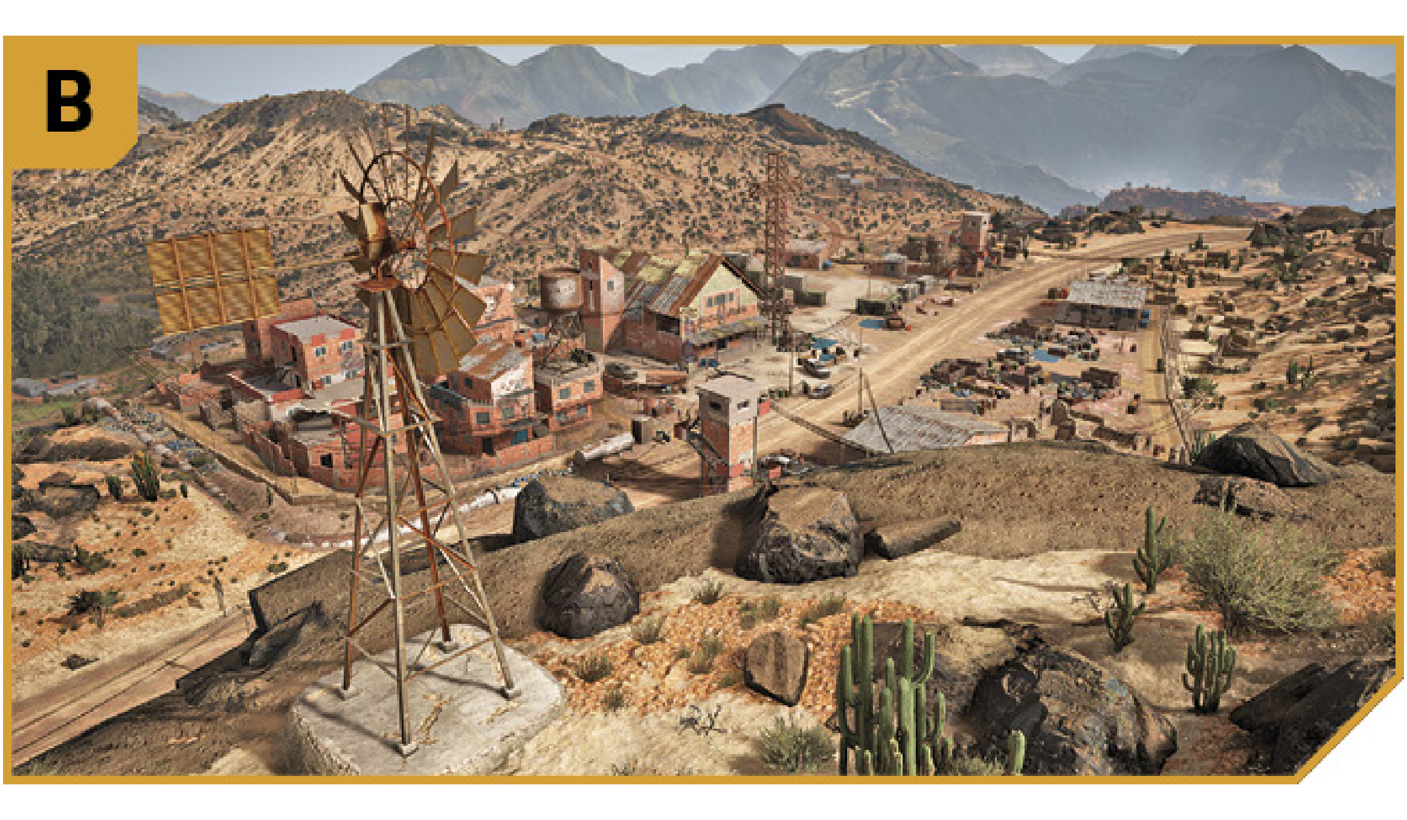
WEST: MAIN ROAD



Unless you're trying to quickly overwhelm the enemy by driving an armored vehicle directly at the church (H), absconding with the chemist, and driving away again with no plans of a stealth assault, this infiltration point is of limited use. The sniper in the tower ahead and right can easily see you, as can the foes in the building cluster to the left.

Peel off to B or F before you reach the base entrance, unless you've already dealt with foes between here and the target church building. Note the propane tank on the opposite (north) side of the road to the sniper tower. Blow that up if you need to distract the enemy (while your teammates infiltrate from a different direction).

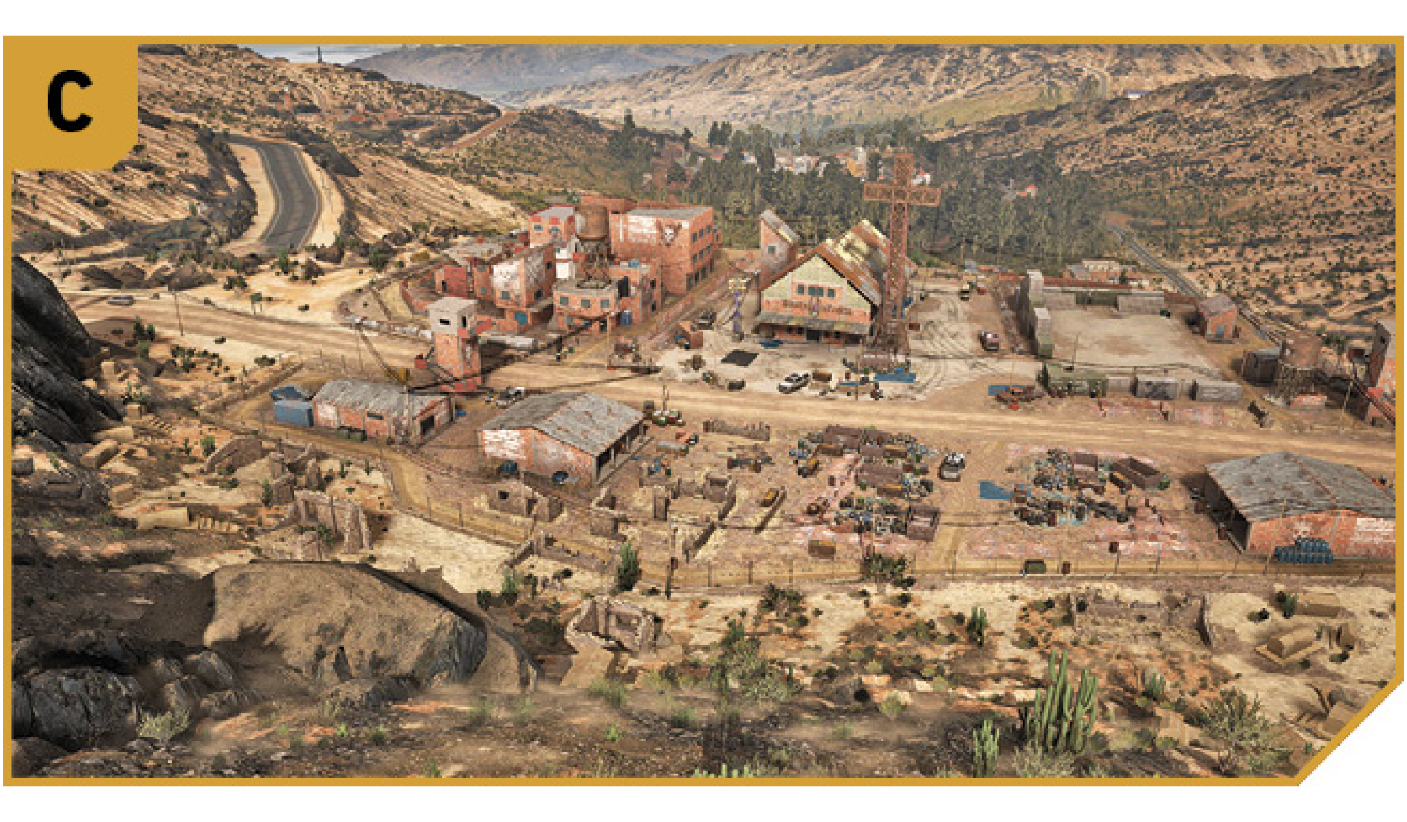
SOUTHWEST: WINDMILL OVERLOOK



The rocky outcrop near the rusting windmill is a fantastic spot from which to recon the area, as well as remove the sniper at the tower below, along with foes on the south side of the road. Before this happens, snipe the alarm pole by the church to prevent reinforcements, and use this area to cover your teammates. As the mission progresses, and once your team is inside, you can easily climb down from here, locate a vehicle, and drive it close to H to help with the getaway.

Conversely, it's unwise to maneuver through the area below this rocky outcrop, as you can't climb over the mesh fence on the north, west, and south sides in the southwest corner of the base. You need to enter via the ruins at C instead.

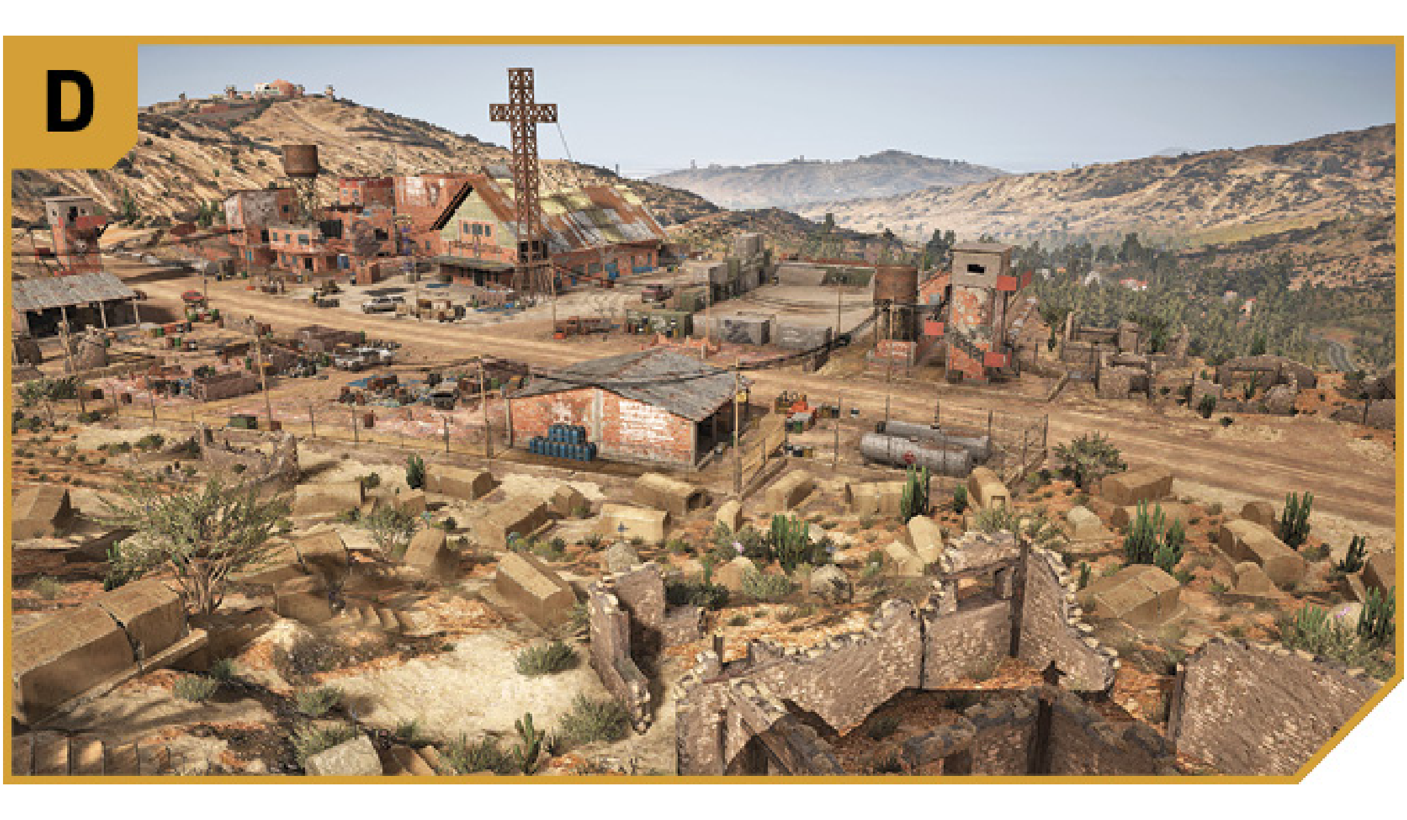
SOUTH: SCREE SLOPE AND GRAVES



The upper ground to the south is perfect for reconnoitering from, and the ruins in the central part of the south edge of this base allow quick access and a direct path to the church itself. However, the ability to camp up here between the rocks—and use a sniper rifle to tag foes through windows in the church, the alarm pole panel, and enemies as they emerge from the church during combat with other teammates—makes this a great place to start from.

You also have the luxury of easy access in all directions into the base, depending on how the mission is progressing. For example, you could quickly find a vehicle and drive it to the church, or back up a foe heading into combat, or snipe both sharpshooters in either enemy sniper tower, or cause a distraction by sniping any of the propane tanks.

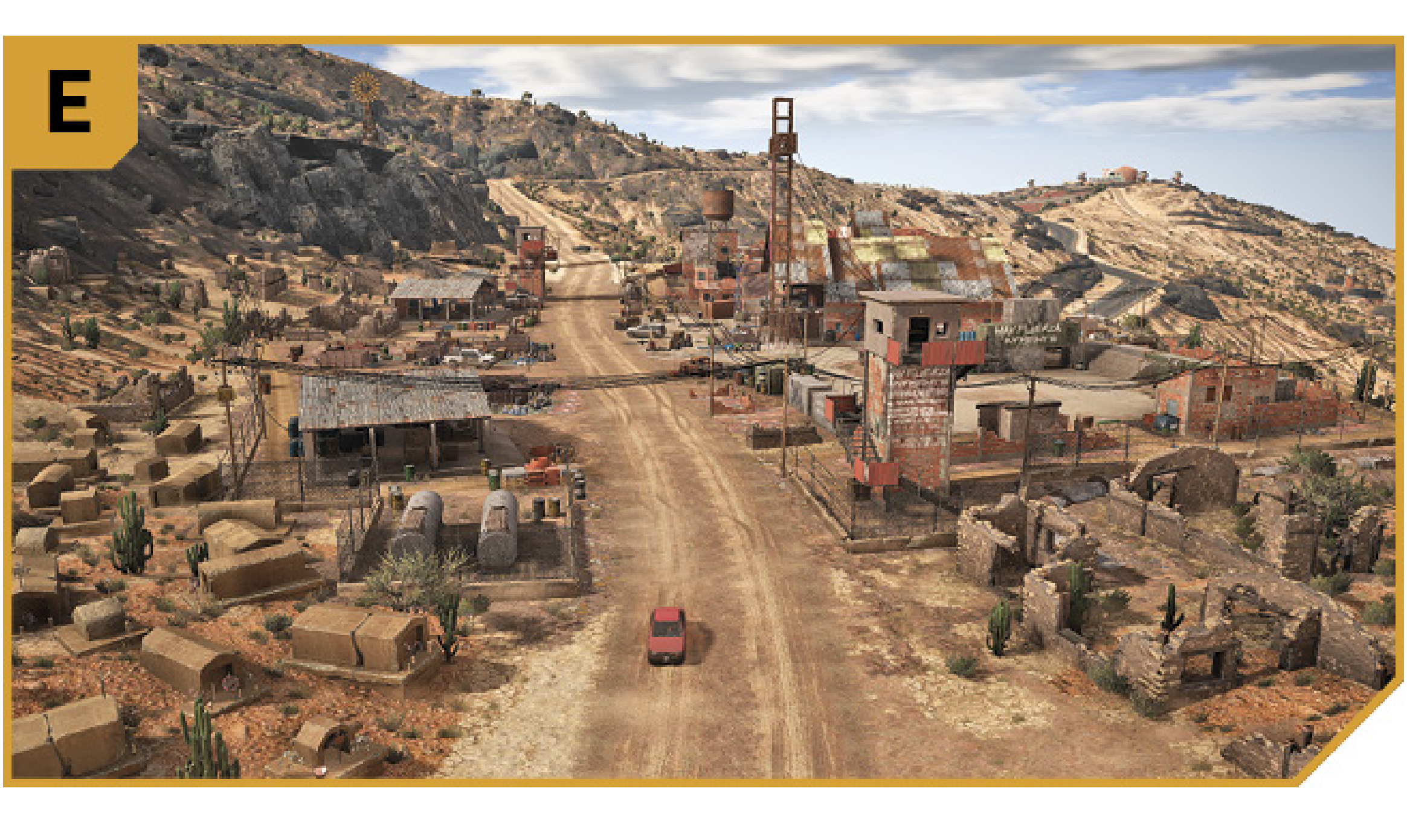
SOUTHEAST: GRAVEYARD



Though the tombs make great places to hide behind, and the sloping ground (at least, higher up) makes a great sniping position, the closer to ground level you go, the more problems occur. You can't access the warehouse building or head across to the church, thanks to the tall mesh fencing, which means you need to enter via either the small ruined building north of C, or the main road (E).

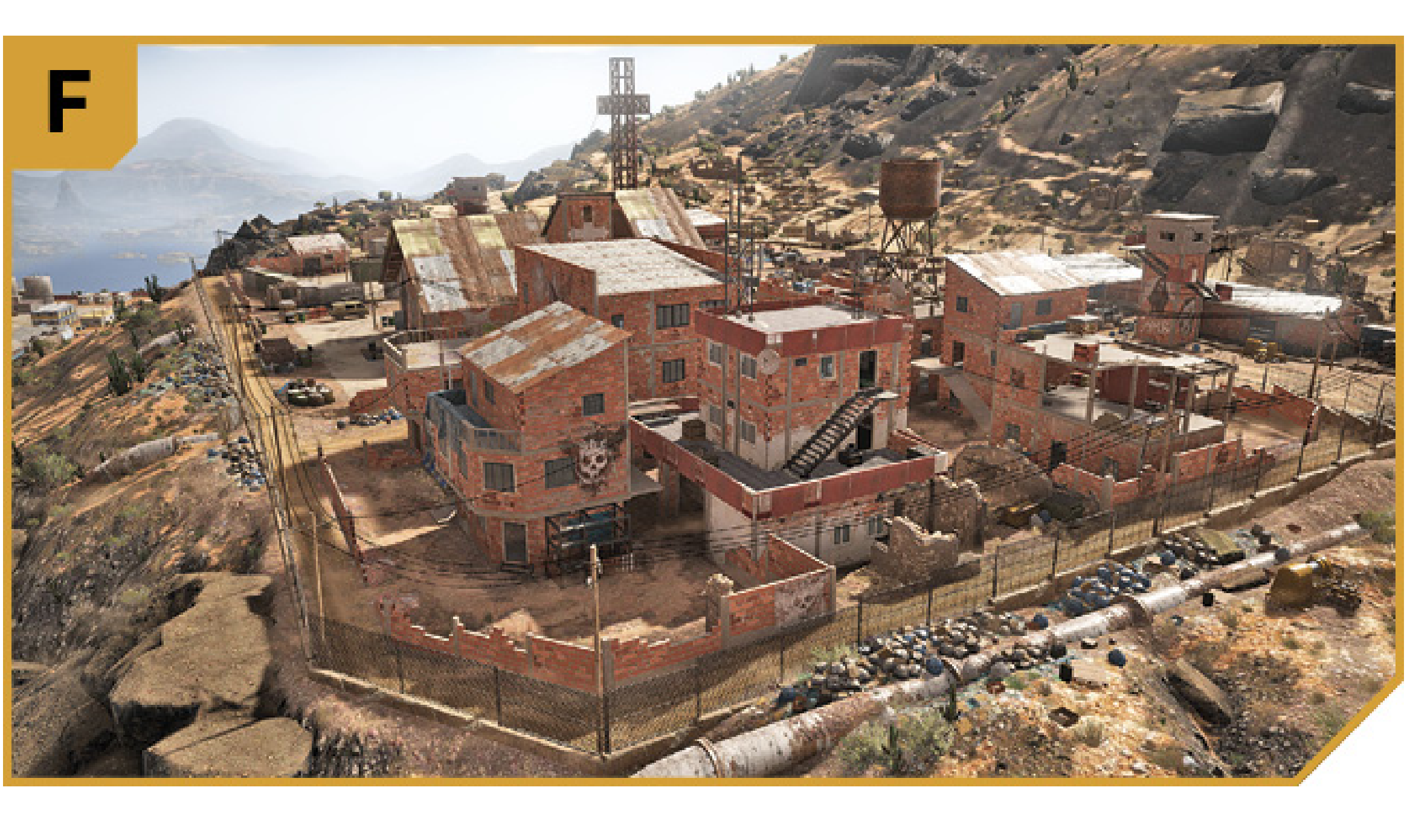
Don't overlook the propane tanks near the sniper tower. Shoot them if you want to create a proper distraction.

EAST: MAIN ROAD



Just like A, moving in from this direction gets you spotted (especially by the sniper in the tower, unless you strike him first), though it's slightly easier to pull up close to the church, storm it, extricate the chemist, and drive away again, as there are fewer foes on this side of the mission area. In addition, there's a wide area outside the church for vehicular maneuvers, and some smaller structures around the soccer pitch to the northeast you can use when sneaking in to assault the church from the north.

NORTHWEST: PERIMETER AND LOW-RISE MAZE

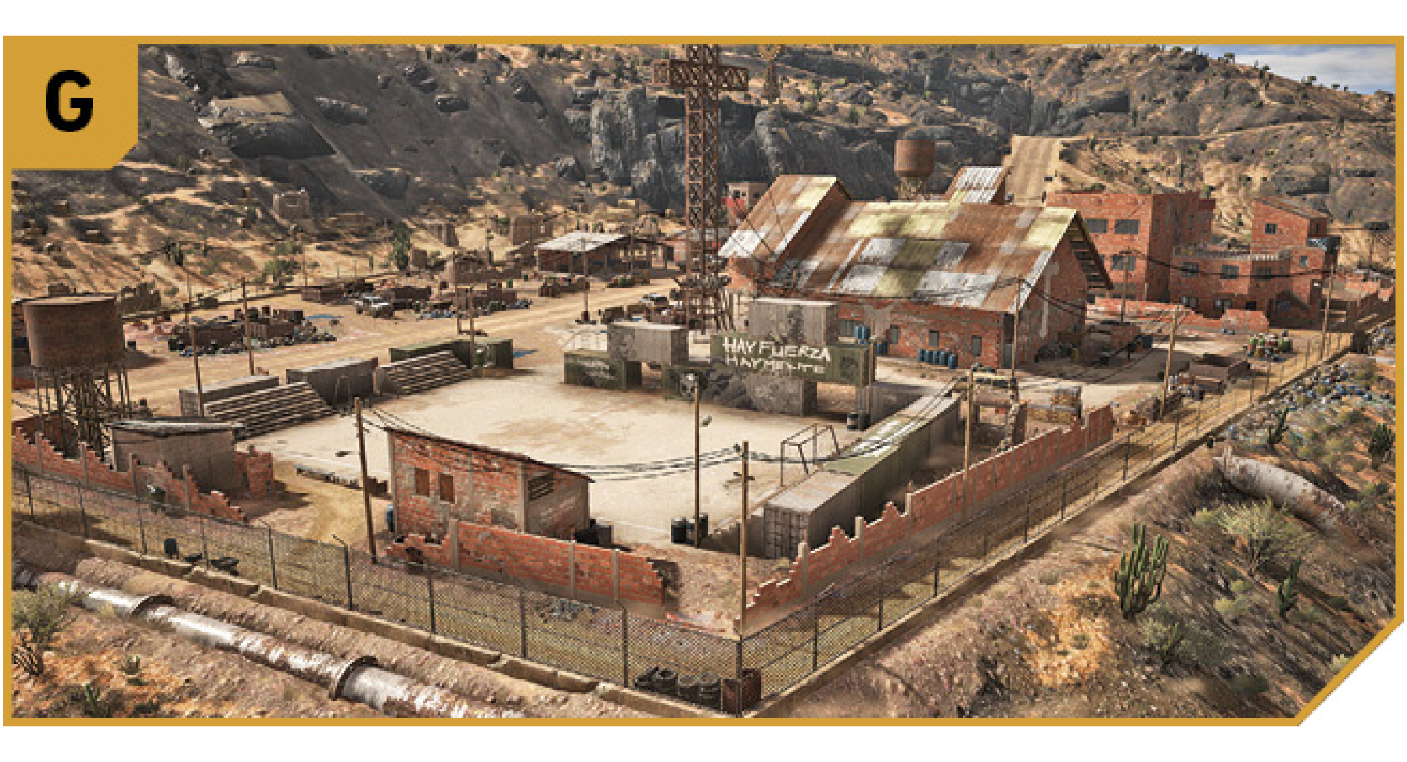


If you're conducting a sweep of foes or gunning for the generator, this is where the most problematic takedowns occur, thanks to the five brick structures in close proximity to one another, each with two (or more) floors the enemy could be hiding in. Proper drone-tagging of enemies is critical, as they are difficult to get the jump on in this cross-shaped alley, with numerous doorways and steps they could be hiding behind.

If you do clear out the enemies here, you can use the ruined brick wall as cover when assaulting the church. You don't want foes moving into this area, as it's too dense to offer an advantage to you in a firefight.

To the northwest, you can't enter from the exterior fence; instead you need to sneak in via A or the small gap in the exterior fence just north of the church (H). Use the latter if you want to quickly interact with the generator area and small cage of rebels, which are also in this vicinity.

NORTHEAST: CHURCH YARD (SOCCER PITCH)

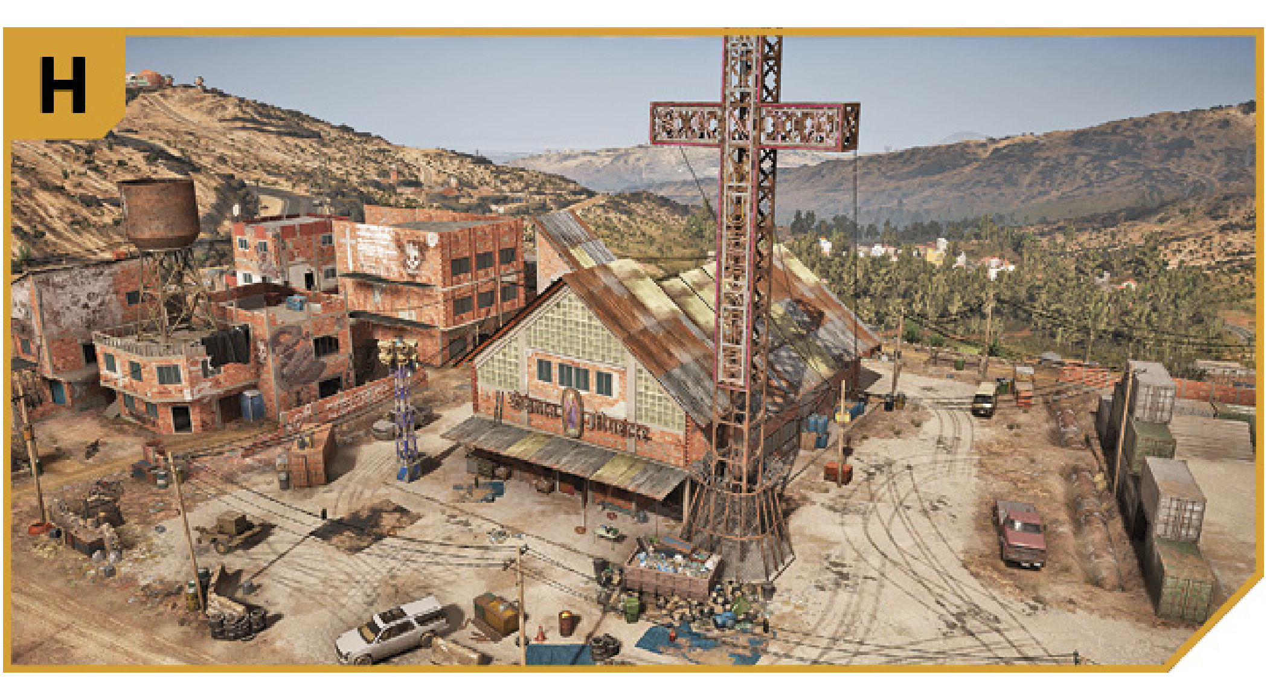


If you manage to navigate through into this area, usually via E after removing the sniper in the east tower and any foes who might intend to raise the alarm, you can use the large stacked cargo containers between the soccer pitch and the church as cover. Shoot foes patrolling or coming out of the church, or send in a drone to ascertain exact enemy locations.

This side is a better place to assault from—as long as the alarm has been destroyed—as it is more open, and the containers make great cover. Sneak around the perimeter from the sniper tower to reach the rear of the church, too.

The soccer pitch makes a great spot to land a helicopter when extracting the chemist, and the side of the road near the church usually has a truck to use for the same purpose, if needed.

● TARGET: SANTA MUERTE CHURCH (CHEM LAB)



The largest concentration of enemies is stationed in and around the church. There's a south entrance, windows along the west wall you can shoot out (as can your opponents) and vault through, a rear entrance, and steps down to the south end of the basement on the southwest corner, by the alarm pole. Also, an entrance below the "steeple" on the west side leads to a small dead-end room that's good for taking cover in.

Inside the church are steps up to an office overlooking the road (with windows you can snipe enemies through from C). In the main church hall, a second set of stairs heads down to the north end of the basement. The basement itself contains the south steps (leading up outside) and the north steps (up into the main church hall).

You can assault the church from the road, the front area, the soccer pitch side (east), the low-rise buildings (west), or sneak in via the opening in the mesh perimeter fence above a ground pipe (north). Enter the church before the chemist can react, and he cowers in the basement. Start a shootout while outside the church, and the chemist usually attempts to flee to a vehicle and drive away.

LIQUID COCAINE LAB: OTHER TACTICAL ADVICE

SOLO: This mission can be simplified if you don't care about freeing the small band of rebels in the cage to the northwest (near F). Just start a firefight, ideally near or from a truck you're able to drive competently, and wait for the chemist to escape. Then chase him down, apprehending him away from any cartel strongholds.

If you wish to apprehend the chemist "properly," start at A, shooting the west sniper, foes on the south side of the base, and the alarm panel along the way. Sneak through the south warehouse and debris to clear all foes south of the road, as well as the east sniper in the tower. Then sneak in via the soccer pitch (near G) to the rear entrance of the church. At this point, check the area for a getaway vehicle, or bring one and park it on the pitch. Enter the church via the north corner doorway. Make quick work of the enemies in and around the church, sweeping for remaining foes. Then grab the chemist, bundle him into a vehicle, and head for the rally point.

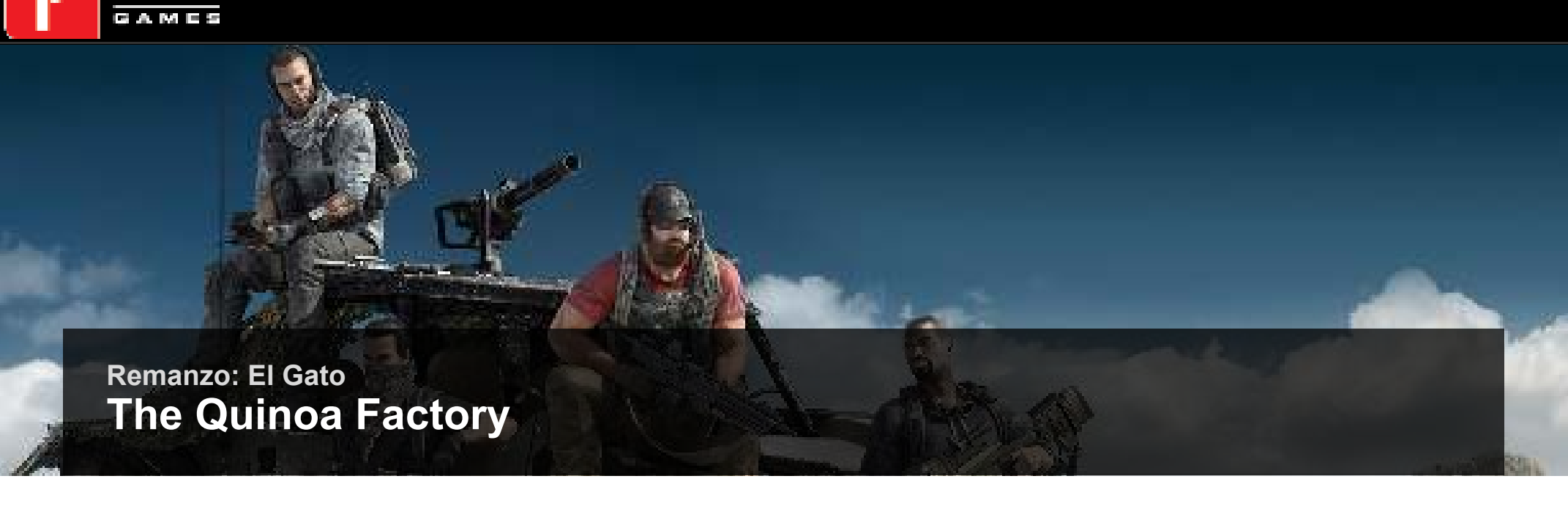
You could also try creating a disturbance by destroying one of the large propane tanks—creep in from C, stand near one of the armored trucks, and take the shot. This freaks out everyone, including the chemist, who makes a run for it. Simply get into the truck and chase him down, ignoring all foes in this base.

If there are foes inside the church, or the low-rise maze area, use explosive drones to wipe them out, or flashbangs to cause confusion, and then clean them up.

[illegible] If none of the previous plans work for you, station a sniper at B and D to cover the two other Ghosts who can enter from the break in the perimeter fence north of H. While the snipers concentrate on the foes to the south and the enemy sharpshooters in both towers, the ground Ghosts can silently remove foes in F, killing the generator and freeing the prisoners. With the snipers shooting out the alarm panel, the two Ghosts can now head into the church (from the north and south entrances) and clear the area of remaining foes before grabbing the chemist. Variations on this plan work well.

CLIPPING THE CHEMIST: TO REMANZO BRAVO

You need to take the chemist alive, grab him, and drag him up the steps of the church and into a waiting vehicle. A well-armored truck or chopper are great choices, though any rust bucket in the vicinity works, and the busy road through the middle of the base can be used to flag down a civilian and steal their vehicle, if worse comes to worst. Assuming this stowing goes off without a hitch, it's a short and relatively pain-free journey to Remanzo Bravo, almost due north of the laboratory. As usual, park up at the rally point and introduce the chemist to Bowman, who's picked out a set of nail clippers for this occasion. The mission concludes once the extraction is complete.



Remanzo: El Gato

The Quinoa Factory

OBJECTIVES

- Reach the factory
- Destroy the base's conveyor belts (2)

LOCATIONS

- Remanzo Base

REWARDS

- + 1,000 XP

BRIEF

The cartel is using a quinoa factory to hide bags of cocaine in sealed bags of cereal. Destroying the factory's conveyor belts will bring the packaging operation to a halt.

MISSION ACCESS

Complete Major Intel gathering in Remanzo Province to start this Mission. You can also unlock this misson by proximity.

GOING AGAINST THE GRAIN

After confirming this factory is a legitimate threat, you must make a careful study of the base's impressive defenses before trying out any infiltration plans. Two quinoa conveyor belt warehouses must be destroyed before the mission is deemed successful. The only real problem is getting to them.

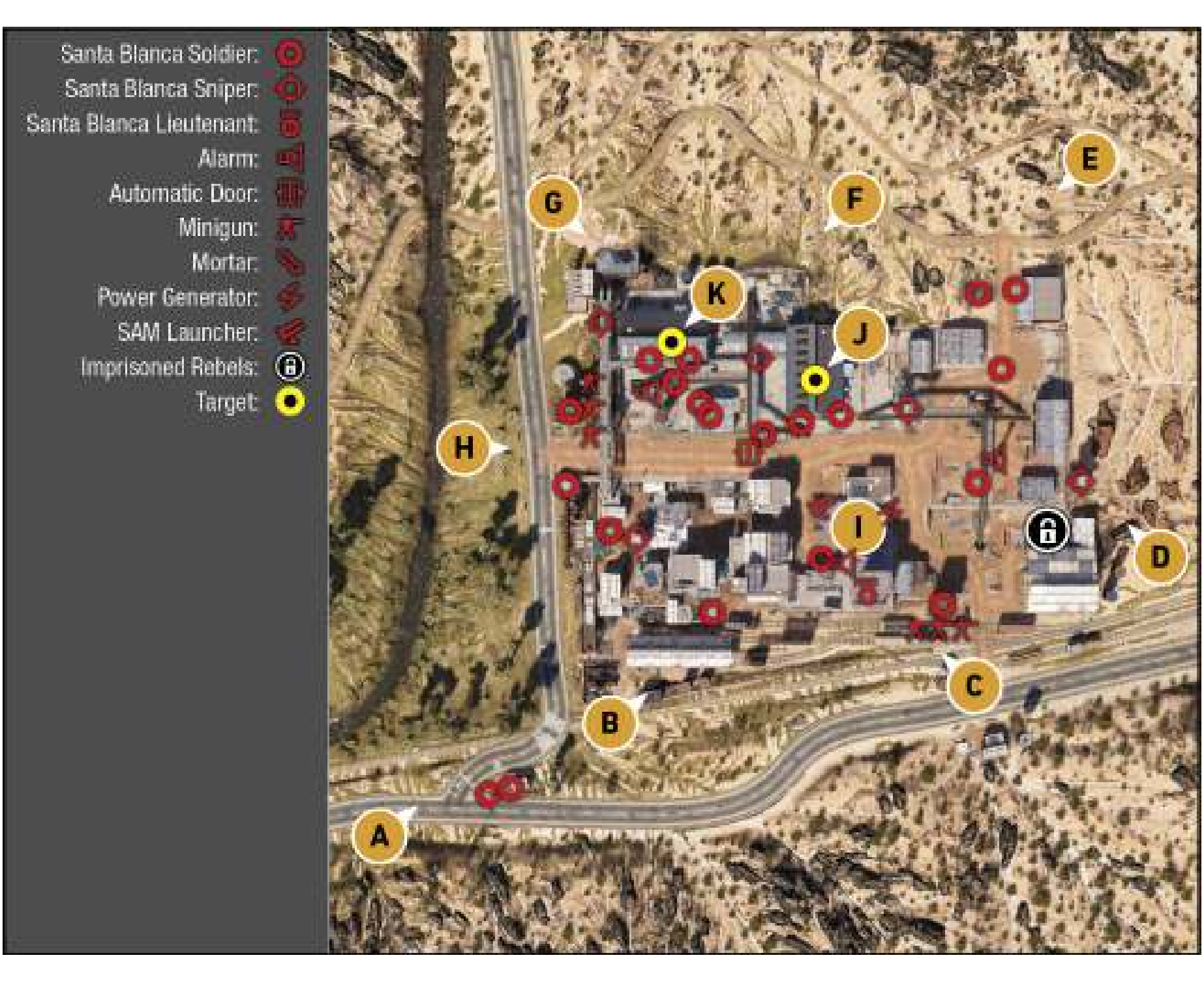
CAUTION: SHARPSHOOTING GALLERY

Six snipers dot the base: two in sniper towers (one in the southwest, the other the east), and four on the conveyor belt and pipe gantries that link the base's warehouses. It's incredibly important you know where these foes are and make it a priority to neutralize them.

CAUTION: BIG BASE, BIGGER GUNS

There's a total of six miniguns, a SAM launcher, three alarms, and a power generator to worry about when assaulting this place. Fortunately three of the miniguns are in a single tower nest on the southeast corner of the base. The other three are atop a second minigun tower in the northwestern perimeter of the base. The SAM launcher is in a small courtyard in the south-central part of the base, near the HQ building and one of the three alarm poles. There's a second alarm pole in the northwest part of the base, by one of the target warehouses. The last alarm pole is over on the eastern side of the base, near the sniper tower. Of course, you can neutralize both the SAM launcher and the three alarms by shutting down the generator, which is in the same courtyard as the SAM launcher.

REMANZO BASE (QUINOA FACTORY): RECON



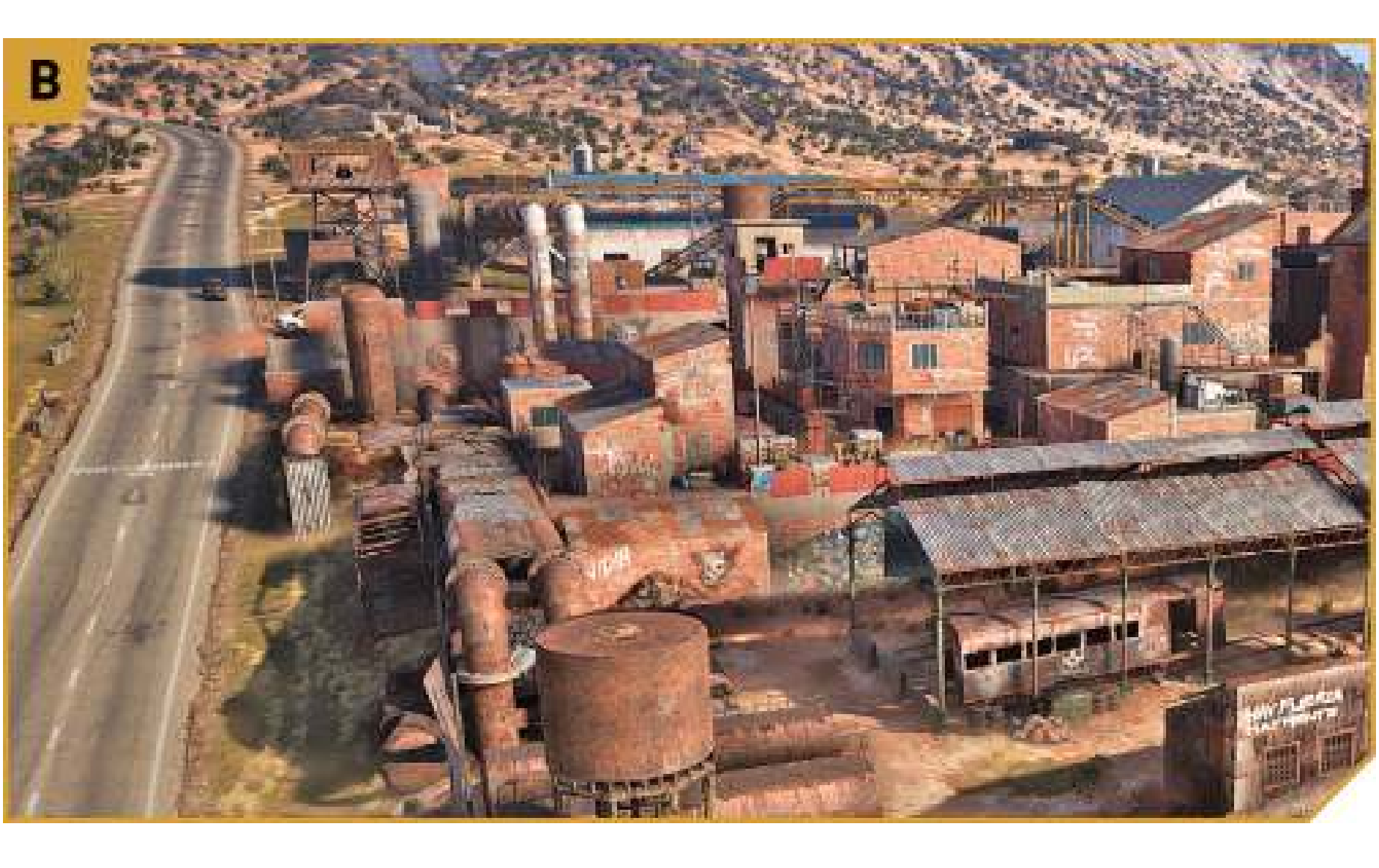
TACMAP

Think about separating this base into four adjacent areas, each with its own set of problems to overcome. In the southwest is a cluster of buildings connected by low ground and ramps from balconies to rooftops; there's a mess hall here, and the area can be used to hide in. In the central and south part of the map is a cluster of important buildings: a comms building, armory, HQ building, and a SAM launcher and alarm pole, as well as a generator. Focus on that to offer cover to Ghosts entering the target warehouses, and to shut down the base's capabilities. Along the east side are two large warehouses, a yard (at two heights), and a small mechanic's garage at a poorly guarded northeast entrance. This area is good for sneaking into. Finally, the north and northwest area features the two target warehouses with conveyor belts to destroy. Though the perimeter along the north side is mostly impenetrable, an area of rusting pipework allows access. Don't forget to use the gantries above the ground to aid you in your movements.

SOUTHWEST: CHECKPOINT

Though you aren't likely to be targeted by the main base enemies, make sure the two foes at this checkpoint are neutralized, as they can head in and back up other foes if they aren't dealt with early on. You're on low ground here, so find a better infiltration spot than this.

SOUTHWEST: RAIL YARD AND MESS HALL

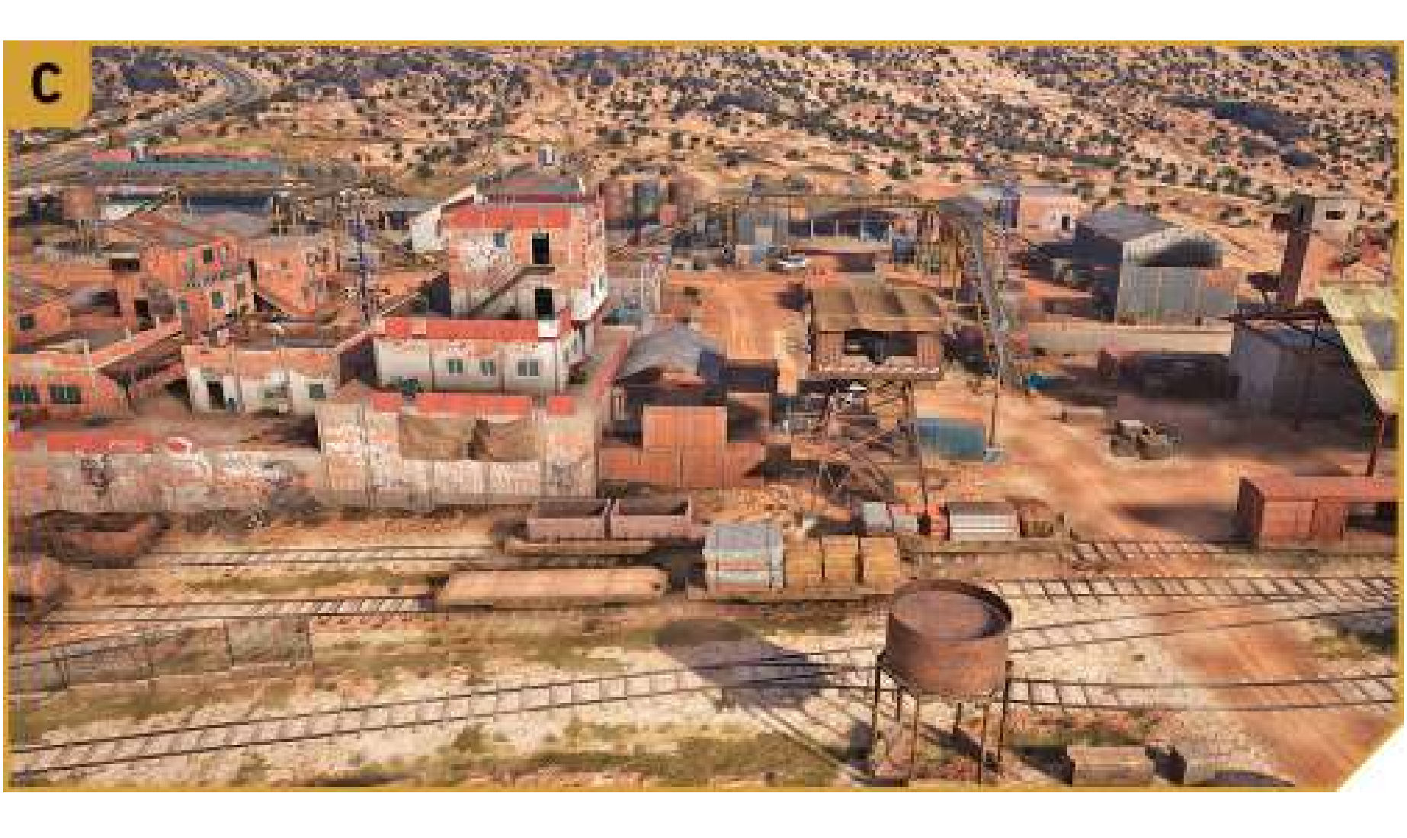


This yard is lightly patrolled (usually by only one enemy) and provides stealth infiltration opportunities. Check the brick shed attached to the main base under the two large pipes; climb the tire pile and slip into the cluster of buildings and a sniper tower in the southwest corner of the base. Farther along the rail yard on the north side is a doorway allowing access to the same area.

The southwest base interior is a series of buildings clustered together under the watchful eye of a sniper. Remove him immediately so you're not compromised. Then clear the two or three other foes. You can also climb up the brick structures, slip inside, and snipe foes to the north (mainly snipers on gantries). Use the connecting wood ramps to move along the upper levels, balconies, and low rooftops of these structures to gain extra sniping capabilities. Plus, you can maneuver east and reach the upper floor of the HQ building where the captain is, or drop down to I, or use the sloped ground to head up to I. The upper floors of the buildings on the east side provide views of I, as well as J.

Note there's a mess hall here, so check this location to see if the enemy is eating, and kill a large number of them in a single massacre, which eases the clearing of this base considerably.

SOUTH: MINIGUN TOWER AND ENTRANCE



The metal tower by the entrance contains three miniguns (facing west, south, and east) and a single operator. Remove him by sneaking up the tower steps, or by sniping him from a distance (south of C, or from B or D).

You can climb into the base via the metal cargo containers just west of the minigun tower, which is the best way to reach the generator and to slip into I undetected.

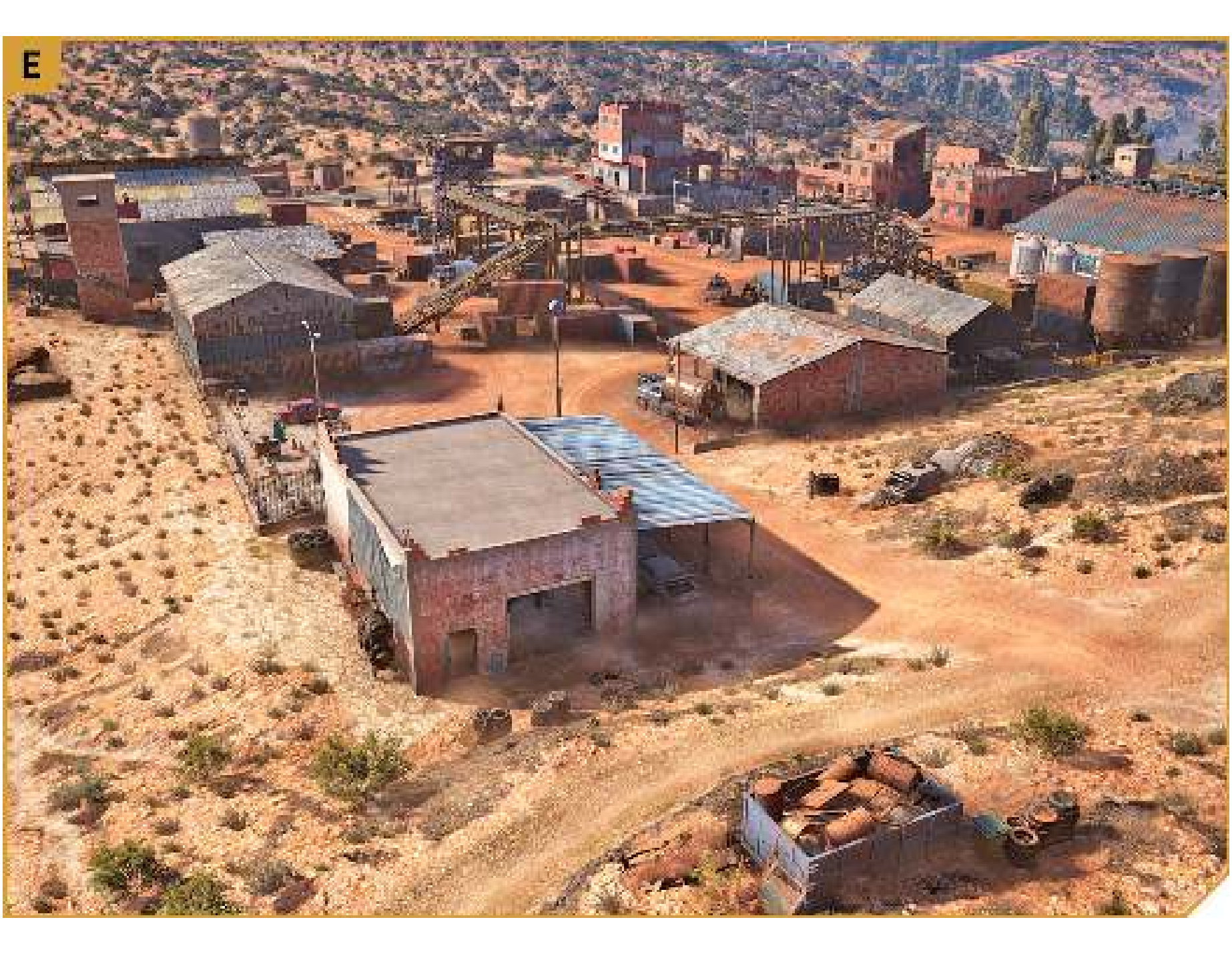
The main road into the base at this point leads to an open area where you're easily spotted, so use the open containers for cover and advance on J, up the conveyor belt, and quickly snipe the sharpshooter and alarm panel northeast and north of you, respectively. From here you can advance into the northeast yard, or across to J, assuming you're being covered or you're very careful with your foe disposal.

You could drive a vehicle (including a bike) through here, if you're not interested in the subtleties of war. Park at J to lob a grenade through the front doorway, or cause a distraction by driving from C to E and back again.

SOUTHEAST: RAIL WAREHOUSE AND SNIPER TOWER

The eastern part of the base features few foes and some good infiltration opportunities. You can move through the open warehouse to the yard at C, or head north to the sniper tower steps, overwhelming the sniper at the top and using the height to remove all foes on the eastern side of the base, as well as the two closest alarm pole boxes. As the action usually heats up elsewhere, don't spend too long here.

NORTHEAST: ENTRANCE

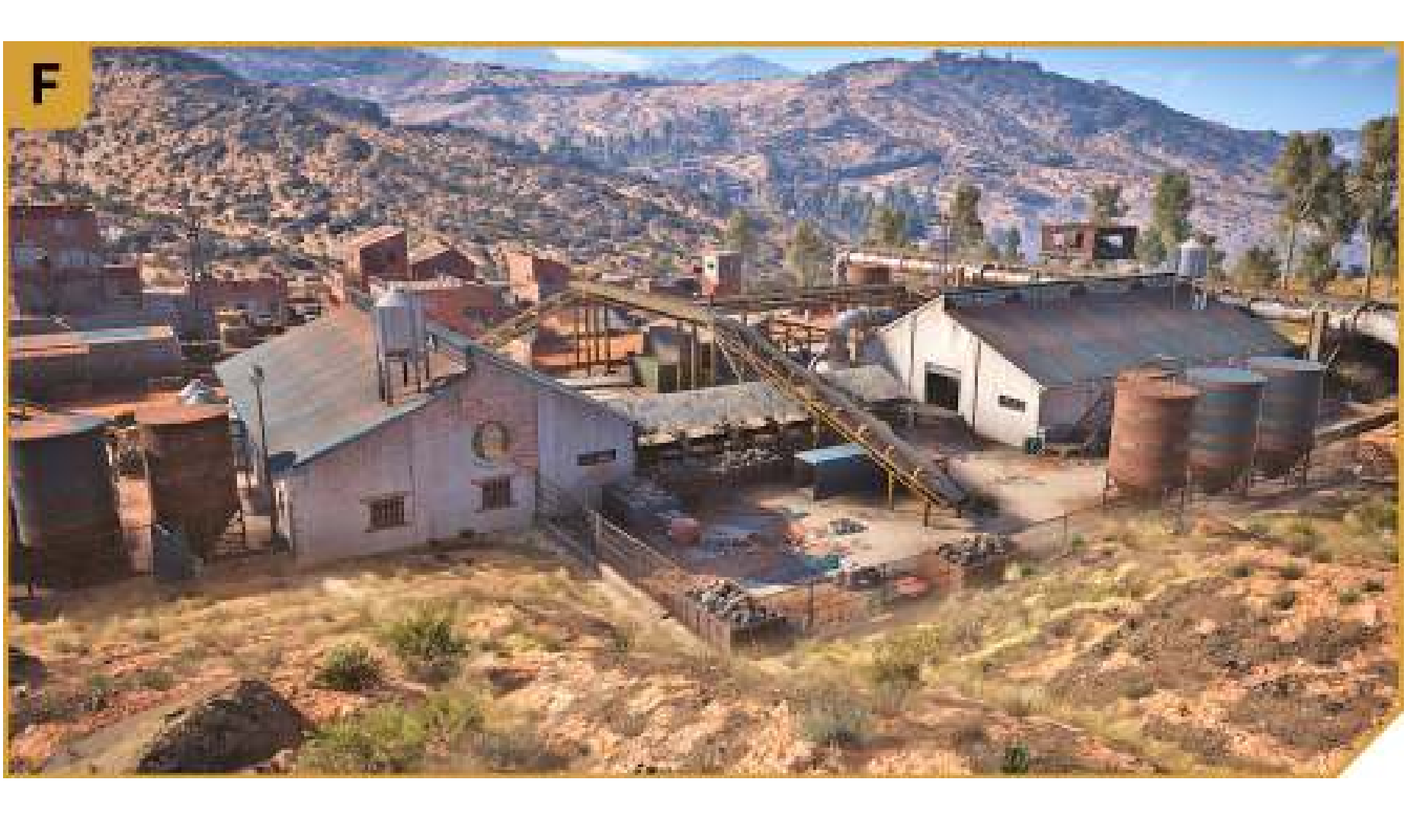


This is another spot to drive a vehicle in through, as the three closest guards are easily circumvented, though the base is on full alert if you haven't neutralized the non-human defenses.

Once inside the base, if you're using stealth, you can run west along the inside of the northern perimeter wall to the target warehouse (J), smash a window and vault inside, and storm the target area (or lob a grenade in from outside).

Or you can locate the large warehouse on the eastern edge of the compound (just north of the sniper tower), creep out of the ground doorway onto a conveyor belt, and onto the gantry above the action. From here, you can almost reach the target warehouse (J), and you have good views of I, the SAM launcher, and the two alarm poles. With a sniper rifle, you can just about take out the third alarm pole by K, too. From here, head down and assault the target warehouse by stairs or belt.

NORTH: HILLS



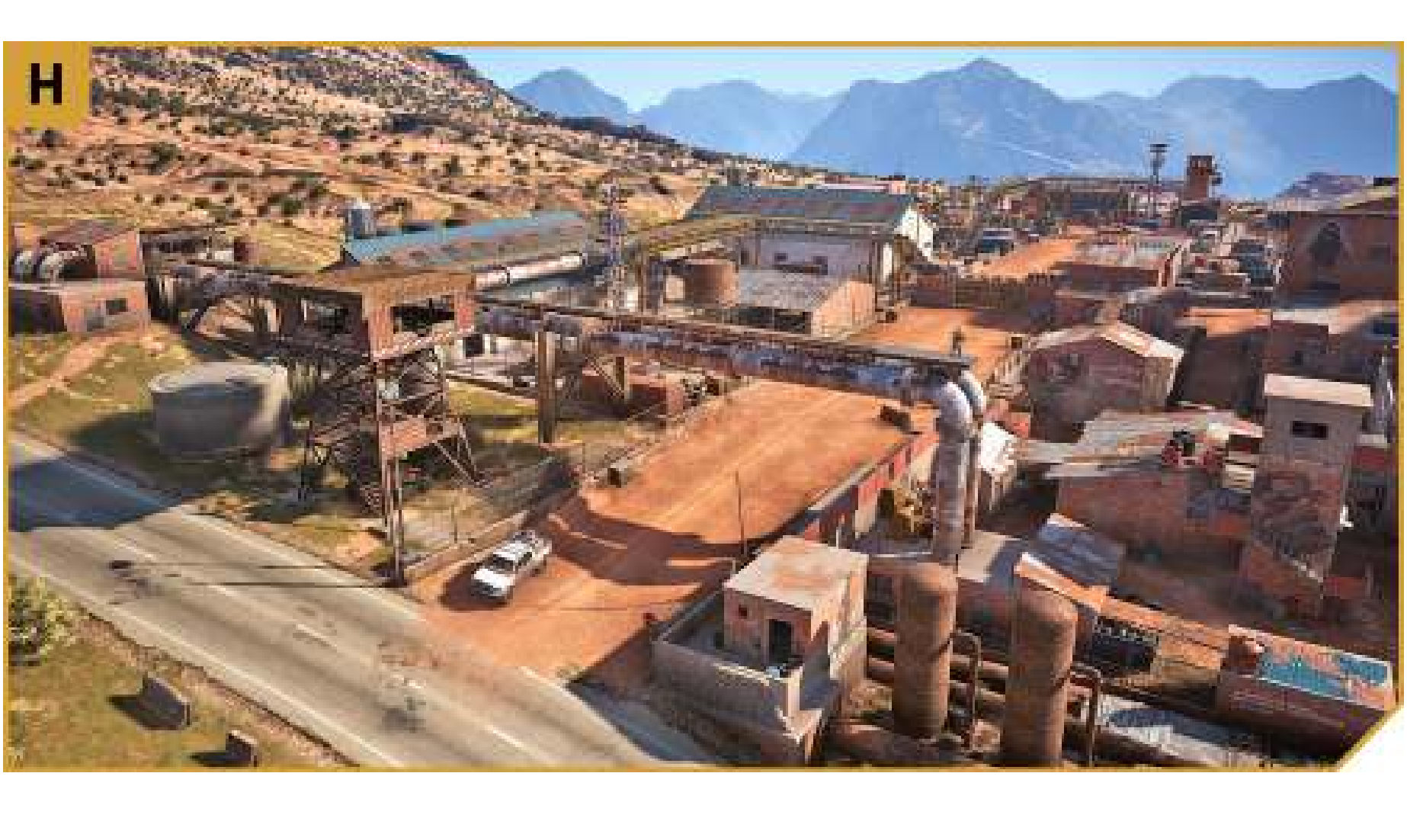
As the windows on the edge of the target warehouse have reinforced wiring, preventing you from smashing and moving through, you can't enter the base from this area. The perimeter fence is too tall, and it's reinforced.

However, you are able (with a ranged weapon) to take out all the alarm pole boxes in quick succession, as all are visible from the rock clump just northeast of J. Then quickly tag any snipers on the gantries, or those coming out of E, J, or K. Otherwise, there's limited use to being here.

NORTHWEST: SHACK RAMP AND PIPES

The perimeter fence may not be climbable, but the roof of the dirt shack in the northwest corner certainly is! From here you can land on the gantry and tackle the snipers and minigun operator. Or you can ride a bike and jump, landing directly on the warehouse roof of K. Or sneak under the huge pipes, along the west edge of K, shooting snipers from underneath, shooting up at the minigun operator, and shooting through the windows to drop foes inside the warehouse (K) who can't return fire. You can also silence the alarm pole from here. But mainly, this allows access onto the gantry that runs between both target warehouses.

EAST: MAIN ENTRANCE AND GATES



Slightly south of the gate entrance along the main road are two rusting pipes and some corrugated metal you can run across to access the southwestern buildings inside the base. Just north of the gate entrance is a minigun nest, which is highly problematic, so shoot the operator from B, G, or east of H before he spots you.

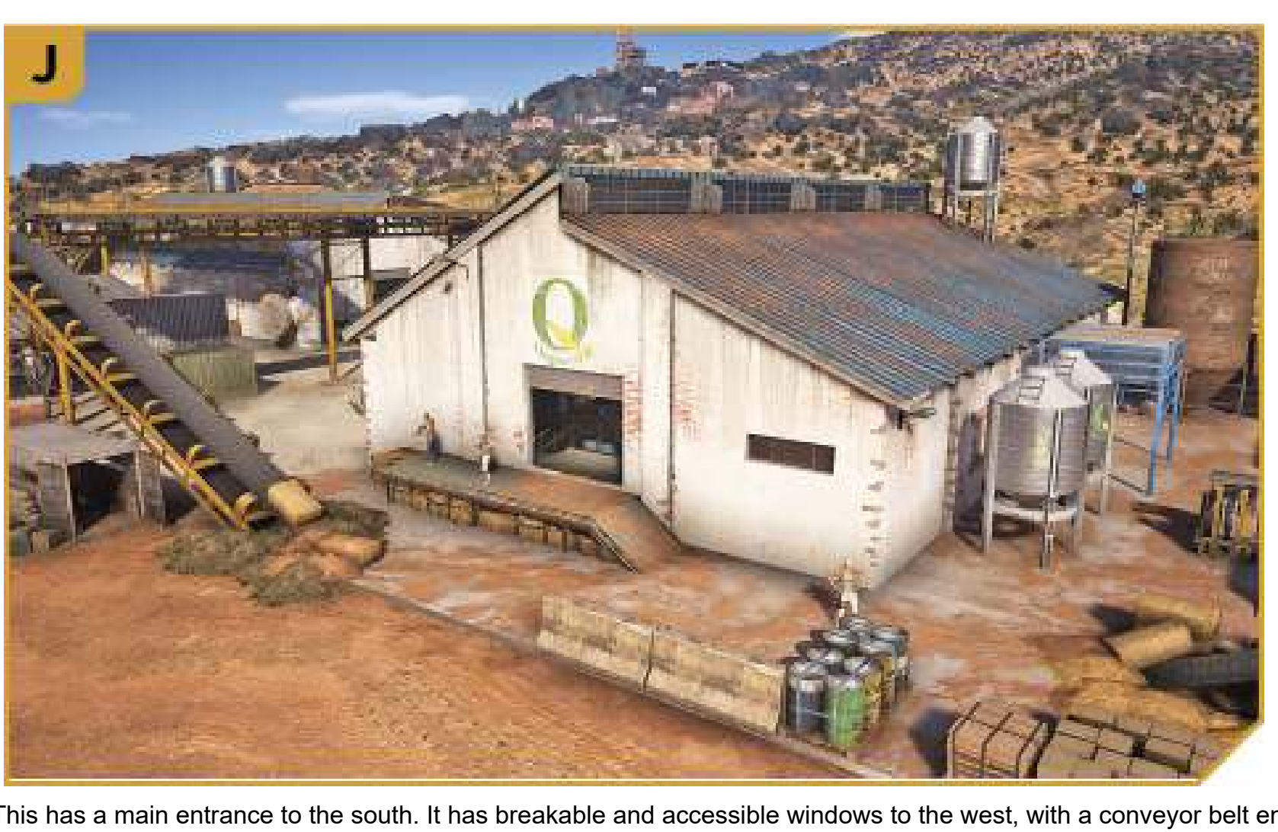
The road between the north and south areas of the camp is dangerous; wandering down there enables foes to see you from both directions. You can access the southeast corner of the camp from here (and vice versa if you're clearing the base from south to north).

In general, use this entrance if you're driving a Santa Blanca vehicle (any white-colored truck with a minigun, for example). Such vehicles are seen by a sensor on the main gate, which then opens automatically. Now you can drive into the base with guns blazing, or attach C4 to the vehicle and dive out before pointing it at the SAM launcher or target warehouse. Otherwise, you're jammed here with nowhere to go.

SOUTH CENTRAL: HQ BUILDING AND SAM LAUNCHER

This part of the interior is important enough to consider heading to, if only to halt any possibility of reinforcements and the SAM launcher targeting your helicopter. Sneak in from B or C and shut down the power. Note the armory, comms, and HQ buildings surrounding the SAM launcher (which can be destroyed using C4). The HQ building only has a captain to worry about, and the upper floors contain ammo and a direct view of the target warehouse (J) so you can cover your teammates.

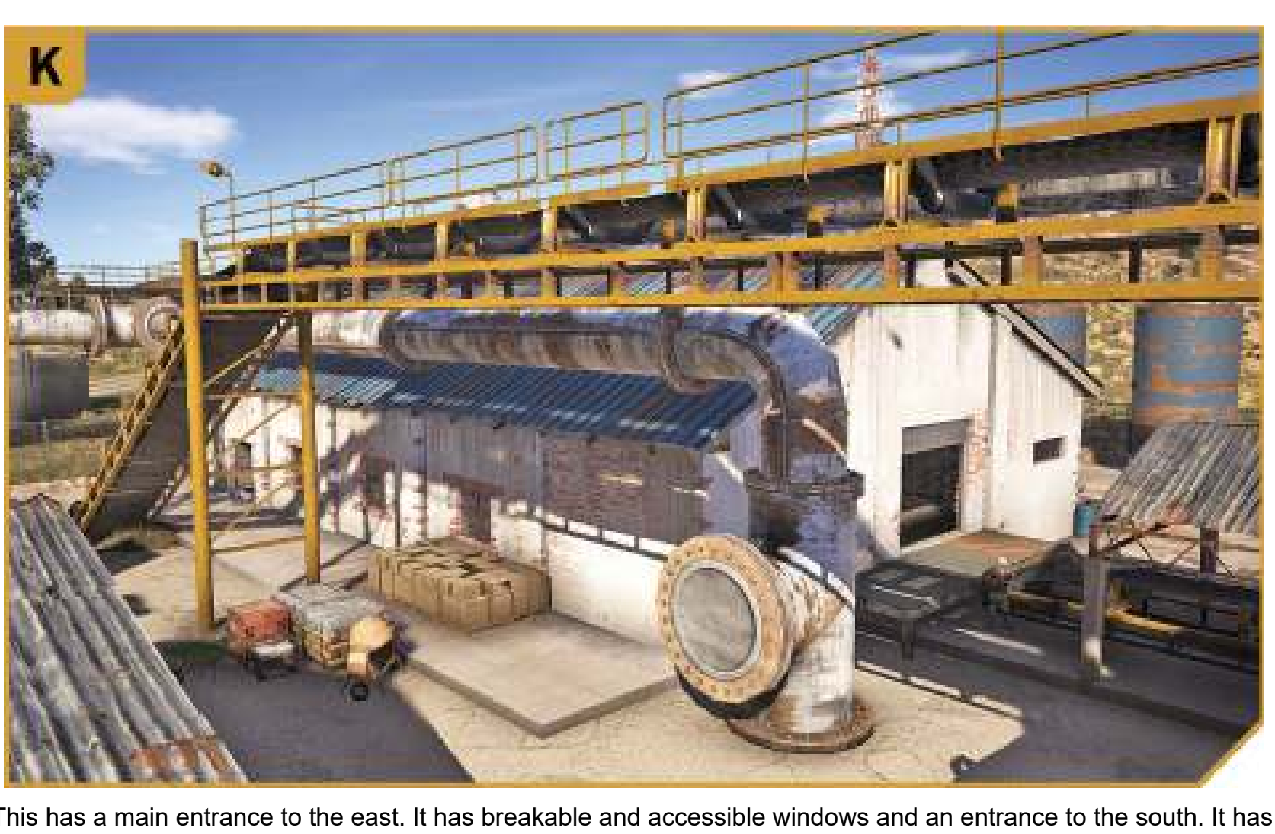
● TARGET: QUINOA WAREHOUSE #1



This has a main entrance to the south. It has breakable and accessible windows to the west, with a conveyor belt entrance. It has inaccessible but breakable windows to the north. It has breakable and accessible windows to the east. It has breakable and accessible windows on the roof.

Destroy the conveyor belts in either warehouse using any explosives you wish. Grenades and C4 are especially recommended.

● TARGET: QUINOA WAREHOUSE #2



This has a main entrance to the east. It has breakable and accessible windows and an entrance to the south. It has inaccessible but breakable windows to the west. It has inaccessible but breakable windows to the north, along with an exterior metal staircase. It has breakable and accessible windows on the roof.

Destroy the conveyor belts in either warehouse using any explosives you wish. Grenades and C4 are especially recommended.

REMANZO BASE (QUINOA FACTORY): OTHER TACTICAL ADVICE

SOLO: Going with a clandestine plan, your team has the option to create a distraction elsewhere in the base and enter via the pipe at G, jump onto the roof of K, then head down the metal steps on the north side of the warehouse. Creep around to the Dumpster at the northwest corner of J. Crawl over the Dumpster, down, and into the warehouse (J) and prime some C4. Take down the foe in here if you need to. While still running silent, backtrack using the same route, then enter the other warehouse (K) via the east door. Tag the foe here, and another inside. Prep the second C4. Then retreat back up the metal steps, across the roof, onto the rusting pipes, and out by the shack (northwest). Explode the C4.

Or start at F and tag all three alarm towers. Then enter at G, shooting the snipers and minigun operator. Move onto the roof of K while firing at snipers first (remove them from both towers and the other gantry), then ground foes, using the warehouse roof as cover. Then smash the roof window of K and drop in a grenade. As the enemies dwindle, stay on the conveyor gantry, moving onto the other warehouse roof (J), and repeat the process of smashing the roof window and dropping in a grenade. Leave the way you came, completing the mission without even touching the ground inside the base!

Whether or not you're worried about the SAM launcher, if you fly high enough and parachute accurately enough, you can land on either of the quinoa warehouse rooftops (J or K), shoot out the roof windows, and drop in a grenade. This completes the mission in moments, but the base is on alert. Escape to the northeast, where there's the least resistance.

Fancy yourself as a one-man wrecking machine and keen biking enthusiast? Then grab a bike (there are two parked near the southeast entrance) and loop wide around the base so you aren't spotted. Line up facing south, near the main road to the northwest (G), then accelerate hard, driving south and aiming at the shack roof ramp. Hit the ramp, and land your bike on the roof of the northwest target warehouse (K). Get off your bike, drop a grenade through a window you shoot out, get back on the bike, and nimbly point it southeast (at the second target warehouse icon), driving off the warehouse roof and onto the lower conveyor belt roof. Drive under the upper belt gantry and onto the roof of the second target warehouse (J). Repeat the roof-window smash, drop in a grenade to complete the mission, and have a story to tell your grandchildren.

CO-OP: All the previous plans are sound and amusing, but involving your entire team allows you to quicken the process. Start by having one Ghost responsible for shutting down the power. He can enter at C and access the generator, then clear the ground foes and HQ captain at I before joining in at J. The second Ghost should start at D, removing the sniper at the tower and all foes to the northeast. Simultaneously, a Ghost should enter at G and use the Solo mission route to tackle the snipers on the gantry up here, as well as the minigun operator on the west perimeter. The fourth Ghost can enter at B, climbing up and into the low-rise buildings and mess hall area, removing foes in these parts, starting with the sniper. Once all enemies are removed except those near the warehouse, have two Ghosts close in on J and two on K, removing all threats before neutralizing the conveyor belts.

Have you driven two Santa Blanca minigun trucks into the base and started raking foes with gunfire (while a passenger lobs a grenade into each warehouse door or window as you pass)? Though you can maneuver between both warehouses, you're soon stuck and overwhelmed, and reinforcement helicopters can be a real problem. So running and gunning with trucks isn't recommended. Do use them to escape in, though (there are some SUVs parked by the SAM launcher).

Do you have a drone with explosive capabilities? Then have two Ghosts each fly one into a different warehouse and detonate them simultaneously for a quick end to this operation.

You can ride bikes through the base, up the conveyor belts, and even onto the warehouse rooftops, but this is dangerous and you can't lob explosives while riding a bike.

Remanzo: El Gato

Energy Drinks

OBJECTIVES

- Reach the energy drink factory
- Destroy the storage tanks (3)

LOCATIONS

- Factory Electro Energy Drink

REWARDS

- + 350 XP

BRIEF

The cartel has found a way to hide liquid cocaine inside an energy drink called Electro. Destroying the storage tanks at the energy drink factory will cause enough damage to shut the plant down indefinitely.

MISSION ACCESS

Complete Major Intel gathering in Remanzo Province to start this Mission. You can also unlock this misson by proximity.

ELECTRO-LIGHT IT UP!

This operation involves making a large mess of the energy drink facility in Remanzo; there are three storage tanks to find (two are clustered together, hence only two targets on the nearby Tacmap) within the open factory grounds. As this location wasn't designed to be a military installation, it's very easy to recon, but has limited ground entry points thanks to a reasonably secure wall. A determined group of Ghosts won't have much trouble lighting the place up (after turning the lights off at the generator first, if necessary).

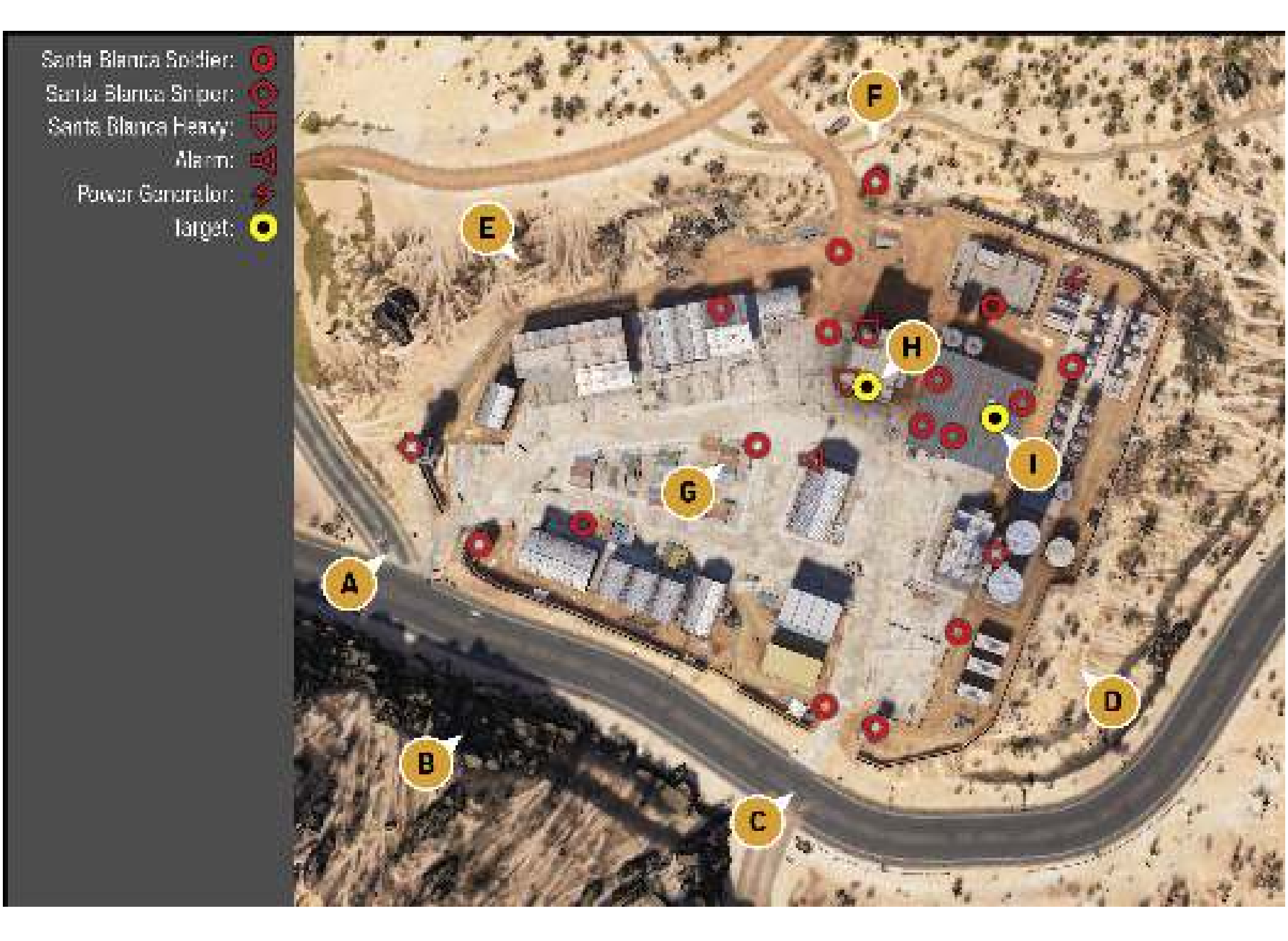
CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

By now, you should be used to seeing innocent civilian workers during operations, but there are some workers here in offices that you can easily mistake for a cartel member (if you're not paying attention). Remember, if they're brandishing guns, shoot them. If they're screaming for cover or cowering, don't.

MOST RECON: LOW ENERGY

You're fortunate that although this base has a couple of armored foes and two snipers, the main defense is a single alarm. But that alarm definitely works, so it should be a priority to neutralize. It's by a central warehouse slap bang in the middle of the mission area, just southwest of H. The generator is in the northeast corner, along with some propane tanks and other industrial scenery. Sneaking in from D or F allows you to shut down the lights and alarm. This is great if you're wanting a quick and proficient clearing of this location, or you're acting stealthily at night.

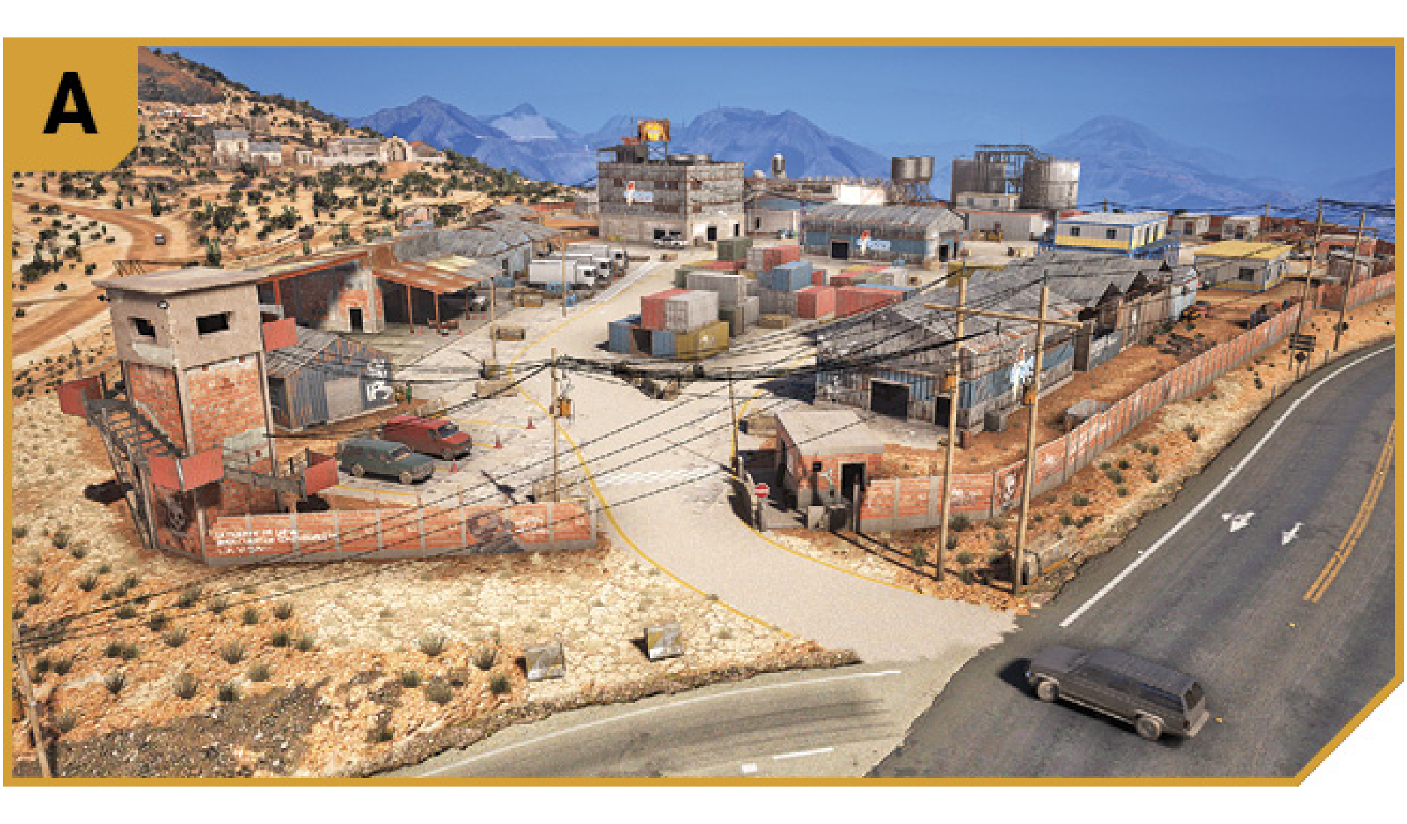
FACTORY ELECTRO ENERGY DRINK: RECON



TACMAP

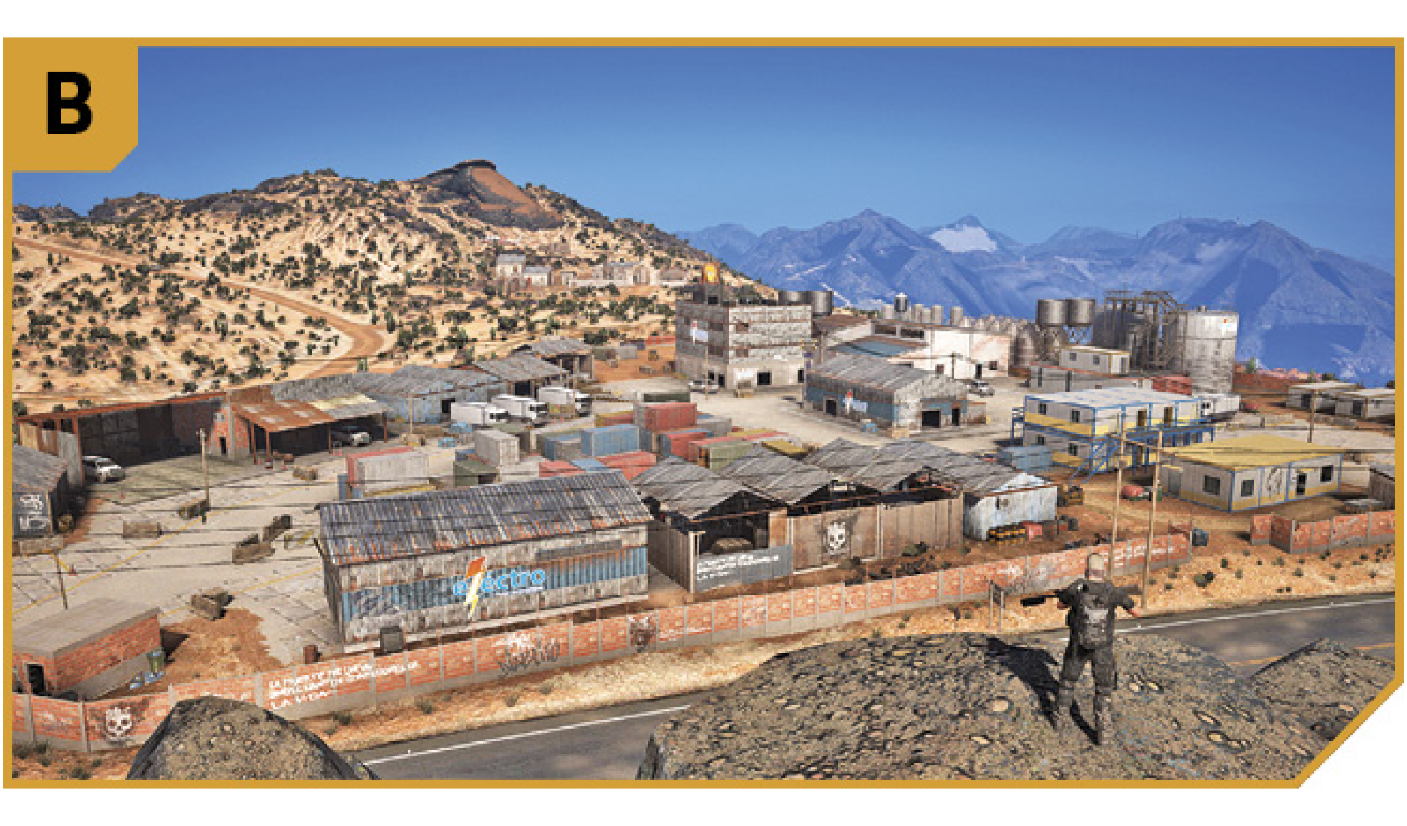
The target buildings (H and I) are in the northeast corner of the facility, and have numerous entrances (and enemies). Farther southwest is the main yard, complete with numerous containers you can run between (and sometimes through), if you're approaching the target buildings from the southern road. Note the five different access points in from the base's perimeter; some are vehicle entrances, but a couple are breaches in an otherwise-secure fence or wall.

SOUTHWEST: ENTRANCE CHECKPOINT AND SNIPER TOWER



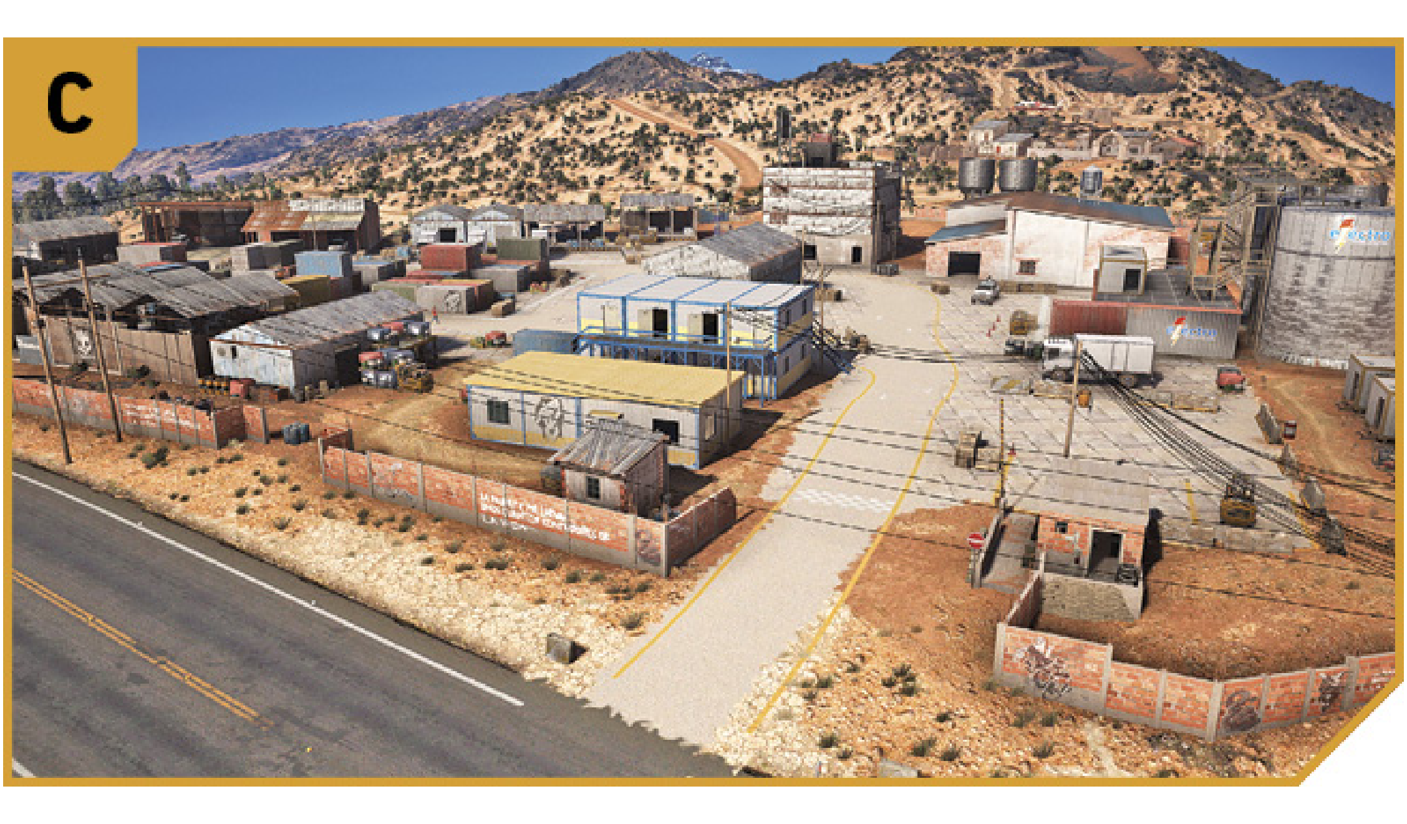
There are relatively few foes at this entrance, though you need to watch the enemy in the checkpoint hut (right) and the sniper tower (left). Either neutralize them using stealth, or start a firefight while accelerating into the base using an armored vehicle. This is also a great spot to start a distraction, so foes move away from the target buildings allowing a teammate in to prep all storage tanks to explode.

SOUTHWEST: ROCKY HILLS



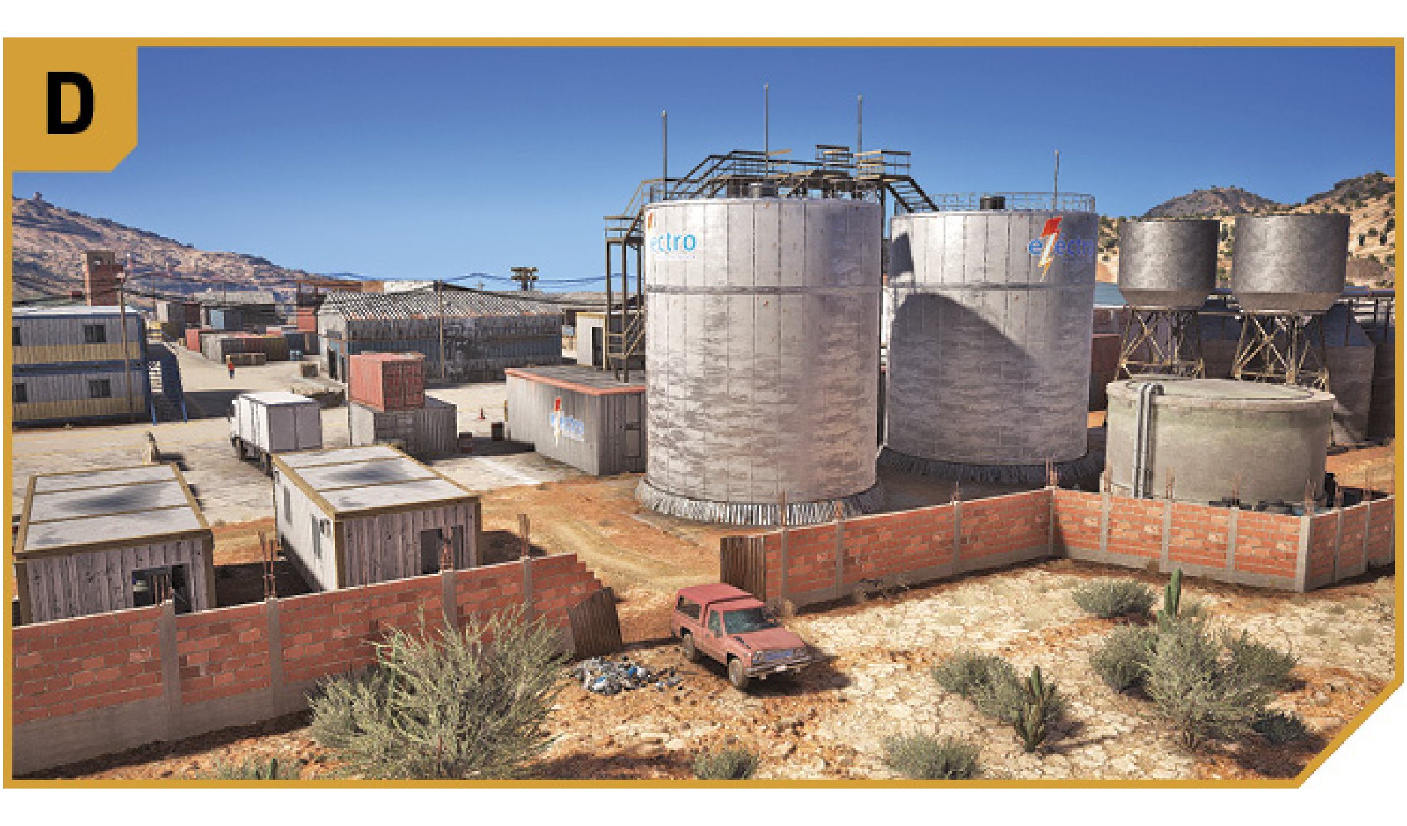
The south side of the road has foothills giving you enough height to tag both the snipers on the west and east sides of the mission area (the sniper on the east side patrols a gantry above two huge cylinder tanks). There are good views of the base, and you can cover your teammates while removing foes at the very limits of your rifle's range. The only issue is the alarm pole; it's almost impossible to destroy with a sniper shot from this angle and distance.

SOUTH: ENTRANCE CHECKPOINT AND WALL BREACH



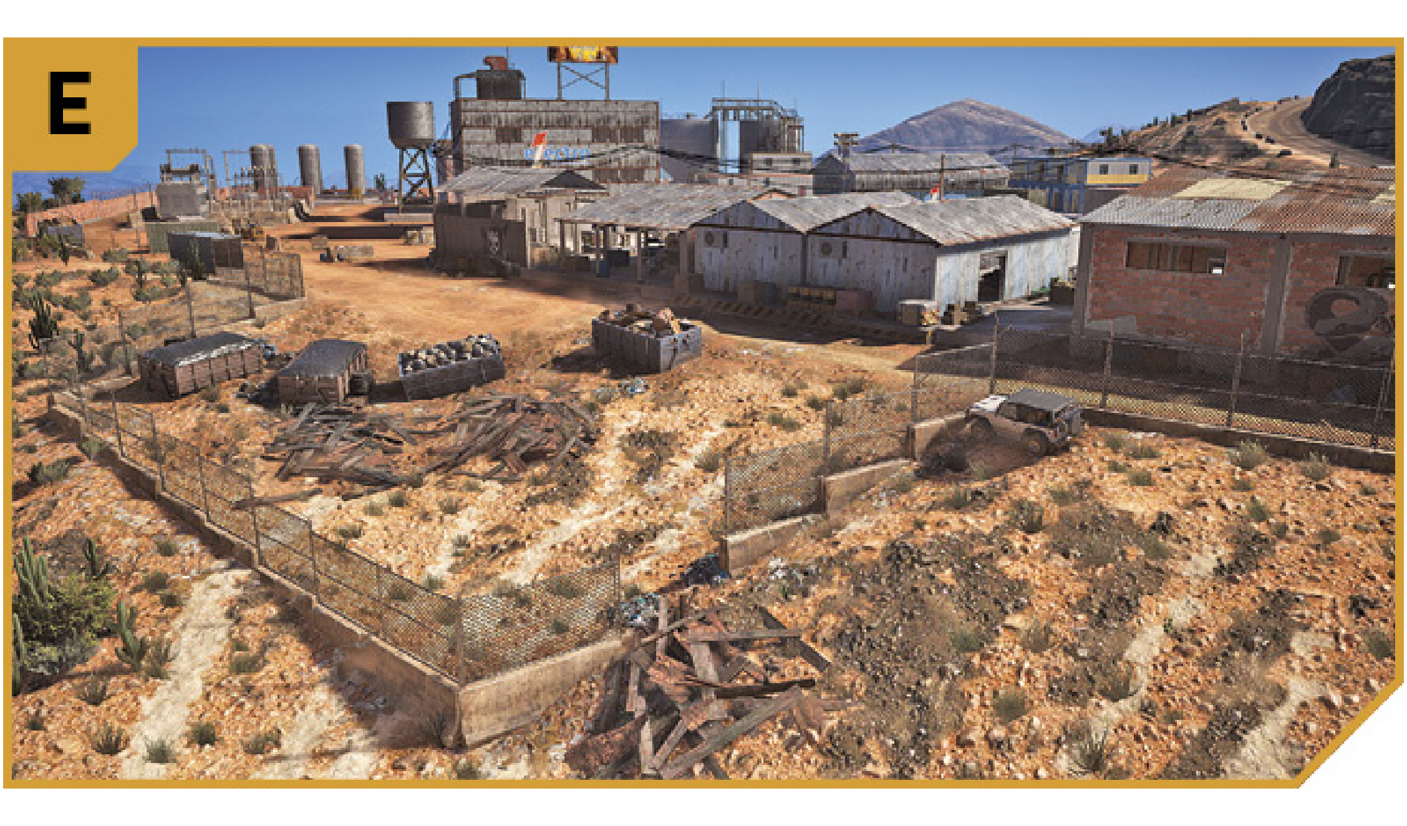
There are two options for base infiltration in this area. You can drive in, passing the brick checkpoint and causing a disturbance (or sneak and fan out to the left and right for stealth infiltrations). Or, you can use a vehicle (or C4) and smash through the weakened fencing just left (west) of this entrance. The latter is loud, but it does allow you to more easily drive into G where you can ditch the ride and hide. Use either point as an extraction route, if you're leaving under fire and in a vehicle.

SOUTHEAST: WALL BREACH



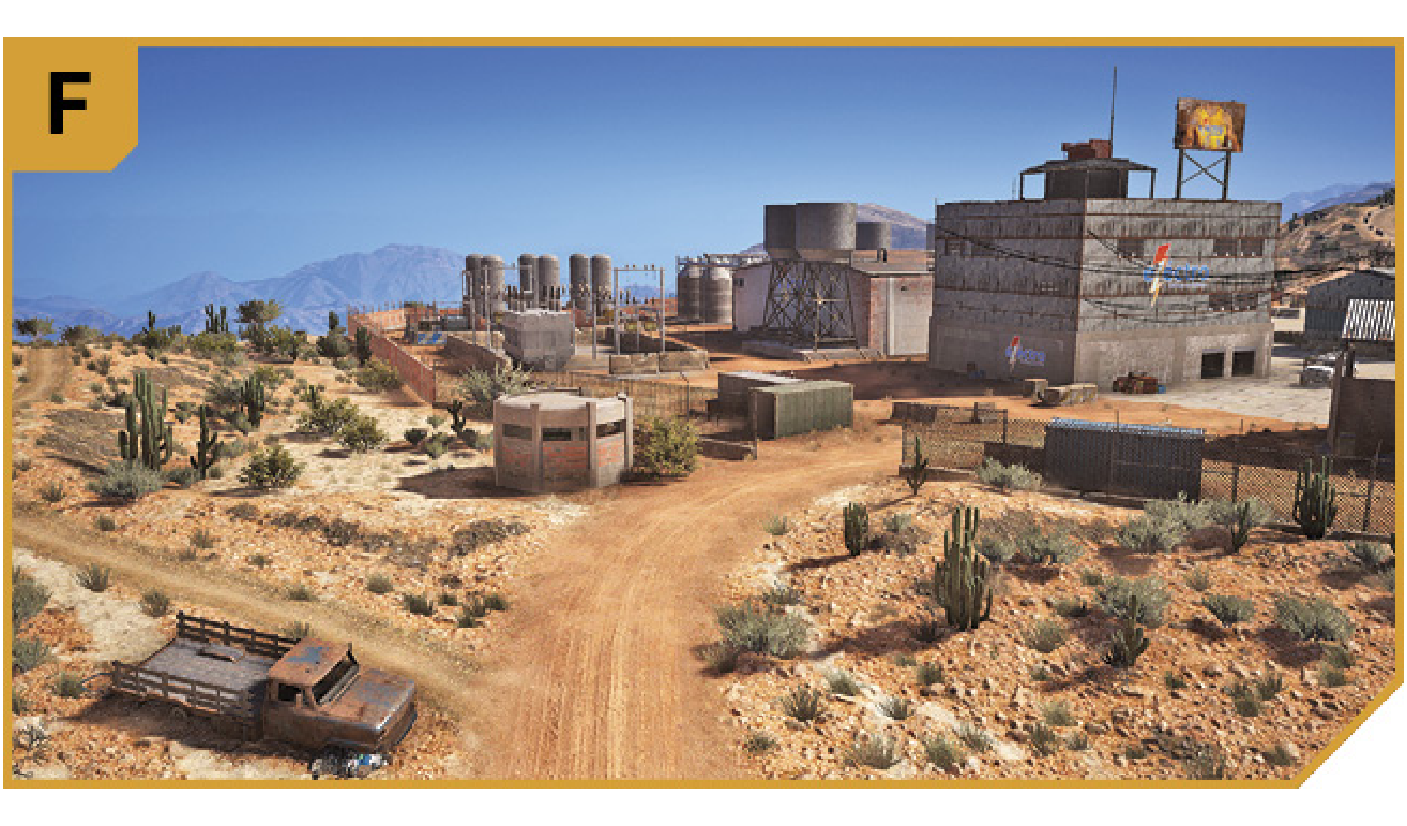
The only place the perimeter is breachable between C and F on the eastern side of the base is at this flimsy piece of fencing between the brick walls. Drive through or use explosives (grenades or C4) and force your way in (or out) at this point. Though you might be making noise, you can quickly scurry into cover, and into one of the three container offices in front of you, or the industrial vats and cylinders to the north.

NORTHWEST: FENCE BREACH



For silent running, you can't do better than this gap in the fencing. There are few enemies to see you, and you can quickly head east to F, or south to the unloading warehouse and take cover, before reassessing the target priorities. Heading to the unloading warehouse where the three trucks are parked is a good plan, as you can take out the alarm from here, relatively quickly before a full assault commences.

NORTH: PILL BOX AND ENTRANCE

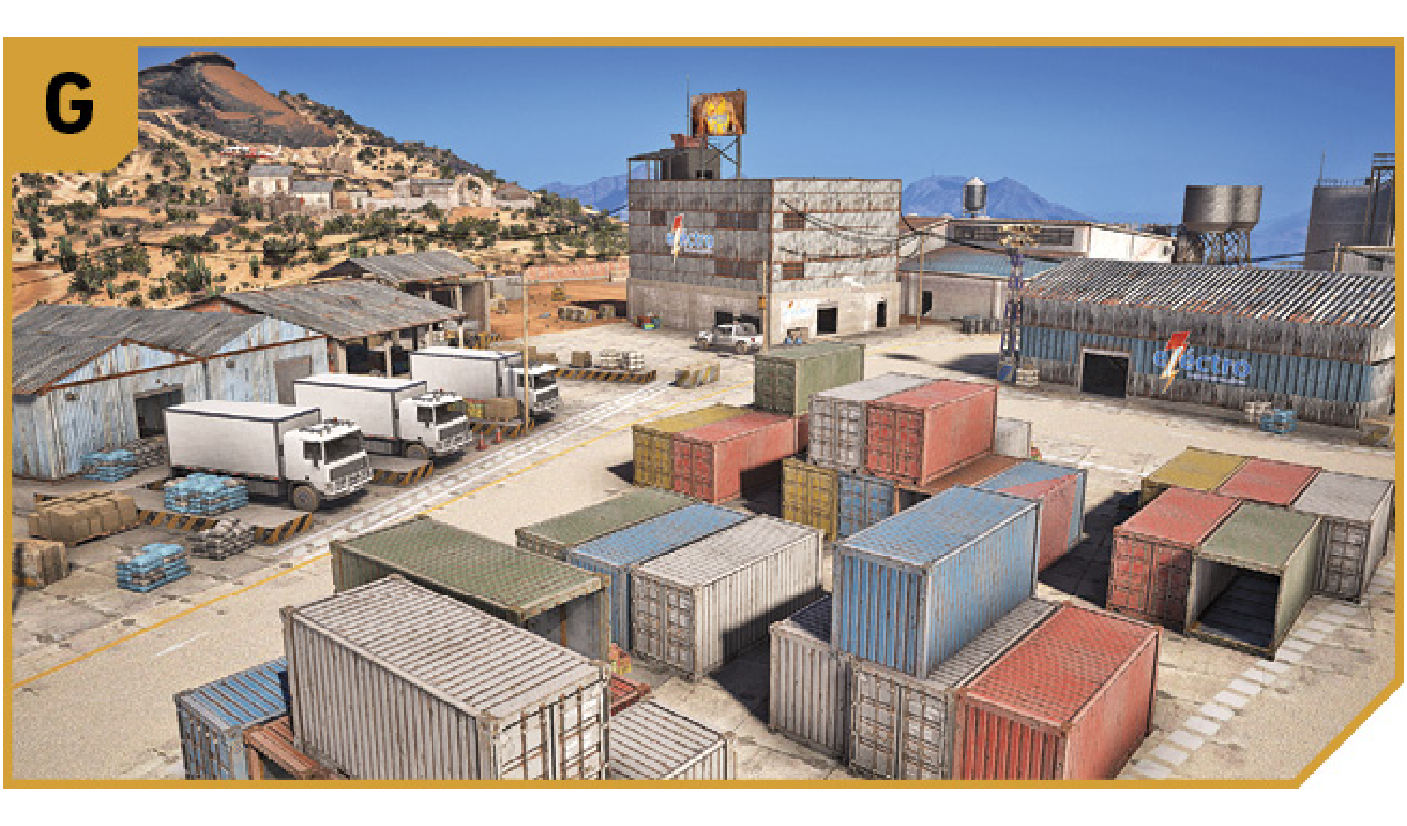


Don't underestimate infiltration from this direction, despite the enemy inside the pillbox at this entrance. You have sloping ground down from the north, allowing you to head down from San Vicente (the old farmstead where Butch Cassidy and the Sundance Kid made their last stand), stay in relative cover, and snipe patrolling foes from the scrub desert between the farmstead and the pillbox. More importantly, your first shot should be to neutralize the alarm pole, which is visible if you're directly north of H. You can also take care of the sniper atop the cylindrical vat gantry (east side of the base).

Or, you can stealthily enter this location by creeping in from the east, heading west along the perimeter fence, and killing the pillbox foe at close quarters. Then sneak through the entrance, and into the base, optionally shutting down the power, or planting C4 on the propane tanks to cause a disturbance. Or you can enter either target building and plant C4 with minimal enemy contact.

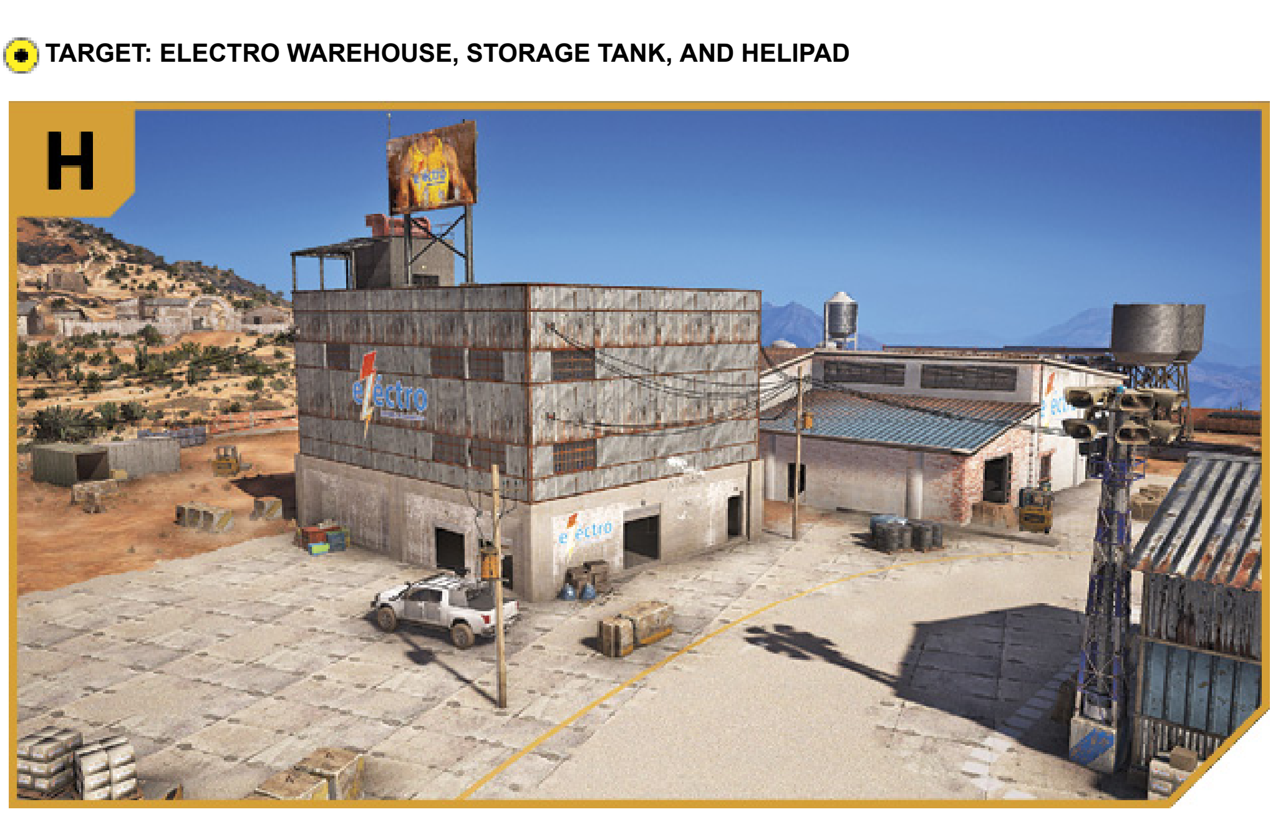
Alternatively, you can drive a couple of armored trucks in from this direction, and start a carnage-filled spree.

INTERIOR: WAREHOUSES AND CONTAINER YARD



If you're heading into the base from A, C, or E, you're likely to need to navigate the yard interior, though this involves some needless maneuvering compared to heading in from D or F. Hang around in this area if you want to attract foes away from the target warehouses, or if you're wanting to clear the base methodically (and usually silently), and you're working from southwest to northeast. Or, scurry along the inside of the perimeter wall to the unloading warehouse (north). Play hide-and-seek in the container yard area (middle). Use the warehouses and yellow-and-blue container barracks (south) as vantage points to provide fire-support, take out the alarm pole, and help those assaulting the target buildings. The balcony of the yellow-and-blue barracks is especially great for peeking out of, shooting foes (including the east sniper), and ducking back inside again.

● TARGET: ELECTRO WAREHOUSE, STORAGE TANK, AND HELIPAD



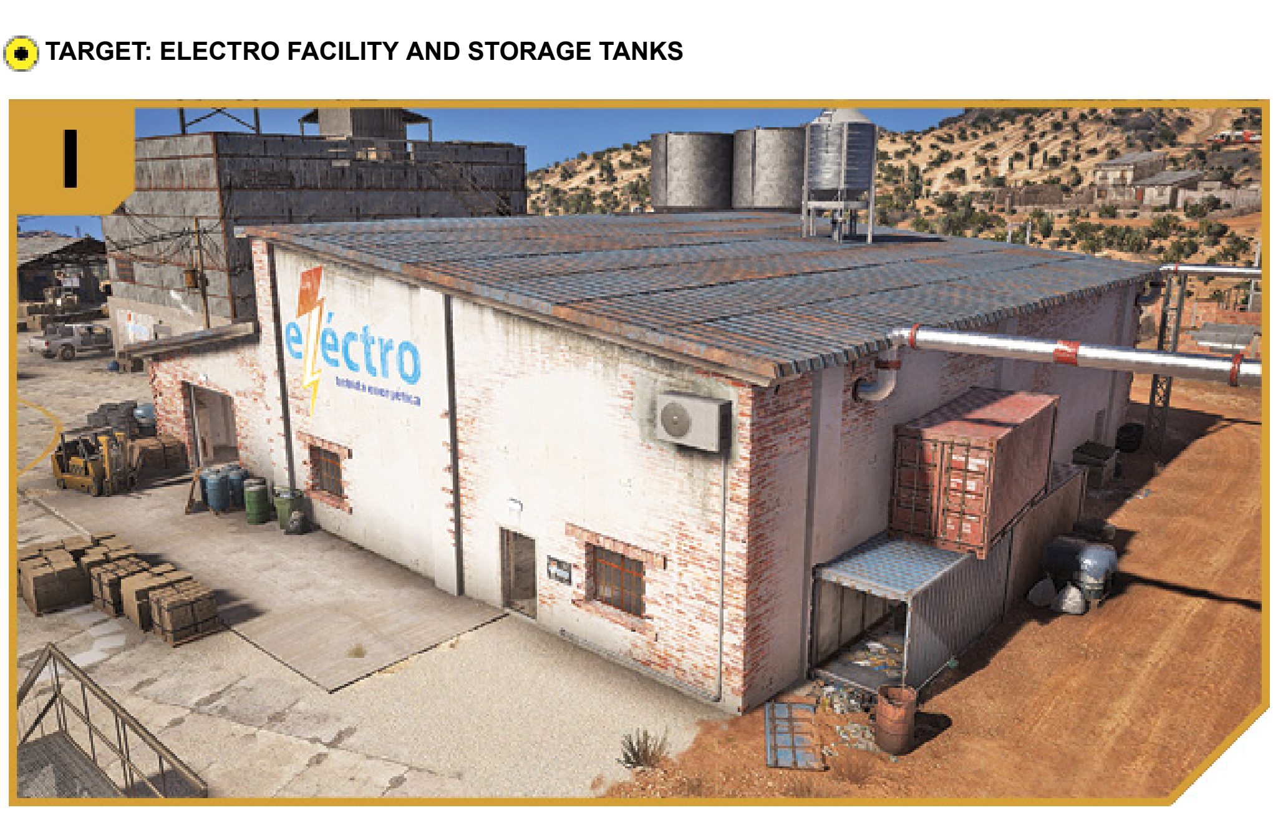
This structure has four floors including the roof. There's the ground floor, a mezzanine floor (labeled "01" on the wall), a third floor (labeled "02" on the wall after climbing around the unused interior elevator) and the roof (which doubles as a helipad). The storage tank you need to destroy is on floor "02" (the third one if you include the ground floor). You can destroy it from here, or by placing explosives on the roof just above the top of the tank (the area-effect of the explosion hits the tank).

The ground floor has two entrances on the south wall, two on the west, none on the north, and two on the east (one is a set of metal stairs up to the mezzanine "01" level). Expect around four foes, including two armored ones, in and around this area, with more incoming if you made some noise. Reach the storage vat by climbing the interior stairs around the unused elevator. The storage tank can be destroyed with any explosive.

If you fancy yourself as a bit of a legend, try standing on the ground slightly northwest of this structure, and shoot out the window on the third ("02") floor, just above and left of the "e" in the Electro sign on the western side of the building. Then lob a grenade through that smashed window. It can land and detonate, destroying the tank. Nice work!

The roof is a great way to exit this base after priming C4 at both locations, or if you have the cartel chasing you. Assuming a teammate has acquired a chopper, it can land and scoop you up for extraction. Or, you can parachute in, land on this roof, shoot the alarm pole, the sniper on the east gantry, and then work "backward" down the structure, and across to I.

● TARGET: ELECTRO FACILITY AND STORAGE TANKS



The larger of the two warehouses has a conveyor belt and two storage tanks inside the structure, and is much more easily accessible. On the south wall is a garage entrance, two destructible windows you can vault through, and a doorway. On the west wall is a doorway. On the north wall are some high windows you can shoot and lob grenades through. On the east wall is an entrance, a window you can shoot out and vault through, as well as some metal containers you can climb to reach the roof. The roof doesn't have any skylights you can use, but you can smash a window on the east wall of the other target structure (H), and lob in a grenade to destroy the tank there without needing to set foot inside that multi-level structure.

With so many entrances, you're spoilt for choice on how to infiltrate, so either stealthily use a door and plant C4 on either tank before retreating, or smash one of the windows and lob a grenade through (any of the windows).

You can back up into the propane tank and electrical transformer area nearby, or create a disturbance there. Note the generator just north of these propane tanks; head there to shut down the lights and alarm if you're trying a night-time stealth plan.

FACTORY ELECTRO ENERGY DRINK: OTHER TACTICAL ADVICE

SOLO: Attempting stealth? Then suppressed sniping at the west and east sharpshooters from F, then the alarm, allows you to then enter via the pillbox (approach from the east or tag the foe through the window slits). Then creep to the facility warehouse (I) and plant C4 inside before climbing the containers alongside the east wall of this warehouse, and onto the roof. Shoot out the tall warehouse window on the third ("02") floor where the last tank is, and lob in a grenade. Then flee via F, triggering the C4 explosion as you go.

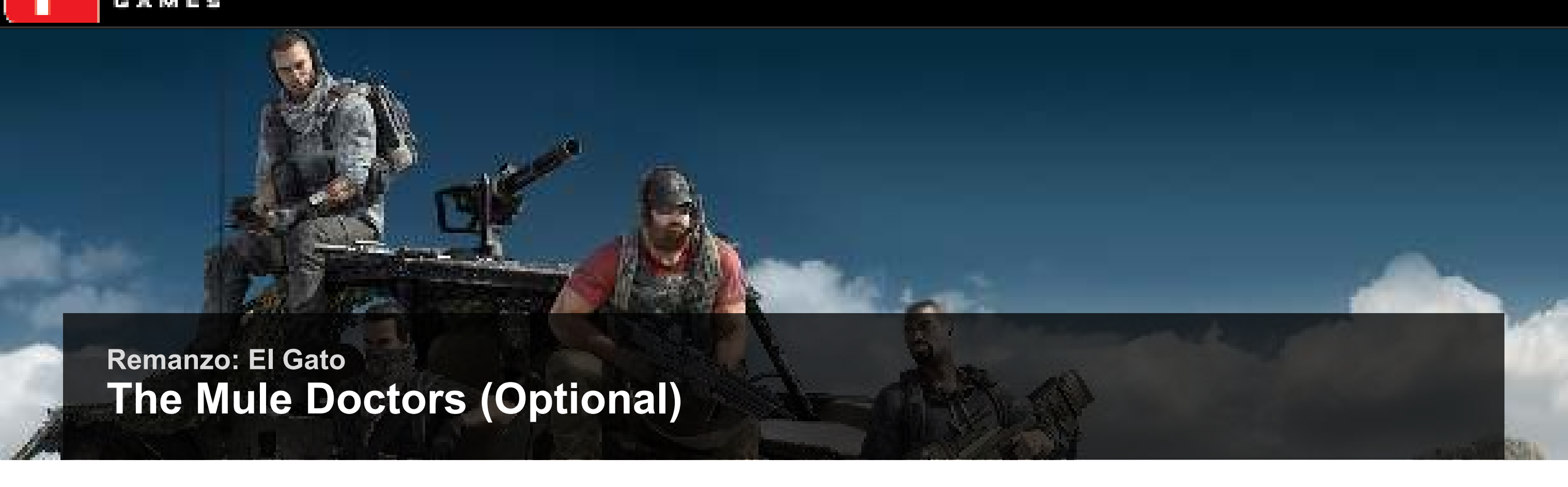
If removing all foes and being stealthy is a plan, start at A and clear the sniper, checkpoint foe, and head into G, looking for patrolling foes and removing them so they fall into areas of cover that can't be seen by others. Shoot the alarm pole panel, the east sniper, and then order your team in to assault both target structures, focusing on the armored foes first. Don't forget flashbangs while scaling the interior of the tall warehouse (H), or enclosed spaces, which confuse and temporarily blind your foes en route to an objective completion.

How about landing a chopper, not on the helipad roof of the target building (H), but the roof of the facility building instead (I)? Then shoot out the alarm panel, both snipers, and follow this up by lobbing a grenade onto the helipad roof of the other target structure, directly above the single tank. While that explodes, drop down via the containers, enter via any entrance and lob in a grenade, before retreating back to your chopper and leaving.

The other option is vehicular manslaughter. Drive into the base, quickly disembarking near I, lob a grenade in to destroy both tanks while your teammates engage the enemy, hop back into the vehicle, drive it around to the garage door on the west side of H, and ascend up the tall building to destroy the second tank. Remain here, fending off foes and order your team to regroup at your location, before descending to ground level, picking a truck, and leaving.

CO-OP: With three other humans backing you up, you have the added benefit of approaching at multiple angles, enabling both snipers and the alarm panel to be shot simultaneously. Split your team so that two go for one tank, and two go for the twin tanks, halving the time needed.

Don't forget to cause a ruckus either at the propane tanks near the generator (northeast) or the sniper tower (southwest base entrance) while others sneak in and complete the detonations.



Remanzo: El Gato

The Mule Doctors (Optional)

OBJECTIVES

- **Kill the Santa Blanca doctors (3)**

LOCATIONS

- **Marcavi (Clinic)**

REWARDS

- **+ 1,000 XP**

BRIEF

We've learned that Santa Blanca is operating a crude surgical clinic in Remanzo where doctors are stuffing people with balloons of cocaine to smuggle out of the country. Locate the clinic and kill these doctors.

MISSION ACCESS

Complete Major Intel gathering in Remanzo Province to start this Mission. You can also unlock this mission by proximity.

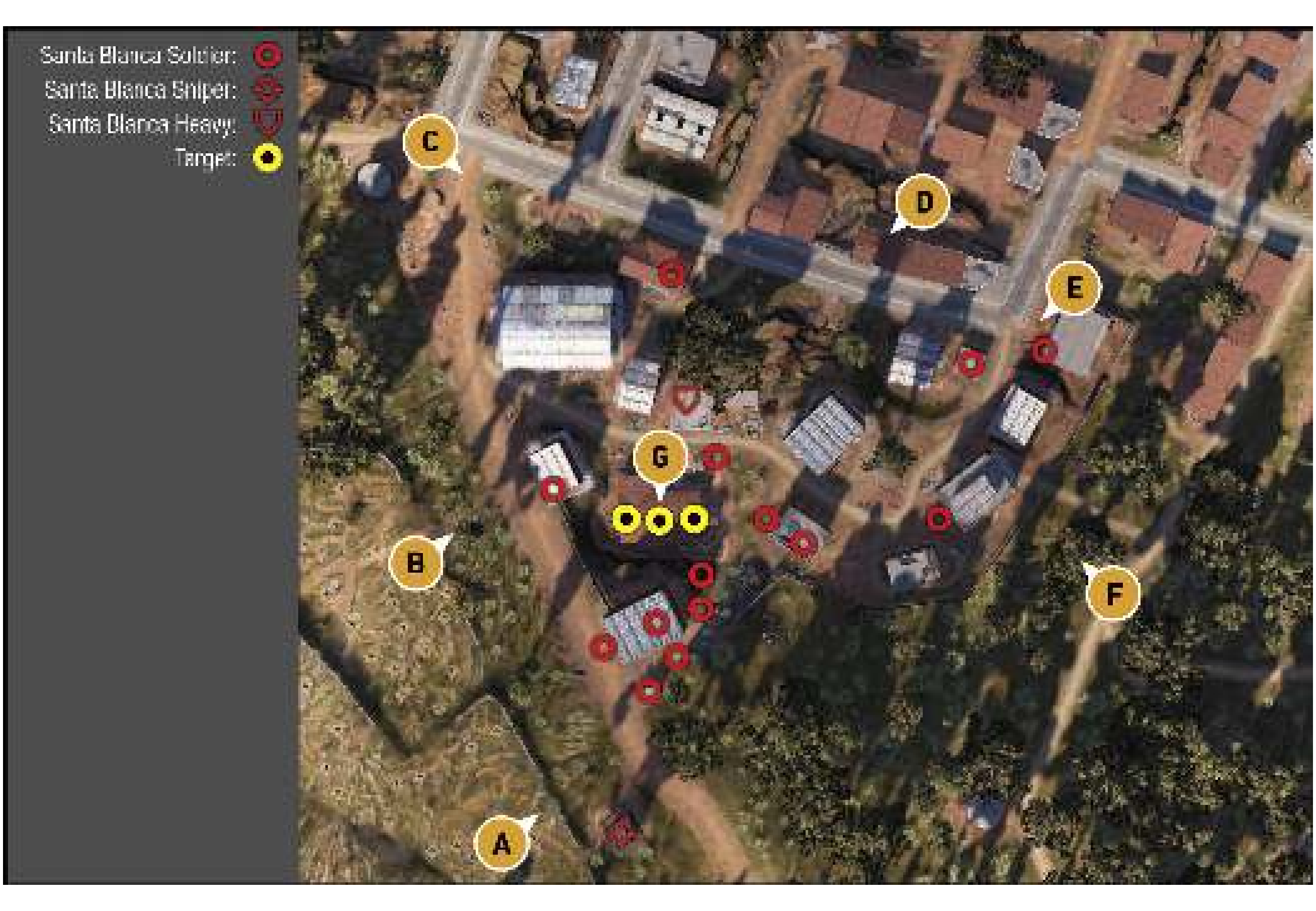
FIRST, DO SOME HARM

Just southeast of Remanzo Bravo, across the rugged hillside, is the cartel-occupied settlement of Marcavi. Concentrating your recon on the southern edge of town, you're here to ascertain the location of three Santa Blanca doctors responsible for sewing up innocents with balloons full of cocaine, and neutralize them, along with any other foes you deem necessary. Time to burst their bubbles.

CAUTION: UNACCEPTABLE COLLATERAL DAMAGE

There are a few civilians in this area of town. Although all three cartel doctors, and any cartel sicarios in the vicinity must be permanently neutralized, employ caution during the infiltration of the clinic, and think twice before using explosives (flashbangs excepted).

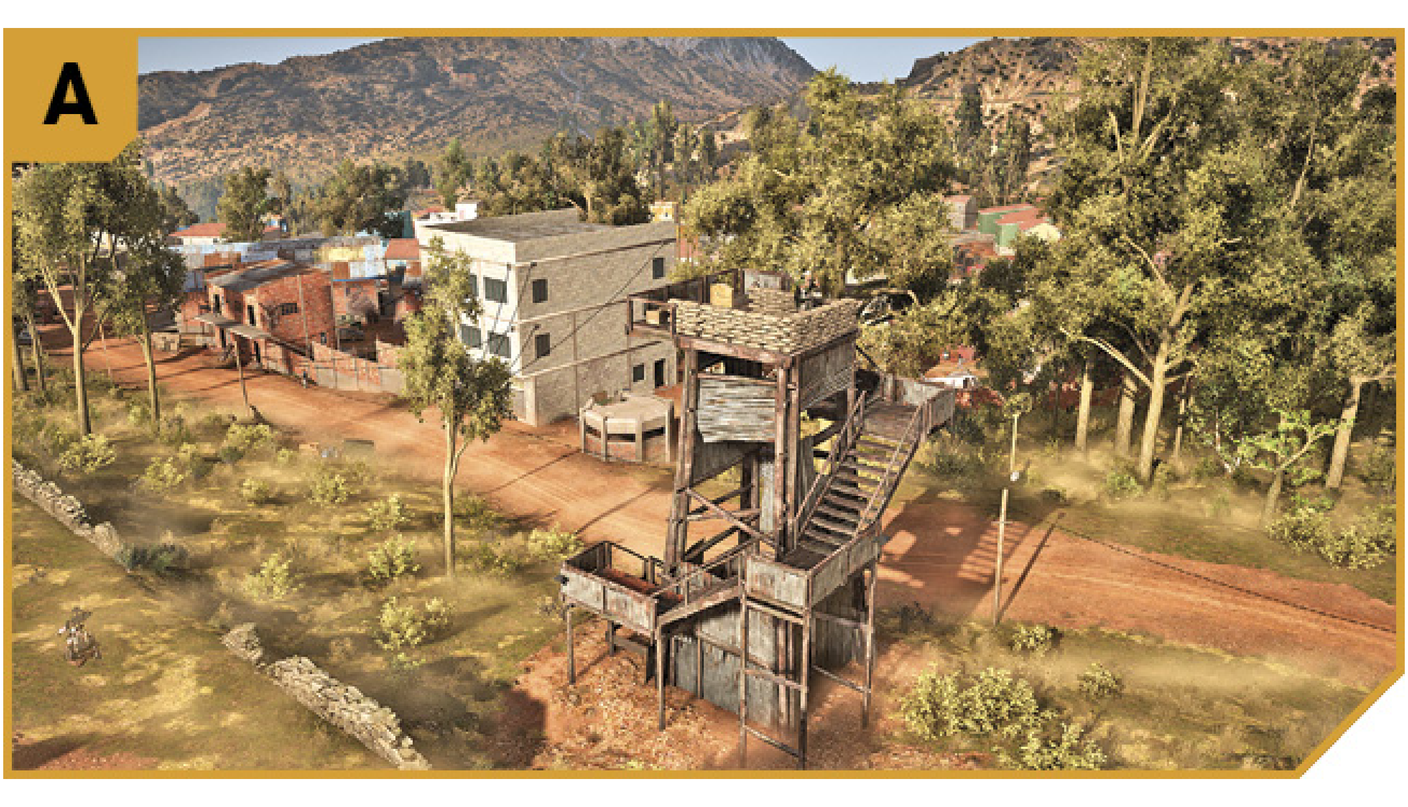
MARCAVI (CLINIC): RECON



TACMAP

This is a tactically straightforward location to storm, with the biggest concerns being a sniper on the road in a tower to the south, and an armored enemy prowling the northern part of the area. Aside from some perimeter fencing to the southeast and southwest, the area is open, features numerous buildings to hide in and sweep through, and a cluster of foes around the clinic itself. Aside from properly reconnoitering enemies inside or on rooftops of buildings, you can get a good view and knowledge almost immediately.

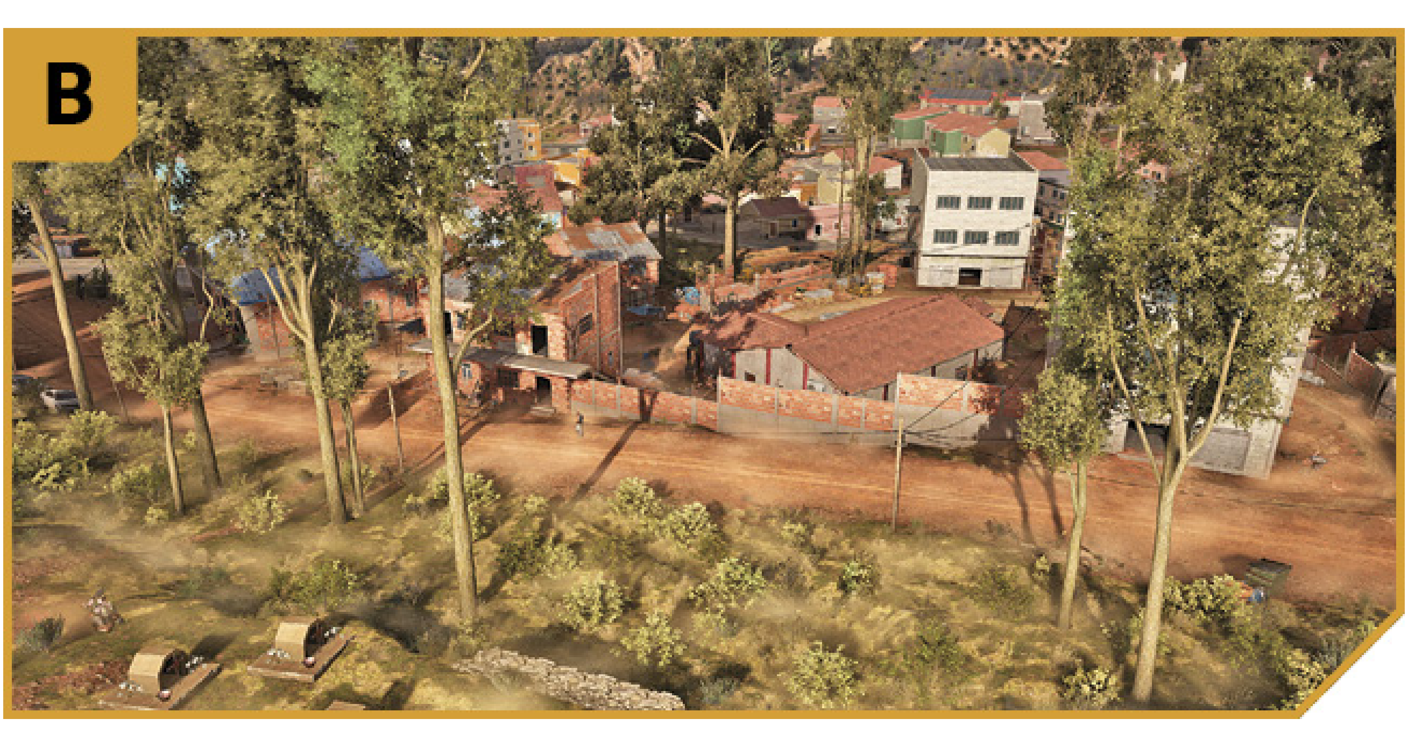
SOUTH: SNIPER TOWER AND MAIN ROAD



Whether you're approaching from the south or elsewhere, the sniper atop the wooden tower is an obvious and priority kill. Afterward, feel free to use the tower he was sniping from to peer down at the mission area, so you can study the area more closely, or provide support fire for teammates heading into the clinic itself.

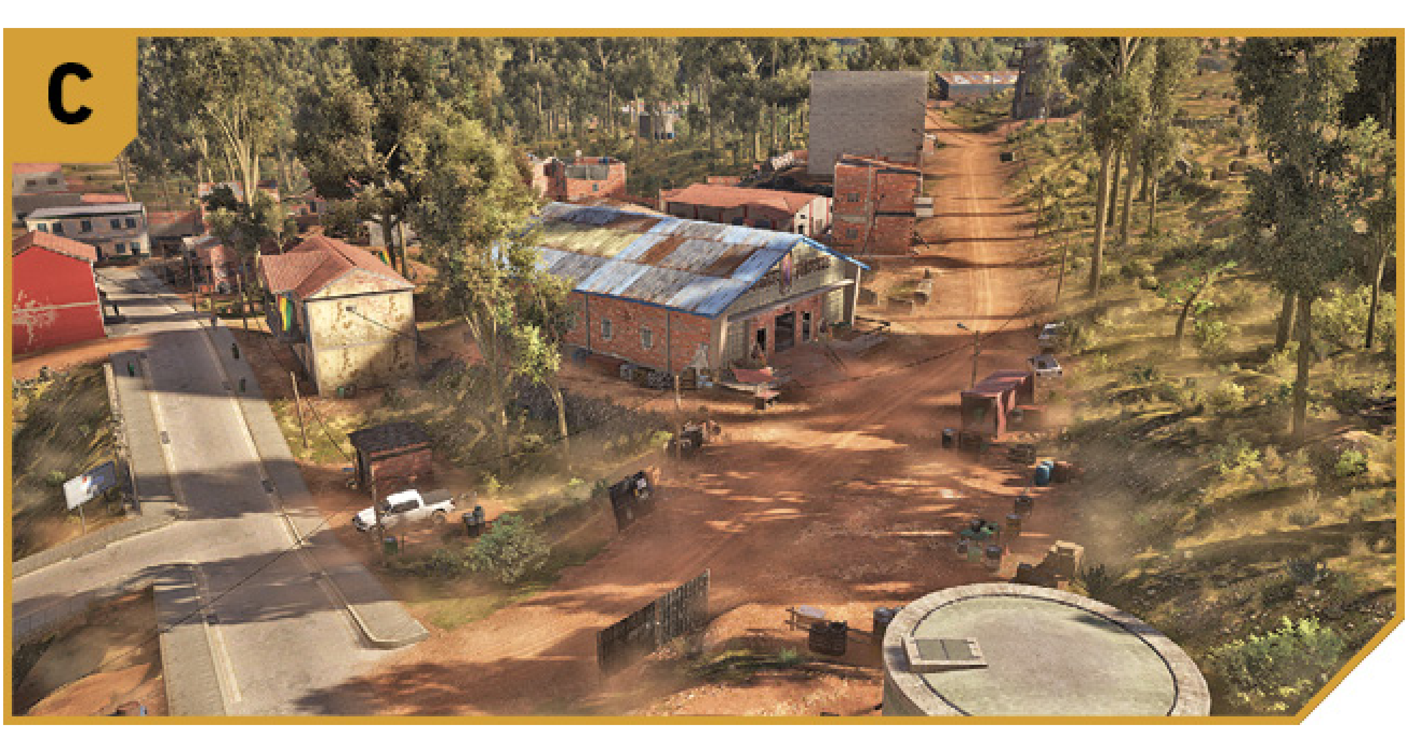
When heading down from the grassy hill, there's a foe in the pillbox, and a patrolling guard or two in the general area. The tall breezeblock garage building is a good one to slip into, as the open door on the north corner overlooks the target clinic building. Just be aware of the foes below you (and one upstairs, which has windows overlooking the main cluster of foes to the north, which you can snipe after breaking a window). If you're after a quick in-and-out storming, you can't do much better than infiltrating from here.

WEST: GRAVEYARD AND BRICK CORNER BARRACKS



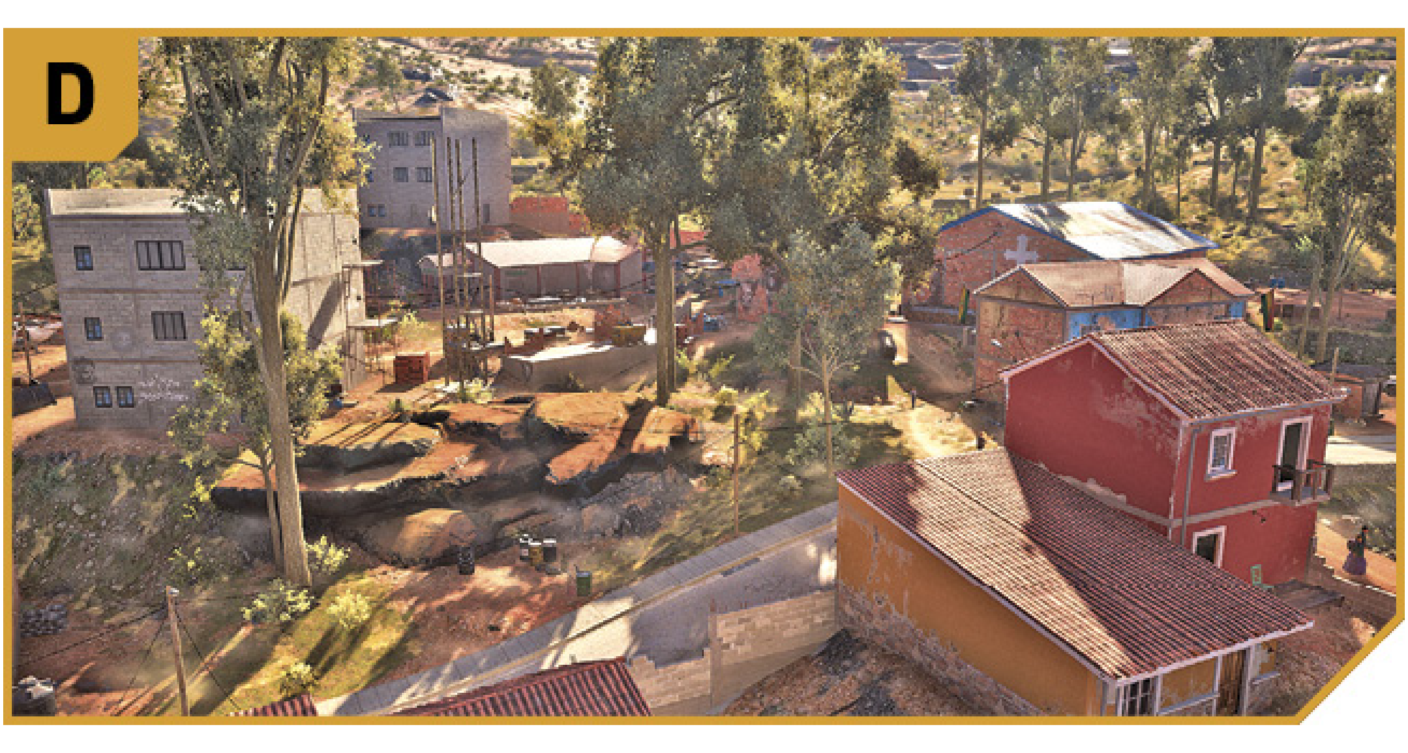
Heading down from the graveyard gives you cover, though you can't actually see many of the foes over the brick wall along the south perimeter of the area. To the left (northwest) of the wall by the road junction is a brick structure with scaffolding. Enter, shoot out the windows in the right corner, and you can hop through, and storm the clinic which is directly ahead and below you; extremely close by. Watch for a foe on the upper floor of this building, which is only accessible by outside steps on the southeast side of the structure. The upstairs is a temporary barracks; check there during nighttime raids for a number of foes you can quickly cull.

NORTHWEST: ROAD JUNCTION AND CHAPEL



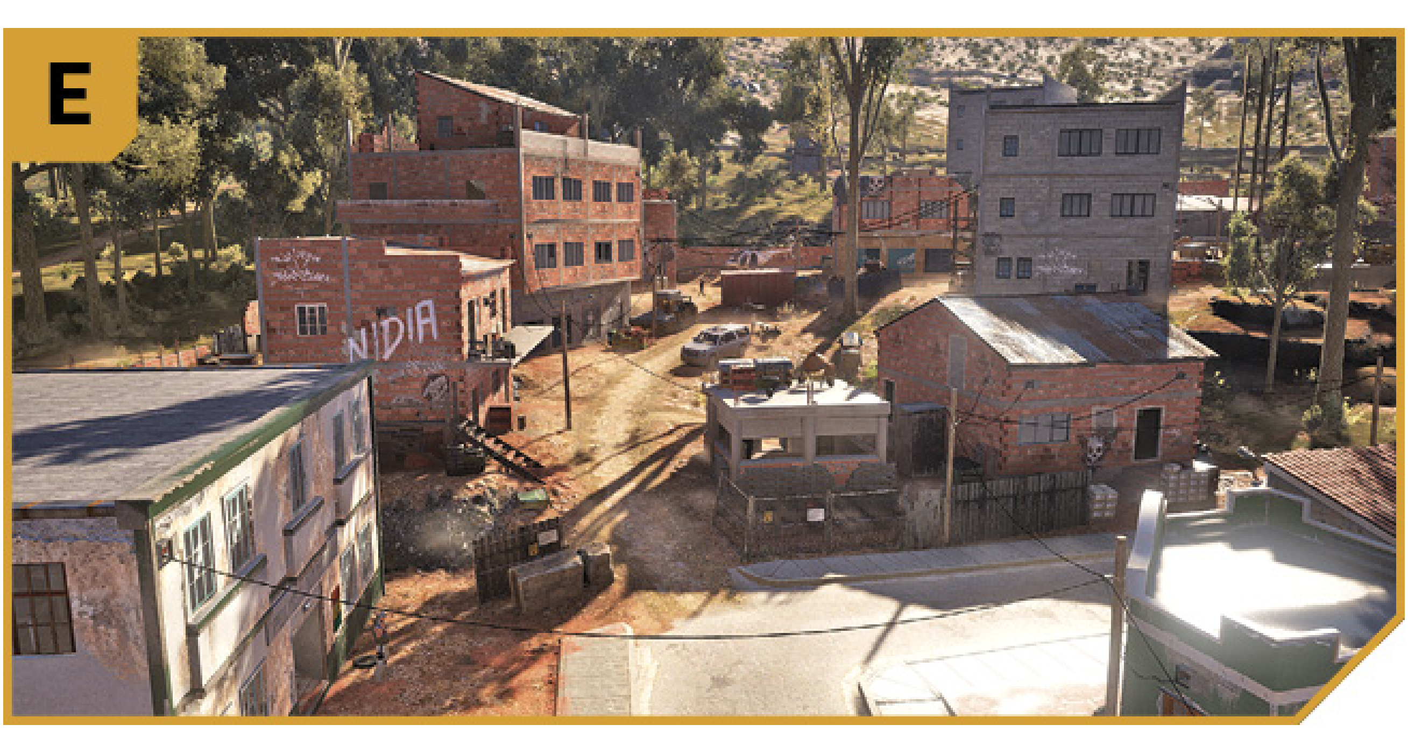
Consider this the northwestern limits of the area; you don't need to investigate the town of Marcavi in a more northerly direction than this. The chapel just southeast of the road junction offers cover, has barred windows you can't jump through, but can shoot out of (directly at the foes around the clinic), and there's good cover for moving east, sweeping the immediate area for foes. Farther east is a blue building with an upper balcony and partly obscured views of the clinic. Watch for an armored foe in this general area.

NORTH: THE RED HOUSE



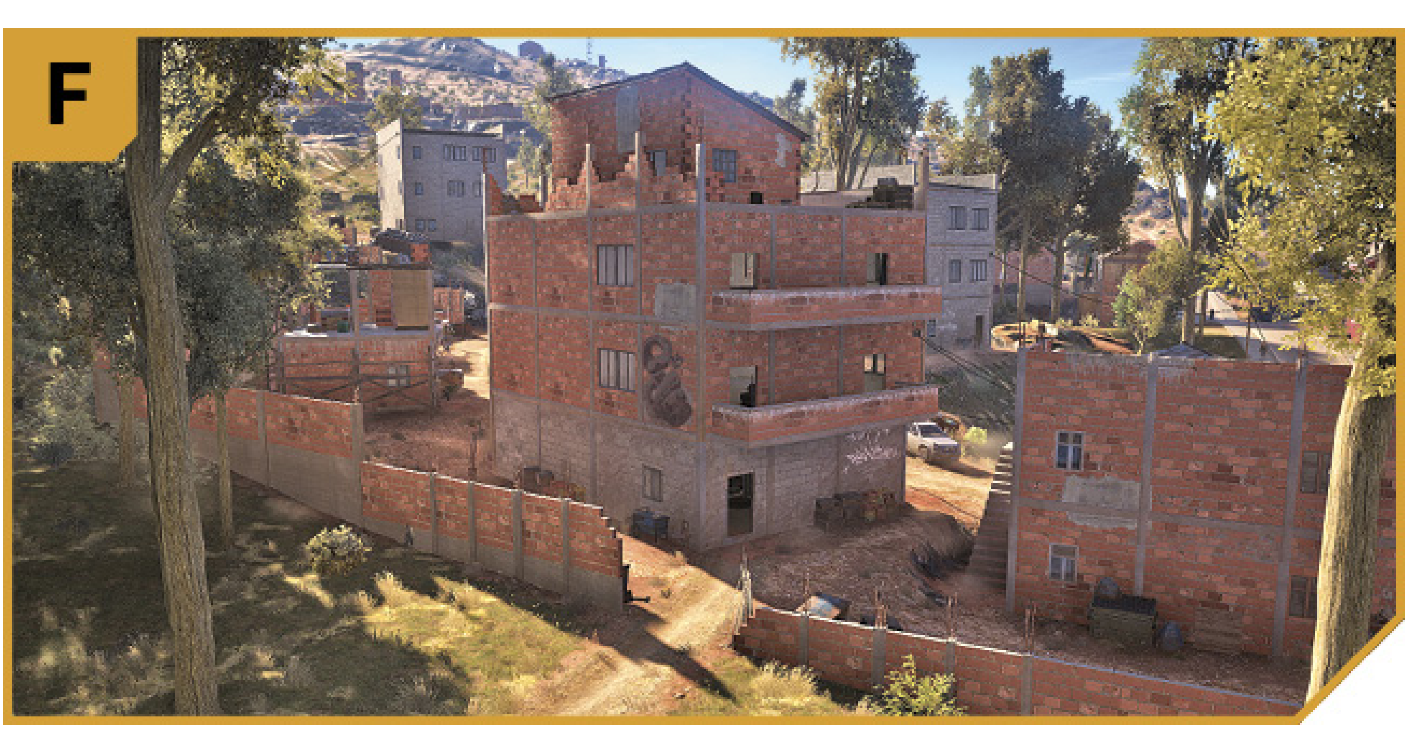
The deep red-colored house and lower roof extension, near the concrete block wall and rowhouses to the east, is a great sniping and recon spot. You can climb onto the low roof, or shoot from either floor of the interior of the house itself. There's a direct view of the clinic (around 120 meters away), making it a great cover and support spot. Foes don't usually swarm this area (at least, to begin with), so you're usually able to easily wipe out those investigating you, if you make too much noise.

NORTHEAST: POLICE STATION AND BUILDING SITE



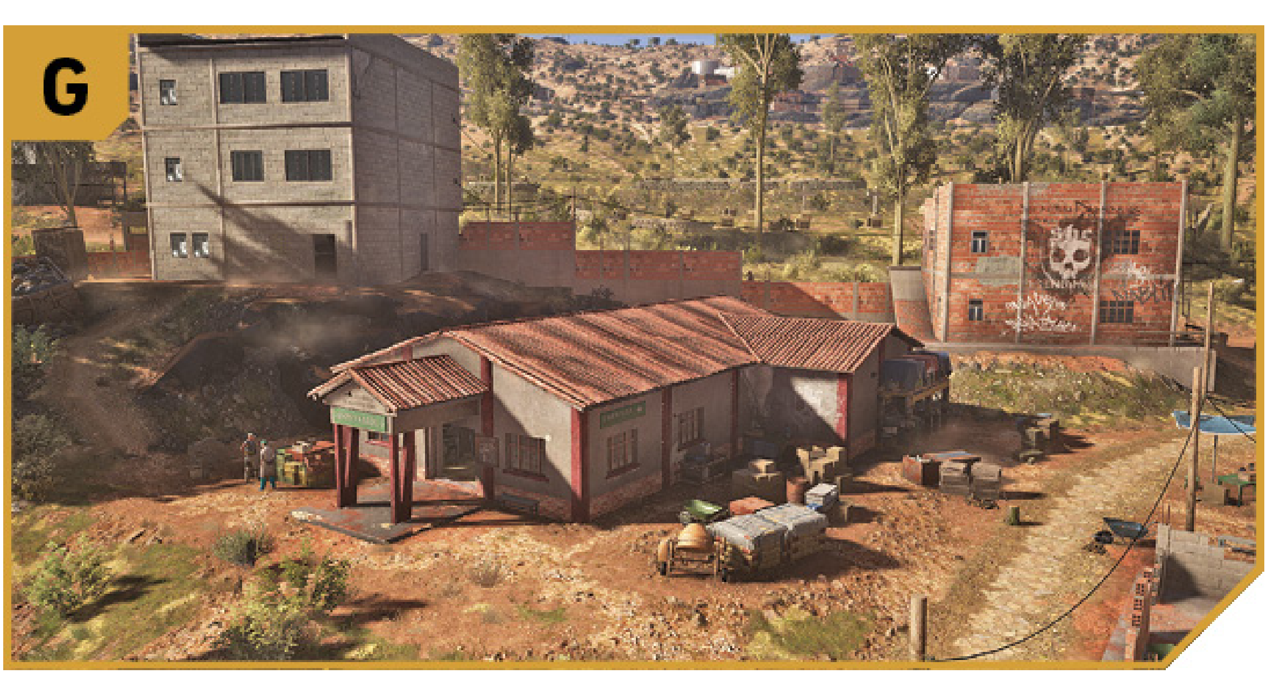
Watch for a small number of foes in this edge of the area, including one in the old police station. Two buildings south of the station, up the hill, is a four-story brick structure with a garage door at ground level, and interior stairs up to a balcony offering excellent ranged-fire opportunities at the majority of the enemies to the southwest, as well as the clinic. This is preferable to the buildings on either side, which can also offer cover and sniping potential, though they aren't as high.

EAST: BUILDING SITE (CONTINUED)



Note the hole in the perimeter wall that runs southeast to A at this point, behind the four-story brick structure mentioned earlier. Farther west is a three-story barracks (near a chopper), and a three-story grey concrete building just north of it. Both offer perfect views of the clinic, and you can shoot out from windows on the upper floors and clear the enemies in the vicinity, though many are on the street in and around both structures.

● TARGET: DISPENSARIO (CLINIC) AND THREE DOCTORS



With flashbangs at the ready, you can elect a close assault or hang back and tag all the cartel thugs first, leading the doctors to freak out a bit. They're armed with handguns and don't have body armor, making them easy targets, and they tend to stay inside the structure, though they occasionally wander outside (if you haven't started a gun battle yet).

The clinic has a main entrance to the east. There are two breakable windows along the south wall (though only the southwest one is accessible), below a trench wall. There's a doorway and inaccessible window on the west wall. To the north are two windows, but only the northeast one is accessible. Use this knowledge to learn what windows you can snipe through. The best views through the clinic are when you storm it and slay foes at close quarters (ideally using shotguns), though you have a direct view from the garage and barracks building to the southeast, and can hit the northeast corner window all the way from D.

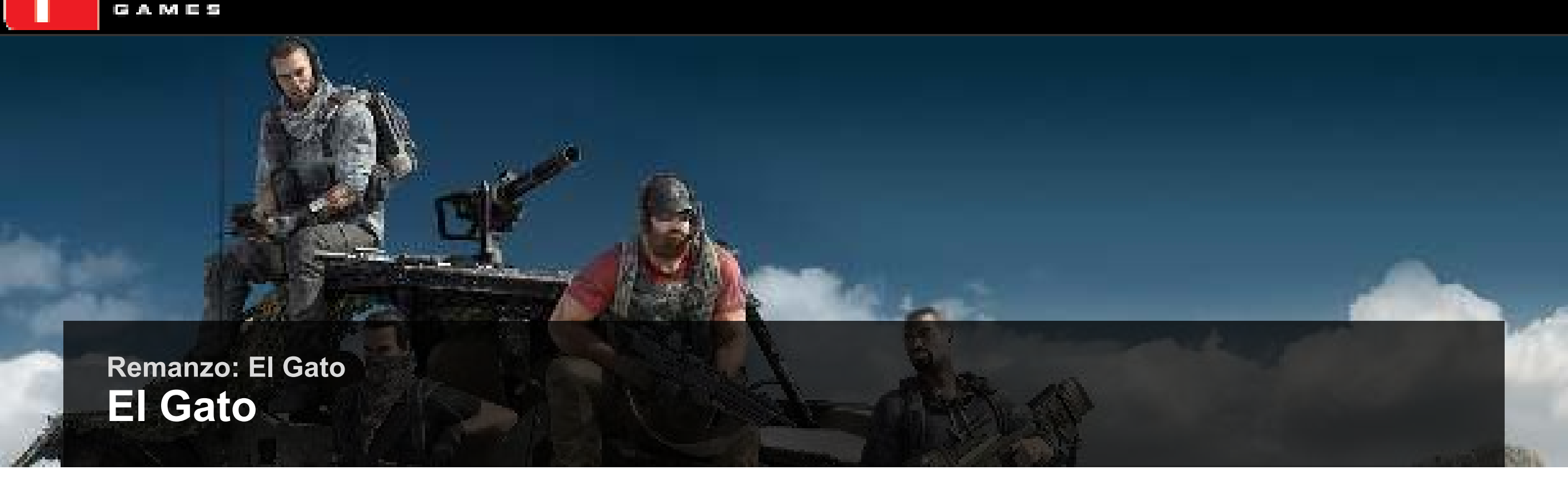
MARCAVI (CLINIC): OTHER TACTICAL ADVICE

SOLO: If you're concentrating on neutralizing just the doctors, enter via B or C, and run across to the clinic so you enter it without anyone seeing you. Then execute the doctors, and leave up the exterior concrete steps and over the southwest brick wall near B.

Or, start with the foes outside the brick perimeter wall, beginning with the sniper and pillbox foe at A. From the pillbox, move either through the graveyard to C, or around the woods to E, and start picking off single foes outside the main cluster. Let the enemies come to you, and when you've thinned them out enough, point your team at the main areas where enemies are left, and assault the structures just west of the clinic, before finally taking down the doctors.

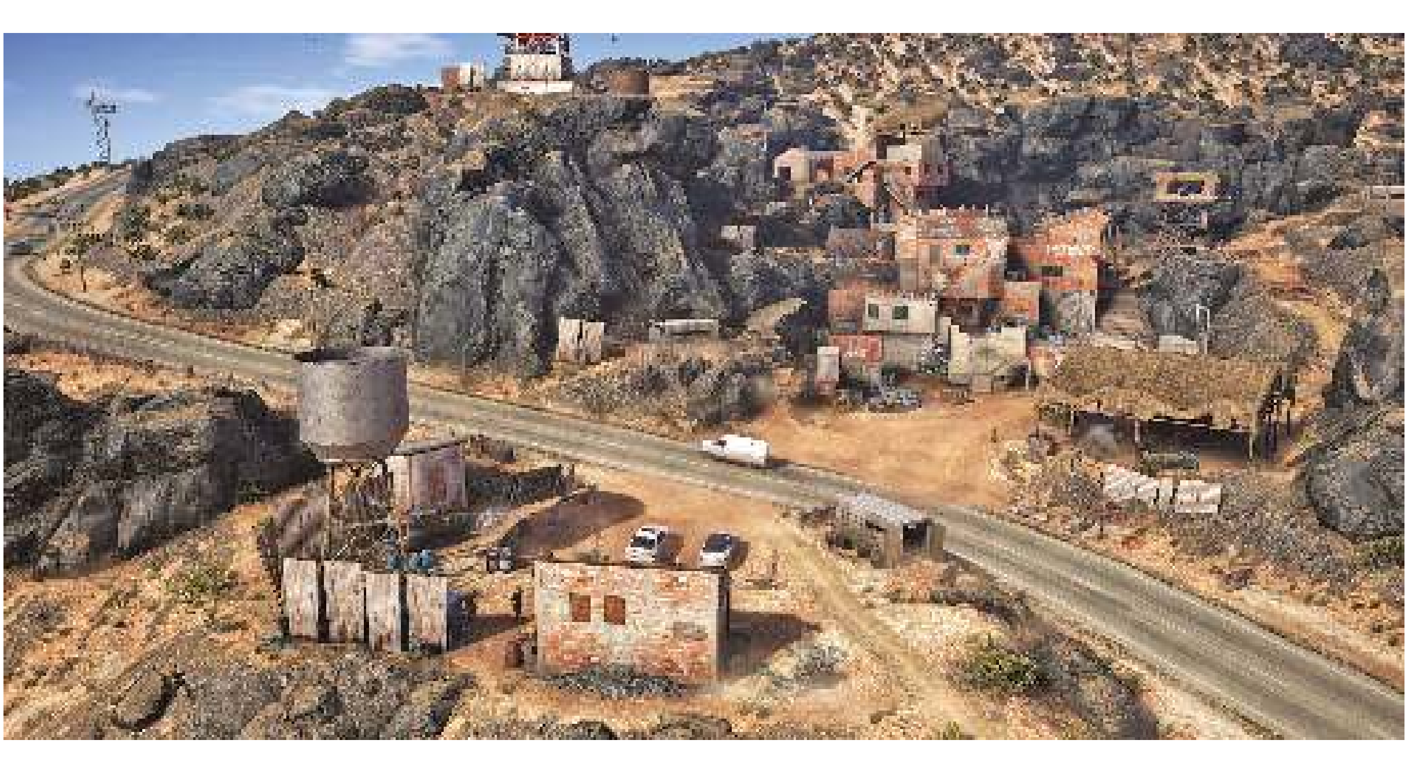
Grenades are usually okay to use after the first shots are fired, and the innocent population scatters. You could also land a helicopter on the roof of the flat tall buildings close to the clinic, or the roof of the clinic itself, and storm the place. Feel free to fly a drone with explosives into the clinic to take out one or two of the doctors at once.

CO-OP: A more proficient way to remove the exterior enemies is to execute a pincer maneuver, with two Ghosts starting at A, B, or C, and two others beginning at D or E. Have a Ghost remain at D for long-range takedowns, while the other moves up the hill toward the buildings west of F. Meanwhile the Ghosts at A, B, or C neutralize the sniper, then take up positions in buildings adjacent to the clinic. Have one Ghost lob in a flashbang or smoke grenade, and either storm the place or wait for the doctors to stagger out, before completing the kills.



Remanzo: El Gato

El Gato



OBJECTIVES

- Kill El Gato
- Identify body

LOCATIONS

- Outpost (North)

REWARDS

- + 350 XP

BRIEF

We have intel on a possible location for El Gato, the so-called “unkillable” boss of Remanzo province. Locate El Gato, kill him, and collect his biometrics for a positive ID.

MISSION ACCESS

Complete Main Missions: The Chemist, The Quinoa Factory, and Energy Drinks in Remanzo Province to start this Mission.

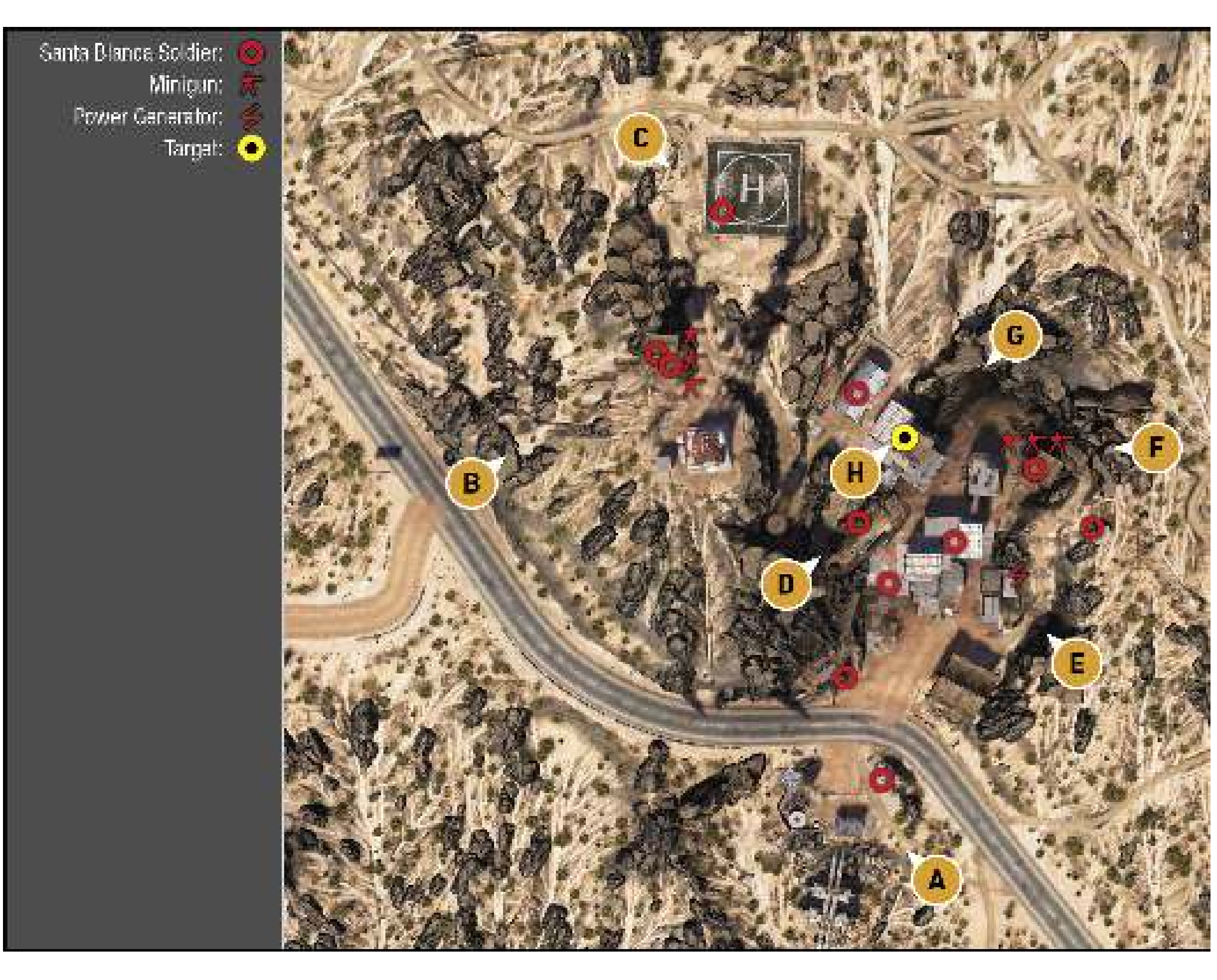
A PERFECT MATCH?

Bowman believes a cartel member with a giant forehead is likely to be the fabled El Gato, and the dude is currently holed up in an outpost along the rocky northern edge of this province. When you get there, the place has some fortifications to overcome, but doesn’t quite have the caliber of enemies you’re used to, especially those guarding a buchon. Quickly eliminate El Gato, and take a photograph of the corpse so Bowman can get a positive ID.

CAUTION: MINIGUNS AND MORE

But not much more. Though the two minigun towers, each with three mounted weapons in them, are troublesome, they only have one operator who can be easily taken out using sniper fire. The remaining area of interest is the generator. Shut this down to dim the lights if you’re sneaking in after dark.

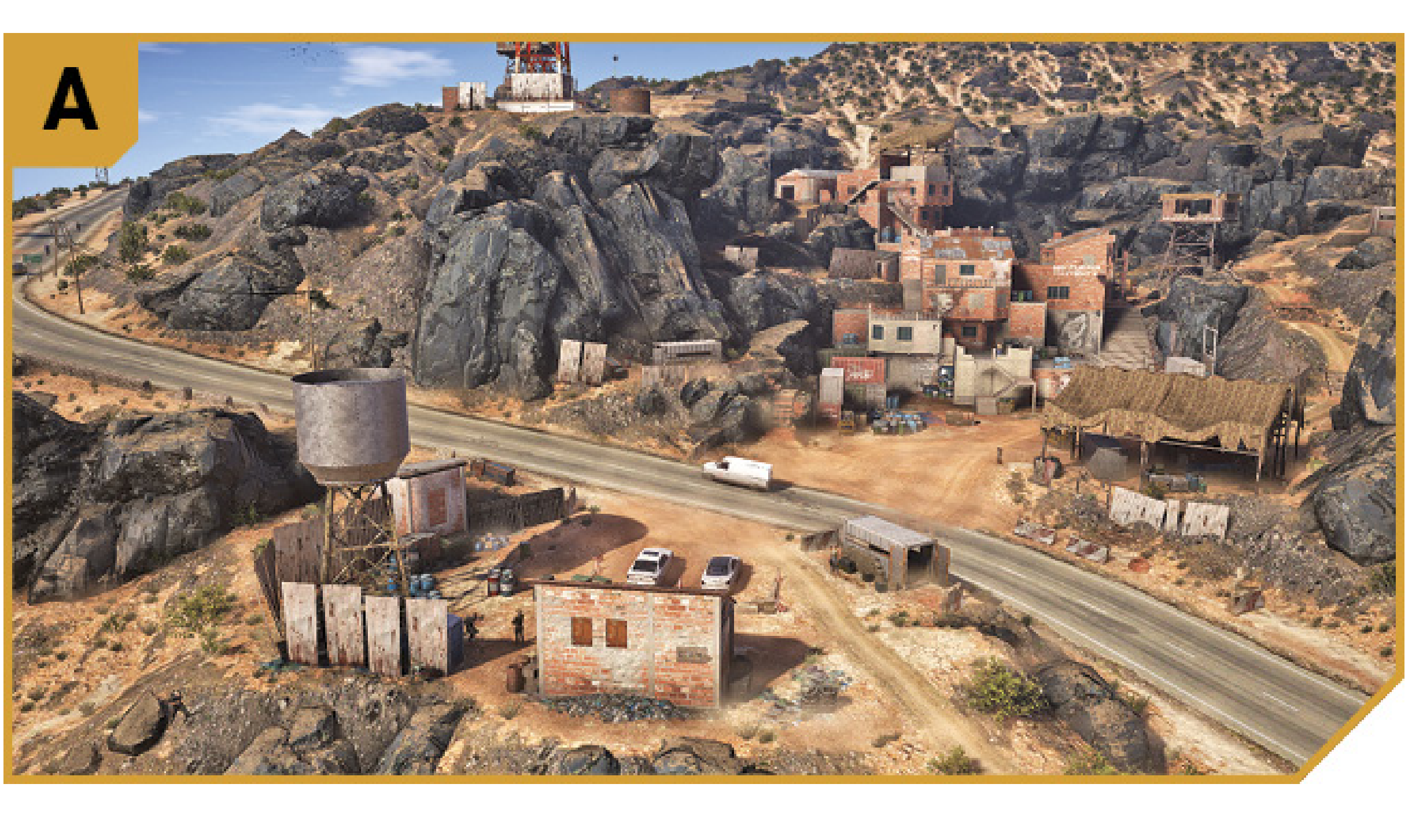
OUTPOST (NORTH): RECON



TACMAP

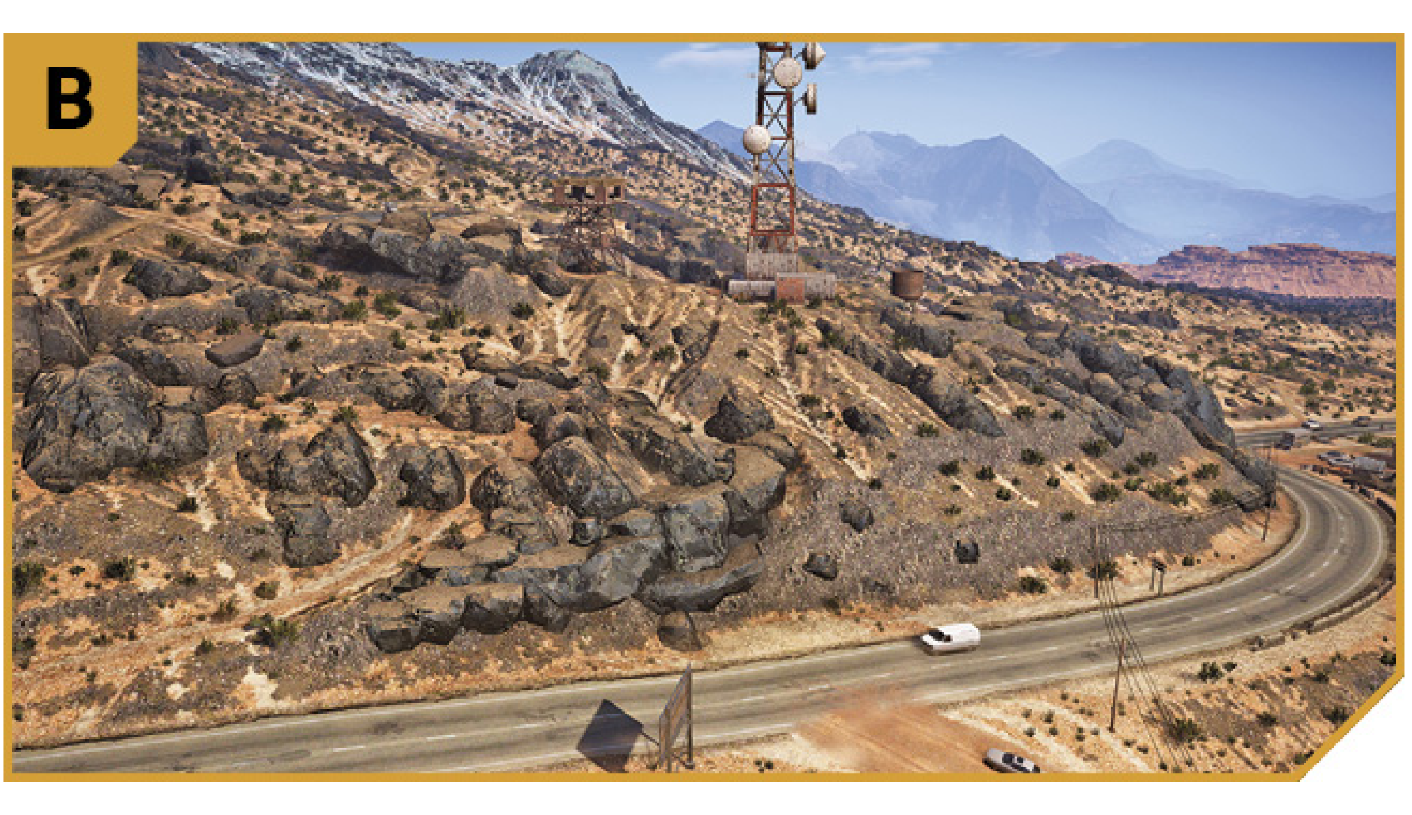
Dug into the rocky desert outcrops by a main road, this outpost is small, steep, and is tricky to navigate from the bottom up. So instead, tackle it from the higher elevations (east and west). If you’re attacking at night time, and want to kill the lights, look for the generator in the southeast corner of the compound, close to the road. Watch for two minigun towers, each with multiple weapons, with one of them farther up the hill, close to a helipad to the north, away from most of the action.

SOUTH: ROAD CHECKPOINT



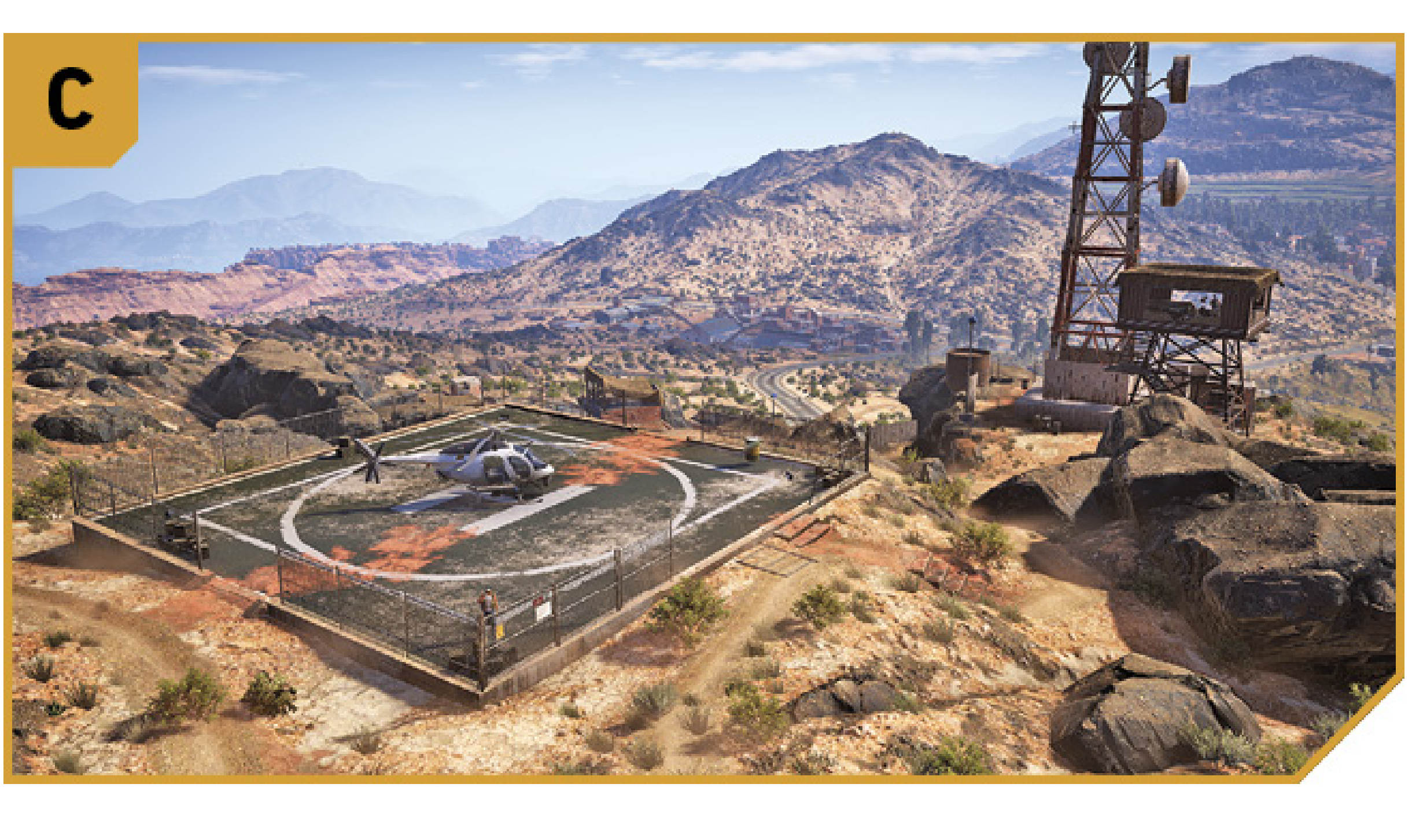
Approaching from the south, heading uphill, isn’t recommended as the foes in this outpost have good hiding positions behind cover, and a height advantage if you attack from this angle. It’s good to position a Ghost here to start the chase with El Gato if he escapes on his bike, or mop up a few foes down here, but otherwise there are better ways into the base. Use this as a distraction point, or sniping position.

WEST: ROCKY SLOPE TO MINIGUN TOWER



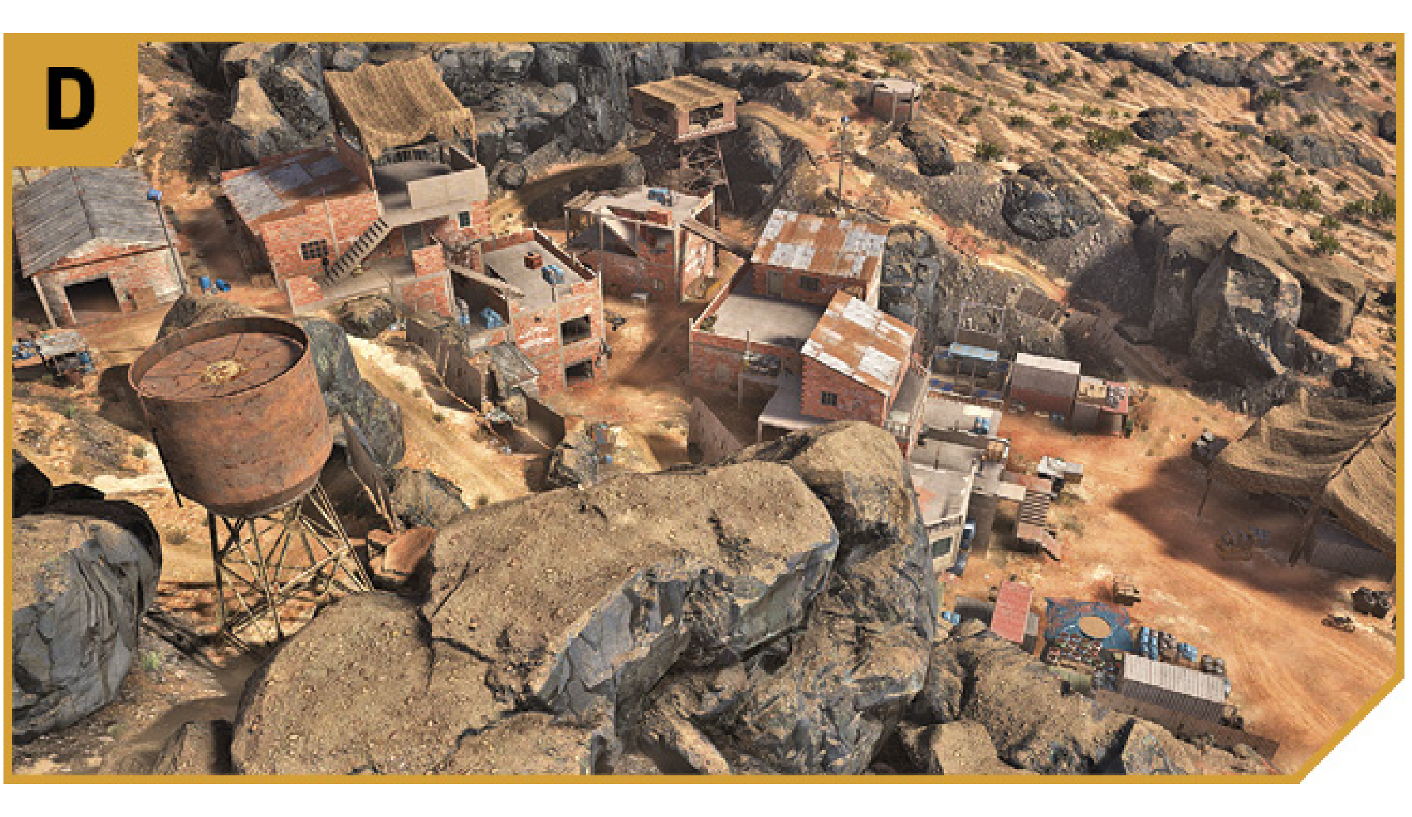
This is primarily an excellent spot to disembark from a vehicle (keeping a Ghost here to go after El Gato if he escapes on his bike, as he usually takes the west road at this junction), and climb up the rocky slope the outpost is built on. Loop around to the north (toward C) until you get a mark on the one (or two) guards at the minigun tower, and defeat them. With the foe at the helipad (C) removed, you can then creep southeast, down the hill and take up positions on the rocks, surrounding the outpost—the preferred method of neutralizing all enemies and securing your high-value kill.

NORTHWEST: HELIPAD



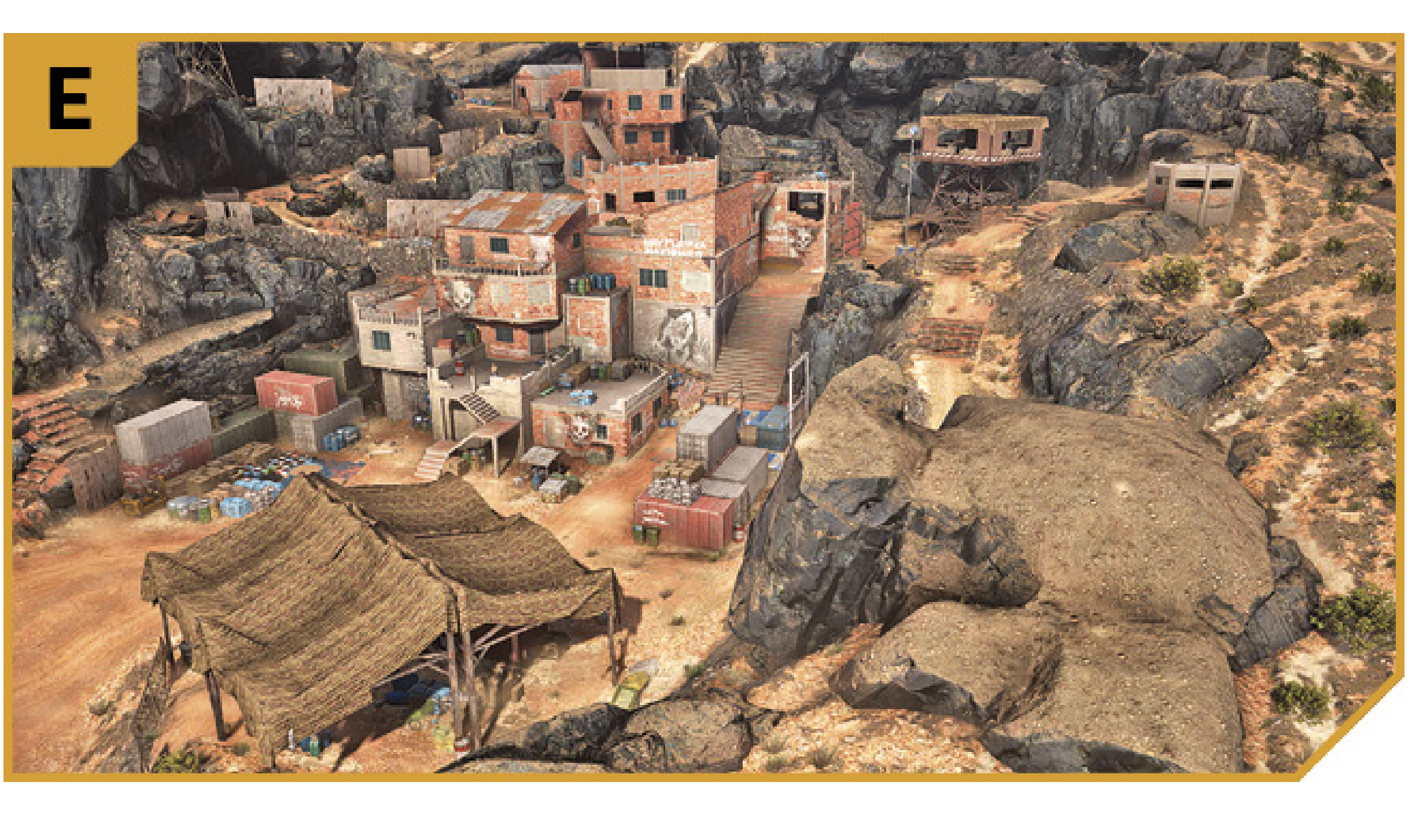
If you need a quick escape, a vehicle to catch up to the fleeing El Gato, or you want to strafe the base from above to cause El Gato to flee, pick up the chopper parked here. Otherwise, there’s usually a single foe to drop while you outflank the enemy and attack from the north, and above.

SOUTHWEST: ROCKY BLUFF



This is a fantastic place to sneak to and provide covering fire from, heading down from the large radio mast, to the flat rock near the rusty water tower, and lie down for a snipe. You can see almost the entire base (except directly below you, which isn’t anywhere important). You can quickly tag the minigun operator, the foe in the pillbox near F, foes on the rooftops, and most importantly, El Gato himself. Or you can shoot near him, so he escapes and you don’t need to assault the actual base to ID him. However, as the foes aren’t the most competent, and there’s only a few, sniping them all is relatively easy, meaning reaching El Gato’s corpse isn’t too much of a headache.

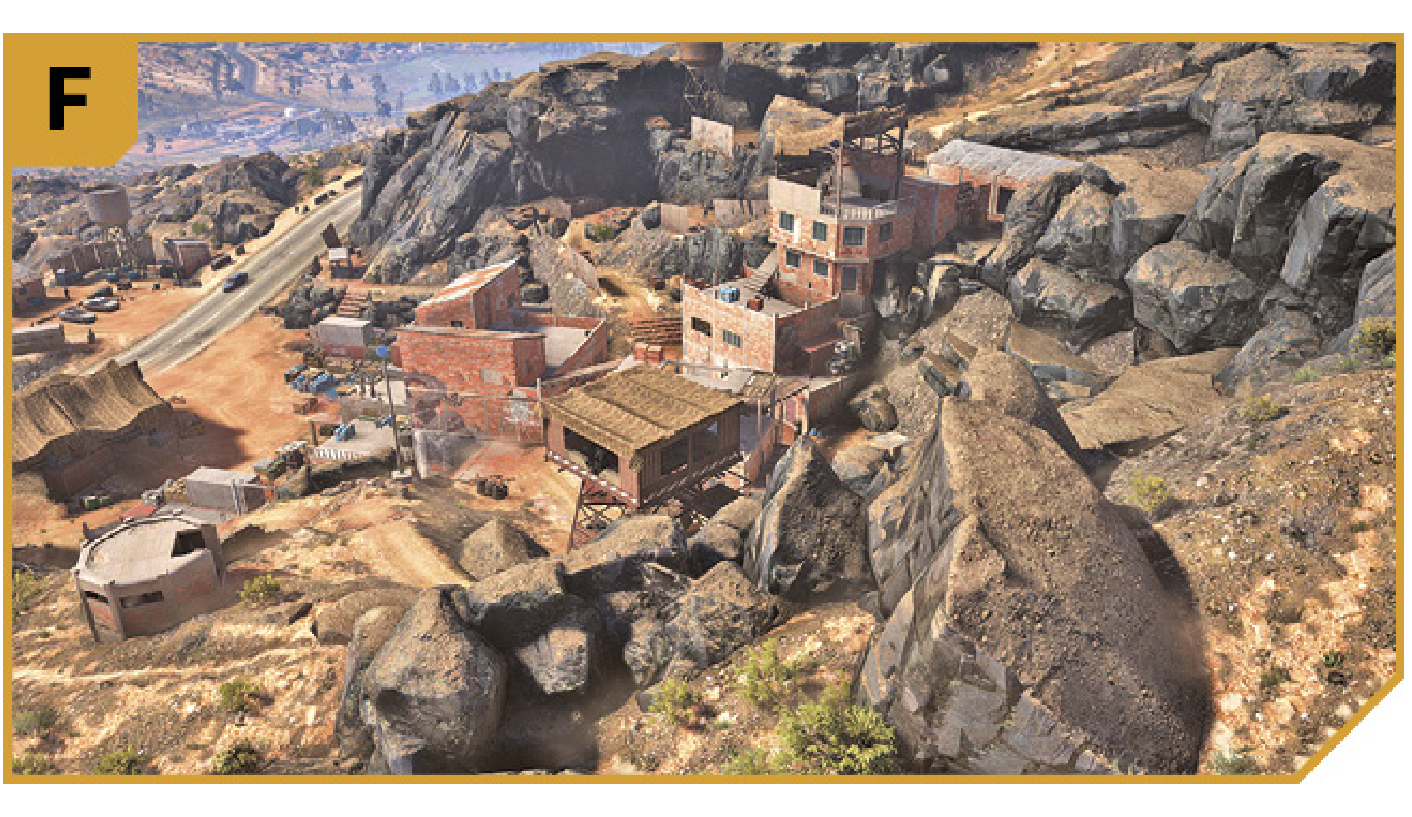
SOUTHEAST: LOW ROCKY BLUFF



Above the lowest level of the base, but below the east minigun tower and pillbox (which you should target first before you’re spotted), this area of reasonably flat rock with a human-sized vertical protrusion to hide behind is another good spot to snipe from, gain recon, and use as a hiding spot before you head down to shut down the generator below you. Remove the majority of the lower-level foes in the structures, as you don’t have a visual on the HQ building where the target is.

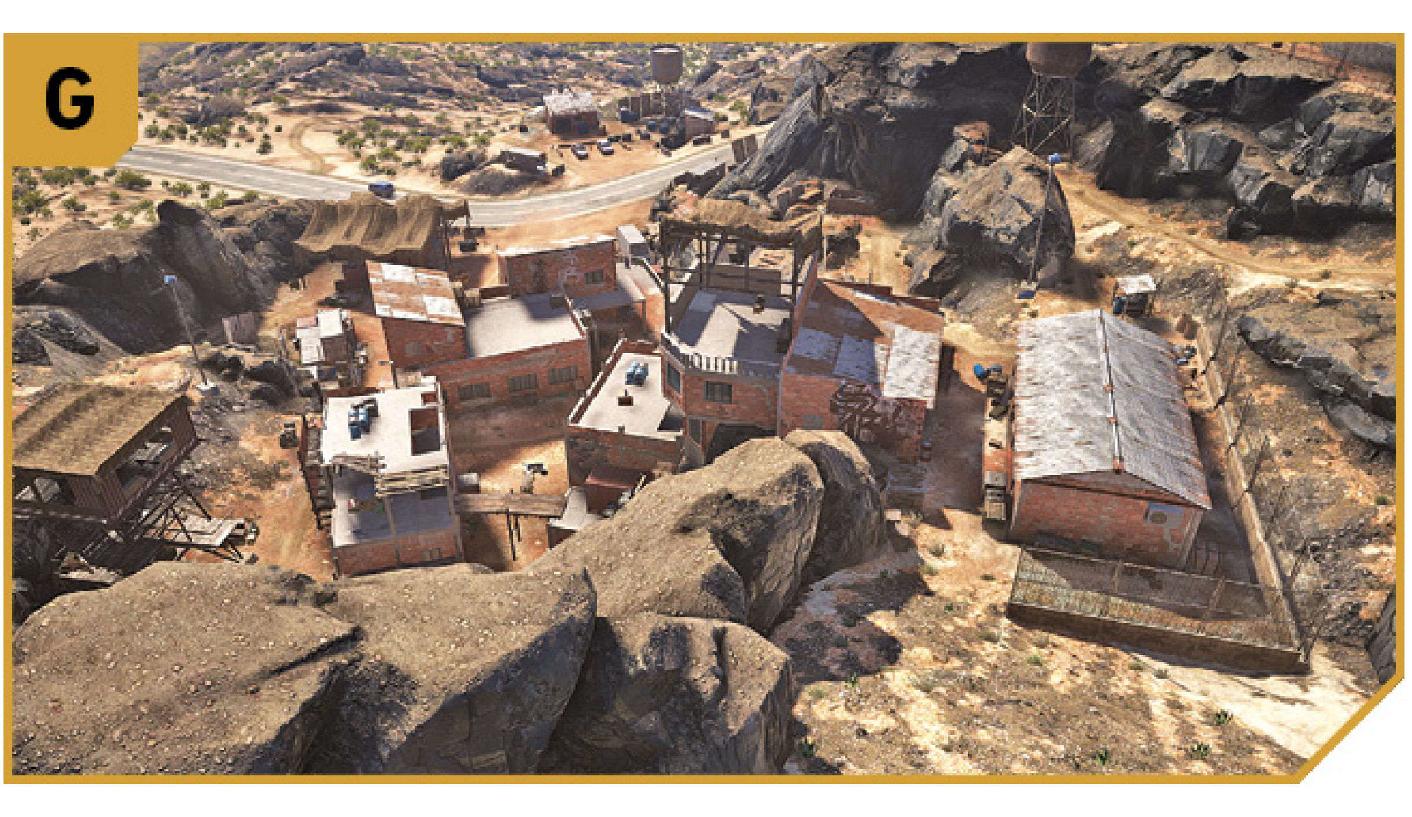
If you’re moving into the compound, it is a small, mainly exterior clambering maze of scenery and rooftops, with connecting planks between structures leading to the HQ building. You’re exposed to foes along the way, so shoot them from cover first, or cover a second Ghost who is infiltrating uphill. The quickest route is up the long cement steps on the east side, then into the HQ building via the garage doorway.

EAST: BOULDER OUTCROP



As long as you aren’t spotted heading in from lower down (so creep here from G or loop out from E so you aren’t seen), this collection of rocky boulders can serve as good cover. You aren’t likely to be outflanked, you can duck behind the rocks, and can easily remove the minigun operators and foe in the pillbox from here. You also have a good sniping view of the northwest minigun tower near the radio mast (near B); shoot the foes there to aid Ghosts who are heading in from the opposite side of the base. Then train your sights on the HQ building and attempt a shot. This position is good if you’re trying to wing El Gato when he runs down to his bike (near A) and tries to escape.

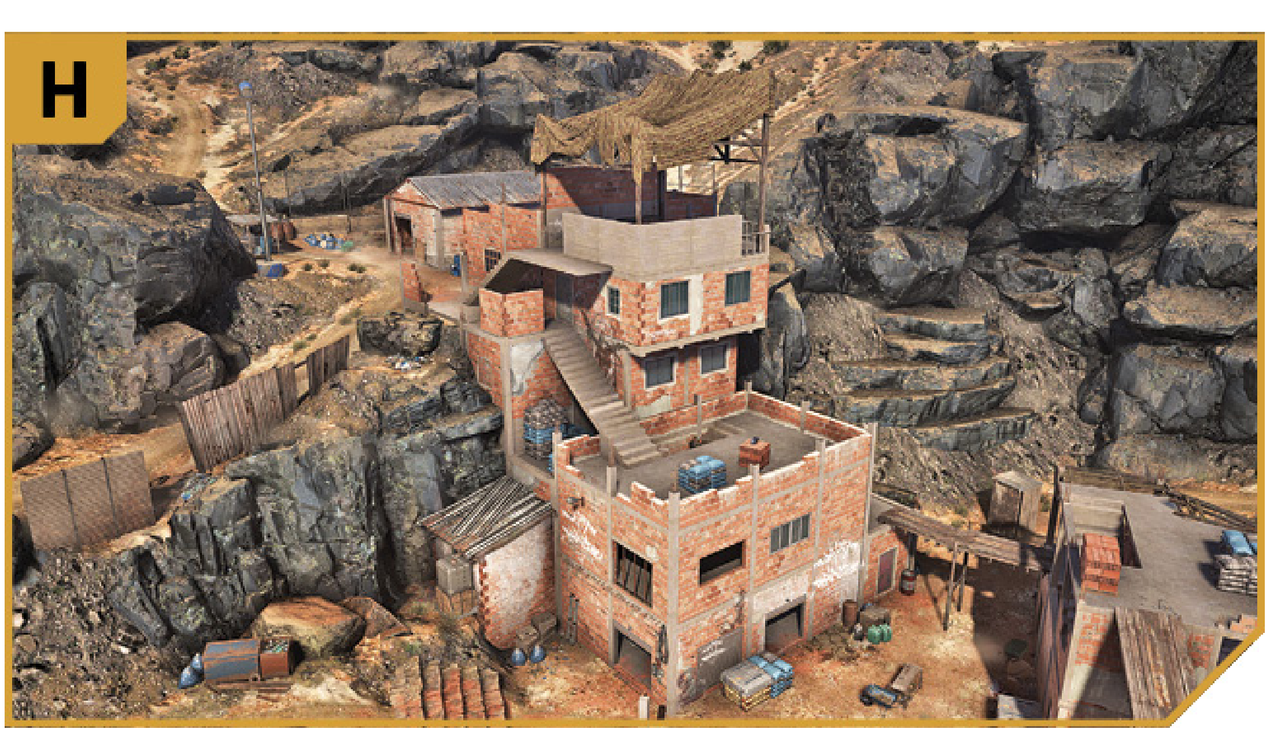
NORTHEAST: FLAT TOP



The flat rock above the majority of the base is an excellent spot to recon, providing the minigun operators and helipad foe near B and C are defeated first. Then train your sights on the HQ building. You can quickly sneak in from here to engage El Gato in close combat (meaning the ID takes no time at all).

TARGET: HQ BUILDING AND “EL GATO”

Pinned into the steep slope is a tall HQ building with a tarp roof nest (making it easy to distinguish from the similar-looking building below it). El Gato resides here. With careful recon, and patient waiting, you can observe him wandering outside, onto the balconies, up the stairs and moving between the upper and lower levels of the building. Simply take your shot there, though you need to physically inspect the corpse to check biometric data afterward, to confirm your kill.



Technically, if you count both the roofs (the one covered with the tarp, and the lower roof), there are four levels to this structure. Enter via the exterior path above (north of) the building, via the garage doorway on ground level, or the wooden plank if you’re moving up (from the south), through the lower building.

Use of grenades (frag and flashbangs), shooting through windows (but only those you can see through, as one level of windows below the upper roof can’t be broken), or spooking El Gato into running are all viable plans.

If you’re close to or inside the building by the time El Gato discovers your presence (after you use stealth tactics, for example), he usually remains inside the structure to fight to the death. If he hears you attack and you’re outside the main cluster of base buildings, he tends to flee, finding a bike and escaping to the northwest on the main road.

You may wish to create a disturbance or distraction at an area of the base which isn’t heavily-guarded (such as the helipad at C), coaxing El Gato into escaping, so you don’t have to storm the actual base itself.

If you’re giving chase, ensure there’s a tough and fast vehicle of your preference nearby, or use one of the vehicles parked near A, or the chopper at C. As El Gato is usually on a bike, and must be killed (not taken in alive), he’s easy to ram and run down.

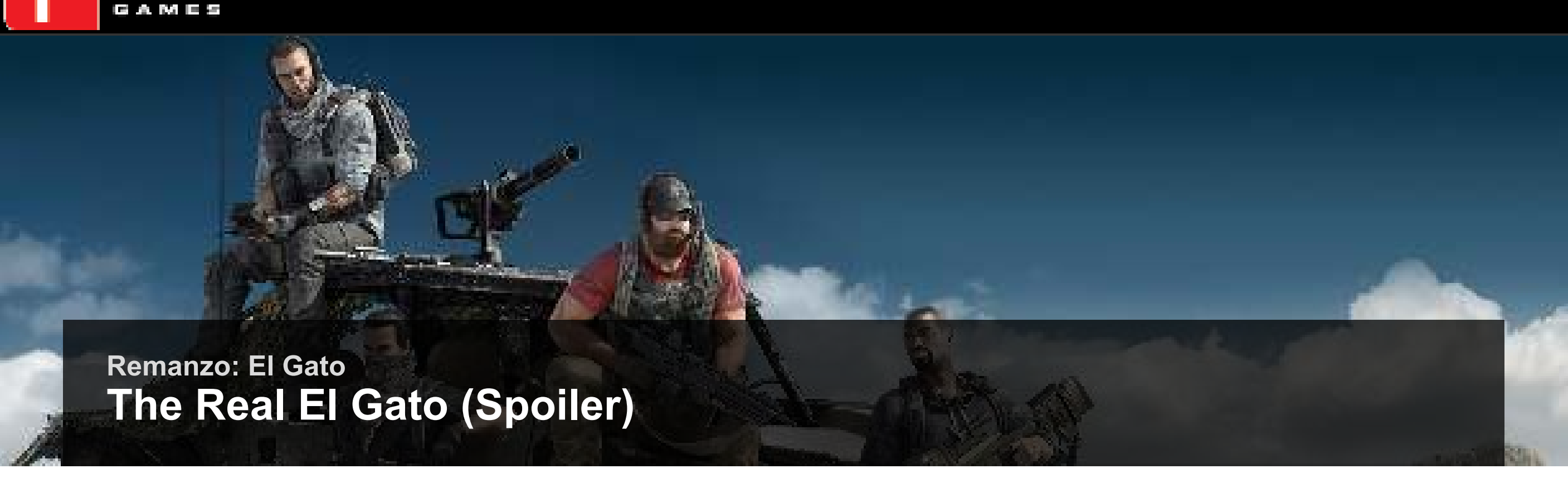
OUTPOST (NORTH): OTHER TACTICAL ADVICE

SOLO: As heading up through the base can be tricky given the foes above you, try parking up at B, removing the minigun operators and helipad foe as you reach C, sneak down to G, removing the east minigun tower foe and pillbox enemy. Then start tagging any other foes with suppressed fire until there’s either no one left, or El Gato is spooked and flees. If you position your teammates near A, but out of enemy sight, they can stop El Gato before he gets away.

Otherwise, head in to F or G, or better yet, D, and kill El Gato first. Rush in before the enemies realize, ID the body, then flee. Or, try parachuting onto the roof near the tarp of the HQ building, and shoot El Gato as soon as you can. That’s dangerous and tricky, but doable and quick.

Don’t want to remove all threats from this base? Then lob in a grenade from D to spook El Gato into running to his bike. As he flees the base, retreat from D to B, where you should have parked your favorite “bike-demolishing” truck, and follow El Gato until he’s away from any other enemies. Then run him over. This has the added benefit of allowing you to quickly ID him and finish the mission.

CO-OP: As long as you remember the pre-planning for apprehending El Gato should he run, this is a straightforward sortie. Station a Ghost in a truck to chase El Gato and kill him away from his guards. Then have a Ghost enter from B, D, and E to remove the enemies closest to them. Do this silently if you want to keep El Gato in the HQ building, or noisily if you want him to escape. While the three Ghosts then converge on H, dropping all foes along the way to completely clear the base, they can concentrate on cartel member takedowns, confident that the fourth Ghost is after the escaping El Gato.



Remanzo: El Gato

The Real El Gato (Spoiler)

OBJECTIVES

- Locate El Gato
- Kill El Gato
- Identify body

REWARDS

- + 350 XP
- +3 Skill Points
- Handgun: La Novena
- Facial Detail: Saber Scar

LOCATIONS

- Poco Irrigation Tank

BRIEF

We've got another shot at El Gato. Get to the location, kill the buchon, and check his biometrics for confirmation. The bastard's luck can't hold out forever.

MISSION ACCESS

Complete Main Mission: El Gato, then receive a phone call from Bowman in Remanzo Province to start this Mission.

KEEPING IT REAL

It seems the real El Gato was under your nose all the time; he's holed up at the Poco Irrigation Tank just south of Remanzo Alpha. In fact, his hideout is a square-shaped reservoir down the hill from you. Don't attempt a quick removal of this foe without first ascertaining where he is. The raised hut with only a gantry linking it to the outside world means you'll need to storm the place, or come up with a more cunning takedown plan.

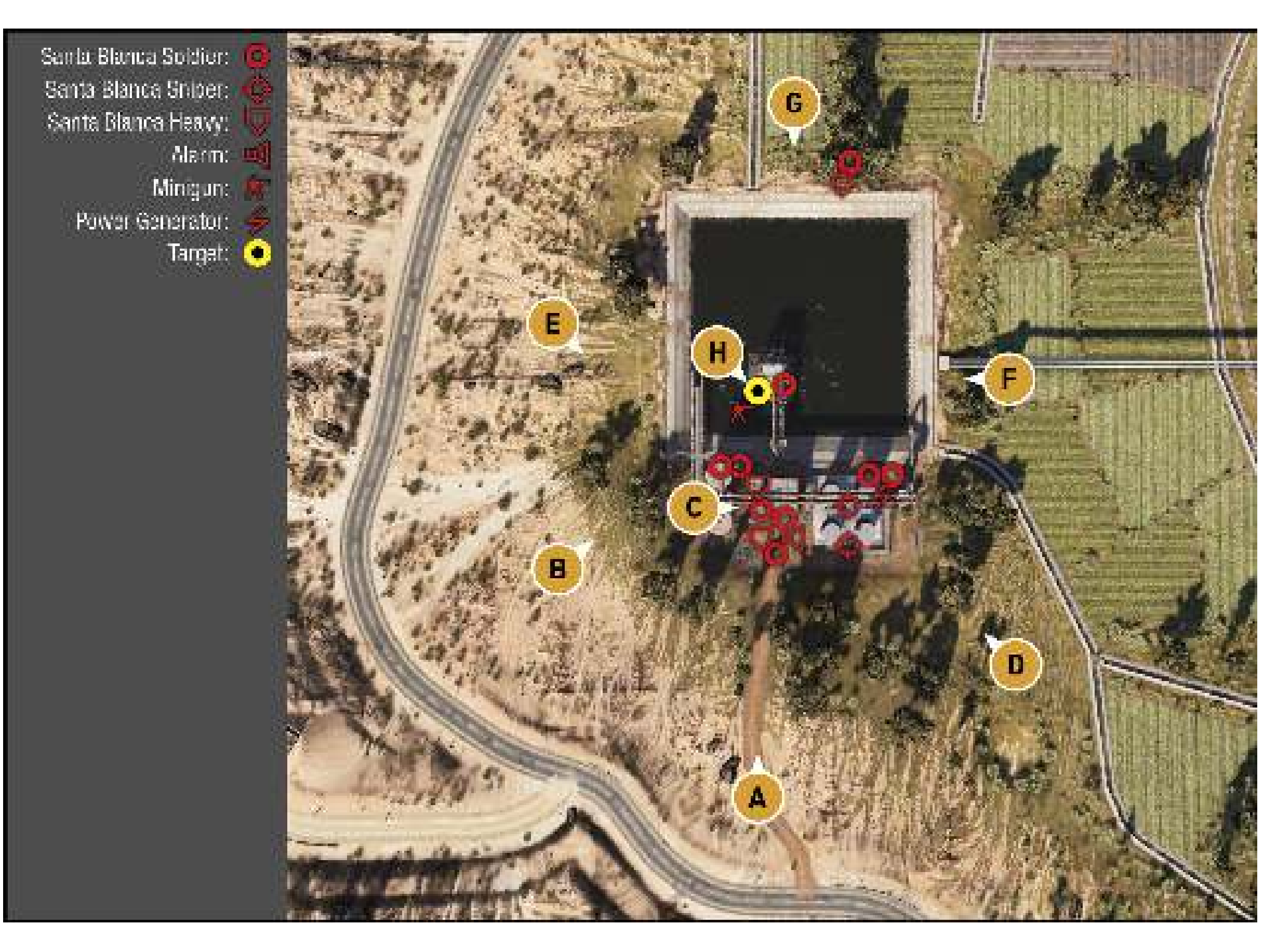
CAUTION: MINIGUN, ALARM, AND GENERATOR

El Gato doesn't just have a few cartel members to ward off adversaries; his base has an alarm (in the center of the southern entrance), a generator (southeast corner) and a minigun (on his stilt shack in the middle of the reservoir). Be aware of the alarm in particular; you don't need any more foes to face.

CAUTION: BIOMETRIC BLOODSHED

If you follow the plans to come, you'll find it's actually very easy to kill El Gato. The trick is to complete the subsequent objective of obtaining biometric data from his corpse. For this, you'll need to be near the body, which means storming his compact cabin, high above the water reservoir. So elect to defeat him before or after his troops.

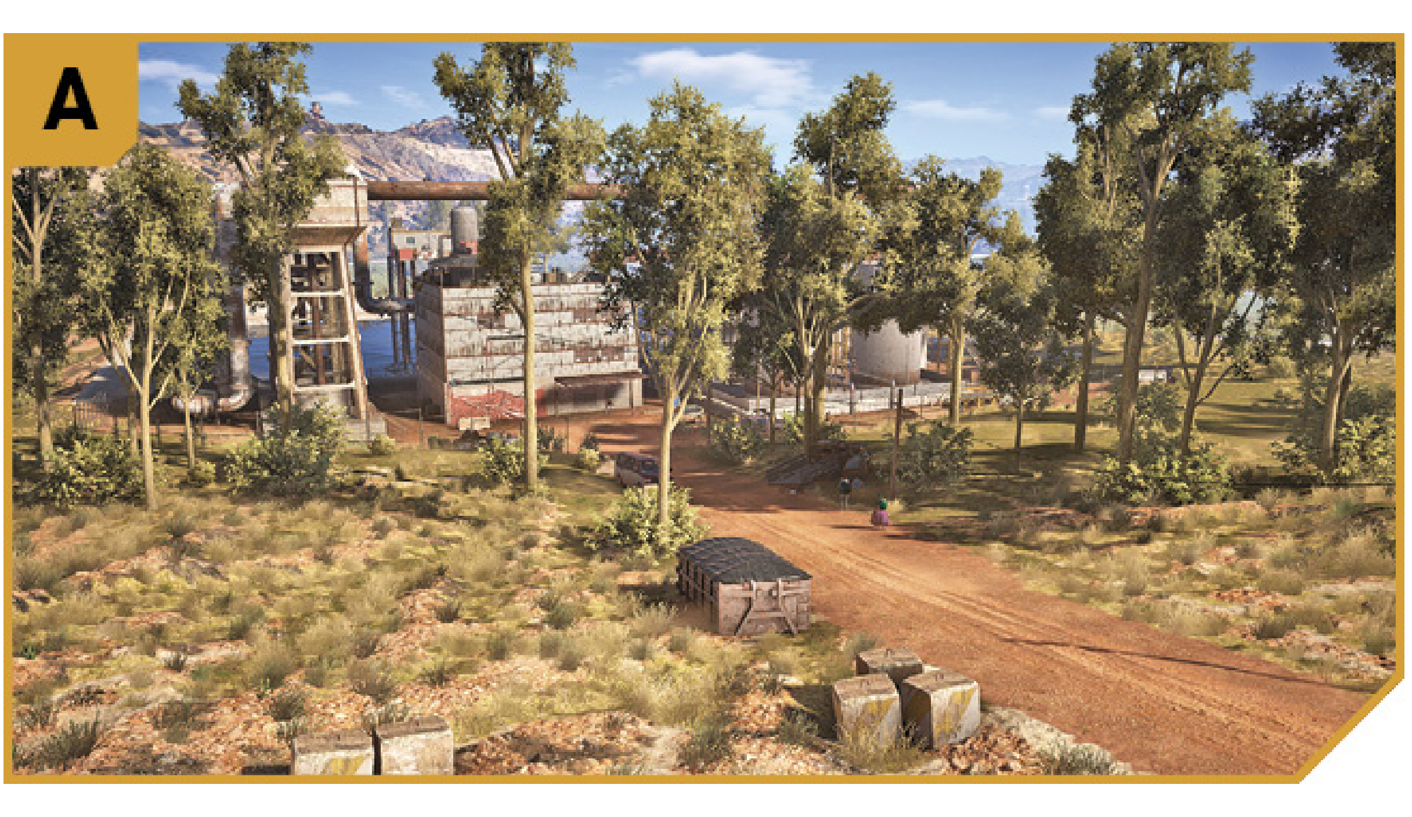
POCO IRRIGATION TANK: RECON



TACMAP

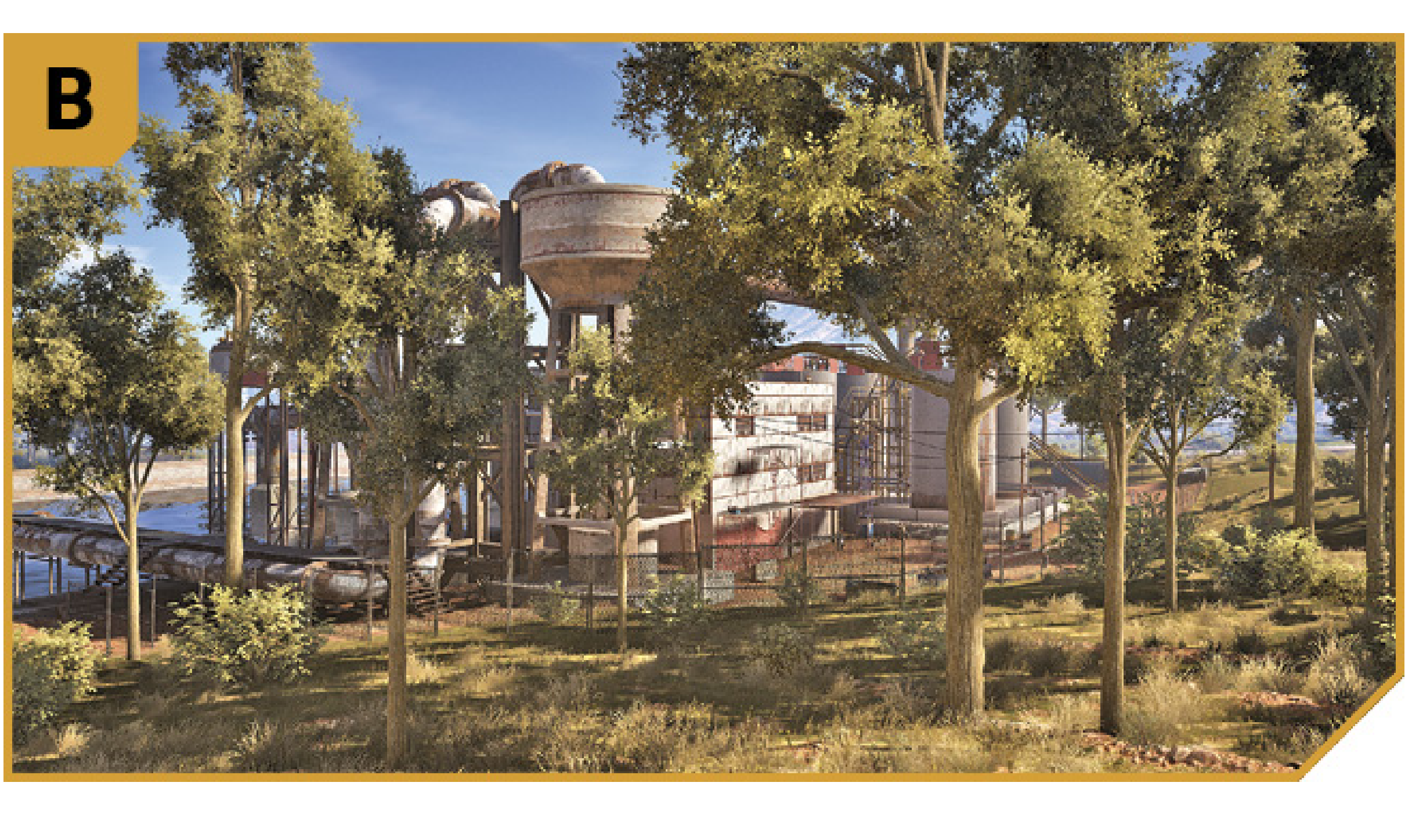
El Gato is hiding out in a stilt cabin above a square-shaped water reservoir, accessible only via a gantry leading to a series of walkways and industrial structures to the south. The place is well-guarded, with three snipers (one in a ruined cottage north of the reservoir, and two on the southwest cylinder platforms), forcing you to ascend up the platforms, stairs, and walkways to reach your target. Don't try entering the tall warehouse from the ground floor either; you need to be climbing steps and watching for attackers along the way.

SOUTH: MAIN ROAD



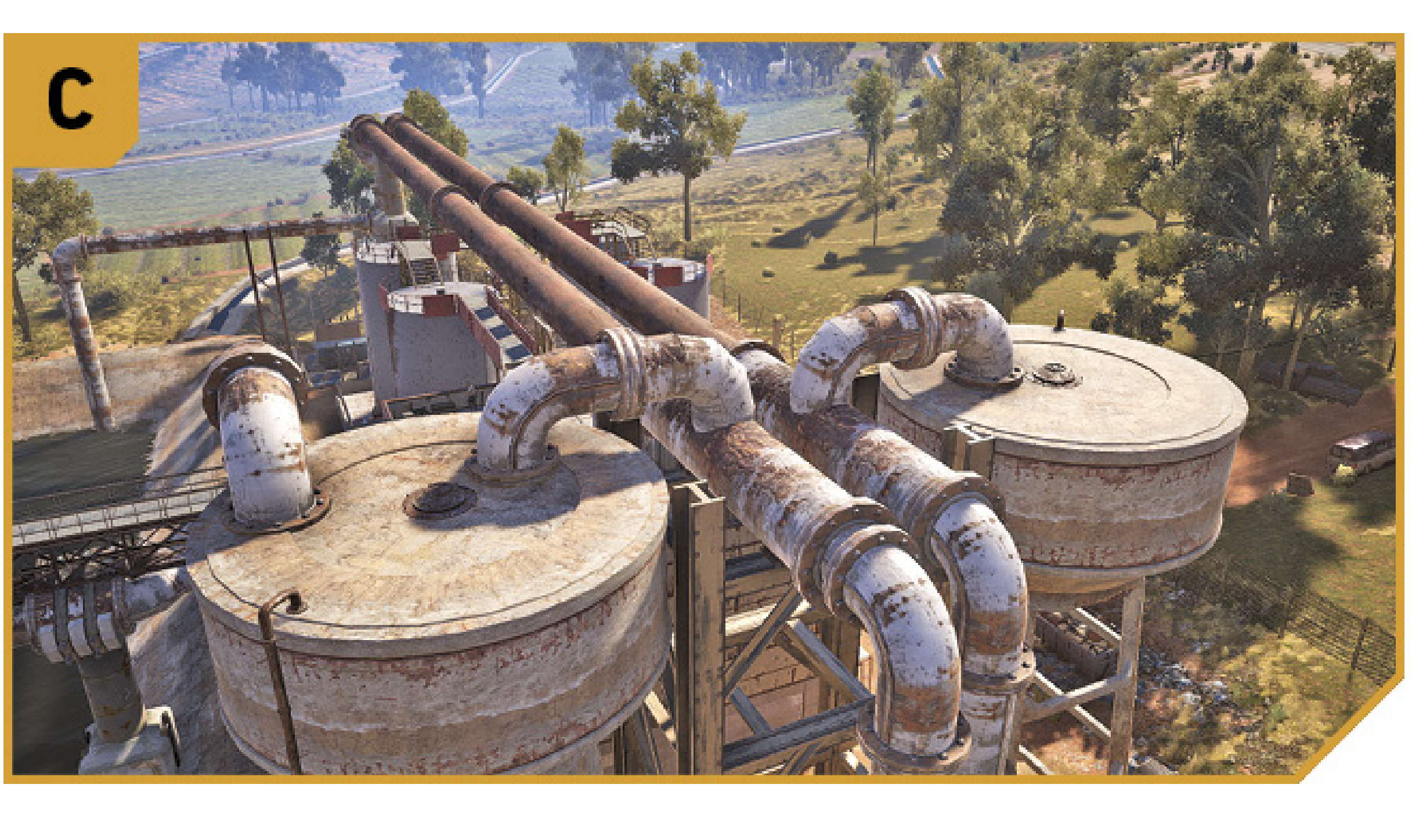
It's worth ditching a vehicle well before you reach the end of this road, which stops at the Buchon House base entrance and alarm. Hide behind the concrete cubes further up the road, heading down to crouch behind a parked vehicle, and sending up your drone. Here you can tag both snipers before they become a problem, as well as the alarm. Then the assault begins.

SOUTHWEST: PERIMETER FIELD



The gently-sloping field ends at a wire fence that's climbable, and although you're over 100 meters away, you can get a bead on both snipers and the alarm panel from this location, too. There's few areas to hide, but you can clear the front yard of foes, and move northward to E, and into the southern edge of the reservoir to clear more ground foes.

PARACHUTE DROP: WATER TOWERS AND PIPE

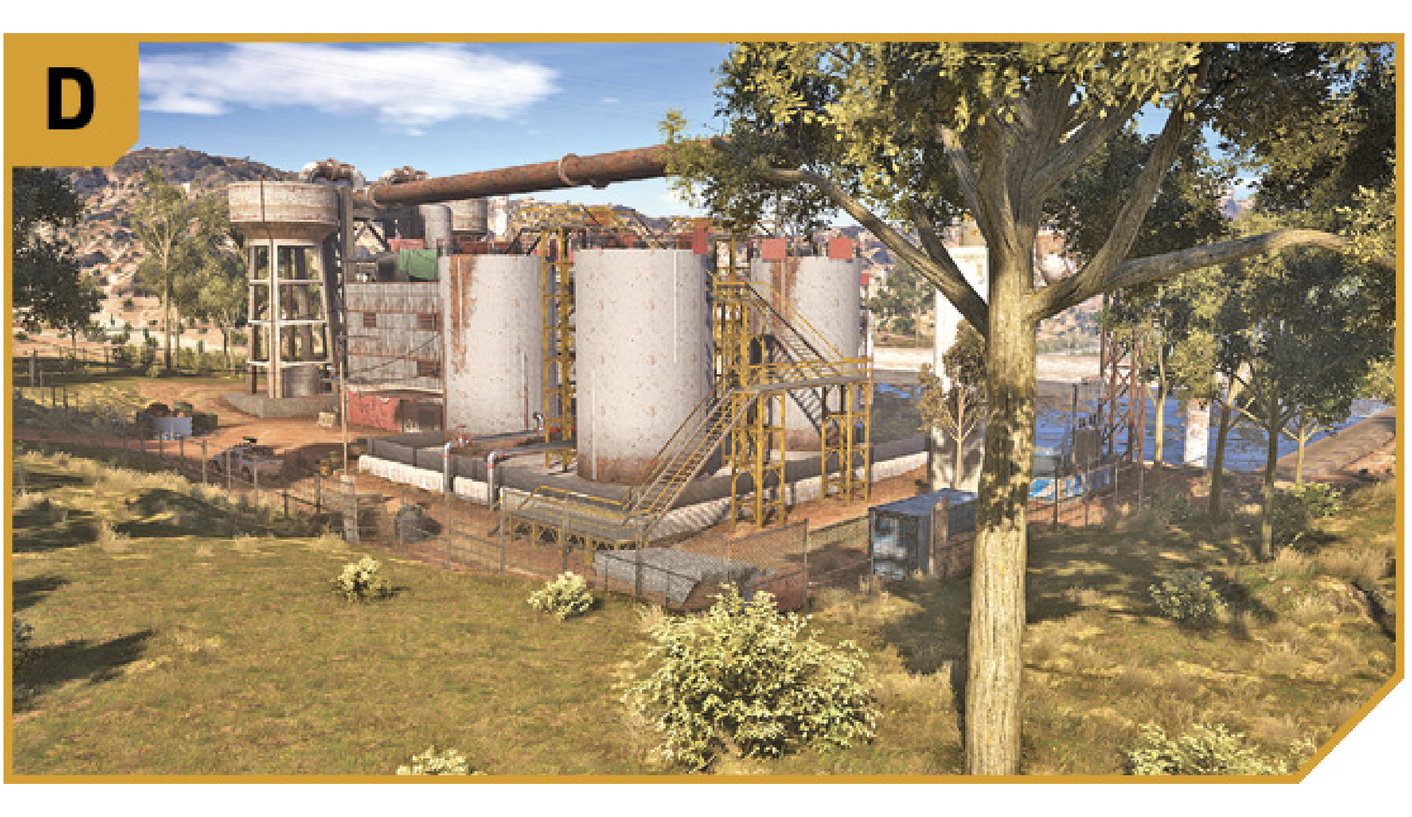


Above the usual areas you can maneuver though are two giant water towers linked by rusting pipes, two of which snake from west to east, above the sniper walkways. You can drop in, or land a chopper on here, and then actually tackle the foes with a height advantage; you bet they weren't expecting that! Just be careful you don't fall to your death. When you're done, drop down to the roof of the tall warehouse.

Farther east of C is a cluster of four cylinders, with the two snipers above them on walkways. To reach El Gato, you need to climb these stairs. There are two sets from which to pick: one northwest (between here and the tall warehouse) and one southeast (by the generator). Do this when the ground enemies are defeated, so you have fewer foes to worry about. And don't forget you can shoot up through the walkways to drop foes above you.

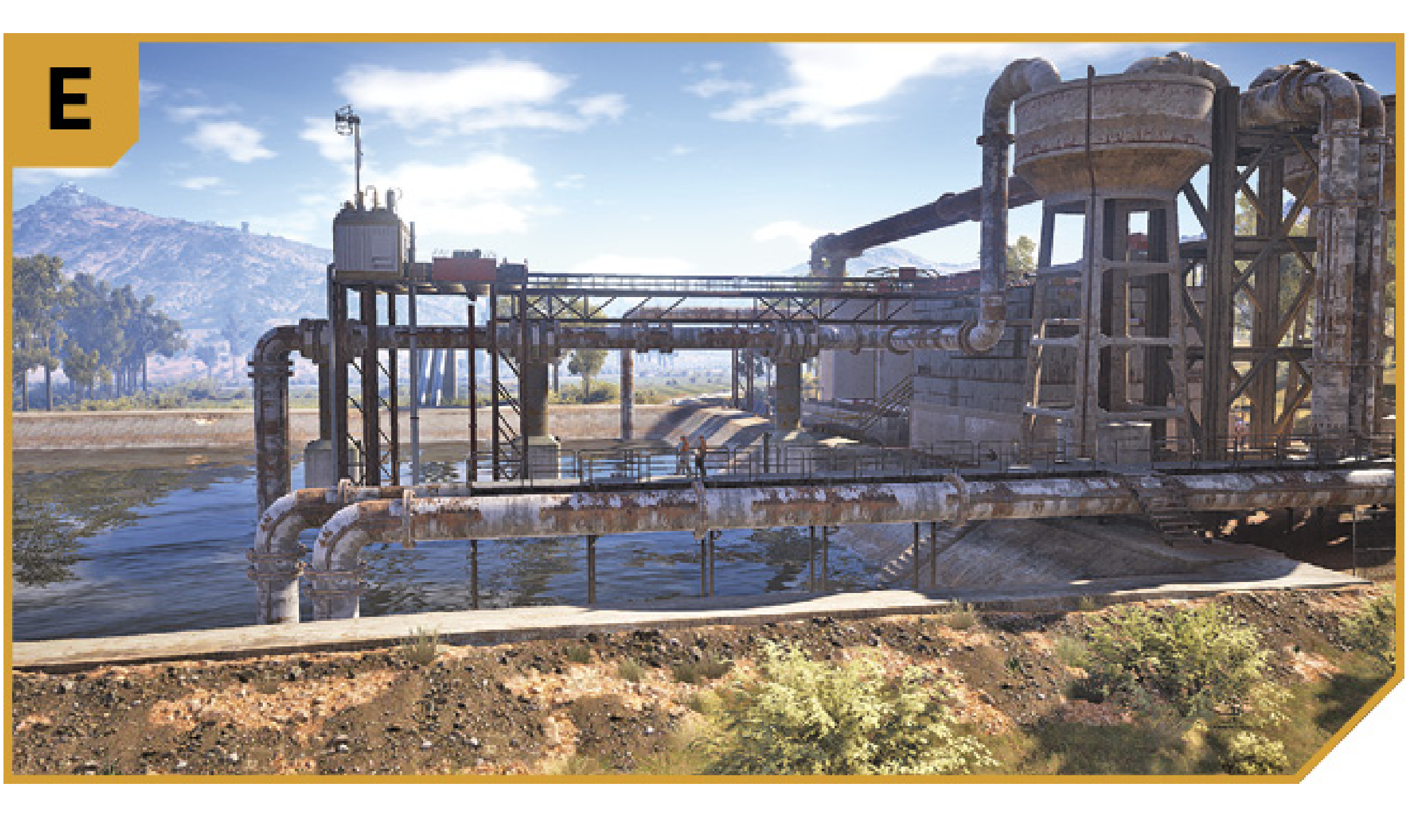
Head onto the roof of the tall warehouse where there's ample opportunities to snipe the minigun operator (and even El Gato through the cabin wall he's hiding in), then head north to H.

SOUTHEAST: FIELDS



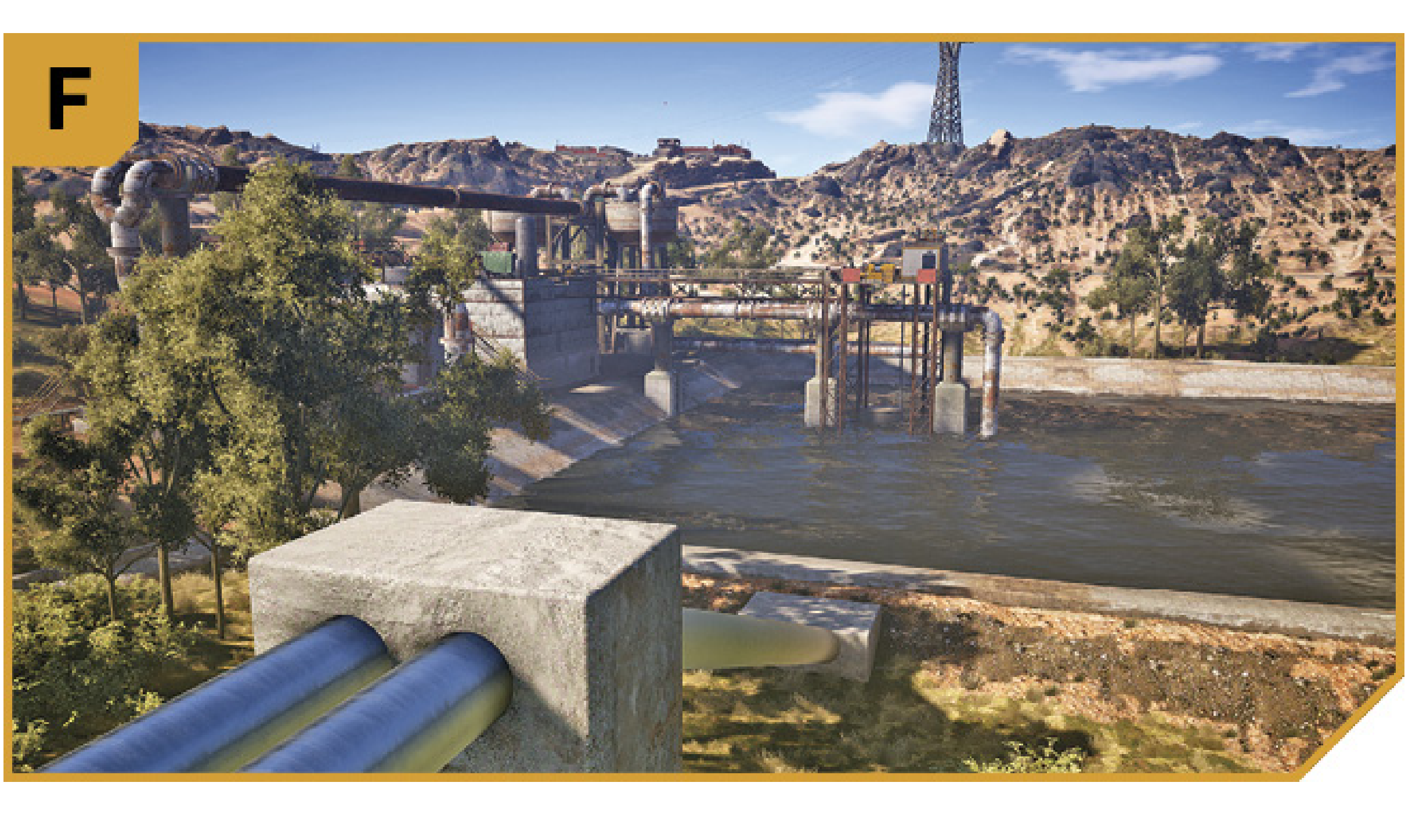
Approach from the southeast, and the snipers above the cylinders can easily see you, so use the long grass to hide in. The perimeter fence is easily compromised, but watch for patrolling ground enemies. Enter from this direction to easily shut down the generator power, and storm the base from a different direction.

WEST: CACTI SCRUB



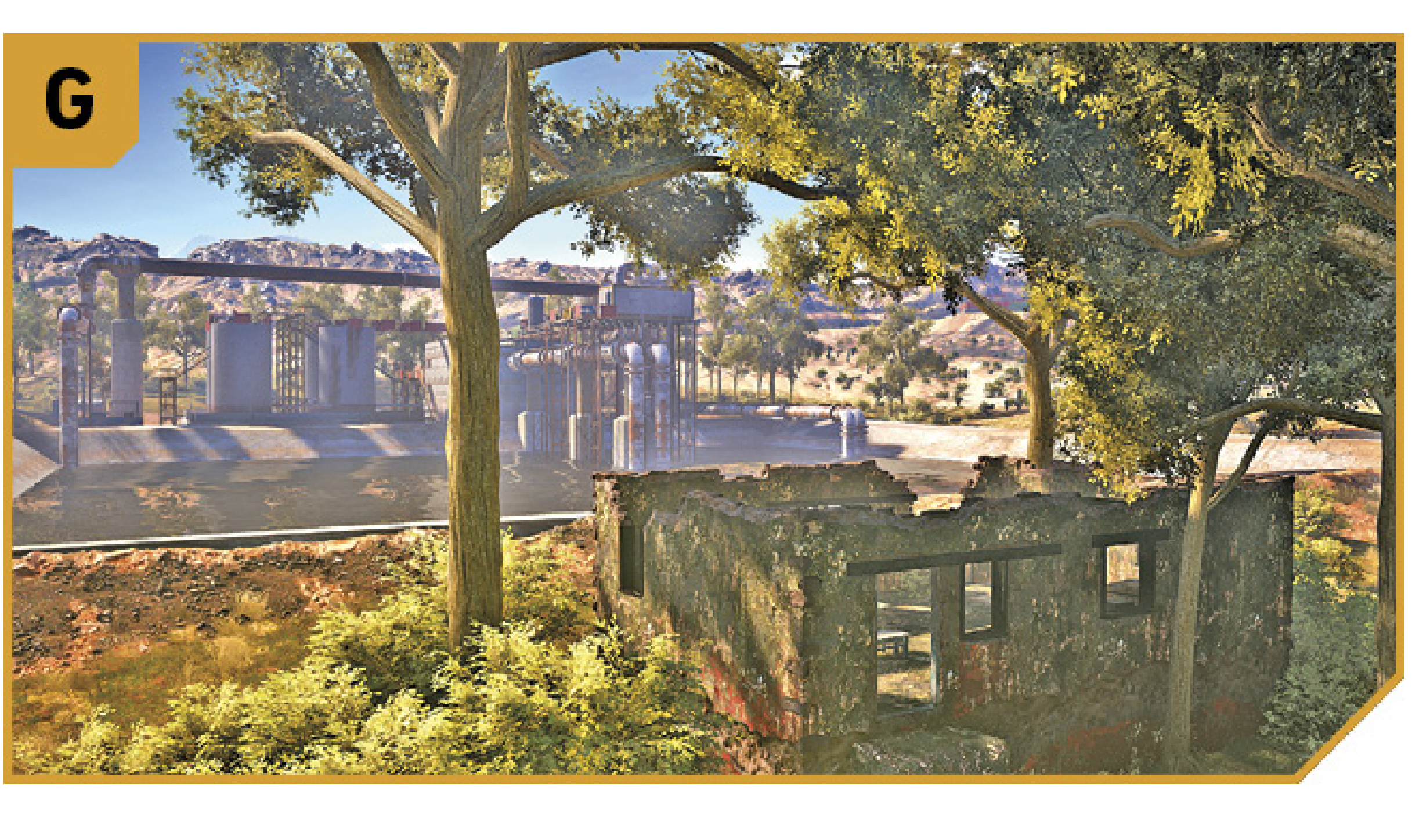
The scrubland to the west, below the road and west of the reservoir allows you to snipe the minigun operator and El Gato at the stilt cabin, as well as attacking the third sniper at G. But there aren't as many aiming opportunities for taking out foes at the south yard of the base from here. A good supporting position in Co-op, though.

WATER RESERVOIR PIPES



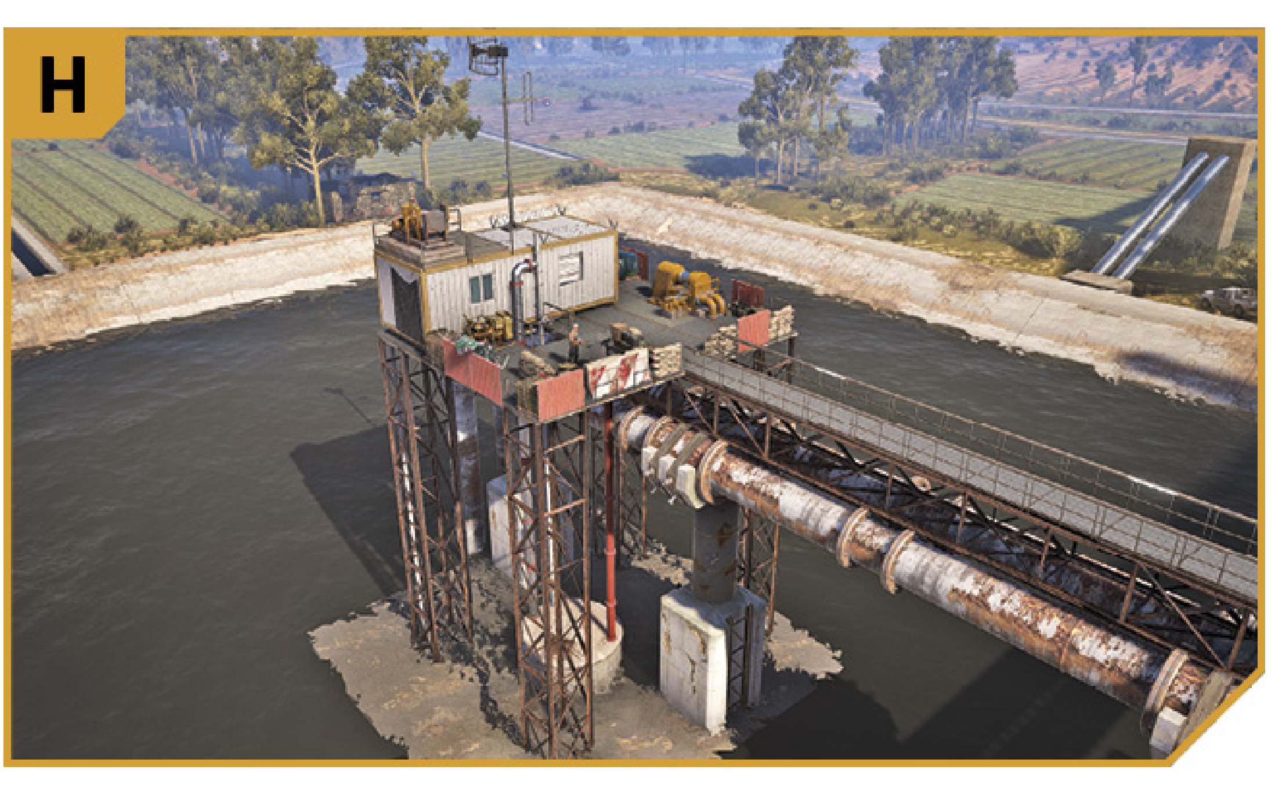
Climb atop these pipes to the concrete support pillar, and you have a direct sniping shot through the open door, and into El Gato's stilt cabin. Mess him up, and the cartel thug that mans the minigun. In addition, you can remove the sniper near G (and his friend), as well as snipers on the main base structure to the southwest. This is a good place for a drone launch, too.

SNIPER'S BREAKFAST



A sniper and his buddy are enjoying a spot of breakfast in this abandoned and ruined cottage on the north side of the reservoir. Take them out silently, and use this as a phenomenal camping spot. You can tag the alarm panel, both walkway snipers, the minigun operator, El Gato himself, and any fool wandering to the south edge of the reservoir. This is the ultimate support position. Remember to use a sniper rifle, and shoot through the cabin walls to nail your man!

● TARGET: EL GATO'S STILT CABIN



What may have been an initially great idea for El Gato, soon turns into a death trap; he's situated himself in a small cabin with only a walkway south to the rest of the base as an escape route. Though that means you must fight through the base forces to reach him, it also means you can kill him and the minigun operator whenever you like. Do this from E, F, G, or stand under the cabin in the reservoir (it's shallow enough) and shoot upward (sniper rifles pierce the cabin floor, and other weapons pierce the walkway floor).

BUCHON HOUSE: OTHER TACTICAL ADVICE

SOLO: Start at G, removing the sniper and his buddy. Then snipe the alarm panel, the two snipers on the cylinder walkway, and send your team in to attack. Shoot any foes appearing on the south side of the reservoir, then El Gato and his minigun operator, and finally assault the base itself by running east or west of the reservoir and climbing the gantry stairs with only a few stragglers to worry about.

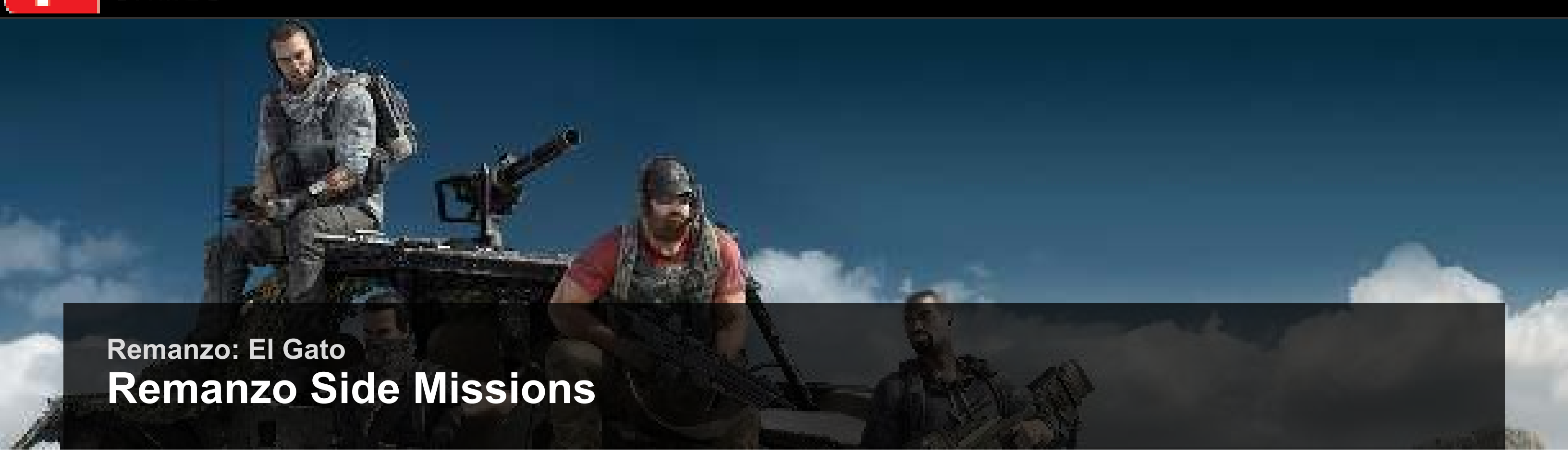
If you're armed with a sniper rifle, El Gato is an easy kill, as you can shoot through the walls of the stilt hut he's hiding in, or even the floor and you're shooting directly below him. Apply this tactic to foes on upper gantry areas too. You can't conclude the mission (as you need to physically check the corpse and photograph it for the biometric data), but you can neutralize the main reason you're here.

A more leisurely approach can be used as well. Start at E, fly a drone with explosives into El Gato's stilt hut, and detonate it. Now, you still have to reach the corpse to identify the body, but the main objective is done in seconds.

Like flying a helicopter? Then hover it over El Gato's cabin, jump out and land on the cabin gantry and kill both the target and the minigun operator. Quickly check the corpse for identification (completing the mission), then jump into the reservoir before reinforcements are called (or shoot the alarm panel before trying the helicopter trick).

CO-OP: Use Solo tactics, but with the added benefit of flexibility when it comes to each team member removing a different cluster of foes, making the assault easier and quicker. For example, station a Ghost at B, D, and G. Have them remove the alarm, snipers, target, and any foes. The fourth Ghost can then tackle closer enemies as they climb up to the gantry, and across to El Gato's corpse.

If all of your team have explosive drones, simply fly them at the enemies on the upper gantries or roof (the snipers, and El Gato's minigun operator). With the higher foes dealt with, you can storm the place much more easily. If you've taken out El Gato, but there are still enemies in the base you don't want to defeat, locate a helicopter, hover it over the cabin, have a teammate drop down to identify the corpse, and then jump into reservoir while you cover him.



Remanzo: El Gato

Remanzo Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: HACK ANTENNA

OBJECTIVE

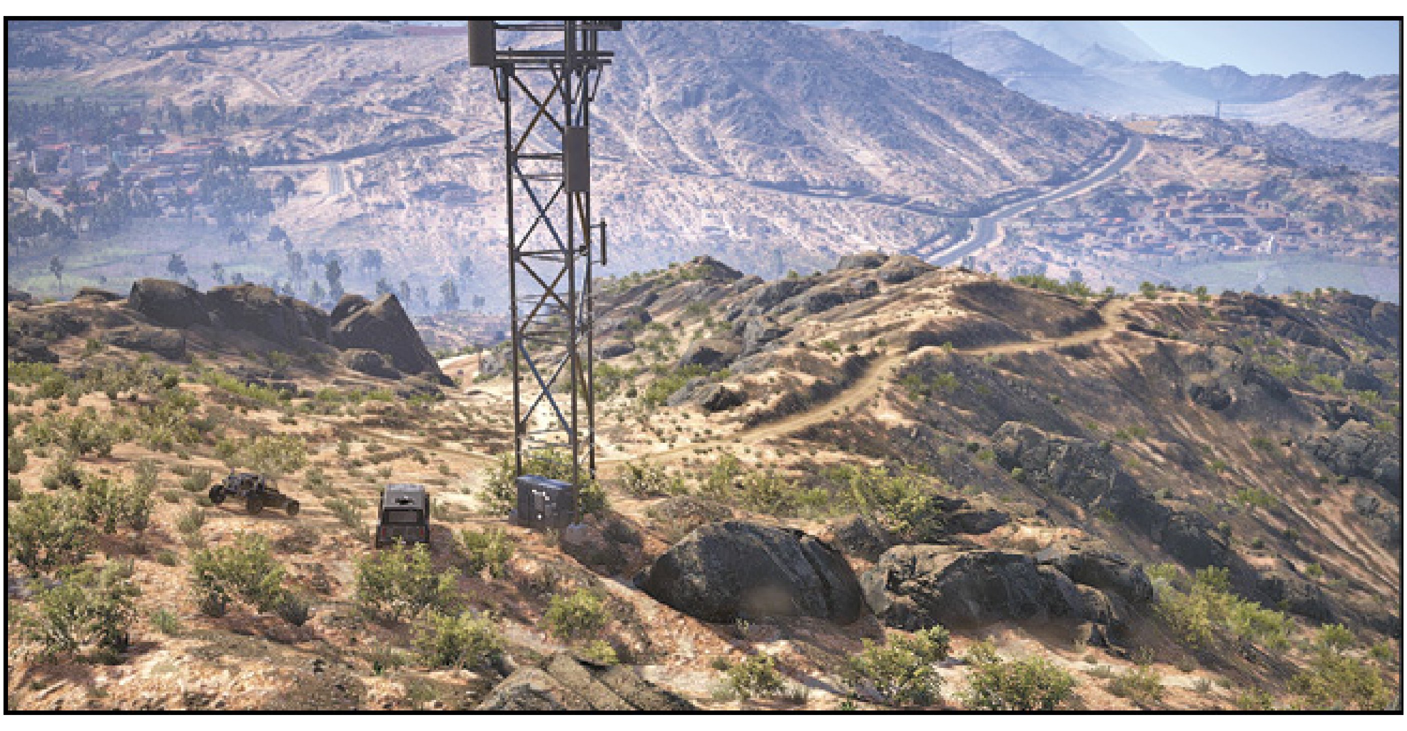
Deactivate the two antennas within 1:10

LOCATION

Near North Outpost (Koani Border)

REWARDS

Support Unlock/Upgrade - Rebel Diversion



The first antenna sits just inside the Koani border to the north. Deactivate it to begin the 1:10 timer. Two vehicles are nearby, a Unidad buggy and an SUV equipped with a mounted machine gun. The second objective sits just inside F.O.B. Puma, so expect to ruffle some feathers. Both vehicles can handle the off-road driving. Make a bee-line for the operating base, avoiding the rocks that litter the path. Jump out once you reach the doorway near the transmitter, step inside, and immediately deactivate it. Duck behind cover or quickly flee the scene.

REBEL OP: DEFEND RADIO

OBJECTIVE

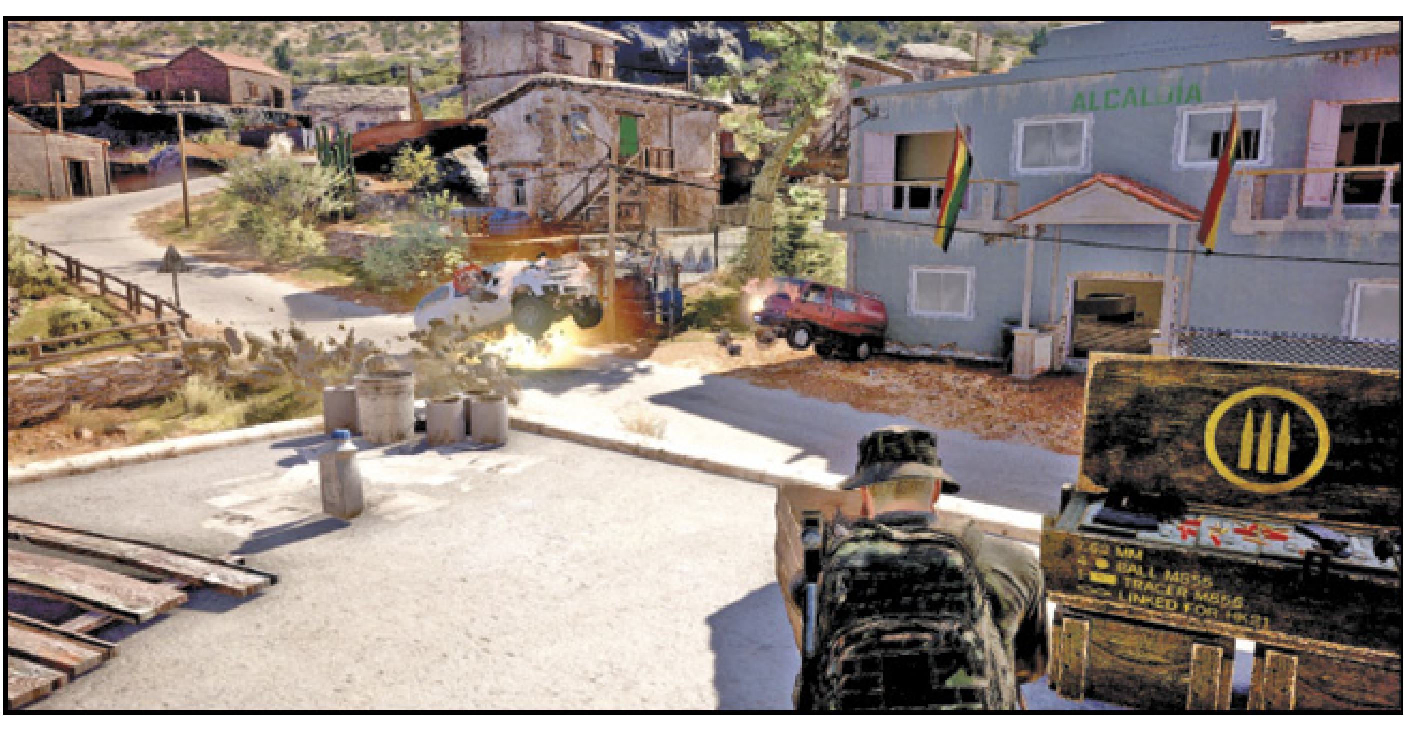
Start the radio and defend it

LOCATION

Poco Village

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



In Poco Village, a radio sits between a church and restaurant on the north side of town. There are pockets of Santa Blanca cartel throughout the area, so take some time to clear them out before this mission. Call in rebel support, rally up your team, and place mines on the road to the east and west. Start the radio to bring up a 2:00 timer. The restaurant can be used as cover when taking damage, plus there is an ammo crate on the roof. Use a water tank on the east side to reach it. This offers a better vantage point as you defend the radio, though you are vulnerable when the helicopter shows up. Fend off the charging Santa Blanca until the timer reaches zero to complete the optional mission.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

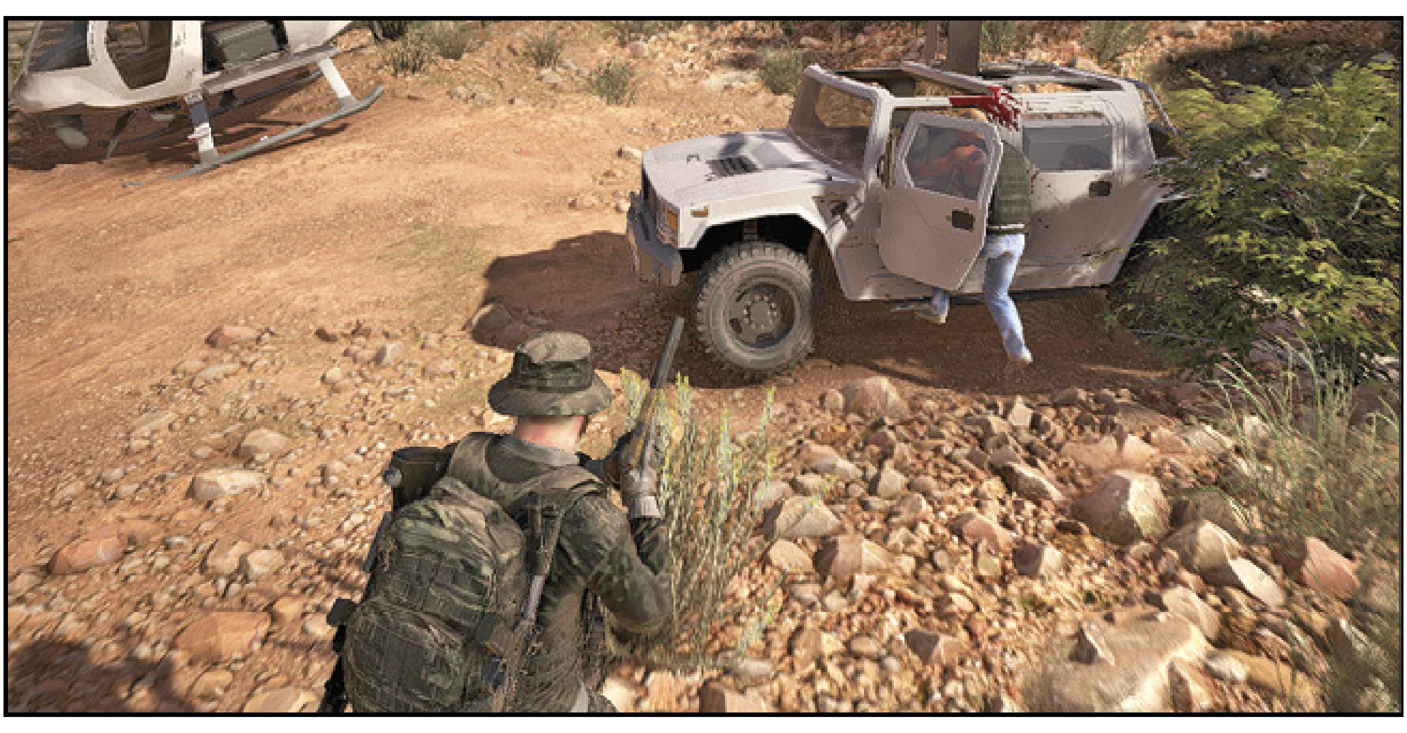
Grab and intimidate the Sicario

LOCATION

Test Center

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



A cartel captain, your target during this mission, checks up on scientists at the test center, northeast of Marcavi. Only four hostiles surround the building, but the workers present an added danger, so watch your aim. One of the guys may loiter behind the lab, so be sure to mark him. Once the leader is alerted to your presence, he attempts to get away in one of the SUVs. Take out the four soldiers and then head straight for your target. If he manages to get in the driver's seat, pull him out. Grab and intimidate him to complete the mission.

MEDICATION RAID

OBJECTIVE

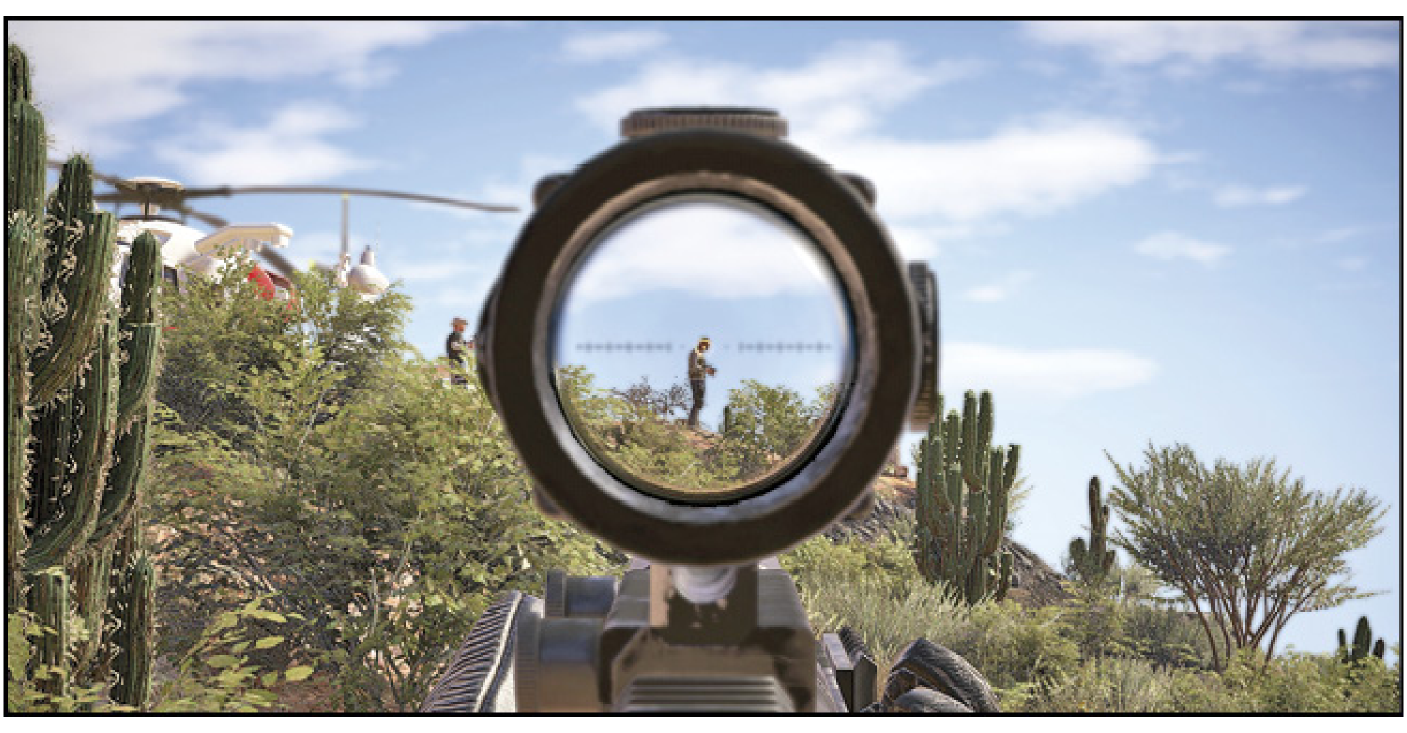
Steal the helicopter

LOCATION

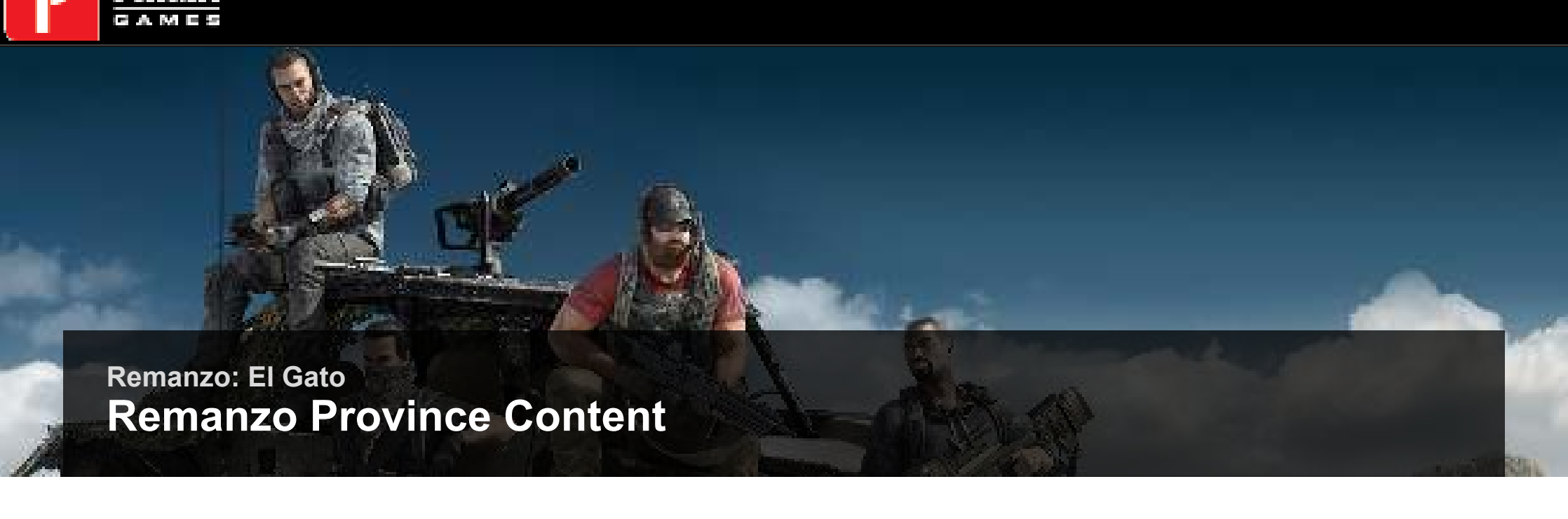
San Vicente

REWARDS

+3000 Medication



Just up the hill from San Vicente, a helicopter full of Medication is guarded by four Santa Blanca hostiles. With Sync Shots, take them all out at once and hop into the chopper. Fly it northwest into the Koani province, where rebels take it off your hands.

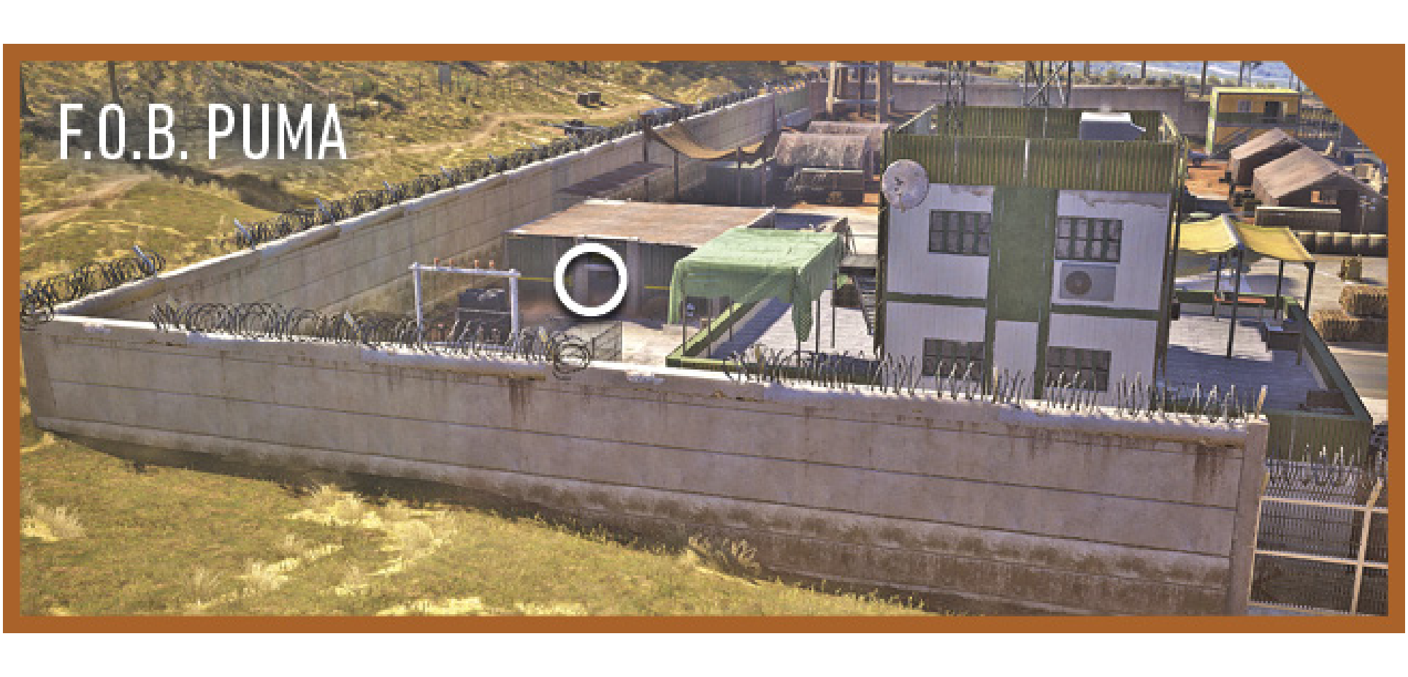


Remanzo: El Gato

Remanzo Province Content

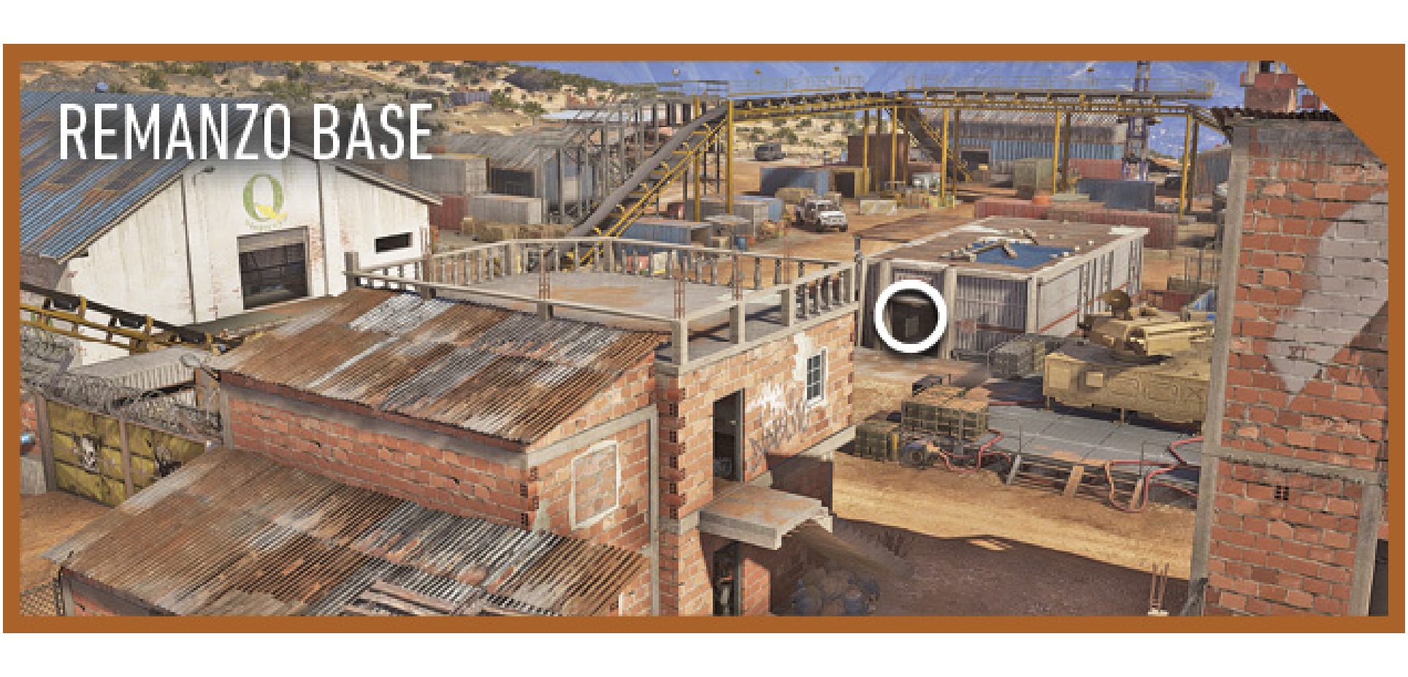
WEAPON CASES

WEAPON: TYPE 95 LIGHT MACHINE GUN



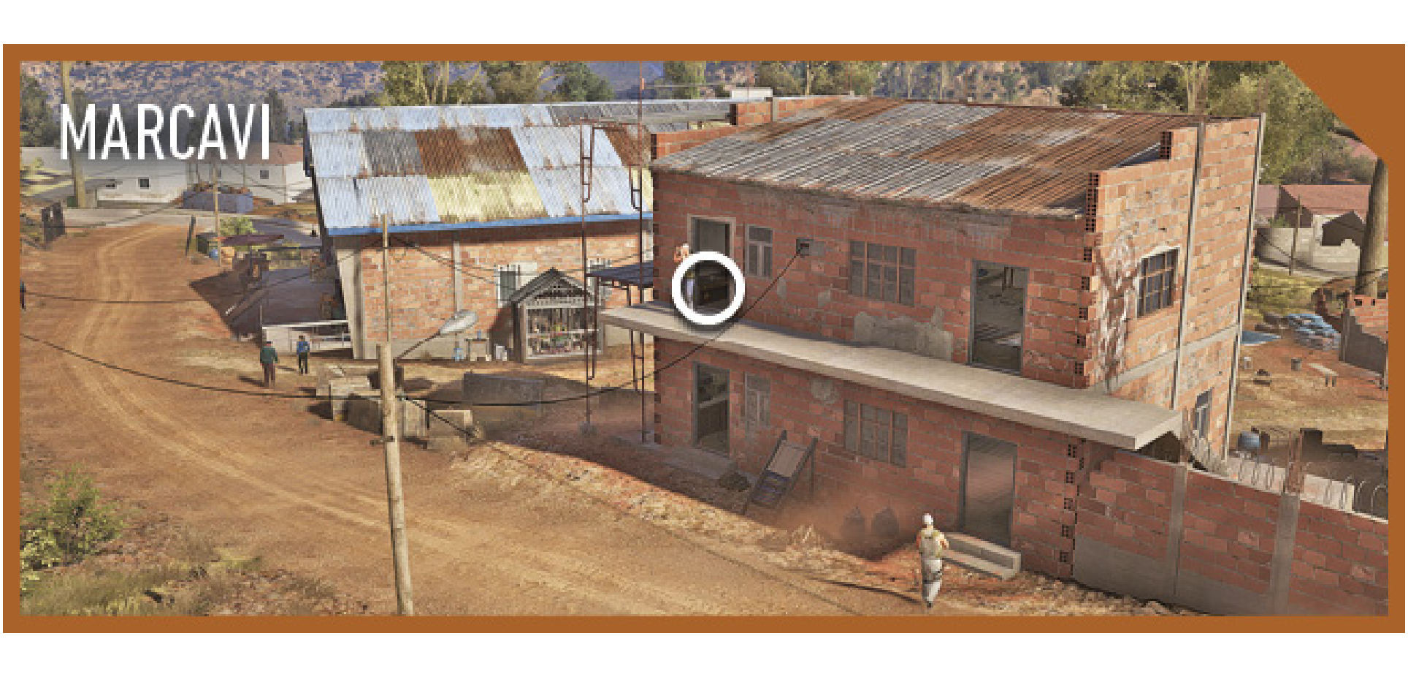
The Unidad military base is heavily fortified, so proceed carefully. Eliminate any snipers you spot on the watchtowers and crane first. Next eliminate the duo that patrols the perimeter before entering from the east. Recon the base, slip inside the walls, and head left until you reach the armory, where a new LMG is found inside the Weapon Case.

WEAPON: 9MM C1 SUBMACHINE GUN



The armory has been placed in the center of the base and that is where you find a Weapon Case. Eliminate any snipers and then swipe the Santa Blanca truck that sits next to the watchtower. Simply drive through the main gate straight to the armory to collect the prize. Keep your team from beginning an assault to keep your cover.

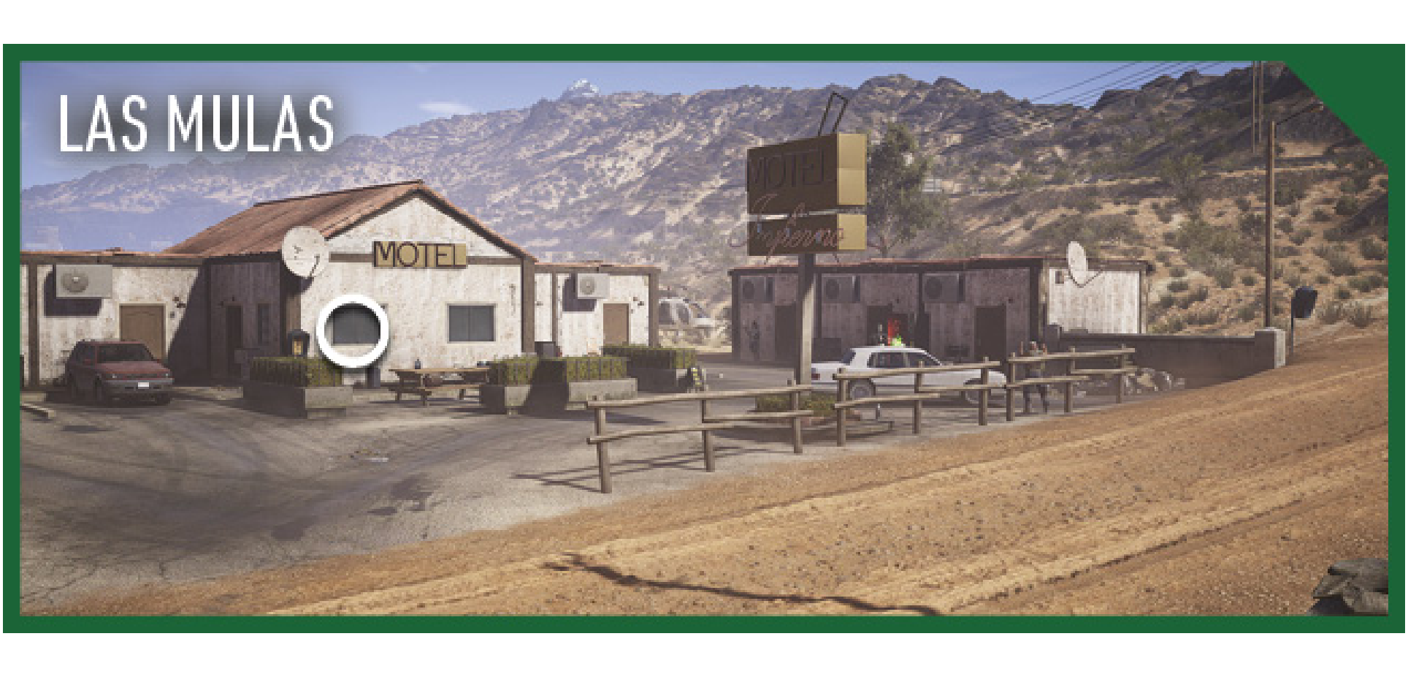
WEAPON: SKORPION COMPACT MACHINE GUN



On the southwest side of Marcavi, find the brick home south of the Santa Muerte chapel. Move around to the right side and use the steps to reach the second floor, where a new compact machine gun sits in the corner.

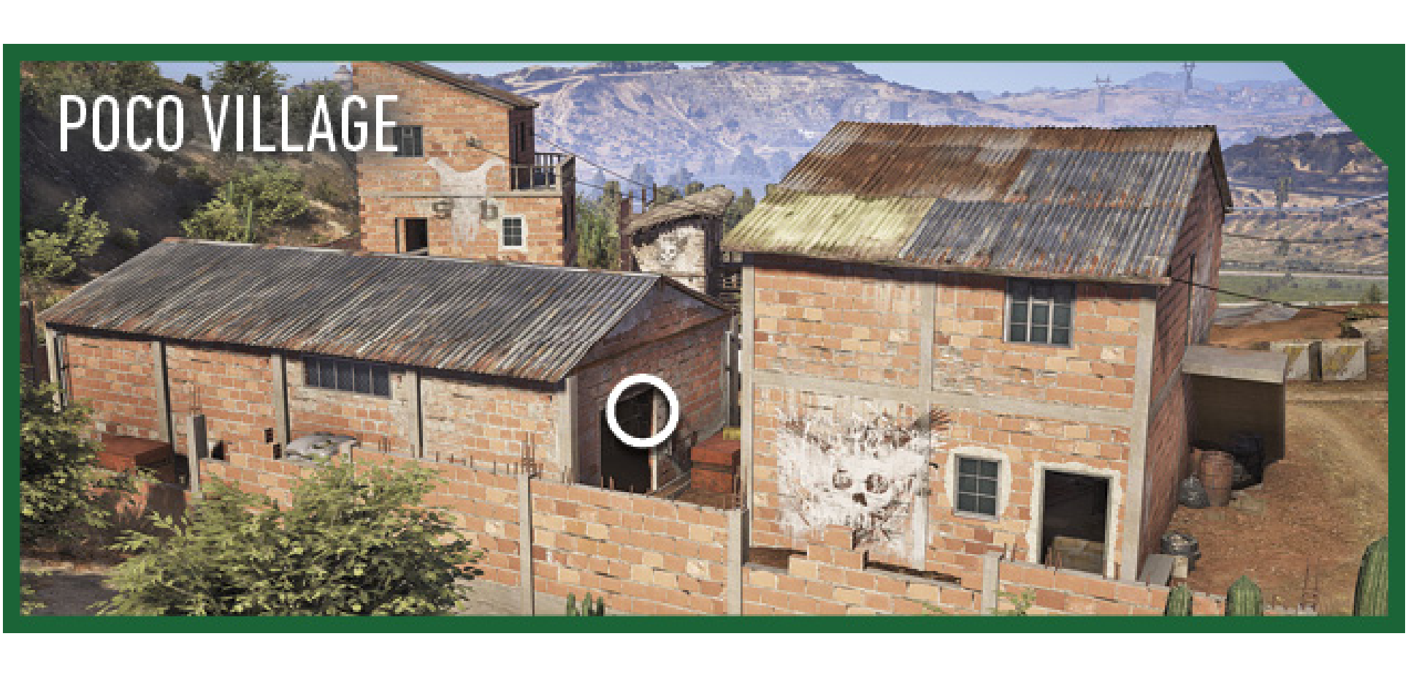
ACCESSORY CASES

ACCESSORY: EXTENDED 12-GAUGE TUBE (8)



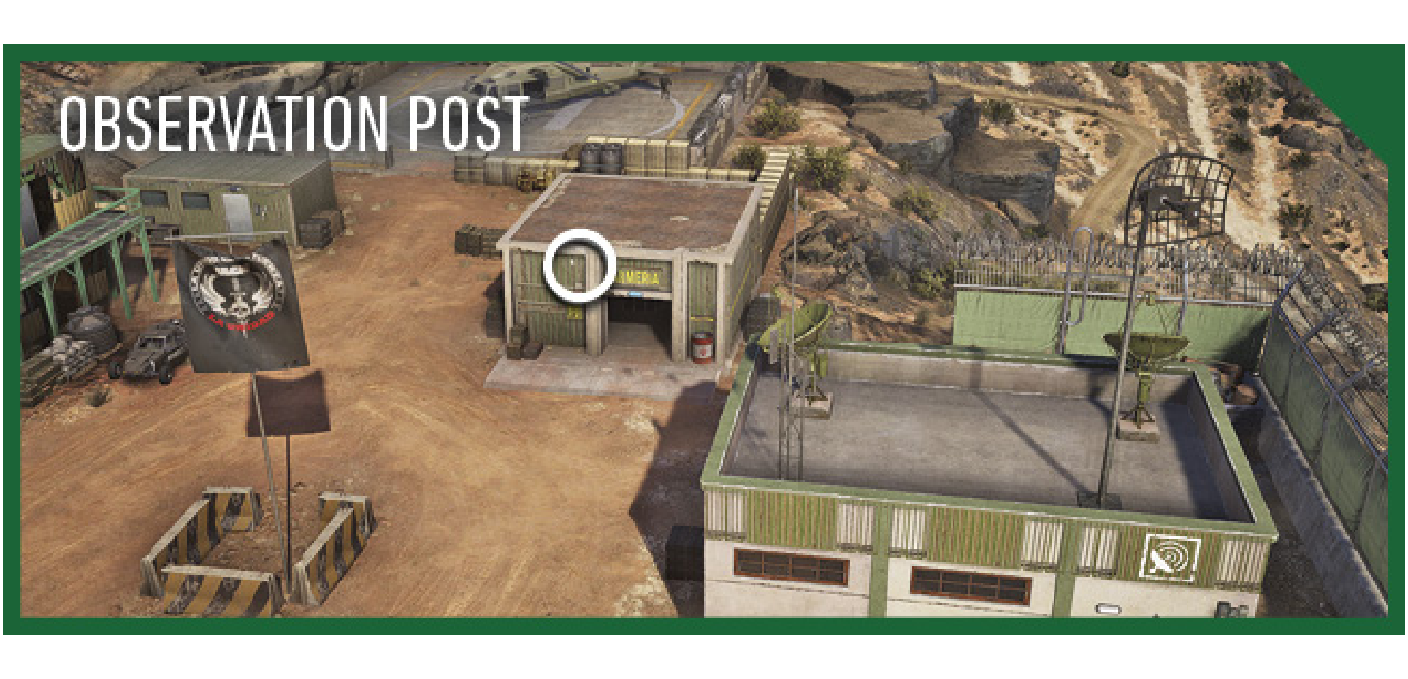
Visit the Motel Infierno east of the Remanzo Alpha rally point. Enter the lobby and collect the Accessory Case from the front desk.

ACCESSORY: M203 GL UNDERBARREL



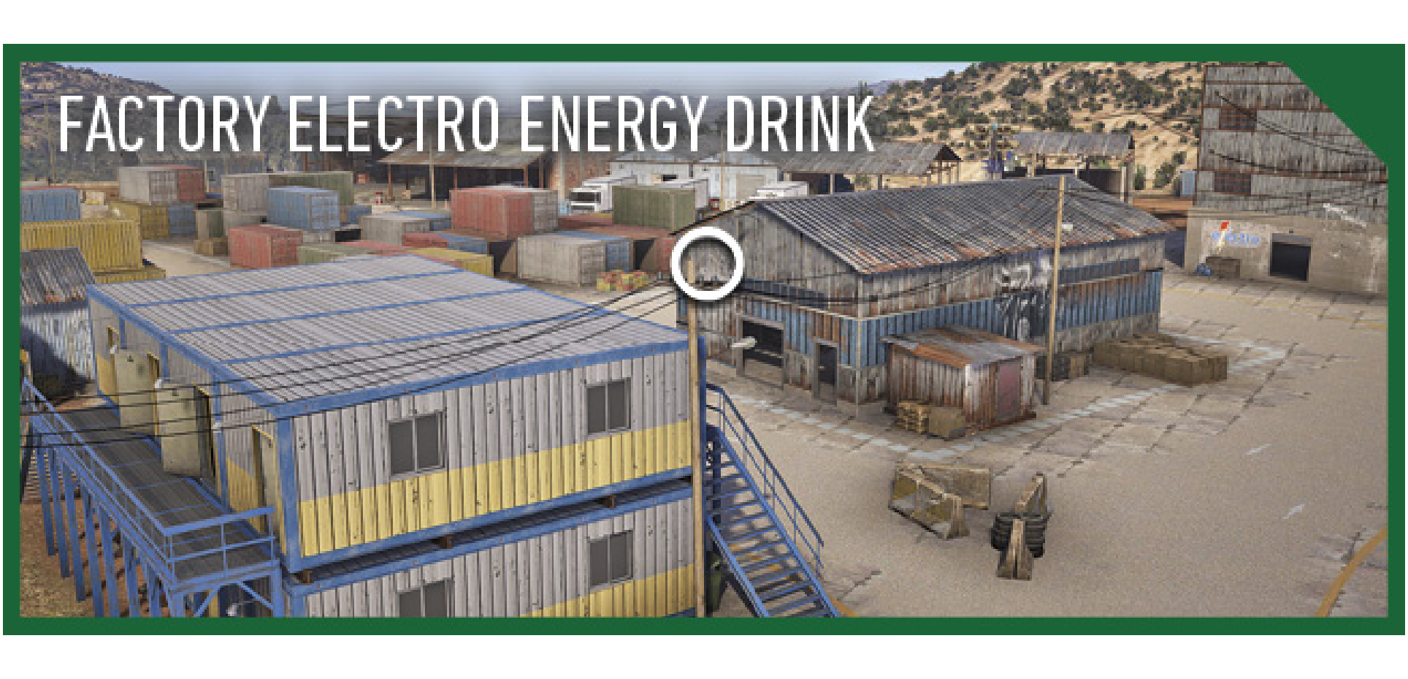
In the southwest corner of Poco Village, enter the storage facility that sits between multi-level homes. The underbarrel is found on metal shelves in the corner.

ACCESSORY: EXTENDED .338 MAGAZINE (10) (SNIPER RIFLE)



Enter the Unidad observation post through a gap in the defenses on the east side. Turn right to find the armory, where an Accessory Case sits on the left metal shelves.

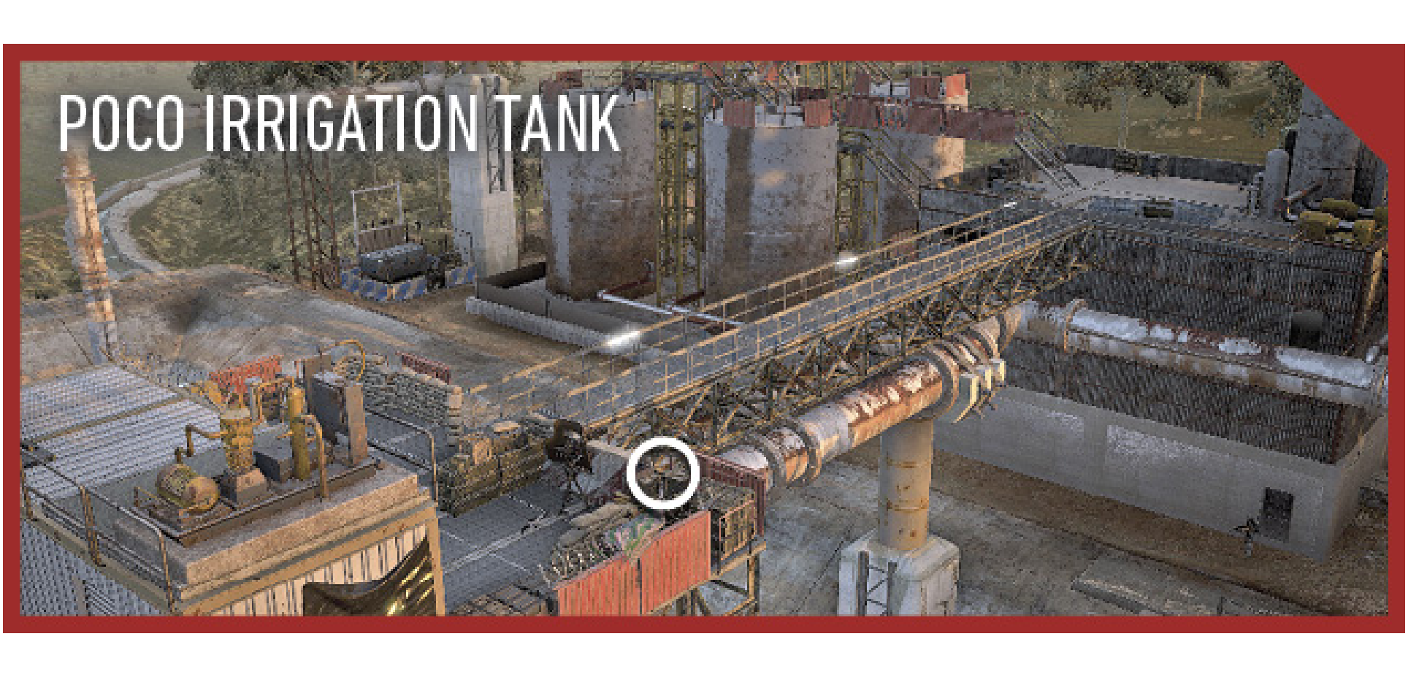
ACCESSORY: COMPENSATOR V2 (SNIPER RIFLE)



A factory, southeast of Marcavi, is well protected, so if you want the compensator for your sniper rifle, you need to deploy a strategy. There are three guarded entry points, as well as a gap in the northeast fencing. Infiltrate through the latter and sneak around the buildings and equipment. Enter the storage warehouse in the middle of the property and climb to the second-story loft. The Accessory Case sits on a red container in the southwest corner.

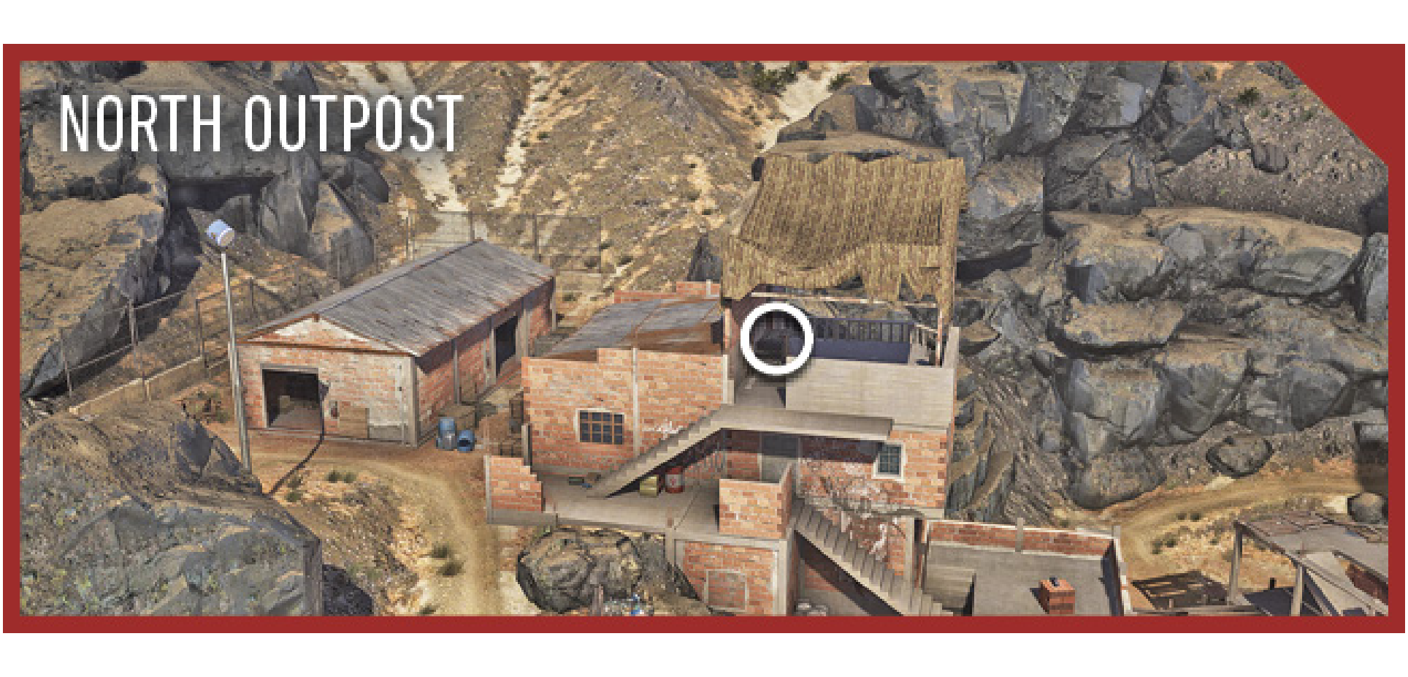
SKILL POINTS

SKILL POINTS: +1



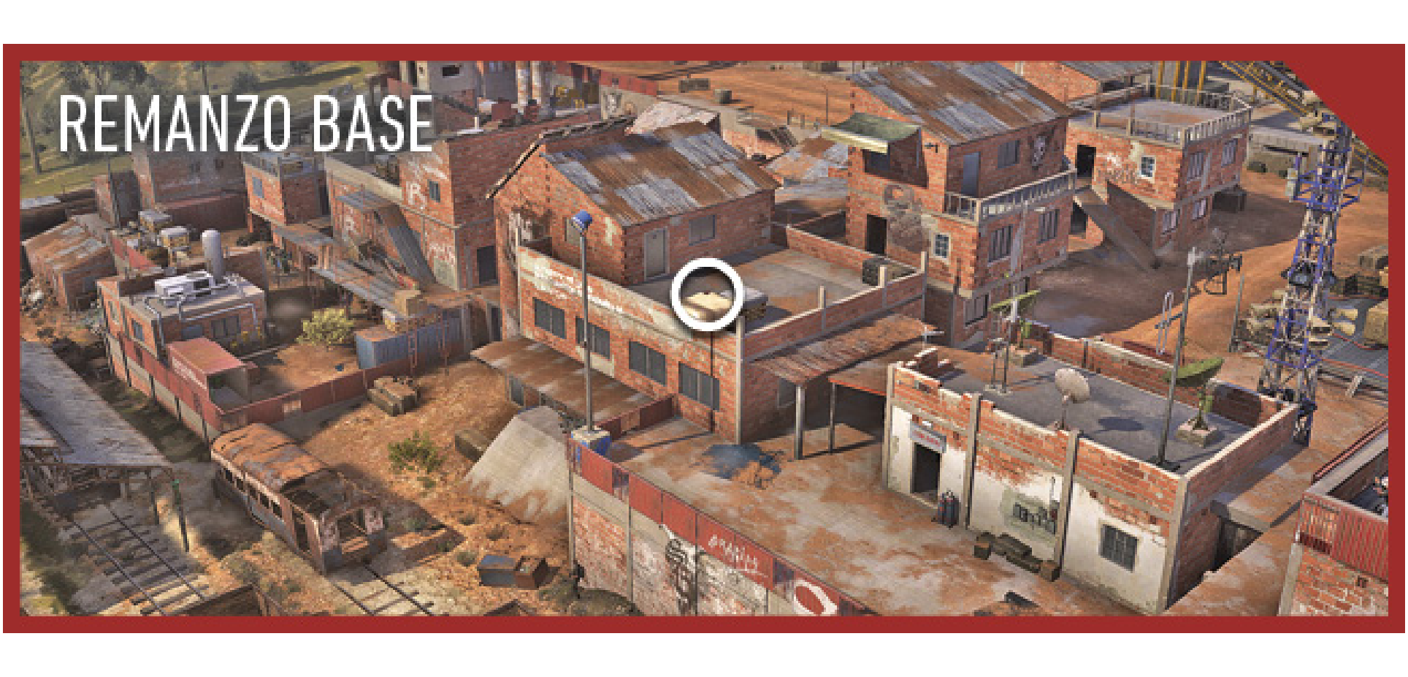
With four snipers watching over the front of the Irrigation Tank, approach the property with caution. Use Sync Shots to eliminate them at once. Enter through the opening in the fence in the northwest corner and follow the stairs up to the catwalks above. From there, eliminate the hostile that mans the turret on the northern platform and then collect the Skill Point that sits nearby.

SKILL POINTS: +3



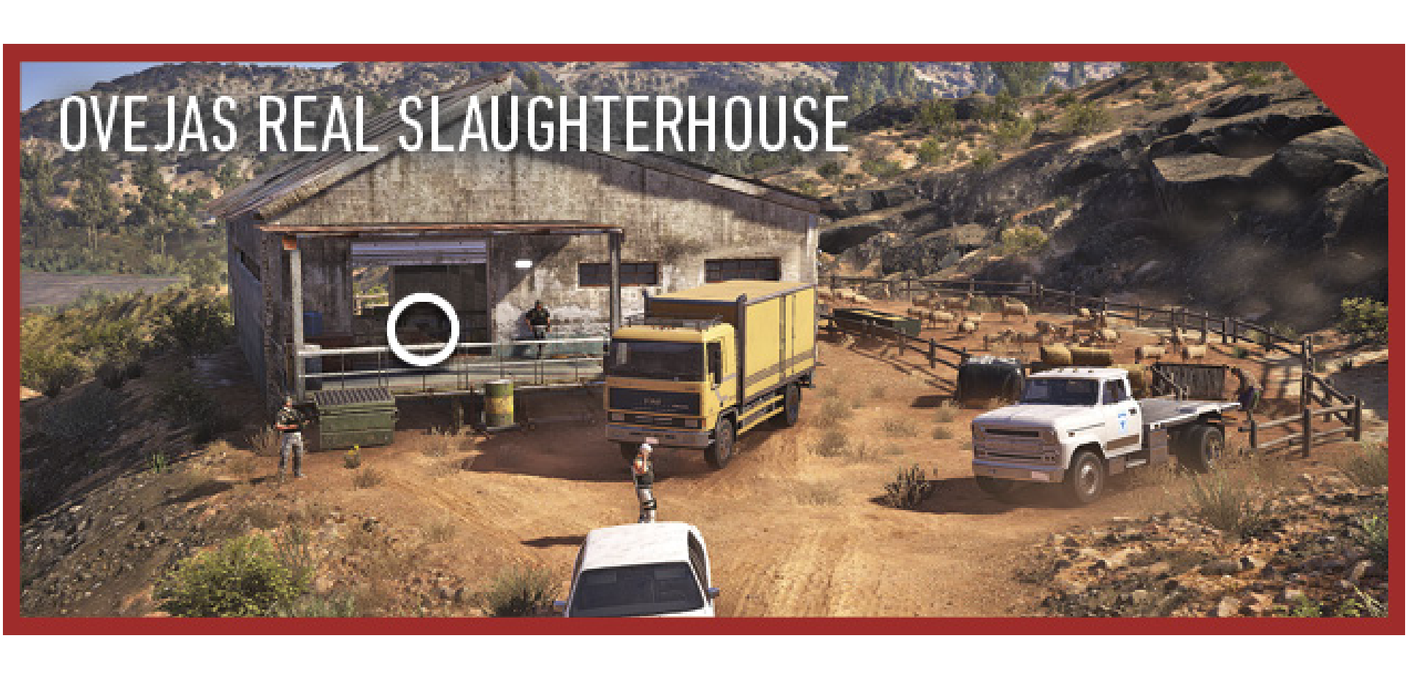
In the middle of the Santa Blanca northern outpost, a multi-level facility has been constructed into the rocky cliff. Approaching this building from the northeastern walking trails results in the least confrontations. Use the stack of pallets on the side of the structure to reach the roof and search behind the brick wall ahead to find a medal.

SKILL POINTS: +5



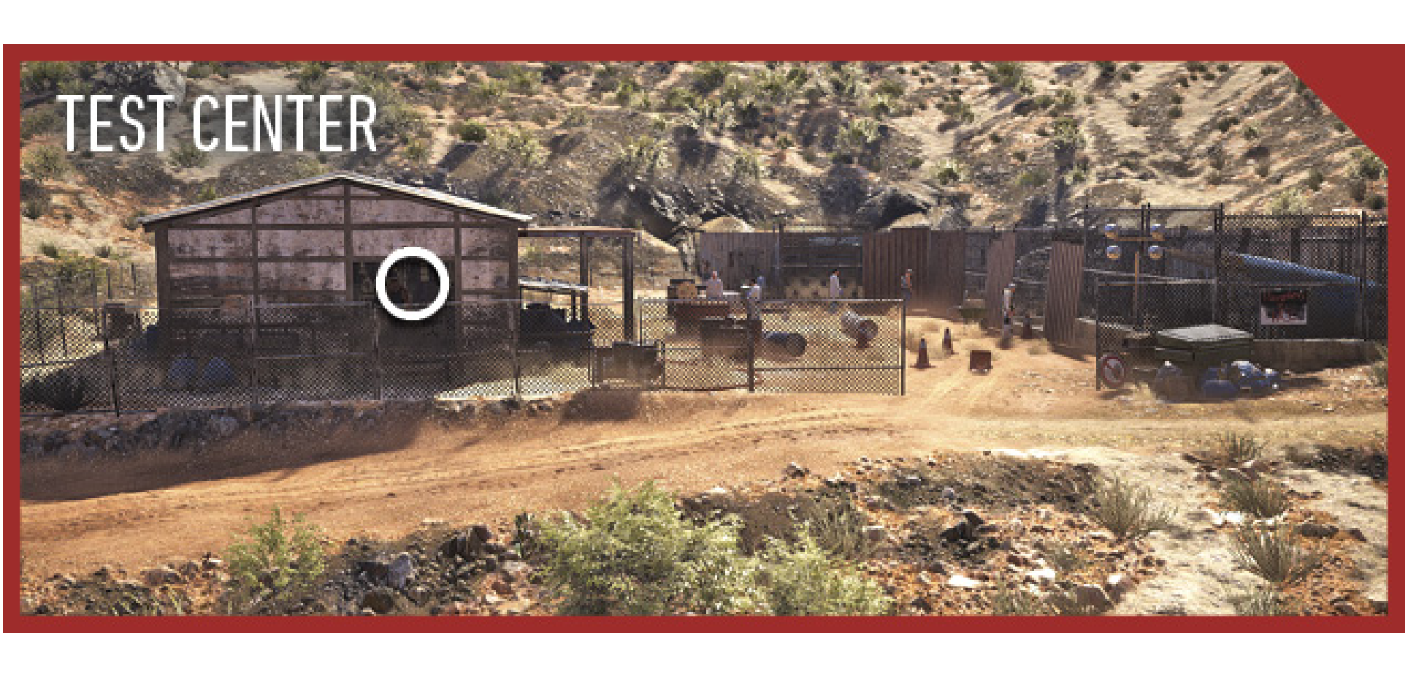
From the railroad tracks, sneak into the base through an opening between two brick buildings. Climb the steps and follow the ledge around to the right. Use the pallets of bricks to reach the rooftop and grab the medal.

SKILL POINTS: +1



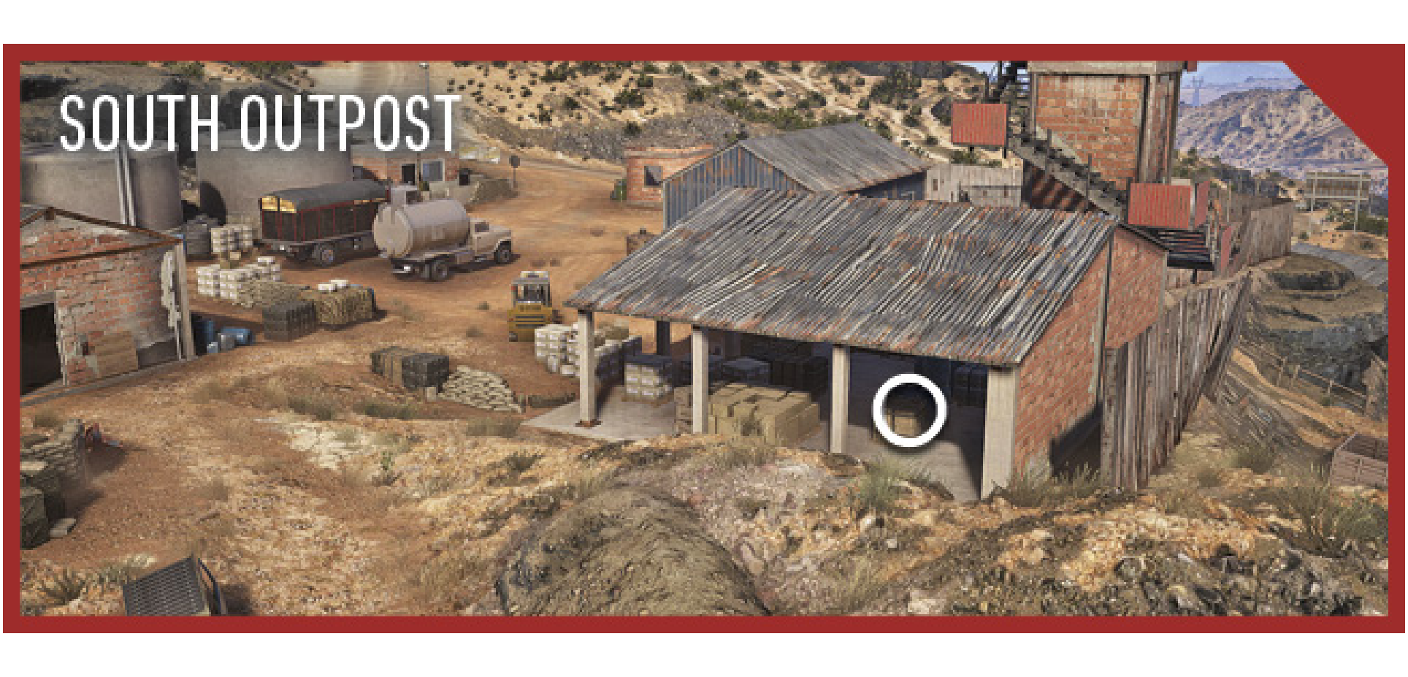
Watch your gunfire as you infiltrate the slaughterhouse as a number of civilians work inside. Collect a Skill Point from the central cabinet.

SKILL POINTS: +1



A Santa Blanca captain is your target in a Guns for Hire side mission and he is currently visiting the test center northeast of Marcavi. After intimidating the sicario, collect the medal from the back counter.

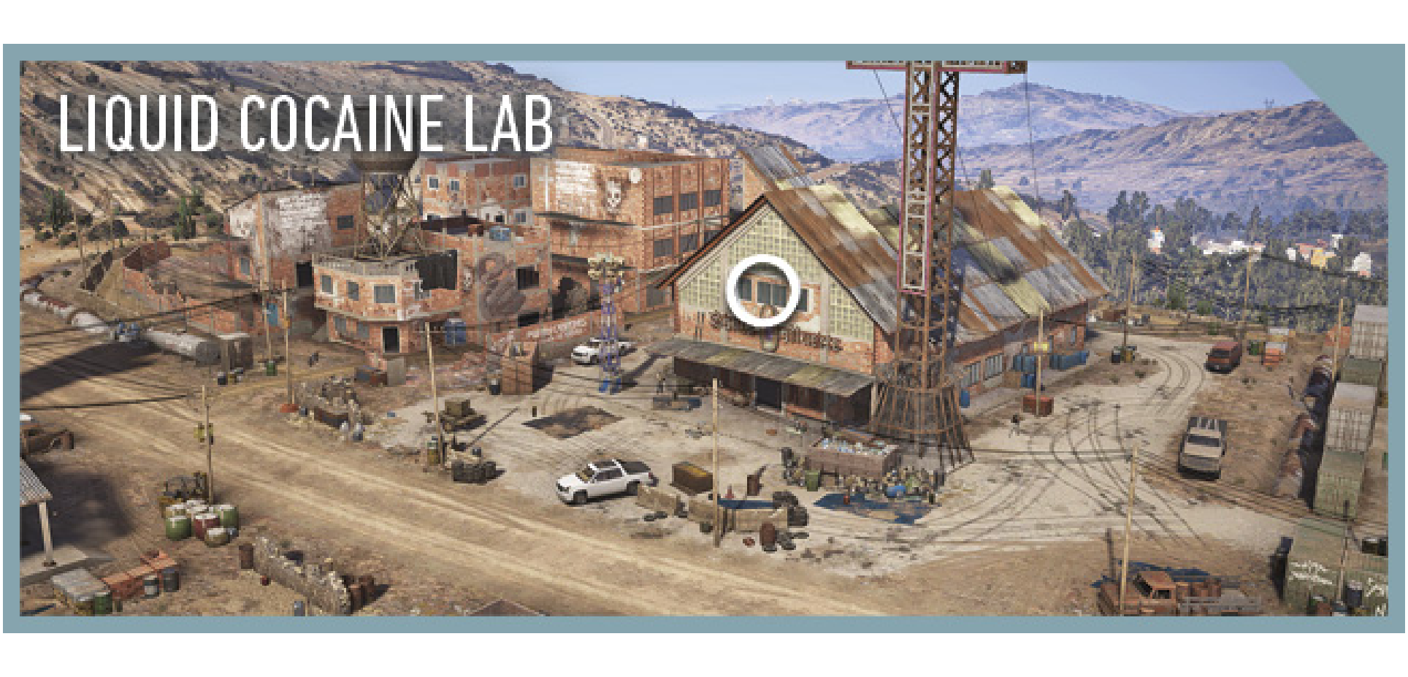
SKILL POINTS: +3



Enter the Santa Blanca outpost, located southwest of Marcavi, from the south. Step into the storage shelter and collect a medal that rests on a pallet of supplies.

BONUS MEDALS

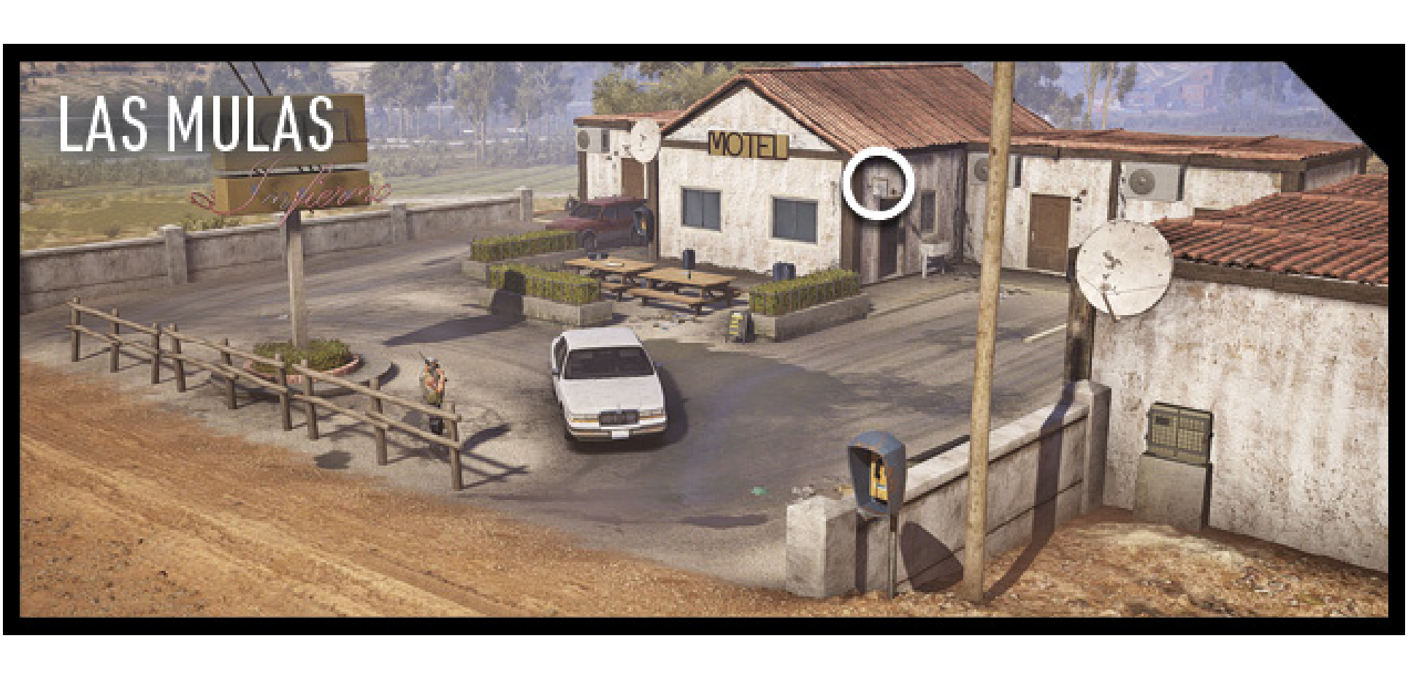
BONUS: SQUAD RESILIENCE



The lone Bonus Medal in Remanzo is found at the well-defended Liquid Cocaine Lab. Infiltrate the property through a gap in the fence, where a pipe has been partially buried. Sneak into the chapel on the left through the open back door, use the right steps to reach an office. The award has been left on the wood desk.

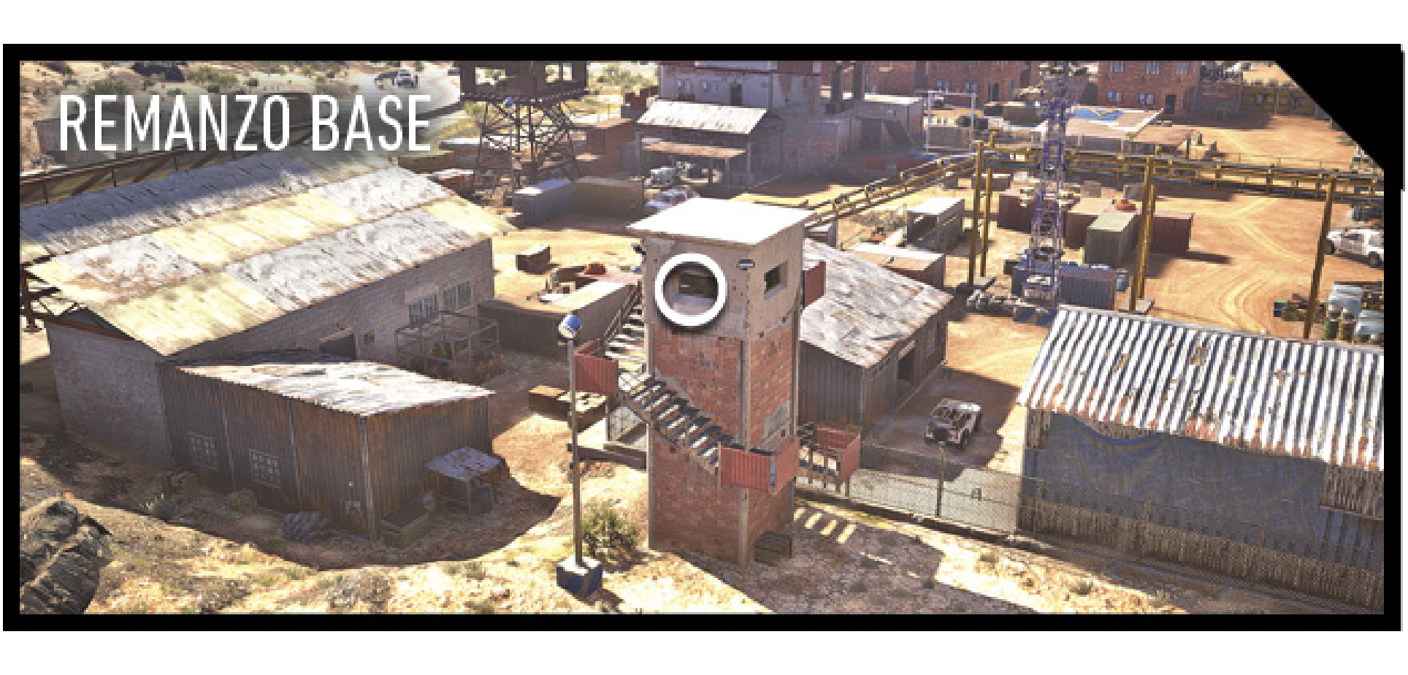
KINGSLAYER FILES

DOCUMENT



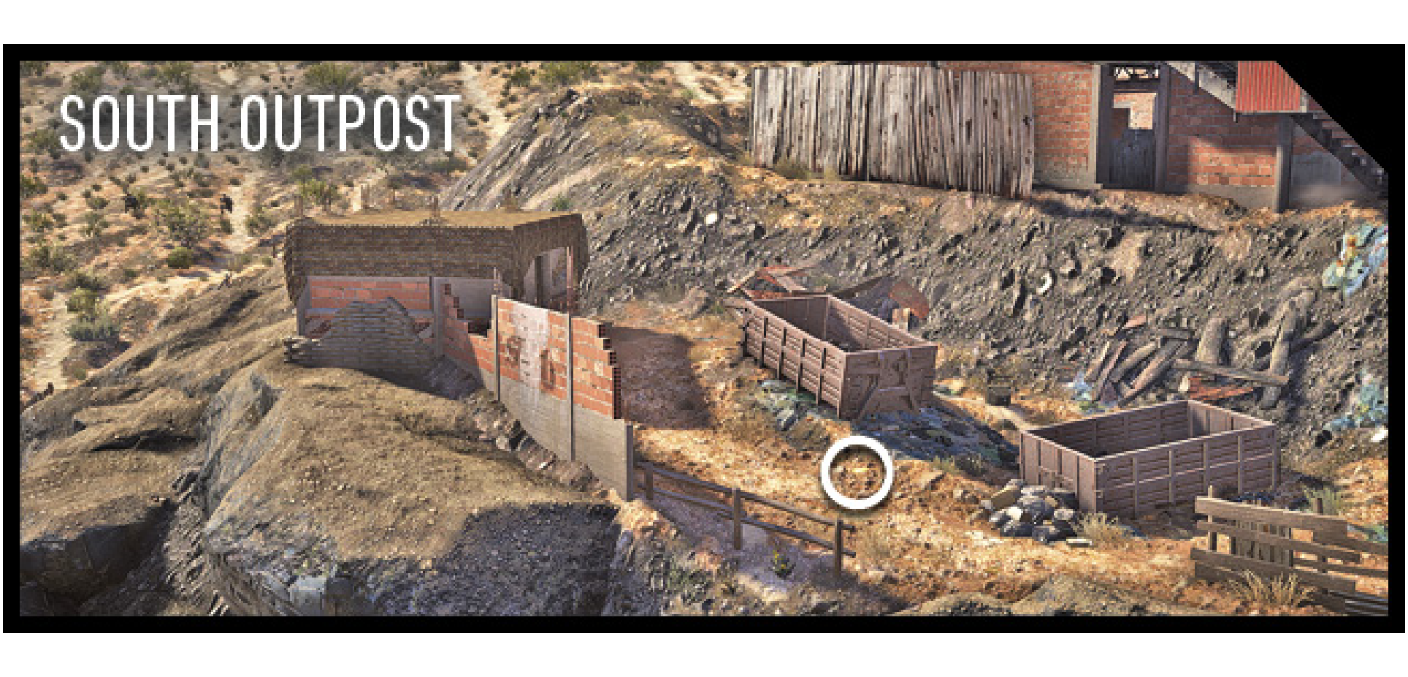
At the Motel Infierno, located east of the Remanzo Alpha rally point, step inside the lobby and grab the document that sits on the back counter.

DOCUMENT



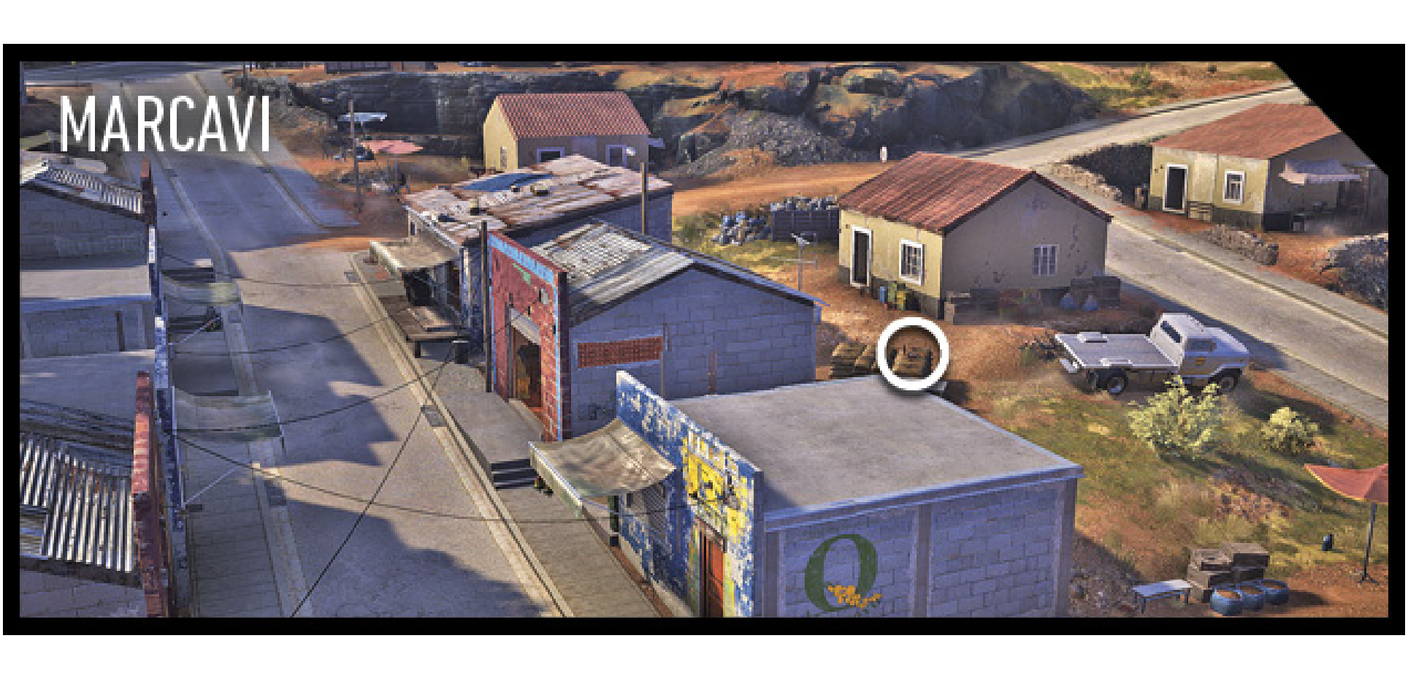
A recorder lies on the desk at the top of the east watchtower. Sneak up the steps, knock out the sniper, and collect the file.

DOCUMENT



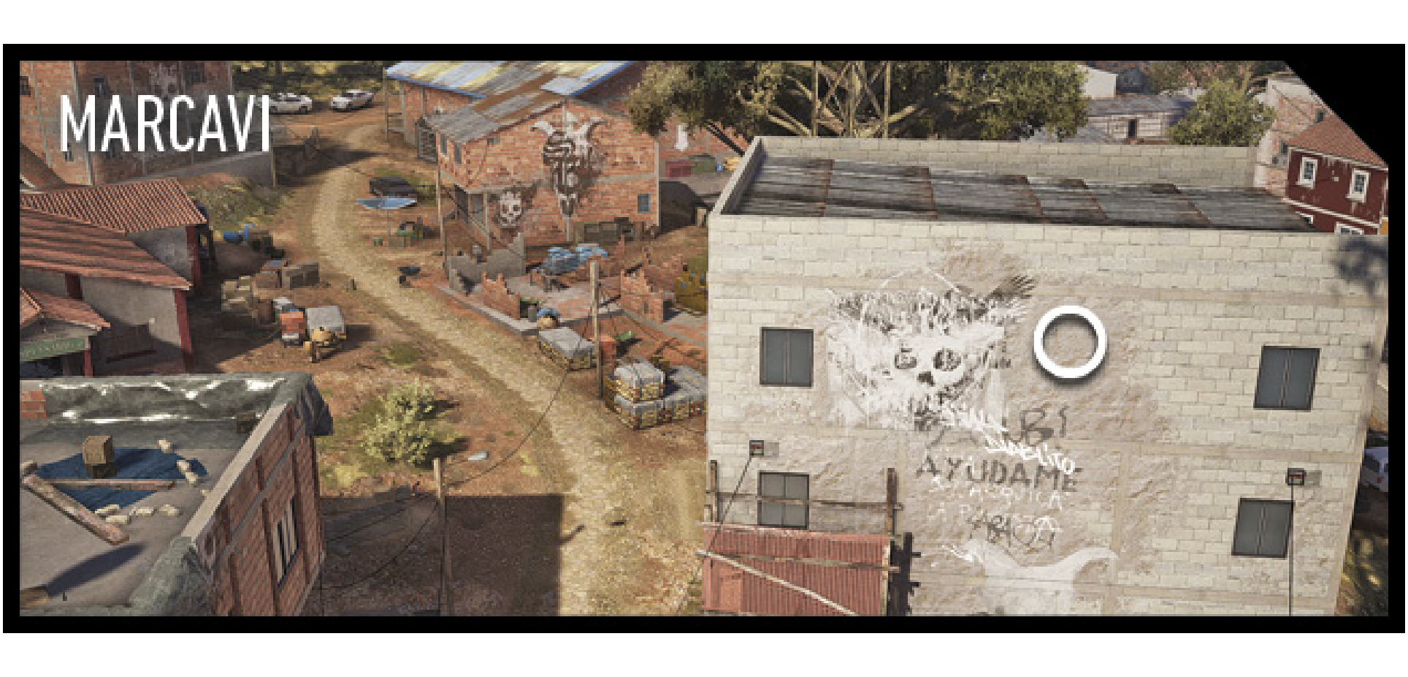
Approach the Santa Blanca's southern outpost from the southeast and climb the rocks and wall to get behind the minigun bunker. A file lies on the ground nearby.

DOCUMENT



Visit the row of shops toward the north side of Marcavi and then spot the fish market (Pescado Fresco) on the west side of the street. Behind the shop, a legend sits on a pallet of potatoes.

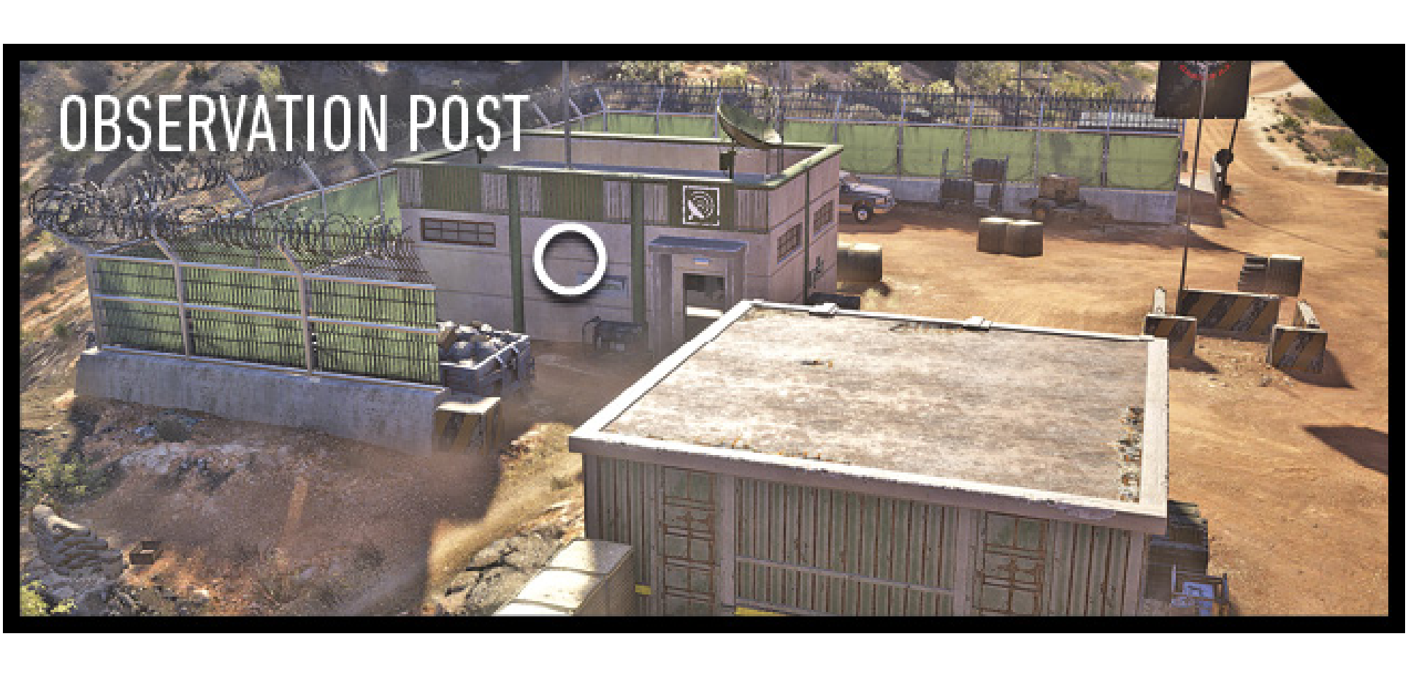
LEGEND



A three-story, cement block building, located east of the chapel and northeast of the dispensary, offers living quarters for the cartel. Climb to the third floor and pick up the document on the left mattress.

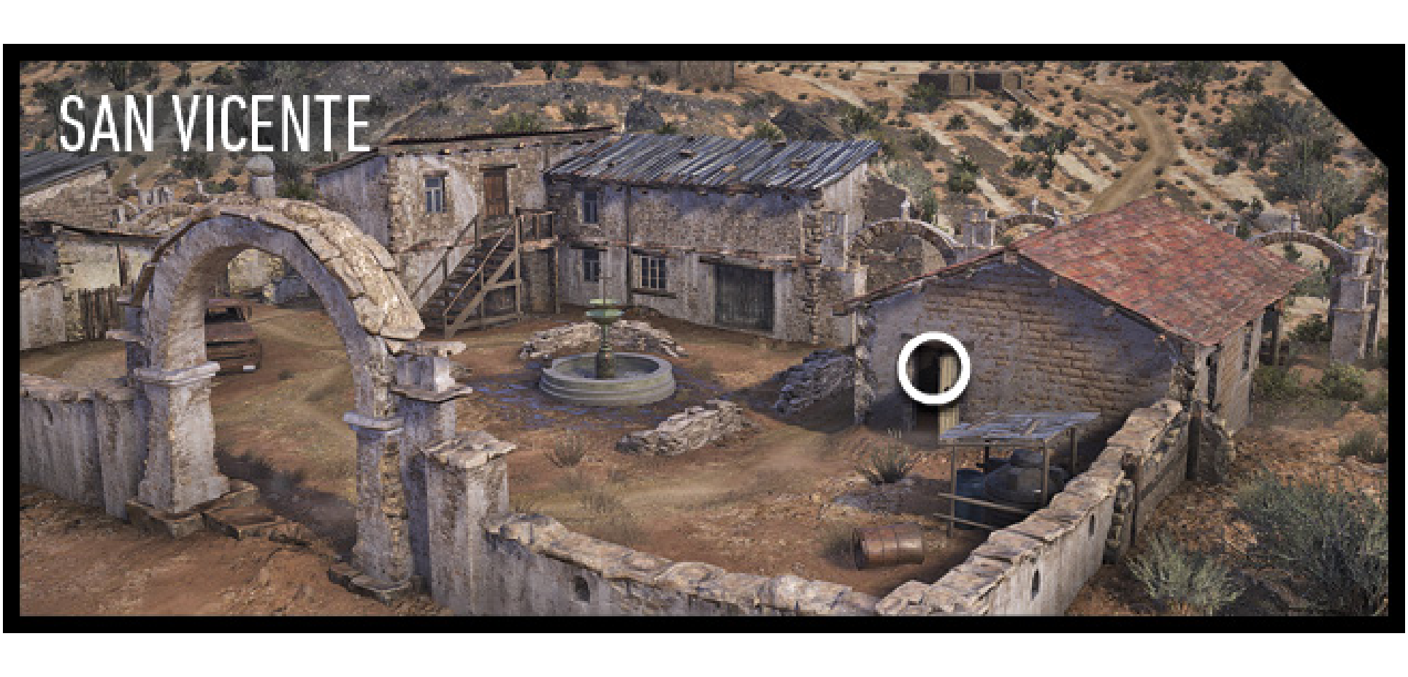
Potatoes: Potato crops are native to the Andes, somewhere between Peru and Bolivia. They have been cultivated and consumed by men for almost 10,000 years. More than 1,500 strands of potatoes exist in Bolivia, of all sizes, shapes, and colors, but only five can be found on the market. It is still a basic element of the Andean traditional and popular diet.

DOCUMENT



Drive out to the Unidad observation post east of Marcavi and infiltrate the base from the east. Slip into the comms center and collect the tape deck that sits on the desk.

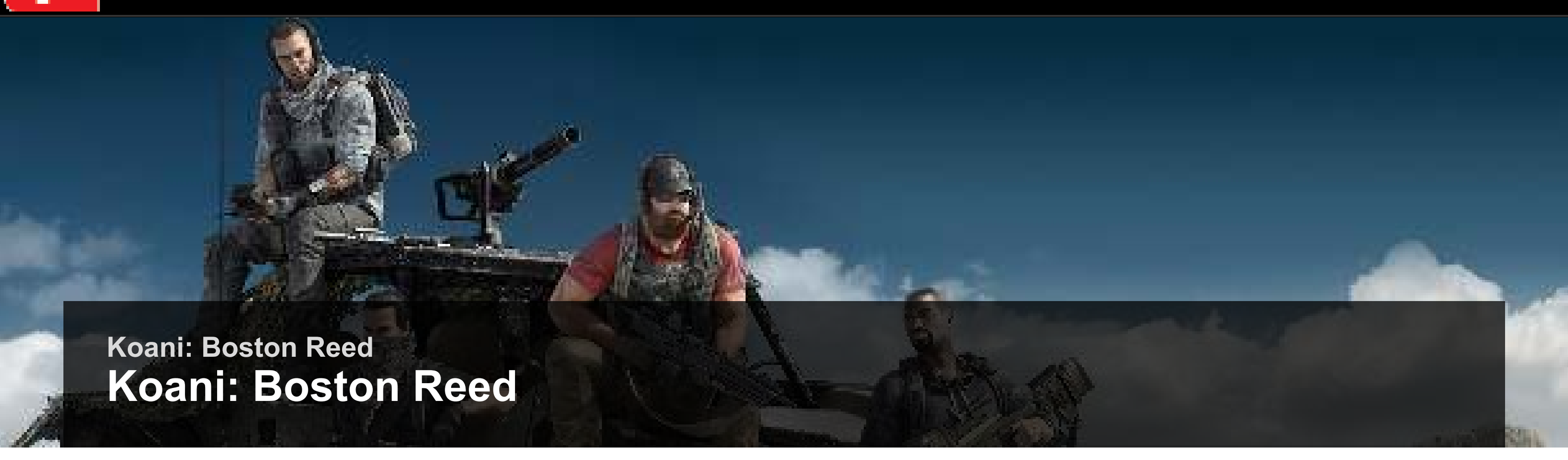
LEGEND



Visit historic San Vicente, north of the energy drink factory, enter the right house and collect the legend that sits on the table.

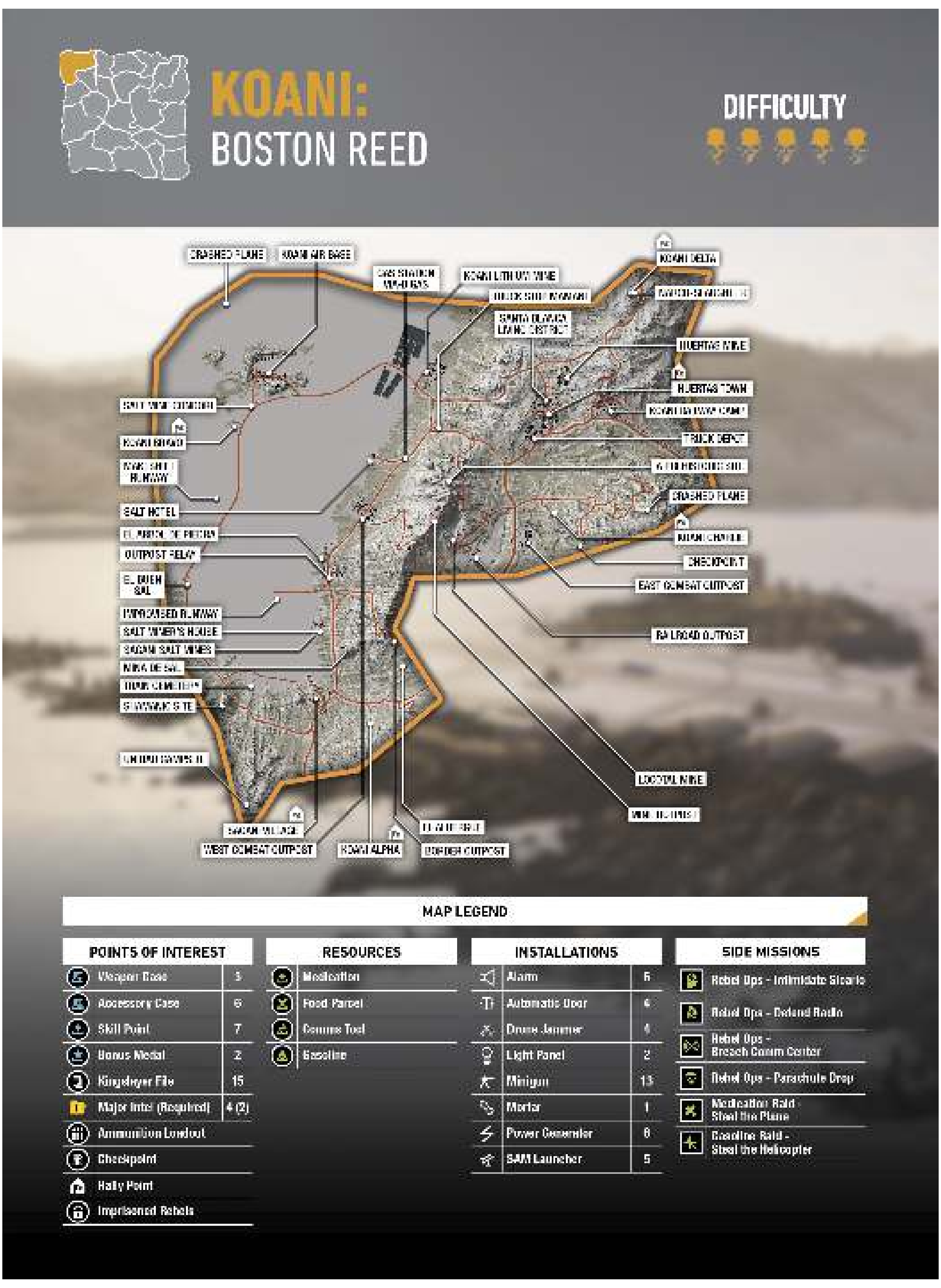
Butch Cassidy and the Sundance Kid:

According to legend, after a long crime career in the US, the infamous outlaws Butch Cassidy and the Sundance Kid had to escape to South America, ending up in Bolivia. In 1908, two Americans robbed the miners' payroll, near the Uyuni mine. Both were killed by the Army. Locals are convinced that they were Butch and Sundance. Though no solid proof of this fact exists, the so-called tomb of Butch Cassidy can be seen in the San Vicente cemetery.



Koani: Boston Reed

Koani: Boston Reed


KOANI:
BOSTON REED
DIFFICULTY
CRASHED PLANE
KOANI AIR BASE
KOANI LITHIUM MINE
SANTA BLANCA LIVING DISTRICT
KOANI DELTA
HUERTAS MINE
HUERTAS TOWN
KOANI RAILWAY CAMP
TRUCK DEPOT
CRASHED PLANE
KOANI CHARLIE
CHECKPOINT
EAST COMBAT OUTPOST
RAILROAD OUTPOST
KOANI BRAVO
MAKESHIFT RUNWAY
SALT HOTEL
EL ARBOL DE PIEDRA
OUTPOST RELAY
EL BUEN SAL
IMPROVISED RUNWAY
SALT MINER'S HOUSE
SACANI SALT MINES
MINA DE SAL
TRAIN CEMETERY
SHAMANIC SITE
SACANI VILLAGE
WEST COMBAT OUTPOST
KOANI ALPHA
BORDER OUTPOST
LOCOTAL MINE
MINE OUTPOST
MAP LEGEND
POINTS OF INTEREST
Weapon Case 5
Accessory Case 6
Skill Point 7
Bonus Medal 2
Kingslayer File 15
Major Intel (Required) 4 (2)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 6
Automatic Door 4
Drone Jammer 4
Light Panel 2
Minigun 13
Mortar 1
Power Generator 8
SAM Launcher 5
SIDE MISSIONS
Rebel Ops - Intimidate Sicario
Rebel Ops - Defend Radio
Rebel Ops - Breach Comm Center
Rebel Ops - Parachute Drop
Medication Raid - Steal the Plane
Gasoline Raid - Steal the Helicopter

In this arid province, the cartel ships cocaine via plane, road, and train.

Content	Number in Province
Main Missions	6
Side Missions	8

- **Operation: Smuggling**
- **Chief: Boston Reed**
- **Ecosystem: Salt Flats**

Koani is one of the less populated provinces in Bolivia. A vast salt desert, one of the biggest on earth, covers most of its surface and makes it very inhospitable. The resources of Salar are mainly salt and also recently a deposit of Lithium. Some tracks that are not well marked out allow crossing the Salar. The eastern part of Koani is an arid mountain with zinc deposits exploited by the company OMZnA and numerous herds of sheep.

The small town of Huertas is the capital of this province. It's a mining town controlled by the powerful syndicate of miners. Sacani is a village occupied by a few families living from salt exploitation. Each of these families has a truck and they dig pits in the salt desert.

The Lithium deposit is a big hope for the Bolivian government. A factory was built by the company ENLK on the edge of the Salar, prospecting has started and production should start soon. The Bolivian government succeeded in preserving this gem from the cartel.

Koani is the main smuggling cocaine platform. The Santa Blanca have used this flat desert for all its flights that carry cocaine. There are multiple destinations. The pilots come from everywhere. The pilots of tourist planes are mostly South Americans. The pilots of airliners are mostly Russians or Ukrainians and often previous army pilots. For these flights, their loyalty is insured by armed sicarios in the plane. Boston Reed, an American pilot, is a legend among those pilots. Nobody has a similar prize list.

Nidia Florés had logistic infrastructures built on the island of Salar that allow supporting all these flights. The airliners land near it, whereas the tourist planes land at several places in the Salar where cartel convoys are waiting for them. The cartel also privatized the bus station of Huertas. Under the surveillance of the Santa Blanca, trucks and cars are charged with cocaine dissimulated in special compartments.

To insure the existence of a railway branch, Nidia Flores made a deal with the OMZnA. The cartel has provided capital, which allows it to launder its money but also to use a railway terminal of one of the mines. Since then, men of Santa Blanca hide bags of cocaine in mineral wagons that travel to Brazil.

Miners tried to resist the Santa Blanca when they arrived at Koani. The battle was fierce and there were many losses on both sides. Finally, the miners gave up but they are waiting for the Rebellion to help them get their revenge. In order to avoid strikes, the cartel has built a new district at Huertas, where many men of the cartel live.

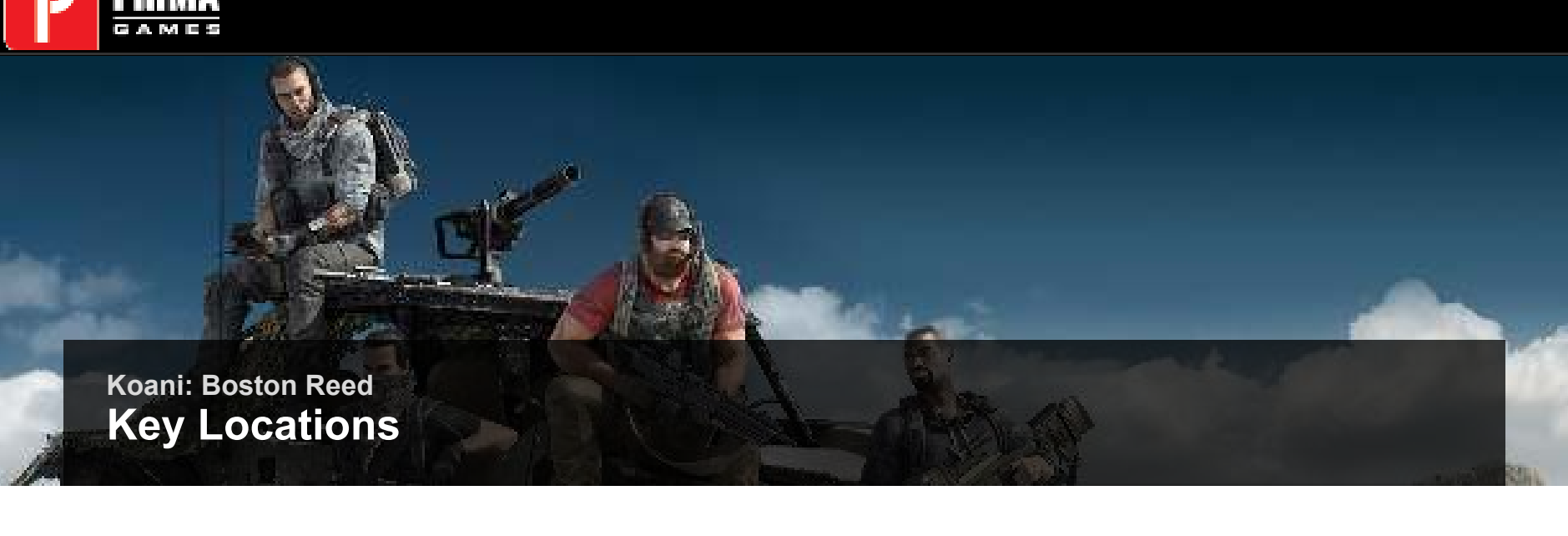
BOSTON REED

BORN: 01/01/1976 in Jacksonville, Florida

CARTEL POSITION: Air Smuggler

Carter used to work as a private aircraft pilot. One day a client asked him if he wanted to make a little extra money on the side. That client, an associate of Nidia Flores, put Carter in touch with El Boquita and within days, Reed began smuggling cocaine from Bolivia to Florida, Georgia, and the Carolinas on a regular basis in his Socata TBM 700. He never flies over 18k feet high, skims the treetops and flies just above crashing waves when he crosses the border to evade radar. He lands in the desert with improvised airstrips made from generator-powered runway lights that his crew lays out for him. He has a weakness for women and parties.

PRIMA GAMES



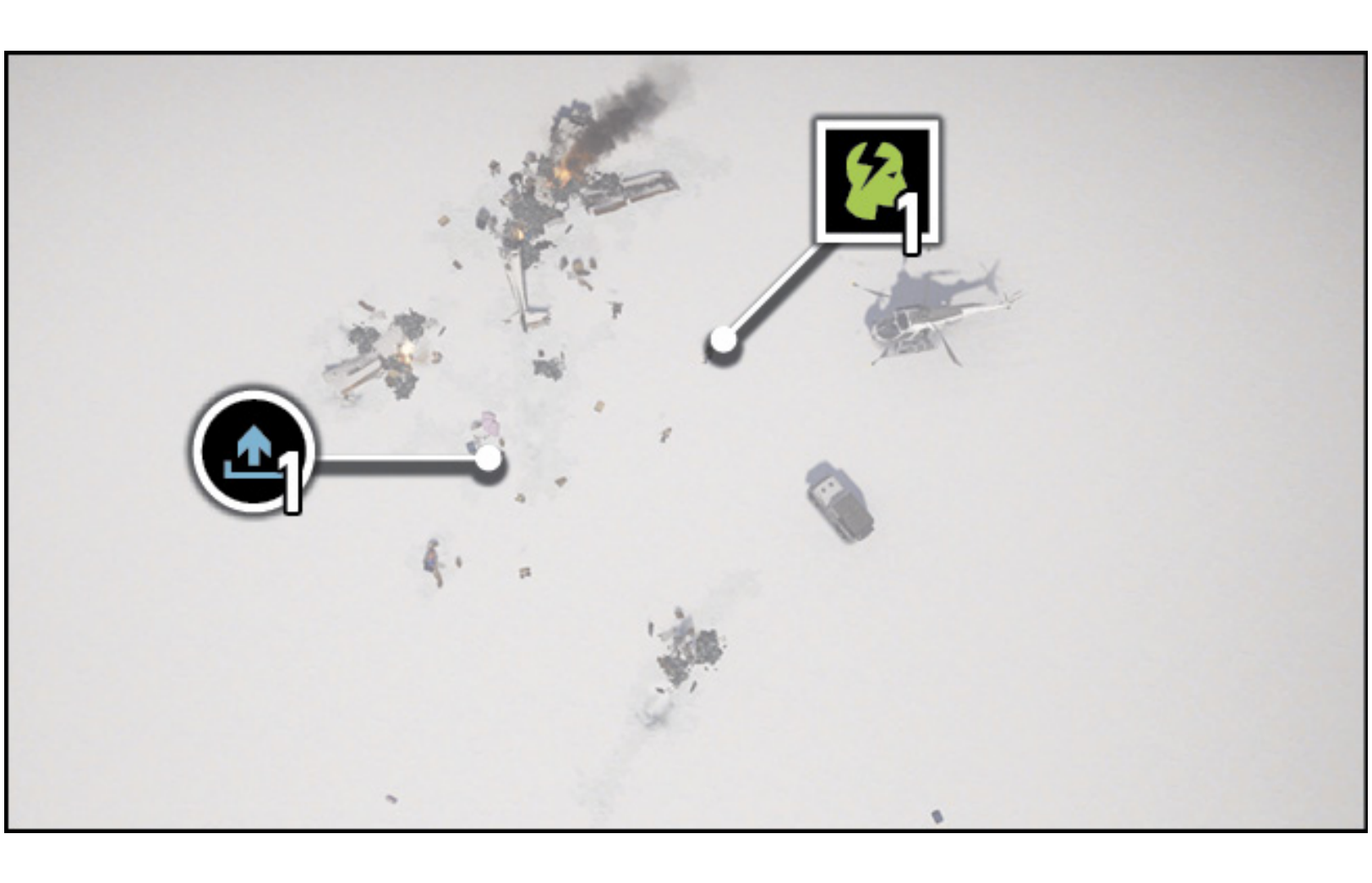
Koani: Boston Reed

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

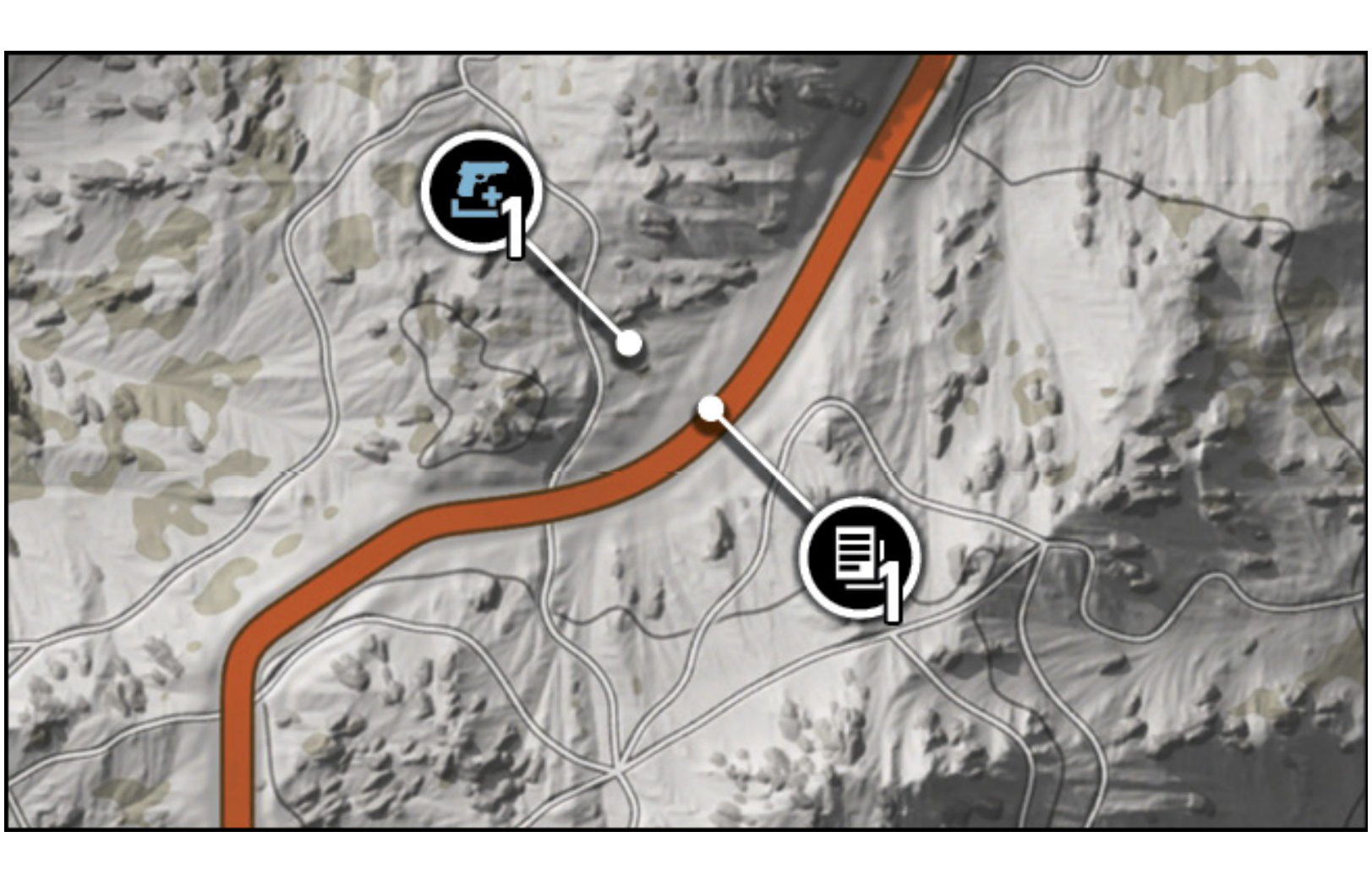
CRASHED PLANE

A cartel plane used to carry supplies.



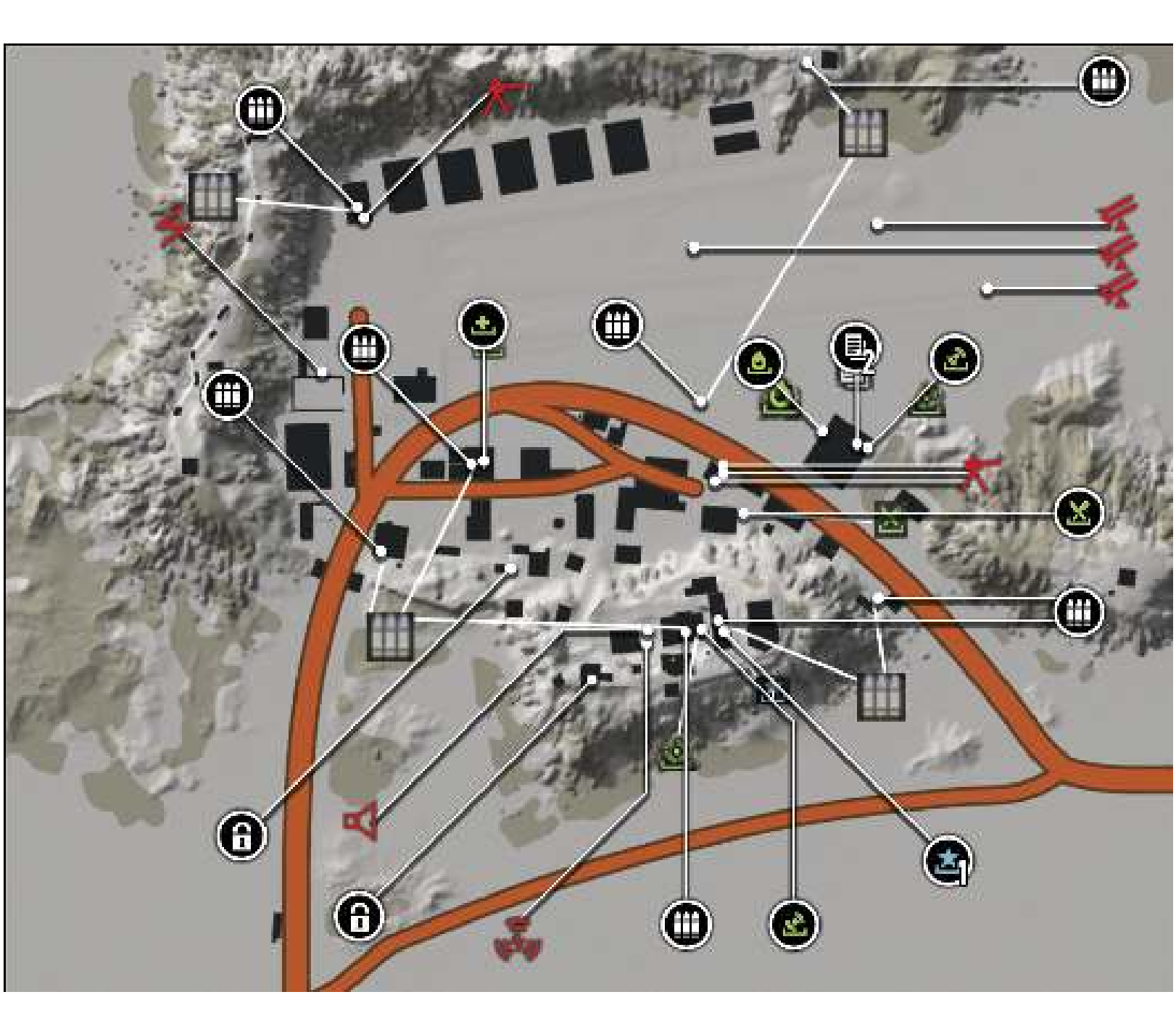
NARCO-SLAUGHTER

Some tourists murdered by the cartel.



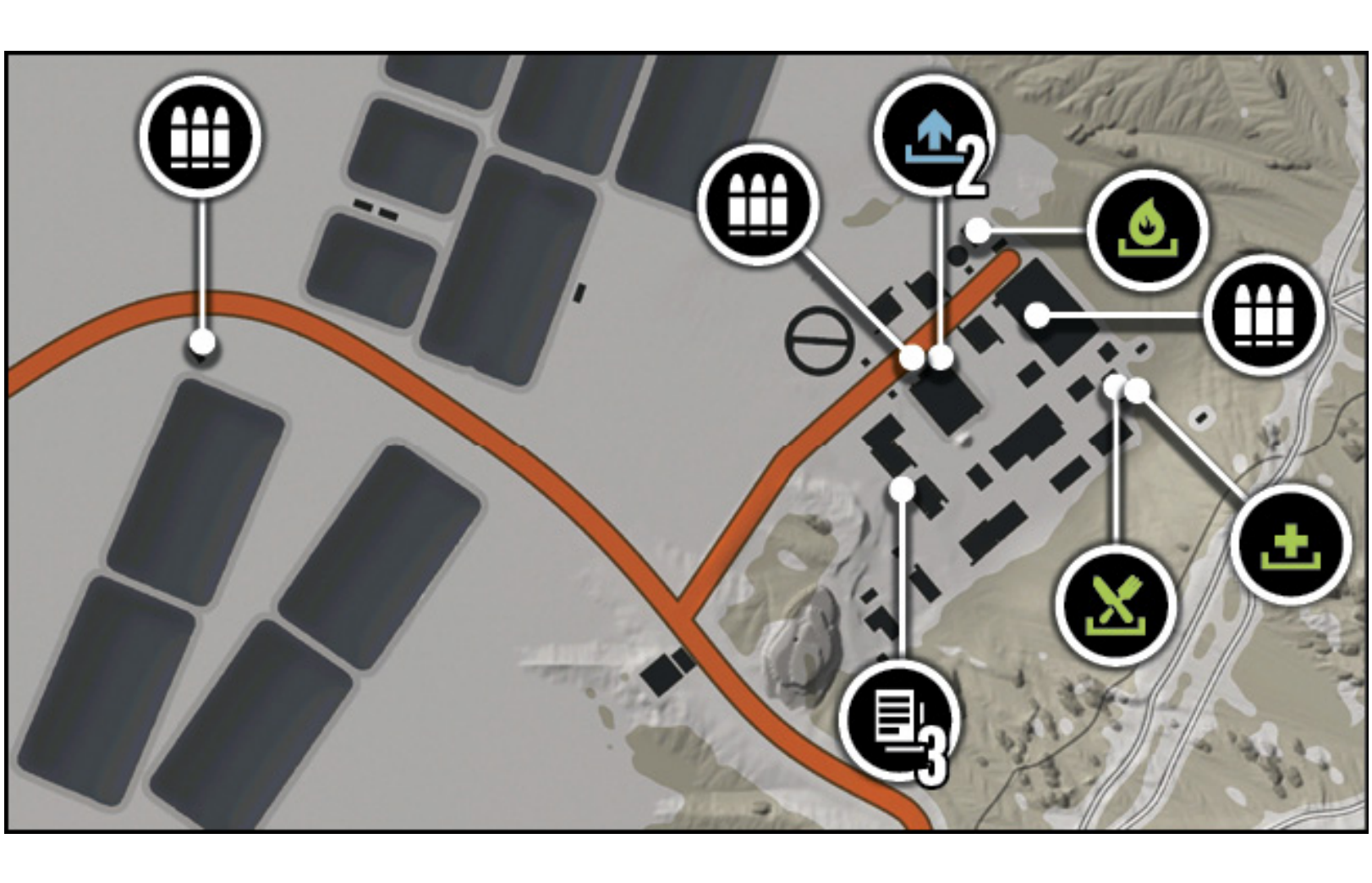
KOANI AIR BASE AND SALT MINE CONDORI

The main air hub for cocaine smuggling and an abandoned salt mine.



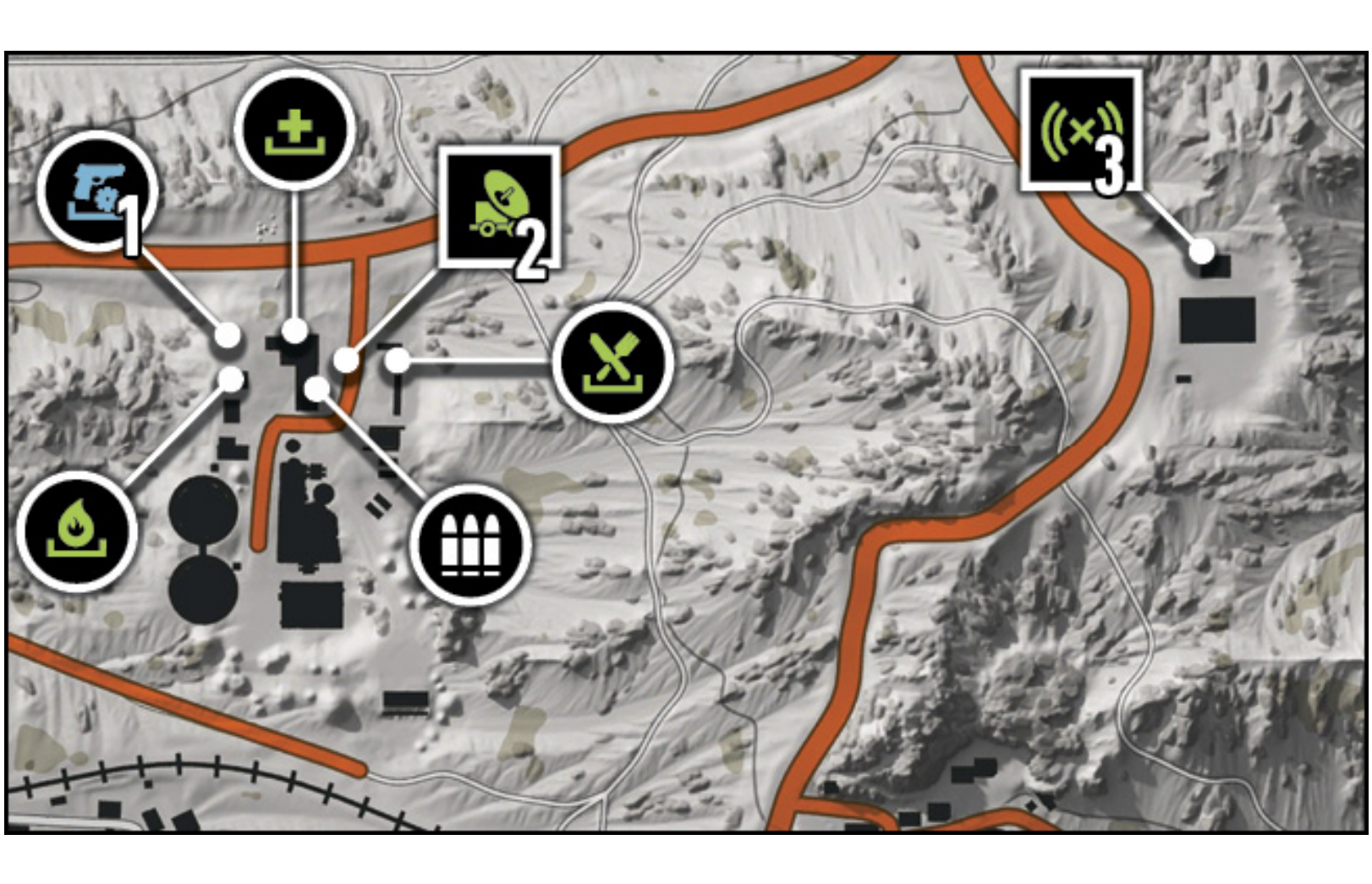
KOANI LITHIUM MINE

An experimental mine built by the government.



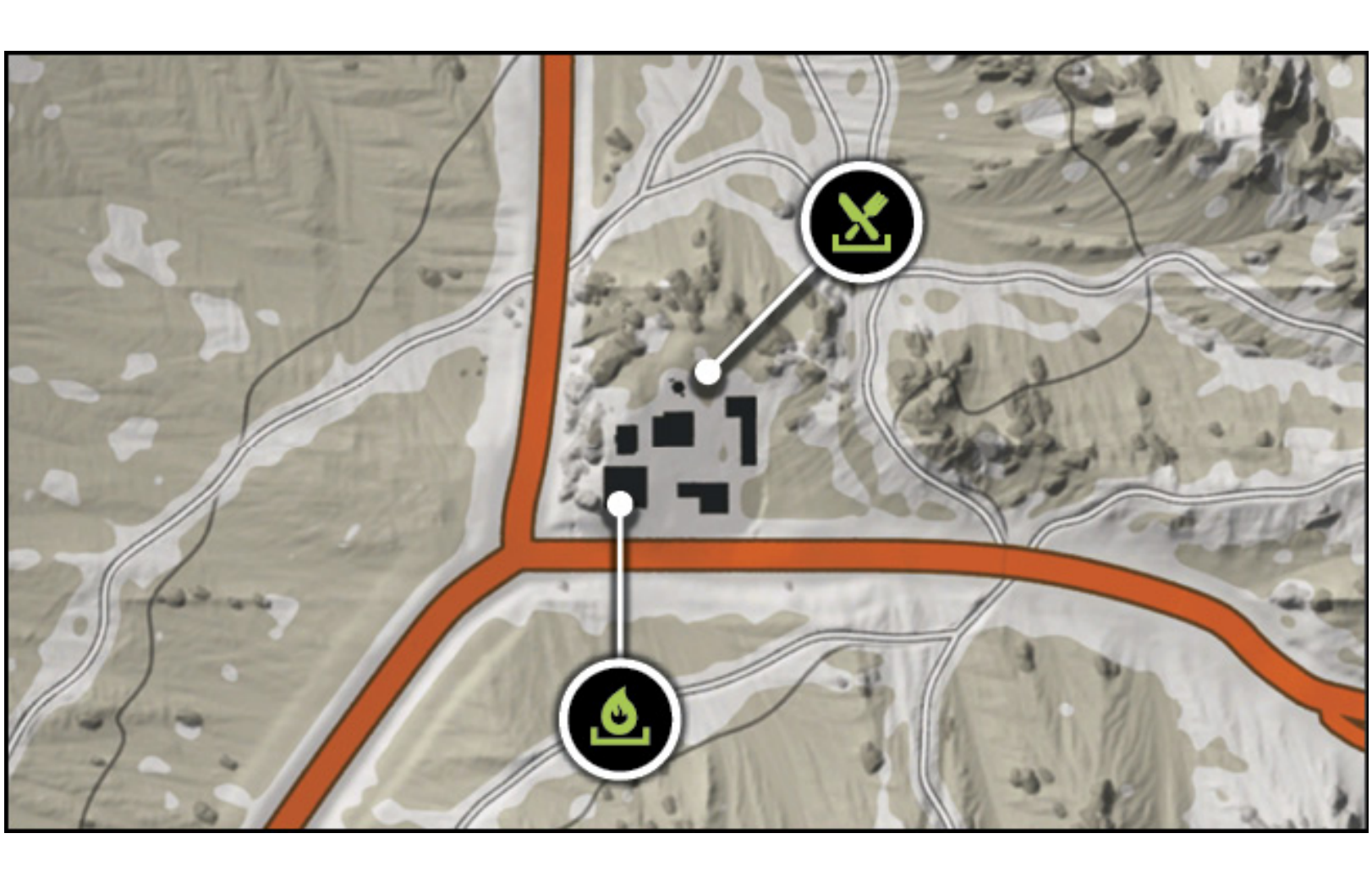
HUERTAS MINE

Exploited by Operación Minera de Zinc Ancoruma.



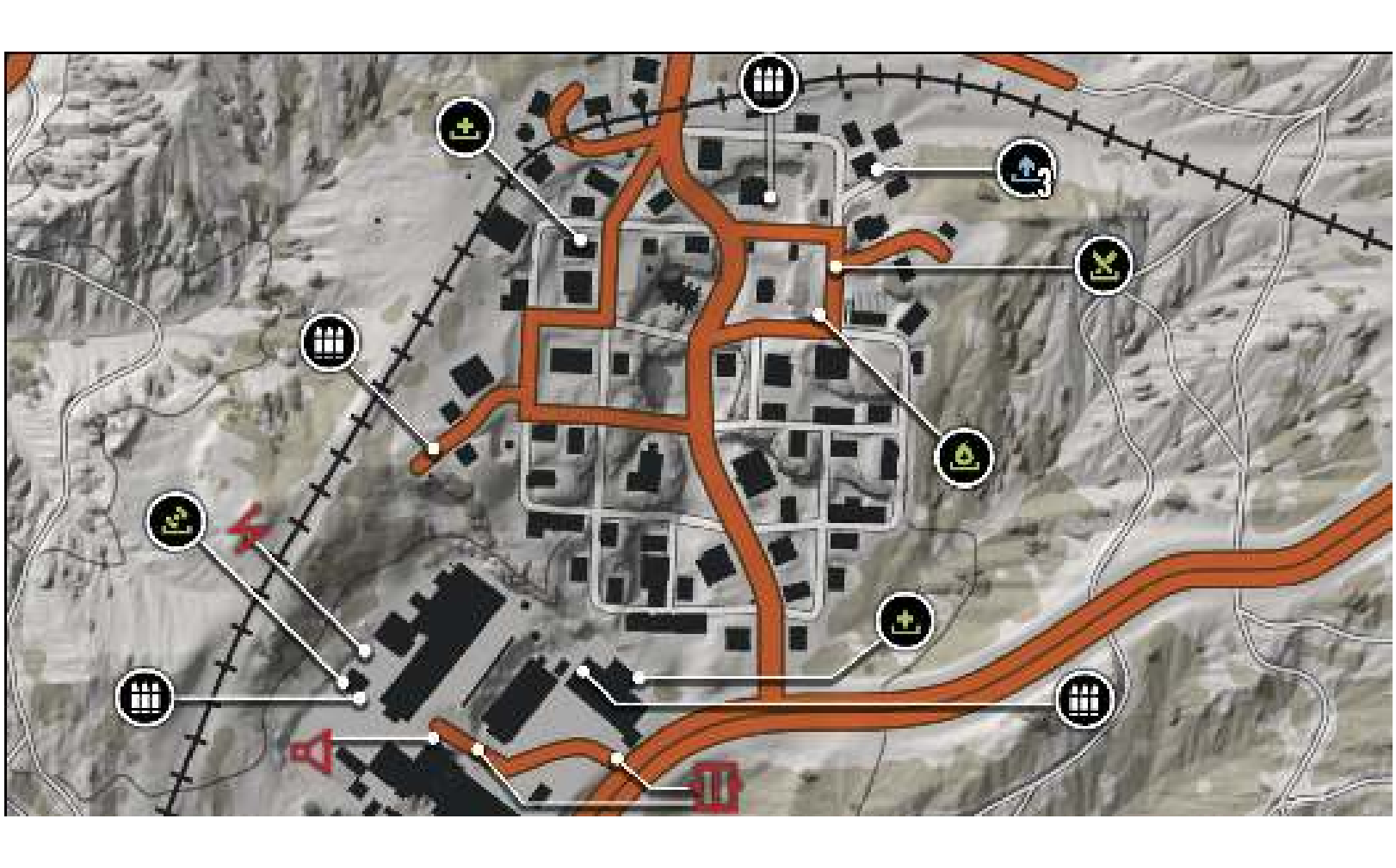
TRUCK STOP MAMANI

A refueling station for Santa Blanca vehicles.



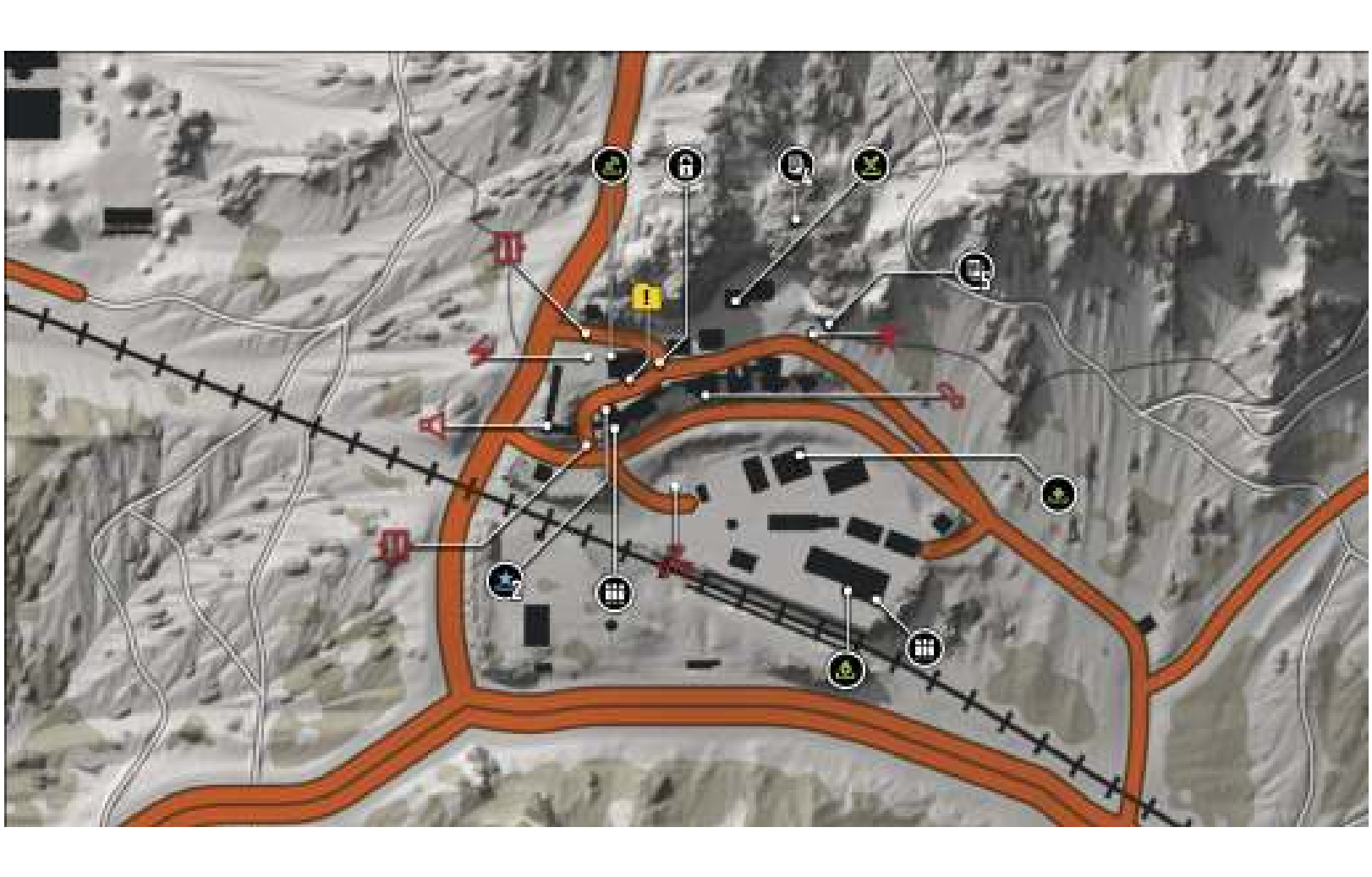
HUERTAS TOWN WITH THE SANTA BLANCA LIVING DISTRICT AND TRUCK DEPOT

A mining town where the labor union has a long history with Santa Blanca housing. Cocaine for Brazil leaves from this truck depot.



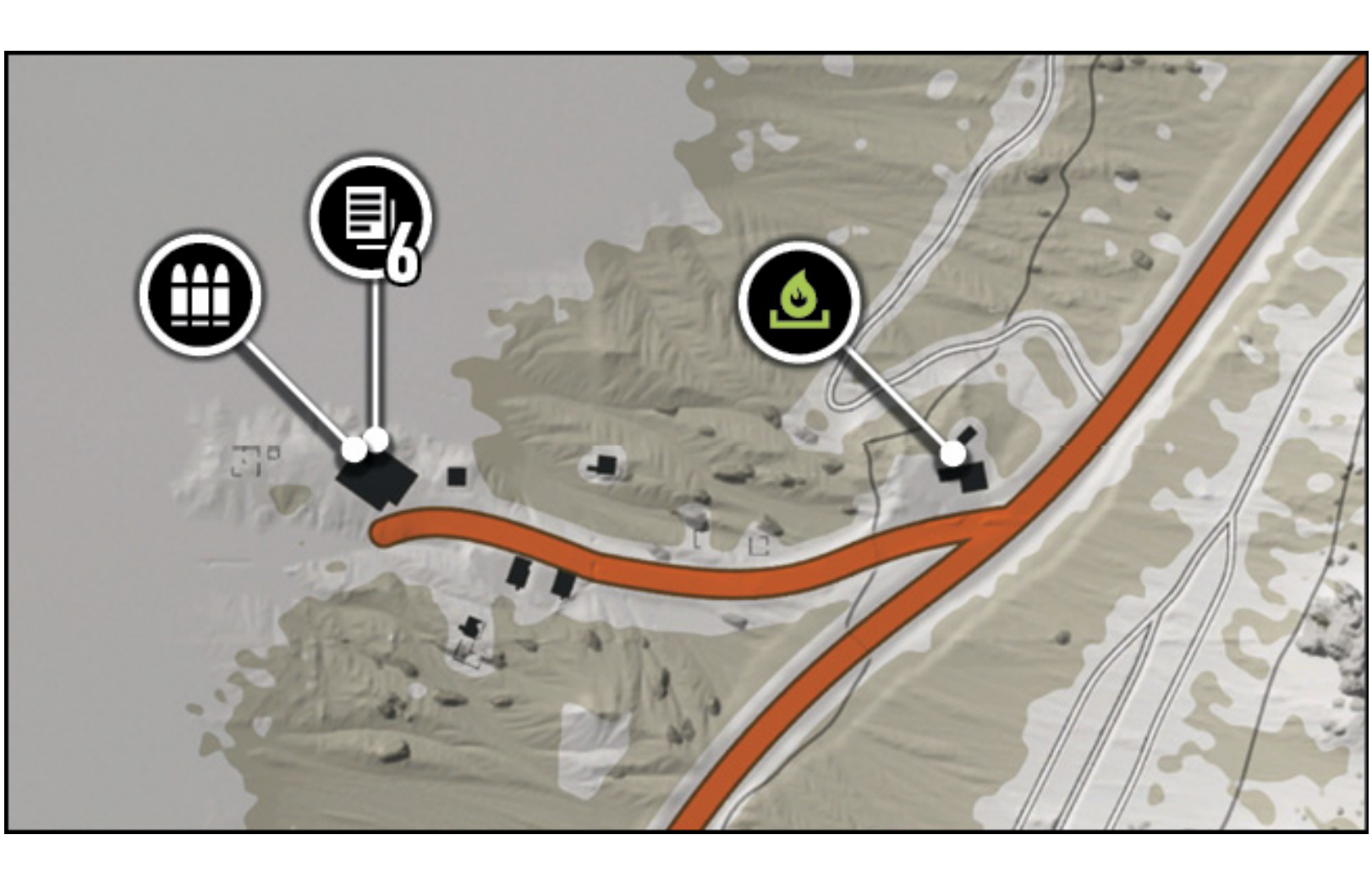
KOANI RAILWAY CAMP

Cocaine for Brazil starts in this freight yard.



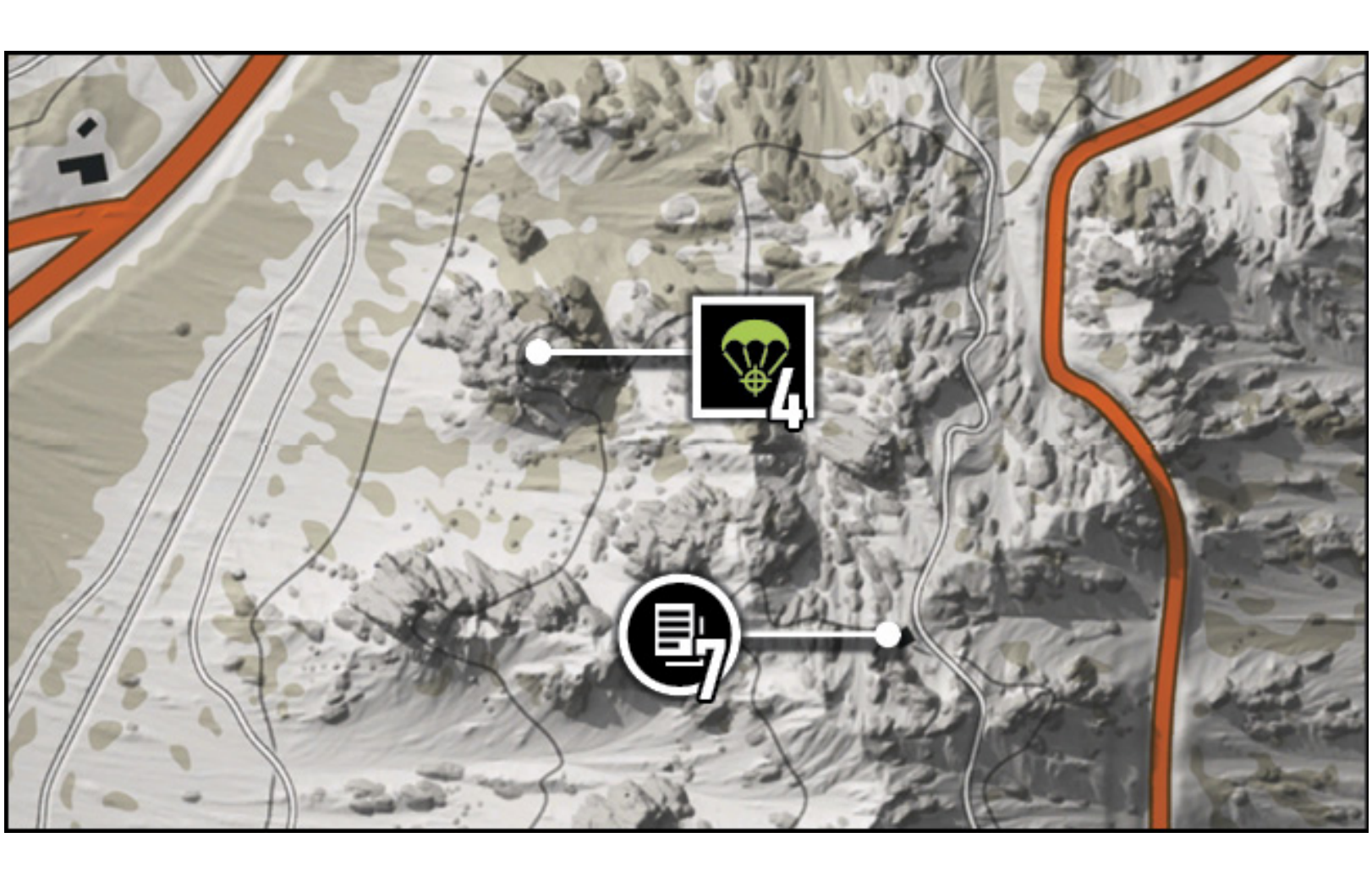
SALT HOTEL AND GAS STATION VIA-B GAS

A hotel built out of salt bricks and an isolated gas station.



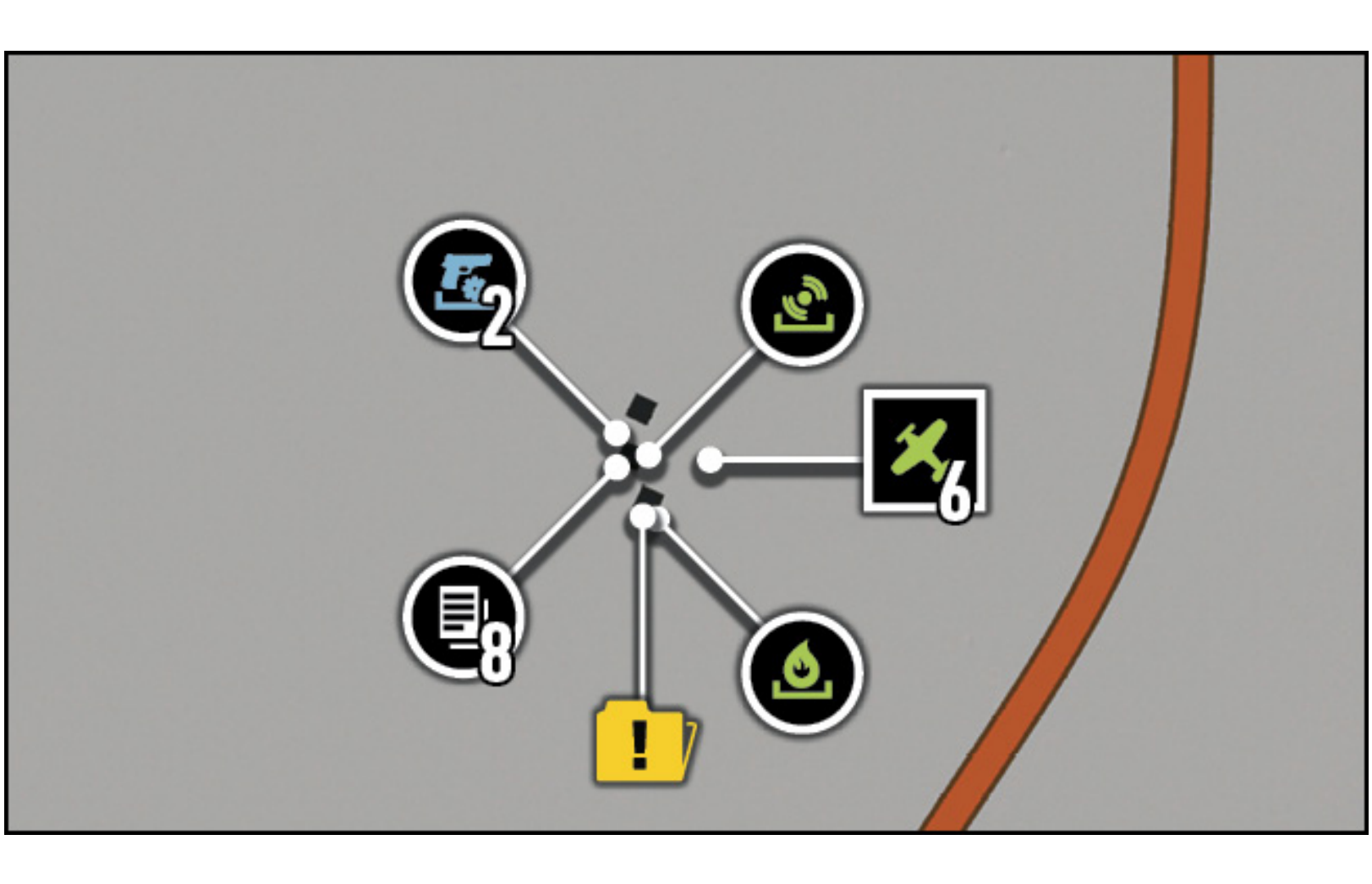
A PREHISTORIC SITE

A pre-Columbian archeological site.



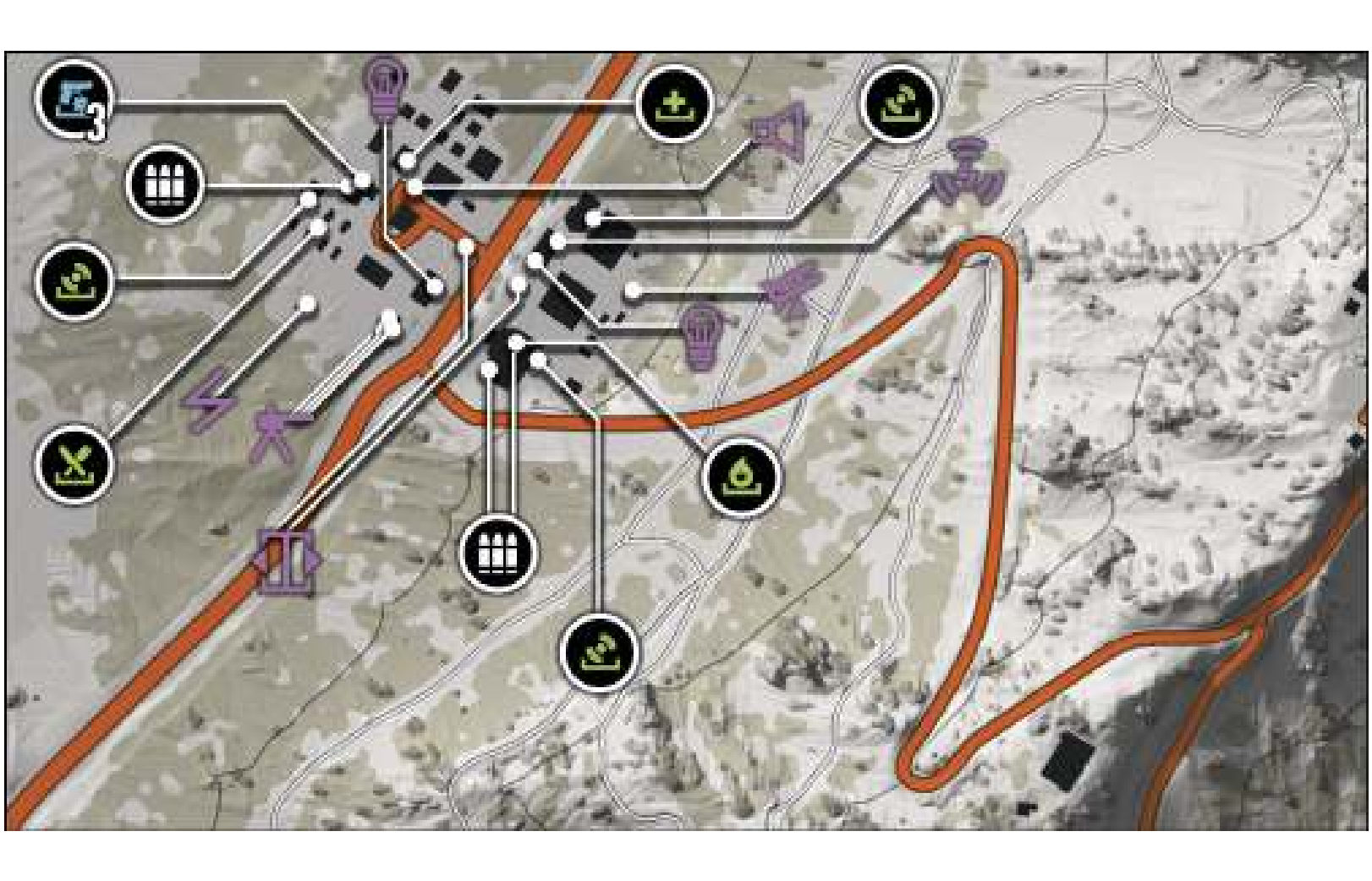
MAKESHIFT RUNWAY

A runway improvised by the cartel.



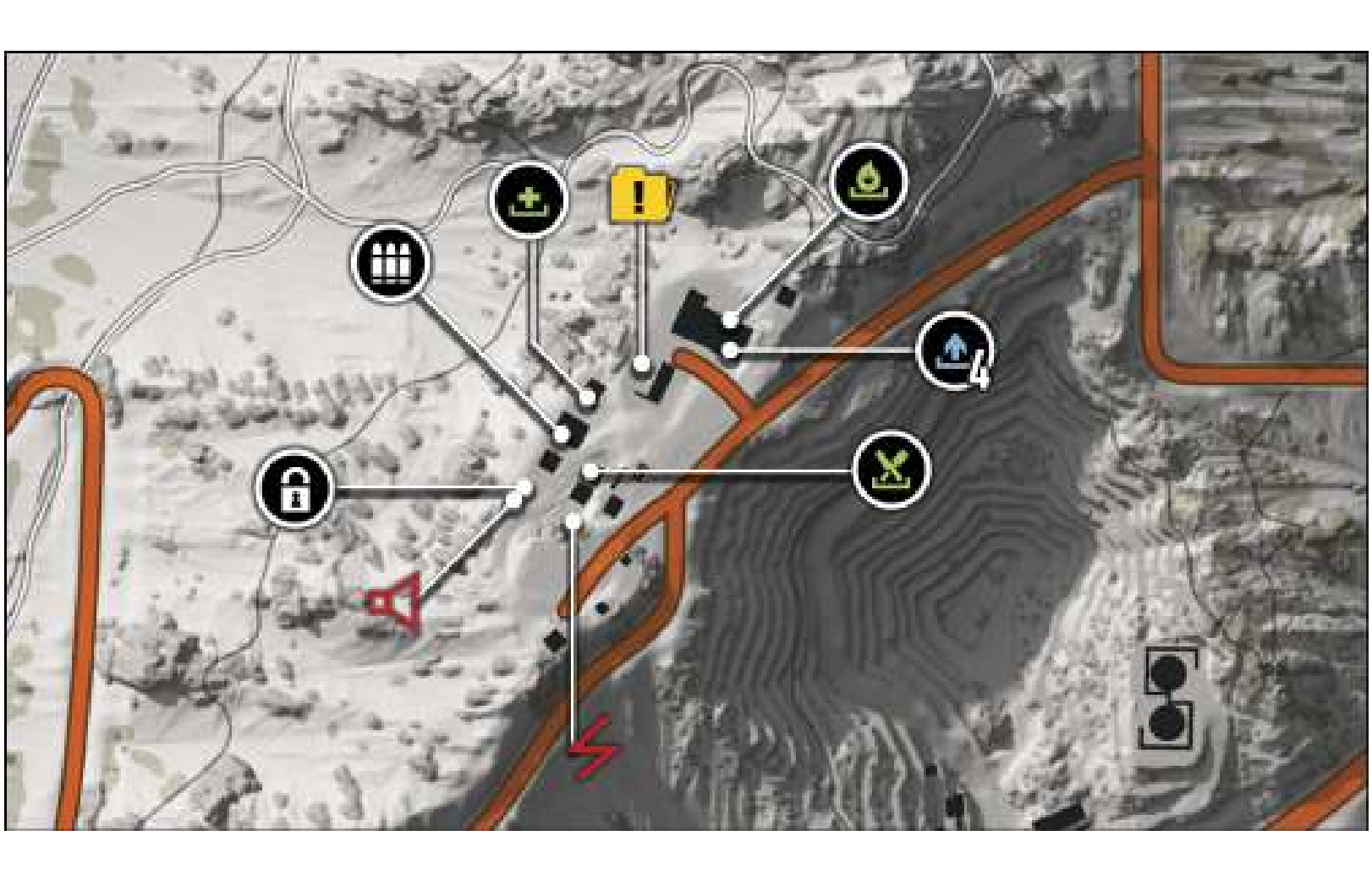
WEST COMBAT OUTPOST

Controls cartel traffic on the desert’s main road.



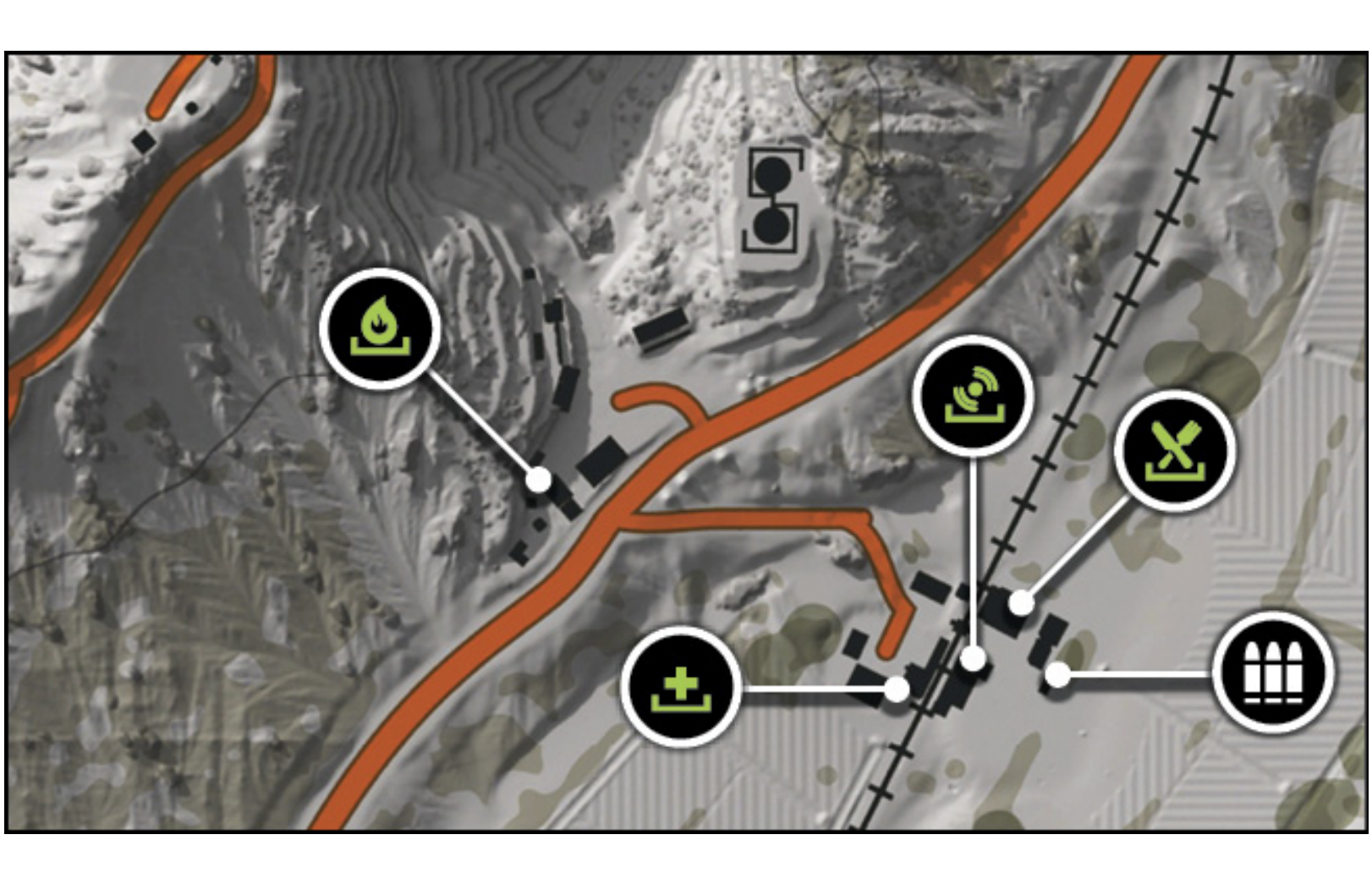
MINE OUTPOST

Secures the Locotal Zinc mine.



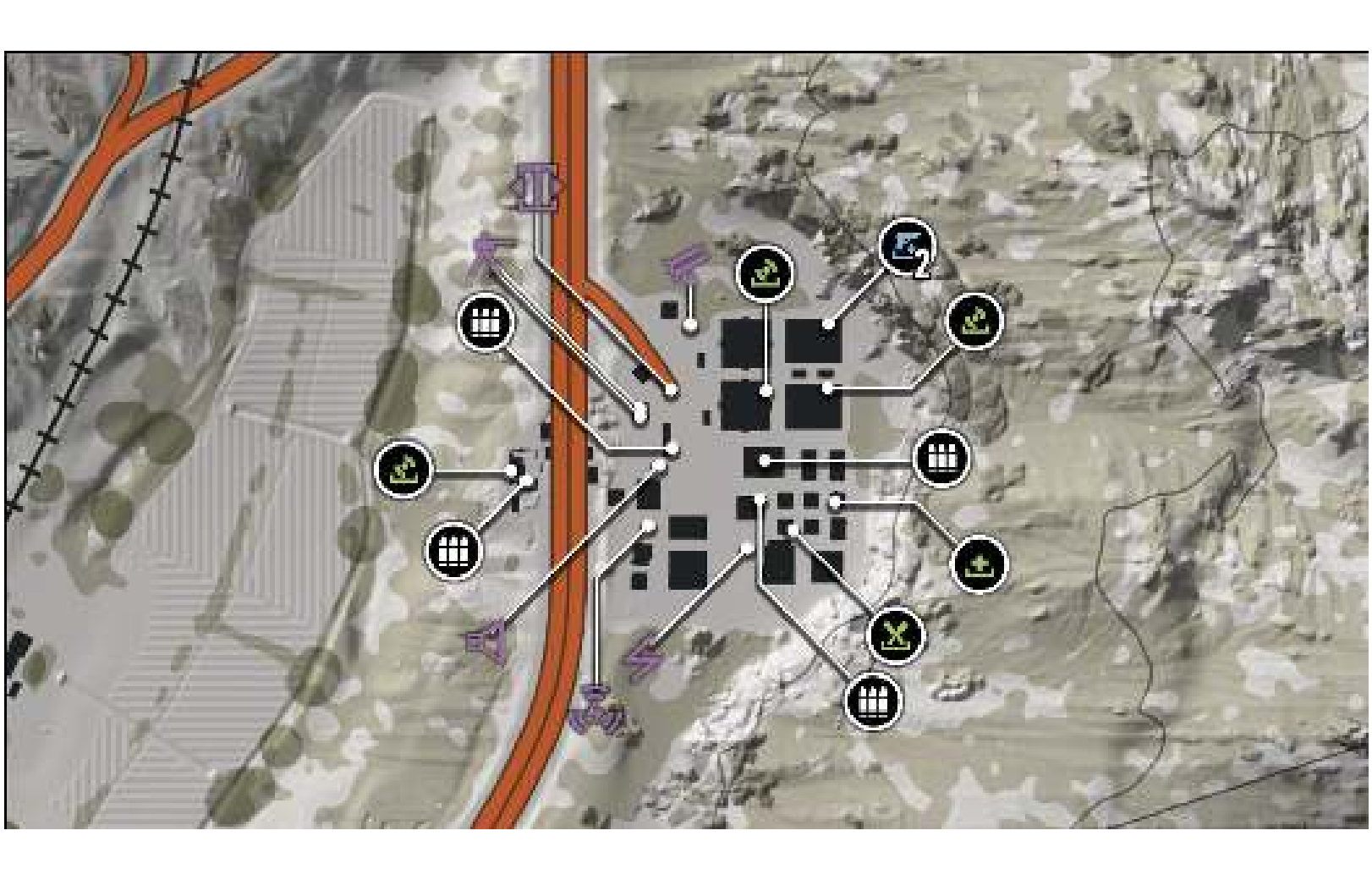
LOCOTAL MINE AND RAILROAD OUTPOST

Exploited by Operación Minera de Zinc Ancoruma and an outpost that controls the cocaine railroad traffic.



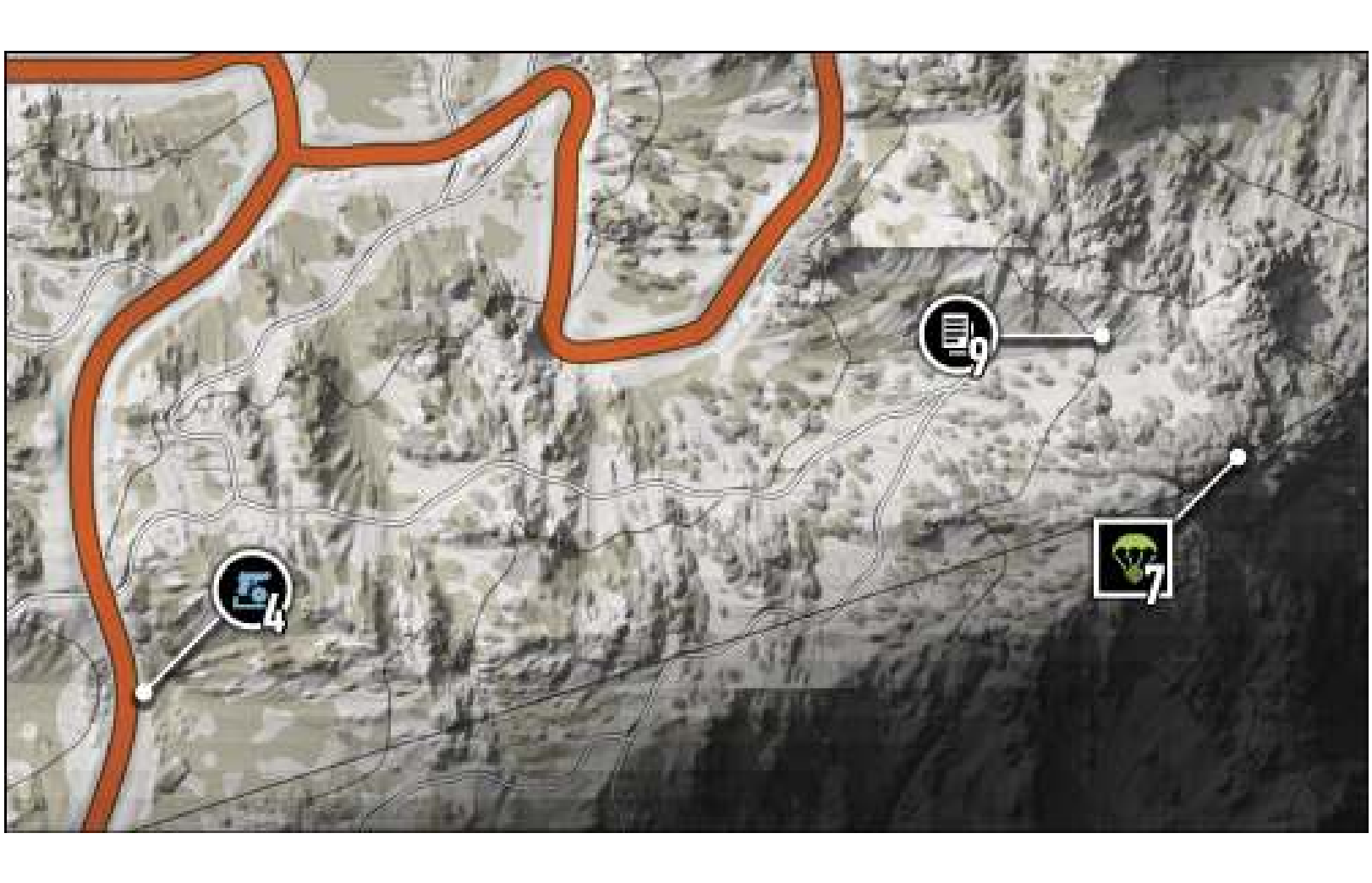
EAST COMBAT OUTPOST

Unidad road patrols start here.



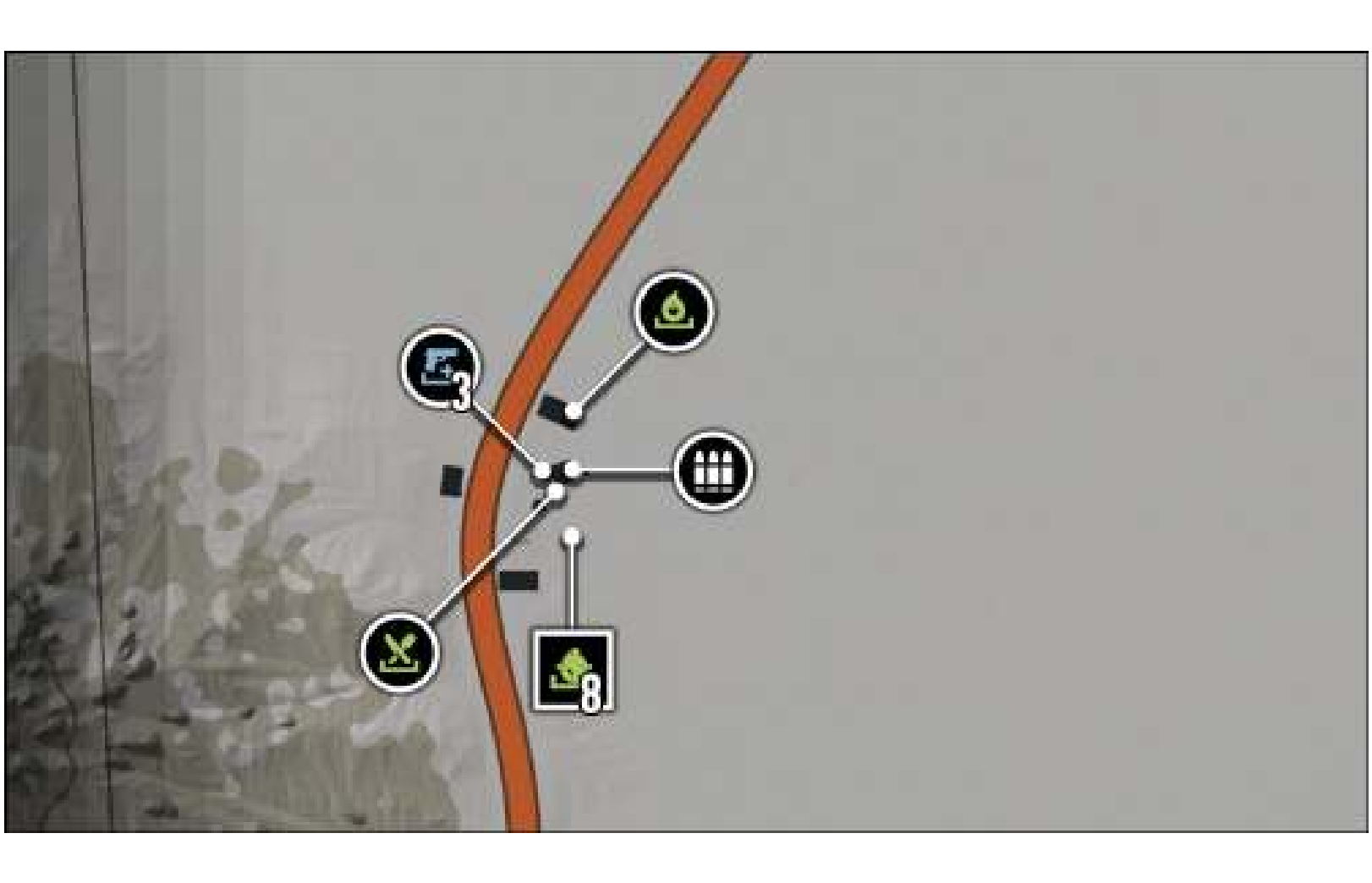
CHECKPOINT AND A CRASHED PLANE

Controls road traffic and a cartel plane used to carry supplies.



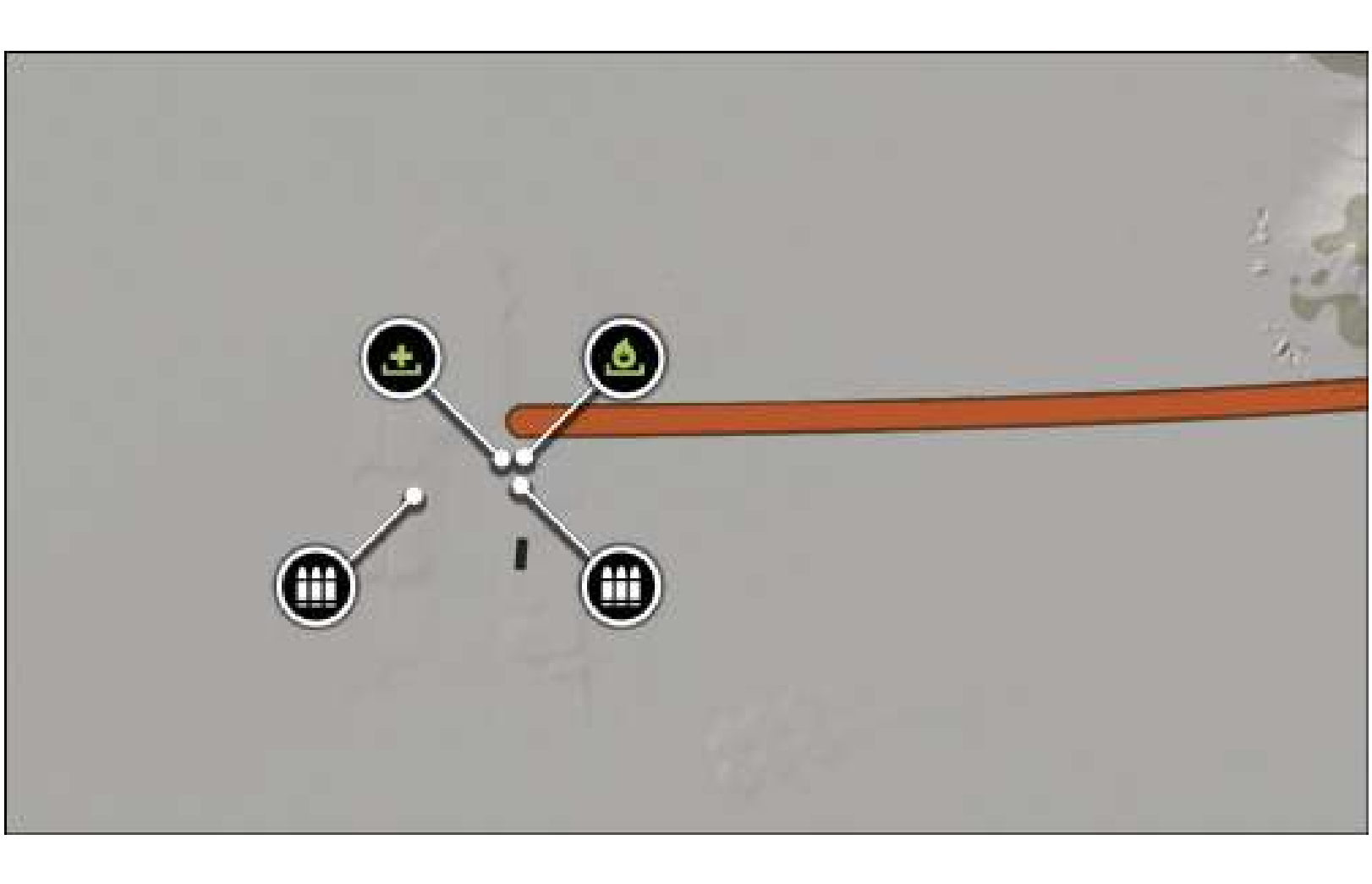
EL BUEN SAL

An abandoned salt mine.



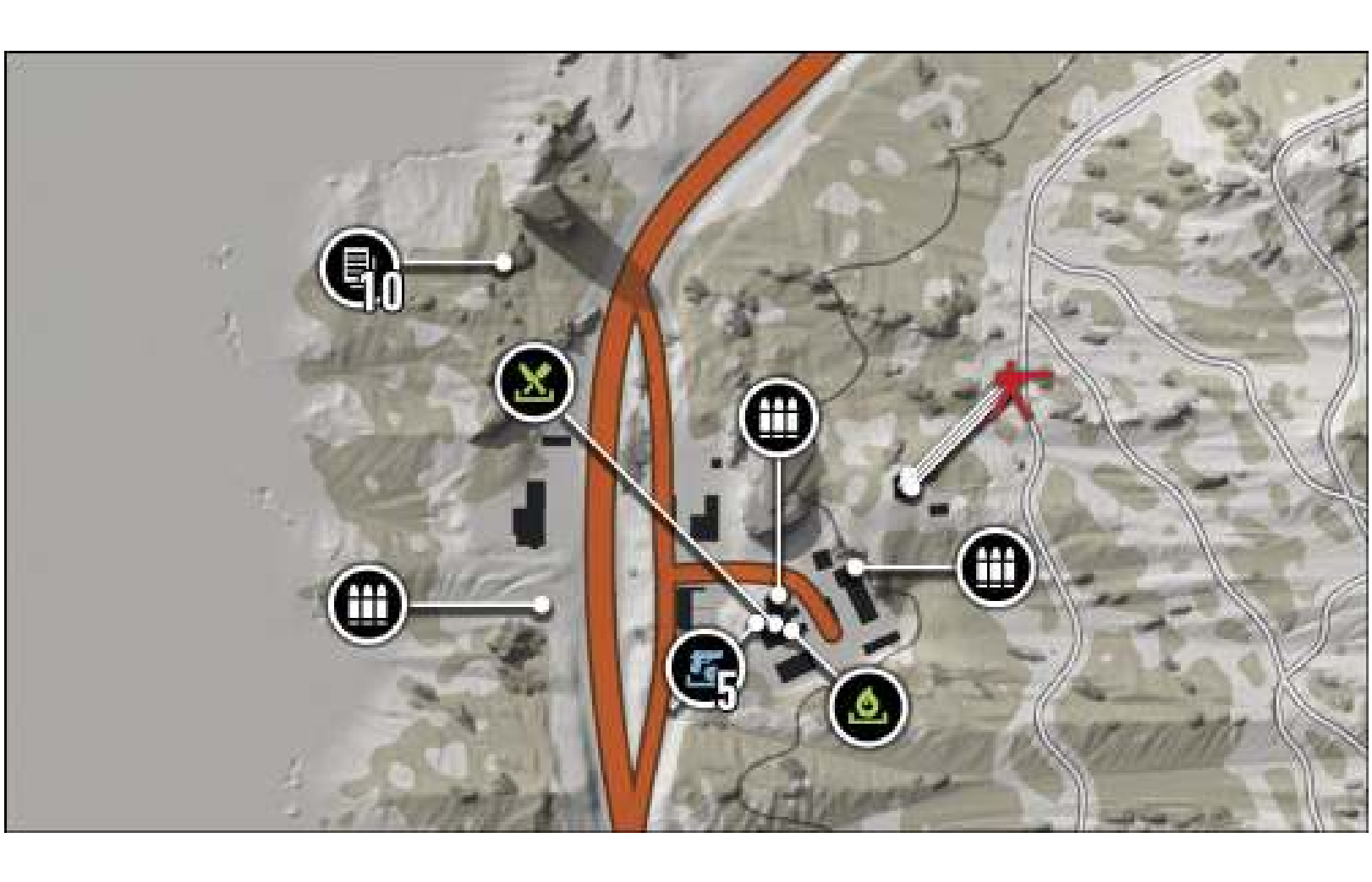
IMPROVISED RUNWAY

A temporary airfield built by the cartel.



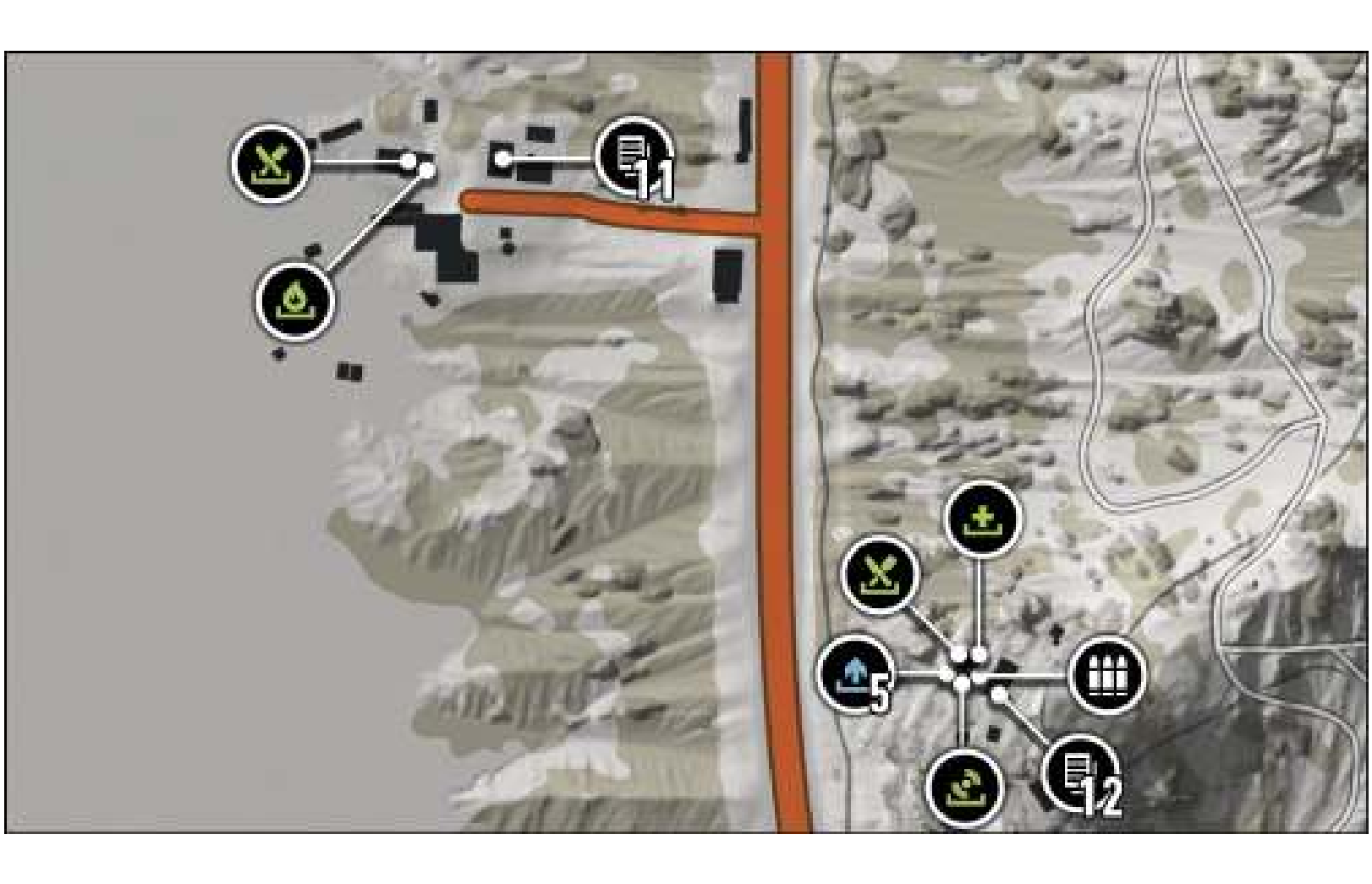
OUTPOST RELAY AND EL ARBOL DE PIEDRA

A relay for the cartel vehicles and convoys and a wind-carved rock loaded with salt.



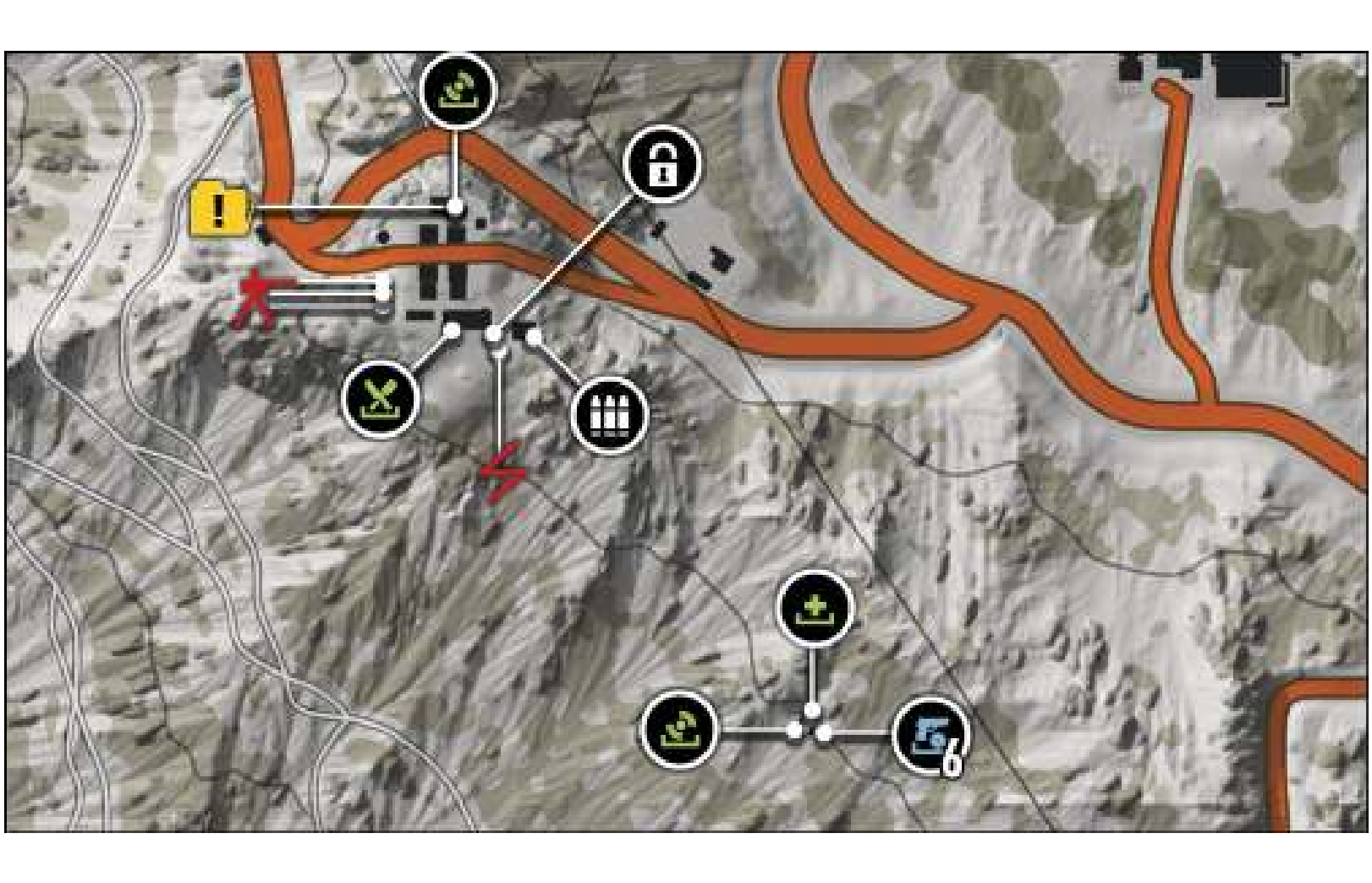
SACANI SALT MINES, SALT MINER’S HOUSE, AND MINA DE SAL

Mines that are exploited by Bolivian families with a home for a salt miner and his family. A nearby rebel hideout is now controlled by hostiles.



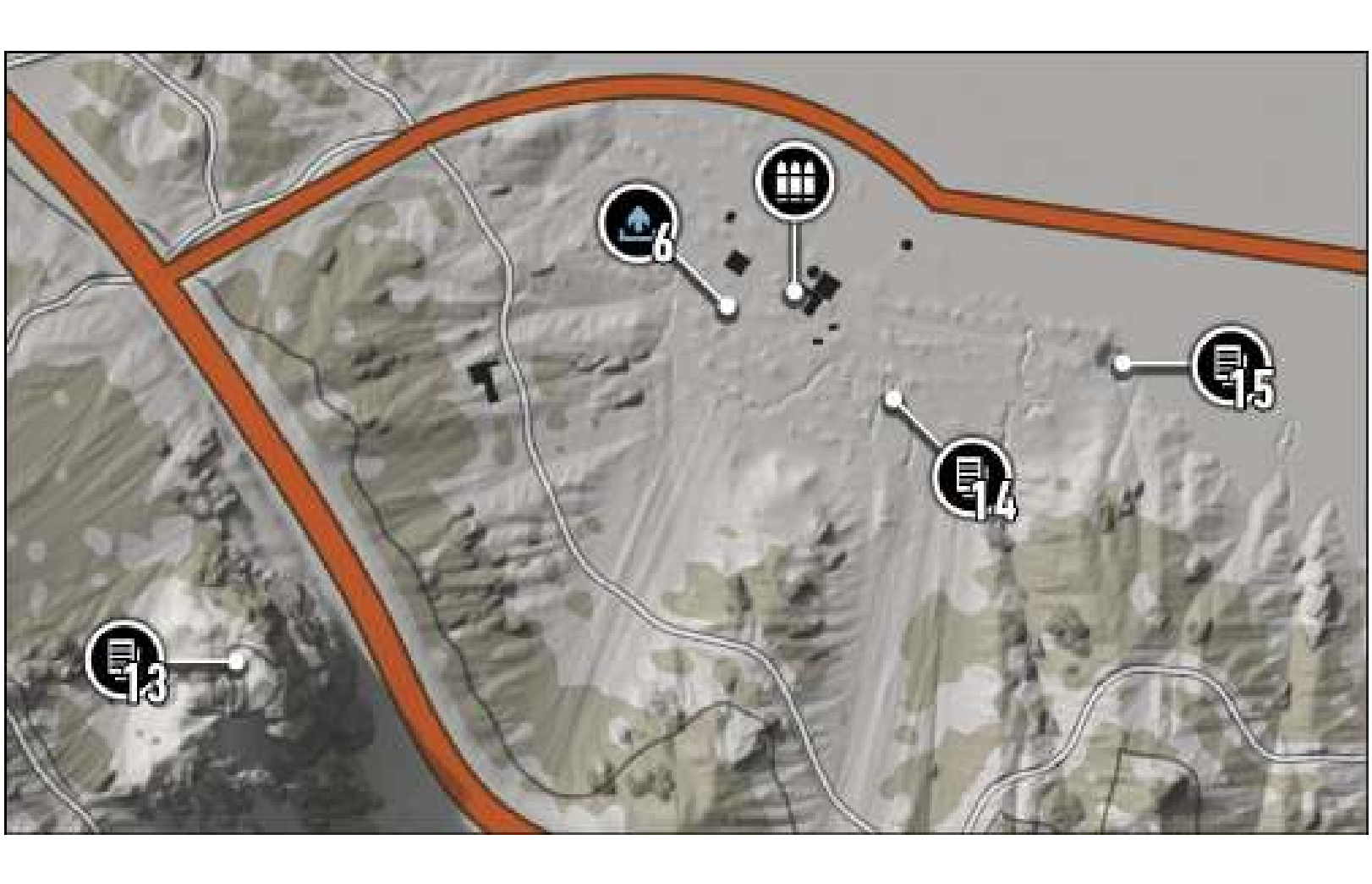
BORDER OUTPOST AND EL ALBERGUE

Guards the borders to spot rebel infiltrations with a nearby rebel hideout now controlled by hostiles.



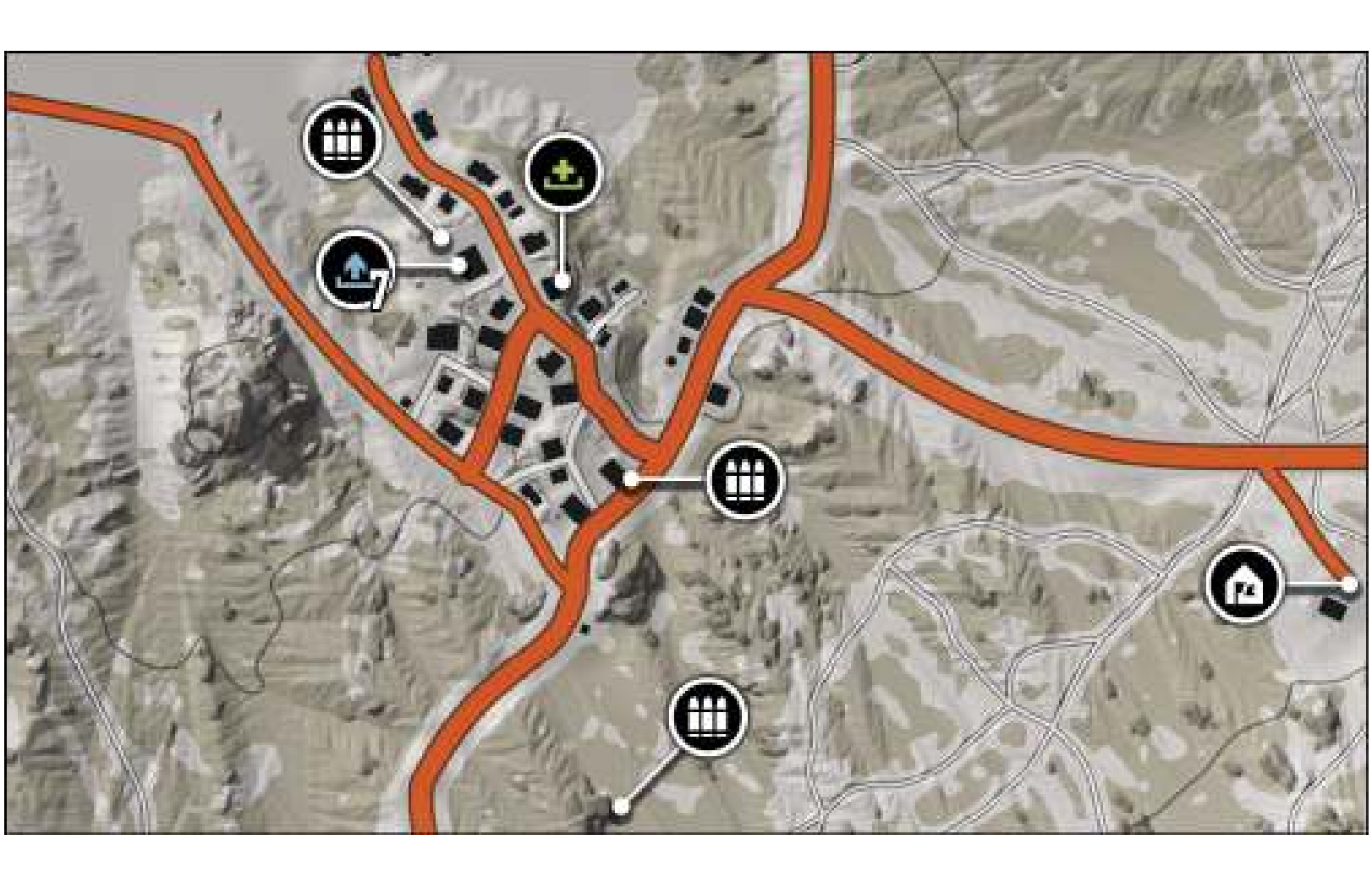
SHAMANIC SITE AND TRAIN CEMETERY

A traditional religious site and abandoned locomotives from the 1940s.



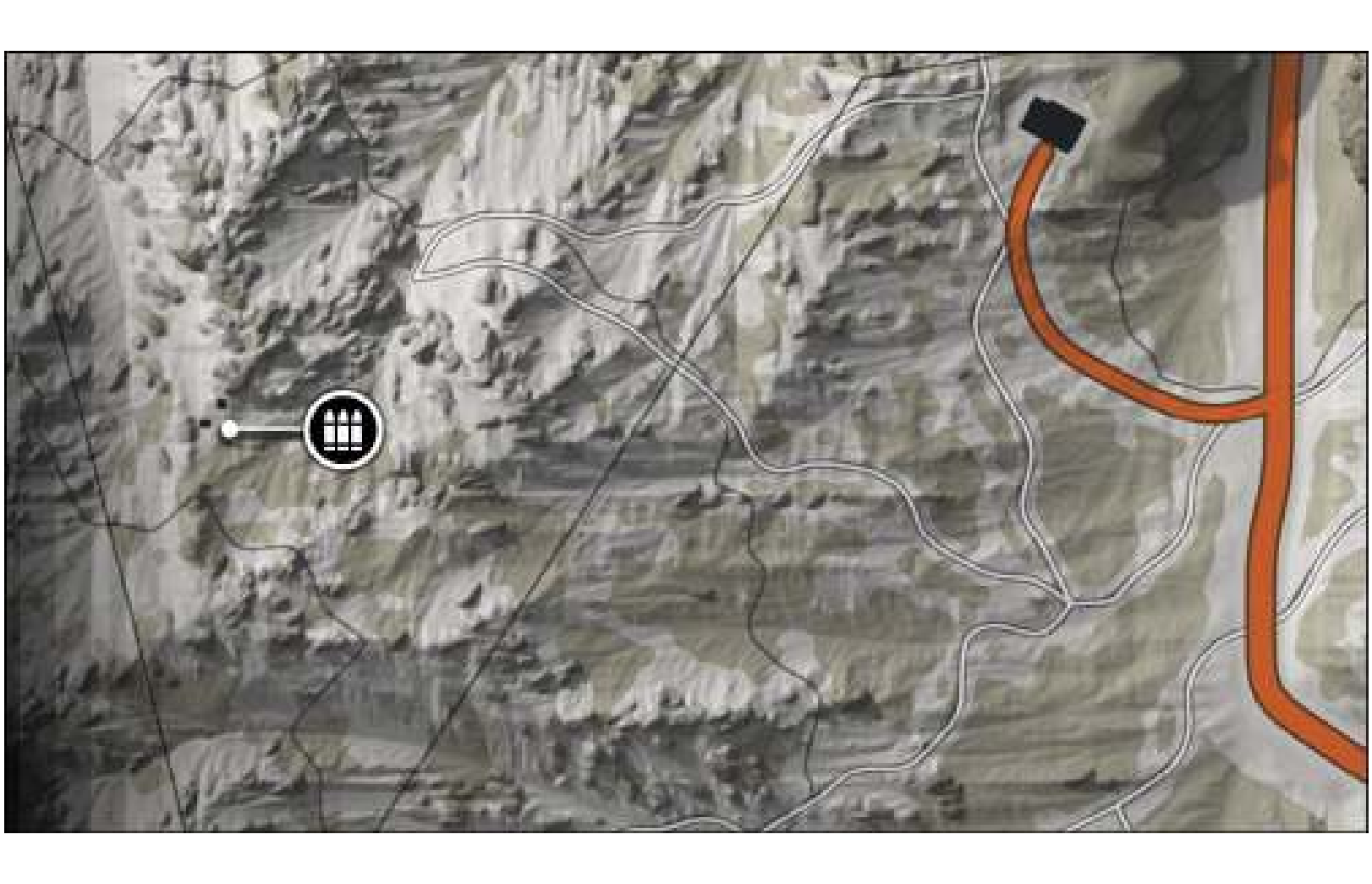
SACANI VILLAGE

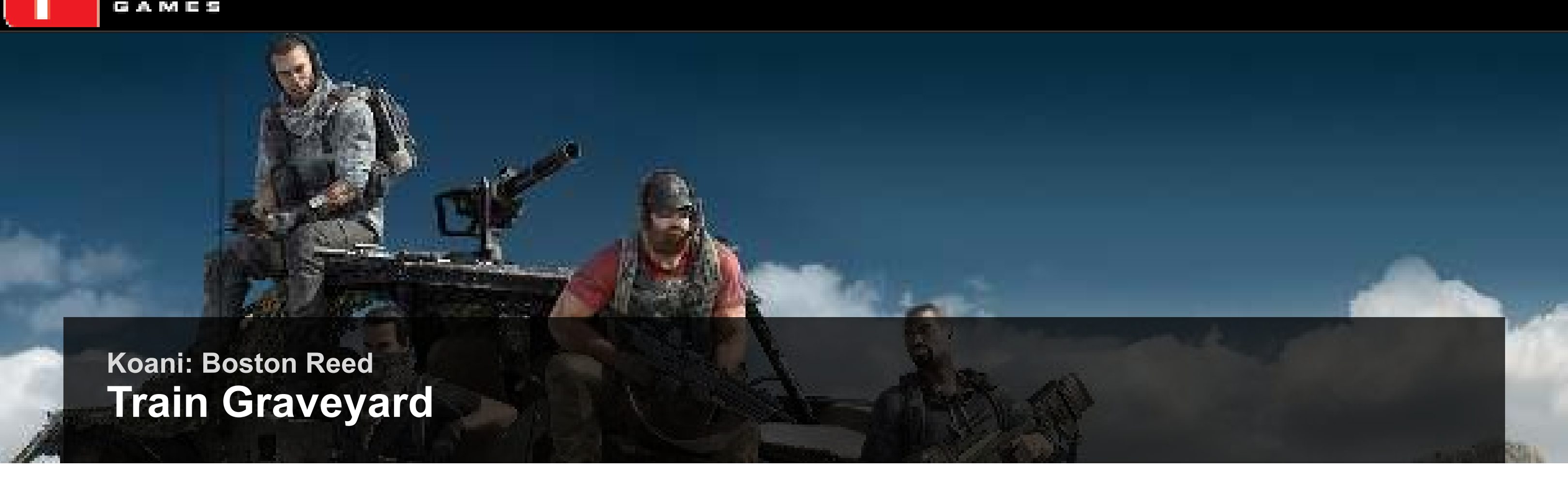
A salt mine village.



UNIDAD CAMPSITE

A temporary Unidad camp.





Koani: Boston Reed

Train Graveyard

OBJECTIVES

- **Recon the train cemetery**
- **Locate the Santa Blanca lieutenant in charge**
- **Interrogate the Santa Blanca lieutenant**

LOCATIONS

- **Train Cemetery**

REWARDS

- **+ 1,000 XP**

BRIEF

There is reason to believe that Boston Reed, the cartel boss in Koani, is running a smuggling network behind El Sueño's back. Suspicious activity has been reported at the train cemetery near the border. Sweep the area for intel on Reed's activities.

MISSION ACCESS

Speak to Bowman after entering Koani Province to access this mission.

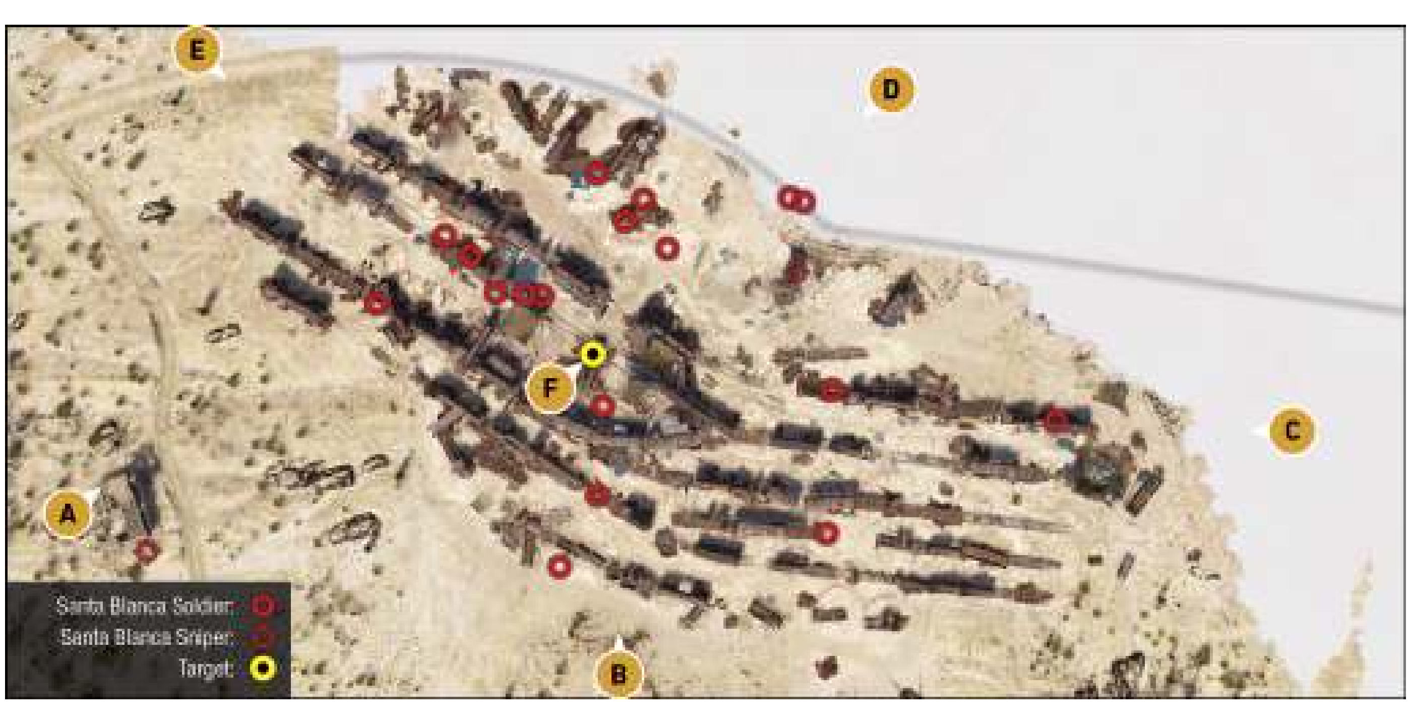
A MISS-CARRIAGE OF JUSTICE

Almost due west of Koani Alpha is a sprawling flat cemetery for rusting train hulks, carriages, and other decades of debris. Within the mission area are over 20 foes, including two snipers and a cartel lieutenant. The target is the only cartel adversary you need to keep alive—either after effectively storming the cemetery, or chasing down the lieutenant if he's allowed to escape.

TRAIN CEMETERY: RECON

TACMAP

The train cemetery is large and has no real structure to it, save the central base area, which has a small cage with a prisoner to optionally rescue (where the lieutenant begins). This area has three or four vehicles the lieutenant can use to escape on or in. Outside this are tendrils of snaking train debris, which you can move around, hide behind, or climb on top of or through. This is a fantastic area for remaining unseen and gradually whittling down enemies until only the target is left, and he's not even aware his guards have been neutralized. That is, if you have the skills.



SOUTHWEST: SNIPER RUINS

An exceptional observation spot, once the sniper is removed from their post. Scan most of the area with a drone, then start popping heads from west to east before moving in and finishing the enemy.

SOUTH: LOW ROCKS

Apply the same tactics here as at A, with the added benefit of your drone being able to tag pretty much everyone in the camp (just move a bit farther north if you're out of range). With every foe easily spotted, you can then wind through the rusting debris before a final assault on the main camp.

EAST: MASS GRAVE AND SALT FLATS

Stay here if you're backing up a teammate and are in a vehicle ready to give chase, or you want to systematically work east to west, removing threats as you go. You could also recklessly drive directly to the target's central camp from here.

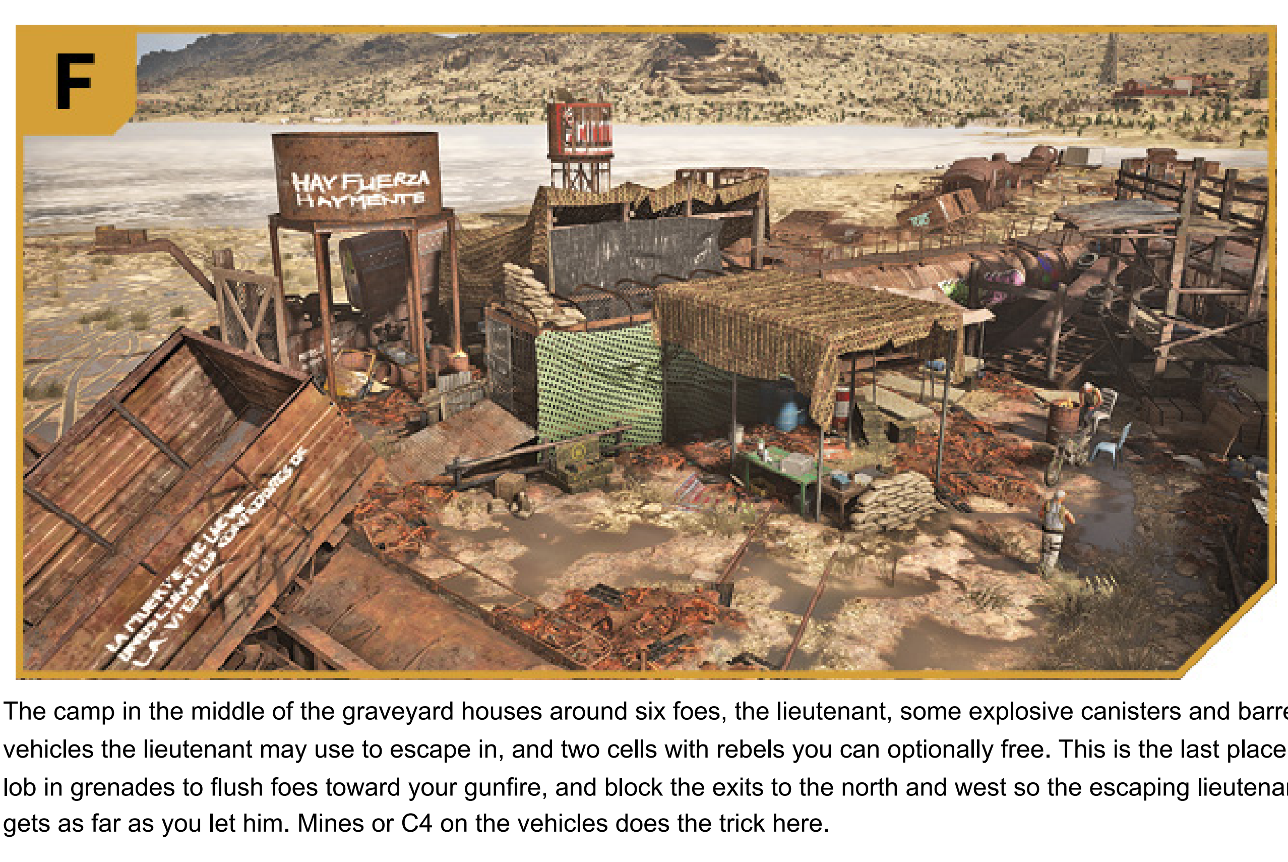
NORTH: CEMETERY ENTRANCE

This is the easiest and closest way into the target's central camp area, and you can use the main road to reach a cluster of rusting debris by the roadside, offering good protection as you tag the sniper on the water tower, the one at A, and then gradually pick off enemies one by one until only a few are left and you assault the camp with a shotgun, or the lieutenant makes a break for it and you switch to a vehicle.

NORTHWEST: MAIN ROAD

Head here if you plan to remove enemies working west to east, or you're parked here watching for the lieutenant to escape.

● TARGET: CARTEL LIEUTENANT AND CENTRAL CAMP



The camp in the middle of the graveyard houses around six foes, the lieutenant, some explosive canisters and barrels, a few vehicles the lieutenant may use to escape in, and two cells with rebels you can optionally free. This is the last place to storm; lob in grenades to flush foes toward your gunfire, and block the exits to the north and west so the escaping lieutenant only gets as far as you let him. Mines or C4 on the vehicles does the trick here.

TRAIN CEMETERY: OTHER TACTICAL ADVICE

SOLO: The first plan is to locate somewhere reasonably safe and with a view, to recon the enemies in the graveyard. Both A (after removing the sniper) and B are excellent choices. Once you've sent up a drone and tagged all foes, you can shoot at least half of them from this location. Then creep slowly down into the cemetery and remove as many of the rest as you can (snipers take priority), before reaching F and apprehending the lieutenant.

Or you can stalk the enemies from the beginning, using the location on your mini-map, and see how many you get before the lieutenant is startled. Have your teammates head to D where the highest concentration of enemies is.

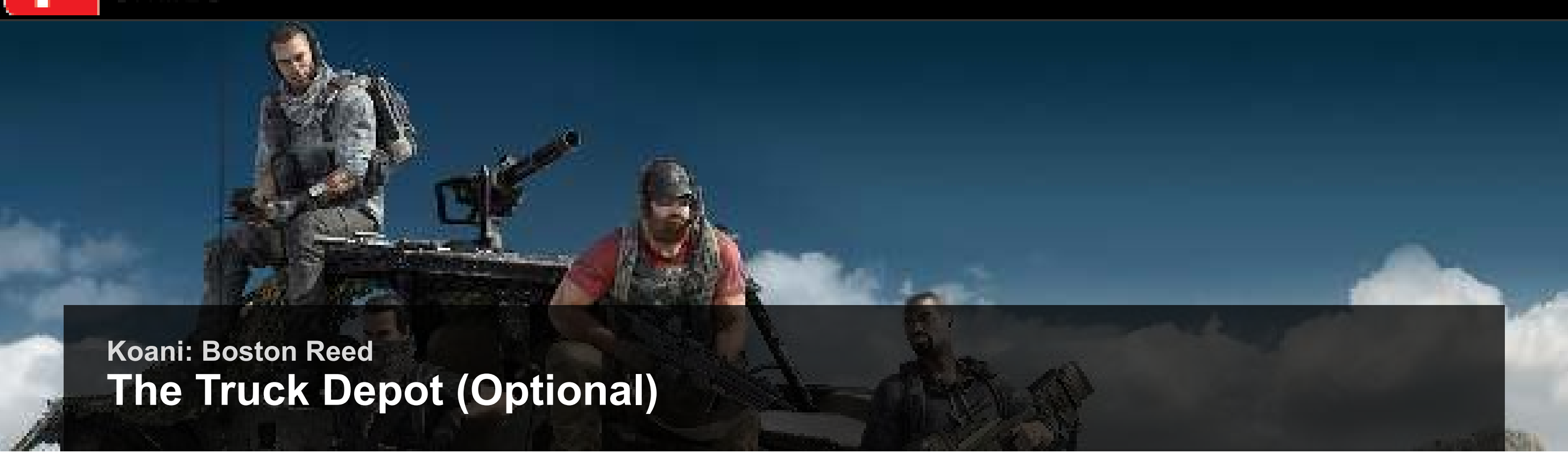
Or you can make a lot of noise, shoot both the snipers, and wait (in a fast vehicle) for the lieutenant to escape. He can head in either direction along the main road running west to east along the north side of the area on the salt flats, so placing mines on the road is only marginally useful.

Or you can creep into F, place mines or C4 on each vehicle, step away, and destroy the vehicles (make sure both the Landrock off-road vehicles, the SUV, and any bikes are destroyed), leaving the lieutenant no vehicle to escape in. Then toy with the remaining foes until all are dispatched, and finally collar the target. Or, drive directly into the center of the camp from D with guns blazing, drive out again so the lieutenant has time to find a vehicle and escape, and give chase.

You can also fly in using a chopper and rake the area with gunfire, taking care not to explode any barrels near the lieutenant. Then follow him by air as he escapes, dropping down to the road in front of the fleeing vehicle and flagging him down with guns pointed, tires shot out, or land near a vehicle you can apprehend to continue the chase. Remember to come back here afterward to mop up foes and release rebels, as well as gather collectibles.

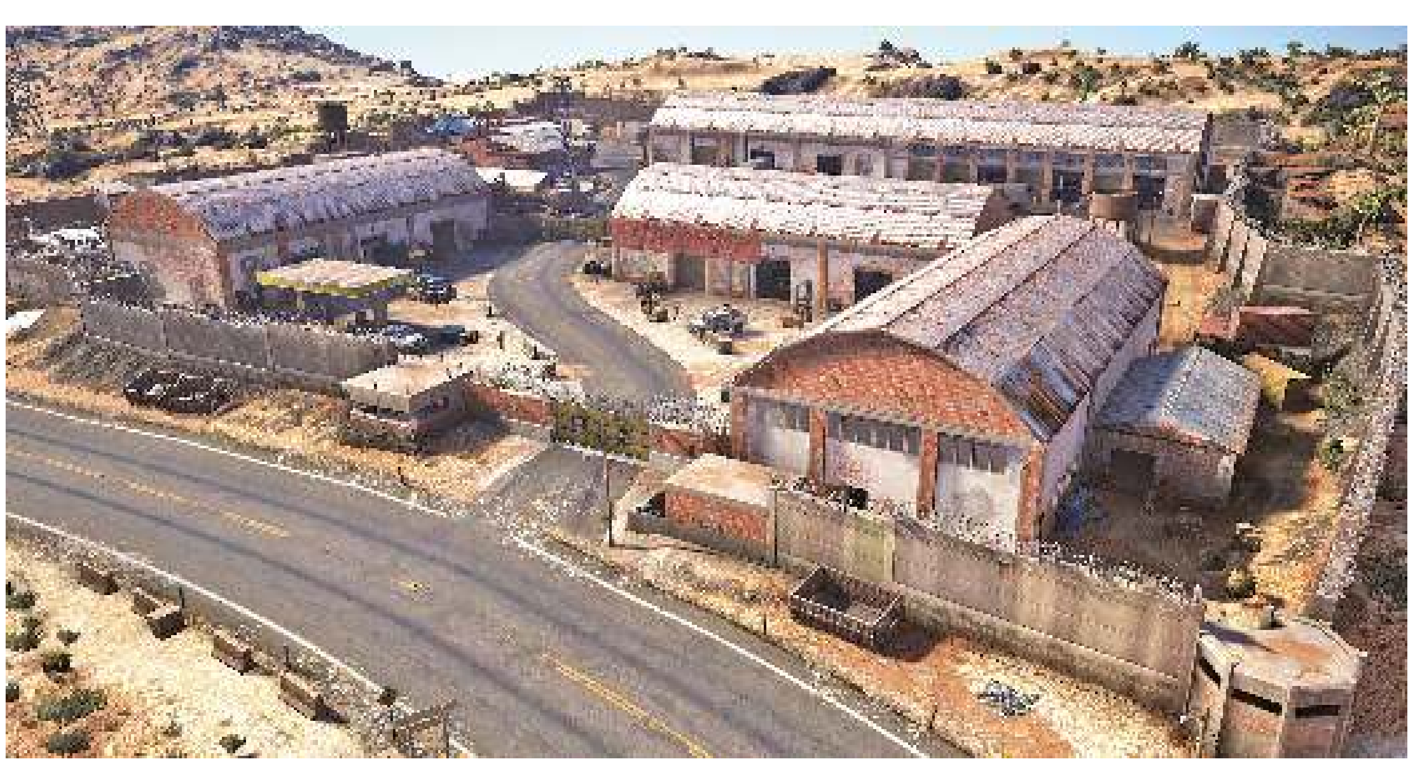
CO-OP: Pick the Solo plan that's most appealing, with the added benefits of being able to attack from all directions simultaneously. Place a Ghost at A, B, C, and D and start whittling down the base enemies until the lieutenant makes a move.

Park a chase vehicle next to each Ghost, or have one Ghost responsible (and ready at D) for giving chase.



Koani: Boston Reed

The Truck Depot (Optional)



OBJECTIVES

- **Enter the depot without being detected**
- **Locate the documents**
- **Photograph the documents**
- **Leave the depot undetected**

LOCATIONS

- **Truck Depot**

REWARDS

- **+ 1,000 XP**

BRIEF

Intel gathered in Koani has identified a truck depot as a hub of Santa Blanca's overladen smuggling network in the province. Infiltrating the depot and copying its records will allow us to map the entire network from end to end.

MISSION ACCESS

This is an optional mission. Complete Main Mission: Train Graveyard and locate Major Intel in Koani Province to access this mission.

PHANTOM INFILTRATIONS

Just over two clicks southwest from Koani Delta, adjacent to the mining town of Huertas, a truck depot needs to be infiltrated. The cartel must not know you've photographed their plans, so access the base via stealthy means using a Santa Blanca truck, or go over the perimeter wall. Then it's no small feat to find the documents, photograph them, and leave without a trace. Time to really earn your moniker, Ghost!

CAUTION: NO CAUSE FOR ALARM

The truck depot isn't a base bristling with defenses, but the enforced clandestine method of entering this place means you need to be knowledgeable of the alarm and power generator. The former is easy to spot, as it's slap-bang in the middle of the yard by the depot road. The generator is along the northern perimeter, only accessible from inside the walls of the depot. However, both can be ignored if you follow a more cunning method of infiltration (detailed below).

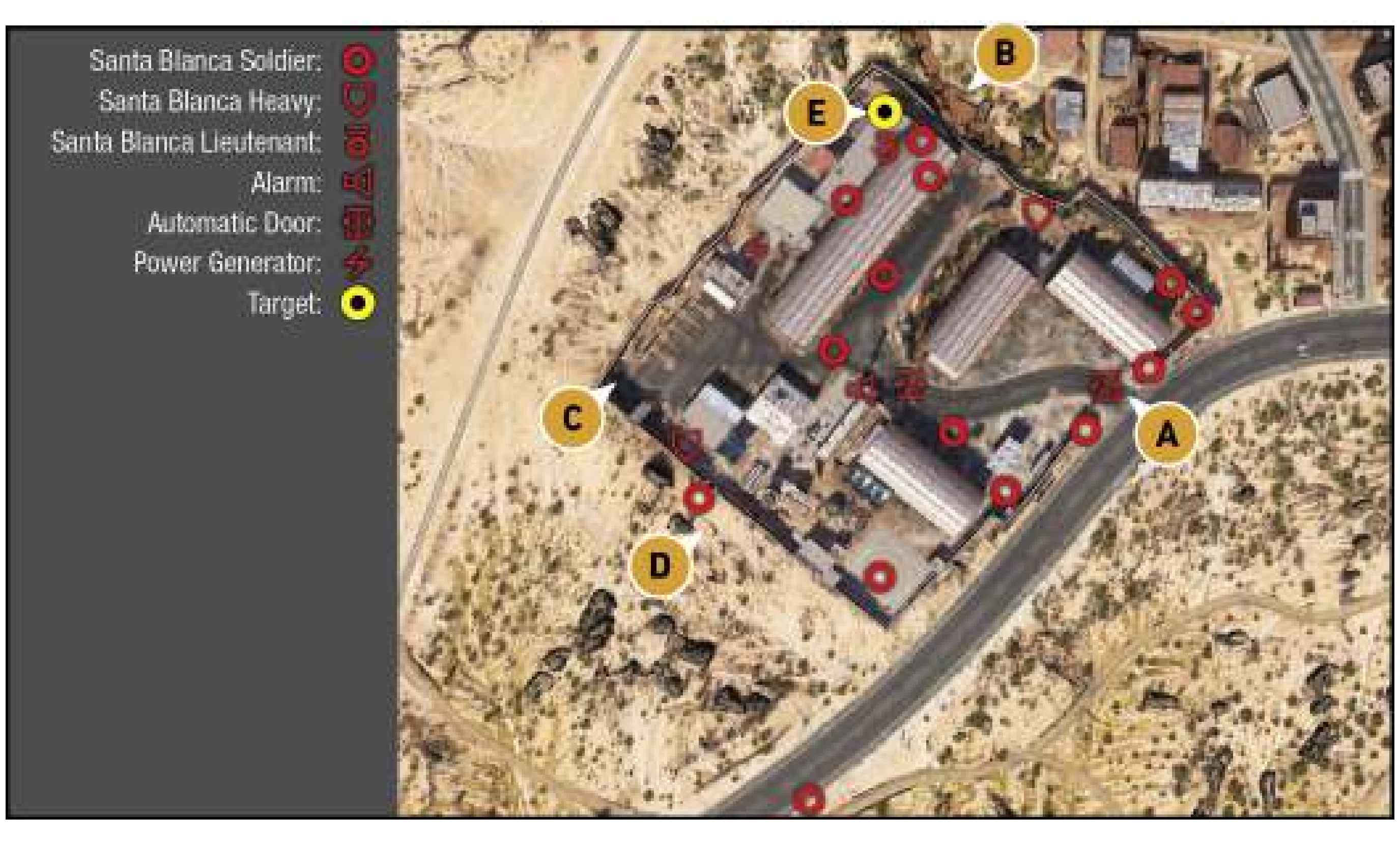
MOST RECON: NO SMASH, ONLY GRAB

This may be one of the first missions where you really begin to understand how helpful it is to grab enemies from behind and throttle them unconscious. Though it's better to minimize enemy takedowns as much as possible (as the mission fails if any other foe sees an enemy you've left sprawled on the ground), strangling an enemy may be necessary. Do this by creeping up behind them and executing your melee attack.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

Having difficulty sneaking about in here? Then wait until after dark and check the sleeping quarters of the enemies; there's a number of beds in the warehouse office where the target documents are. Heading between the slumbering enemies, then out again, is a little safer than dodging patrolling foes during daylight hours.

TRUCK DEPOT: RECON



TACMAP

Though this depot is mostly impervious to infiltration, a couple of areas along the wall (detailed below) can be breached, in addition to the option of driving into the base via the main gates. From there, drive through a second set of gates to a long unloading warehouse. An office in the far north corner of this warehouse holds the documents you need to photograph.

EAST: MAIN ENTRANCE

Prior to infiltration, your team hints at using a Santa Blanca vehicle to enter this depot, and this is the location to drive it into. The gates open automatically, allowing you to head down the road into the base, through a second set of gates, and to the target warehouse (E). Park in front of the structure—or, better, behind it, so fewer foes see you. Then infiltrate through the small garage area close to the target office.

Or, if you're determined to make this mission more difficult than it needs to be, you can enter via the checkpoint on foot, just to the right of the gates, heading northeast to the pill box on the east corner of the perimeter wall. Then turn and head northwest, along the inside of the wall, to the target. Expect four enemies between the entrance and the warehouse; all need to be maneuvered past in silence, or taken down without making any noise.

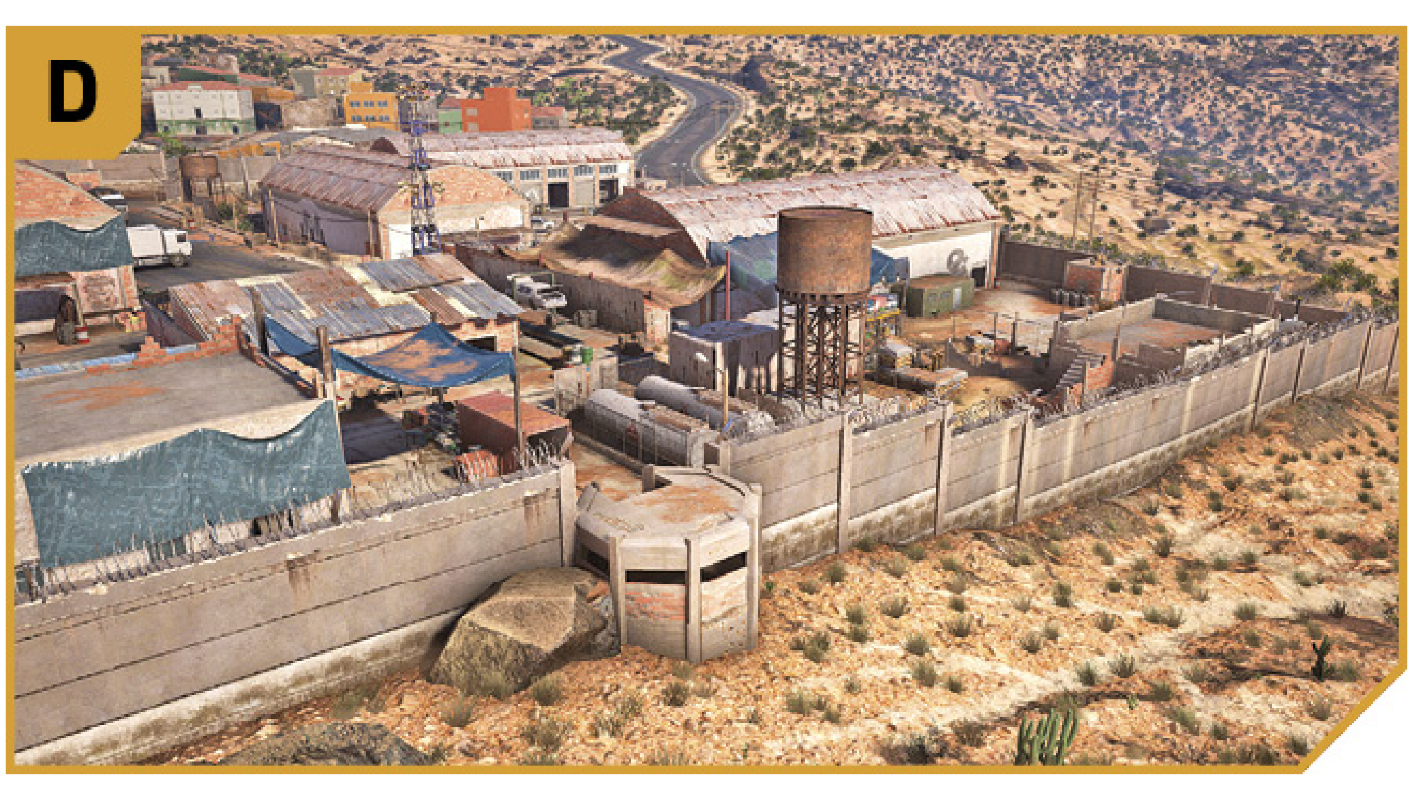
NORTH: ROCK OUTCROP

Though the wall is mostly impenetrable around the rest of the depot, there's an area where some rocks join the wall, which has no barbed wire to prevent you from dropping down from outside. (Note that you can't use this route to get back out, as the container below the drop doesn't allow you to reach up to the rocks). Drop down and skulk around the warehouse exterior, into the open container, and into the back entrance where the fewest enemies are. Leave using a truck, or the ramp at C.

WEST: WALL RAMP

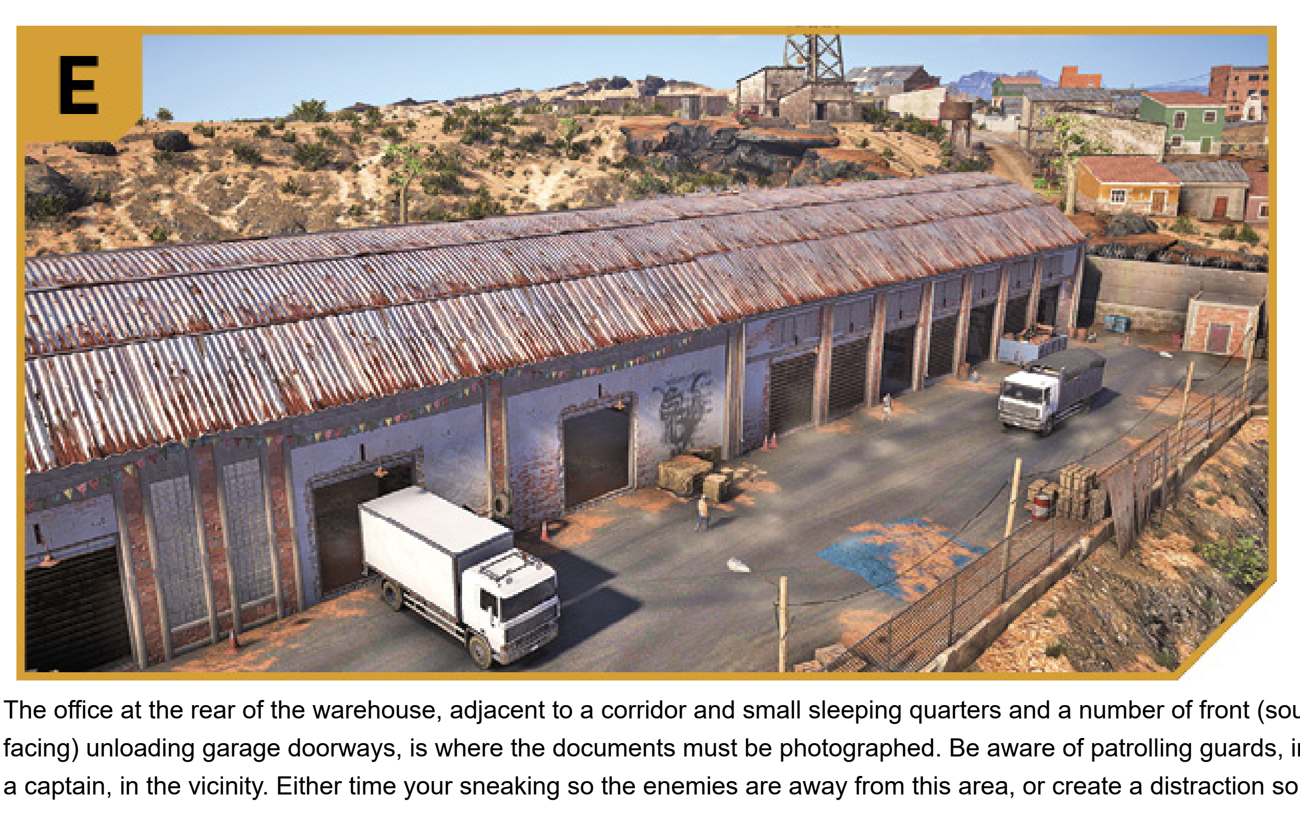
If you've become split up from your team, or need a safe way to exit the depot without using a Santa Blanca vehicle, then after the documents have been photographed, head along the inside of the northern perimeter wall (so fewer foes have the opportunity to spot you), then enter the west yard and either take the truck parked here (driving it out of the main gates) or scamper up the metal ramp and out to the wilderness.

SOUTHWEST: PILL BOX



This pill box can be used as an entrance or exit for the depot. There's an enemy guarding it, so either distract him or sneak around and drop him silently, via a melee strike or suppressed fire. Then you can head northwest, removing the armored foe silently, and sneak across to the rear of the warehouse. This is also a possible exit, though the ramp at C is easier.

TARGET: WAREHOUSE OFFICE (PHOTOGRAPHS)



The office at the rear of the warehouse, adjacent to a corridor and small sleeping quarters and a number of front (southeast-facing) unloading garage doorways, is where the documents must be photographed. Be aware of patrolling guards, including a captain, in the vicinity. Either time your sneaking so the enemies are away from this area, or create a distraction so they leave, giving you enough time to photograph the documents on the office desk.

TRUCK DEPOT: OTHER TACTICAL ADVICE

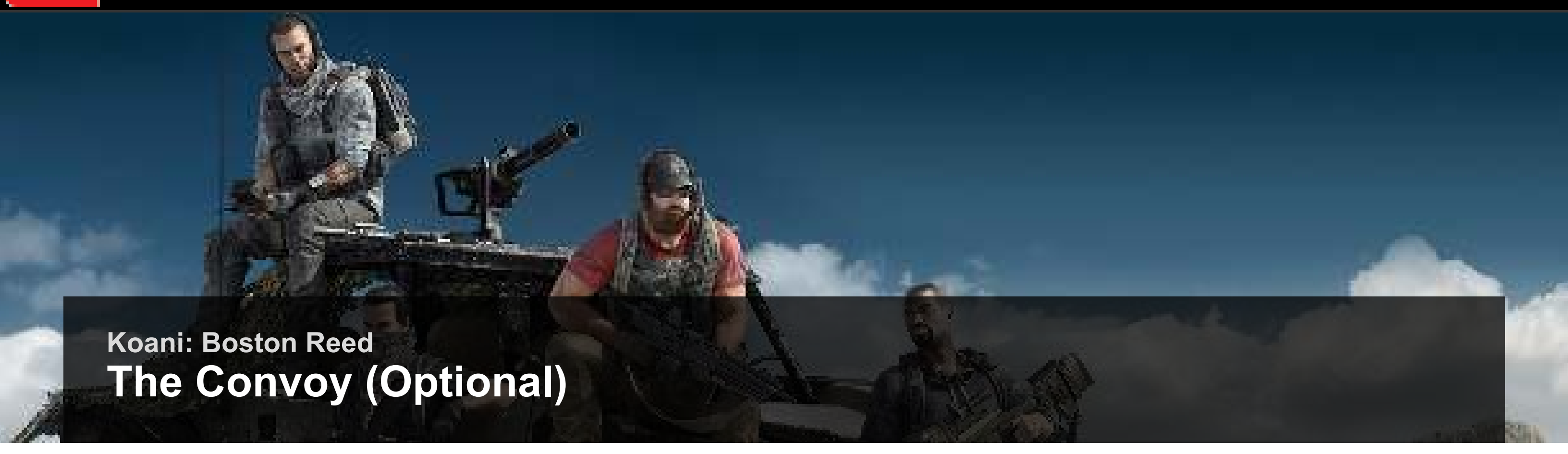
SOLO: Though the agreed solution is to drive through the main gates in a Santa Blanca vehicle (steal one from the single foe you can shoot at range, parked on the road to the southwest), there are other options. However, heading in using a truck enables you to reach the target warehouse with the least amount of hassle. Parking at the front unloading garages risks you being spotted by the foes in and around the warehouse. Instead, drive left and around the rear of the warehouse after you pass through the second gate, parking by a small garage by the generator. Then get out, sneak into the rear of the warehouse, and hide in the sleeping quarters by the target office. Wait until patrolling foes leave the area before you sneak in, photograph the documents, and leave the way you came, using the same vehicle.

Alternatively, leave via the ramp at C, on foot. Or leave via any other white Santa Blanca truck, using the gates or, if you're feeling like a bit of a daredevil, the ramp at C.

You can also infiltrate on foot at either B or D, then maneuver to the area behind the target warehouse and enter via the doorway by the garage.

Ease your infiltration by utilizing the drone's Noisemaker ability, attracting foes at the office away from this location. You can also use a Diversion Grenade in the same way. Quiet Running and Detection Skills are also improvements that help keep you undetected.

CO-OP: The Solo plans are particularly appropriate for this mission, as your entire team doesn't need to be inside this depot; a single Ghost can complete the objective. Others may wish to create distractions or remove enemies other foes won't discover, but nothing is better than having a single Ghost do all the work.



Koani: Boston Reed

The Convoy (Optional)

OBJECTIVES

- **Destroy the cocaine shipment**

LOCATIONS

- **Cartel Convoy**

REWARDS

- **+ 1,000 XP**

BRIEF

Santa Blanca is getting ready to deliver a major shipment of drugs to buyers across the border with Brazil. Thanks to the records obtained from the cartel truck stop in Koani, we know the exact route the shipment will take. Intercept the convoy and destroy it.

MISSION ACCESS

This is an optional mission. Complete Main Mission: The Truck Depot in Koani Province in order to access this mission.

TRUCK DESTRUCTION

This is a standard convoy-takedown mission, though the enemy has impressive military SUVs on either side of the truck. Fortunately, you don't have to grab and interrogate anyone; simply destroy the truck and be on your way. Cartel casualties are a bonus.

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. Keep up the pressure until the vehicle bursts into flames. As soon as the front engine catches fire, the mission is as good as completed. Wait for the explosion to conclude the mission, and mop up any foes. Just don't start the ambush near any cartel or Unidad bases, or you'll have far more foes to deal with than necessary.

Don't try to grab or climb onto the truck. You'll end up dead.

CARTEL CONVOY

TACMAP

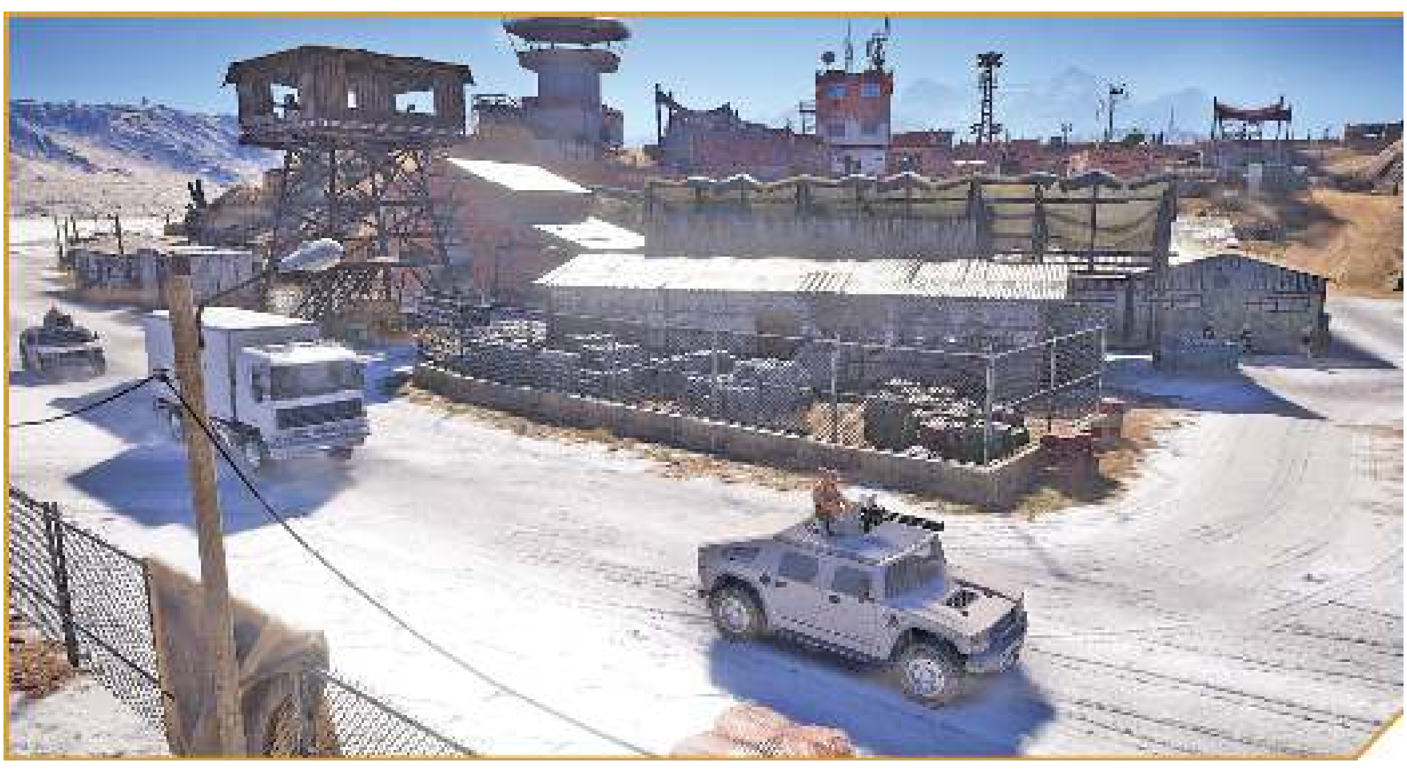
The three-vehicle convoy—comprising a military SUV with a minigun, the truck, and a rear military SUV with a minigun—takes a loop around the salt flats. Engage the enemy until the truck is destroyed. Destroying the SUVs is optional.

CARTEL CONVOY: OTHER TACTICAL ADVICE

SOLO:CO-OP This mission gets a whole lot simpler if you ensure your ambush location isn't near an enemy stronghold. You don't need the extra and unwanted hassle of engaging cartel henchmen when all you need to do is take out a truck.

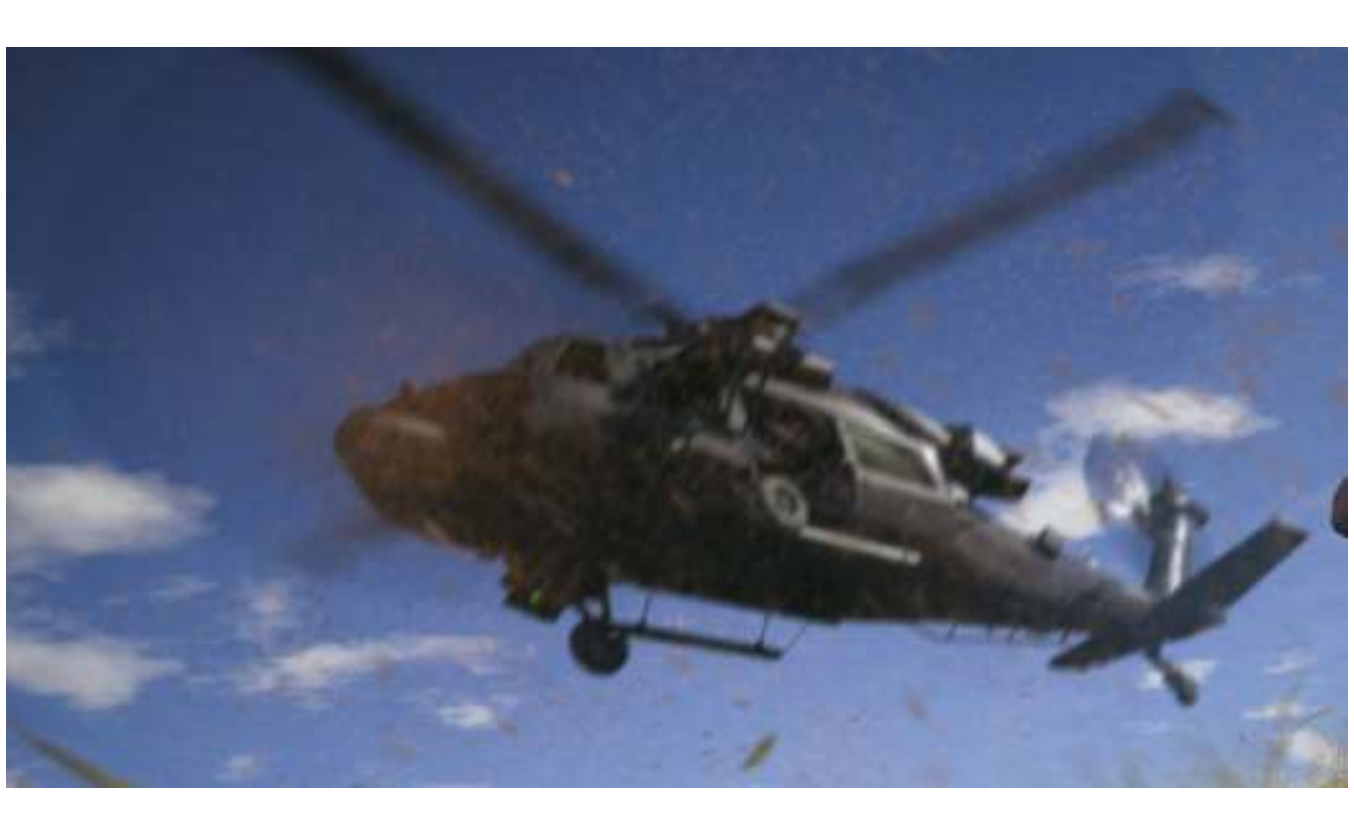
You can wave down the truck with your guns pointed at the driver, then shoot everyone (and lob in grenades from all directions). Or you can ram him off the road (in Co-op, each player can use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or your whole team can ride in an armored truck and ram the enemy vehicle while shooting at it. Don't forget to shoot the tires of the truck to slow it down.

Or you can strafe the vehicles from the air, using a helicopter. Or lay mines or C4 in the road, ready to be detonated as the convoy passes over them; when the lead vehicle stops, head in with guns blazing. Or run alongside the truck and lob C4 or a mine onto its side, then back up and shoot (mine) or trigger (C4) the explosion; this works most of the time when the truck is moving slowly or stopped, but can occasionally work if it's moving (and you trigger the explosion almost instantly).



Koani: Boston Reed

Flight Plan



OBJECTIVES

- **Interrogate the ATC (air traffic controller)**
- **Send a message to the buyer**
- **Steal a bush plane and fly to Media Luna**
- **Reach Media Luna airstrip**
- **Interrogate the buyer**

LOCATIONS

- **Koani Air Base**
- **Media Luna Airstrip (Media Luna Province)**

REWARDS

- **+ 1,000 XP**

BRIEF

Boston Reed uses a corrupt air traffic controller at Koani Airport to hide his smuggling flights from the authorities. Interrogate the ATC and find out everything he knows.

MISSION ACCESS

Complete Main Mission: Train Graveyard, then acquire Major Intel in Koani Province to access this mission.

LAND OF CONFUSION

The vast air base in Koani Province is in the northwestern corner, mere meters from Koani Bravo. The relative low ground and vast expanse of salt flats around the mission area make this area fairly easy to traverse but a little more difficult to recon, thanks to some installations that require investigating and neutralizing. Note there is significant enemy presence here, but some of the air base can be optionally ignored.

CAUTION: MINIGUNS AND MORE

This base is large, but it has a manageable number of installations to worry about. Top of the list is the alarm pole, which is easily spotted from miles around—next to the HQ building on the main "island" west of the control tower. The alarm pole is also directly above the drone jammer, so deactivating both is a priority. Of the four miniguns, three top towers along the main road, almost in the center of the base. The fourth minigun is in a nest atop a low-roof warehouse, just west of the line of hangars on the north side of the airfield itself.

There are three SAM launchers, all on the runway. As they need to be destroyed with explosives, it's worth either ignoring them (only use a helicopter if you're not worried about reinforcements, or you've neutralized the alarm pole first) or planting C4 on each of them so you can detonate once you reach the plane (at M) during the subsequent objective.

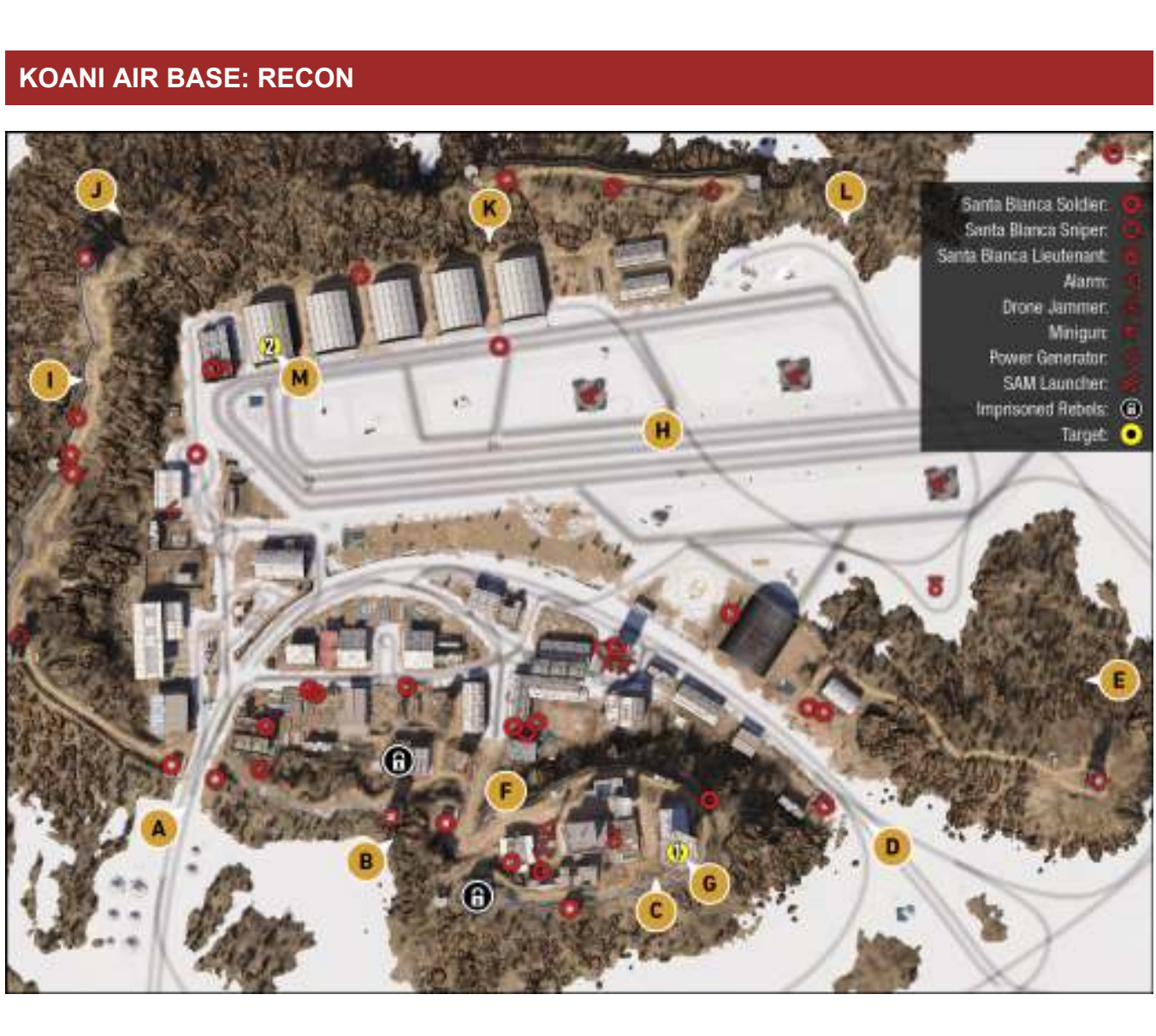
Finally, a generator is near a transformer on the west side of the base, close to a break in the perimeter wall at I.

KOANI AIR BASE: RECON

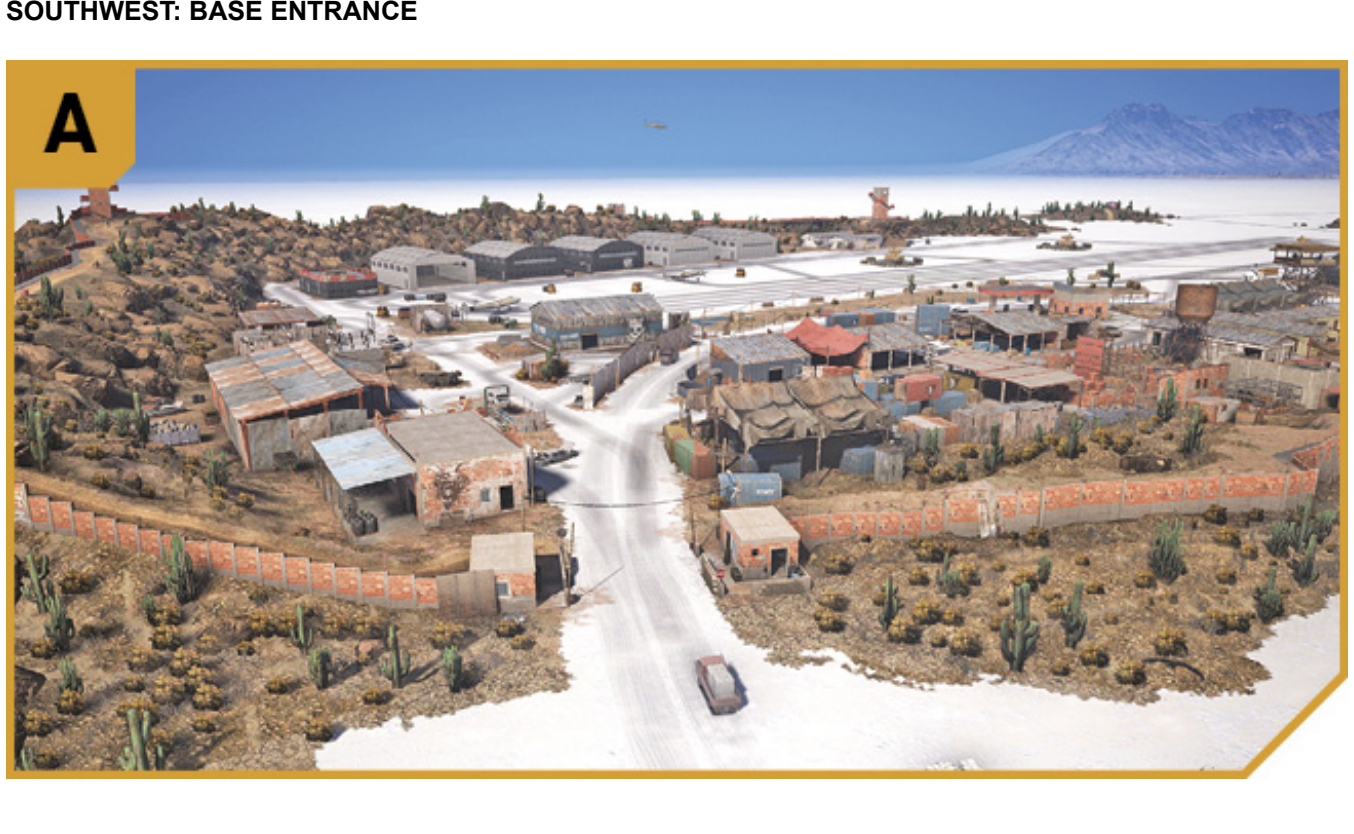
TACMAP

The first things you should notice when approaching the air base are the five sniper locations; the towers are easily spotted, and dotted around the entire base perimeter, including the north peninsula where you don't have to go (yet). As there's a secondary target (a plane in the northwest hangar to appropriate and use to fly to a neighboring province), don't limit yourself to removing just the foes on the main air base itself. Think of the base as two separate adjacent locations—the south peninsula where the main base is, along with the ATC to interrogate; and the north peninsula with the runway, the plane you need to steal, and the hangars with the fewer enemies and sniper towers. You can clear the area north of the looping road without raising an alarm if you're competent enough. Night-time attacks are encouraged.There are around 38 total enemies, including those on the northern peninsula, though only one is a captain, and there are only five snipers. The rest are fodder.

KOANI AIR BASE: RECON



SOUTHWEST: BASE ENTRANCE



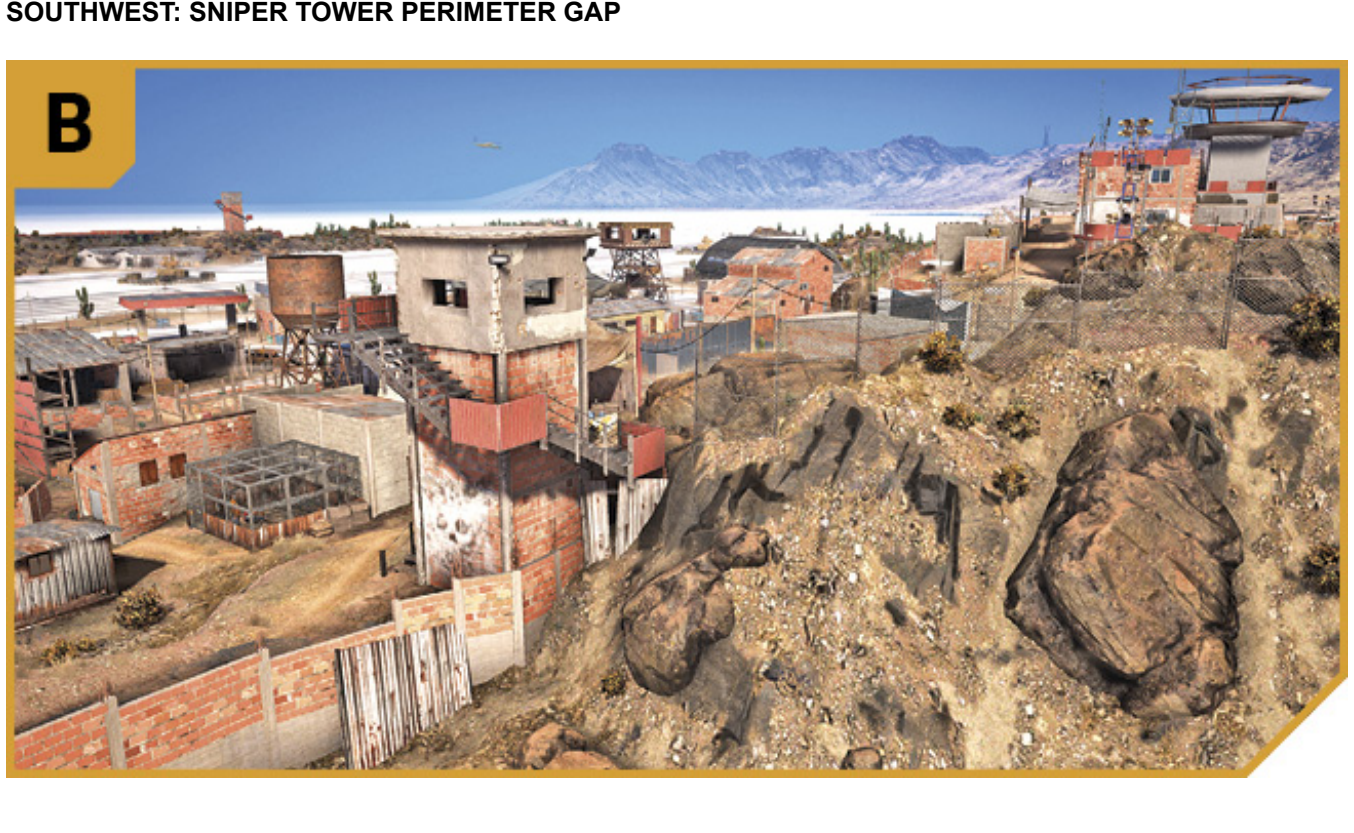
Approaching on foot, if you can silence the foes at the two checkpoint huts, you can easily start maneuvering eastward along the inside of the brick perimeter wall, or gradually removing foes as necessary in the main part of the base (F). You're also able to remove the sniper from the tower at B, as well as the alarm pole panel with a long-range shot, just before entering.

Or you can sneak northwest toward the sniper tower and I, using the slightly higher ground to move around the garage buildings and down to shut off the generator (to plunge the base into darkness to aid in sneaking).

Otherwise, this is a reasonable place to drive into, with or without guns blazing. You can easily reach the runway if you want to distract the enemy with your erratic driving, or to head to H to start destroying the three SAM sites.

You can also make an immediate right after the checkpoint and drive all the way into the main base (F), up the dirt track, and along the inside of the south wall to the foot of the control tower without leaving your vehicle or facing much in the way of blockades. This is advisable if you want a quick target completion and don't care who sees you.

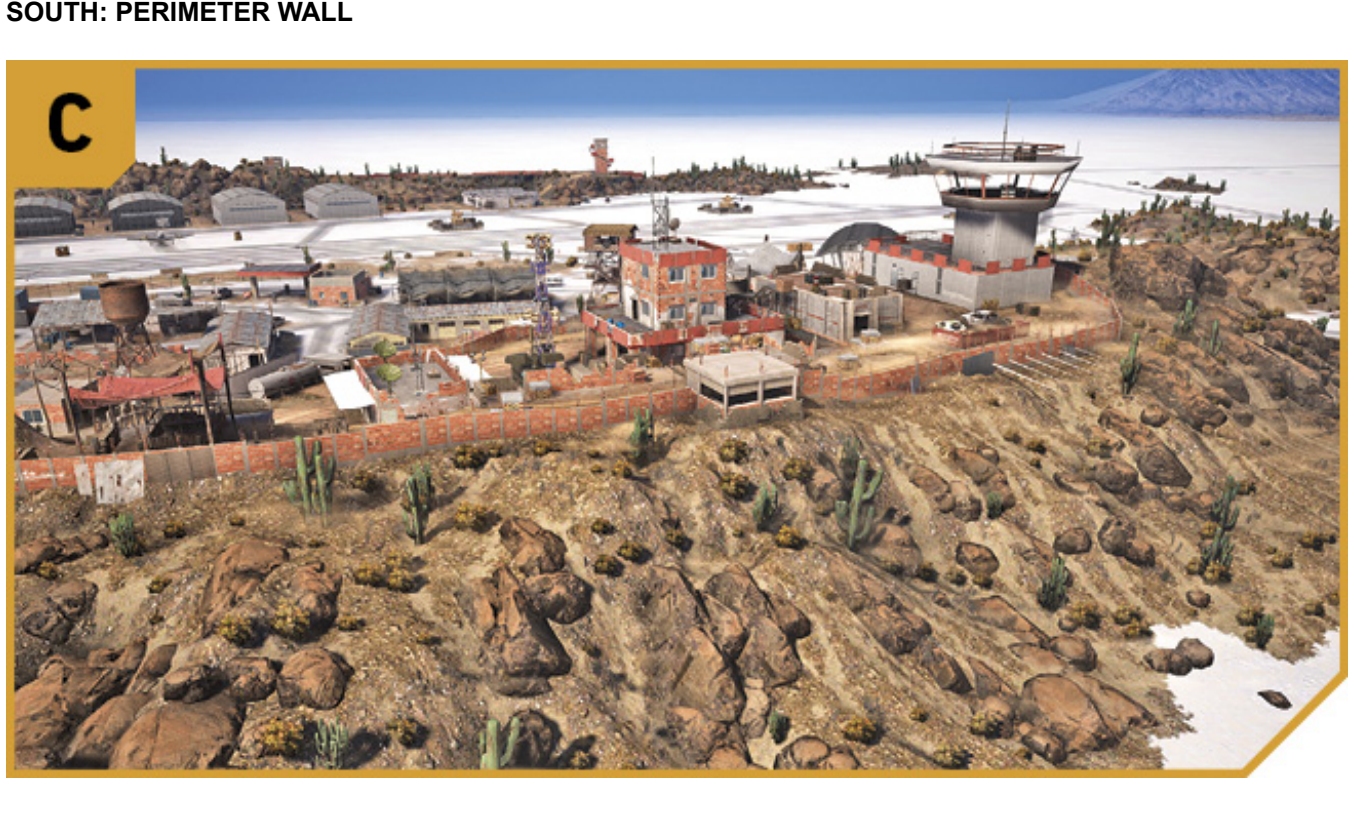
SOUTHWEST: SNIPER TOWER PERIMETER GAP



The south wall is impressively impenetrable, but there's a slight gap (and good sniping opportunities to destroy the alarm panel) just south of the sniper tower, where the mesh fence starts on the vertical rocks. Climb up and into the base at this point. You can sneak up and remove the sniper in the tower (even using a melee grab), and there are two rebel cages very close by, which you can unlock.

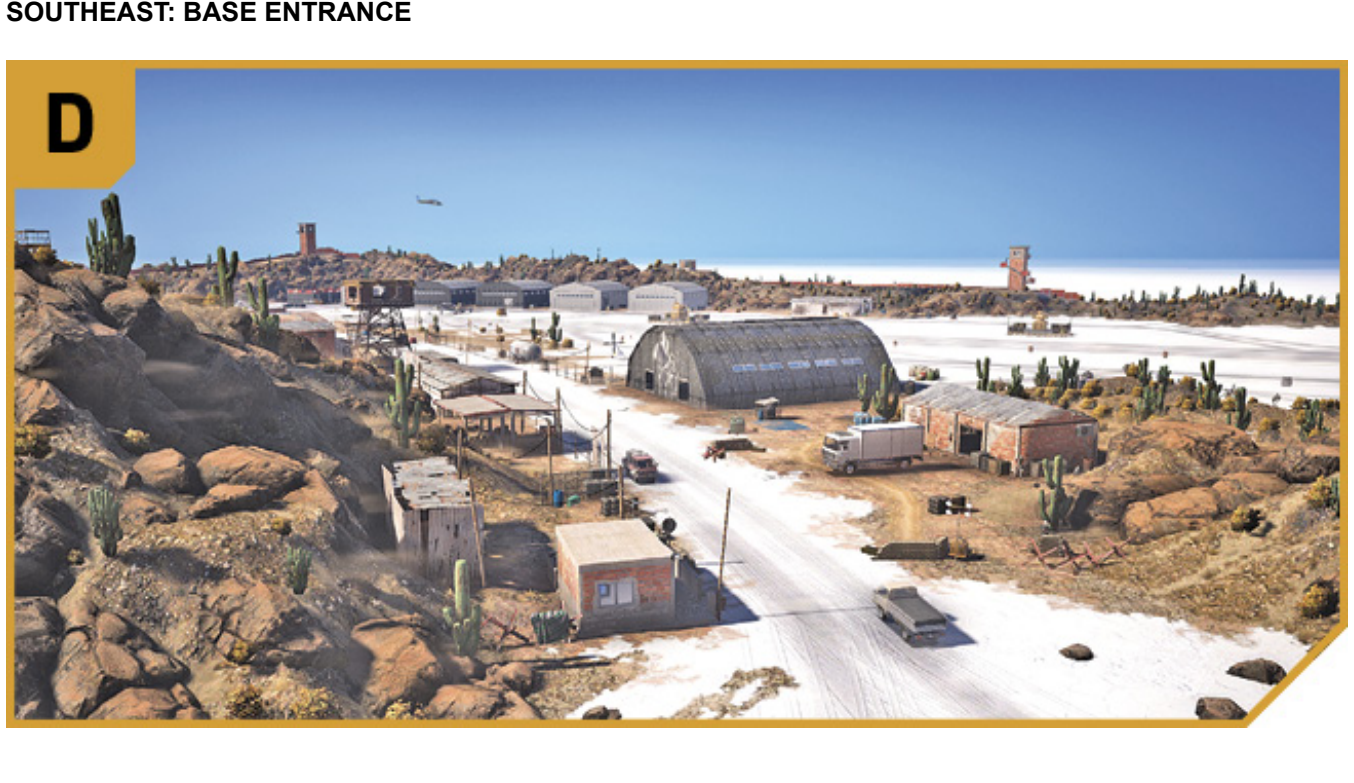
Use this access point to sneak eastward, along the south perimeter, pausing only to deactivate or destroy the drone jammer at the foot of the alarm pole. Then continue on to the control tower, or use your height advantage to drop foes from medium range in the main base below (north of you [F]).

SOUTH: PERIMETER WALL



From west to east, there's a pill box, rebel cage, comms building, drone jammer and alarm pole, HQ building, armory, and lastly the control tower itself. You can't access the control tower from the outside. If you're inside, use the cover and relatively few enemies these buildings afford you to conduct sweeps, removing foes as you head to the control tower and remaining stealthy for as long as possible. Suppressed fire and melee takedowns are recommended, after killing the lights at the generator.

SOUTHEAST: BASE ENTRANCE



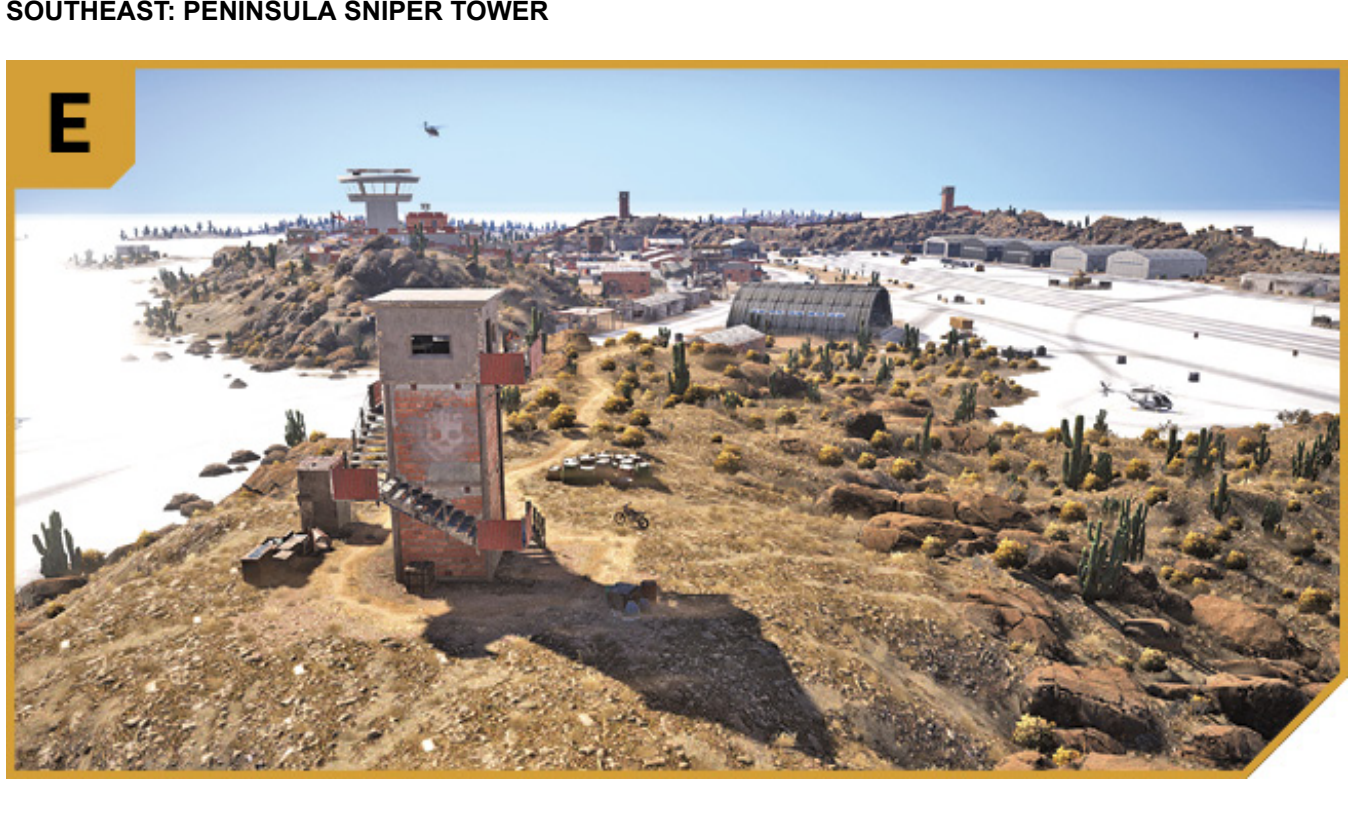
This base entrance features a minigun tower in the distance along the main road and is a little more open, so a direct route in is only wise if you want to create havoc, or you're in a vehicle and want to create a distraction, as you can easily reach the runway (H) or drive into the base and take the first left after the minigun tower to head up onto the dirt road and around to the control tower.

If you possess a modicum of stealth, it's worth heading in on foot from E, using the small brick warehouse as cover and dropping the enemy at the checkpoint hut and the minigun operator as you secure this area of the base.

You can then visit the lone hangar in the area, overlooking the SAM launchers to the north. This is a great place for a competent sniper to shoot from; you can remove foes on the runway, across at the north sniper tower (L), and those patrolling the path atop the northern rocky peninsula, though you need to predict-fire their location slightly, as they're about 250 meters away. You can stay in the hangar, using its roof as cover, and hit the alarm panel and the minigun tower operator, and cause a distraction by stealing the attack helicopter or blowing up the nearby propane tank, while teammates get on with the objective.

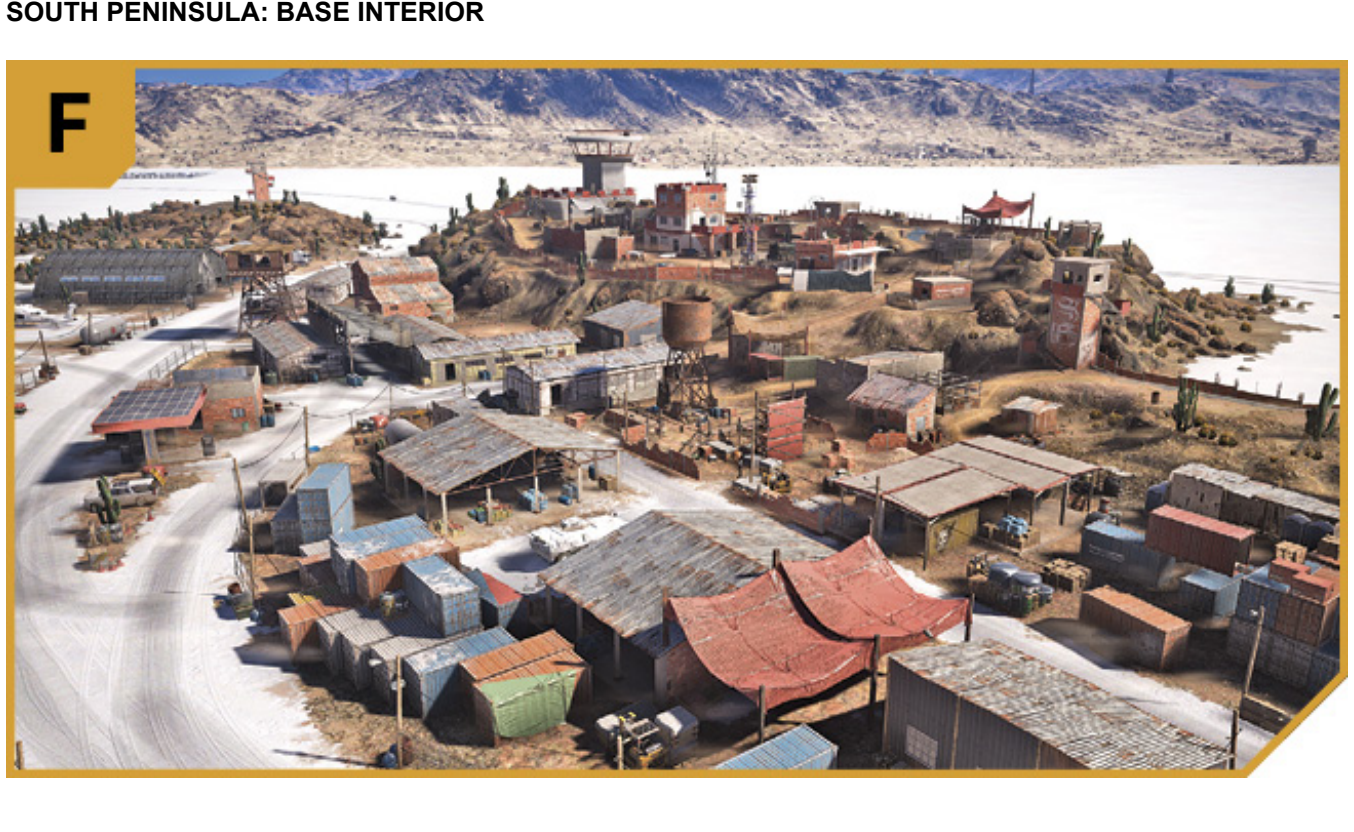
It's also possible to head west from here, along the south side of the main road and up the hillside to the north brick inner perimeter of the control tower area. You can then reach F, and a break in the wall, while remaining on this higher ground—helpful if you're sneaking into F and G.

SOUTHEAST: PENINSULA SNIPER TOWER



Approaching from the salt flats or the main road (but driving off way before D), head up onto this promontory of rock and a single foe in the sniper tower. You can then move to D, H, or L depending on how you'd like to neutralize the enemy, and what the rest of your team are up to (and areas they are covering). Remove this sniper to avoid being attacked from behind when moving through D.

SOUTH PENINSULA: BASE INTERIOR



This is a mass of buildings at ground level, with a higher elevated plateau to the southeast where the alarm pole, drone jammer, HQ building, and control tower are. Enter F from anywhere in the base, but learn some landmarks in this maze, like the rusty water tower in the middle, by the mess hall and barracks, which should be checked for foes depending on the time of day you enter the base.

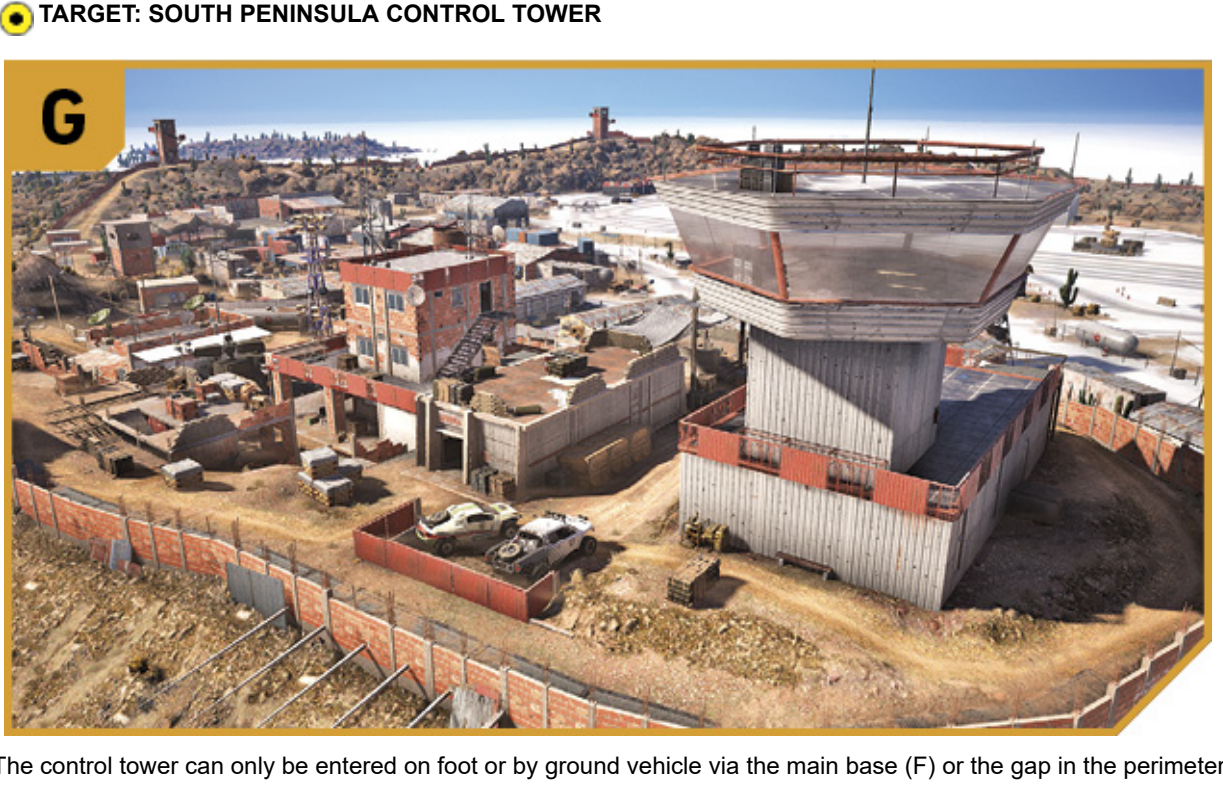
Note the parked APC along the main east-west road inside the base. Use it to shrug off enemy attacks between objectives, or to create distractions.

There are numerous explosive barrels you can use to distract the foes here, though the containers and buildings you're moving between are numerous enough to make stealth takedowns across the entire base something worth considering.

The upper base to the southeast is more difficult to infiltrate, assuming you don't want to give the game away and drive up there in a vehicle. Instead of attempting to get past the security hut on the dirt road, enter via the open metal container just north and across the road from the comms building and alarm pole. Then neutralize the drone jammer and alarm and creep through the HQ building, or along either brick perimeter wall to the HQ building itself.

Make sure you ascertain the location of the two rebel prison cages in this area, if you wish to call on reinforcements without the Rebel Support feature.

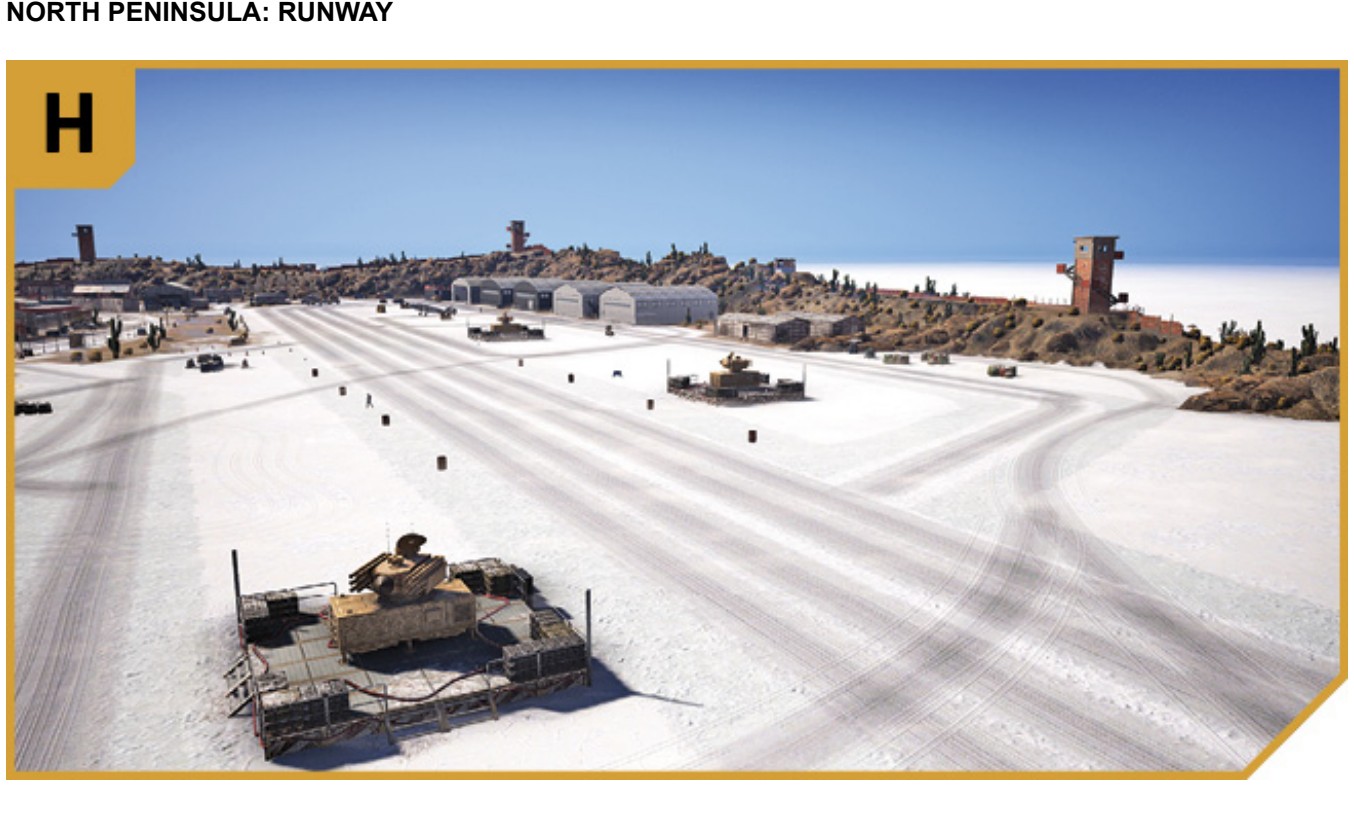
TARGET: SOUTH PENINSULA CONTROL TOWER



The control tower can only be entered on foot or by ground vehicle via the main base (F) or the gap in the perimeter (B). The control tower itself has a single set of steps on its north side; head up them, then south into the tower and up to reach the target. Interrogate him, then the objective switches to the hangar in the northeast corner of the airfield. Note the hangar doors don't open until the ATC is spoken to (so you can't skip this objective and just leave!).

Note also that you can drop onto the upper or lower roof of the control tower by parachute or helicopter, if you wish.

NORTH PENINSULA: RUNWAY

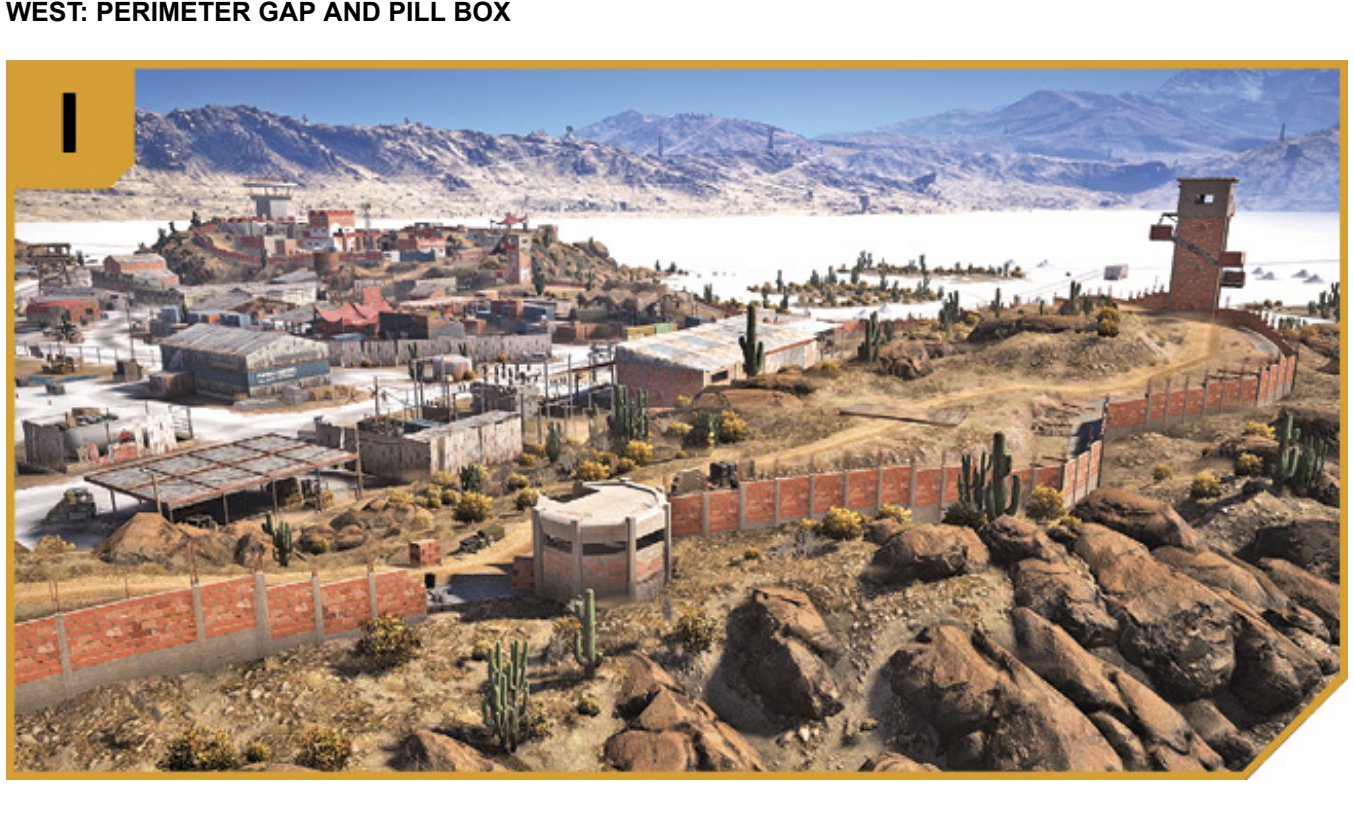


This massive stretch of salt flats contains very few enemies and even fewer places to hide. Running along the northeast corner is a line of hangars. The one farthest west, next to a low building topped by a minigun, houses a plane (and your second objective location). Along the west is the generator and a small garage area, mostly devoid of enemies.

On the runway itself are two old planes (both usable) and two helicopters (one small, one large) close to the lone hangar northwest of D. Of greater concern are three SAM sites dotted along the middle of the runway. Either ignore them and hope for the best when your plane takes off, have a teammate in a separate aircraft to act as the "missile sponge," or head to each SAM site and destroy it with explosives.

Hitting the SAM site with a grenade, mine, or C4 is a good way to kill two birds with one stone and remove these threats as well as create a distraction while your fellow Ghosts get on with both objectives. Or, if you're intent on remaining stealthy, use C4 and wait to detonate.

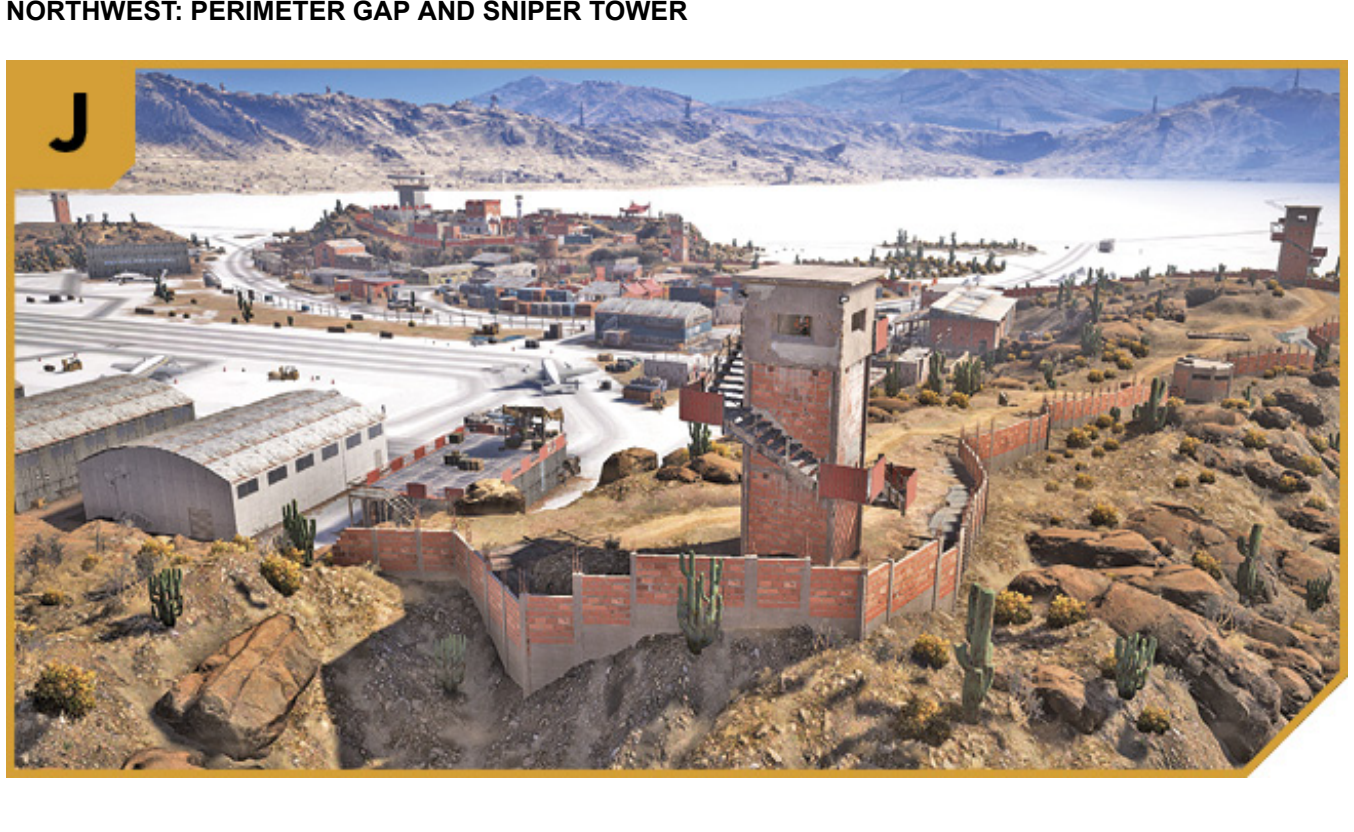
WEST: PERIMETER GAP AND PILL BOX



As long as you're competent enough to drop the two or three foes (one in a pill box and two patrolling the pathway surrounding the airfield), you can sneak in through this break in the wall, between the sniper towers to the north and south. Enter via A, or I itself, climbing the low rocks without venturing too close too quickly, as you're easily discovered.

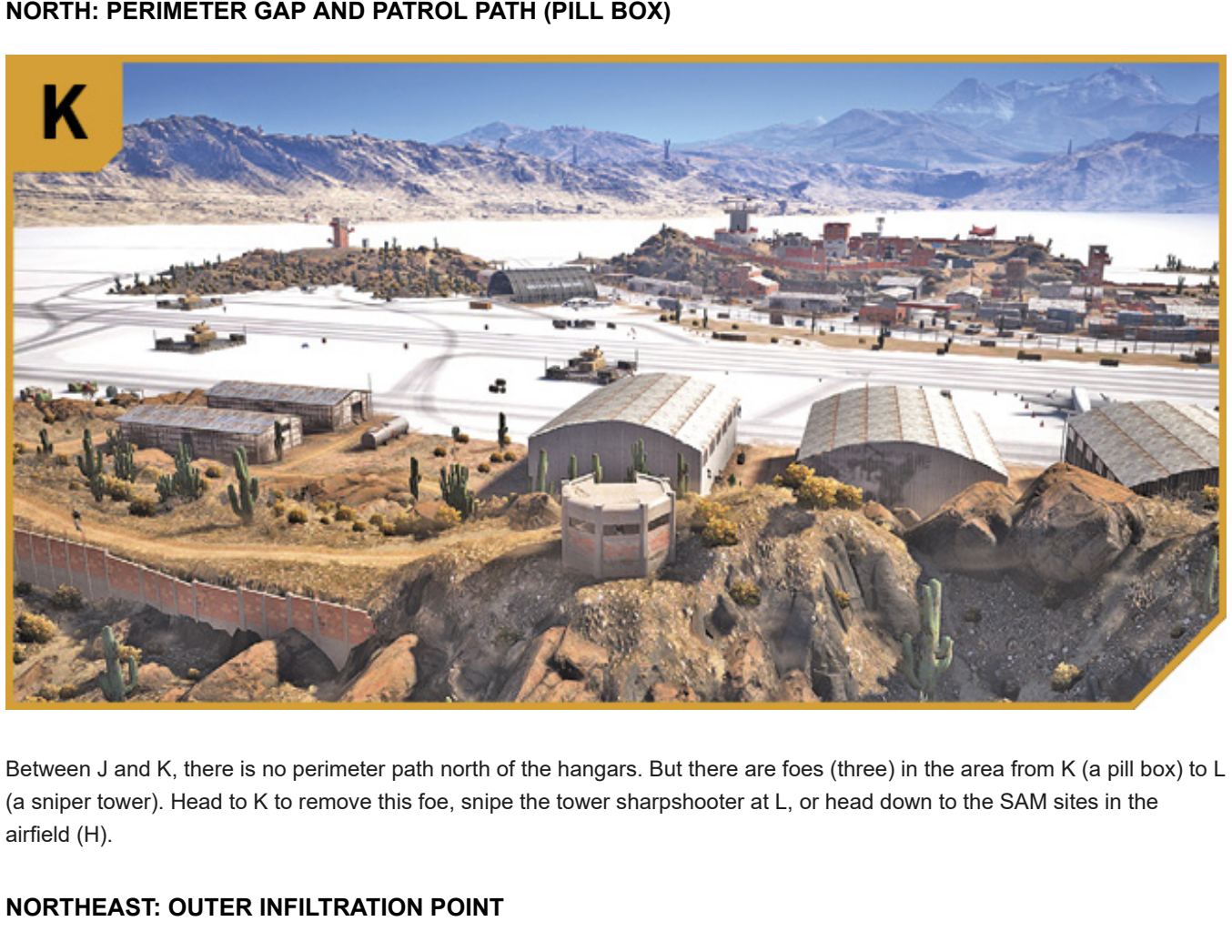
Now you can reach the generator and plunge the entire base into darkness (and remove the threat of reinforcements without having to shoot the alarm pole). You can also shoot both snipers in the towers and then advance toward F or M, depending on whether you have teammates intending to complete the initial objective. It's worth heading to M and removing the minigun operator to assure a smooth transition to the plane.

NORTHWEST: PERIMETER GAP AND SNIPER TOWER



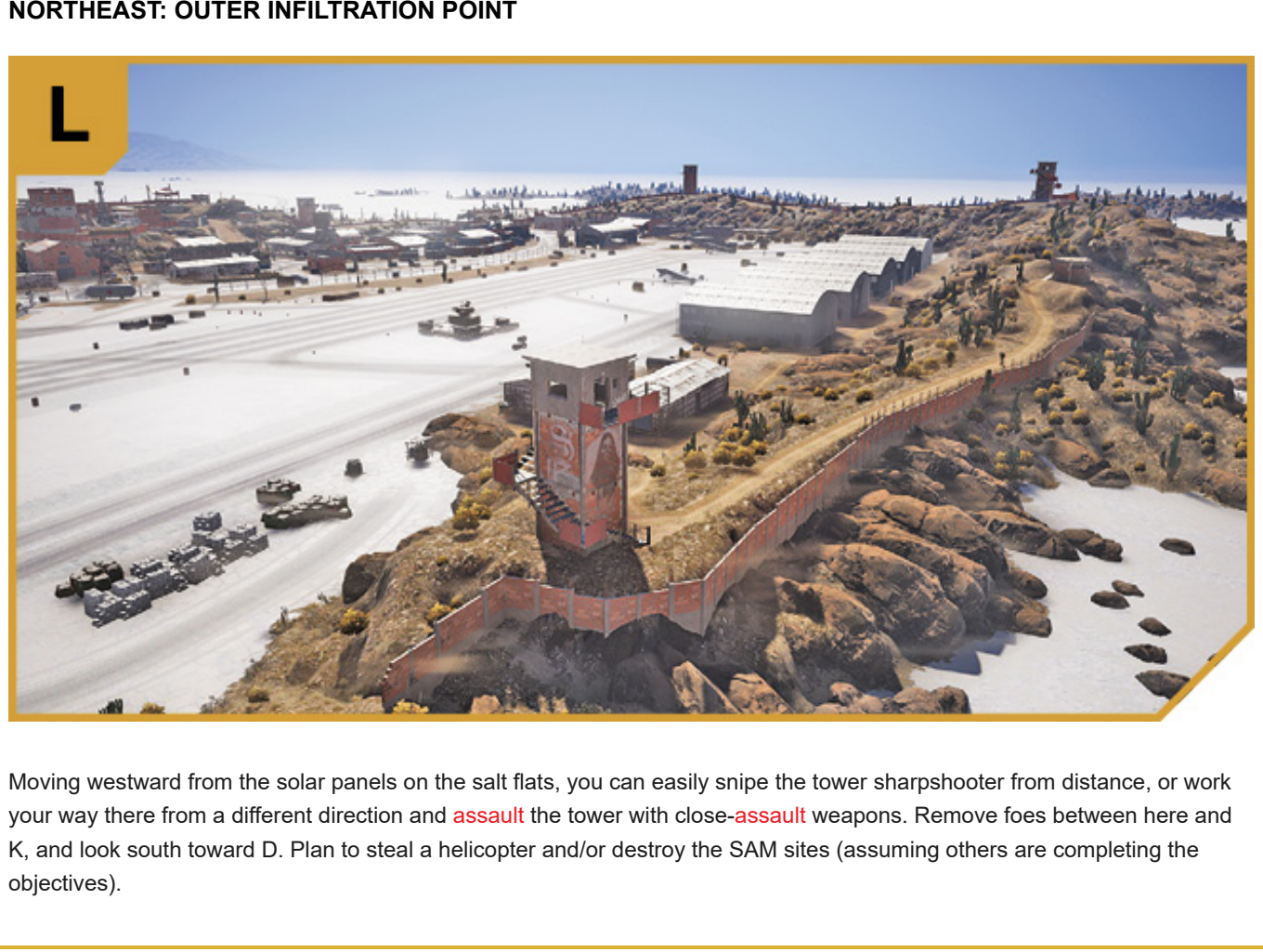
This is a good sniping point, assuming you hike up this rocky hill from the salt flats to the north (or maneuver around from I or K). Drop the sniper in the tower, then attack the foe at the minigun nest (M) from behind, and anyone on the north side of the airport. If you're playing Co-op, you can then head to M and wait for the plane to be accessible.

NORTH: PERIMETER GAP AND PATROL PATH (PILL BOX)



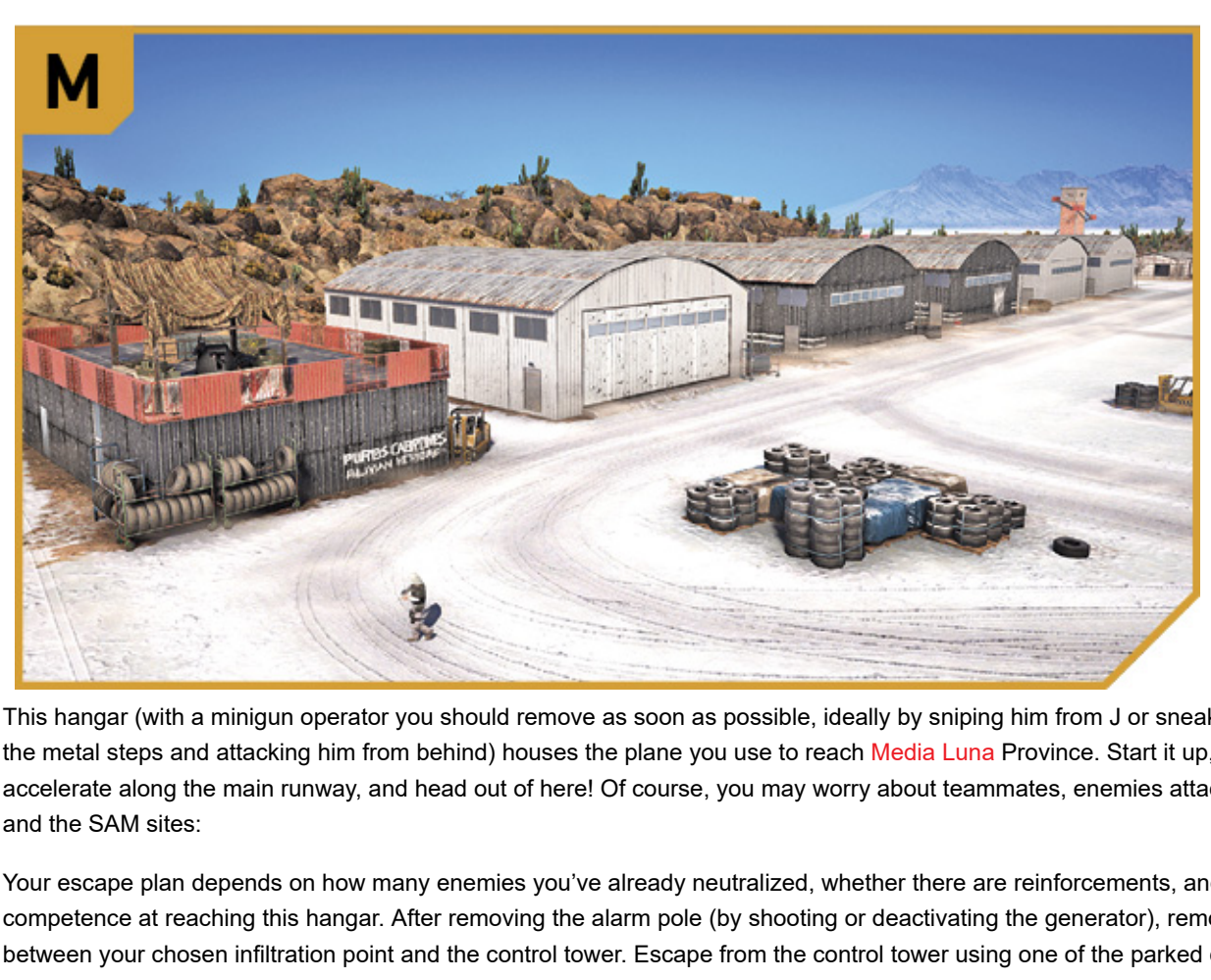
Between J and K, there is no perimeter path north of the hangars. But there are foes (three) in the area from K (a pill box) to L (a sniper tower). Head to K to remove this foe, snipe the tower sharpshooter at L, or head down to the SAM sites in the airfield (H).

NORTHEAST: OUTER INFILTRATION POINT



Moving westward from the solar panels on the salt flats, you can easily snipe the tower sharpshooter from distance, or work your way there from a different direction and assault the tower with close-assault weapons. Remove foes between here and K, and look south toward D. Plan to steal a helicopter and/or destroy the SAM sites (assuming others are completing the objectives).

TARGET: HANGAR AND DUST PLANE



This hangar (with a minigun operator you should remove as soon as possible, ideally by sniping him from J or sneaking up the metal steps and attacking him from behind) houses the plane you use to reach Media Luna Province. Start it up, accelerate along the main runway, and head out of here! Of course, you may worry about teammates, enemies attacking, and the SAM sites:

Your escape plan depends on how many enemies you've already neutralized, whether there are reinforcements, and your competence at reaching this hangar. After removing the alarm pole (by shooting or deactivating the generator), remove foes between your chosen infiltration point and the control tower. Escape from the control tower using one of the parked cartel trucks at the base of the tower. In Solo mode, ignore your teammates; they automatically join you on the plane. As for the SAM sites, if you accelerate and weave left and right as you take off, you're likely to avoid being struck. Just get the hell out of there!

In Co-op mode, it's much easier: Station a Ghost whose responsibility is to commandeer the plane and take off in it. A second Ghost can help if necessary (and act as backup). The other two Ghosts can follow in one of the aircraft (two planes or helicopters) on the airfield, as well as remove the SAM sites.

KOANI AIR BASE: OTHER TACTICAL ADVICE

SOLO For the least amount of hassle, enter at B, shoot the alarm panel, and sneak along the inside of the south perimeter wall (C) to reach the control tower. After interrogation, use the dirt trucks parked at the base of the tower, carefully (but hastily) driving down through F, then across H to the hangar at M. Get out, ignoring the minigun operator (enter on the east side so the minigun can't shoot you), and taxi out of the runway at speed, evading SAM shots with deft flying.

If you're fine with facing all enemies after you speak to the ATC, parachute (or jump from a helicopter) onto the roof of the control tower. This can be the low roof or the actual tower roof, as there's a roof hatch you can drop down (but not climb out of). After your chat with the ATC, use either of the dirt trucks parked by the control tower to flee, if your other vehicles have been compromised. For stealth planning, enter at I at night, cut the power at the generator, then sneak to G, back to M, and out of here. This can be done without raising suspicion until you start the plane!

A good route to take to completely neutralize the enemy before talking to the ATC is to start at L and work counter-clockwise around to A, then continue across to F, then across to E, and back to F, then up to G. Or, have your team start attacking foes at F, while you rush the control tower and help defeat the enemy with medium-to-close-range fire. While you speak to the ATC, have your team head to M, and by the time you drive there, the area should be reasonably secure.

If you want to cause a disturbance, have you or your rebel friends do it away from both the control tower (G) and the hangar (M). The SAM sites and the west side of the main base between A and F are good options.

CO-OP Split up your team into two fighting forces to finish both objectives in record time, and with much less back-and-forth maneuvering. Duo #1 should enter at I or J, cut the power at the generator, and clear the airport of SAM sites using C4 and silence (trigger the C4 as the plane takes off). Duo #2 should enter at B, sneak along at C, and remove the drone jammer. One teammate should interrogate the ATC while the other waits to drive one of the parked trucks at the base of the control tower. As soon as the hangar opens, Duo #1 should escape in it. Duo #2, meanwhile, should cause distractions, or drive directly to one of the other planes or a helicopter, and follow in a different aircraft. Or split up Duo #1 and have each teammate fly an aircraft (the target plane and a second craft), one providing interference to any incoming SAMs for the duration of the trip.

Other options include one Ghost being responsible for tackling all foes on the north peninsula, a second heading in from I to remove foes between there and B, and two more Ghosts assaulting the main base itself.

Use the APC parked northwest of F in the main base; this is an armored distraction that can keep going despite the cartel's most relentless attacks. It's good for driving out to the SAM sites (have a teammate lob grenades from the APC) while other Ghosts get on with the mission.

IN THE AIR TONIGHT

After taking off from Koani Airport, exhibit some defensive piloting if you haven't neutralized the three SAM launchers on the runway. You may need to attempt further defensive dives and swoops to avoid SAM fire as you progress in a path to the airstrip indicated on your Tacmap. Feel free to check your map and fly around areas you know have SAM sites if you're worried about being struck (especially as the plane is on its last legs).

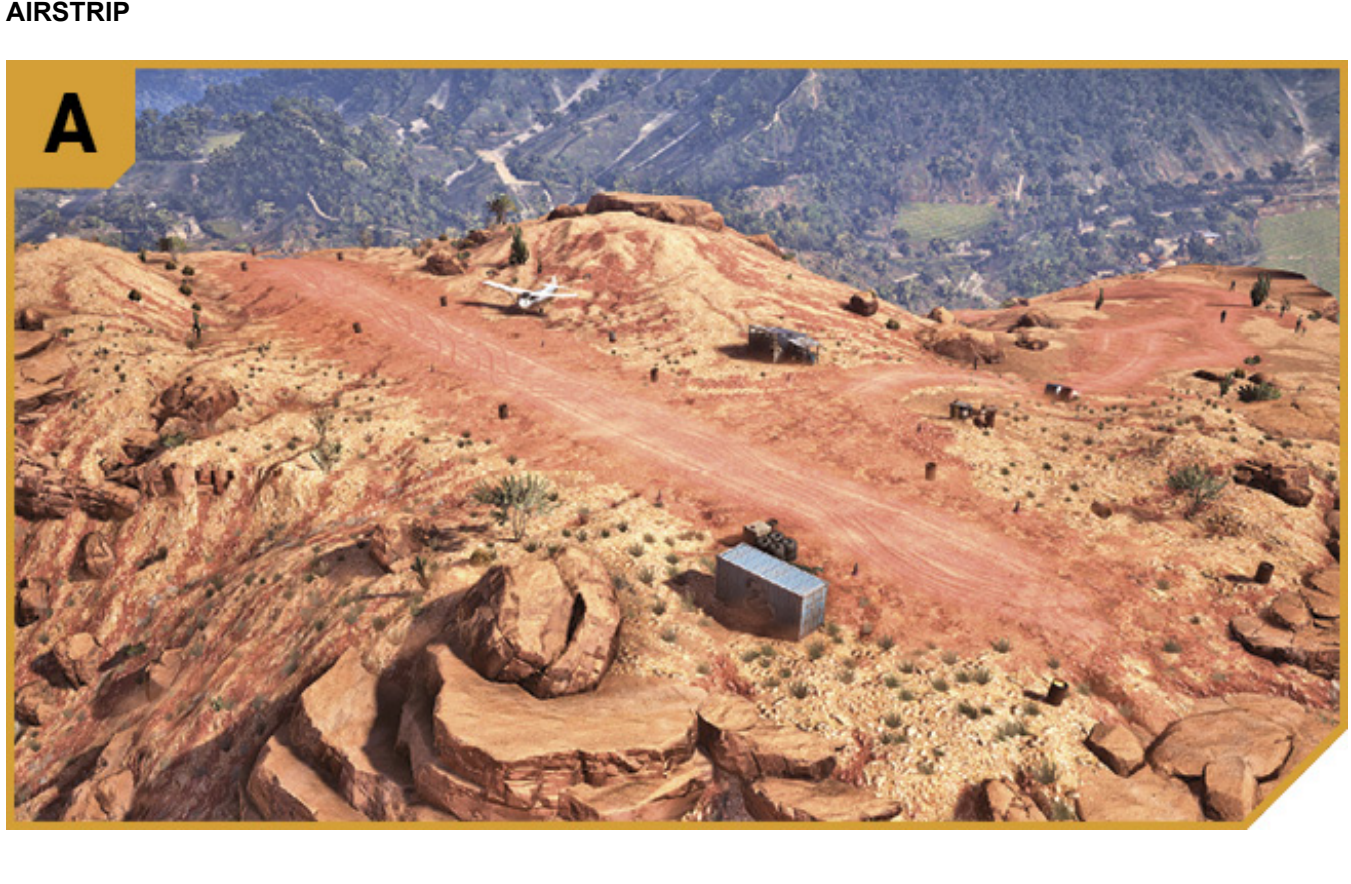
Your destination is the province immediately to the east of you—Media Luna. The airstrip you're landing on tops a large rock plateau, so it's important not to overshoot! Make a note that the airstrip, which is unmarked, is extremely close (380 meters or so) to Media Luna Alpha. You're here to demolish a small contingent of cartel thugs and grab the buyer for Boston Reed.

MEDIA LUNA AIRSTRIP: RECON

TACMAP

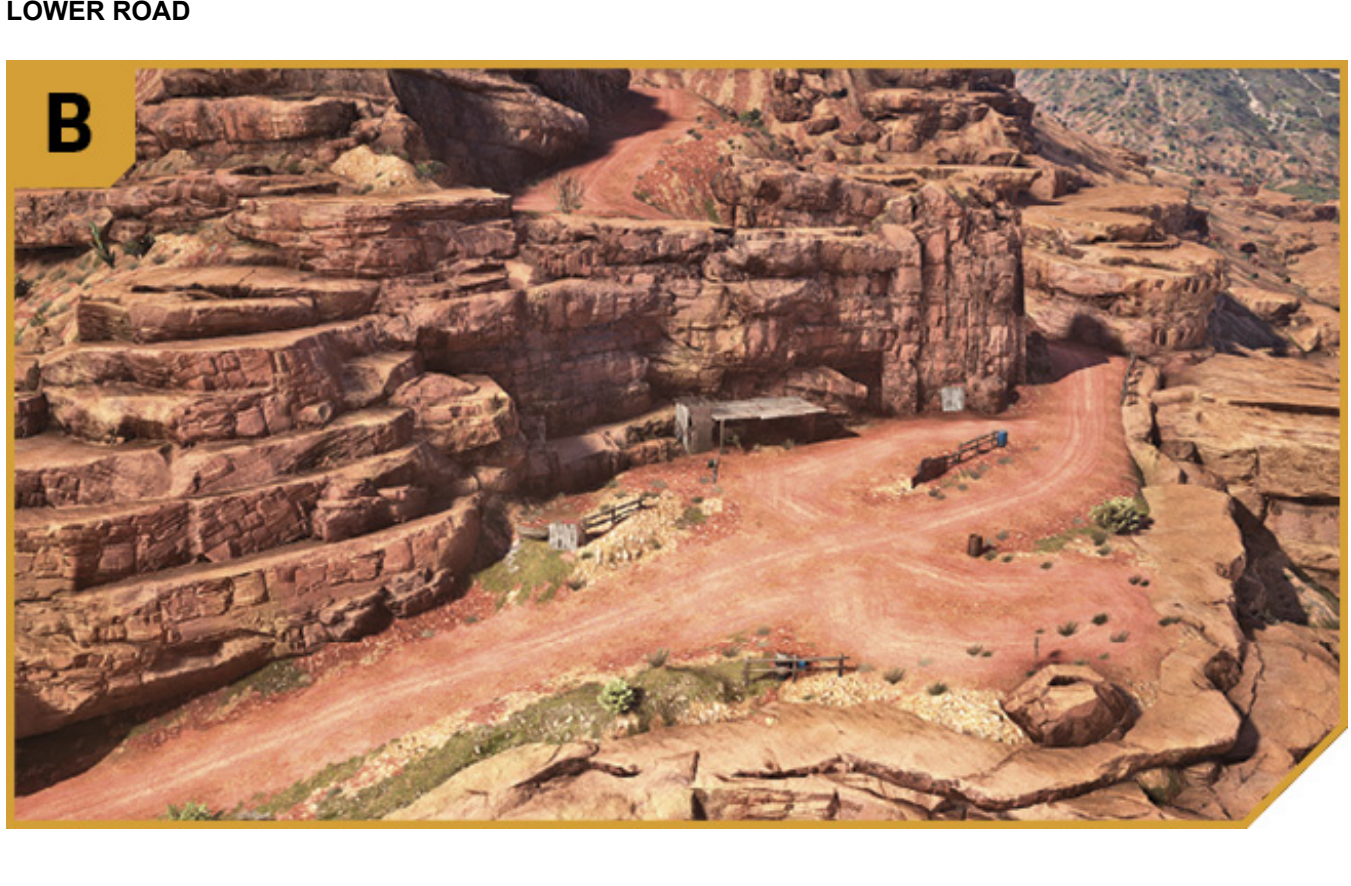
You're landing a plane on a flat mountain plateau, then engaging half a dozen cartel members (who may be situated near a military SUV). All of them should be defeated; only the buyer in the sharp suit needs to remain unharmed.

AIRSTRIP



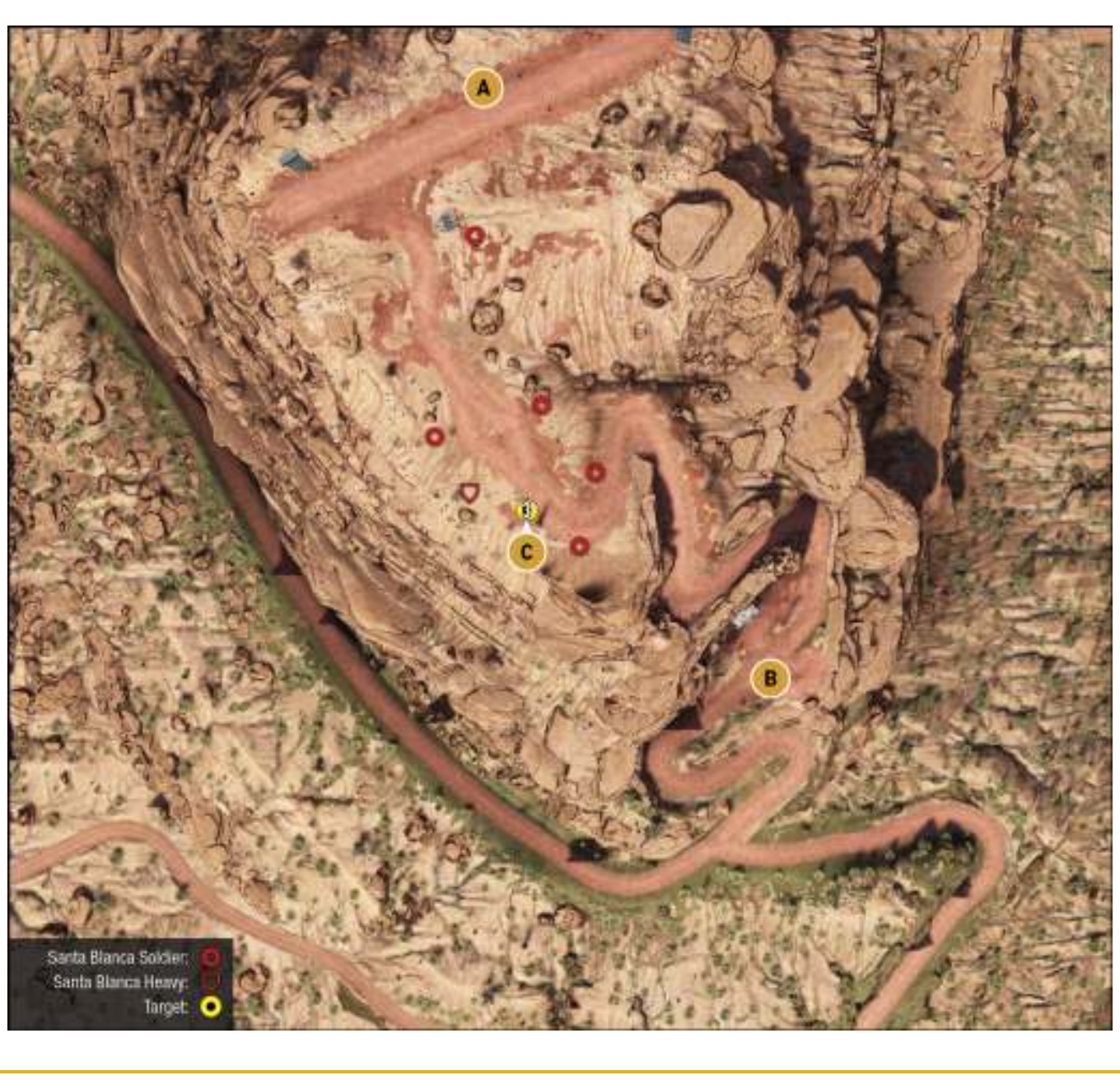
This runs roughly east to west, so make sure you approach from this direction, as a north-south landing can result in you landing on the group of enemies. Try landing from west to east so you can disembark on the eastern side, moving southwest onto the flat rocks overlooking your target. From here, you can easily eliminate the cartel guards and move down to engage any stragglers.

LOWER ROAD

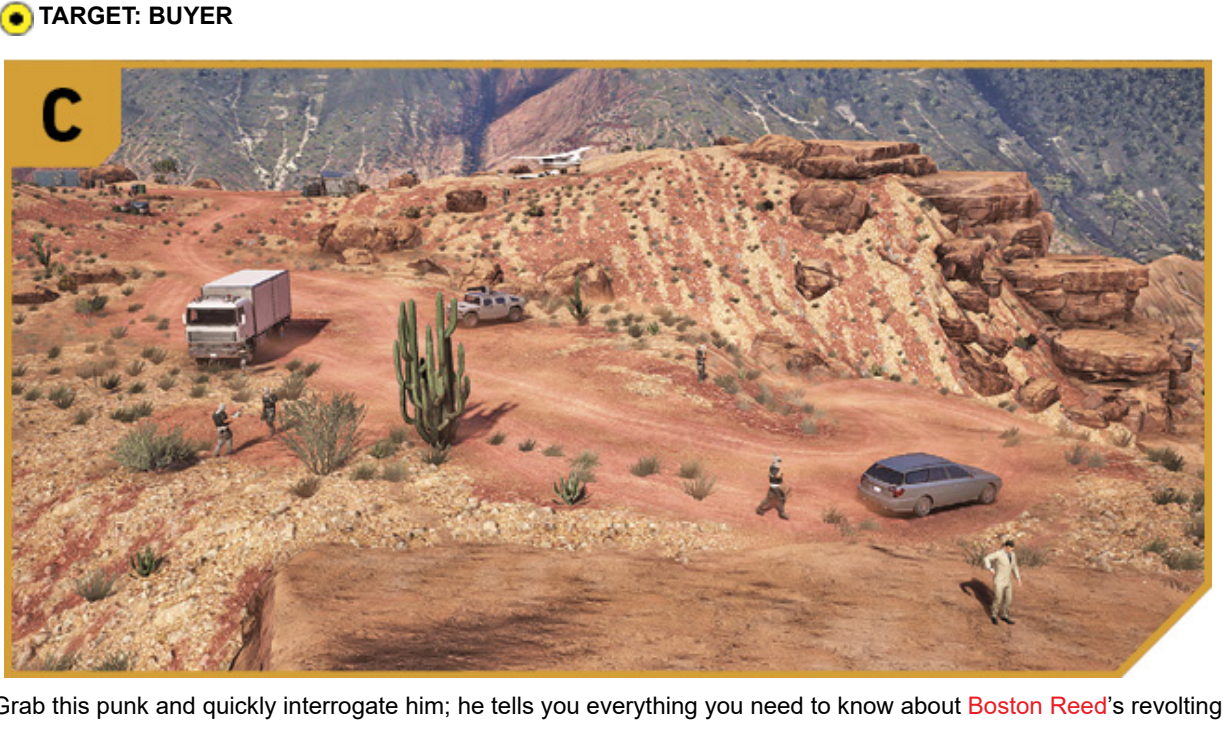


There's a small chance that your target decides to run, but the long and winding road from the airstrip and lack of vehicles means you'll soon find him cowering. If, for any reason, you need a vehicle, call in a Rebel Support drop, or move quickly northeast to Rally Point Media Luna Alpha.

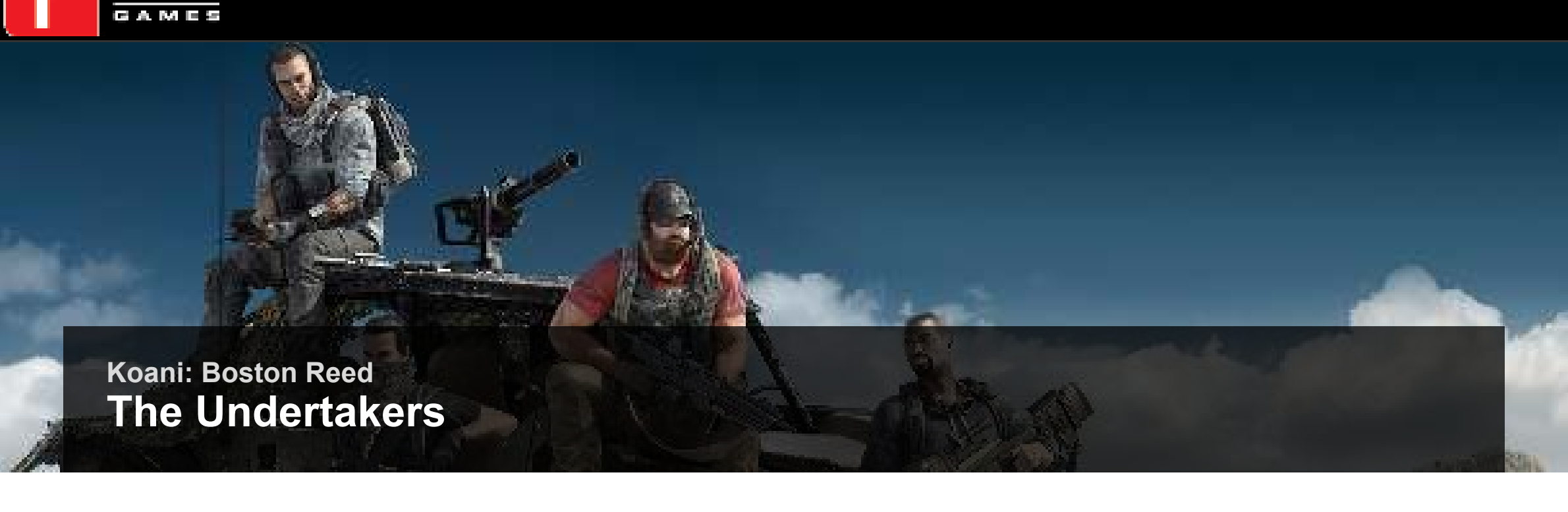
MEDIA LUNA AIRSTRIP: RECON



TARGET: BUYER



Grab this punk and quickly interrogate him; he tells you everything you need to know about Boston Reed's revolting trafficking ring. The mission now concludes. Remember you're in Media Luna Province, so you need to (fast) travel back to Koani to continue this line of missions.



Koani: Boston Reed

The Undertakers

OBJECTIVES

- Locate Carlos while remaining undetected
- Tail Carlos to his brother Hernando
- Interrogate Hernando

LOCATIONS

- Salt Hotel
- Koani Lithium Mine

REWARDS

- + 1,000 XP

BRIEF

The bank account number obtained at Media Luna has provided the identities of Reed's top henchmen—Carlos and Hernando Guerrero, also known as the Undertakers. Track down the Undertakers and find out what they know about Reed.

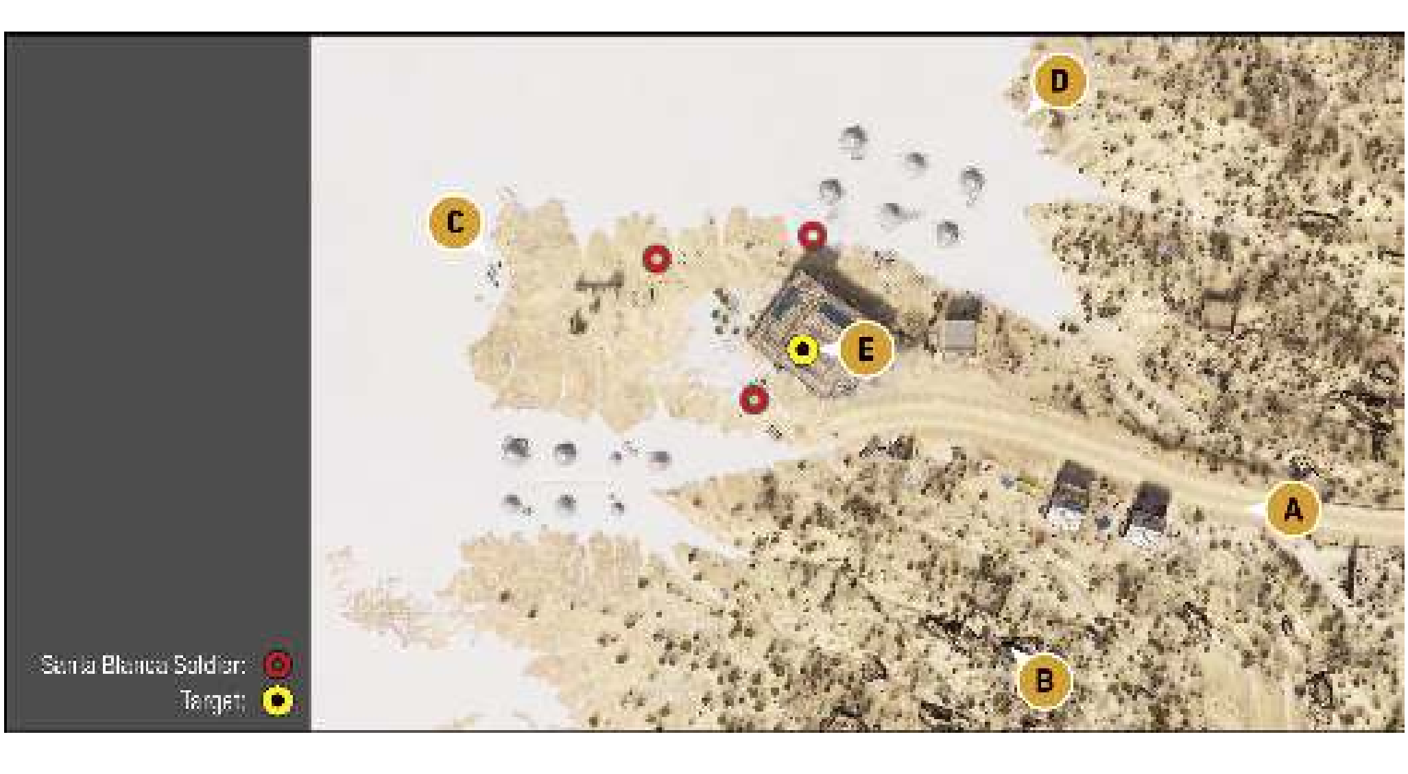
MISSION ACCESS

Complete Main Mission: Flight Plan in Koani Province to access this mission.

DEAD MEN WALKING

About 1.8 clicks north of Rally Point Remanzo Alpha, and about the same distance east of Koani Bravo across the salt flats, is an odd little hotel built of salt bricks. It's the current location of Carlos Guerrero, one of the Undertakers. Pinpoint and follow him.

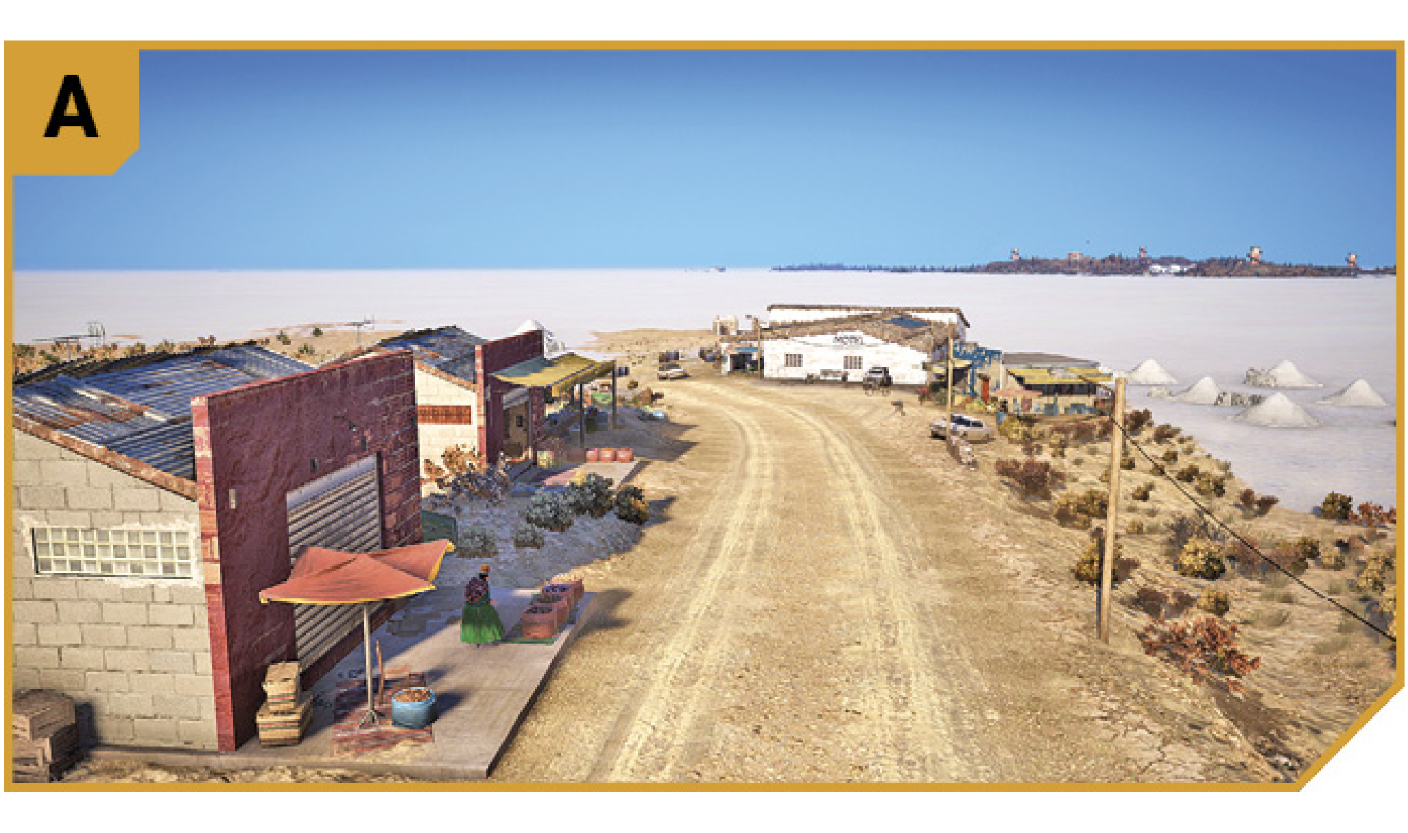
SALT HOTEL: RECON



TACMAP

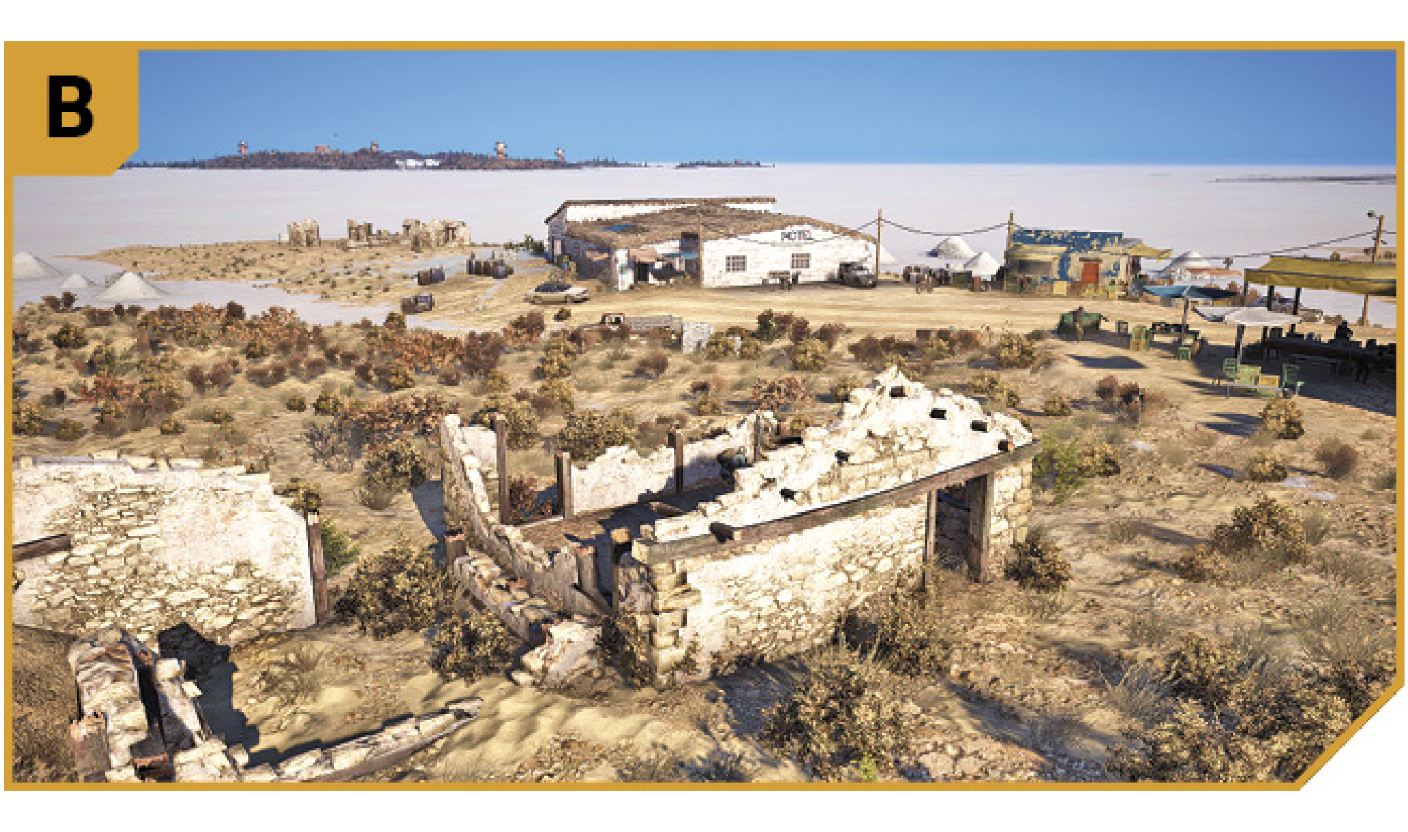
A small central building with a couple of store shacks sits to the east, surrounded by dotted ruins and salt piles for you to use as cover. Finding Carlos is easy; he's watching TV inside the hotel.

EAST ROAD



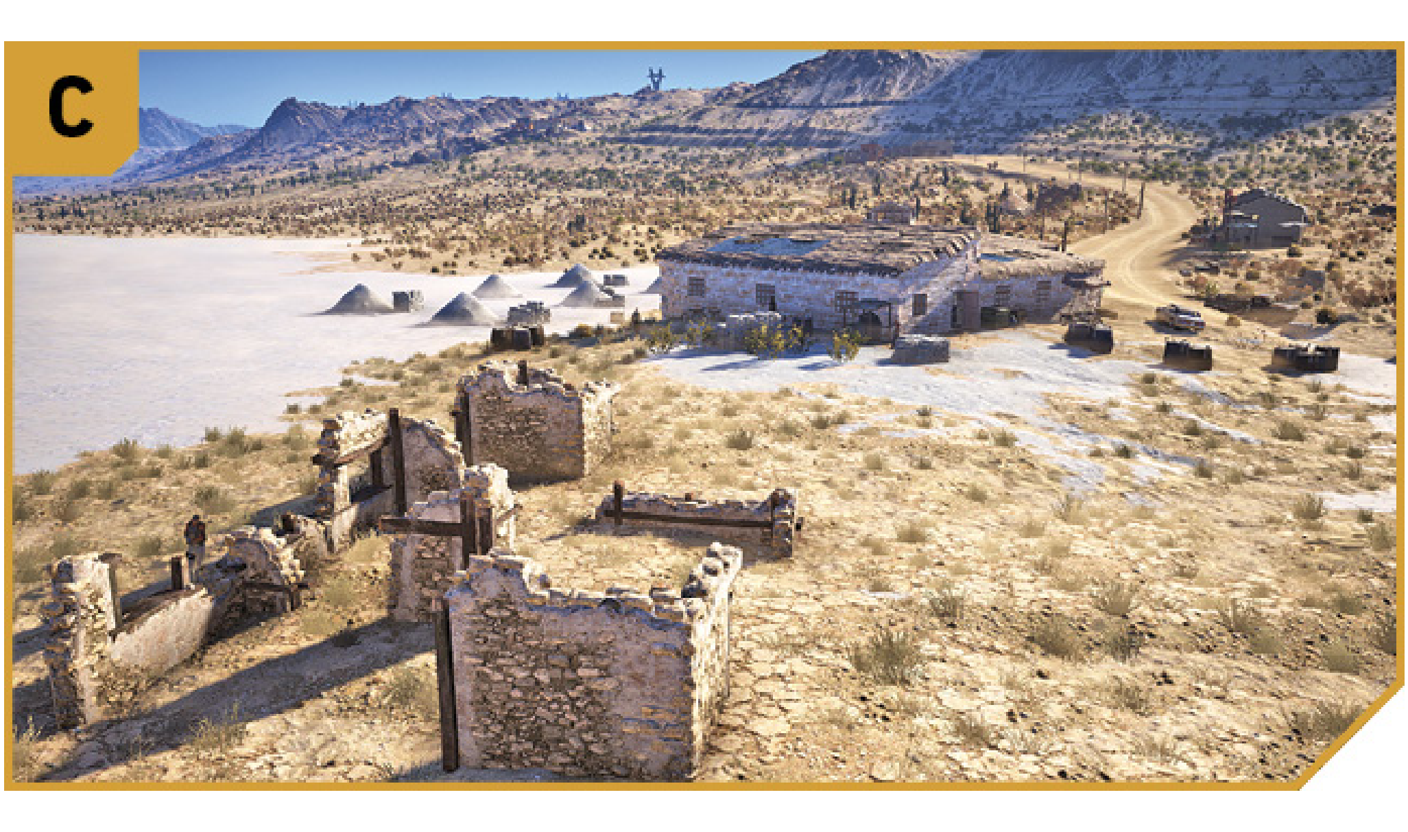
Simply pull your car up anywhere around this point, ideally off the road so Carlos can drive past your vehicle (stay behind cover while this happens), and use a drone to pinpoint Carlos in the hotel.

SOUTH RUINS



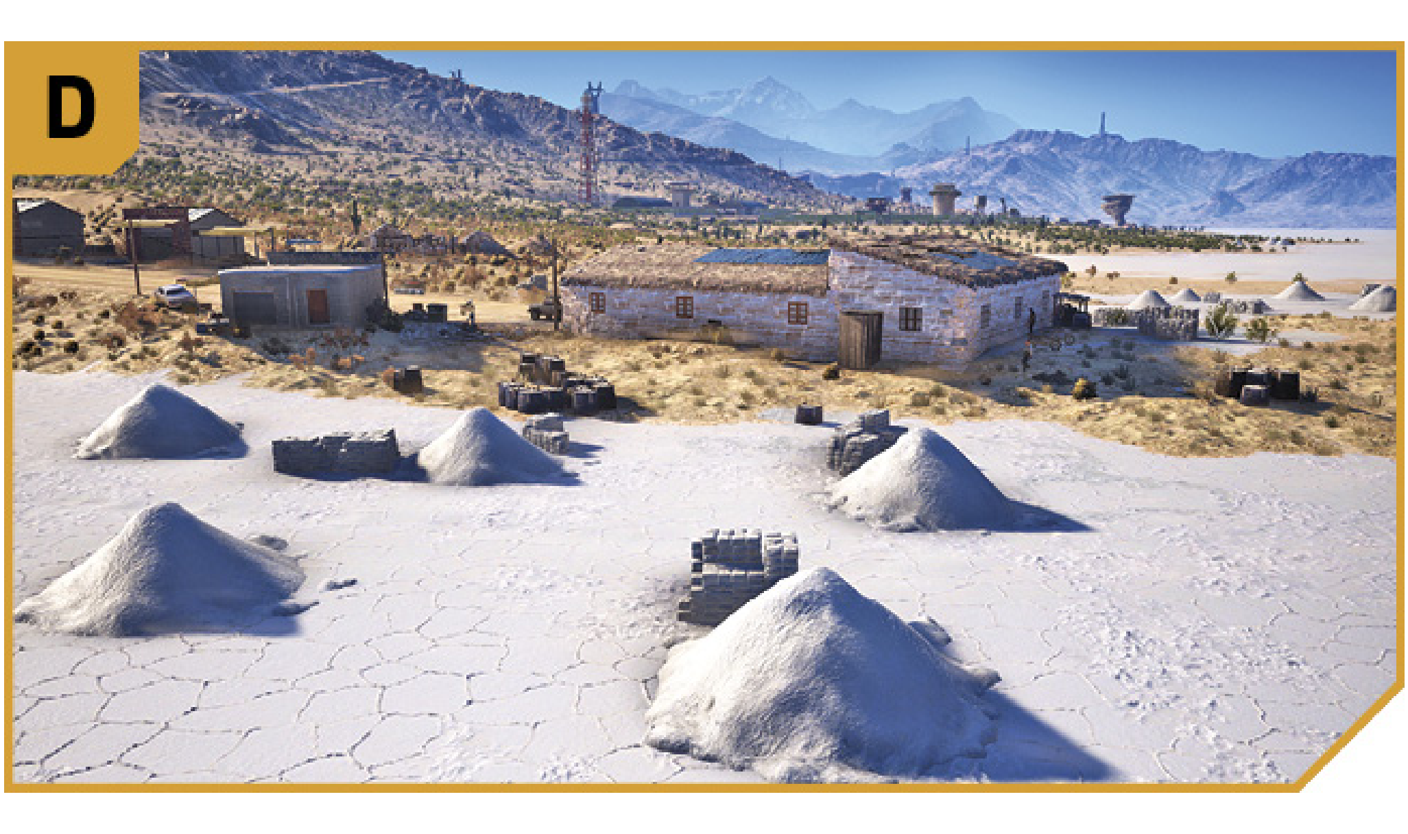
Jog southwest from the main road and take cover within this small collection of crumbling stones. View Carlos via drone through the window or doorway of the hotel. Stay here until he passes the main road, then follow him.

WEST SALT FLATS



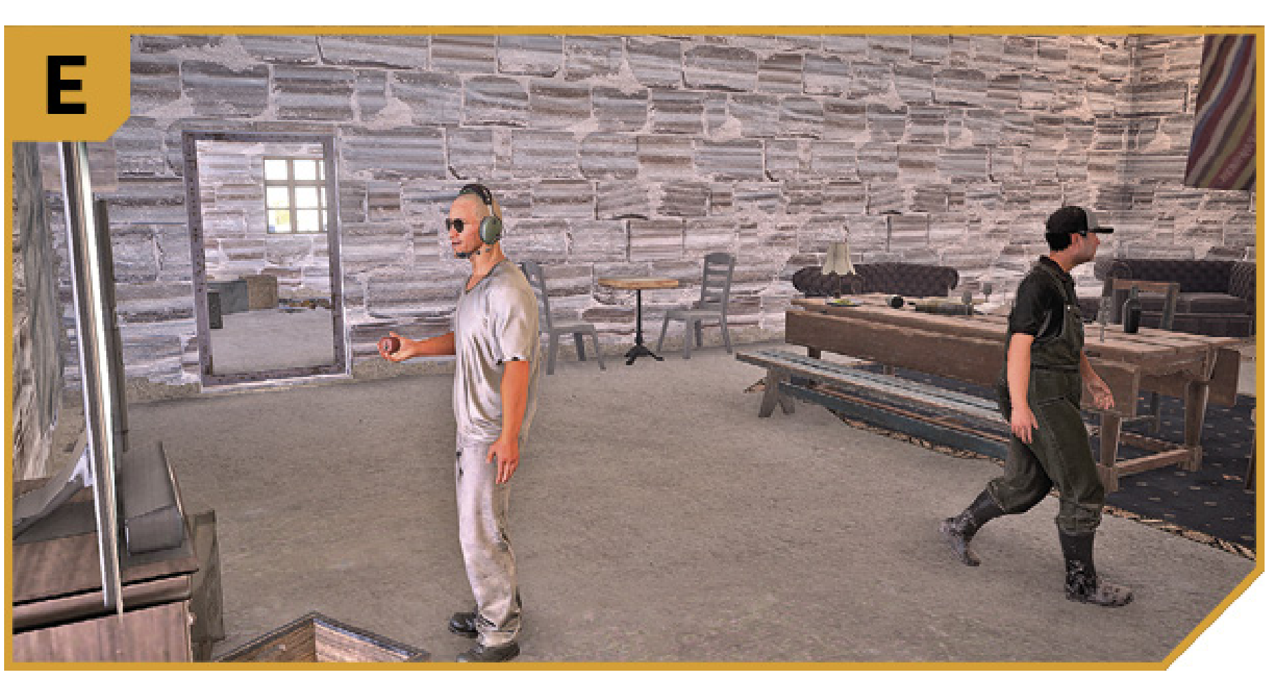
You can head directly from Rally Point Koani Bravo and park here, but watch for patrolling foes near this small pile of ruins. This is the most problematic spot to remain hidden at, so think about moving north or south instead.

NORTH SALT PILES



These are good to hide behind as you send up your drone to sweep the area.

● TARGET: CARLOS GUERRERO



This fellow doesn't seem to be a feared lunatic, but appearances can be deceiving.

SALT HOTEL: OTHER TACTICAL ADVICE

SOLO: CO-OP: Slow on the main road at A before pulling off and parking behind a building, so Carlos can freely leave without seeing you. Or head to one of the previously listed vantage points. Bring out your drone and hover it at the front doorway (southeast corner) so you can easily see Carlos. Then wait for him to head to his car, and follow him.

You can also creep up and peer through the window, physically pass near the door, and tag the small complement of cartel thugs without making a sound (stealth takedowns only), but this is unnecessary.

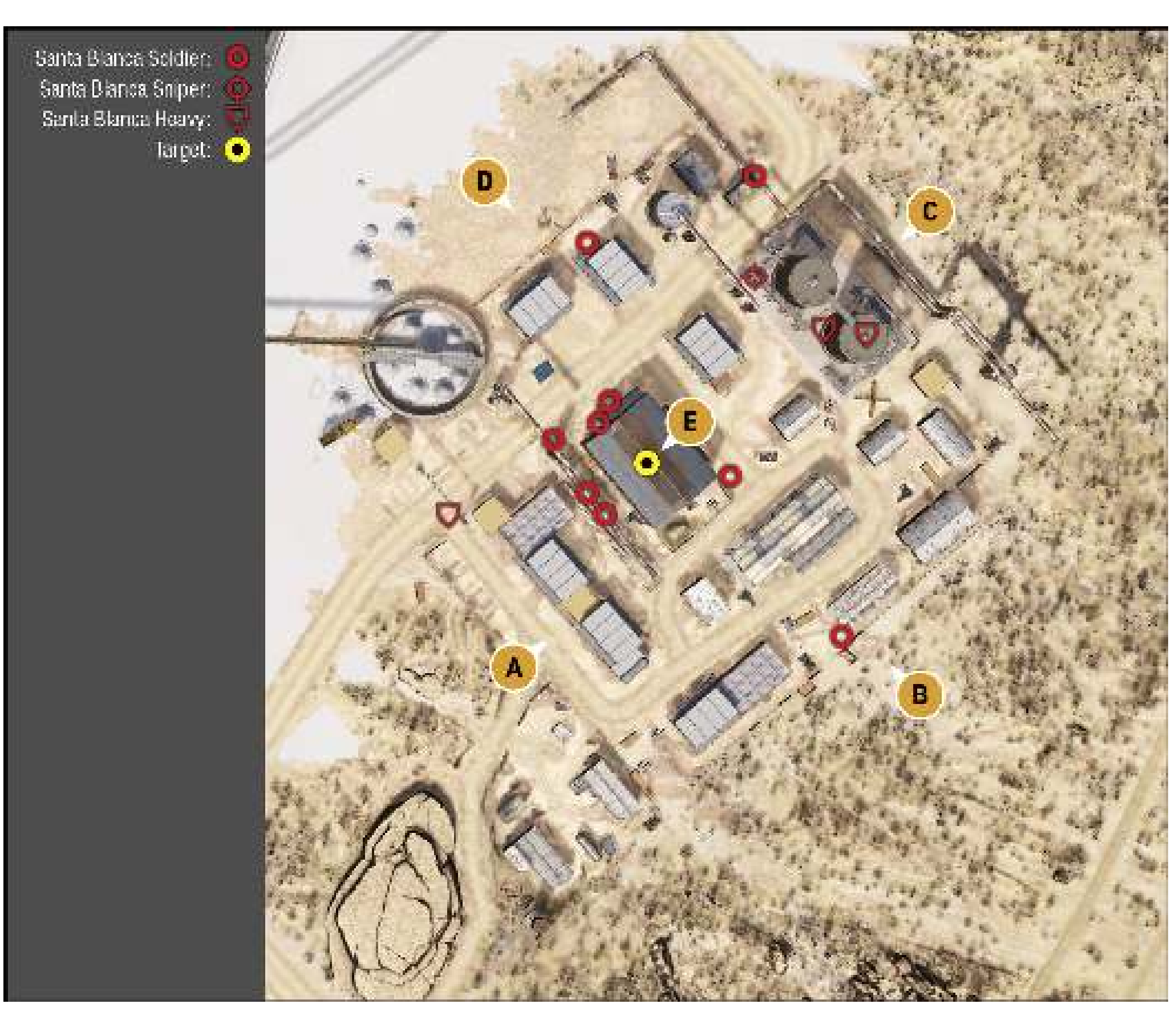
TAILING CARLOS

Once Carlos leaves the Salt Hotel, keep more than 50 but less than 300 meters between you and his vehicle. Note that you don't need to be on the road; you can follow Carlos at the edge of the salt flats heading northeast, to the objective location. Feel free to order your team to the next location prior to Carlos arriving, as the journey isn't eventful. When Carlos arrives at the Koani Lithium Mine, your recon of this location can begin (or conclude if your teammates have already checked it out):

CAUTION: SILENT, NOT DEADLY (YET)

Weapons are not live until the objective changes to interrogating Hernando. As soon as this happens, you can storm this base and apprehend the brother before he flees in a vehicle. Or give chase and stop him elsewhere. Be mindful of the mine workers in this facility; an ideal scenario involves no civilian casualties.

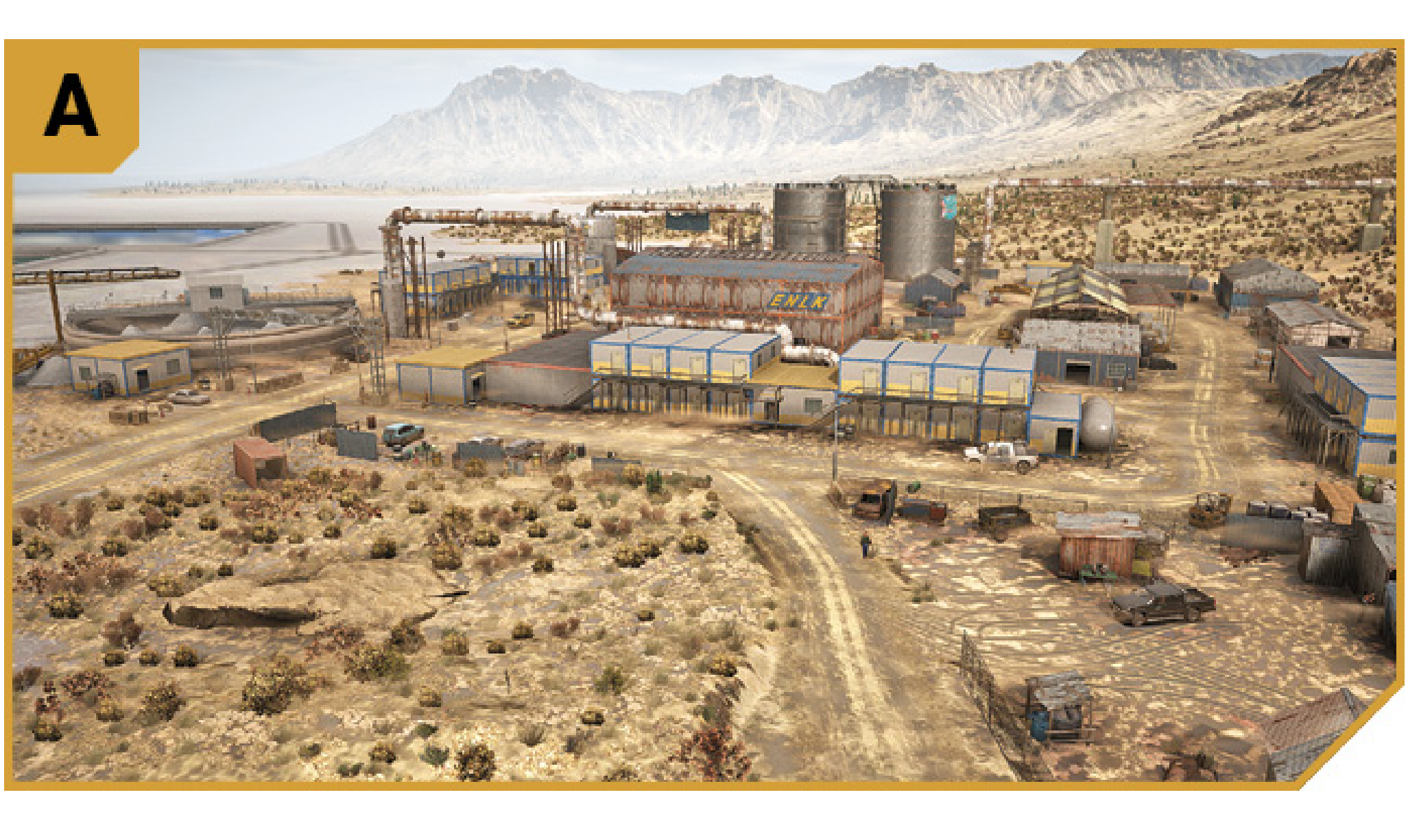
KOANI LITHIUM MINE: RECON



TACMAP

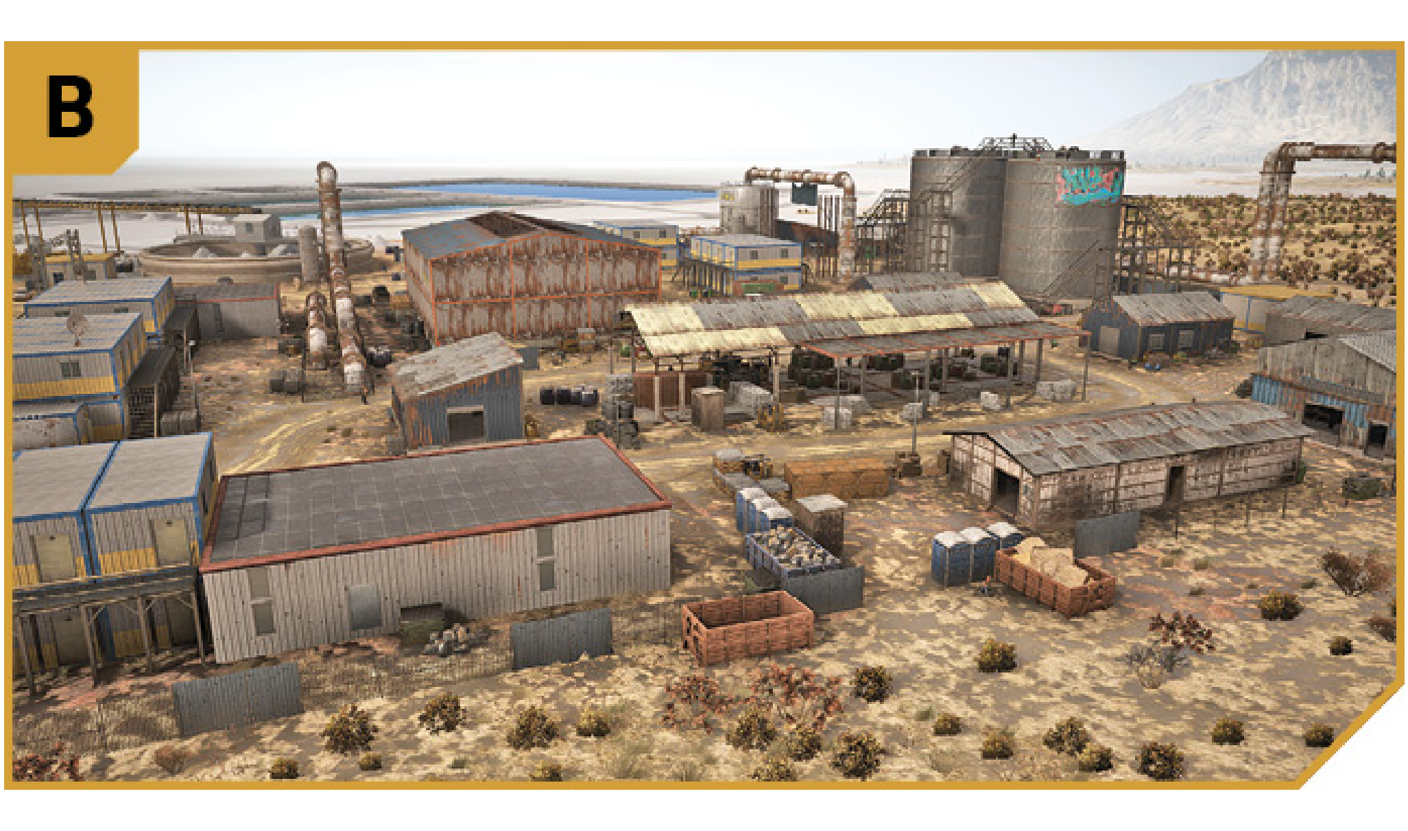
This mine facility has only a few foes to deal with, a porous perimeter, and little need for clearing, as you can scare the target into fleeing in a vehicle, which means you don't need to set foot in here. However, if you're here to clear, the most trouble crops up around the target warehouse and up on the vat gantries to the north; pay special attention at these locations.

SOUTHWEST PERIMETER



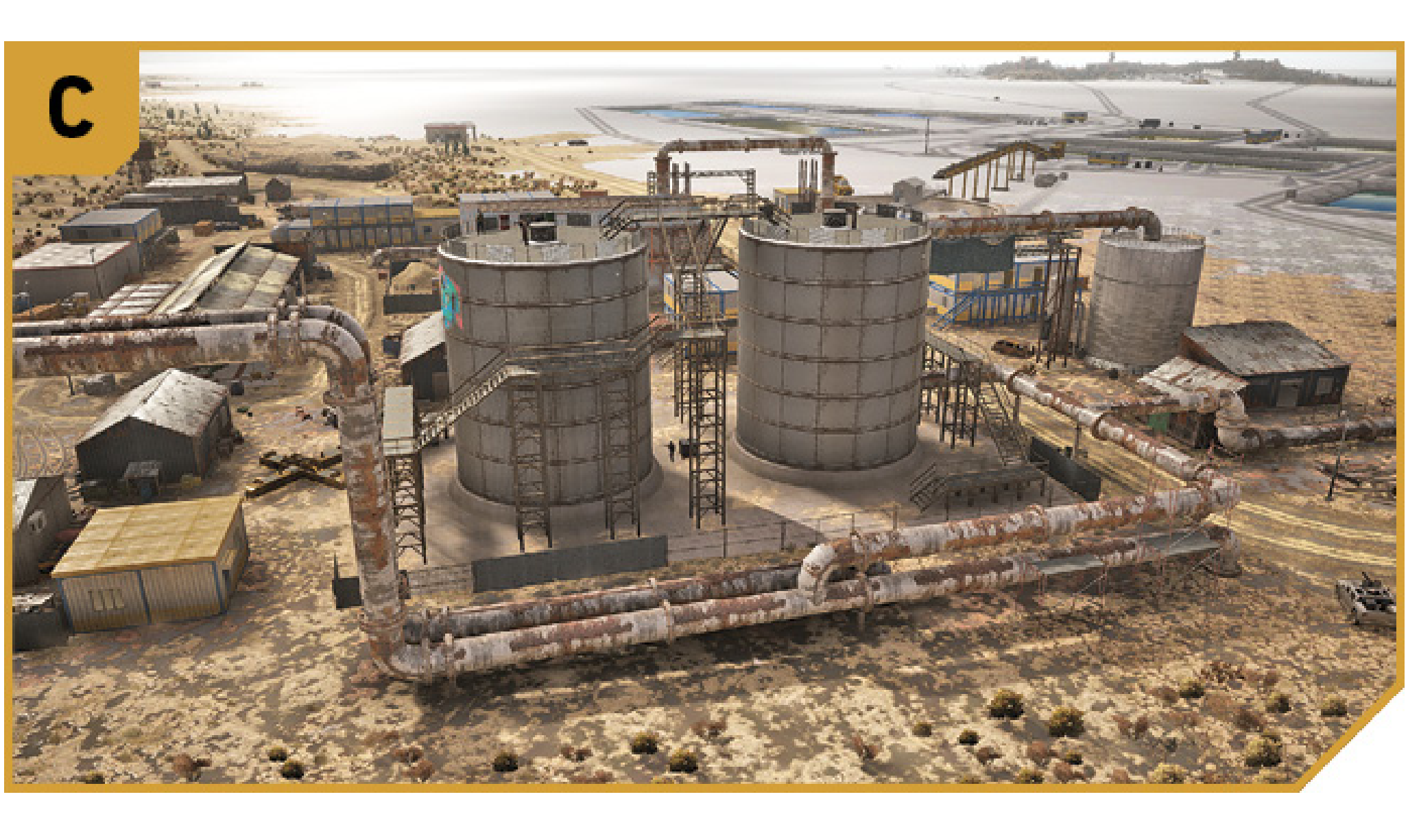
Park here, close to the buildings in the southern part of this area, for excellent access to the cabin stacks to the right of the entrance where Carlos drove through. The cabins allow elevated views, and one of the open-ground cabins offers a quick infiltration through it and into the mine facility. The entrance itself only has one or two foes, and this is the fastest way to start a lot of noise, prompting Hernando to flee.

SOUTHEAST PERIMETER



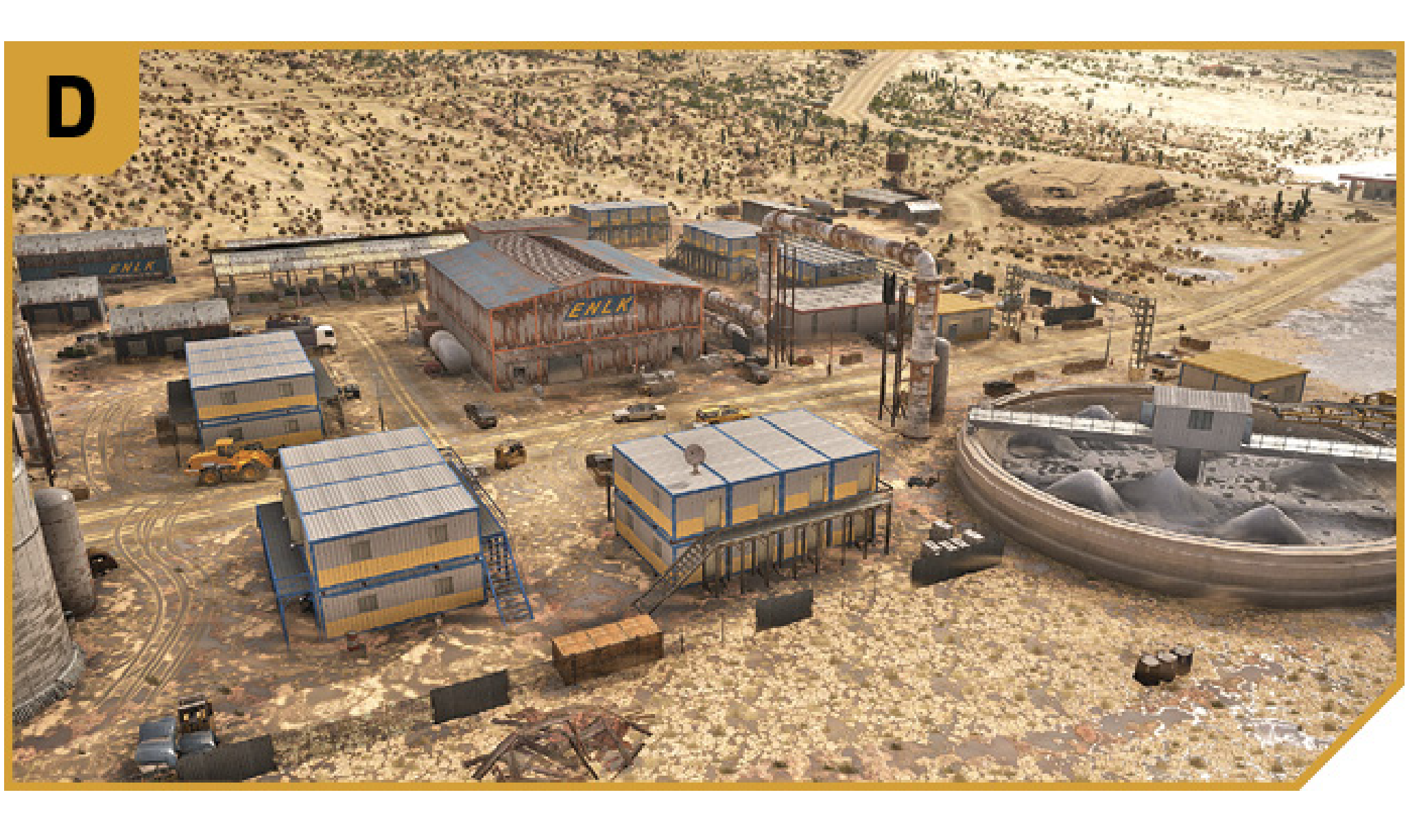
Aside from a few patrolling foes (including a group of two) between this perimeter and the warehouse where Hernando and Carlos meet, there's little to stop you from entering the base, removing any close foes silently, and creeping up to the rear (southeast) entrance into the warehouse. From here you can sprint and grab Hernando, ready for extraction, or tag his brother and other foes, clearing the warehouse out before pursuing Hernando by vehicle.

NORTHEAST PERIMETER



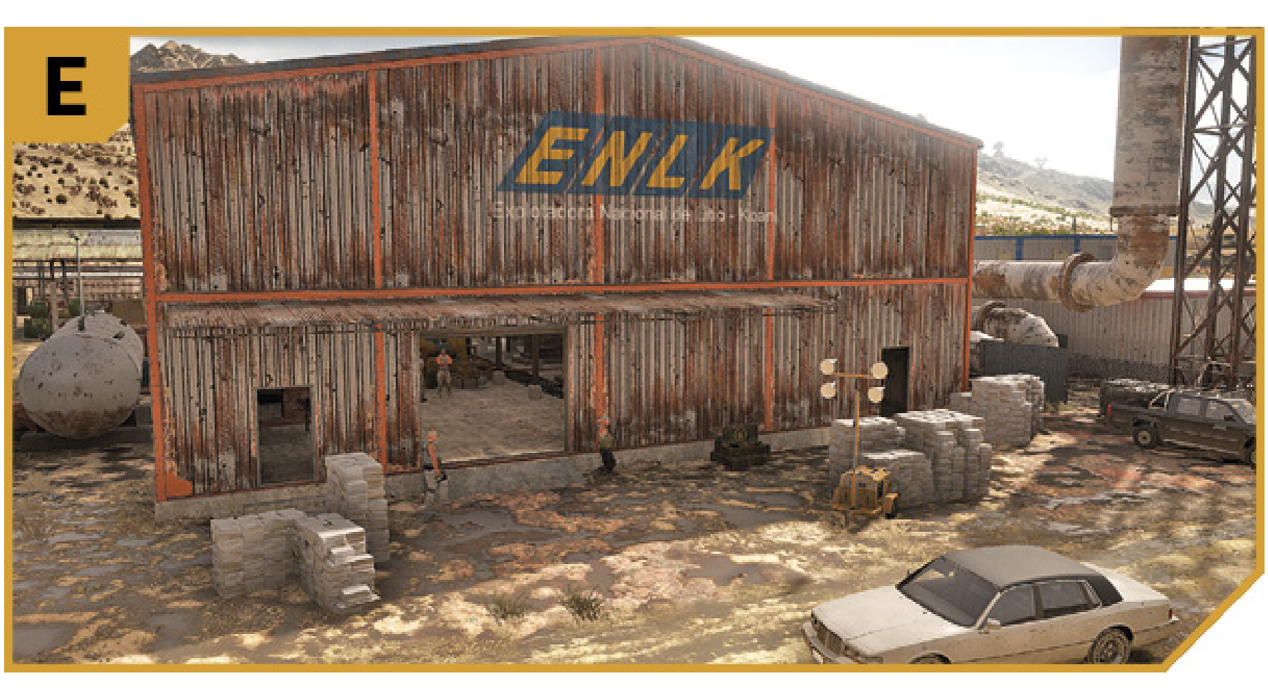
The large vats and gantry present a couple of armored foes and a sniper to contend with, but these are relatively easily neutralized if you creep around from B or D. The gantry provides good views of the entire base, which is helpful in Co-op missions, but you're a little far from Hernando if he flees. If this happens, head down and out to a vehicle (sometimes a military SUV) parked at the north-road exit.

NORTHWEST PERIMETER



With few foes and a direct view into the warehouse, you can get a positive ID on Hernando easily, as well as demolish the parked vehicles near the warehouse and exit so he can't escape by vehicle. Or you can pull into the base here, spook Hernando into fleeing, and give chase immediately.

● TARGET: WAREHOUSE AND HERNANDO GUERRERO



Carlos heads through the main (northwest wall) entrance into this building to talk to his brother. As soon as the chat ends, Carlos is expendable and should be treated as one more foe. Hernando requires capture and interrogation. This involves either clearing the mine facility quietly so Hernando isn't spooked, and then grabbing and interrogating him, or causing him to flee (via explosions or noisy gunfire), then giving chase and stopping his vehicle.

The warehouse has two front entrances (northwest) and one rear (southeast). The roof features bullet-proof skylights, so you can't drop in unannounced.

A quick way of accessing the interrogation objective is to simply fly the drone in as soon as you reach the mine facility, hovering with a view of the front garage door so you can spot Hernando and update the objective. Once you interrogate Hernando, either before or after a vehicle chase, the mission concludes.

KOANI LITHIUM MINE: OTHER TACTICAL ADVICE

SOLO: There are two main plans available to you here: spook Hernando into fleeing in his pickup and give chase, or apprehend him inside this mine facility, usually after all other foes (and his brother) are dead.

Be ready near a fast and sturdy vehicle, parked near A. After using your drone to find all foes, fire indiscriminately (at the foe by the entrance hut, for example) until Hernando flees. Or destroy barrels or the propane tank on the northeast side of the warehouse. Then give chase.

Or sneak throughout the base, starting at A and removing the foe at the gate. Move on to B, around to C for the sniper and gantry foes, then snipe the patrol of two with a single sniper round that passes through both of them. Clear the rest silently until only Carlos and Hernando remain. Then storm the warehouse, take down Carlos, and grab his brother. Or, sneak to the vehicles and set explosives without being seen, lob in some grenades, and remove all vehicles that Hernando can reach so he has nowhere to go. Then collar him.

CO-OP: Helicopters are more helpful in Co-op, as you have the luxury of keeping a pilot on standby to follow the fleeing brother, strafe the mine facility and cause a ruckus, or pick up Hernando for extraction.

Otherwise, a silent takedown of all foes is much easier if you have Ghosts approaching from multiple angles (A, B, C, and/or D).

CHASING HERNANDO

Did Hernando escape? Chalk this one up to bad planning, but you still need the information from him. Drive immediately to intercept his pickup. It isn't chaperoned by cartel vehicles, meaning you don't need to fire a single shot. The only slight worry? You need Hernando alive!

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. When it catches fire, Hernando should get out. Be warned: you need to start the interrogation away from the effect of the explosion once that pickup goes up. For this reason, it's worth keeping the truck from catching fire, or dragging the driver away quickly.

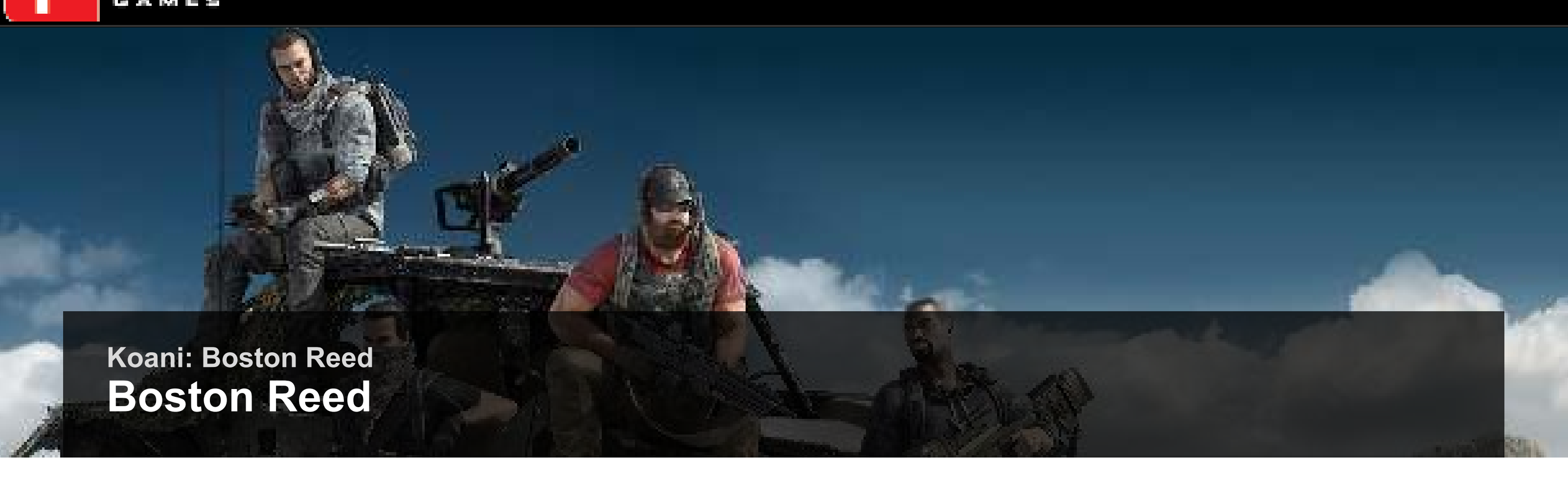
Don't try to grab or climb onto the truck. You'll end up dead.

HERNANDO'S CHASE: OTHER TACTICAL ADVICE

SOLO: CO-OP: This mission gets a whole lot simpler if you ensure your ambush location isn't near an enemy stronghold. You don't need the extra and unwanted hassle of engaging cartel henchmen when all you need to do is drag a guy from his vehicle and slap him around a bit.

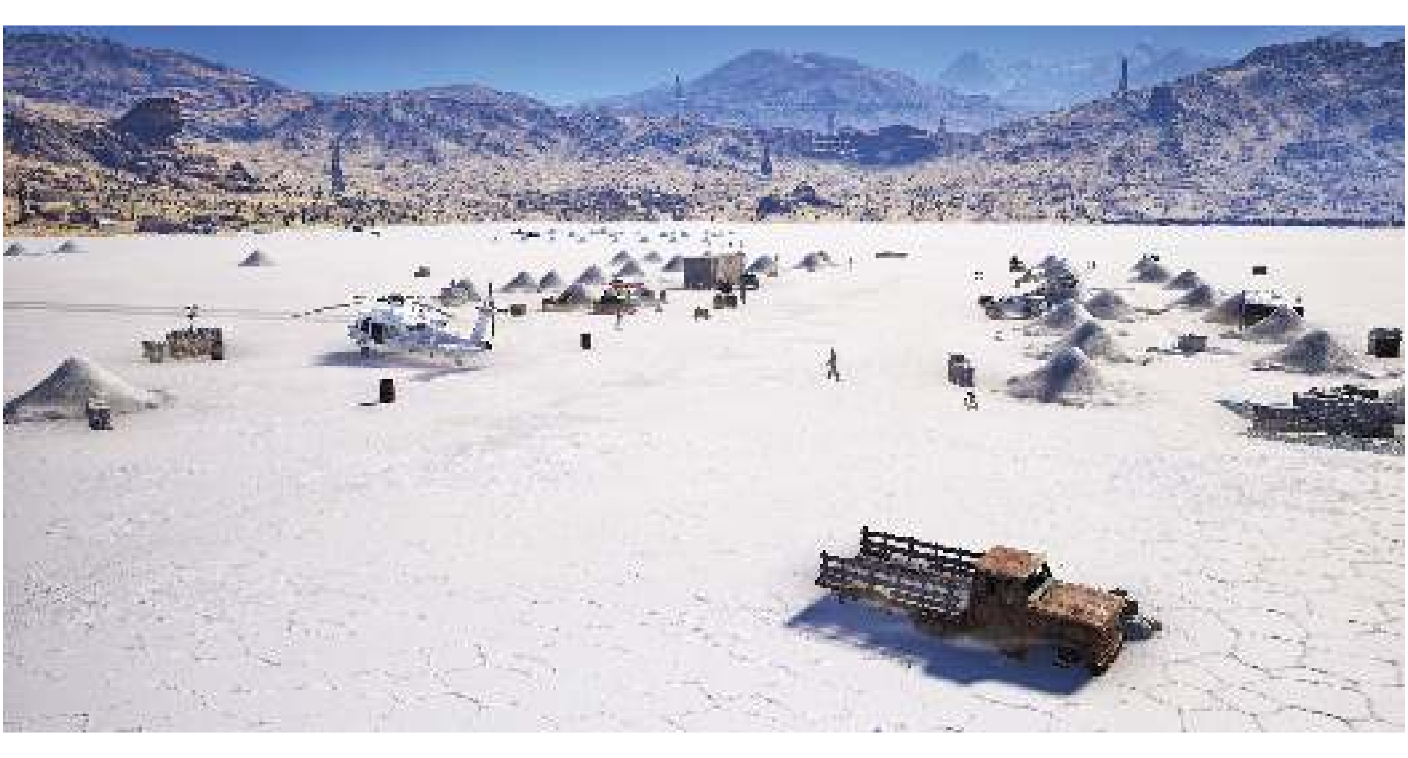
You can wave down the truck with your guns pointed at the driver, but he usually takes off, running you over in the process. However, you can grab him from his vehicle (possible but difficult). Or you can ram him off the road (in Co-op, each player can use a vehicle to pin him more quickly and from multiple sides), or bash the truck until it catches fire.

Or your whole team can ride in an armored truck and ram the enemy vehicle while shooting at it (but not the driver). When Hernando exits the vehicle, bundle him into a second vehicle if you're close to an enemy installation, or simply interrogate him. The mission then concludes.



Koani: Boston Reed

Boston Reed



OBJECTIVES

- **Locate the smugglers' laptop**
- **Enter the code to signal Reed**
- **Kill Boston Reed**

REWARDS

- **+ 1,000 XP**
- **+ 5 Skill Points**
- **Sniper Rifle: The Warhawk**
- **Accessories: Aviator Sunglasses**

LOCATIONS

- **Improvised Runway**

BRIEF

Hernando Guerrero has given us the means to take out Boston Reed. Get to the smuggler's airstrip and enter Reed's emergency code into his private network, then ambush the elusive boss when he appears.

MISSION ACCESS

Complete Main Mission: The Undertakers in Koani Province to access this mission.

SHIPPING OFF TO BOSTON

Just over two clicks south of Koani Bravo, or 1.9 kilometers northwest of Koani Alpha, is an improvised stretch of runway on the edge of the massive salt flats. A single road leads into this collection of debris, salt piles, and scattered sheds, crates, barrels, and wreckage. You're to head in here, look for Reed's laptop, hack it and enter a code, and then kill Reed when he appears at this rendezvous point.

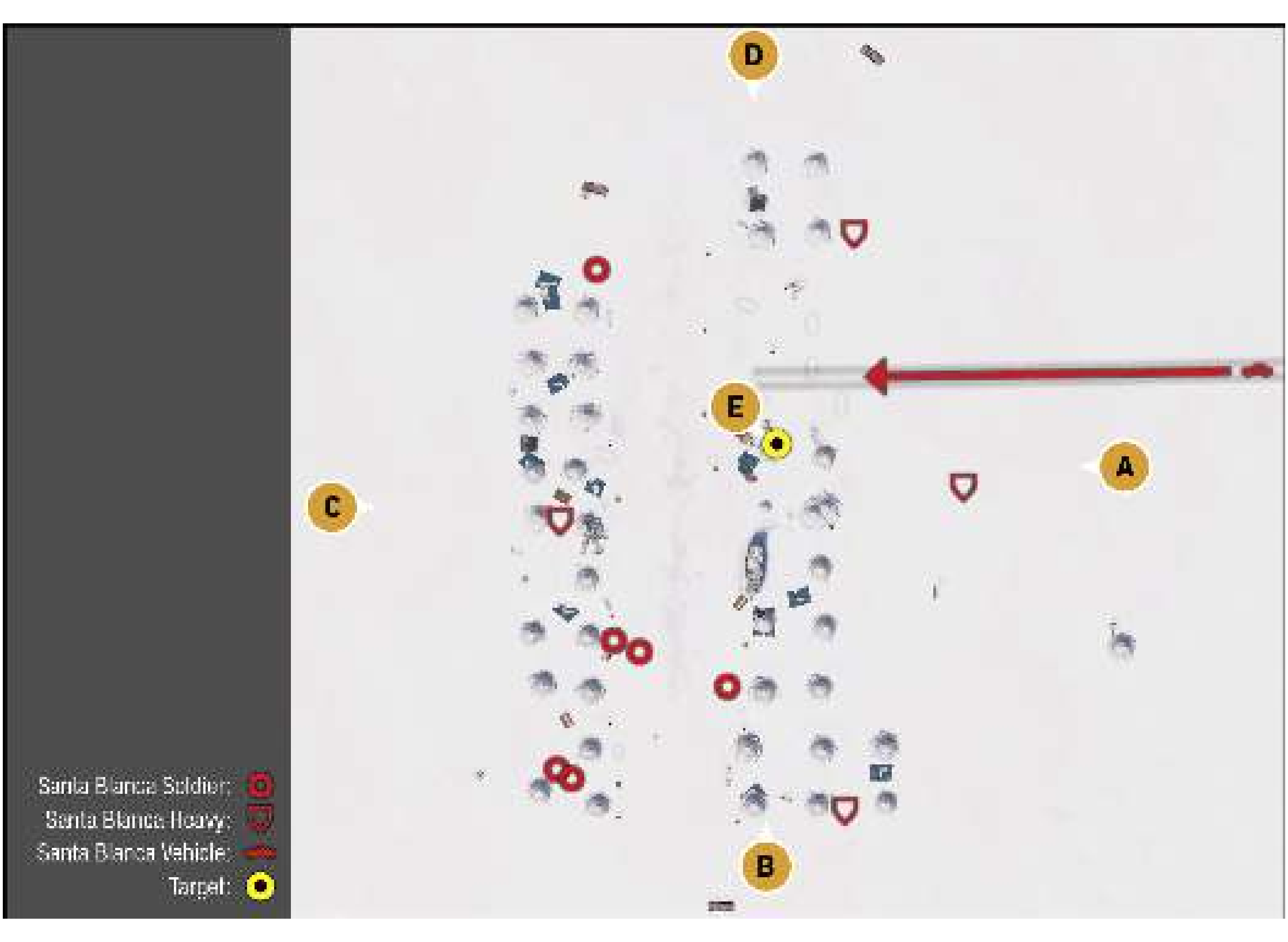
CAUTION: A BIG LOAD OF NOTHING

Usually there's an abundance of cover opportunities. Now there's a shocking sparseness to the mission area. Make sure this is advantageous to you and problematic for the enemy by blowing up any explosive barrels and using every inch of scenery to hide behind.

MOST RECON: NIGHT TIME IS THE RIGHT TIME

If you're concerned about being spotted among the piles of sand, make your move after the sun sets, when the enemies have less chance of seeing you. However, good pinpointing of threats and cover opportunities are more important than a lack of lighting for the enemy.

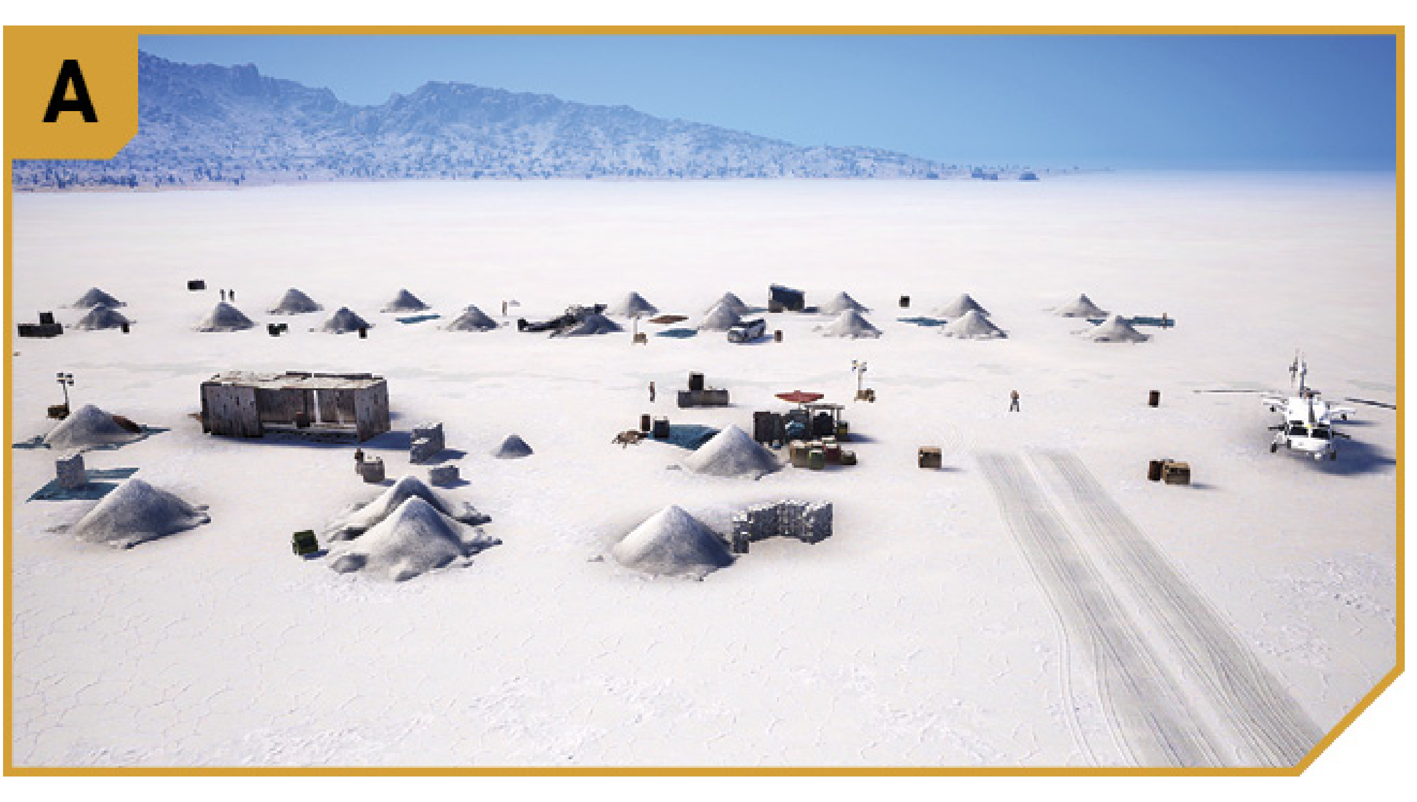
IMPROVISED RUNWAY: RECON



TACMAP

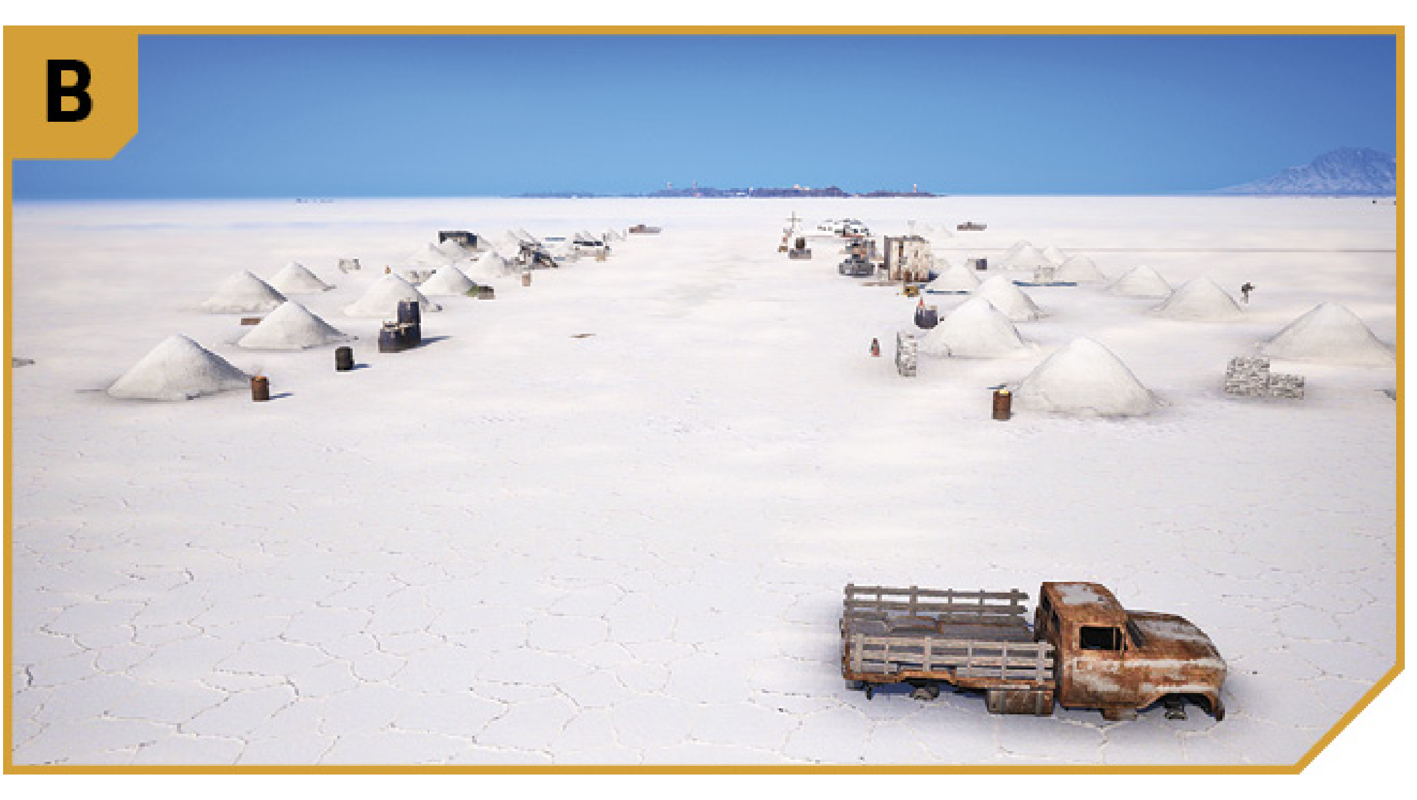
This base isn't quite the same as most of the infiltration zones you've been asked to claim; it's a number of giant piles of salt between a flat section of runway from north to south. Along with the salt on either side are small collections of debris, sheds and containers, a small wrecked plane, crates of salt, and foes patrolling. The laptop is near the end of the main road, on a crate cluster.

EAST: MAIN ROAD



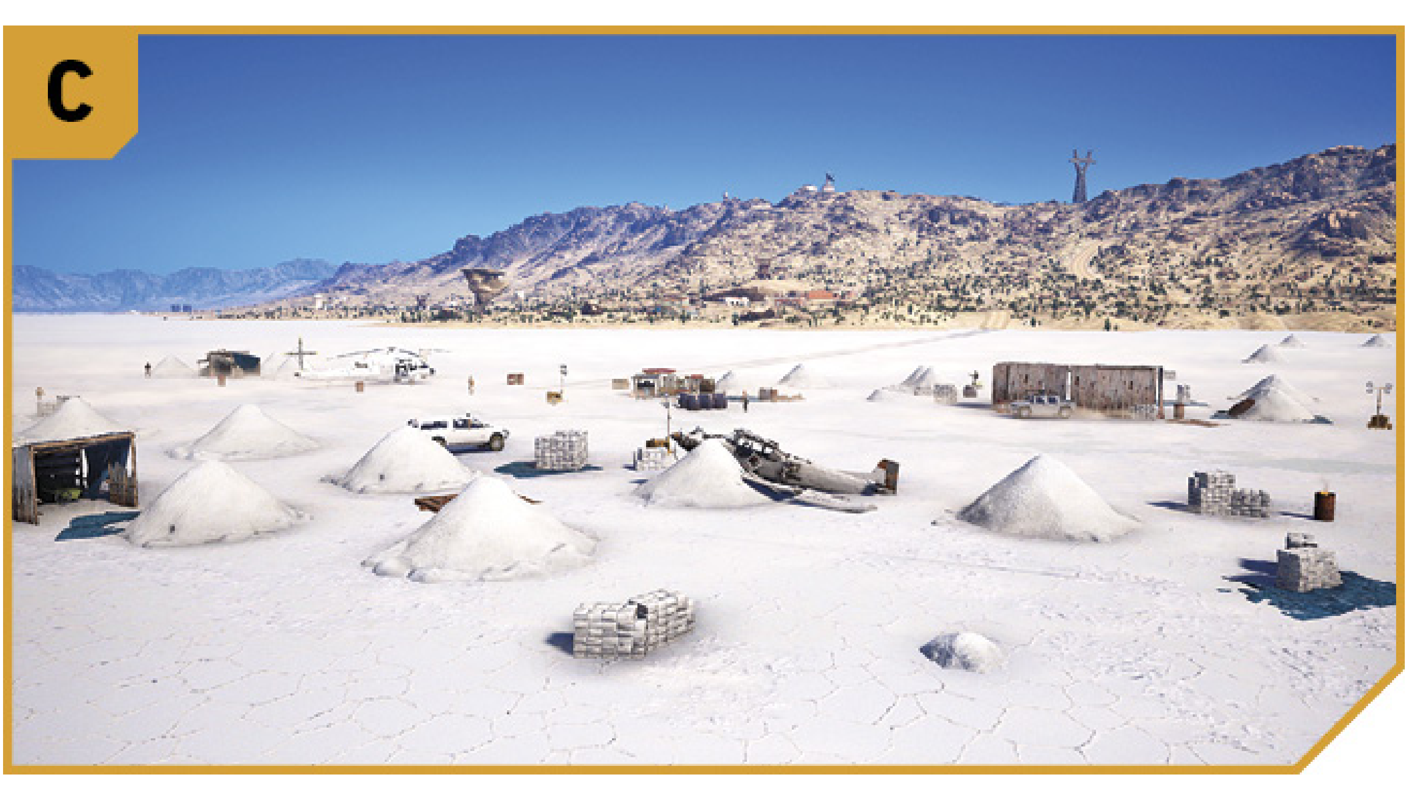
This is a good infiltration spot if you use the scenery just south of the road, moving to the salt pallets a little southeast of the target, and snipe or remove foes from there (using suppressed fire). This allows you to crouch and rush to the salt piles, and the metal container or target itself.

SOUTH: THE RUSTY TRUCK



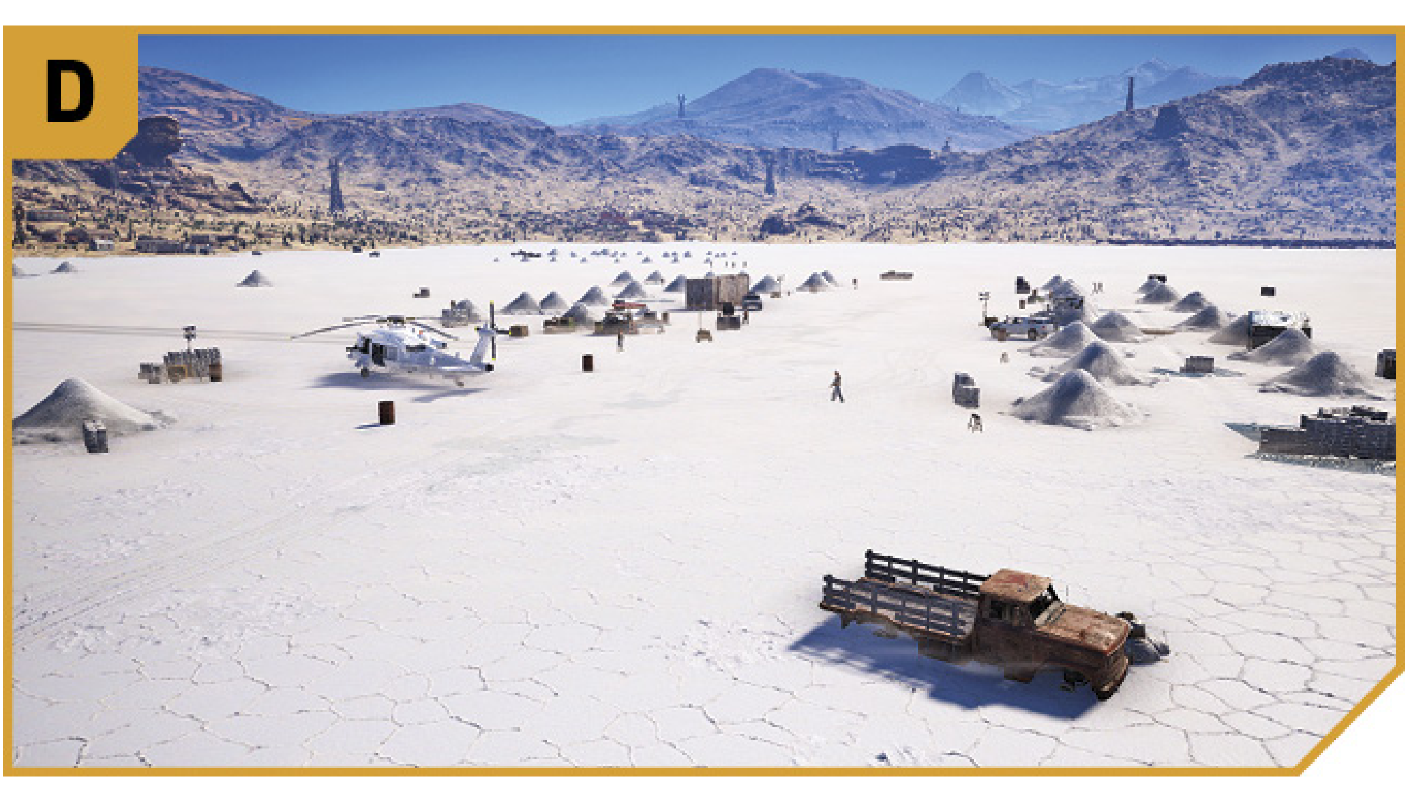
If you approach from the south, the first piece of scenery to greet you is a rusting truck. Use it before sending up your drone, then drop the armored foe nearby. Then make a clockwise sweep around the perimeter of the mission area.

WEST: SMALL PLANE WRECKAGE



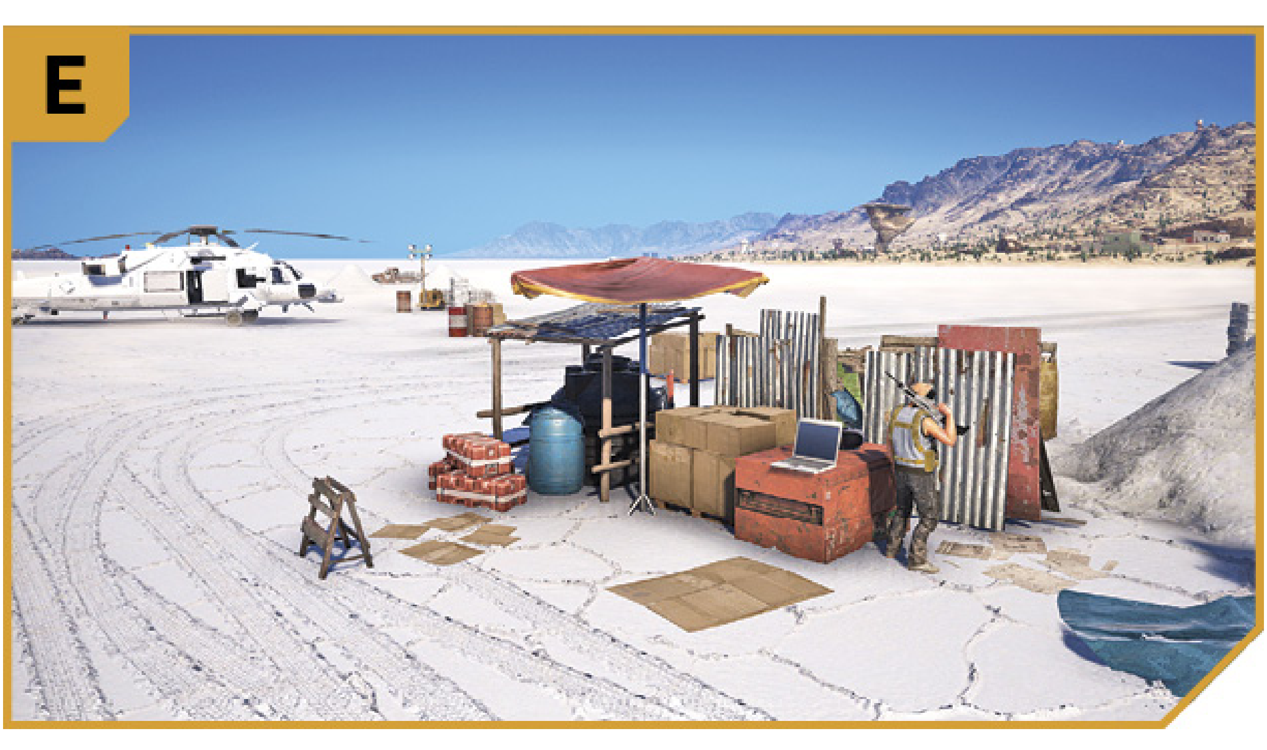
There isn't much to hide you before you reach the salt piles, meaning an infiltration from A, B, or D is a little safer, but the plane is a good place to reach and use as cover before wiping out the remaining foes.

NORTH: RUSTY TRUCKS AND SHACK



Use the rusting trucks on either side of the runway as cover, as well as the small shack, if you're heading in from here. You're usually far enough away to begin dropping foes without being seen, once you're in cover.

TARGET: LAPTOP



The laptop used to summon Reed is on a crate near the end of the road, just south of a Santa Blanca helicopter parked at the east side of the runway. You're encouraged to hack this once all foes in the area are neutralized, as Reed appears with reinforcements soon afterward.

Once the laptop is used, Reed appears in an attack helicopter, with two armored foes sitting on the minigun turrets on either side of the cockpit. In addition, two SUVs (one military with a minigun and one an off-road vehicle) drive in along the road to the east. It's important to set up traps and ambush plans before they arrive, so wait to use the laptop until your team is ready.

When Reed's helicopter arrives, it must be shot out of the sky using your preferred chopper takedown tactics. When the helicopter makes a heavy landing, defeat the two armored foes if you haven't shot them already, then kill Reed immediately (he's as tough as a captain).

IMPROVISED RUNWAY: OTHER TACTICAL ADVICE

SOLO: If you're heading here on foot, start at any of the indicated places and work your way in a circle around the runway, using the salt piles as cover (crouch behind or lie on them when getting a good aim at each foe). Track the armored enemies and snipe them first, if you can. Drop as many enemies as possible using stealth, before switching to rapid-fire takedowns, and blast any explosive barrels (so you can use the scenery near them in the next part of the mission, without them exploding near you). Place your team on the road near A to deal with the incoming ground enemies, and mine the road to blow up incoming foes. Then use the laptop.

Or you can drive in here using an armored SUV, running foes over, avoiding the salt piles (which can cause your vehicle to roll if you're too haphazard in your driving), and mowing everyone down. Then use the laptop and engage the chopper with your team firing from the SUV, ignoring the ground foes approaching by vehicle until after Reed is killed. This means engaging the helicopter away from A.

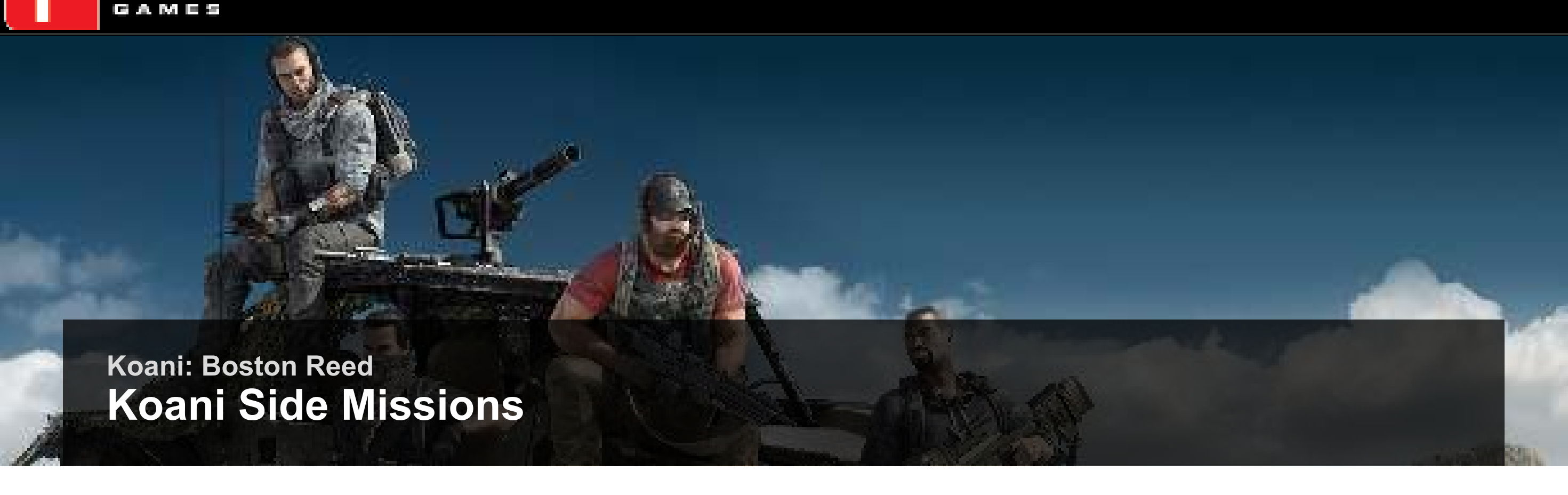
Instead you can arrive by chopper, strafe the ground with gunfire (with your team helping you) until the area is secure, then use the laptop. Afterward, step back into your chopper and engage Reed's helicopter from the air. You can also try flying an explosive drone at the chopper. Also try firing your grenade launcher at the helicopter.

CO-OP: With more human teammates, you can each approach from a different angle (A, B, C, and/or D) and remove the enemies in your portion of the mission area. Before the laptop is touched, set up mines for any incoming road vehicles, and then pick a plan. You can:

Split up on the ground. Find an area of scenery like the container, wrecked plane, shack, or salt piles and all train your weapons on the chopper as soon as it appears, so it drops out of the sky. When it hits the ground, lob grenades so none of the foes make it out of the wreckage.

Or have two teammates in a helicopter attack from the air, and two on the ground, either in a military SUV or on foot. Train your weapons at the chopper and drop it out of the skies in no time at all.

You're easily able to use Rebel Support abilities to summon reinforcements or mortar—useful for destroying the incoming ground vehicles.



Koani: Boston Reed

Koani Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

Grab and intimidate the Sicario

LOCATION

Crashed Plane (Northwest)

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire

A sicario surveys a plane crash in the far northwest corner of the salt flat and he has brought five soldiers with him, including two heavy soldiers. It is wide open at this location with only a 4x4, helicopter, and plane wreckage available for cover. Setup Sync Shots against the two heavy soldiers and one other. Engage with a headshot on a fourth guy before quickly gunning down the fifth. Take cover behind the 4x4 until you can slip up behind your target and grab him.

REBEL OP: DEFEND RADIO

OBJECTIVE

Start the radio and defend it

LOCATION

Huertas Mine

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike

Drive to Huertas Mine to find a radio setup between lodging and storage. A gate on the north side as well as the road from the south allows enemy vehicles to get in close. Park your vehicle across the path on the south and move the nearby truck in front of the entrance to hinder their progress. If mines are available, place them around the same locations. One or two helicopters join in on the attack after a while, so keep an ear out for their arrival. Defend the transmitter for 2:40 to complete the side mission.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

Blow up one of the station’s entrances and then hack the network relay

LOCATION

East of Huertas Mine

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off

Head to the network station, east of Huertas Mine, to find a Vehicle Drop Off side mission. Only two doors allow access inside, ground level entry points on the east and west. Use the former for direct access to the staircase. Quickly move left through the second floor and continue up to the top floor. The network relay sits against the left wall, but watch out for hostiles nearby.

REBEL OP: PARACHUTE DROP

OBJECTIVE

Tag the drop site supplies

LOCATION

Southeast of Gas Station Via-B Gas

REWARDS

Support Unlock/Upgrade – Rebel Recon

East of the Salt Hotel, a supply drop has come to rest at the top of a short, rocky mountain. It is climbable, but it takes a lot of effort to do so. A simpler way is to grab a helicopter and parachute onto the landing. Be careful that you do not overshoot the landing. Tag the supplies to complete the mission.

MEDICATION RAID

OBJECTIVE

Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2200 Medication

A makeshift runway has been constructed south of the Koani Air Base by the cartel. Eight Santa Blanca hostiles guard a plane loaded with medication. Approach from the west, behind the enemy, for the best protection. Pick off the lone soldier behind the portable toilets first and then take cover behind the tents. Next use Diversion Grenades to pull the nearest foes to you, disposing of them out of sight. Once you get down to four men, eliminate them with Sync Shots. Fly the plane east into Media Luna province.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

Blow up one of the station’s entrances and then hack the network relay

LOCATION

Southeast of West Combat Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off

Another network station sits on a hill southeast of the west Unidad Combat Outpost. The network relay is found on the second floor in the north corner, above the rear entrance. A second-floor entry point is available on the roof, but you must use a helicopter to reach it and the nearby outpost does not like enemies flying that close. With its proximity to the stairs, use the back door for the quickest path up. Cautiously, fight your way up to the second floor landing and make a 180-degree left turn to find the computer. Fend off any remaining hostiles before hacking the relay.

REBEL OP: PARACHUTE DROP

OBJECTIVE

Tag the drop site supplies

LOCATION

East of Checkpoint (Remanzo Border)

REWARDS

Support Unlock/Upgrade – Rebel Recon

A second supply drop is spotted in the eastern regions of the province along the border with Remanzo, near a crashed plane. It resides near the top of the mountain just inside Remanzo, but it is climbable from the north or south. Use a motorcycle most of the way up for a quicker ascent. For the fastest trip up though, grab a helicopter and lower it onto the landing on the south side. Tag the supplies to successfully complete the mission.

GASOLINE RAID

OBJECTIVE

Steal the helicopter

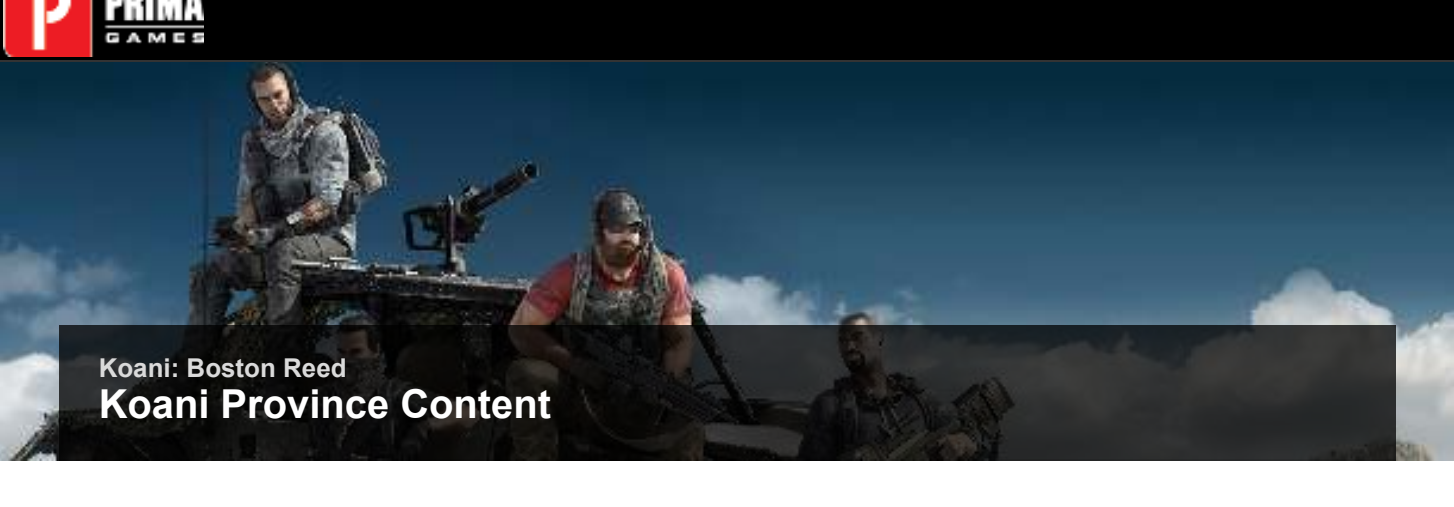
LOCATION

El Buen Sal

REWARDS

+2500 Gasoline

Drive out to El Buen Sal on the west side of the salt flat to find a helicopter loaded up with Gasoline. Nine thugs guard the supplies, including a lieutenant. Use the surrounding buildings as cover and pull them away with diversion. If you have the Flare Gun, fire a shot to the west to lure them all away. Hop into the chopper and fly it southeast to a landing area north of Sacani Village.

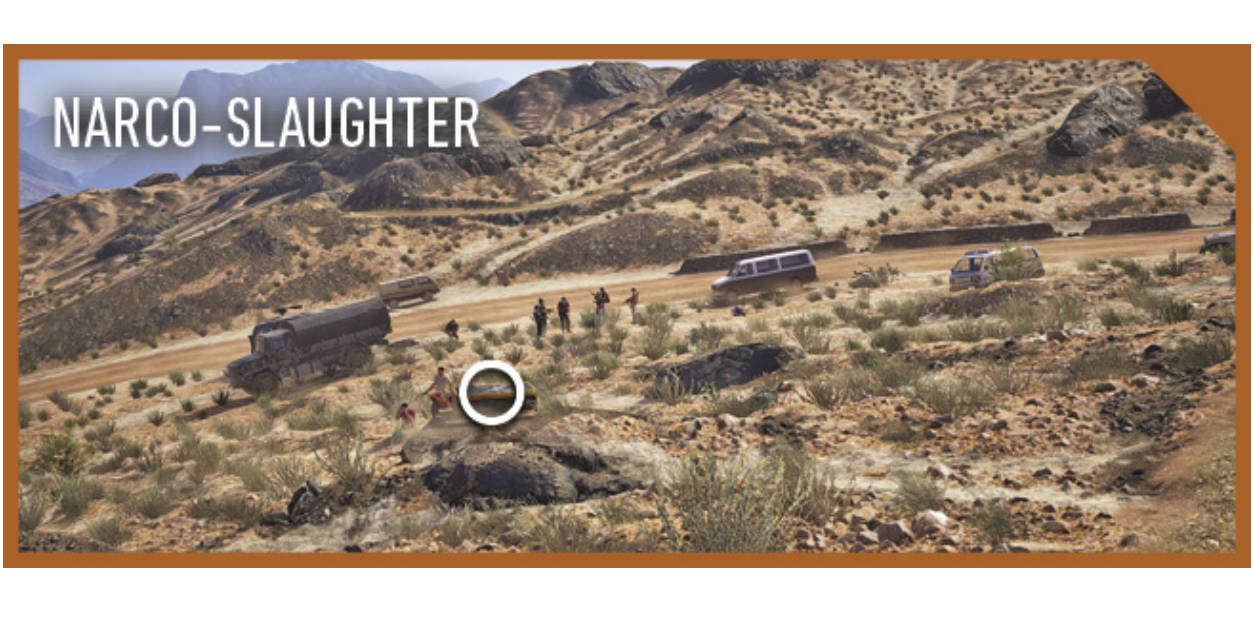


Koani: Boston Reed

Koani Province Content

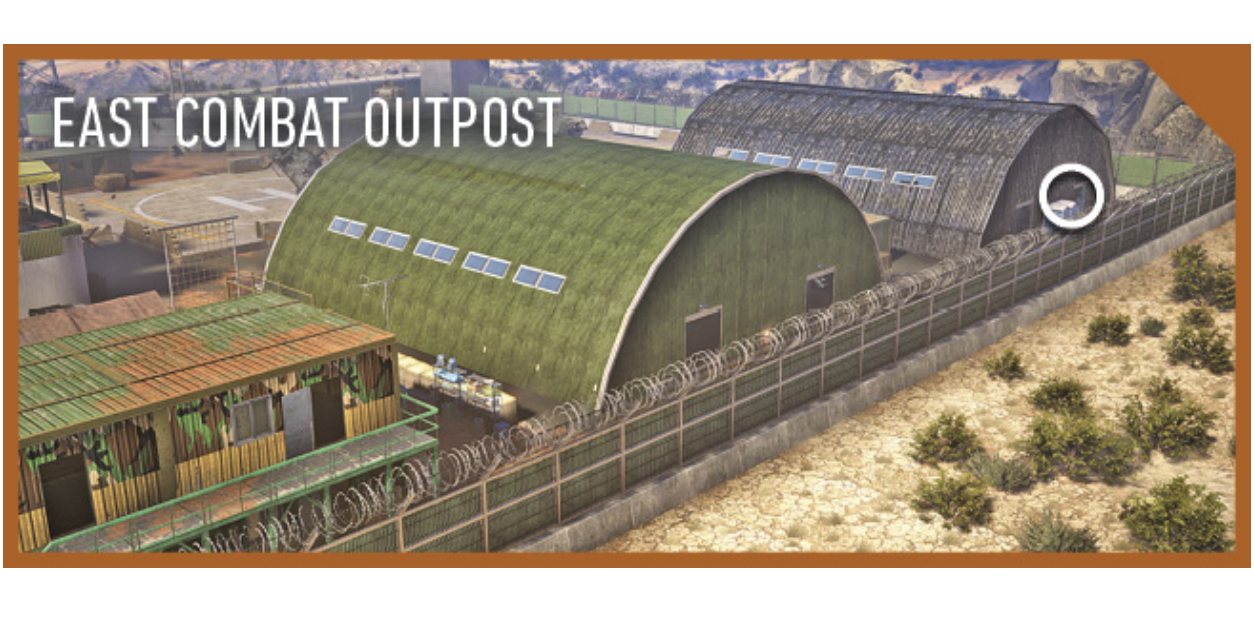
WEAPON CASES

WEAPON: MK14 SNIPER RIFLE



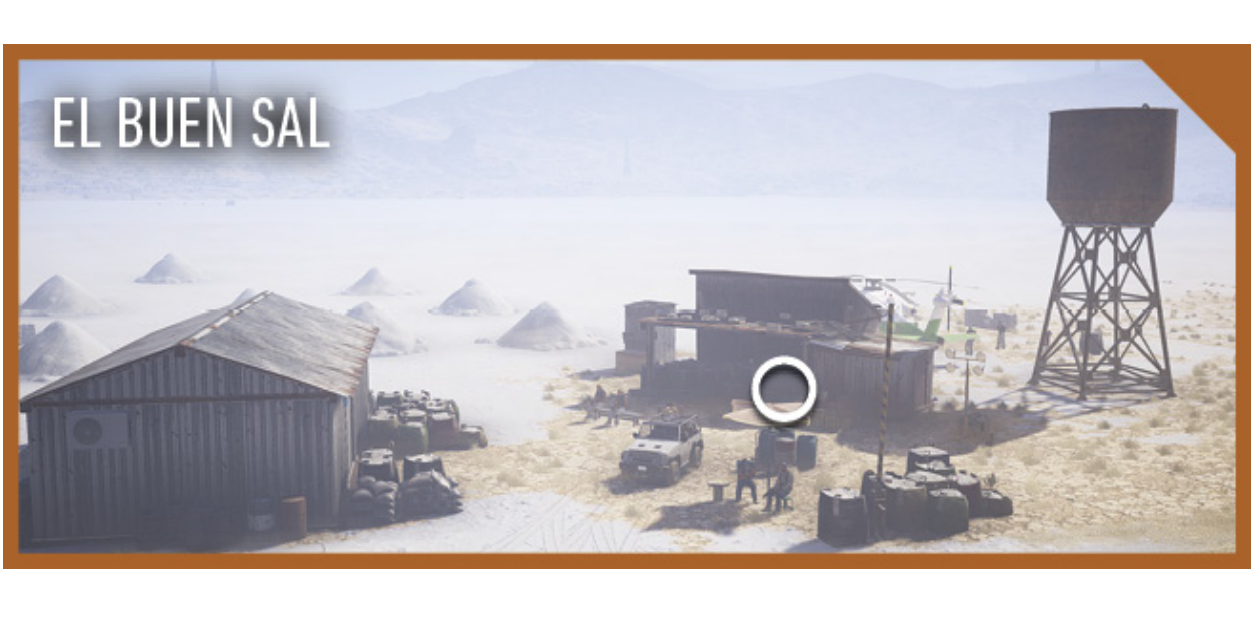
In the far northeast, just south of Koani Delta rally point, one hostile threatens civilians, while Unidad officers argue with a few Santa Blanca soldiers. Have your team take out a couple of Unidad and a Santa Blanca sicario. Target the lone thug and engage the shot. Collect the new sniper rifle once it is clear.

WEAPON: SCORPION EVO 3 SUBMACHINE GUN



Inside the walls of the east Unidad Combat Outpost, a new submachine gun rests in the northeast hangar. Slip behind the base and find the doorway about half way down. Watch out for Unidad patrols as you sneak right to the far hangar.

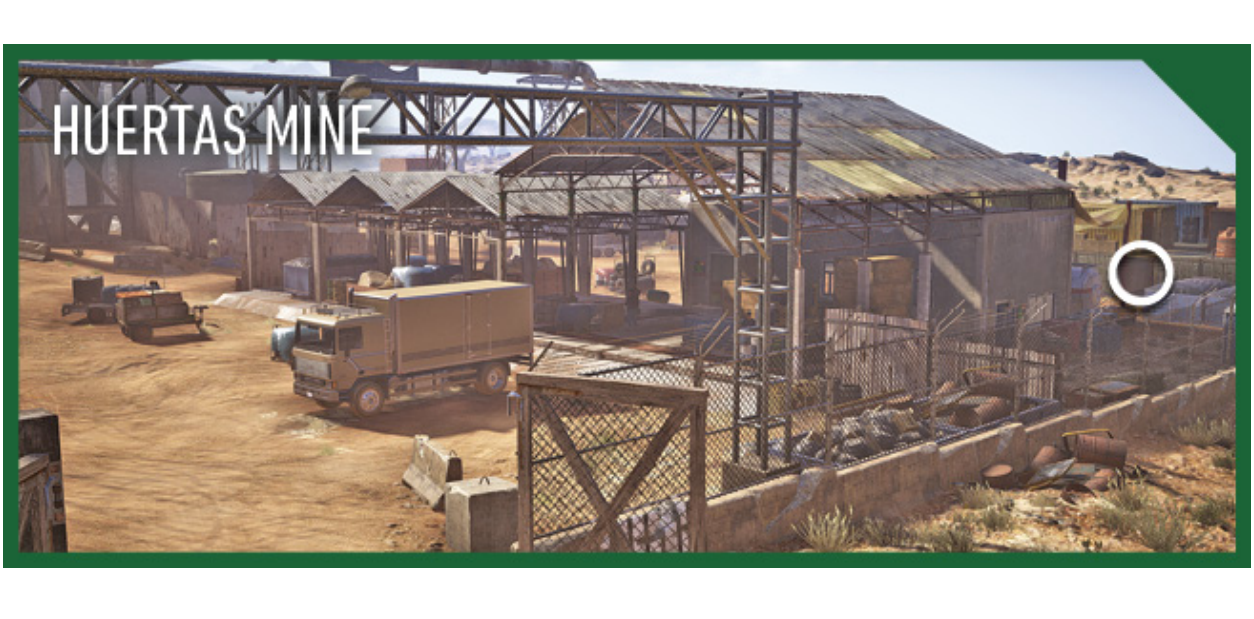
WEAPON: SR-1 SNIPER RIFLE



On the far west side of the salt flats, a salt mine has been long abandoned. A Weapon Case holding a high-damage sniper rifle rests on the ground, next to the barn.

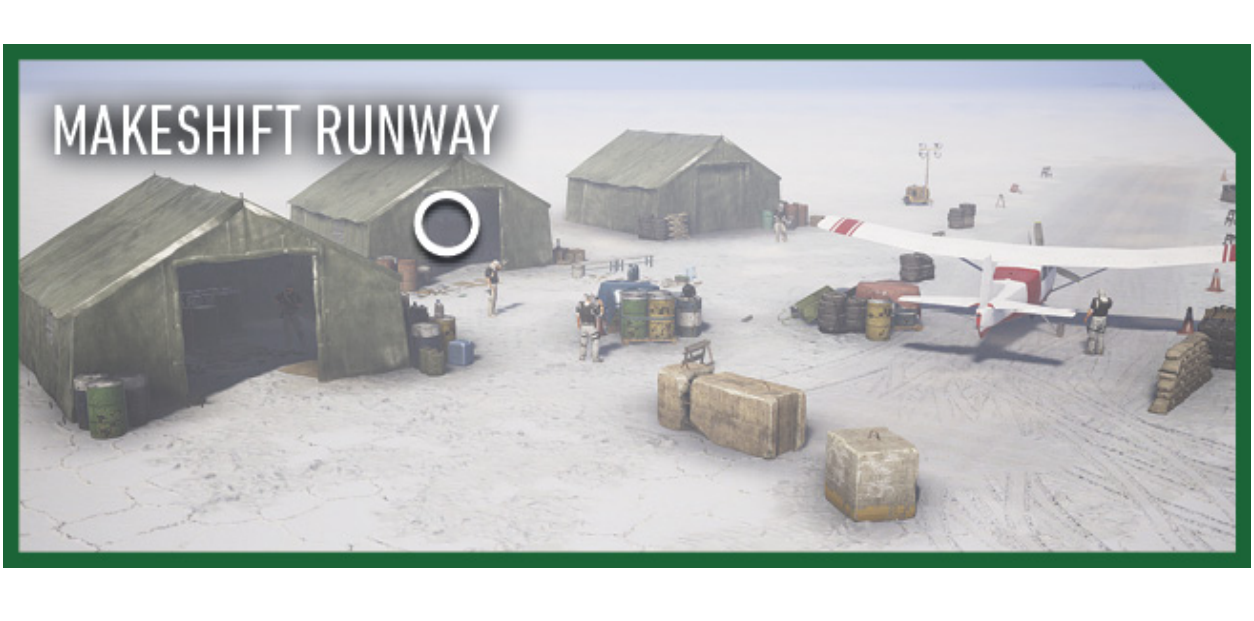
ACCESSORY CASES

ACCESSORY: T5XI TACTICAL SCOPE (SNIPER RIFLE)



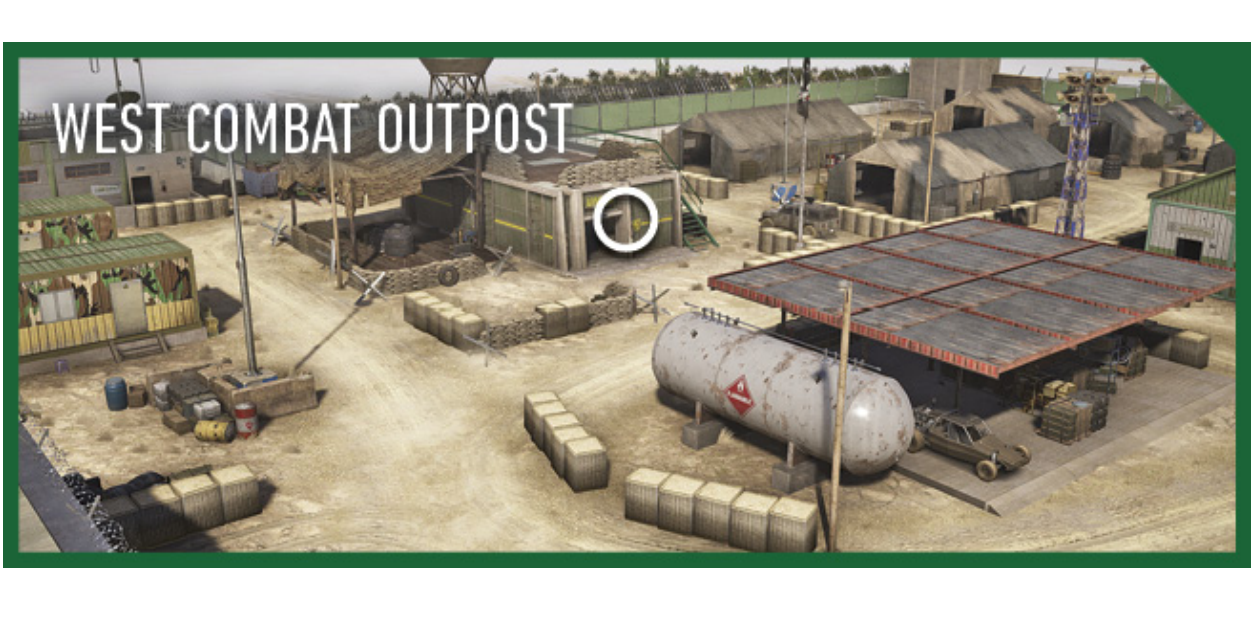
Enter Huertas Mine and find the pile of storage containers in the northwest corner, inside the fencing. Enter the open one to find an Accessory Case.

ACCESSORY: FOLDED BUTTSTOCK (SNIPER RIFLE)



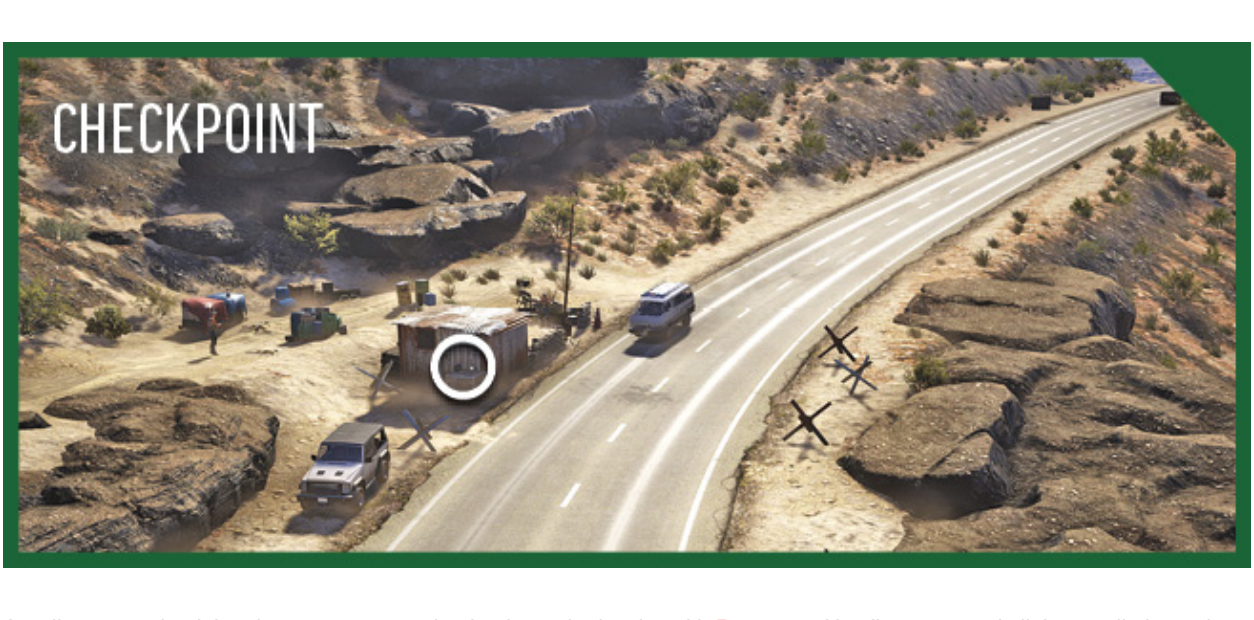
A makeshift runway has been constructed in the middle of the salt flats and it holds an airplane loaded with medication. Before swiping the ride, collect the weapon accessory from the middle tent.

ACCESSORY: 45 ACP MAGAZINE (15 – HANDGUN)



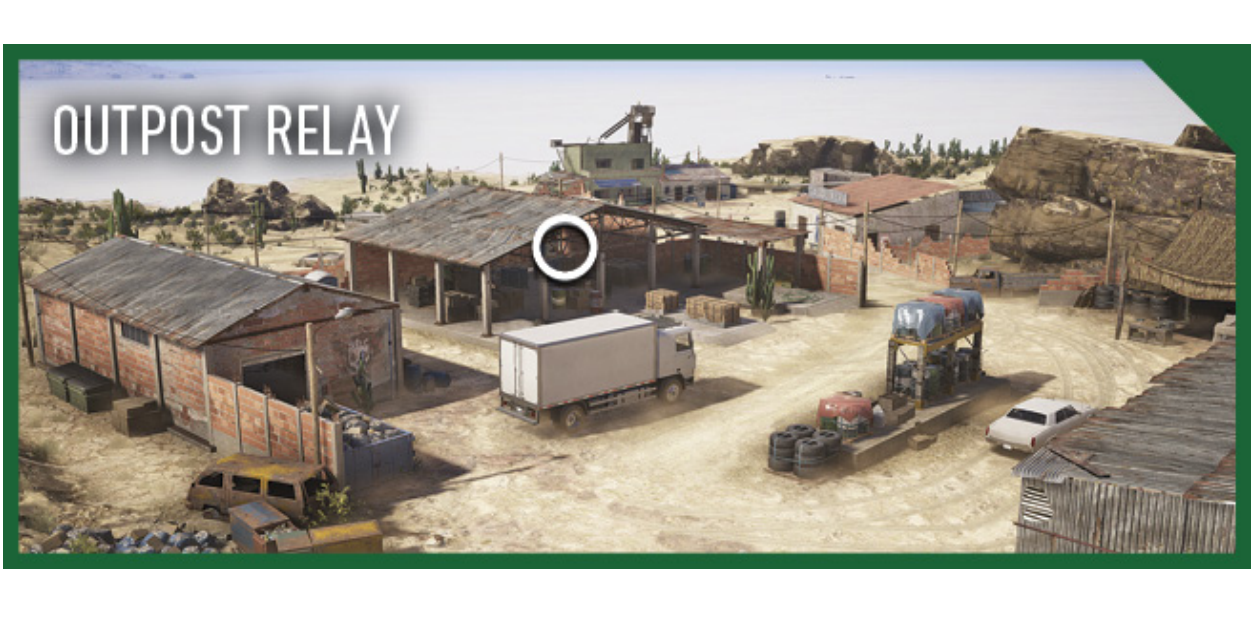
Grab an official Unidad vehicle, such as the 4x4 parked outside the east Combat Outpost, and drive it into the base—south of the Salt Hotel. It does not take long for the soldiers to become alerted, so quickly exit the car and take cover inside the armory. When you get the chance, grab the accessory from shelves. A pedestrian entrance is located on the backside of the base, allowing for a stealthier infiltration.

ACCESSORY: POSP SCOPE (ASSAULT AND SNIPER RIFLES)



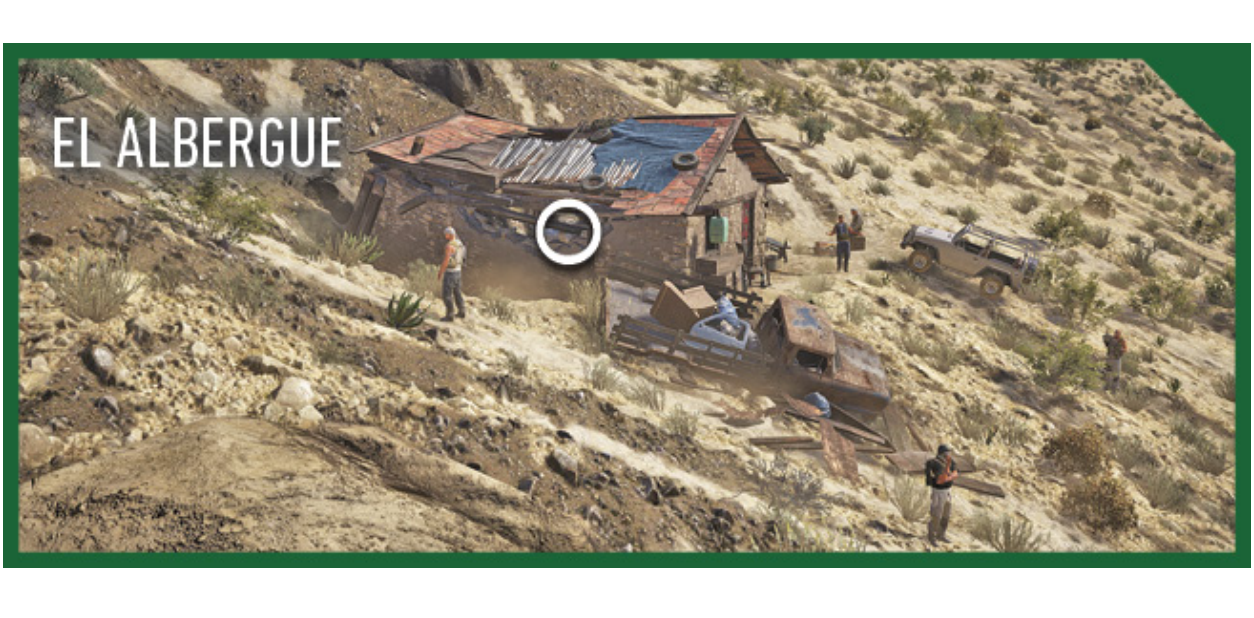
A rudimentary shack has been setup as a checkpoint at the border with Remanzo. Hostile presence is light, so eliminate the threat and collect the scope that sits on a cement block on the north side.

ACCESSORY: 12-GUAGE MAGAZINE (10 – SHOTGUN)



A Santa Blanca outpost, located southwest of a Unidad Combat Outpost, acts as a relay for cartel vehicles. Search the open storage facility to find an accessory for your shotgun.

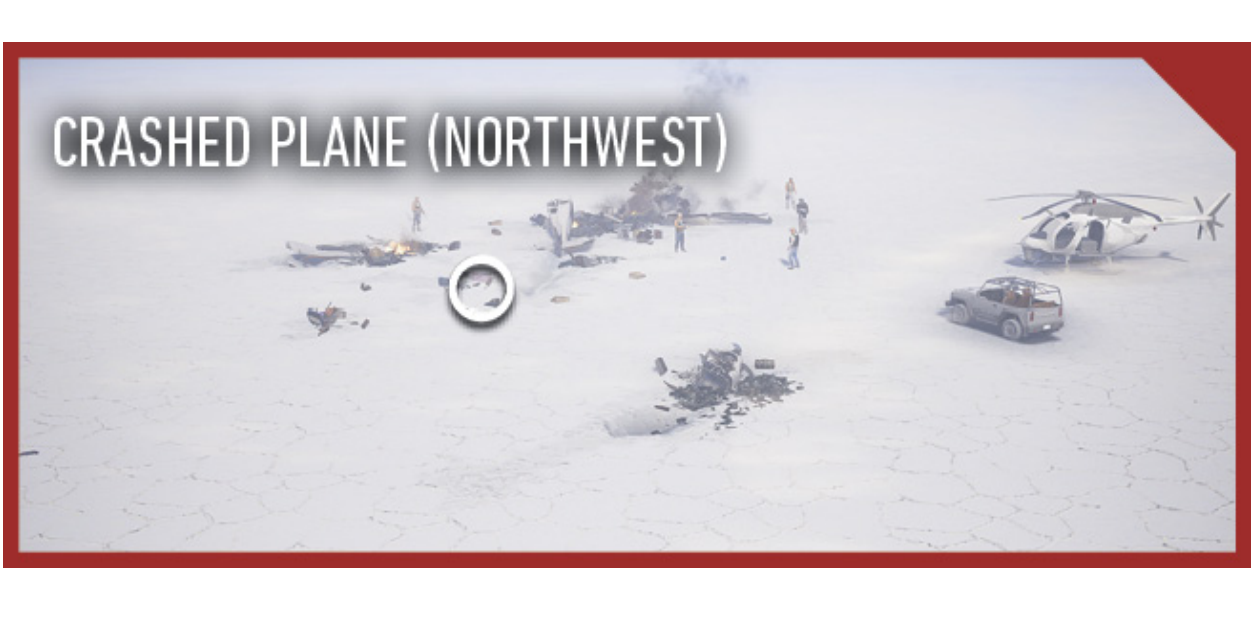
ACCESSORY: MICRO T-1 & G33 SIGHT PLUS SCOPE



Near the east border with Remanzo, El Albergue was once a rebel hideout, but now belongs to the cartel. Cautiously approach the property as five soldiers loiter outside. Dispose of the hostiles before kicking the door down and collecting the Accessory Case off the stovetop.

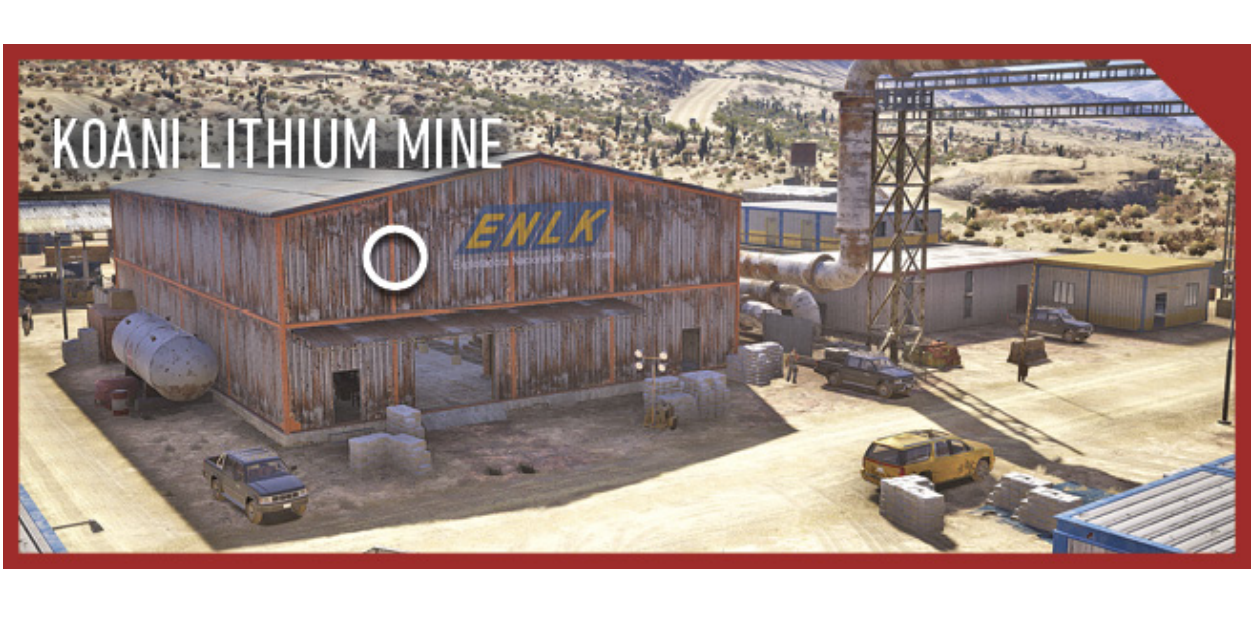
SKILL POINTS

SKILL POINTS: +1



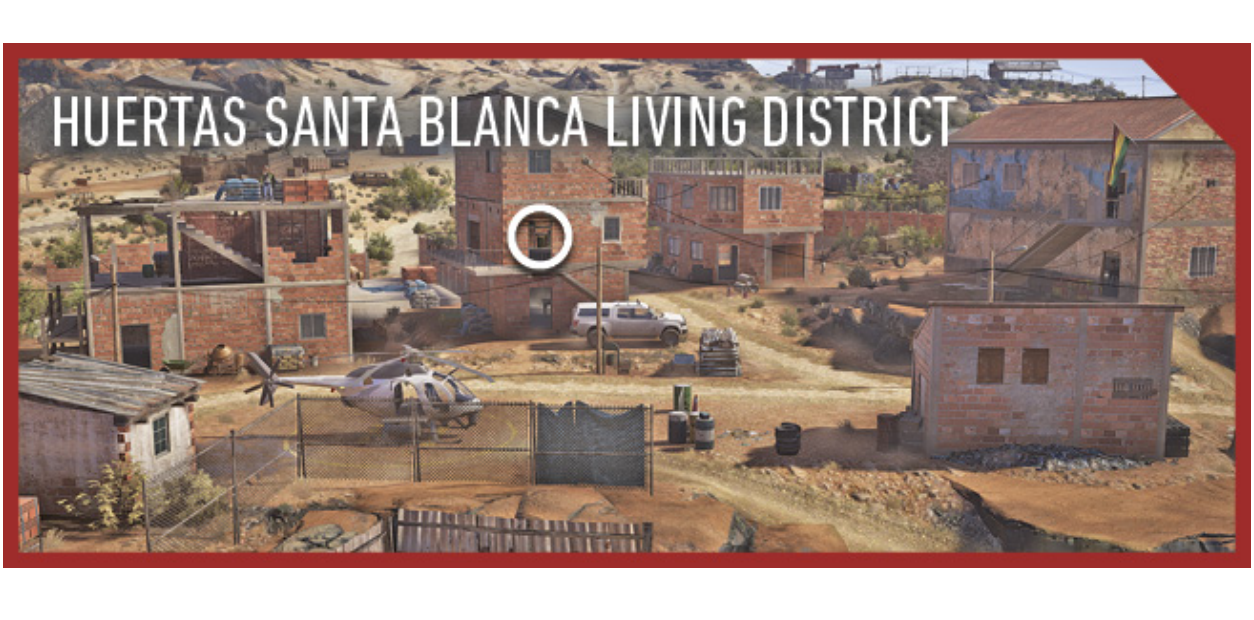
A target for a sicario leader side mission investigates a plane crash in the northwest. Once he has been intimidated, collect the Skill Point behind the tail of the fuselage.

SKILL POINTS: +5



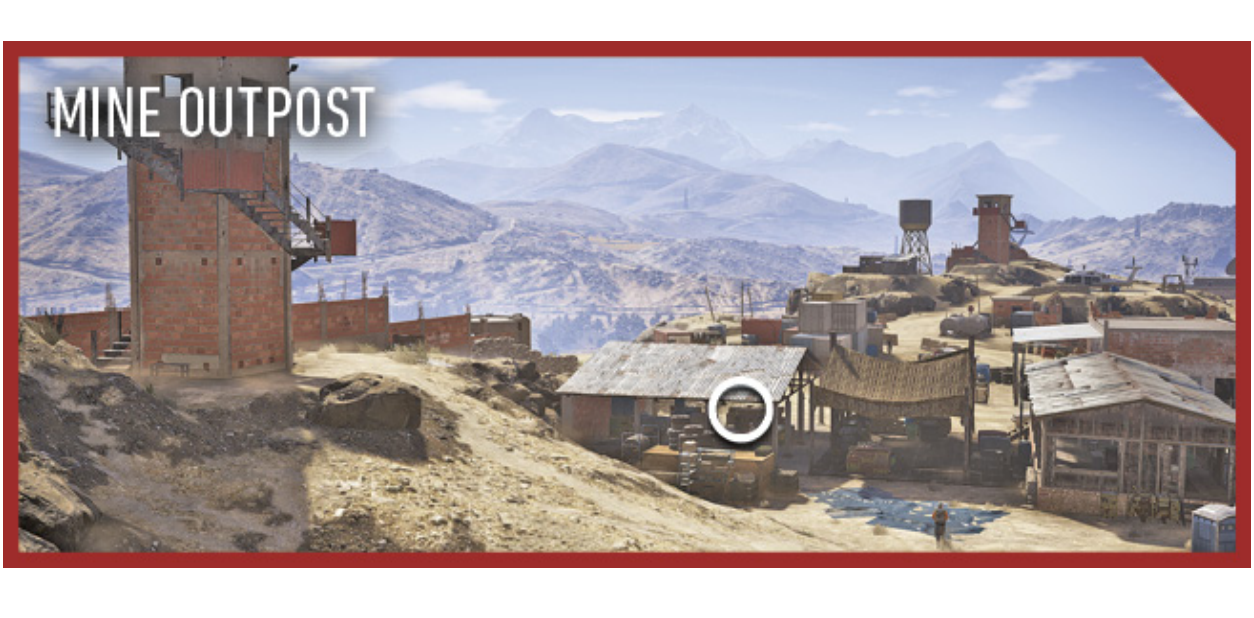
Skill Points Given: Enter the main warehouse, located in the middle of the property, and climb to the catwalk above. Search the office in the north corner to find a commendation sitting on a filing cabinet.

SKILL POINTS: +3



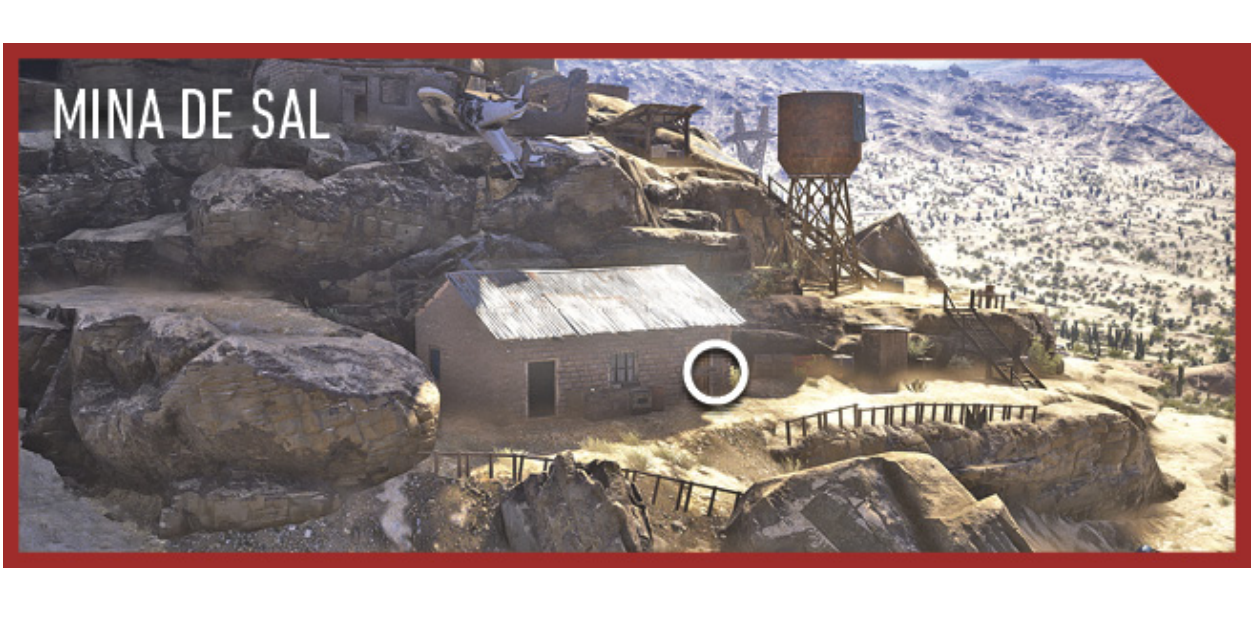
Enter the Santa Blanca Living District on the east side of town at an access ramp. Move around to the west side of the three-story, brick house and climb the steps to the second floor. Inside, find Skill Points sitting on the metal shelves.

SKILL POINTS: +3



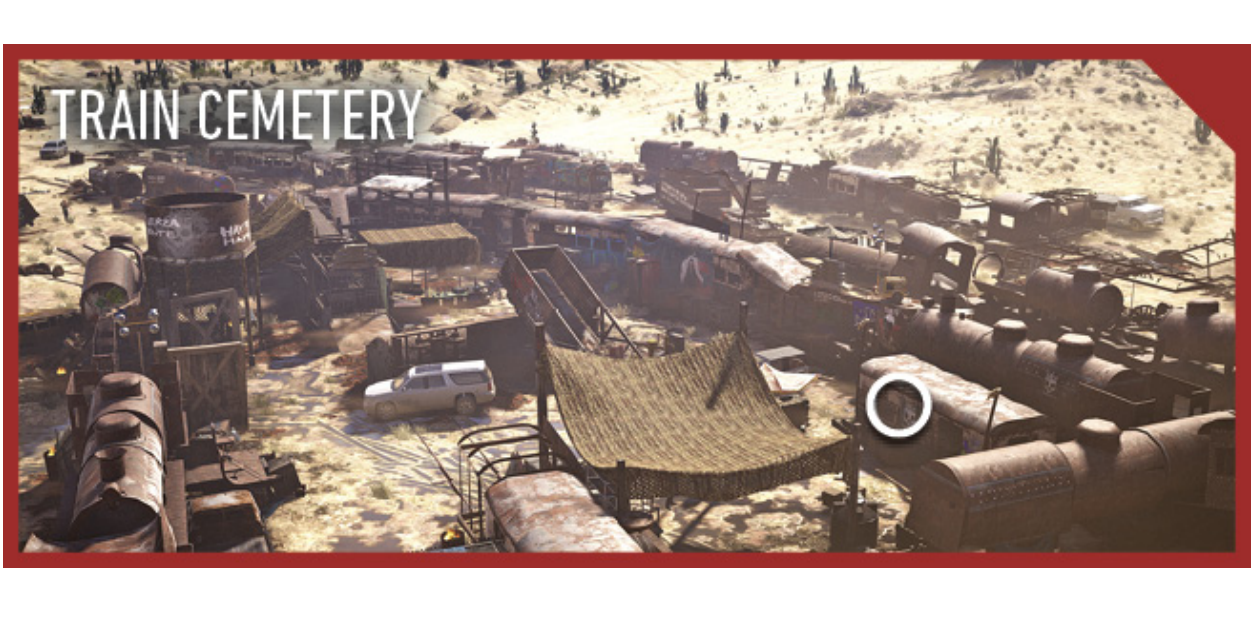
Approach the outpost above the Locotal Mine from the north and enter the storage shelter just past the watchtower. Skill Points are available atop a pallet of crates.

SKILL POINTS: +1



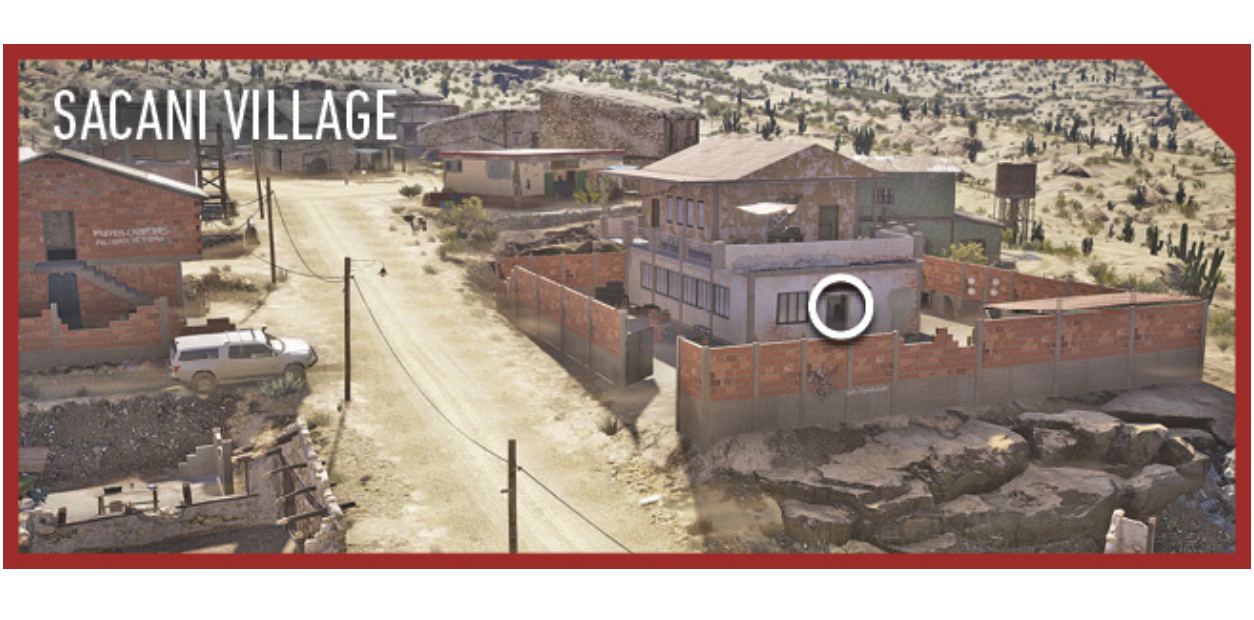
Southeast of the Sacani Salt Mines, two abandoned homes sit on the side of the rock cliffs. Run up the slope from the road to reach the lower home. Kick the door open and collect the Skill Point off the cabinet in the right corner.

SKILL POINTS: +1



At the Train Cemetery, south of the salt flats, find the camouflaged canopies that the Santa Blanca soldiers use for shade. Just south of the western cover, search inside the train car for a Skill Point.

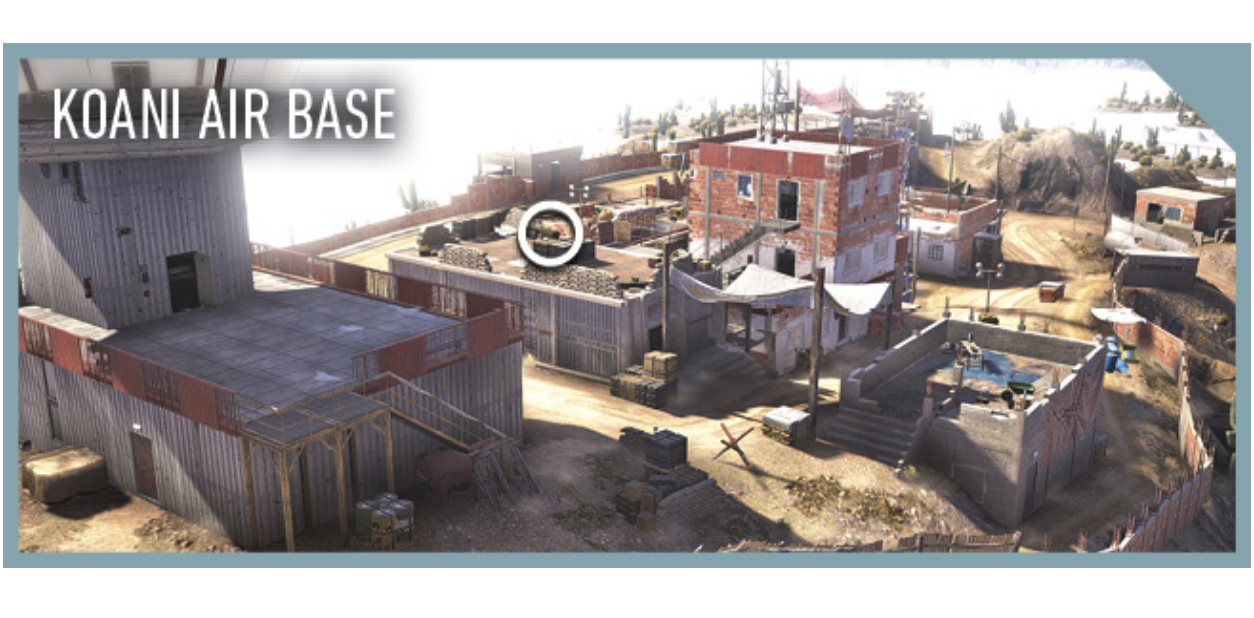
SKILL POINTS: +1



Travel to Sacani Village on the southeast side of the salt flat. Look for the walled-in Santa Blanca home amongst the ruins of the north side. Sneak onto the property and slip into the house. A commendation lies on the corner of the desk on the first floor.

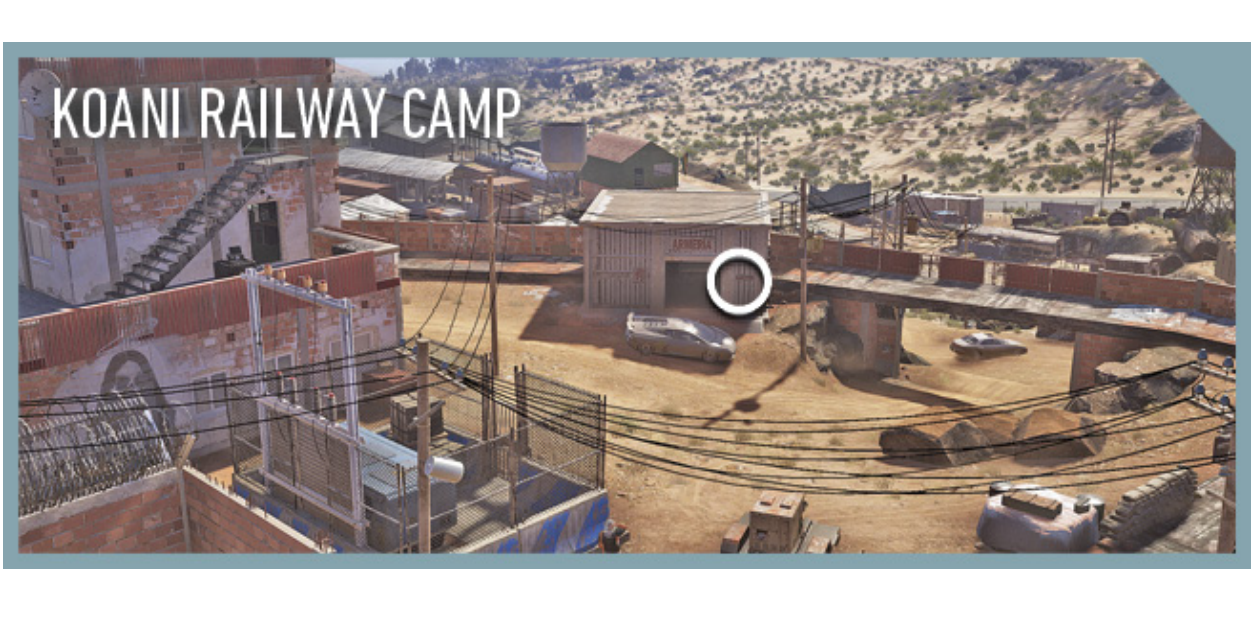
BONUS MEDALS

BONUS: C4



The Koani Air Base, found in the middle of the salt flats, is well defended with multiple watchtowers, miniguns, and SAM systems—especially the military area that is placed within a brick wall. Approach the base from the northeast salt flats and pick off the lone soldier at the first signs of dirt. Jump into his SUV and drive onto the runway, keeping your speed up so you are not identified. Turn left onto the road and left again to a gas station. Make a right and drive up the dirt road into the fortified area of the base. Do not stop until you reach the armory. Hop out and climb up the far side to find the Bonus Medal on the rooftop.

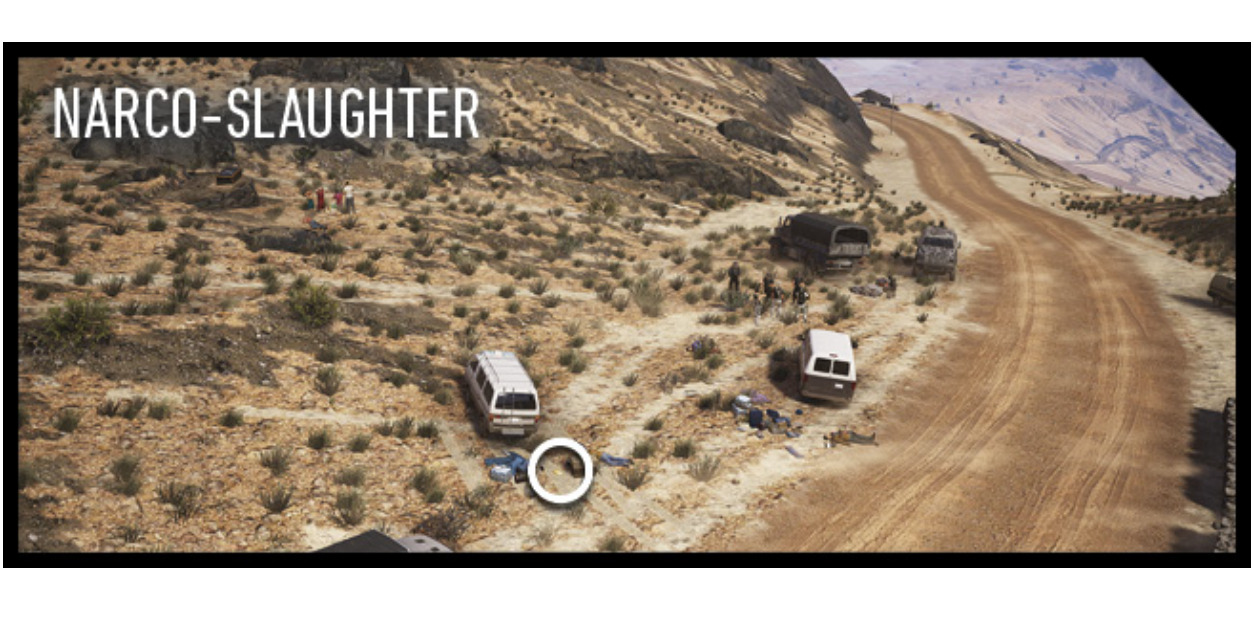
BONUS: CAR SHIELD



Find the Koani Railway Camp, east of Huertas, and drive an official Santa Blanca vehicle through the automatic gate. Park it in front of the armory on your right. Collect a Bonus Medal from the metal shelves just inside the doorway.

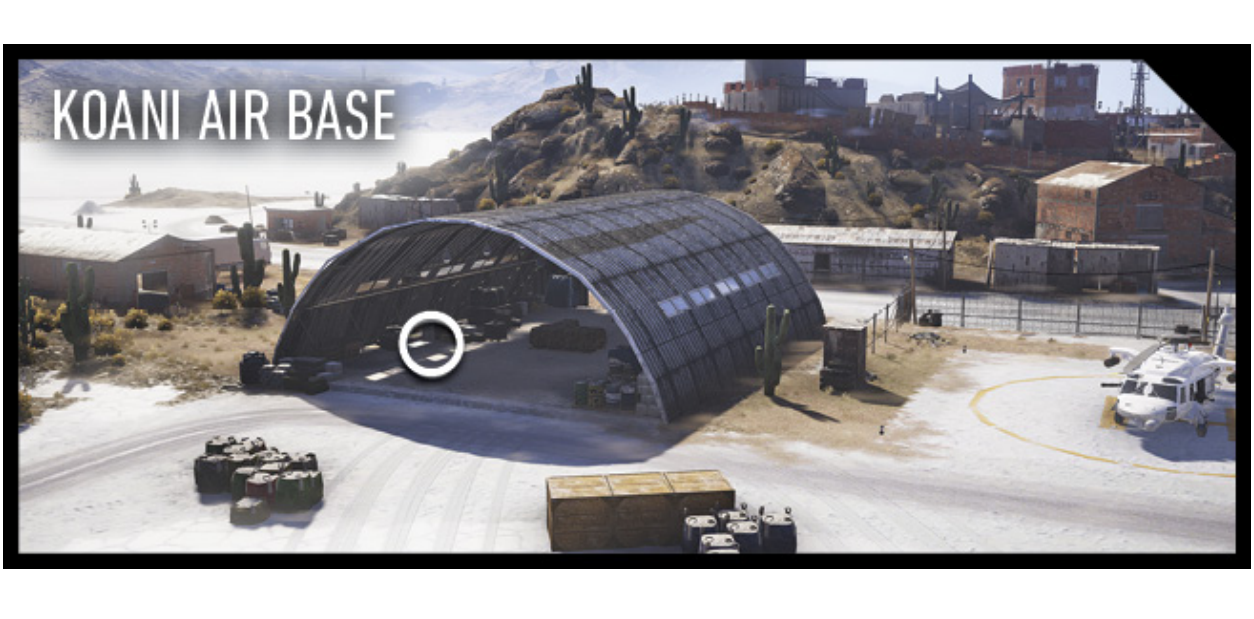
KINGSLAYER FILES

DOCUMENT



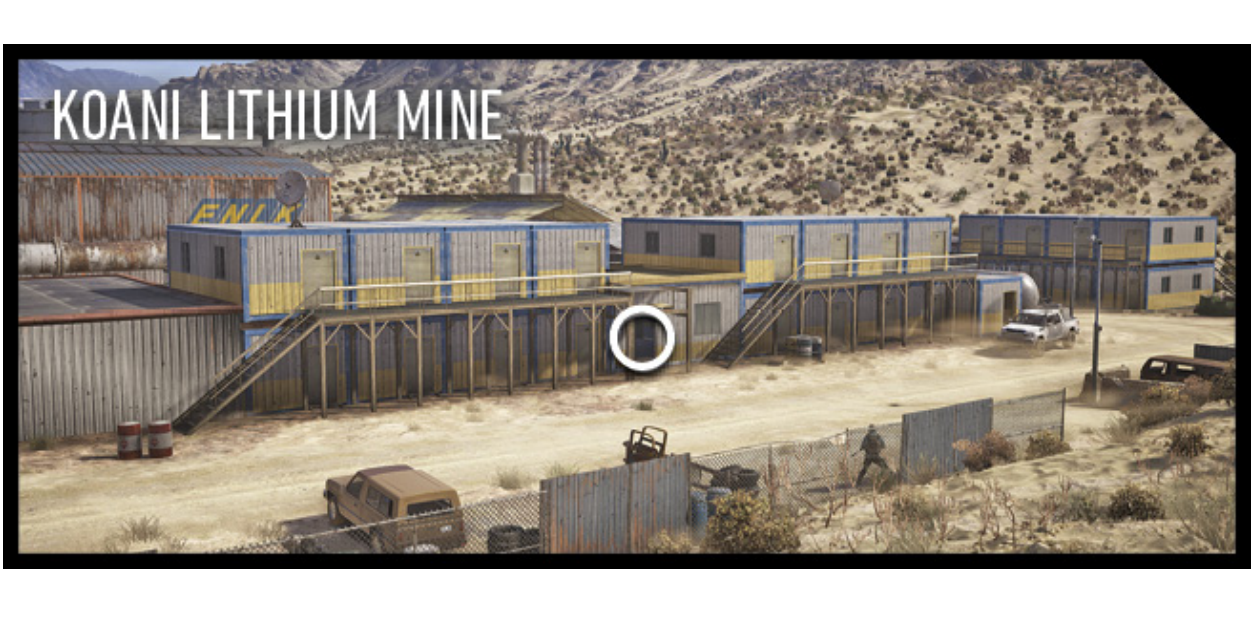
At Narco-Slaughter, search behind the left van, amongst the strewn-out luggage, to find a document.

DOCUMENT



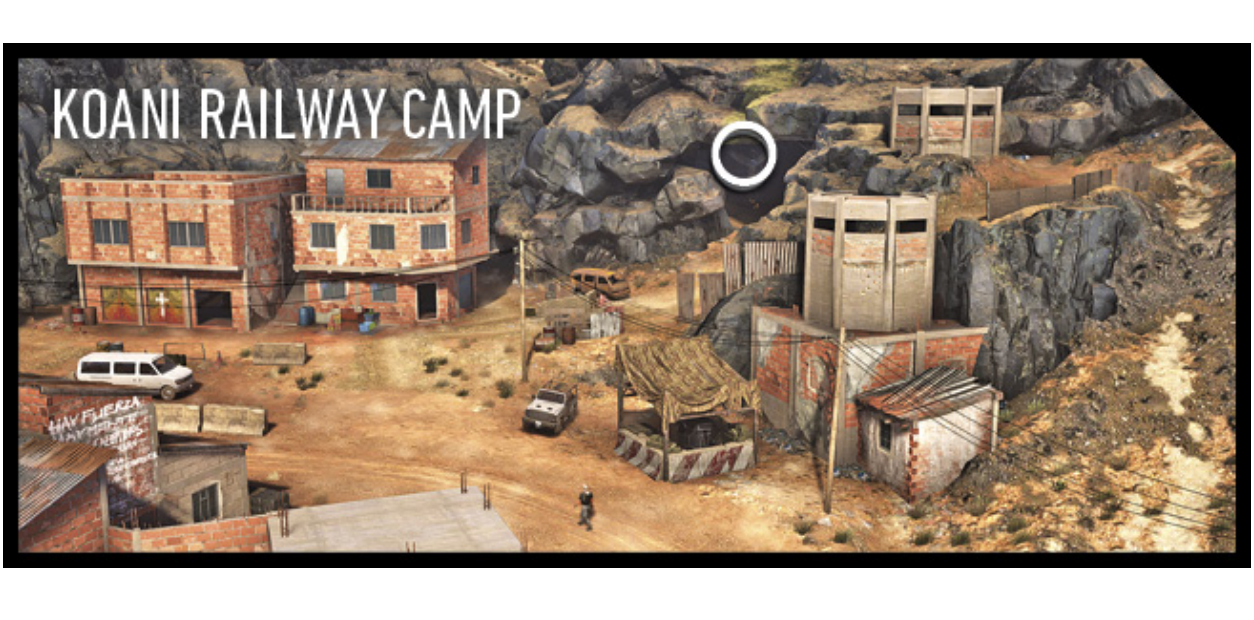
Outside the brick wall, much of Koani Air Base is easily accessible. Enter at the end of the runway or climb the dirt mound to the north—just be careful of the snipers in the watchtowers. Enter the open hangar on the southeast side of the runway and pick up the briefcase that sits next to the desk.

DOCUMENT



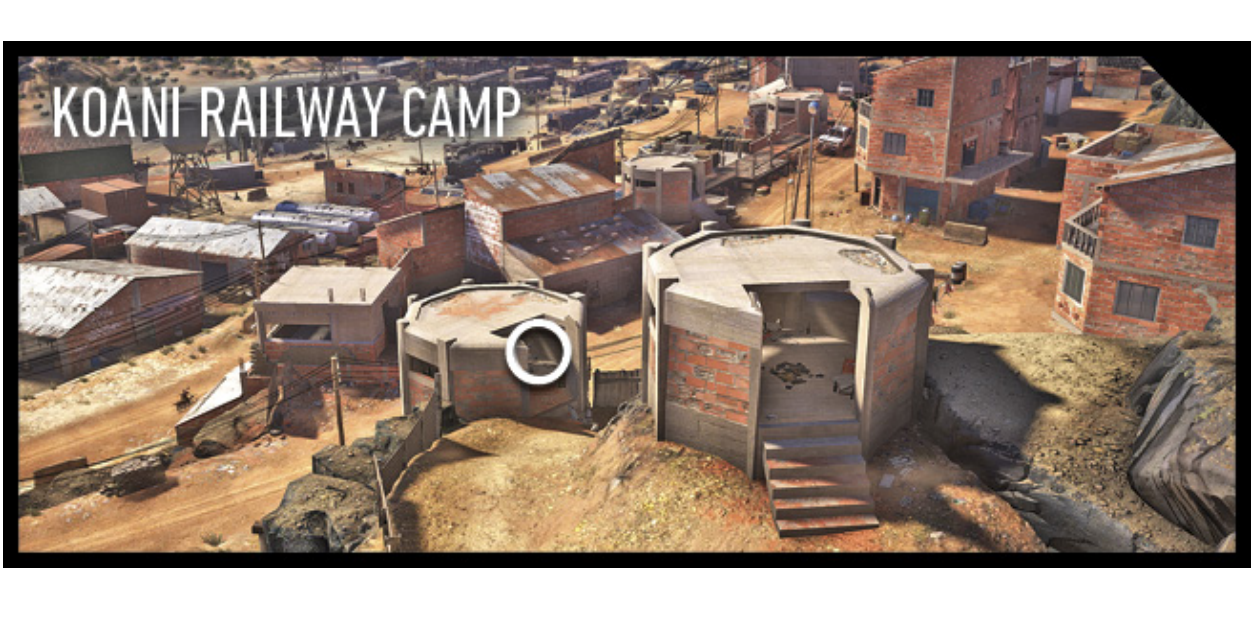
A group of offices sit to the right of the south gate into Koani Lithium Mine. Enter the middle, open room and collect the file that lies on the floor.

DOCUMENT



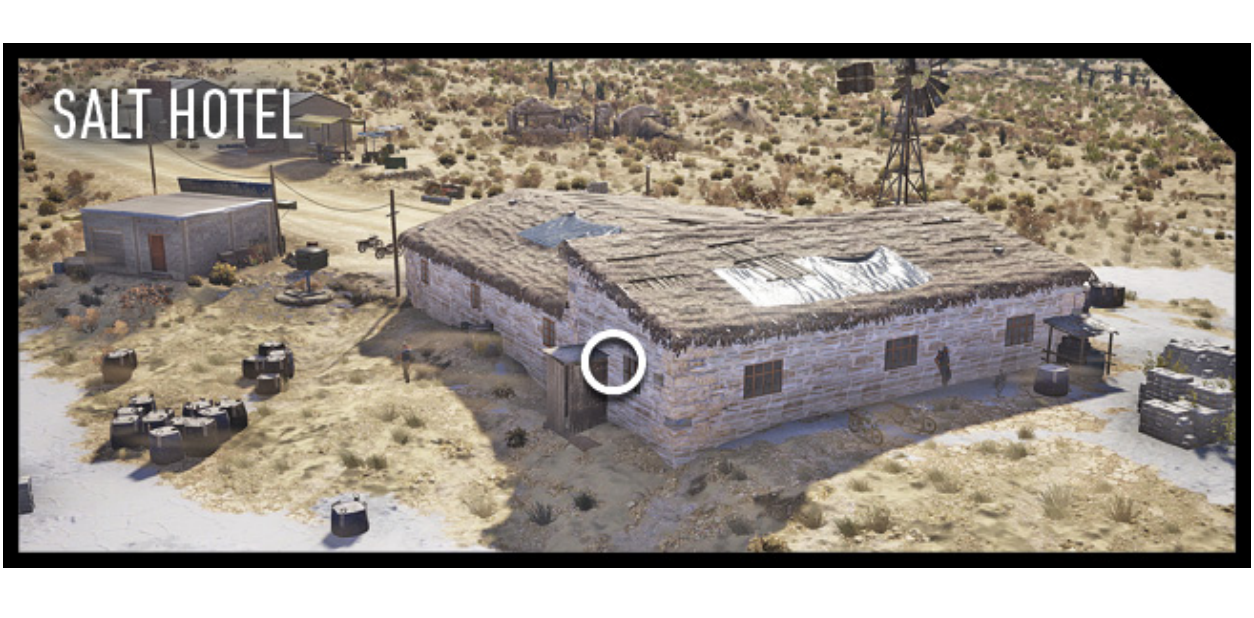
Infiltrate the Koani Railway Camp through an opening on the northeast side, next to a bunker. Climb over the rock to the right and drop down next to a cave opening. Search inside to find a cell phone next to a memorial.

DOCUMENT



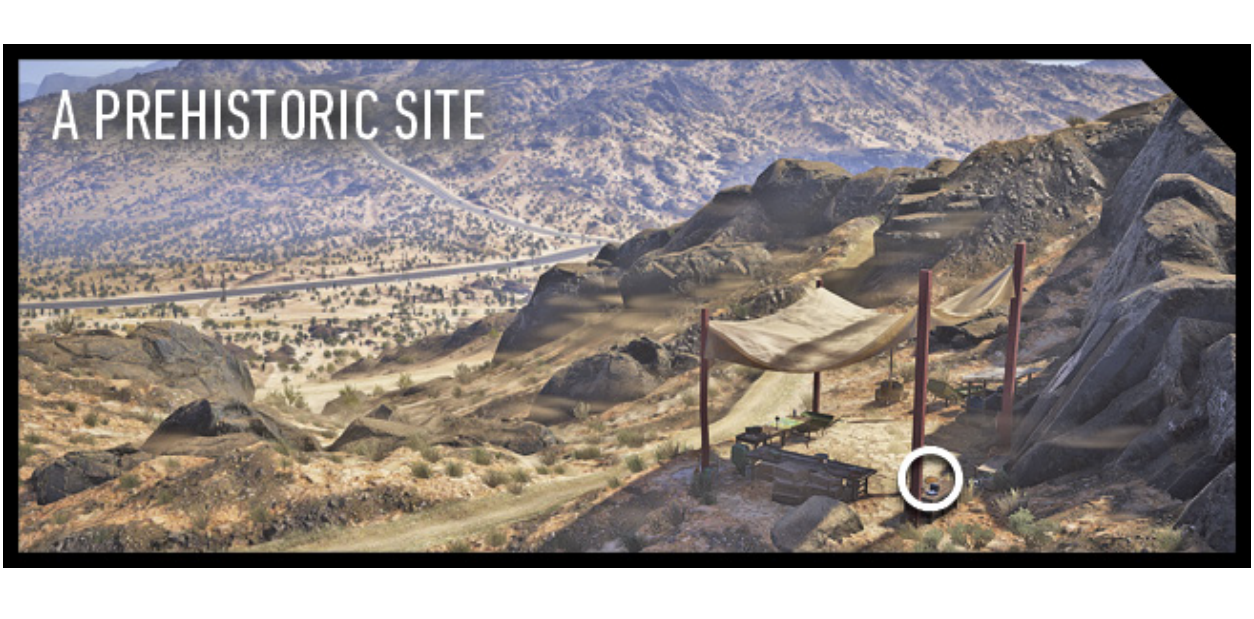
From the northeast, take out the soldiers that man the two bunkers and enter the southern one. Collect the item that lies on the floor.

DOCUMENT



Enter the Salt Hotel, north of the west Combat Outpost, and move to the back-right room to find a disc.

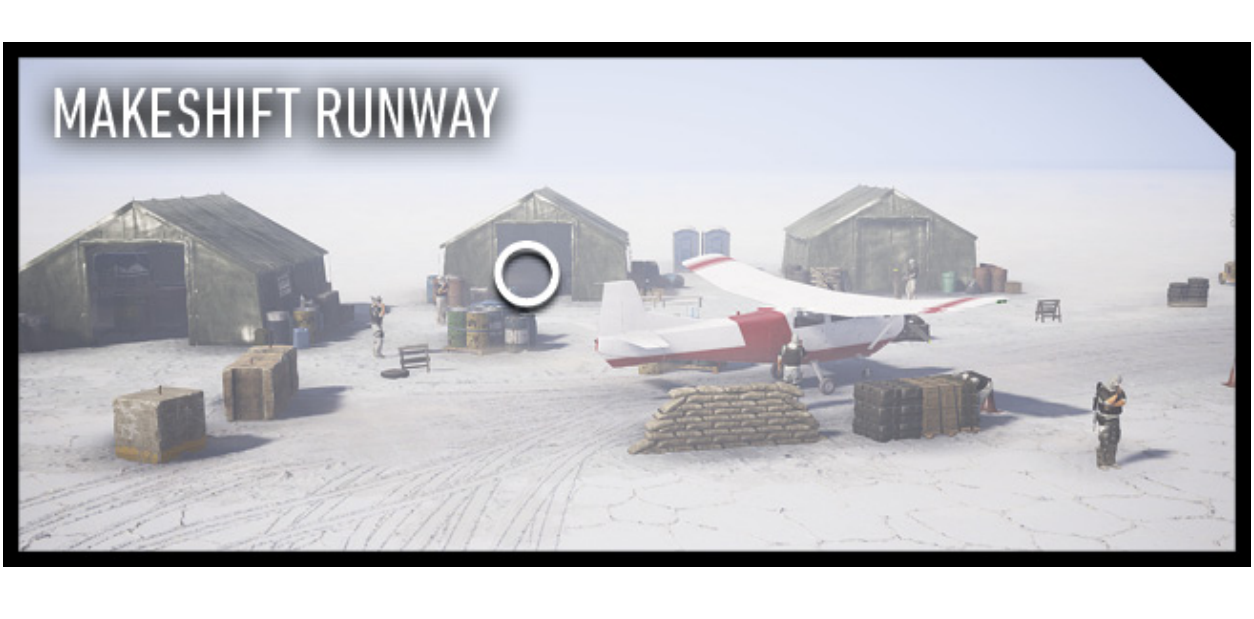
LEGEND



North of the Locotal Mine, look for a lone canopy at a prehistoric site. Grab the legend that sits on a table underneath.

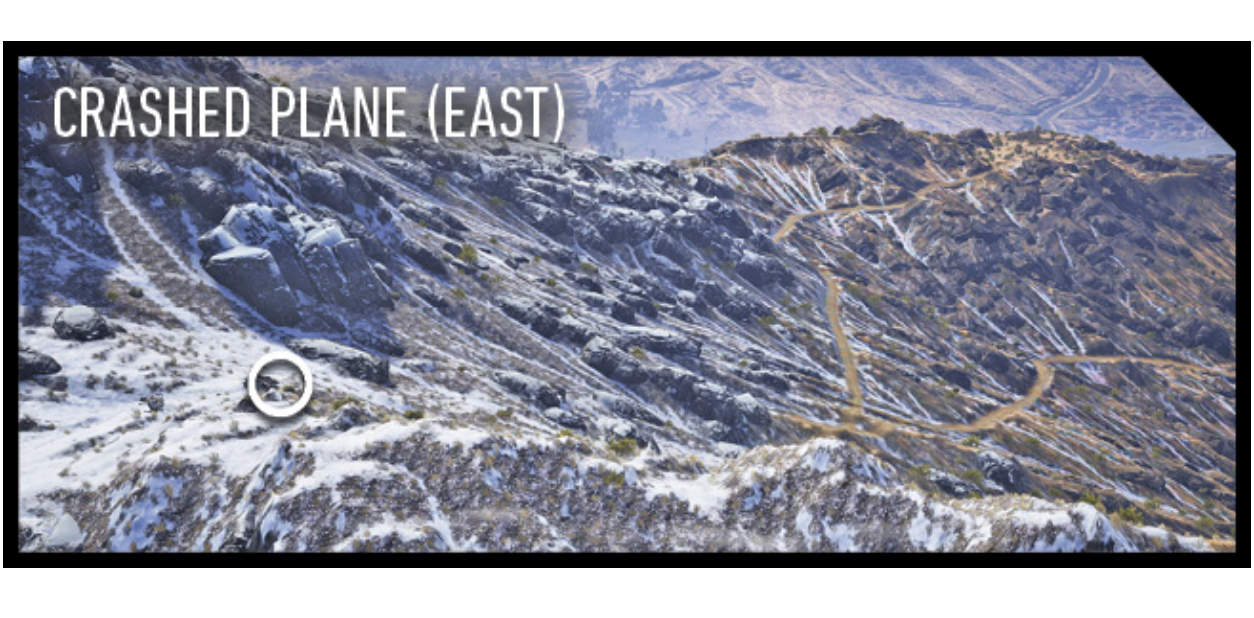
Petroglyphs: Petroglyphs are ancient images carved on rocks that can be found all over the world. Bolivia offers some beautiful examples of it, mostly in the Andes and in the eastern lowlands. The rock art covers a wide variety of cultures and ages. It shows hunting scenes, groups of camelids, human figures, and mysterious forms.

DOCUMENT



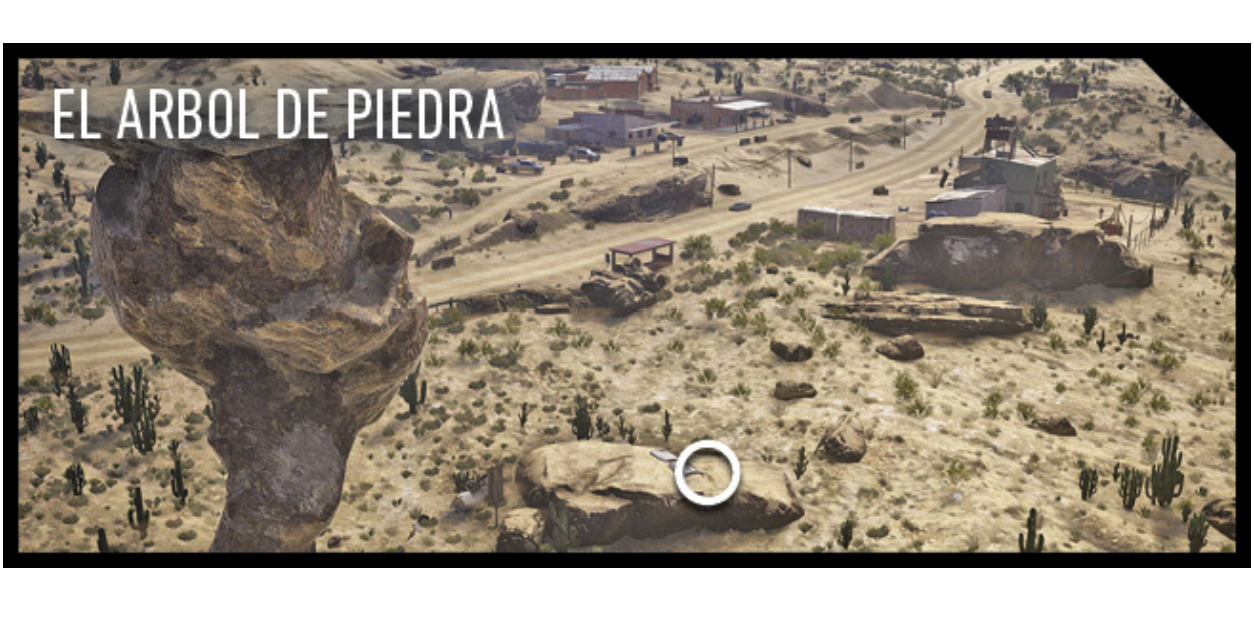
A Kingslayer File rests on a cot inside the middle tent at the makeshift runway south of Koani Air Base. Clear out the hostiles before collecting the document.

DOCUMENT



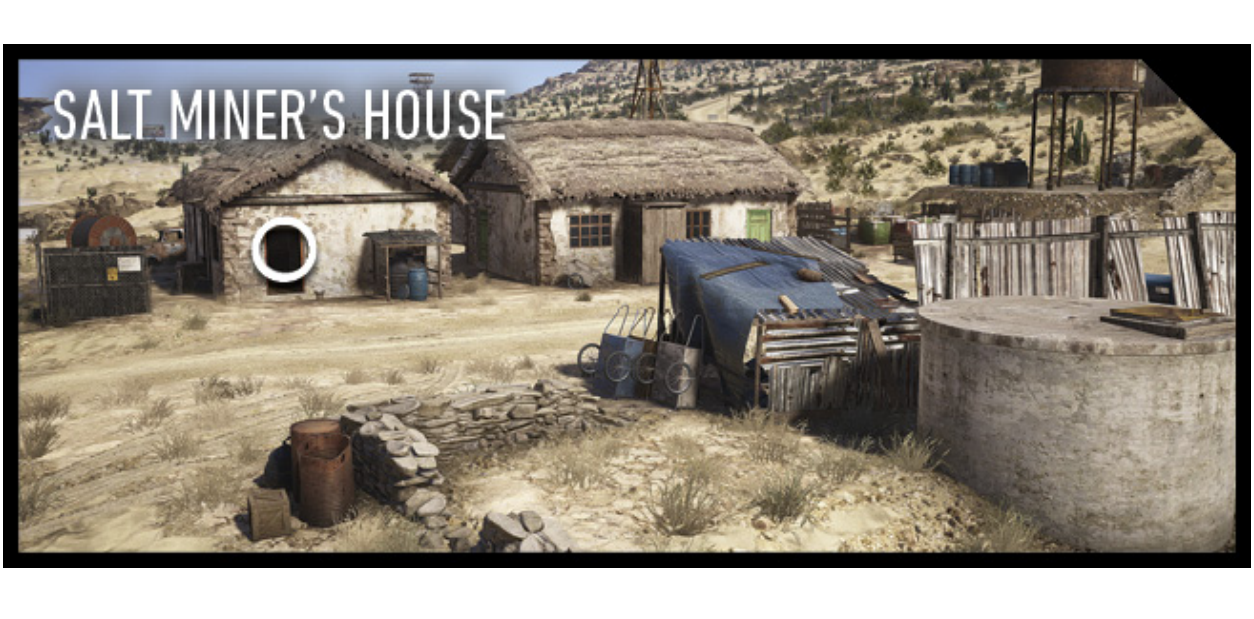
Plane wreckage is strewn down the mountain east of the checkpoint, near the Remanzo border. Search the area for the nose of the aircraft to find a recording lying nearby.

DOCUMENT



A wind-carved rock loaded with salt sits just north of a Santa Blanca outpost. Look for an airplane wing sitting on a rock nearby and grab a disc that lies next to the wreckage.

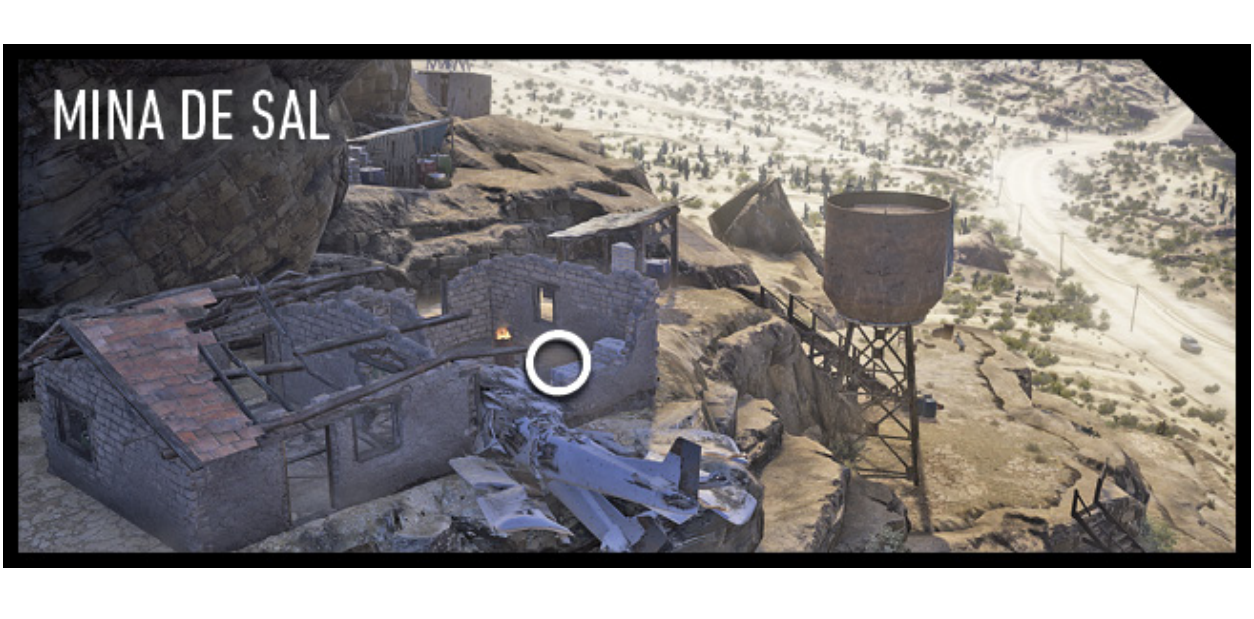
LEGEND



At Sacani Salt Mines, find the miner's bunkhouse with the tank out front and enter. Add the legend that sits on a table in the back to the Kingslayer Files.

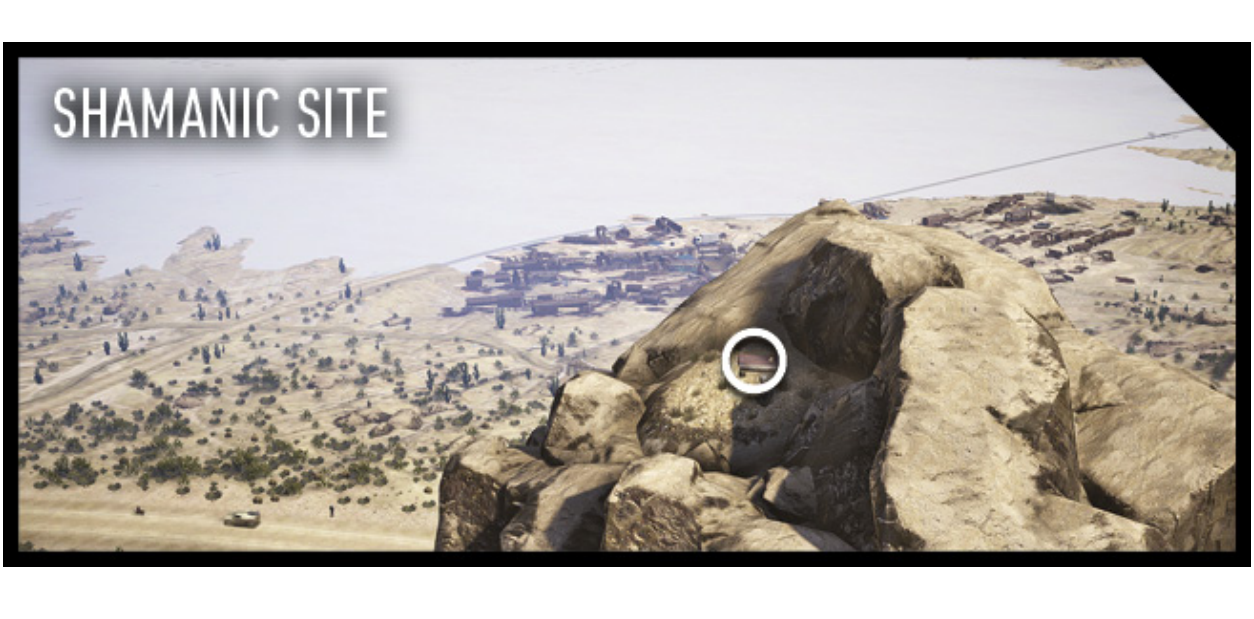
Salt Teardrops of Giants: The Aymara have a myth to explain the creation of the Salt Flats of Uyuni. They believe that, long ago, the volcanoes surrounding the Salar could walk, talk and even fall in love. The legend says that Tunupa, one of the tallest volcanoes, became pregnant and gave birth to a baby volcano. Kushu, a nearby volcano, believing he was the father, abducted the child. Tunupa cried for a long time. Her tears blended with her mother's milk, and the mix poured over the arid land, creating the Salt Flats.

DOCUMENT



Mina De Sal is an ex-rebel hideout located southeast of the Sacani Salt Mines. Ascend the staircases to reach the upper home that has been demolished by a wrecked plane. Climb inside to find a disc for your files.

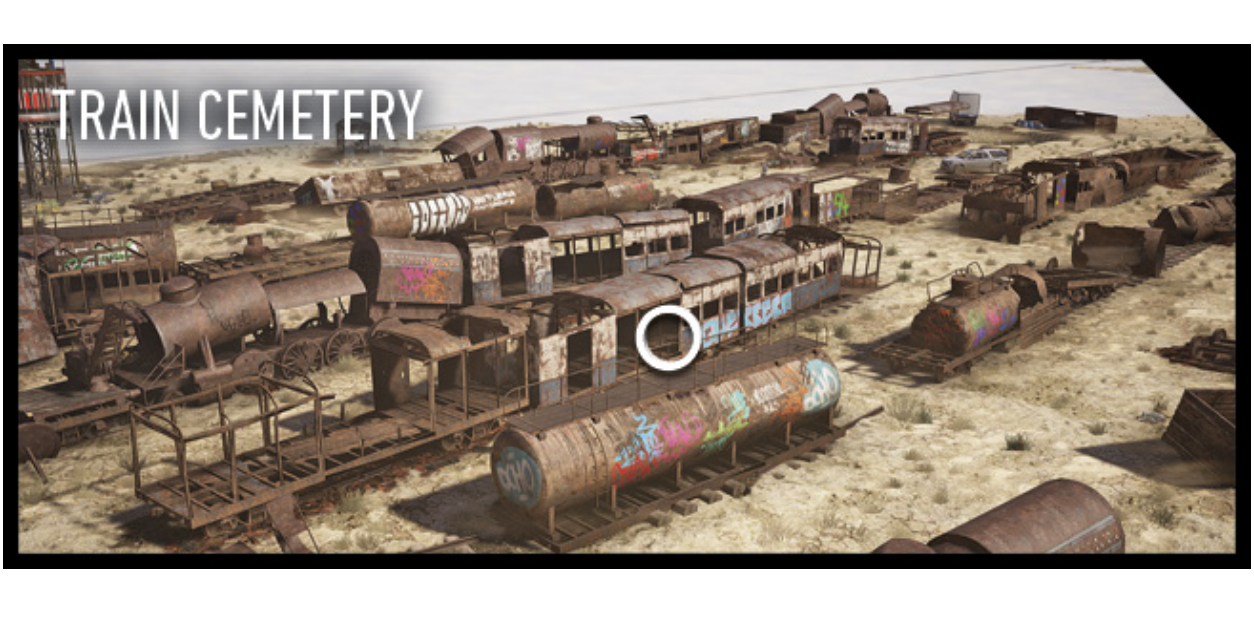
LEGEND



On the far southwest side of the salt flats, a large rock juts out of the ground. Climb up the southwest side to find a stone ritual table and grab the legend.

Kallawayas: A Kallawaya divinatory charm called "Chambi". The Kallawayas are traditional traveling healers from the northern region of La Paz that cure both physical and mental pains. The medicine they practice is a thousand years old (pre-Incan period) and based on the natural properties of plants, animals, and minerals from the Andes. A typical 'consultation' includes music, dances, and the use of talismans. They have their own language and cosmogony that have been acknowledged by UNESCO.

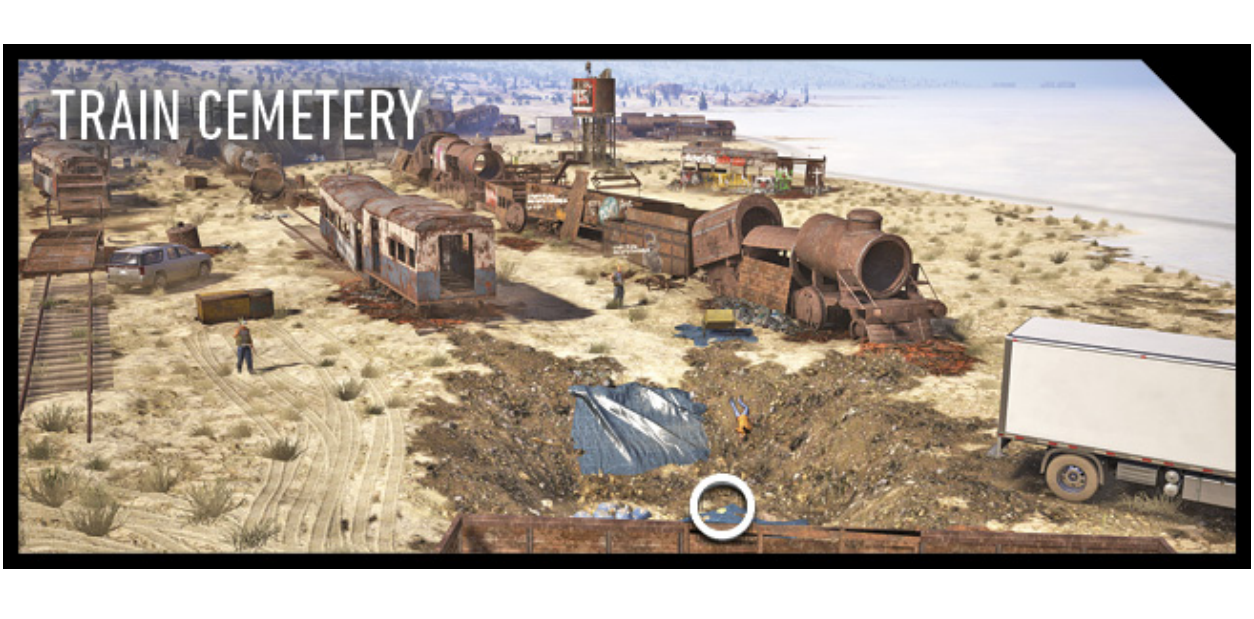
LEGEND



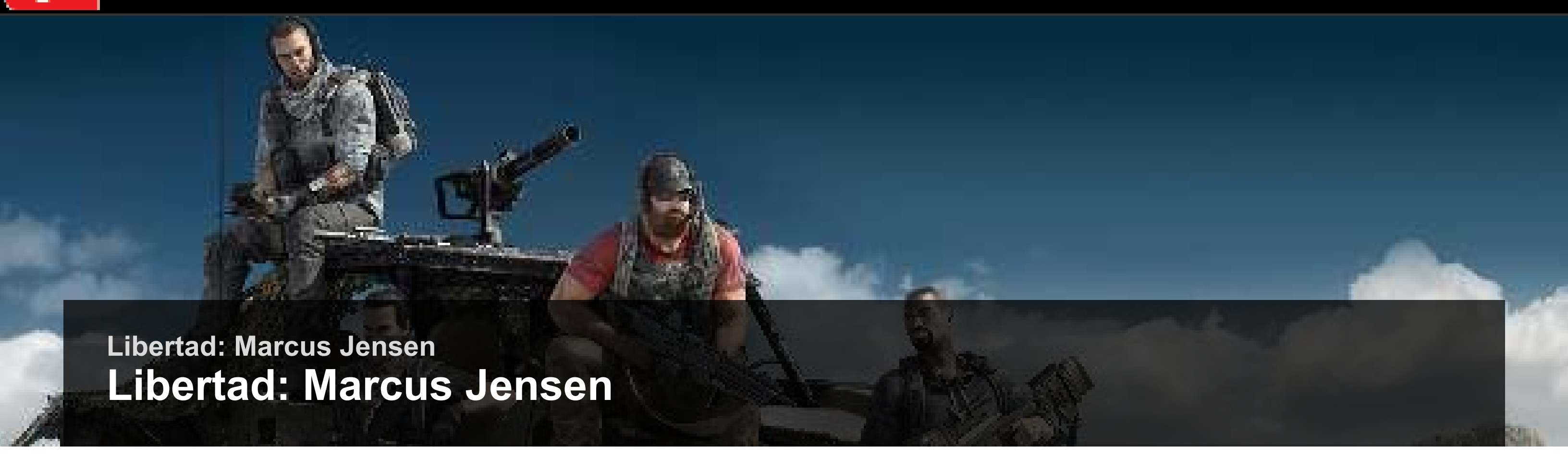
Old, decrepit trains are strewn across the dirt on the south side of the salt flats. Near the southeast corner of the property, look for a pair of passenger cars with the name Guerrero painted on the side. Collect the spike inside the left one to add to the Kingslayer Files.

The Train Cemetery: Uyuni was once a boom town, playing the role of a transport hub for trains carrying minerals to Pacific Ocean ports. After the mid-1900s, mining activity slowly declined and the trains were abandoned outside of Uyuni, forming a strange train cemetery, lost among the beautiful but desolate landscapes of Uyuni Salt Lake. It is now a major tourist attraction.

DOCUMENT

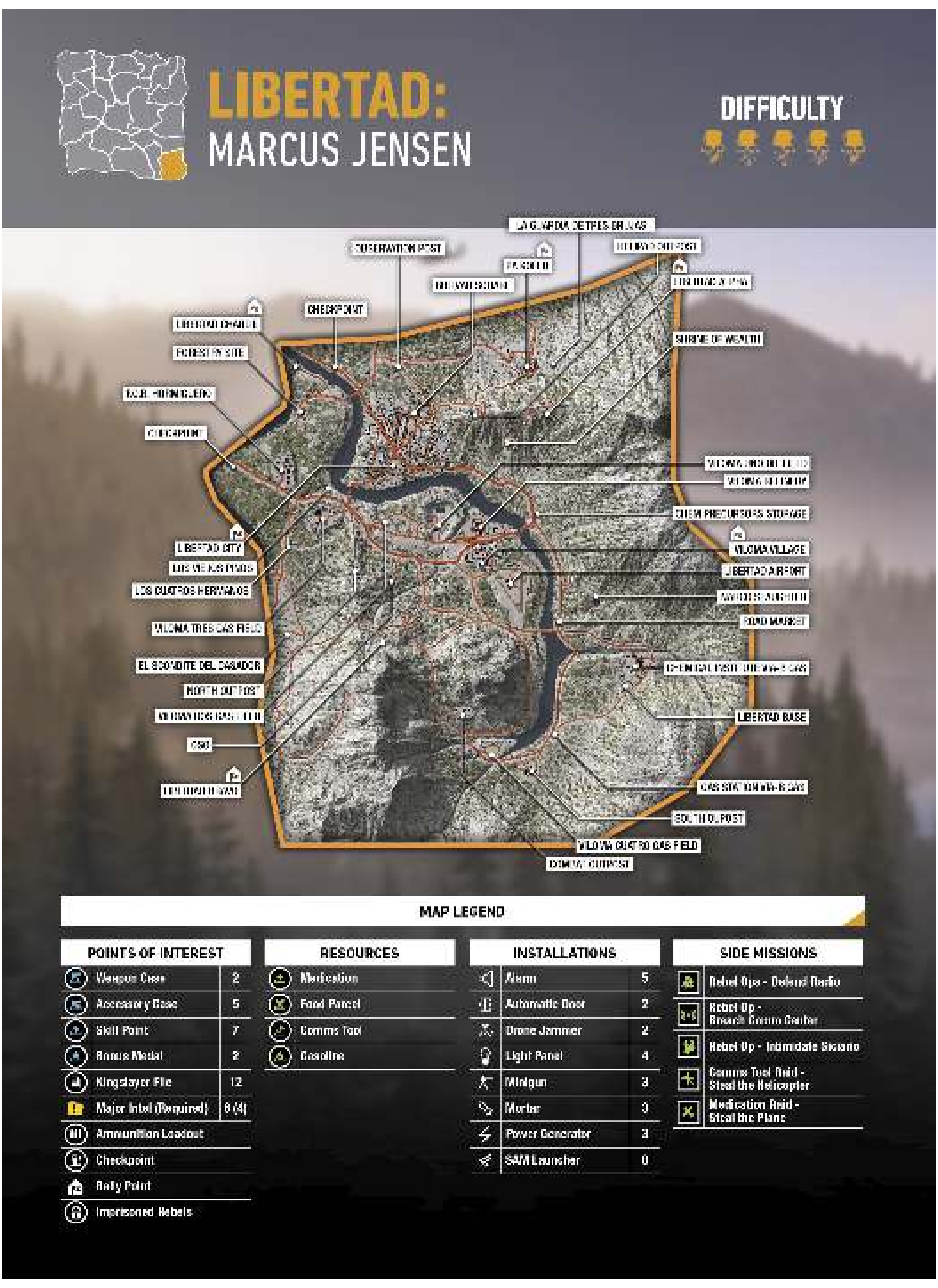


On the east side of the Train Cemetery, a shallow grave is used to hide corpses. Grab the file that lies among the bones.



Libertad: Marcus Jensen

Libertad: Marcus Jensen


LIBERTAD:
MARCUS JENSEN
DIFFICULTY
LA GUARDIA DE TRES BRUJAS
OBSERVATION POST
PA KOLLU
CHECKPOINT
FORESTRY SITE
CHECKPOINT
LIBERTAD CITY
LOS VIEJOS PINOS
LOS CUATROS HERMANOS
VILOMA TRES GAS FIELD
EL ESCONDITE DEL CAZADOR
NORTH OUTPOST
CSO
SHRINE OF WEALTH
CHEM PRECURSORS STORAGE
VILOMA VILLAGE
LIBERTAD AIRPORT
ROAD MARKET
LIBERTAD BASE
SOUTH OUTPOST
VILOMA CUATRO GAS FIELD
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 5
Skill Point 7
Bonus Medal 2
Kingslayer File 12
Major Intel (Required) 6 (4)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 5
Automatic Door 2
Drone Jammer 2
Light Panel 4
Minigun 3
Mortar 3
Power Generator 3
SAM Launcher 0
SIDE MISSIONS
Rebel Ops - Defend Radio
Rebel Op - Breach Comm Center
Rebel Op - Intimidate Sicario
Comms Tool Raid - Steal the Helicopter
Medication Raid - Steal the Plane

The gas capital is used by Santa Blanca to legally import chemical precursors to produce cocaine.

Content	Number in Province
Main Missions	5
Side Missions	6

- **Operation: Production**
- **Chief: Marcus Jensen**
- **Ecosystem: Forest Valley**

The province of Libertad follows the high valley of Rio Uruqui. The whole valley is wooded, which allowed the development of an important silviculture.

As other provinces in Bolivia, Libertad has access to important mineral resources. Big gas deposits were discovered and are now exploited. This exploitation is operated by Via B Gas and is today the main activity of the province, giving it a certain opulence.

Libertad City is the capital of the province, where Via B Gas has its headquarters. You can also find, once a week, a witch traditional market, where you can buy all sort of talismans, ointments, and potions. The village of Viloma accommodates Via B Gas laborers working on the most isolated deposits. The village of Pa Kollu, near Libertad, is reputed to be inhabited by witches.

The Santa Blanca ignored Libertad when getting installed in Bolivia. Once the cocaine production was launched on a large scale, there was the issue of chemical precursors. How to easily get 10 tons per week of chemical products controlled by the legislation in a country with no chemical industry? Libertad was the solution.

The exploitation of gas fields makes Via B Gas a big consumer of chemical products that are imported and shipped directly in the Libertad airport. The Santa Blanca proposed the following deal to the company: it would import the chemical products that the cartel needed. The cartel would pay the proposed price and let Via B Gas freely exploit its gas. If refused, unfortunate accidents would happen in gas fields. The company was forced to accept.

Since then, the Santa Blanca has settled in the province to guarantee its chemical precursor branch. It is present in Libertad and in most villages. Marcus Jensen, a young chemist, is responsible for the branch and the school of chemistry opened by the cartel in the previous technical school created by Via B Gas.

Concerning Via B Gas, it still honors its contract with the Santa Blanca, but it moved its headquarters to another country.

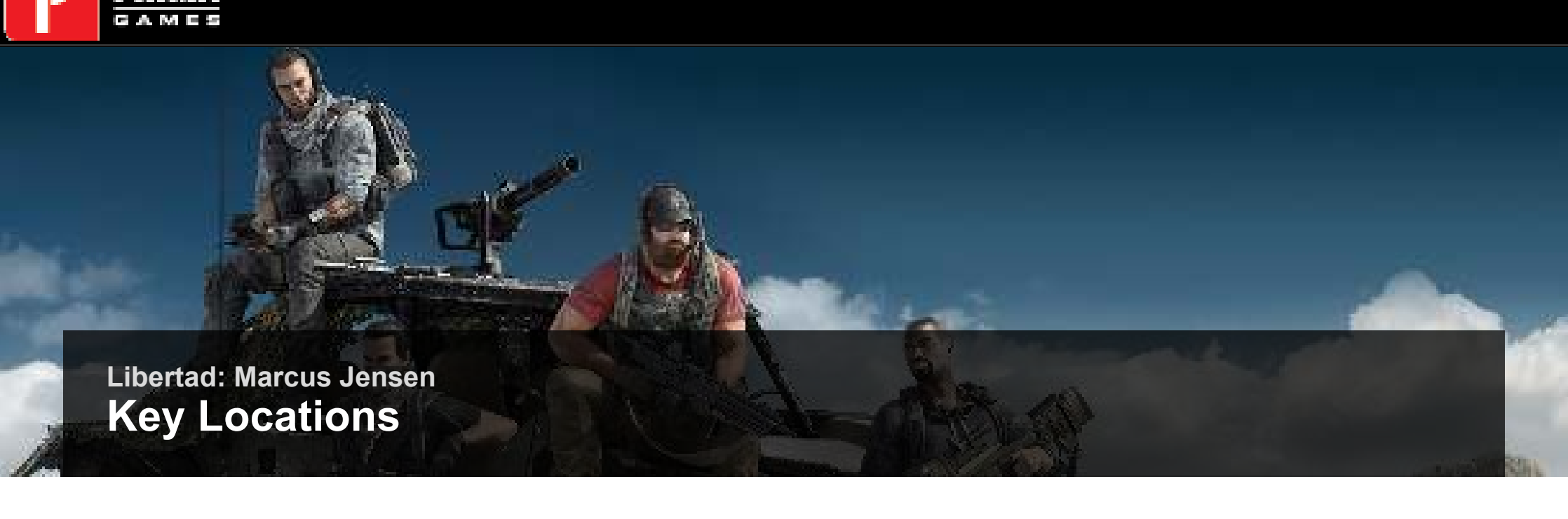
MARCUS JENSEN

BORN: 11/11/1989 in Paramaribo, Suriname

CARTEL POSITION: Assistant Chemist

He answered a call from a top level recruiter after graduation, thinking it was to work for a large Chemical company, but it turned out to be the cartel. La Gringa was in need of an assistant and Marcus said yes. He was attracted to the adventure of the job, impressed with La Gringa's creative use of chemistry to increase the potency levels, and it paid. A lot.

Financially driven, he has no moral conflict producing cocaine, saying, "People are going to do drugs. They always have. They always will. All I do is make sure they get quality. If I don't, someone else will, so why should I not be the one who gets rich?"



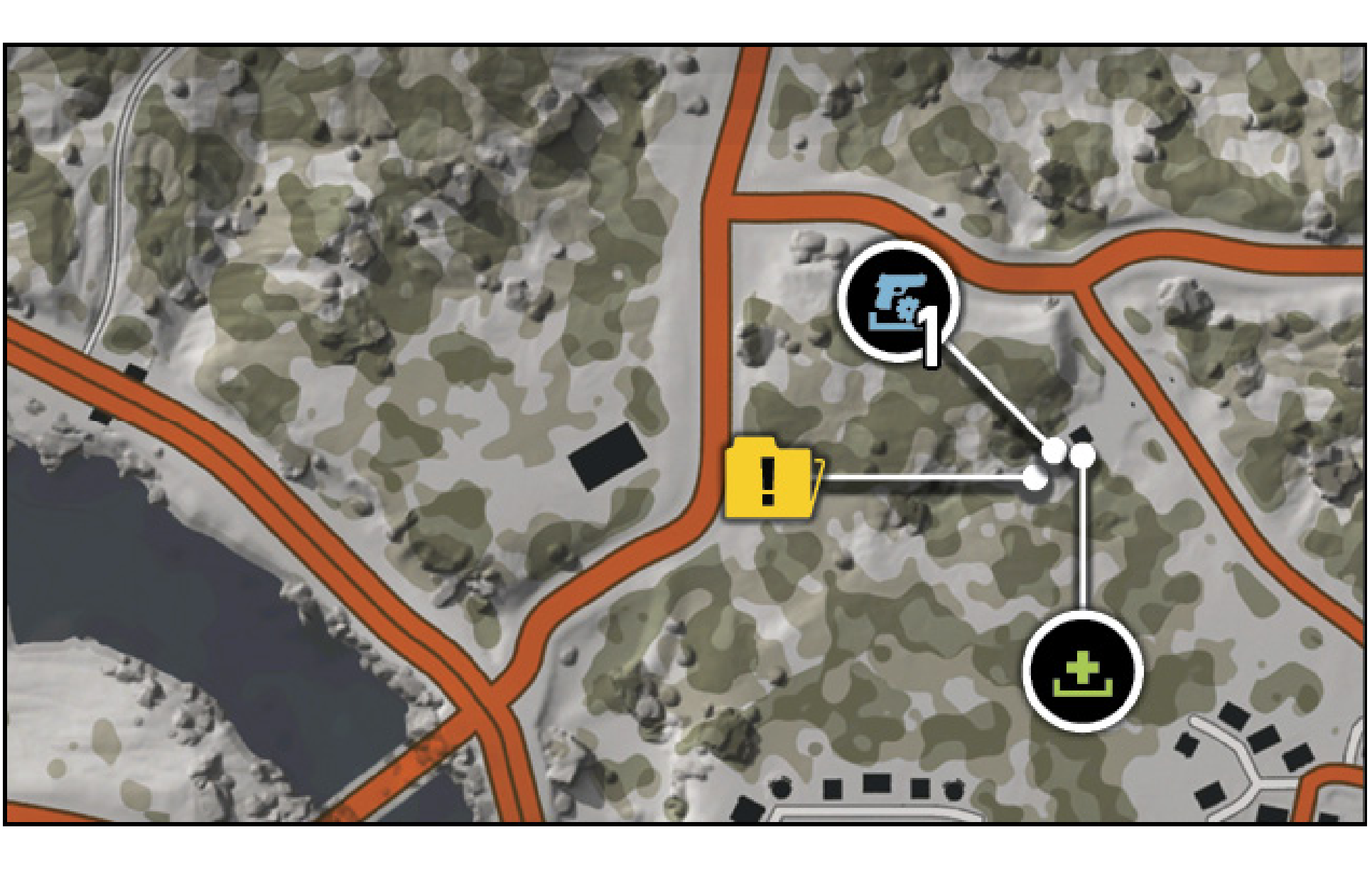
Libertad: Marcus Jensen

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

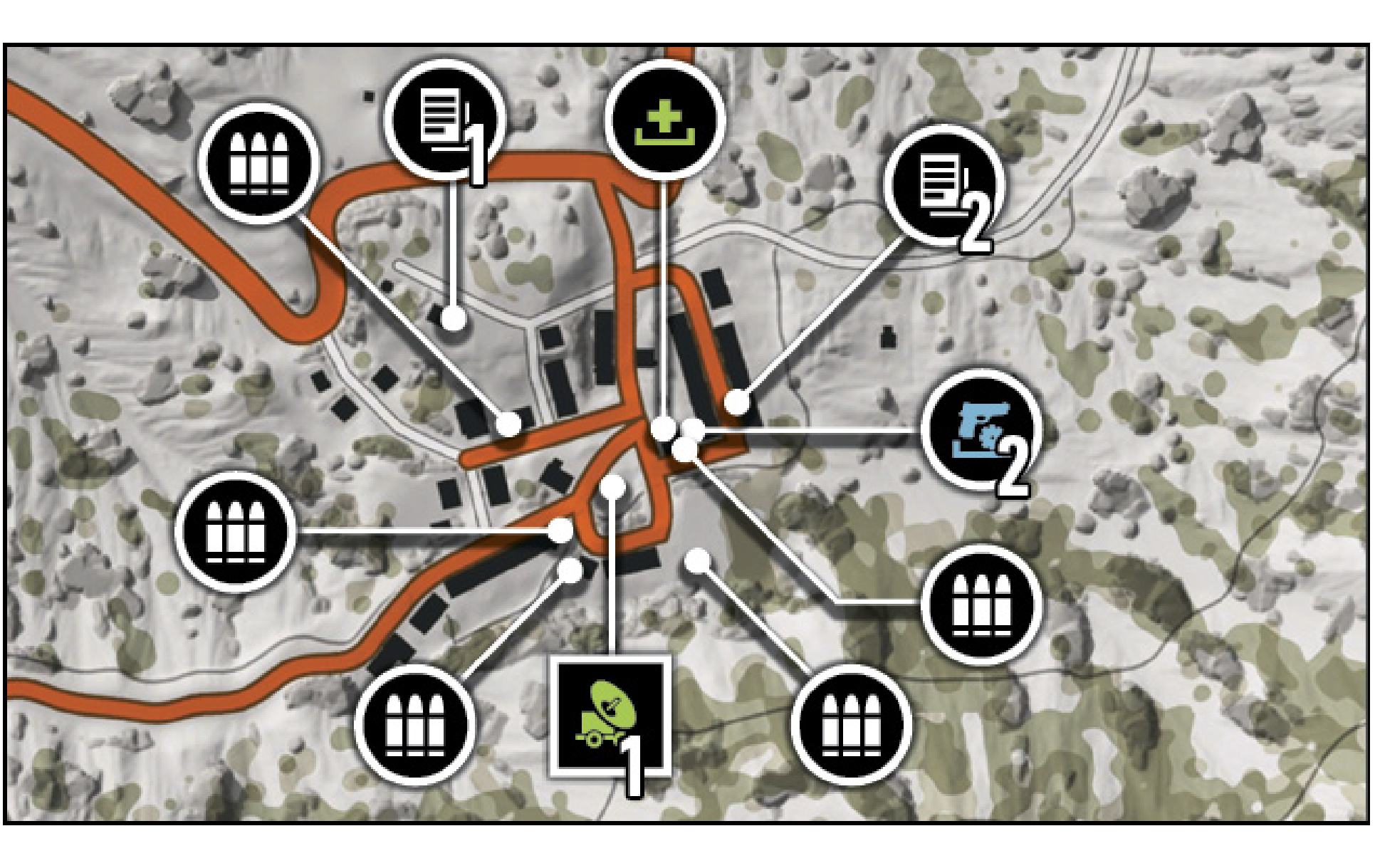
LA CRUZ CHECKPOINT AND OBSERVATION POST

A checkpoint controls the traffic of National Road One while a post oversees the city of Libertad.



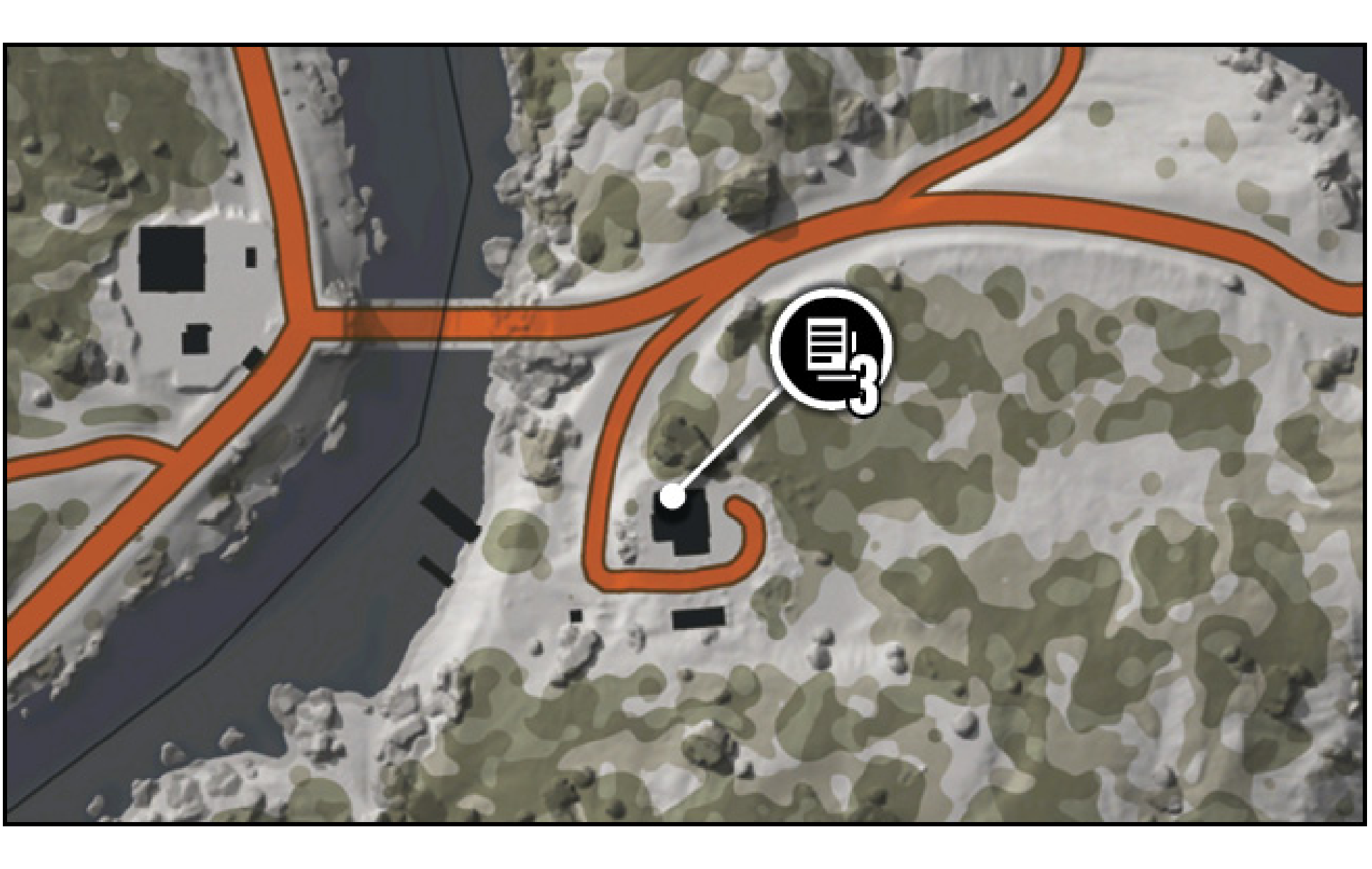
PA KOLLU VILLAGE AND LA GUARDIA DE TRES BRUJAS

The place to buy curses or shields from spirits as well as where three famous witches lived before disappearing.



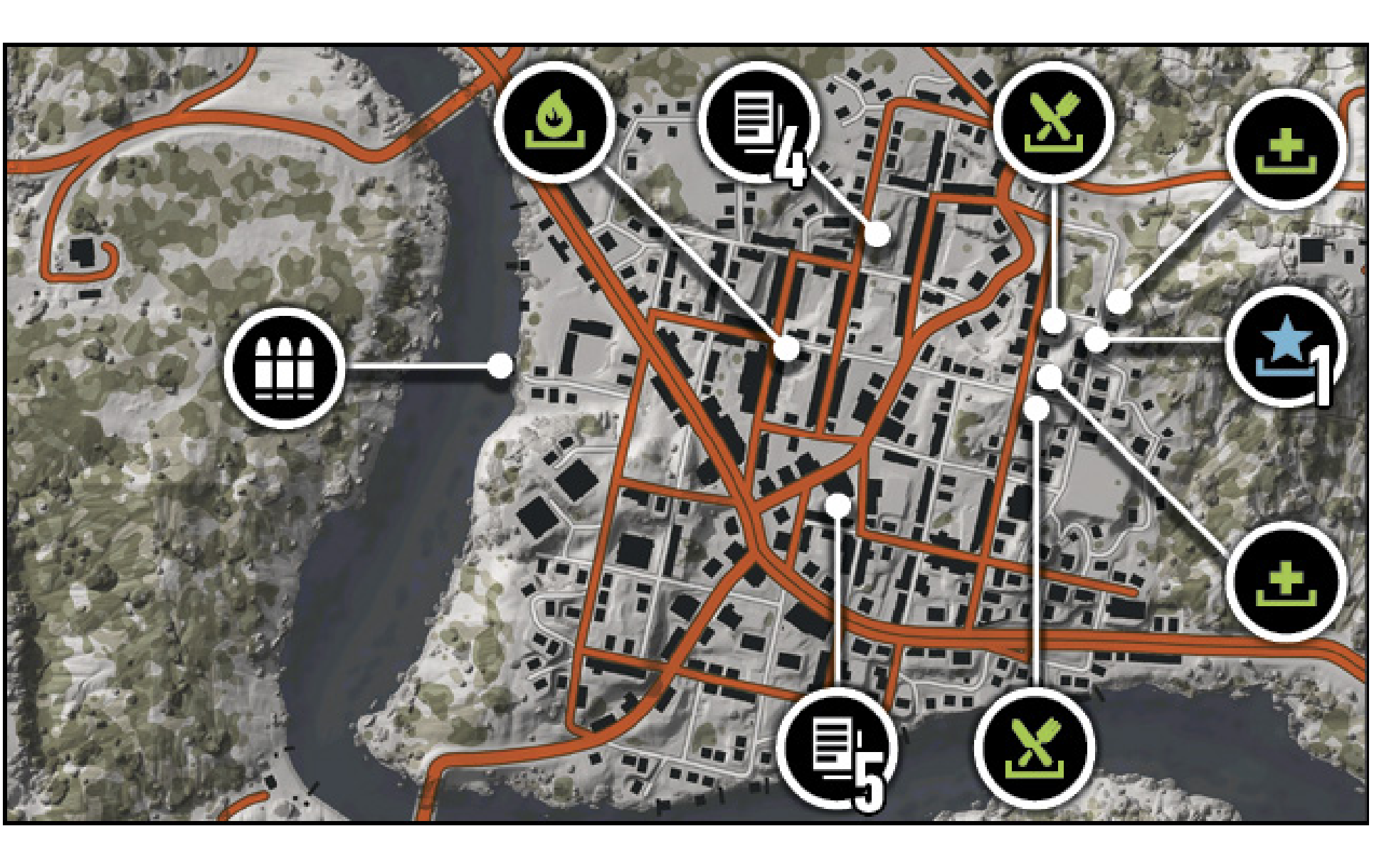
FORESTRY SITE

This sawmill is exploited by E.N.E.F.



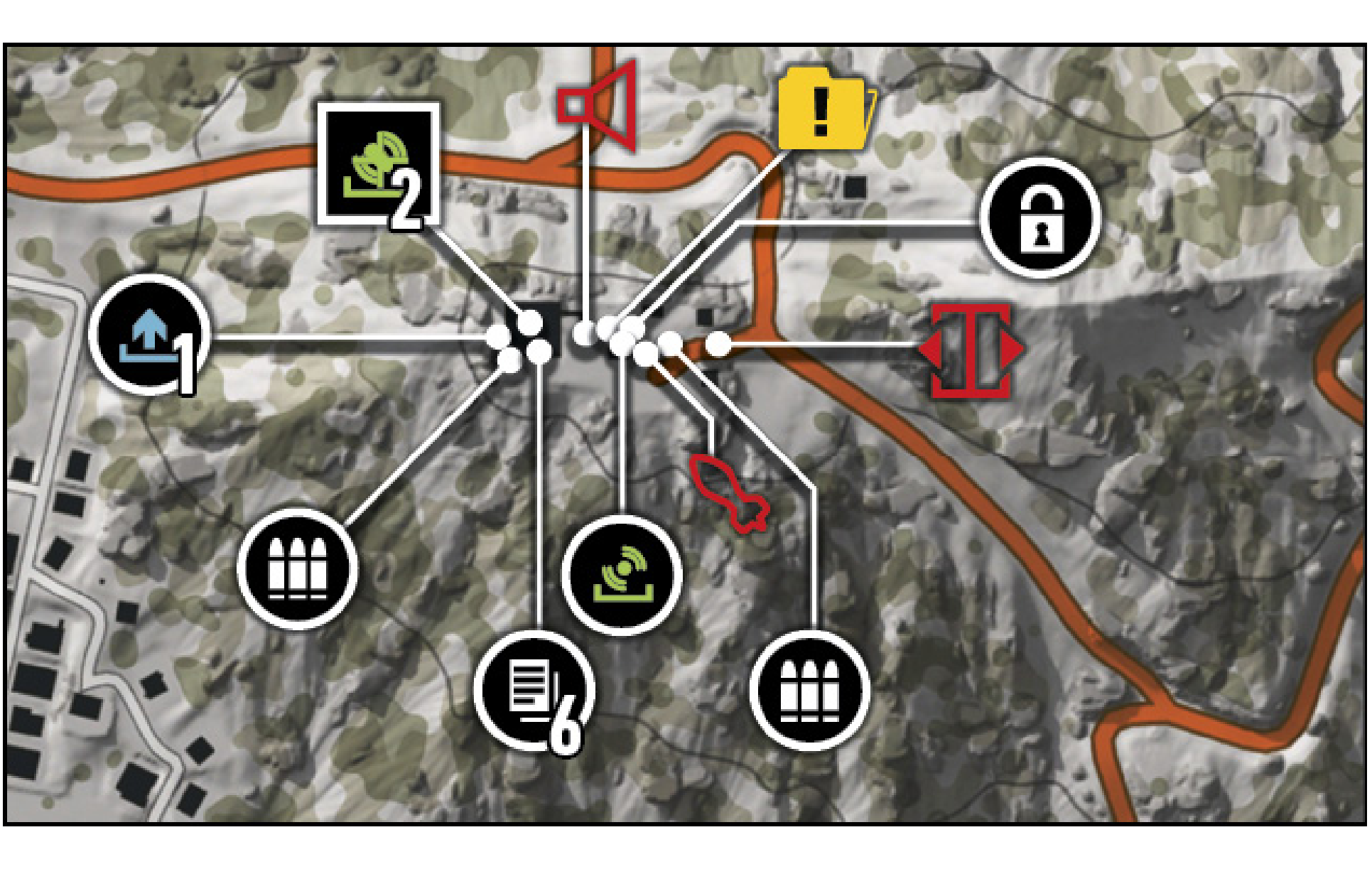
LIBERTAD CITY INCLUDING BOLIVAR SQUARE

The capital of the gas business in Bolivia includes a memory of the great liberator Simon Bolivar.



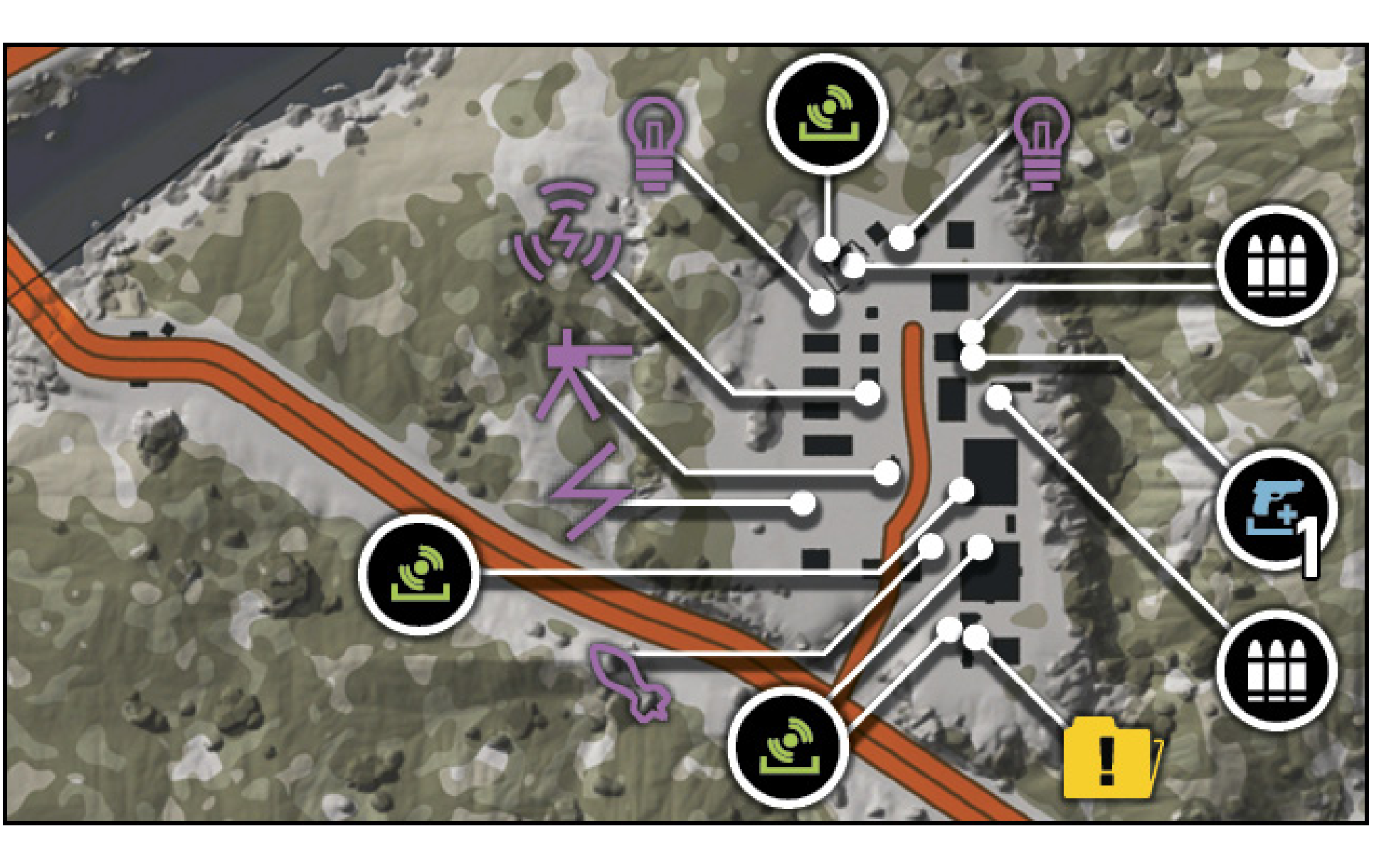
HELIPAD OUTPOST AND THE SHRINE OF WEALTH

An outpost protects the Libertad helipad. Praying at the shrine protects you from poverty.



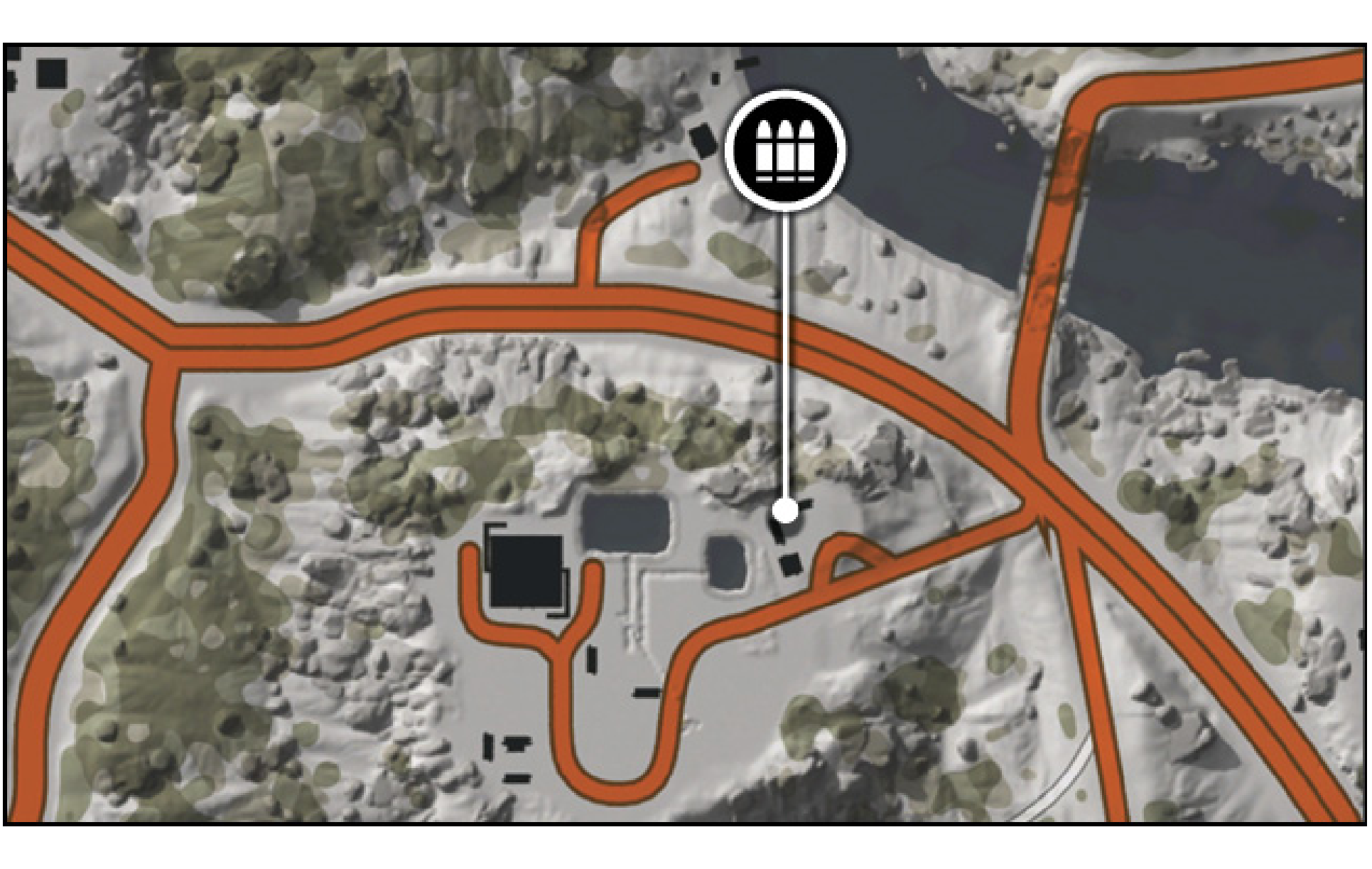
FLOR DE ORO CHECKPOINT AND F.O.B. OSO HORMIGUERO

The checkpoint controls the traffic of National Road Three, while the base monitors the oil fields.



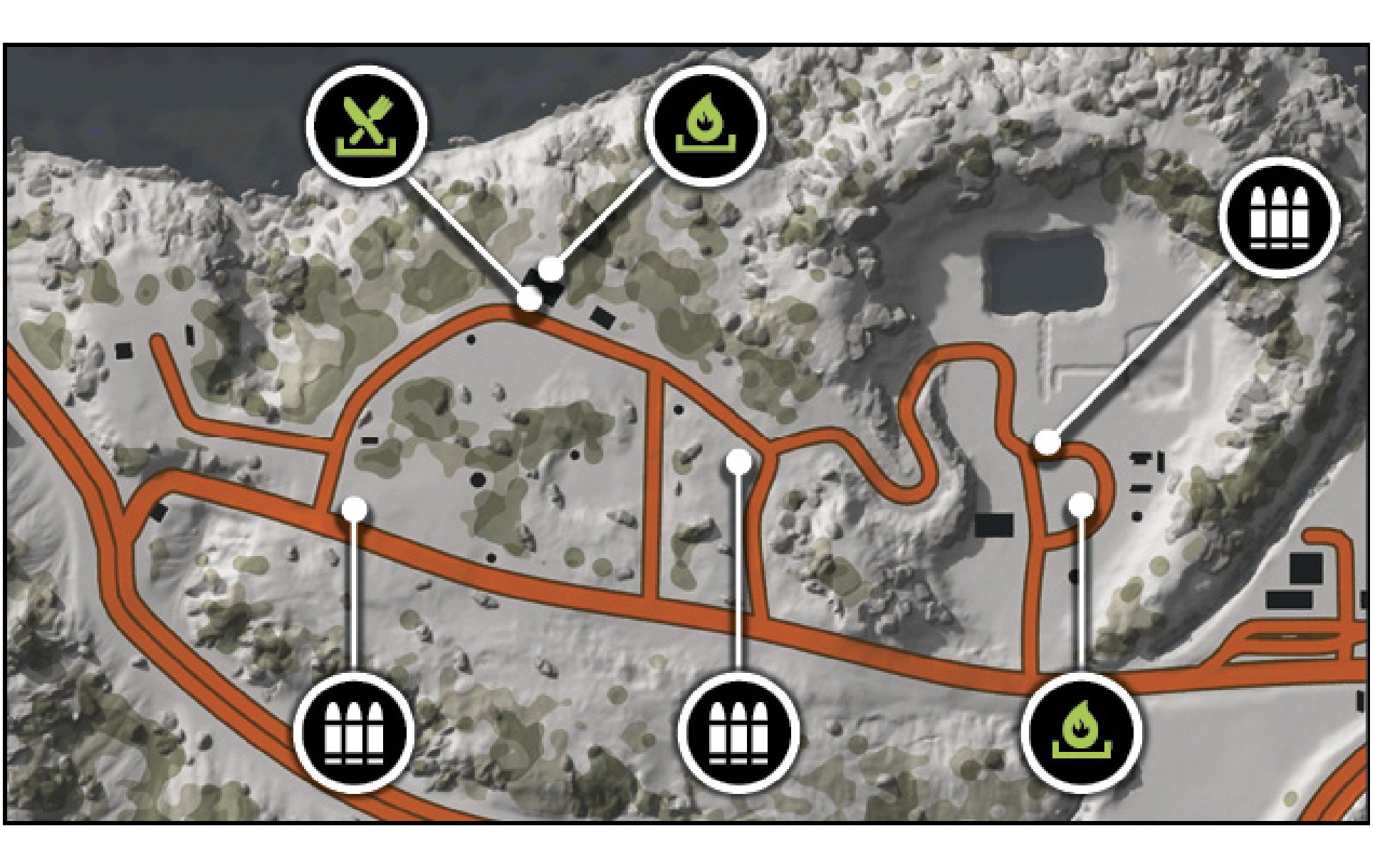
LOS VIEJOS PINOS AND VILOMA TRES GAS FIELD

Sometimes used by the cartel while a gas field is exploited by Via-B Gas.



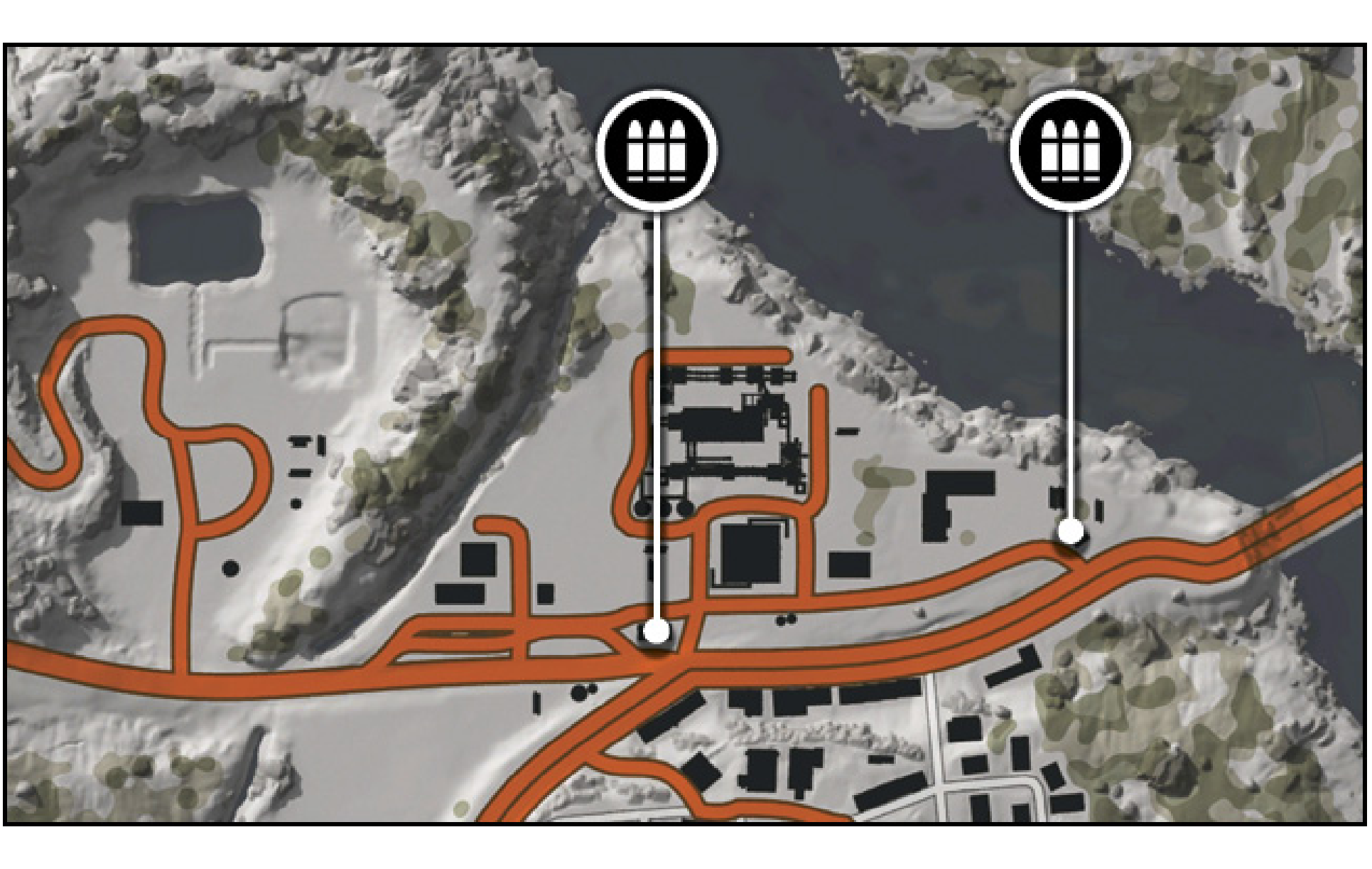
VILOMA DOS AND UNO OIL FIELDS

These oil fields are exploited by Via-B Gas.



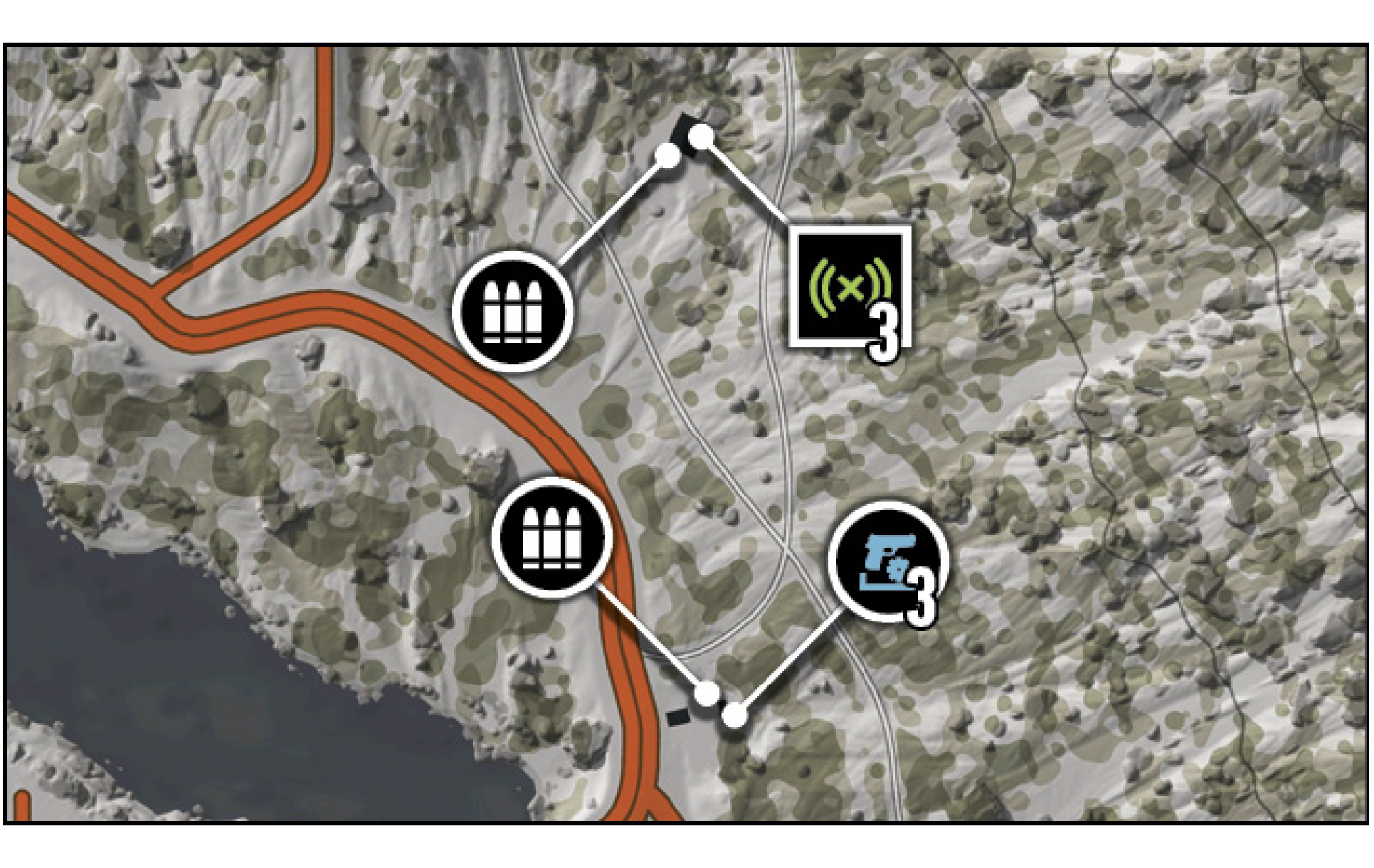
VILOMA REFINERY

A refinery exploited by Via-B Gas.



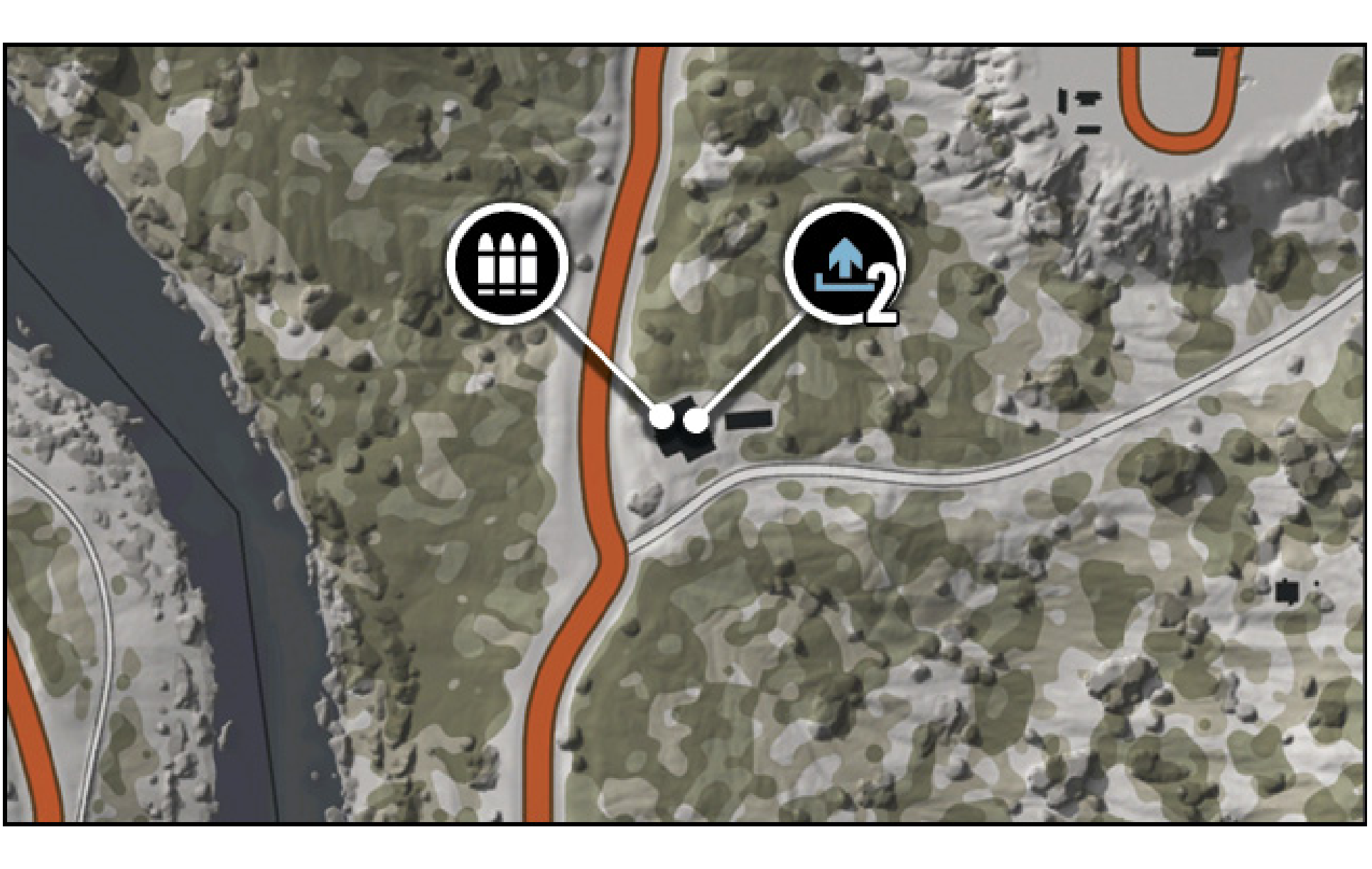
CHEM PRECURSORS STORAGE

Three precursors came from Via-B Gas.



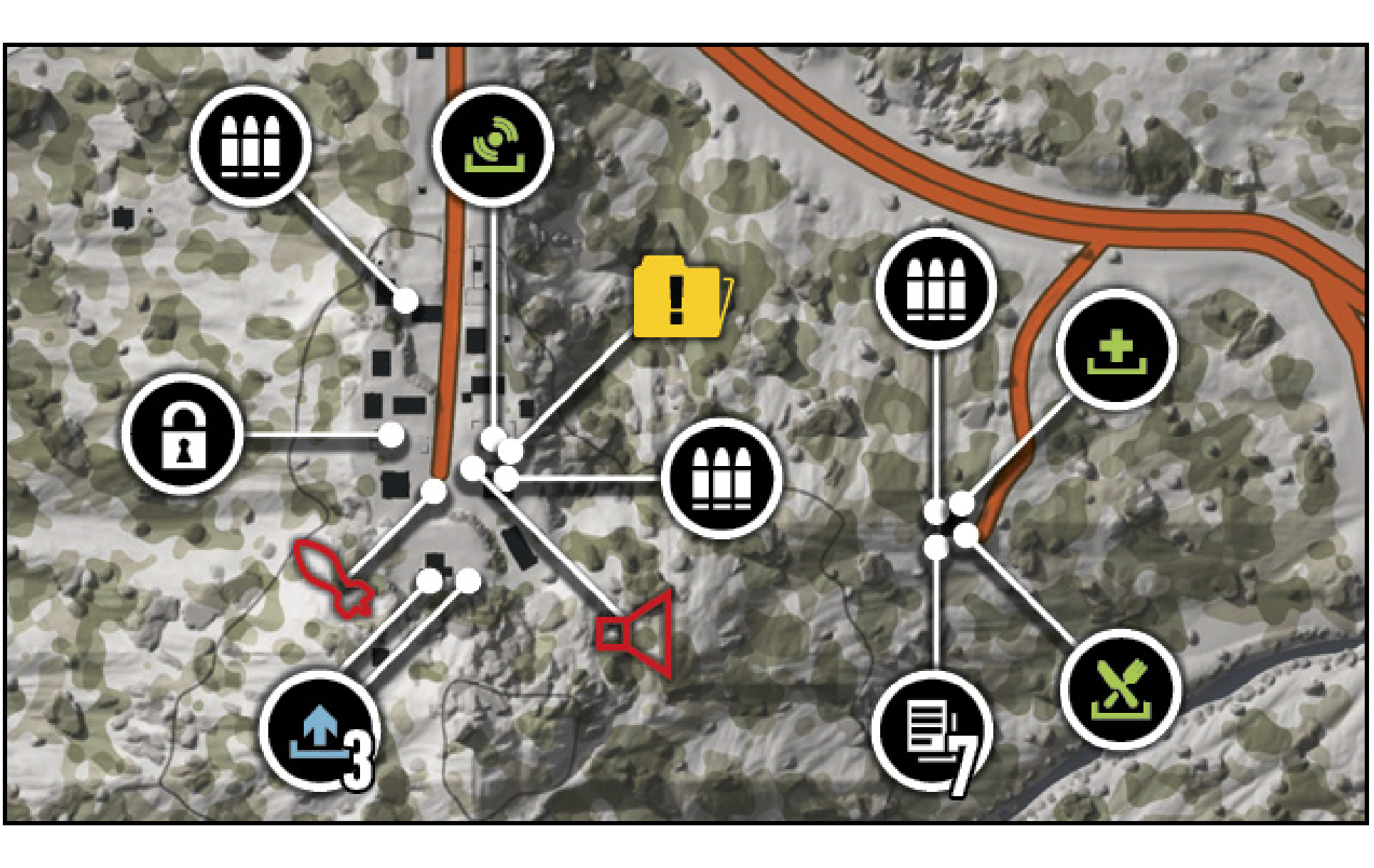
LOS CUATROS HERMANOS

An old sawmill.



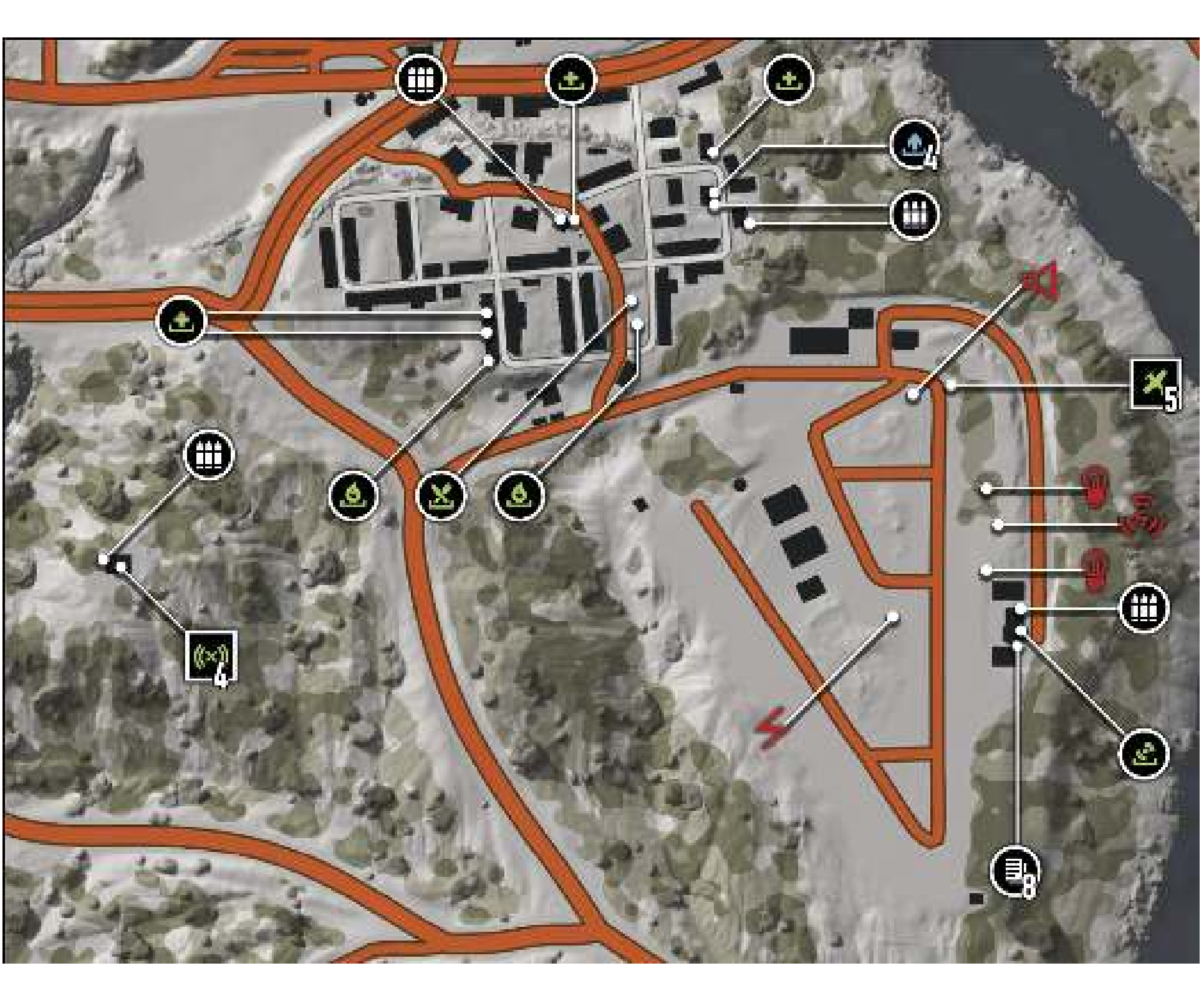
NORTH OUTPOST AND OSO

The outpost protects a communication relay, while Oso is sometimes used by the cartel.



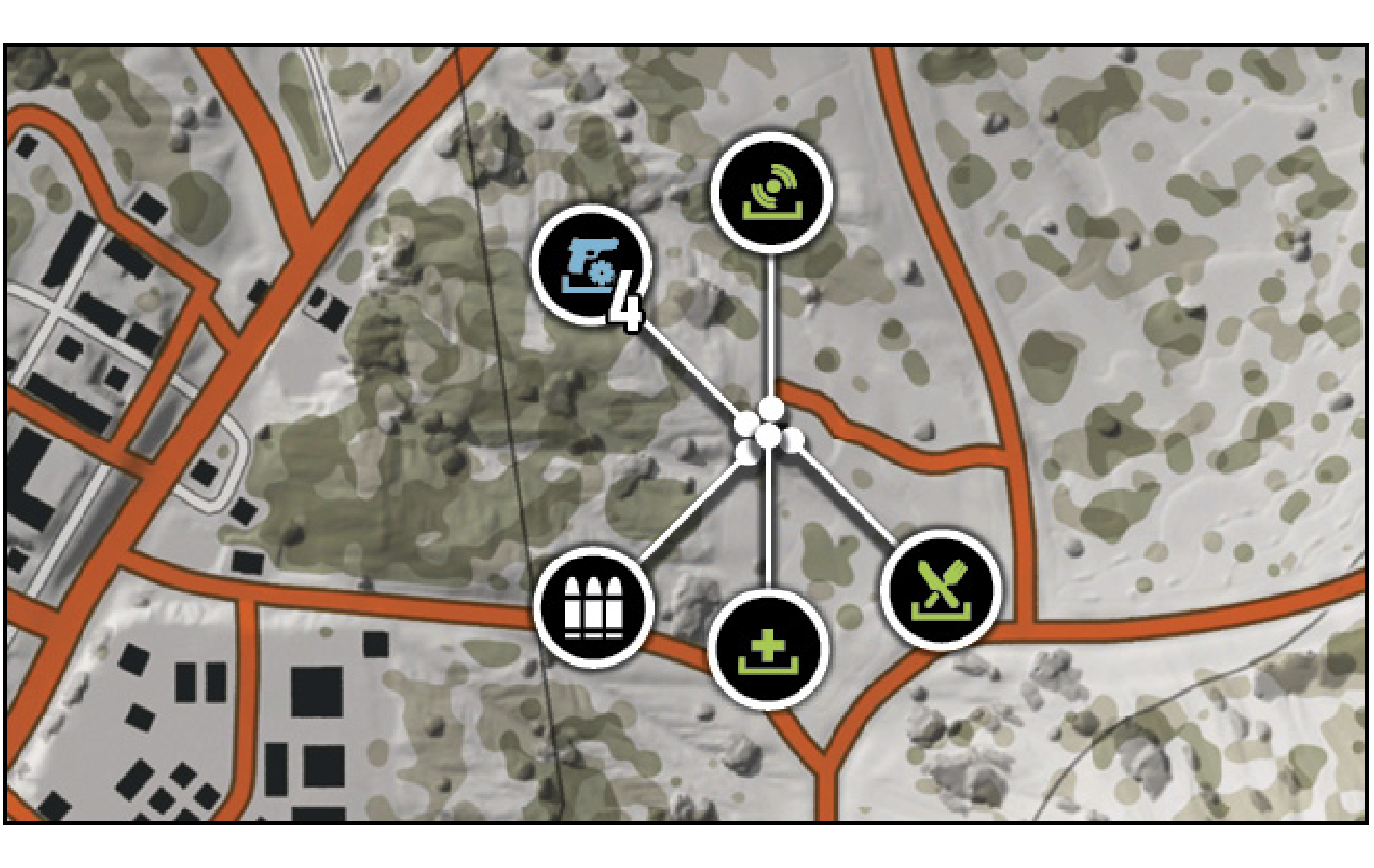
VILOMA WITH LIBERTAD AIRPORT

Viloma is inhabited by oil workers and includes the main civilian airport in the south.



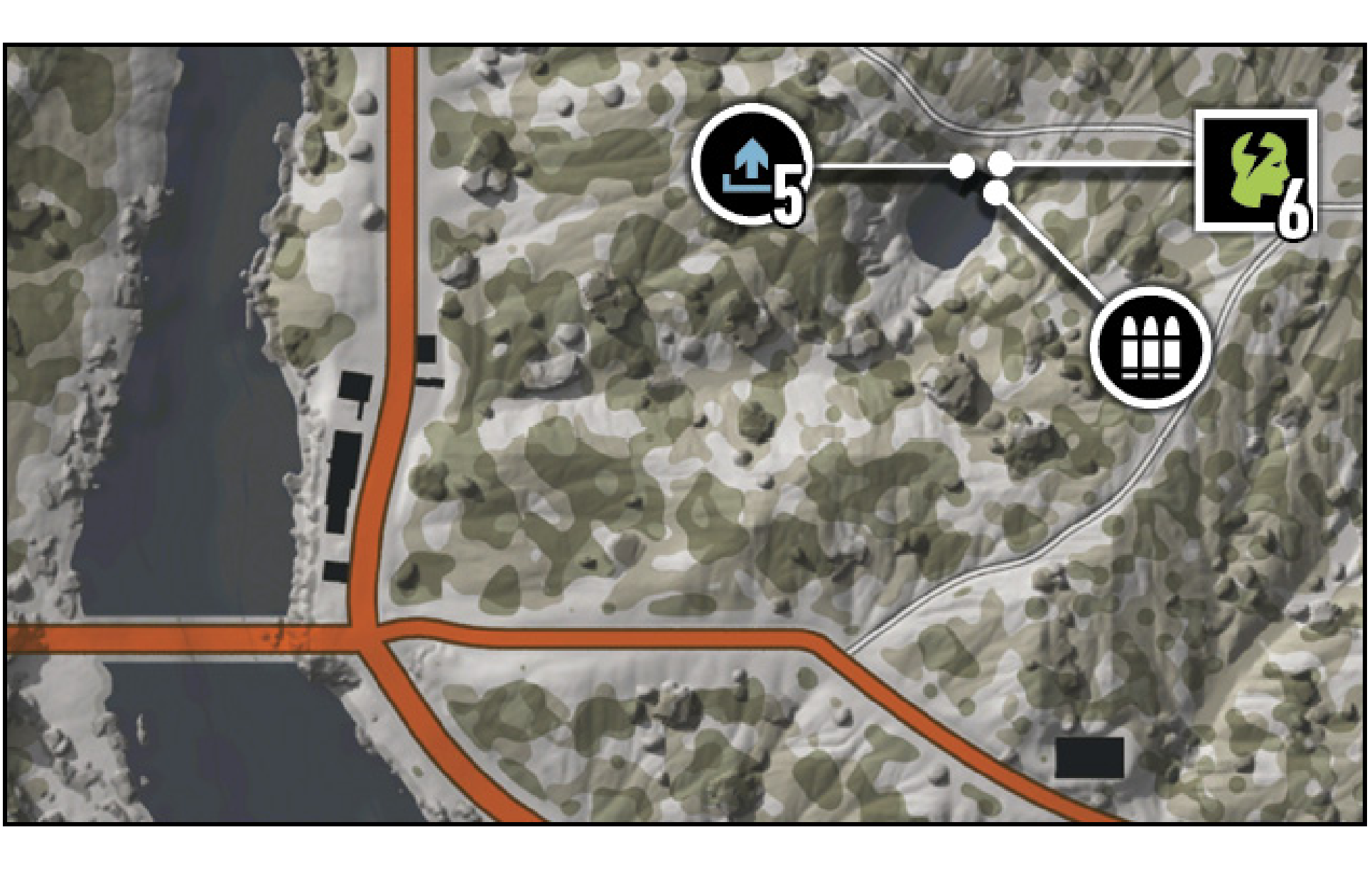
EL ESCONDITE DEL CAZADOR

A rebel hideout now controlled by hostiles.



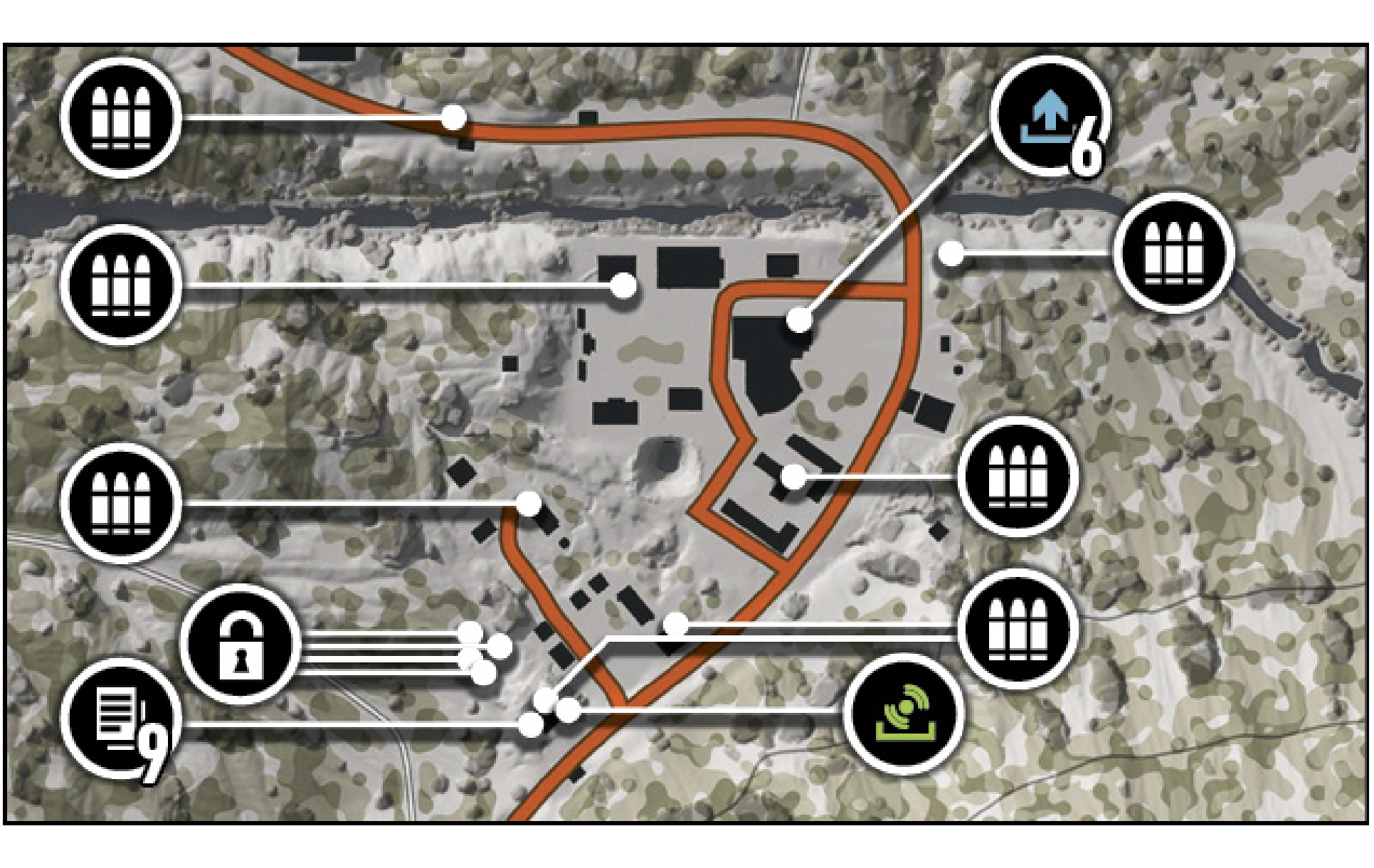
ROAD MARKET AND NARCO-SLAUGHTER

An improvised market and a location where some lumberjacks were murdered by the cartel.



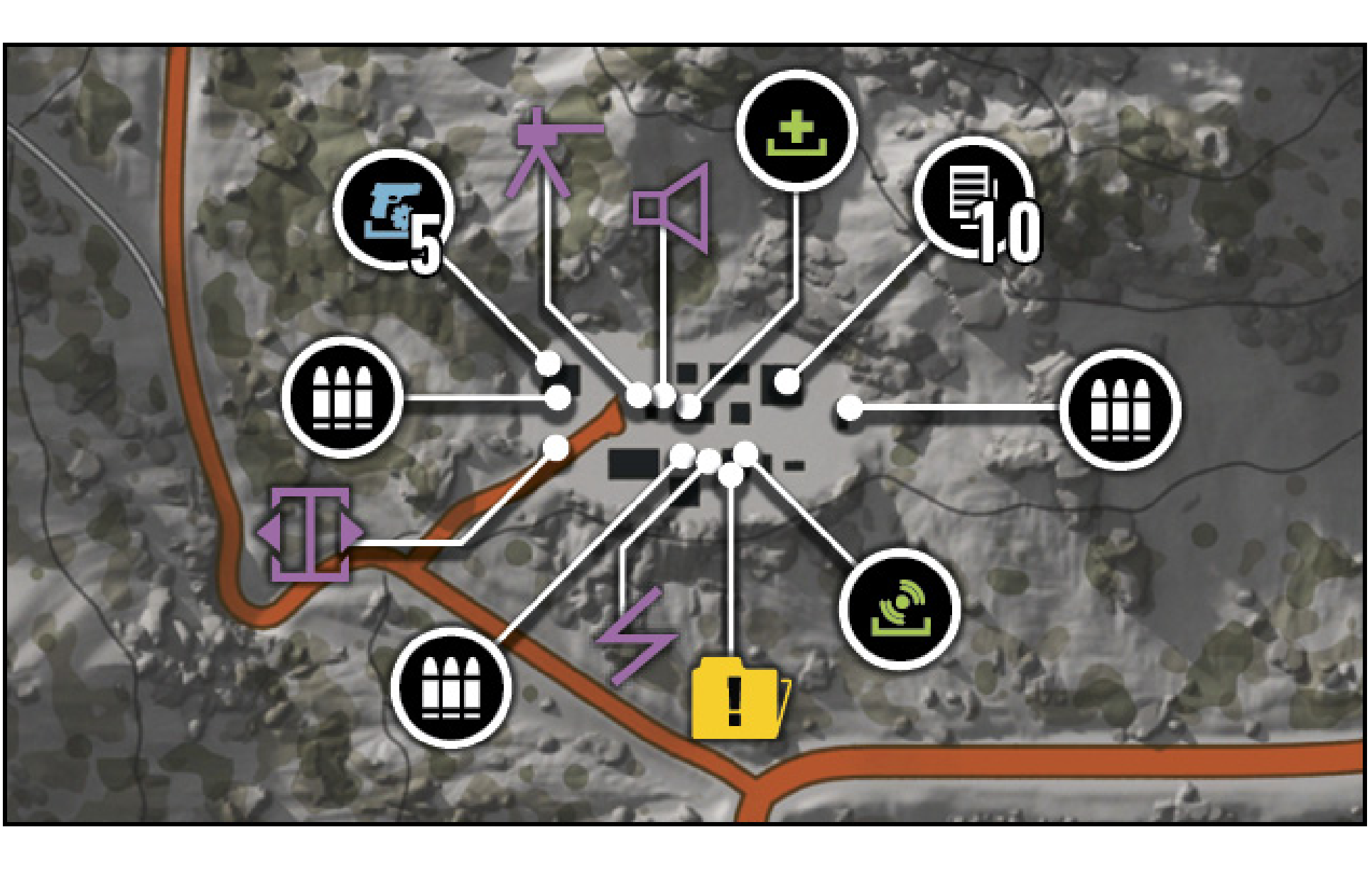
CHEMICAL INSTITUTE VIA-B GAS AND THE LIBERTAD BASE

A school for cartel chemists and a base that threatens Via-B Gas to acquire chemical precursors.



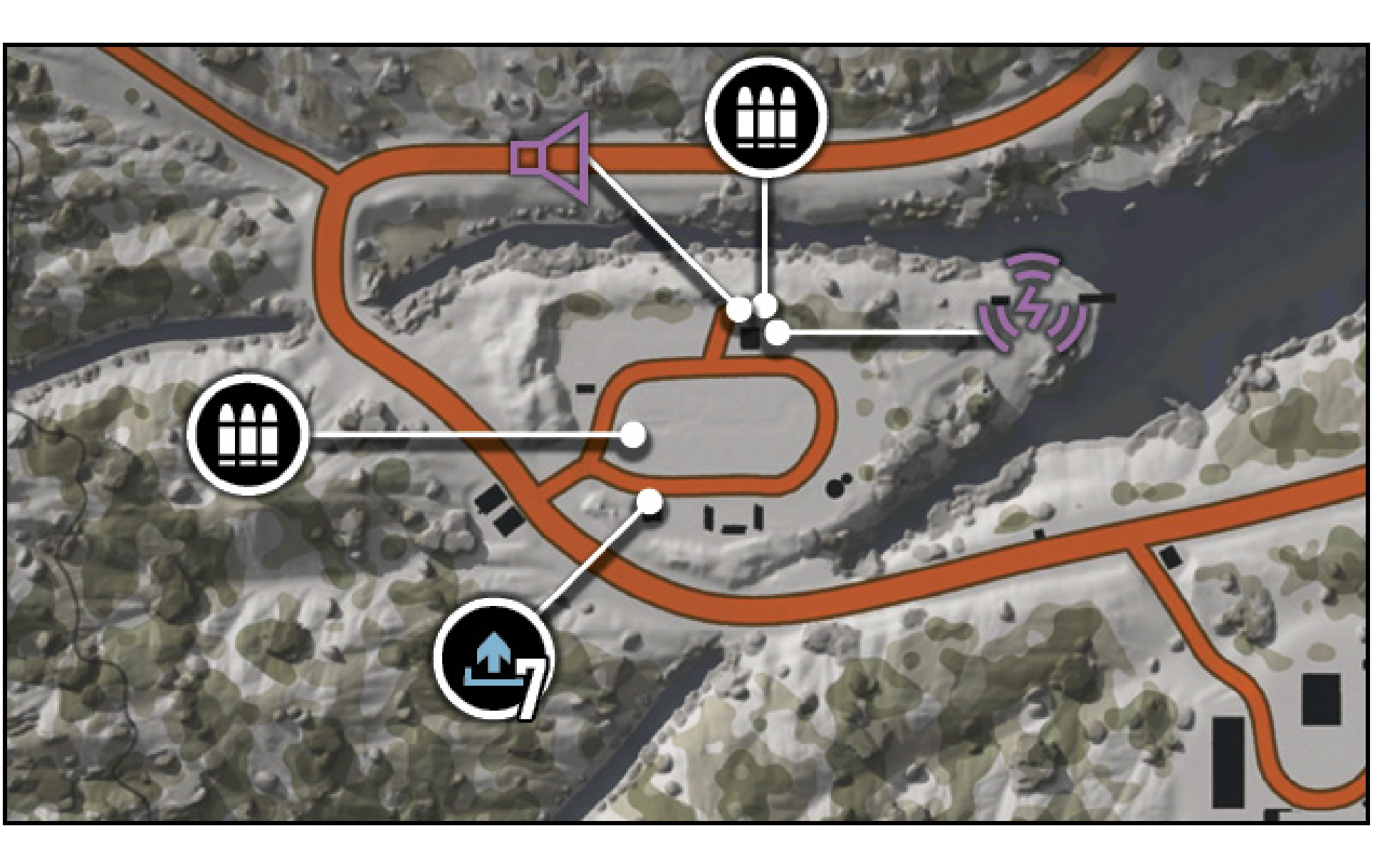
COMBAT OUTPOST

Monitors Viloma Cuatro Gas Field



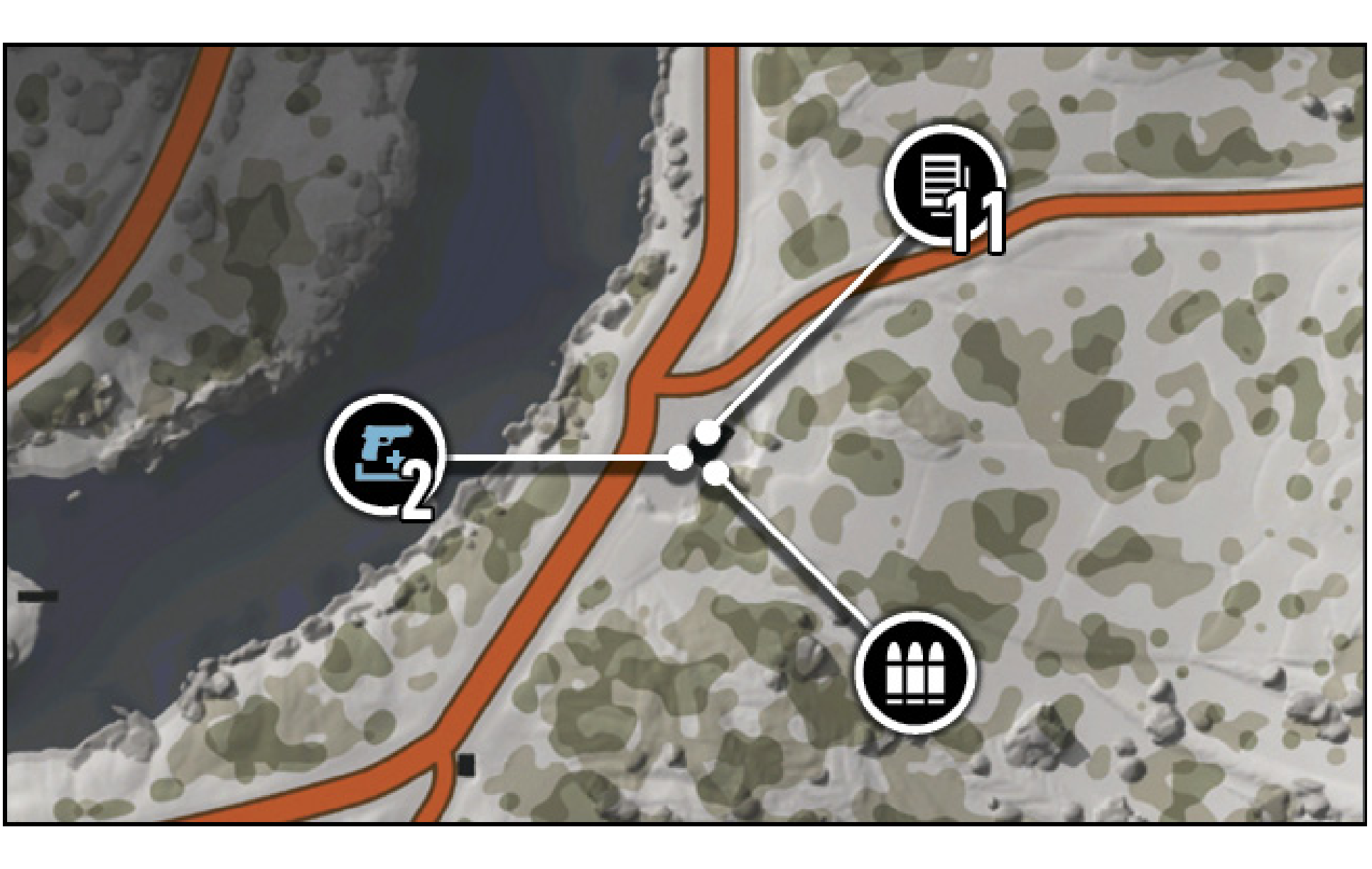
VILOMA CUATRO GAS FIELD

This gas field is exploited by Via-B Gas.



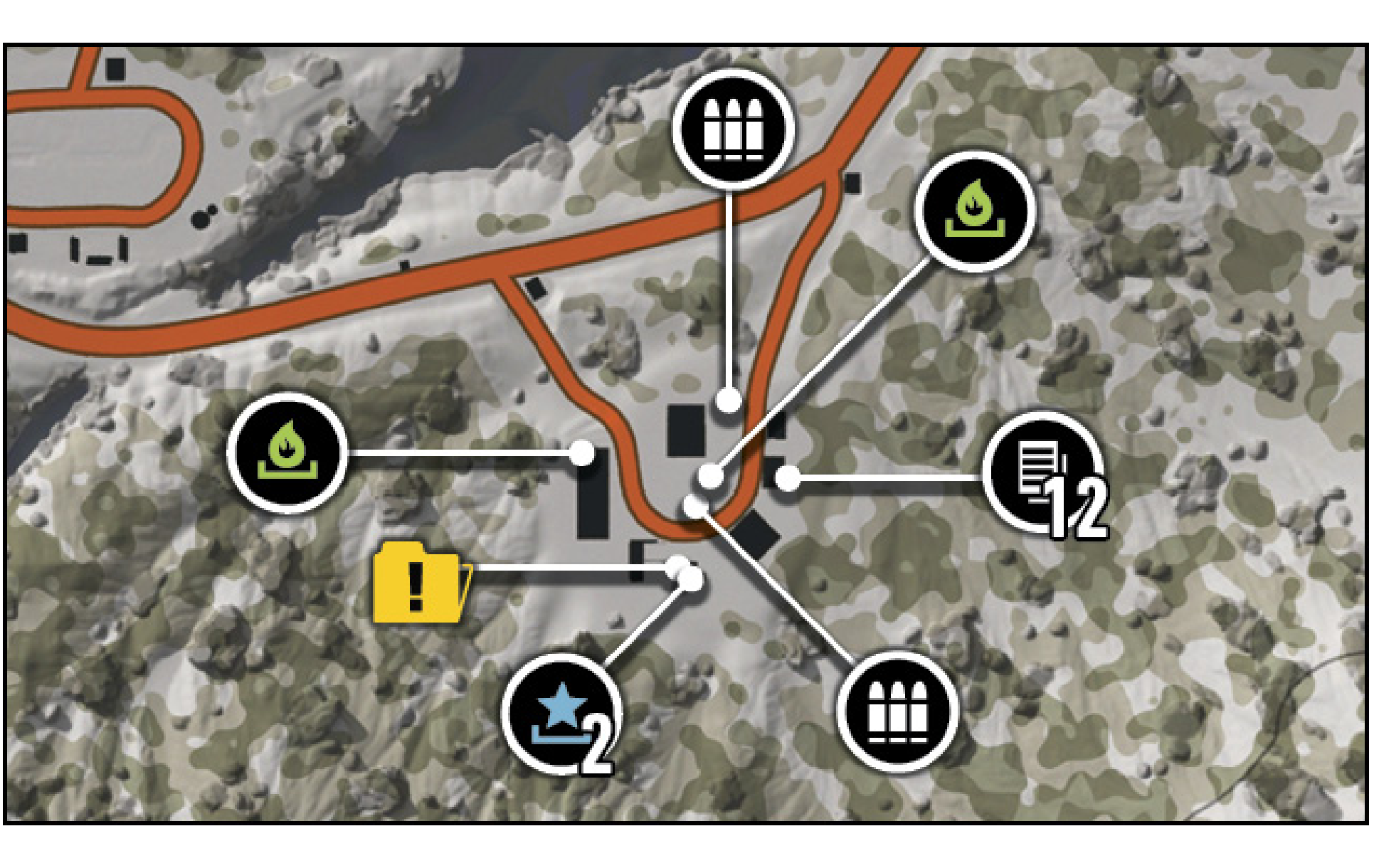
GAS STATION VIA-B GAS

An isolated gas station.



SOUTH OUTPOST

A refueling station for Santa Blanca vehicles.



Libertad: Marcus Jensen

Chemical Trail

OBJECTIVES

- Locate the buchon's house
- Search the buchon's house
- Locate the chemical institute
- Locate the chemical institute's boss
- Interrogate the chemical institute's boss

LOCATIONS

- Buchon House, Libertad
- Via-B Gas Chemical Institute
- Libertad Base

REWARDS

- + 500 XP

BRIEF

Libertad's buchon is rumored to be one of the cartel's top chemists. His identity is still unknown, but we've recently learned the location of his residence. Searching the house might provide clues to the boss's identity and help us track him down.

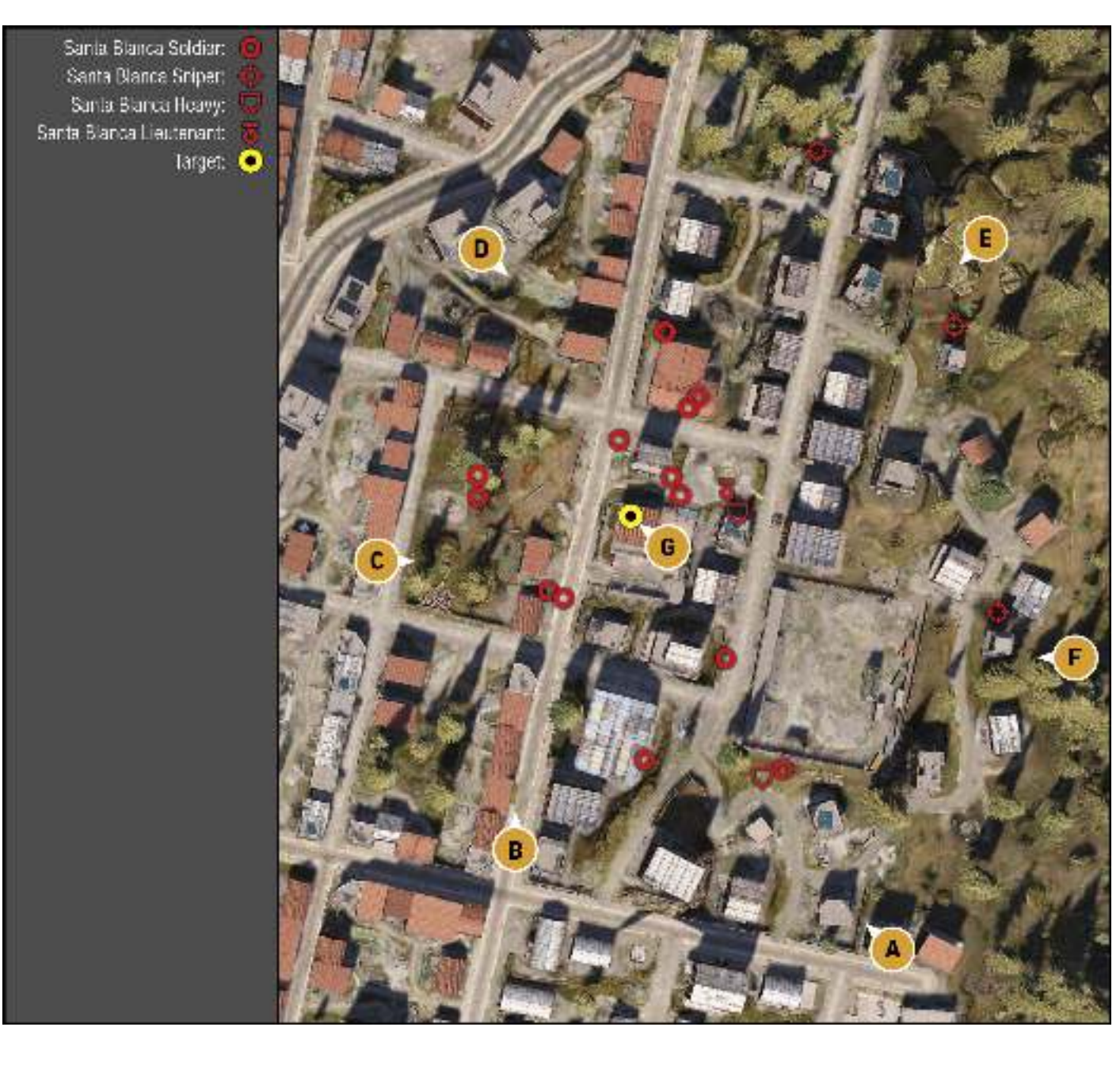
MISSION ACCESS

Locate Major Intel in Libertad Province to start this mission. You can also unlock this mission by proximity.

THE LAPTOP IN LIBERTAD

Around 1.2 kilometers west of Libertad Alpha is the town of Libertad, nestled in the woods with a heavy cartel presence. It's wise not to engage every enemy in town, but concentrate your activities on the area in and around the buchon house itself.

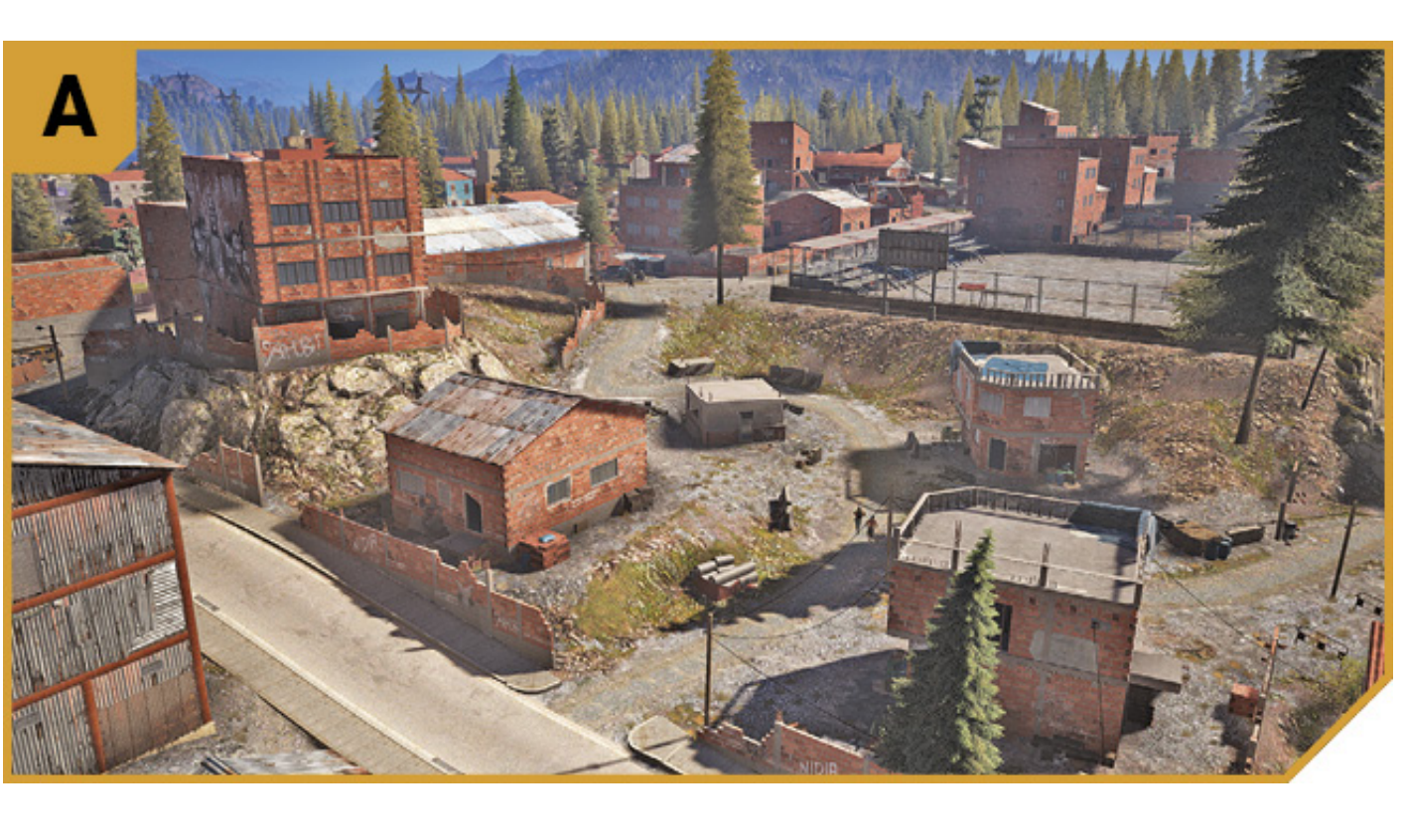
BUCHON HOUSE (LIBERTAD): RECON



TACMAP

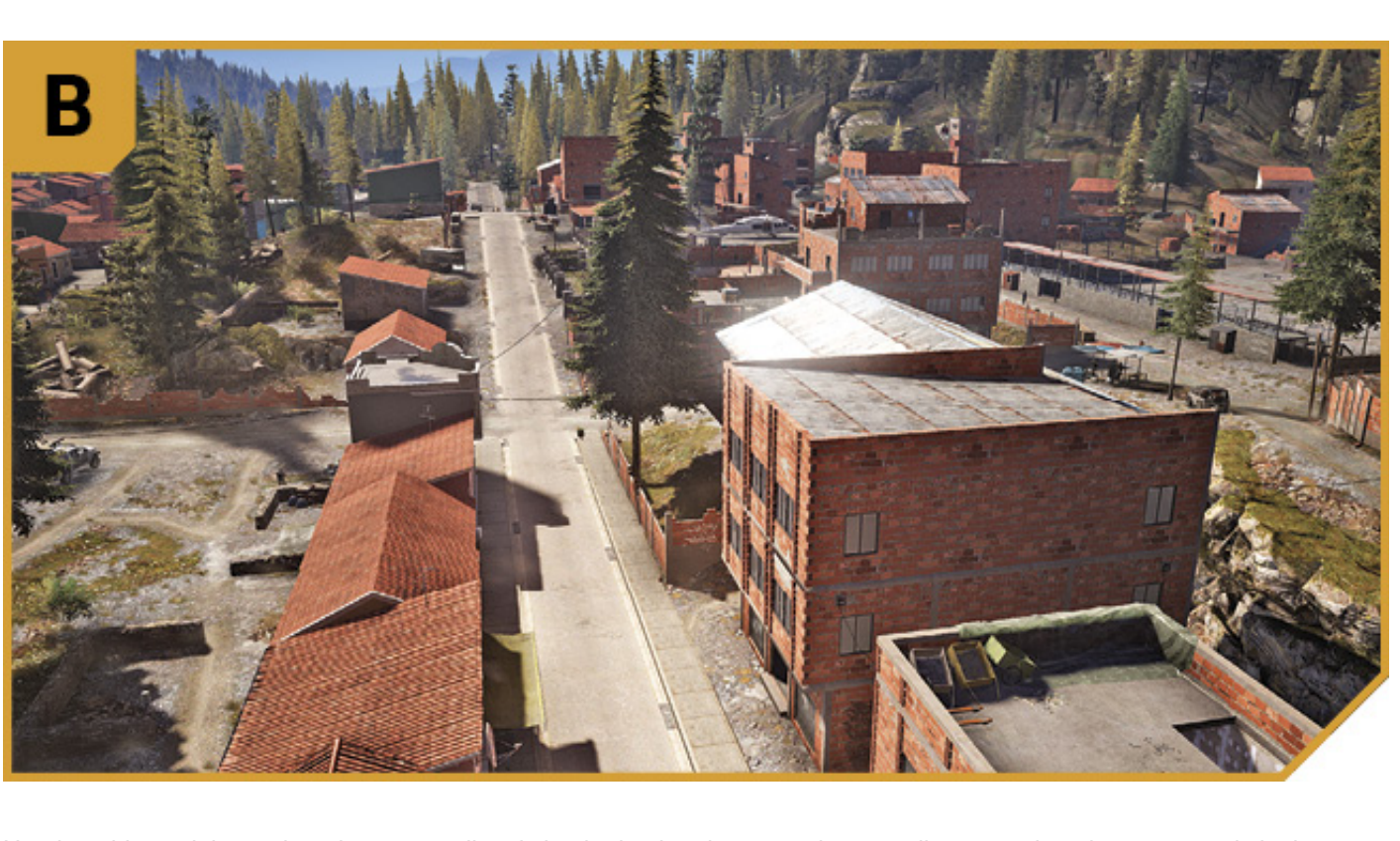
As this location is recently acquired by the cartel, security is tight but not overwhelming. Aside from the three sniper towers on the east side of town, the mission area only has enemy foot soldiers to worry about, and depending on the direction of the infiltration, they can be bypassed entirely. This is easier to accomplish once you realize the buchon house is the small compound comprising a white building, just east of the remains of a park one block in diameter. The laptop you need to check is on the upper balcony (south side).

SOUTHEAST: UPHILL GRAVEL PATH



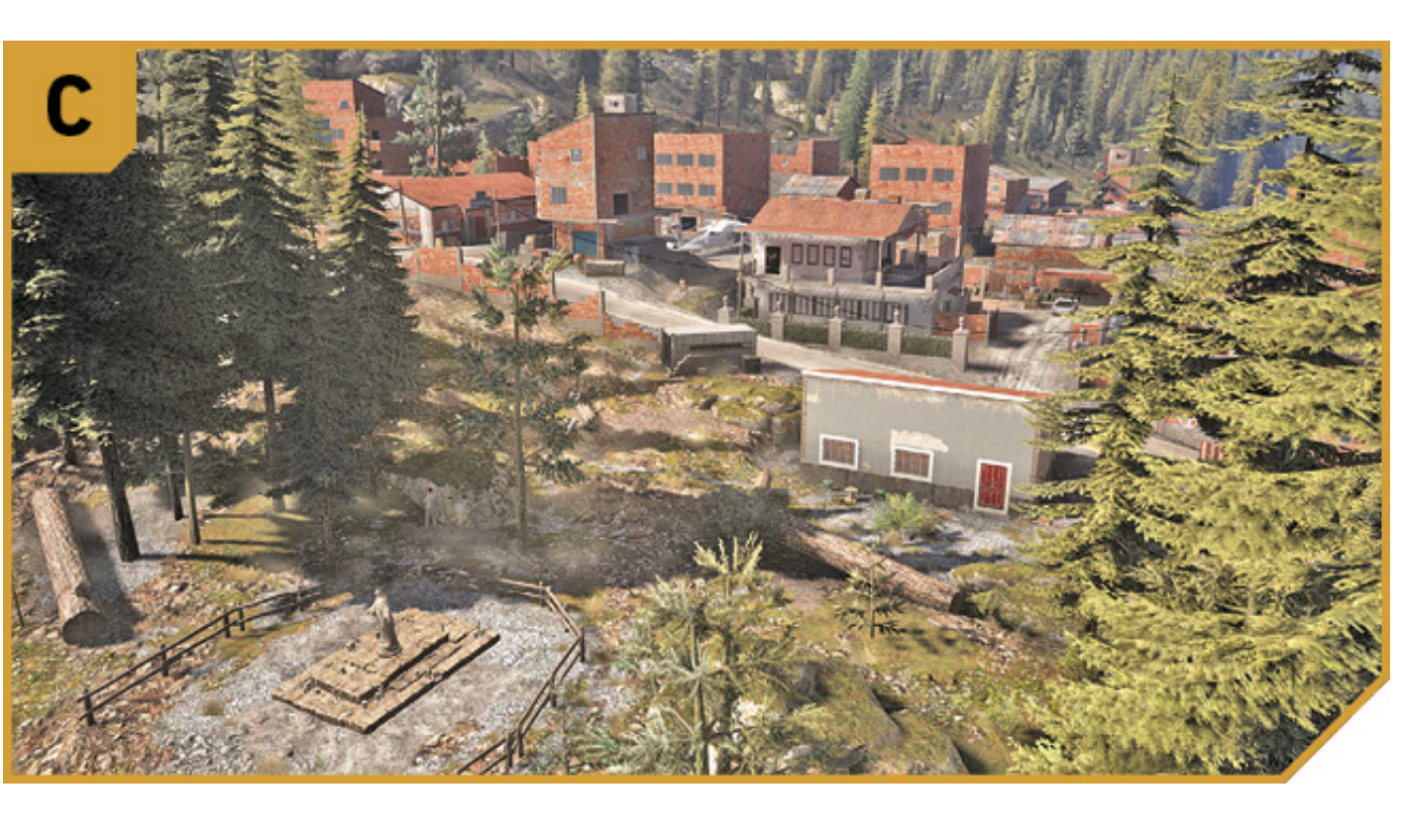
With the small soccer stadium to the north, this slightly uphill graveled area of half-built brick structures is reasonably safe to maneuver through. There's enough cover for you to ignore the patrolling foes and defeat lone enemies without raising the alarm. There may be a couple of cartel vehicles parked here; escape in them if they're there and you need an exit. Sneak northwest into the chapel for additional cover and a survey of the buchon house one block to the north. The only issue is moving uphill toward the compound, where far more foes reside.

SOUTH: MAIN ROAD



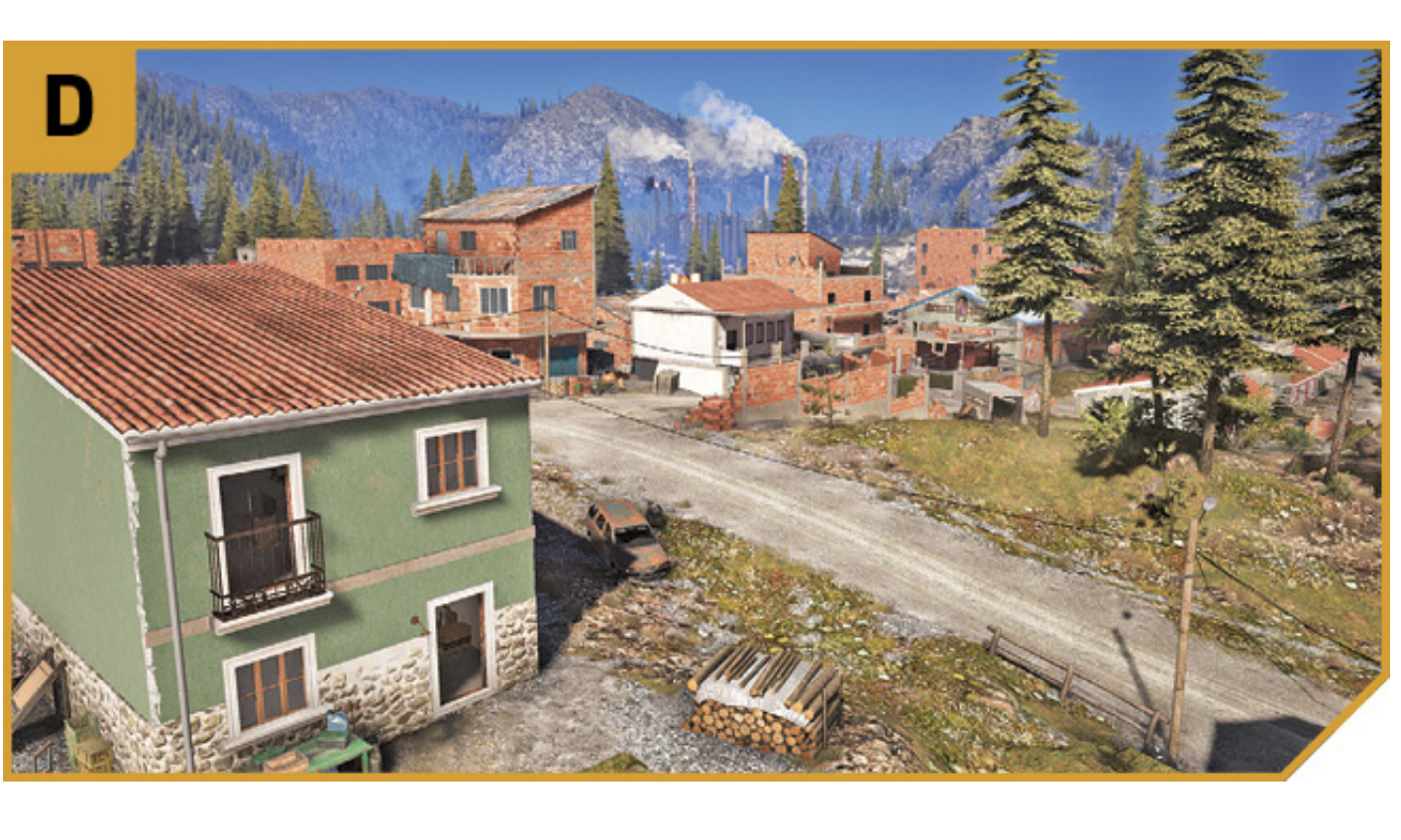
Head up this straight road, and you pass directly by the buchon house and can easily swerve into the compound via the open courtyard, into the house, and procure the laptop data while others guard the ground level. Then escape in the same vehicle or the sports car parked inside the compound. Or continue up the road and park away from the enemy, or create distractions by driving around the block.

WEST: PARK



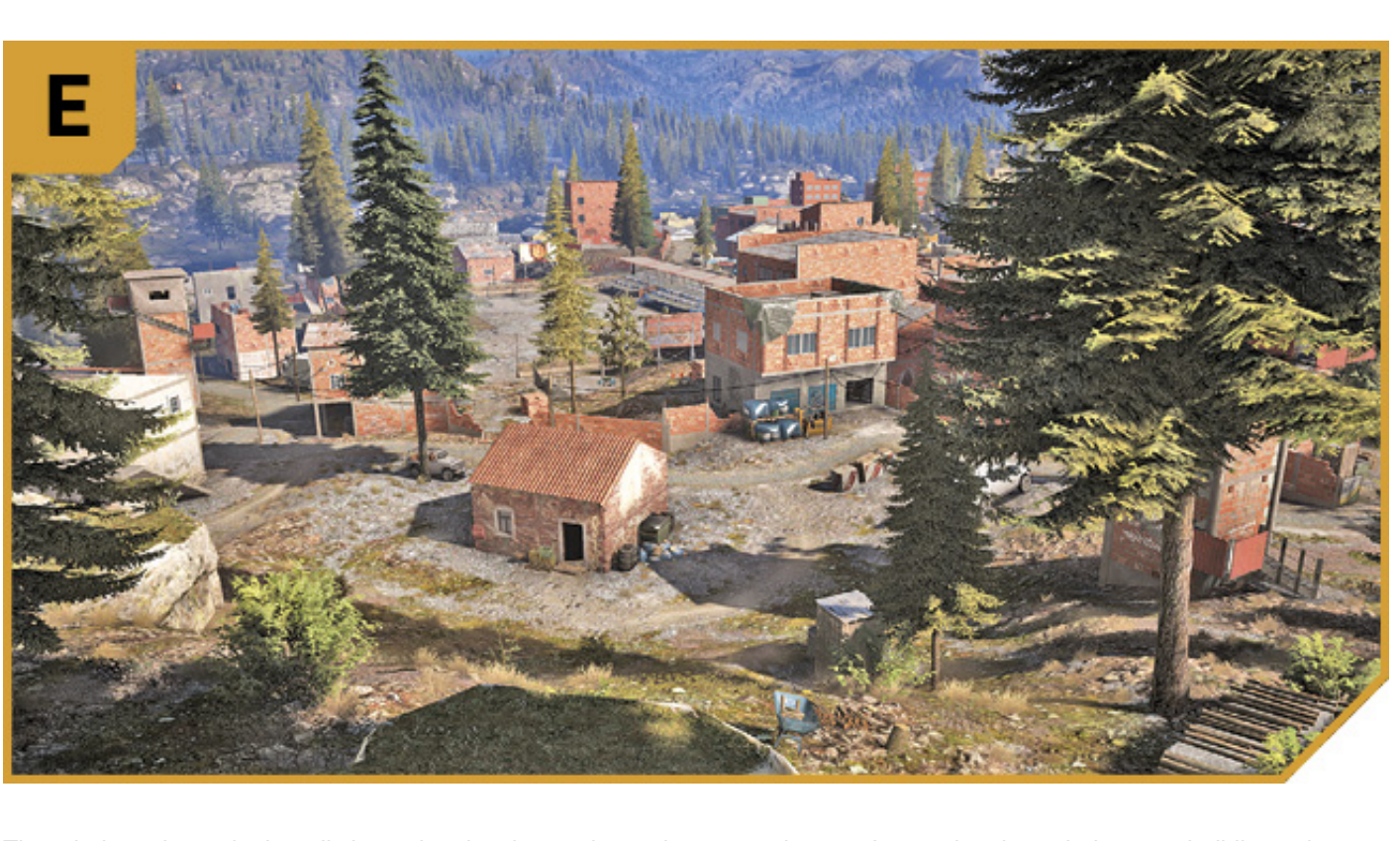
Approach from this direction for the fewest enemies to worry about, and with patience (after recon tagging of foes) you can creep into the compound to secure the data. There's easy access through the park to the open container for cover, after which you can choose either entrance to head into. Just watch for the one or two foes patrolling the park. Note the hill at the north end of the park—good for covering fire.

NORTHWEST: GREEN HOUSE AND LOG PILE



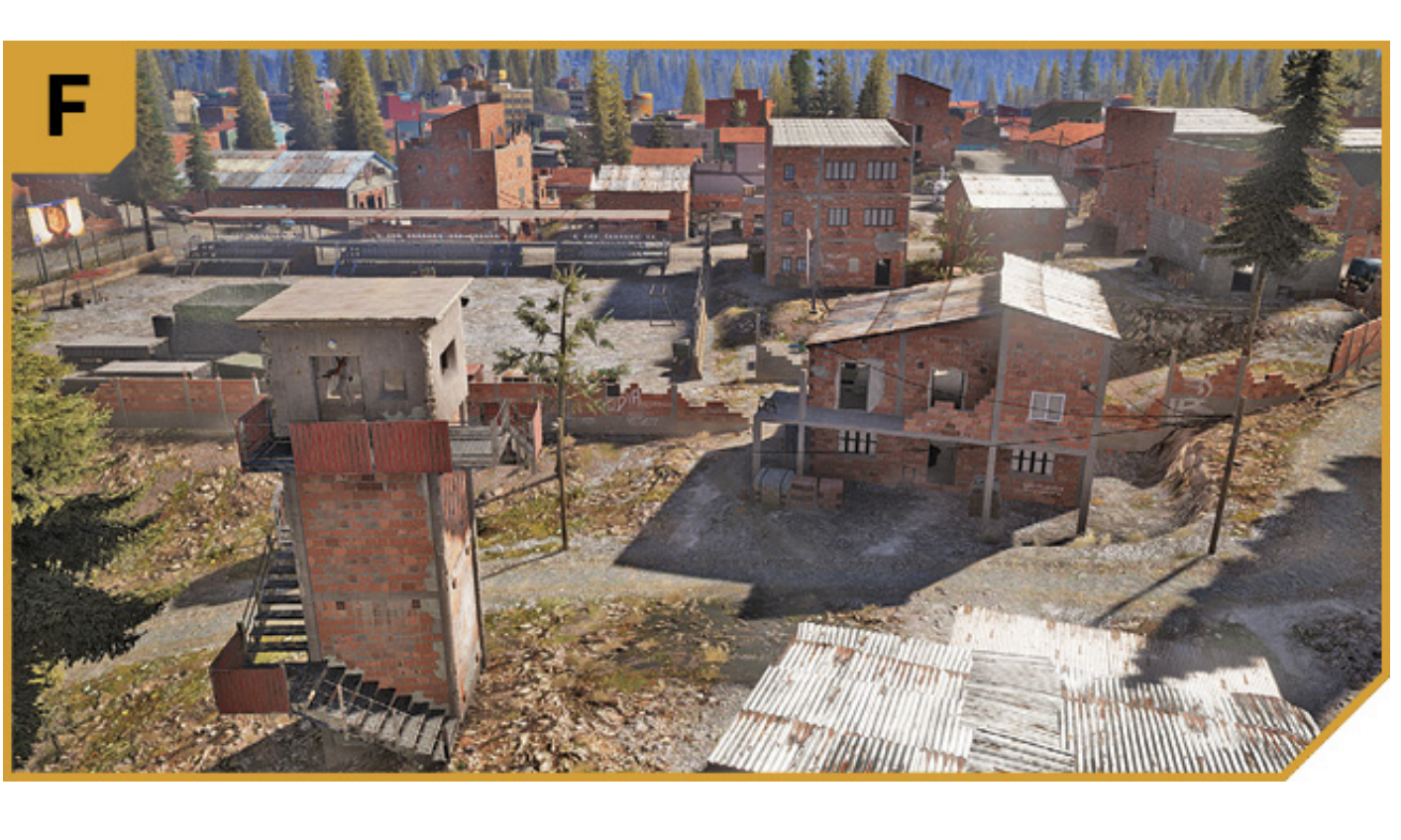
For fewer foes and an elevation advantage over the buchon house, head to the green-colored house on the corner of the block where the target is. Hide behind a nearby pile of logs, then sneak into the north compound entrance, or storm the place quickly and gather data before the foes know what's going on.

NORTHEAST: SNIPER TOWER AND WOODS



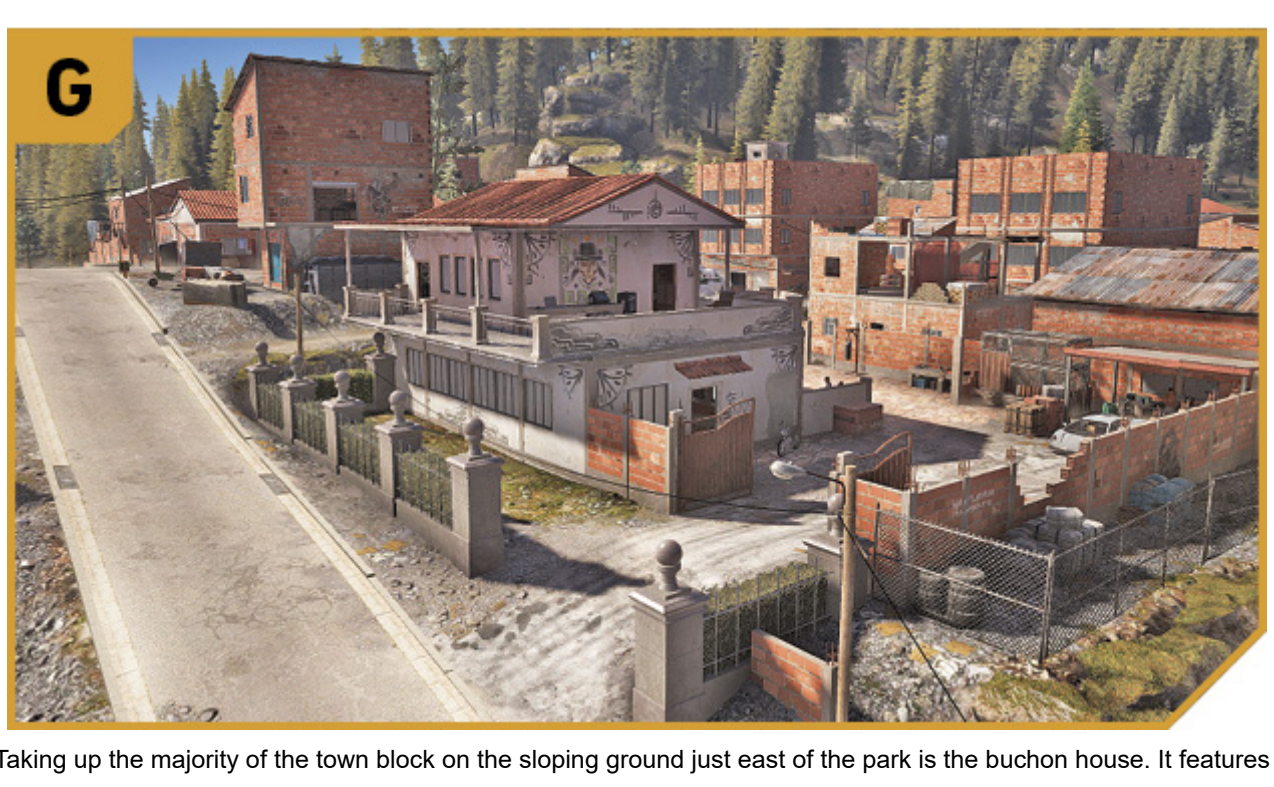
Though the snipers don't really have the visual capacity to shoot you when you're moving through the town buildings, the three towers along the east side of town are easily spotted and the enemy snipers neutralized, especially from the rock outcrop and woods to the northeast. Then you can drop down and assault the buchon house from the helipad and north area.

EAST: SNIPER TOWER AND SOCCER PITCH



Approach from the small outbuildings cluster and sniper tower with only one foe (the sniper), and you have a straight path along the perimeter of the small soccer stadium to the compound wall. Climb over the wall, assault the buchon house, and sprint inside and up for the data. This is the most direct path there is; no zigzagging is needed!

TARGET: BUCHON HOUSE LAPTOP



Taking up the majority of the town block on the sloping ground just east of the park is the buchon house. It features a tall tower structure to the north (good for longer-range covering fire), a helipad to the northeast, and a two-level brick construction building that's good to commandeer for providing supporting fire. Even taller is the building to the southeast—a four-level barracks you can check for foes during the night, or use for the ultimate in covering your team down below. The half-finished two-level building in the southeast corner seems dwarfed by comparison, but it can be used for the same purpose.

The compound itself sports a brick wall you can climb over, so the entrances aren't the only ways in. The buchon house has only two levels. The laptop is on the south balcony, outside. On the ground level is a doorway (south), windows to smash and enter through (west), and a doorway and outside steps (east). Take these steps, or the ones inside, to quickly reach and hack the laptop. The mission then updates to reveal the location of Via-B Gas Chemical Institute.

BUCHON HOUSE (LIBERTAD): OTHER TACTICAL ADVICE

SOLO: For a quiet stealth attempt, wait until nightfall and approach from F, removing the sniper and creeping along the soccer stadium wall to the compound brick wall. Hop over, or head around to the northeast wall gap and scurry across and into the buchon house.

Or approach from C or D, then cross the main road and enter the compound via the small wooden steps and deck, hop the brick wall attached to the north part of the buchon house, and enter the northeast doorway into the residence.

If you're here to clear, approach from the north (D or E) and deal with the three snipers before going house to house, using the taller buildings north of and then around the buchon house. Pick the foes in the open, such as those patrolling the park and main road, or the gravel road near A, and drop both with a single sniper shot or rapid-fire takedowns. Lob in grenades when you reach the compound if you need to.

Or drive up the main road from B, C, or D and park at the side of the buchon house. Climb the wall, smash the windows on the west side of the house, and enter there. Return to the vehicle or flee to the nearby helicopter afterward.

Remember to come back here afterward to mop up foes and release rebels, as well as gather collectibles.

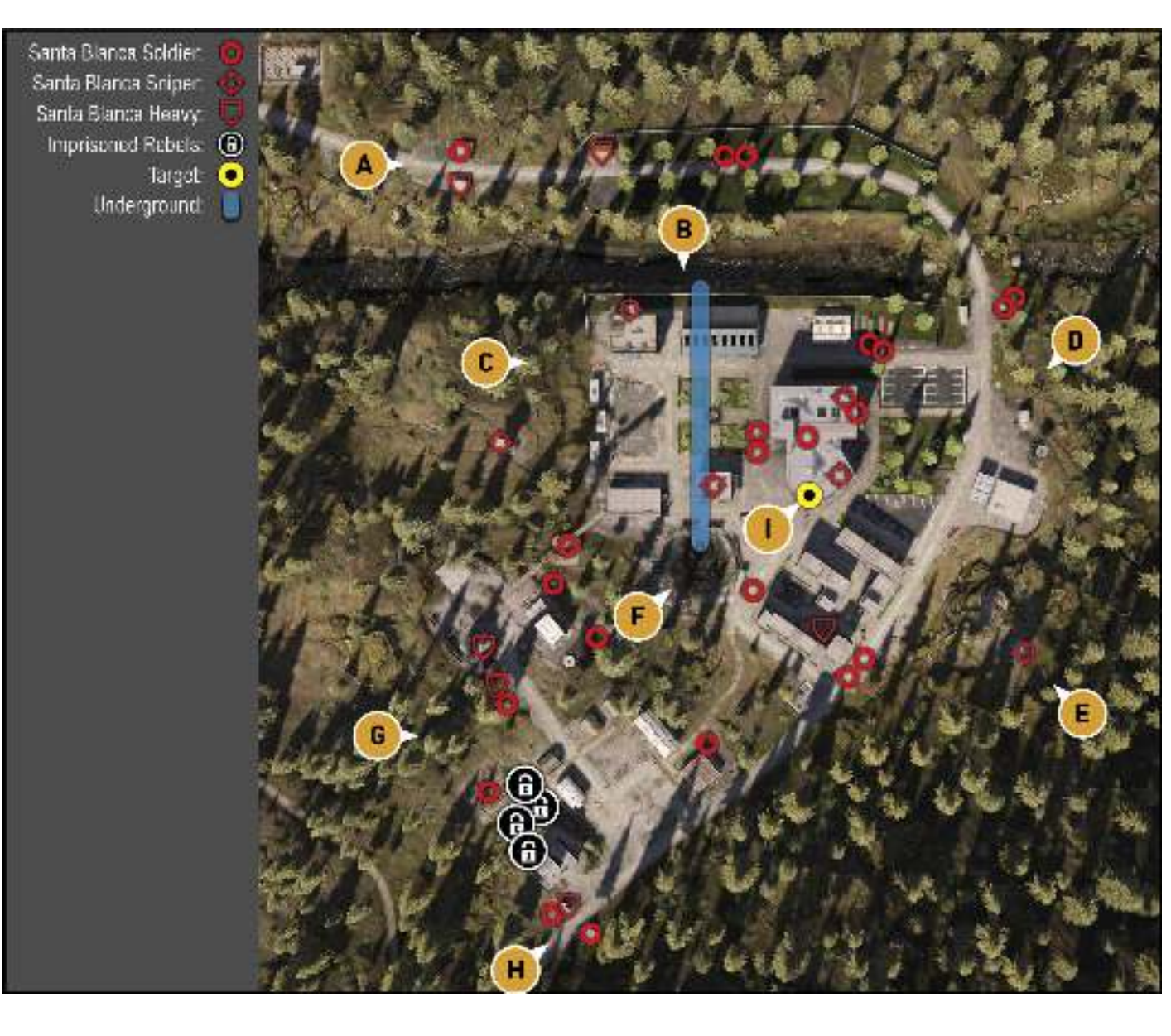
The foes are spread throughout around four blocks with the buchon house at the epicenter. This allows your teammates to each approach from a different direction. Begin with a Ghost at E, removing all three snipers, then move to the taller structures surrounding the buchon house. Either cause distractions or cover the other Ghosts heading in from A, C, D, or F.

You could drop onto the exterior balcony from a helicopter, if you're more daring than sensible.

CAPTURE THE CARTEL CHEMIST

About three kilometers southeast of the buchon house is the chemical institute. Once you're close to the mission area, you're tasked with finding the boss inside the building. The place is heavily guarded, and to make matters worse, it's adjacent to a small Libertad base to the south. Exercise extreme caution.

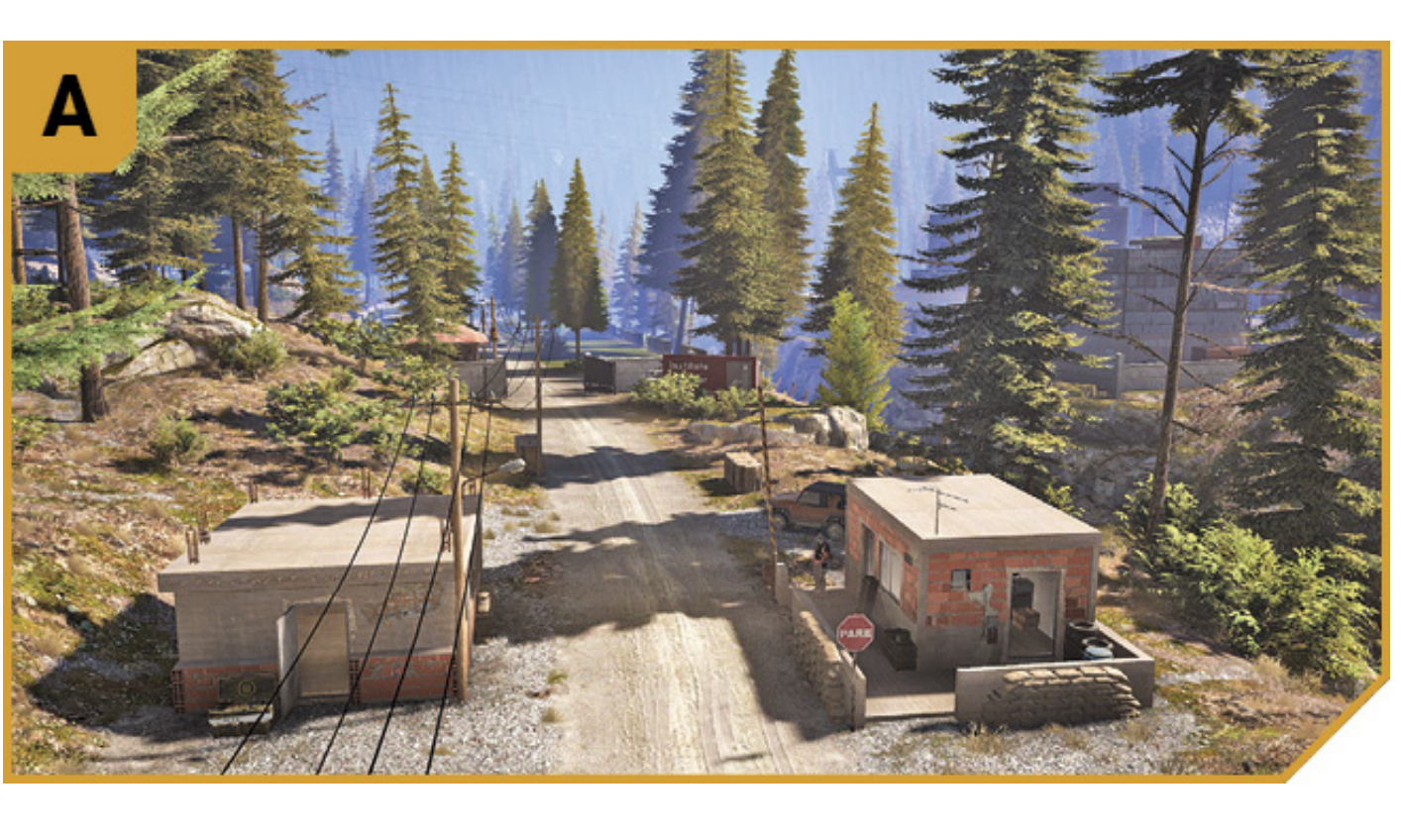
VIA-B GAS CHEMICAL INSTITUTE: RECON



TACMAP

The chemical institute comprises a main entrance road, warehouses with an often-overlooked river ditch and underground pipe leading into the grounds, a basketball court doubling as a helipad, and snipers atop towers, warehouses, and the institute building itself. Farther south is a small Libertad base, which you can ignore—or focus on, if you're here to set some rebels free, cause chaos, or completely remove cartel presence from this location. The tattooed, lab-coated boss is in the laboratory (south) building, on the middle of three floors.

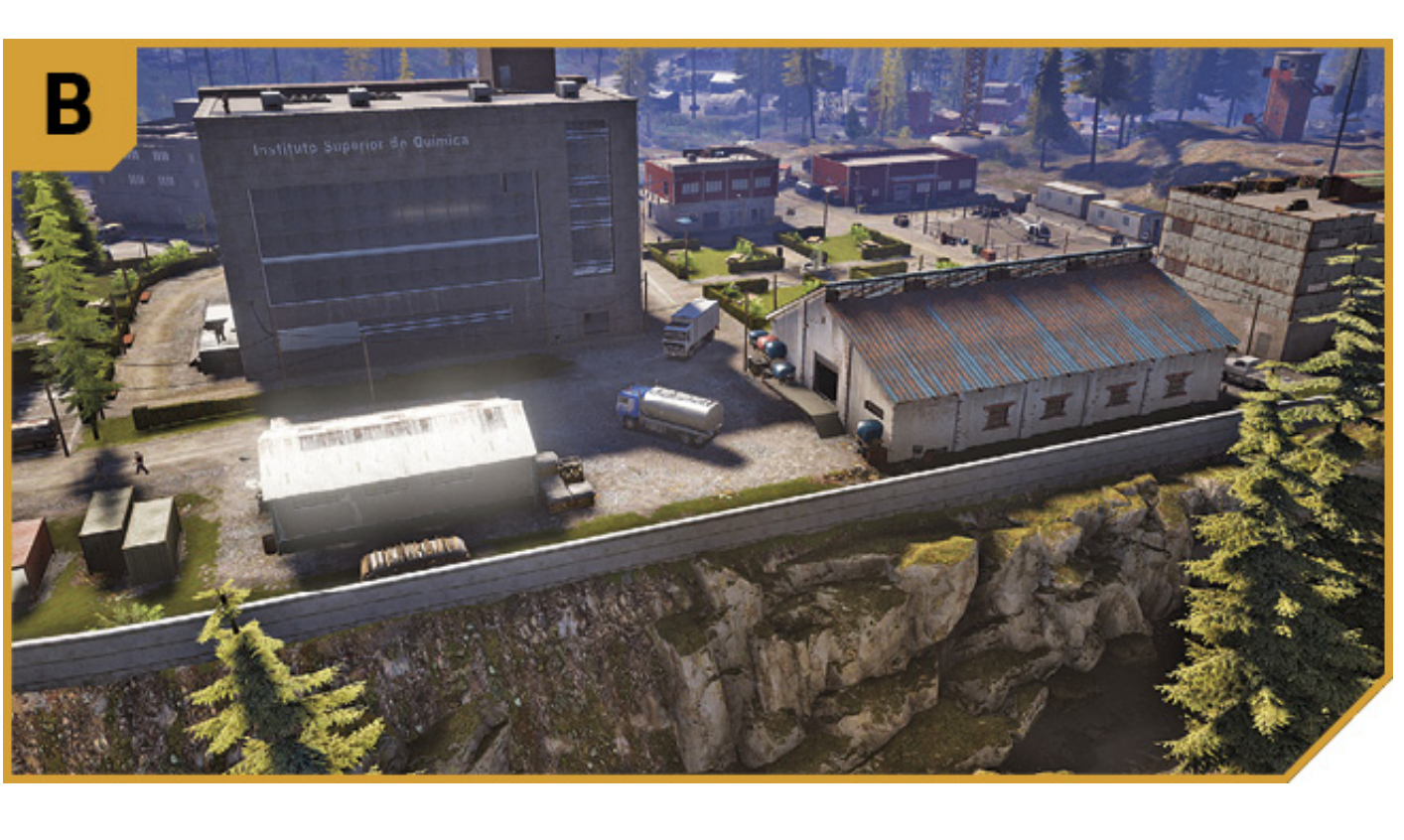
NORTHWEST: ENTRANCE ROAD



Approach from the northwest along the main road to find a couple of security hut areas and foot patrols to concern yourself with, or avoid completely. These are easy to tackle, especially if you head in from the slope to the north, or a different direction from A, and catch the enemies off guard. Just watch for the snipers on the roof to the southeast and the tower to the south.

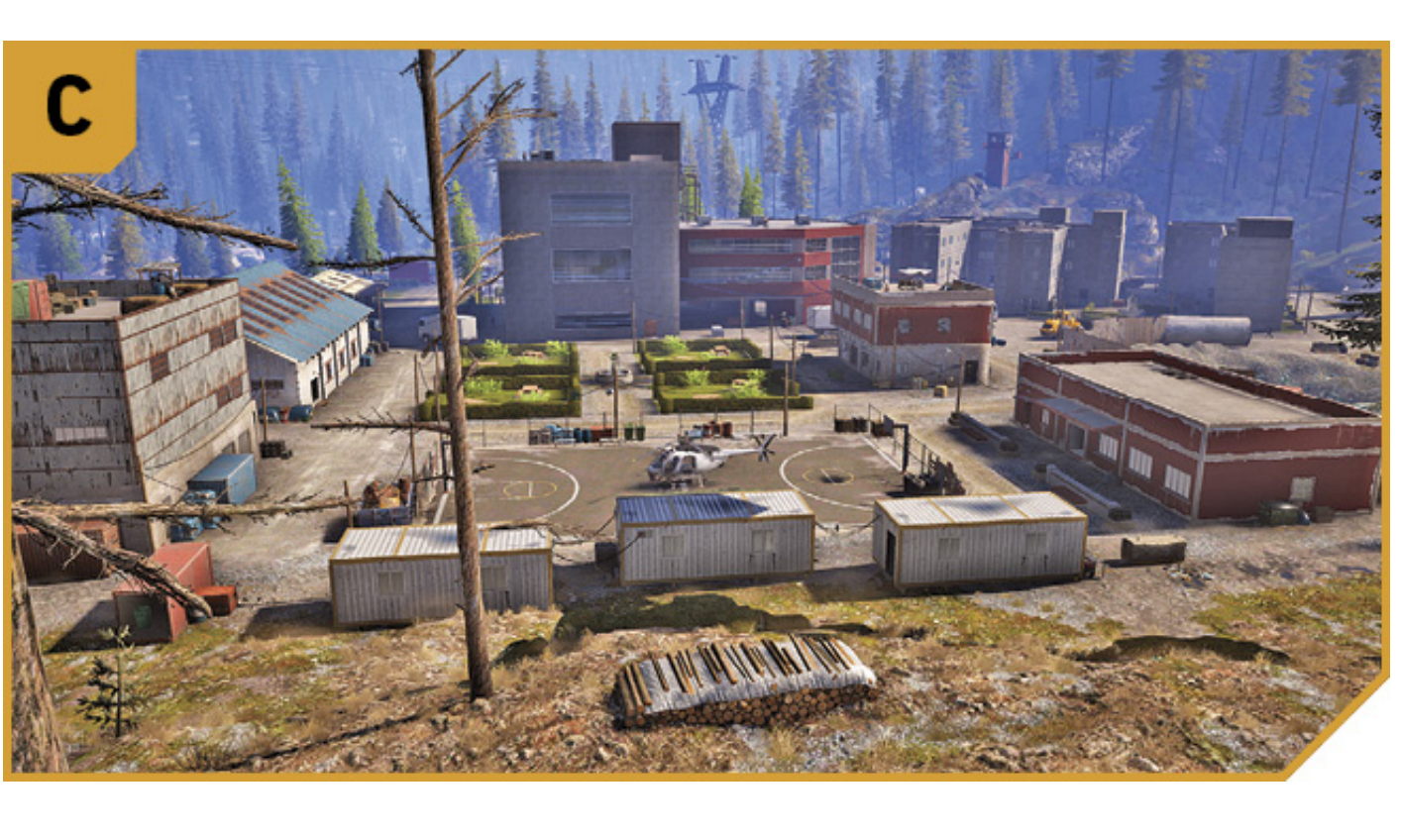
You can also barrel through here in a vehicle with minimal problems, heading around to D and then parking close to the target building (I) if you're intent on causing a commotion while quickly ascertaining where the target is and gathering intel from him.

SNIPER TOWER AND LOG PILE



The higher ground overlooking the main helipad, warehouses, formal gardens, and target building has a sniper to remove. After that, it becomes an excellent spot for offering covering fire (due to the height advantage) or infiltration (due to the numerous cover opportunities). Make sure you've sniped all enemy sharpshooters so only ground foes need your attention; there are some on the red-brick buildings and the target institution building itself.

NORTH: RIVER AND UNDERGROUND PIPE



Don't overlook this hidden entrance that brings you up into the middle of the institute grounds. Look for the debris-strewn riverbed and the large inlet tunnel. Follow it directly south to F. This gets you very close to the target building without the need to deal with any foes, save the ones you dodged or defeated between A and B.

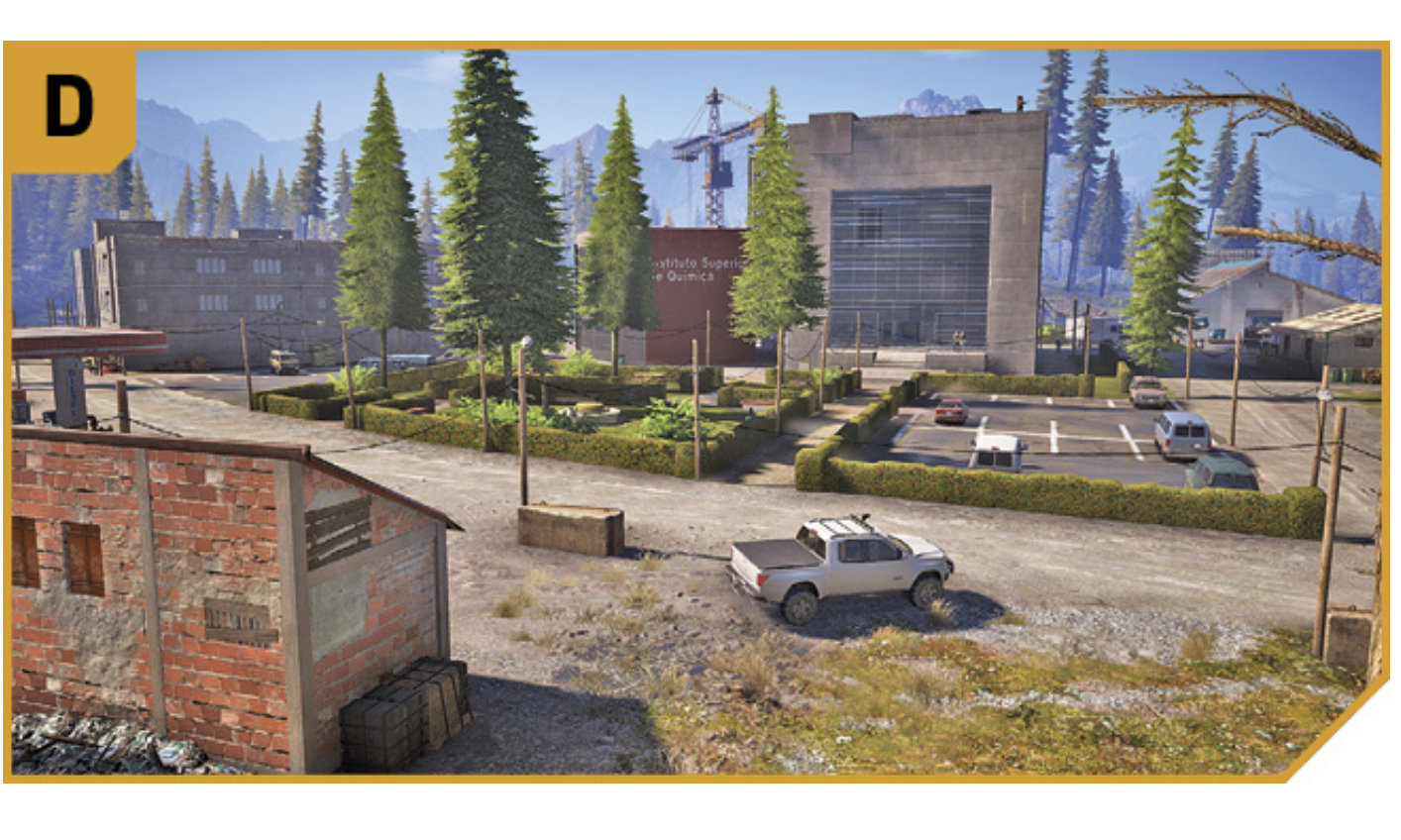
Otherwise, you can ford the river, climb up to the concrete perimeter, and hop over into the grounds of the institute. Though some areas of the wall are too high to climb, most of it can be, and you're able to reach the three main north buildings. These are:

A metal warehouse with a flat roof (northwest), and a sniper atop this roof. Use the exterior stairs on the north side to reach the roof, remove the sniper, and cover your team as they head to the building or up from the hole (F). You can quickly remove the sniper in the tower just south of C, too.

A large storage warehouse with a pitched roof (north), with breakable glass windows on each wall and the roof. From here you can sneak south into the helipad or formal gardens, or around to the front of the target building (across from D).

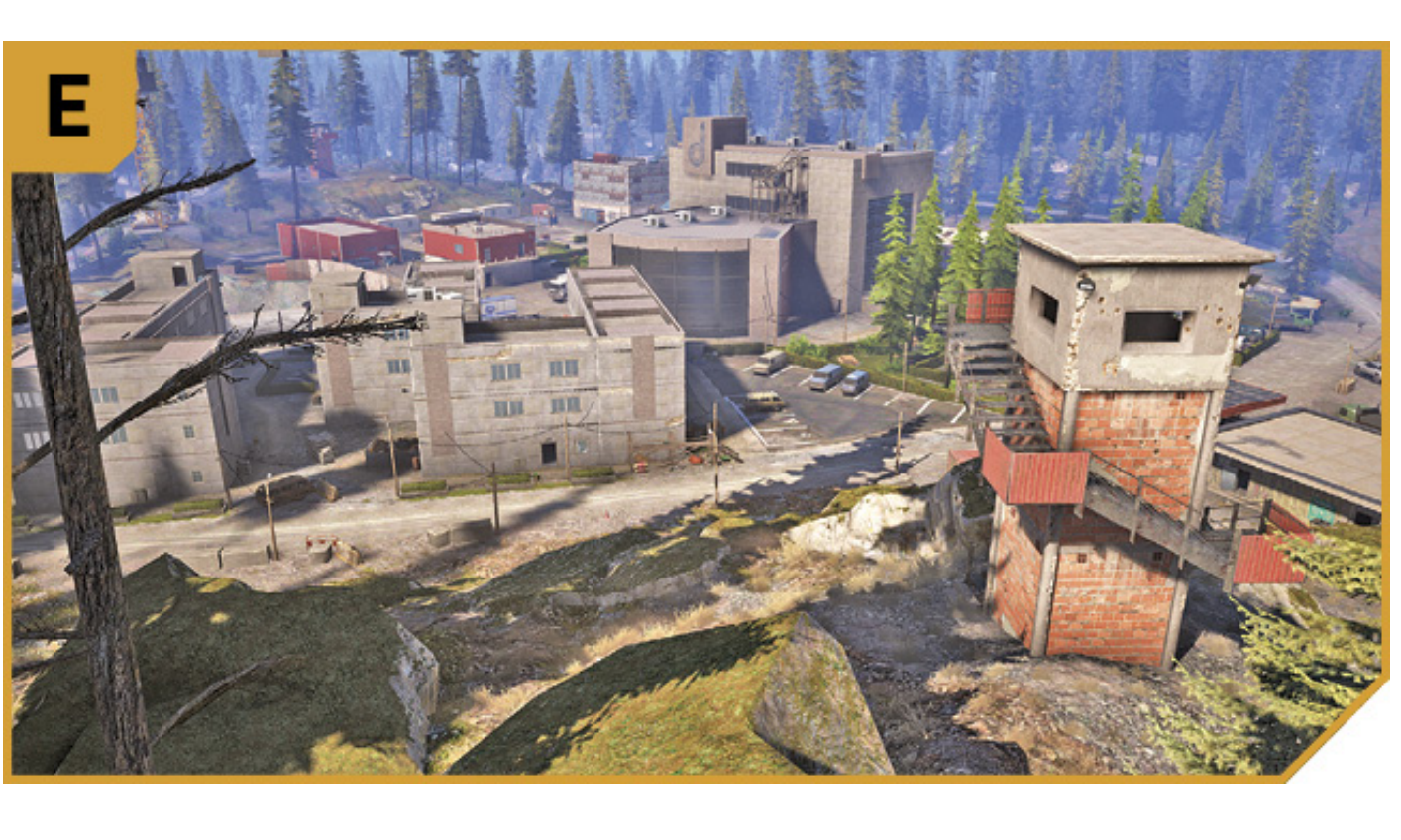
The small storage warehouse and metal containers (northeast), with easy access to the front of the target building (across from D). Watch for patrols. Head in from this direction for quick access to the institute building, though the target is in the secondary (red) building attached on the south side.

NORTHEAST: WOODS AND WATER TOWER



This offers views of the main building entrance and parking lot to the west, and the sniper tower near E to the south. Approach from here to stealthily target the sniper on the roof of the target building, foes in front and patrolling the grounds of the parking lot, and anyone else who appears if you're discovered. From here you can also sneak to E or B, or straight into the target building, with few problems.

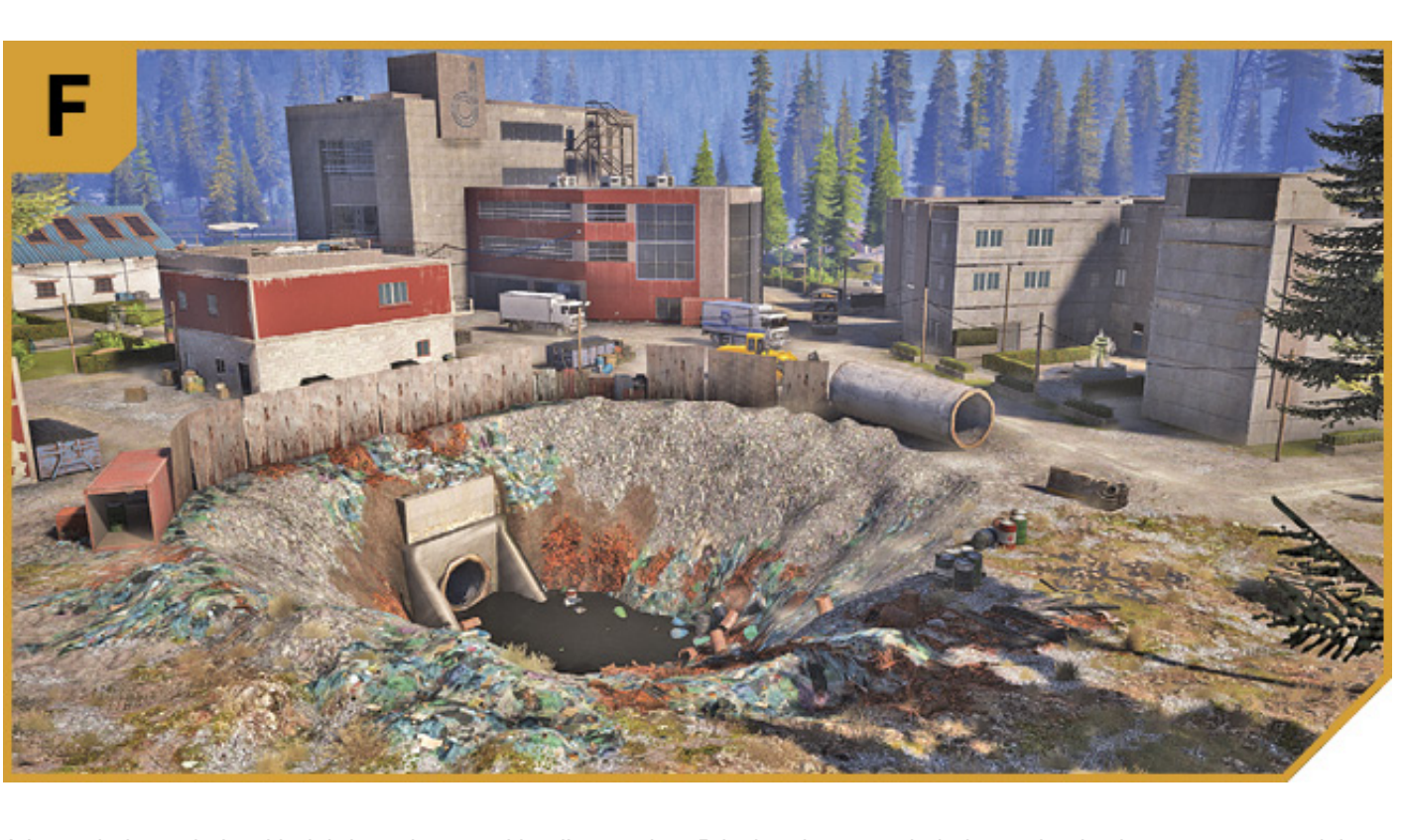
EAST: SNIPER TOWER ROCKS



After tackling the sniper here, you have good views of the target building, as well as patrols of enemies moving in and around the three L-shaped apartment buildings at ground level. These apartment structures can be entered or hidden behind, and if you reach the roof, you can shoot across to enemies near B, C, and F, as well as the target building and southern parking lot near I.

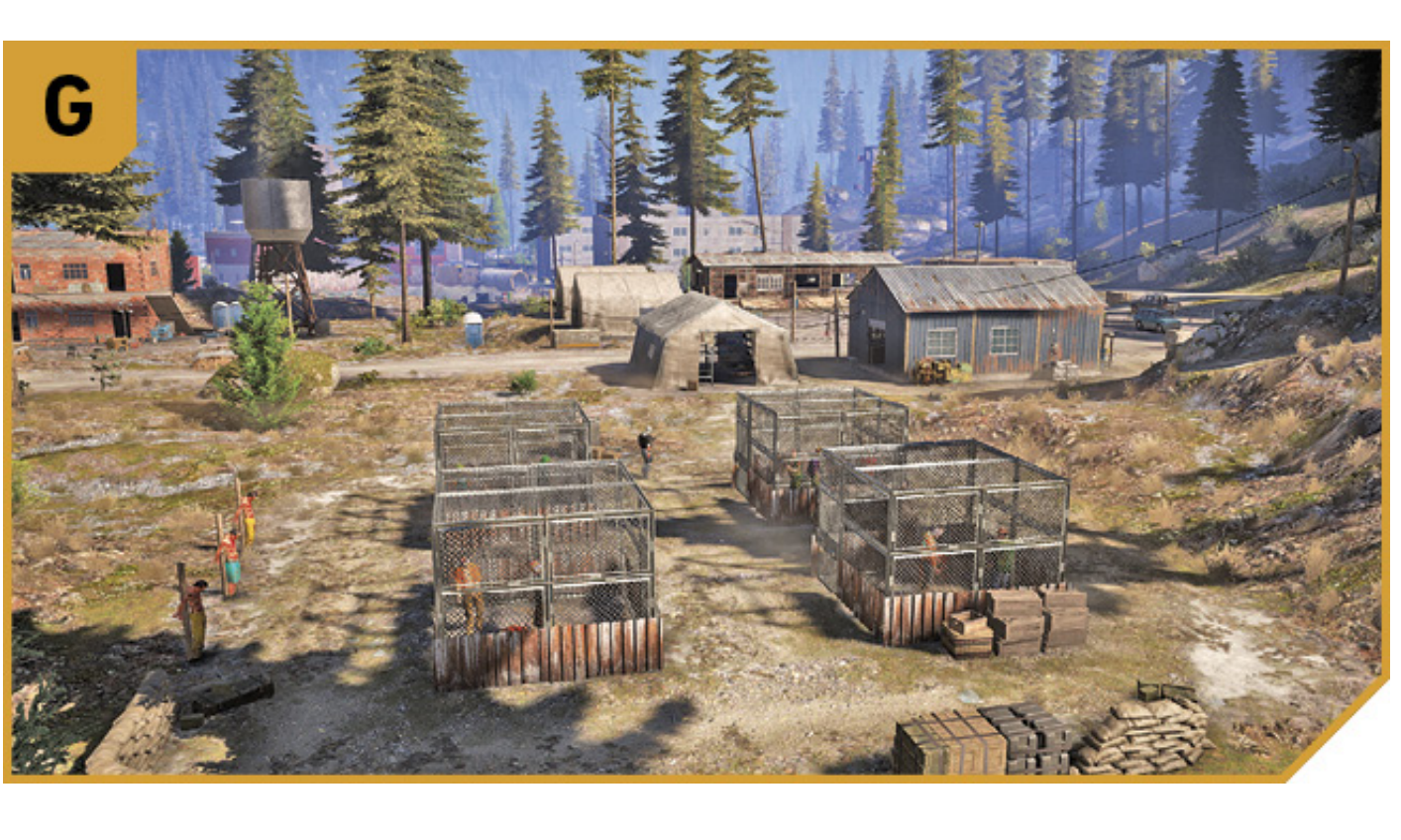
The apartment roof is also great for gaining some height so you can take care of the various snipers to the northwest and north. Search them out and remove them so fellow teammates (ideally moving in from A, B, or C) have fewer problems getting across the formal gardens area or front (east) parking lots.

THE HOLE



A large drainage hole with debris and a tunnel leading north to B is the place to exit during a clandestine maneuver straight into this institute; you're close to the target building, and you circumvent the foes around the formal gardens and helipad you just moved under (such as the snipers). You can fan out to hide in any of the buildings above and around the hole, too. Well worth checking out.

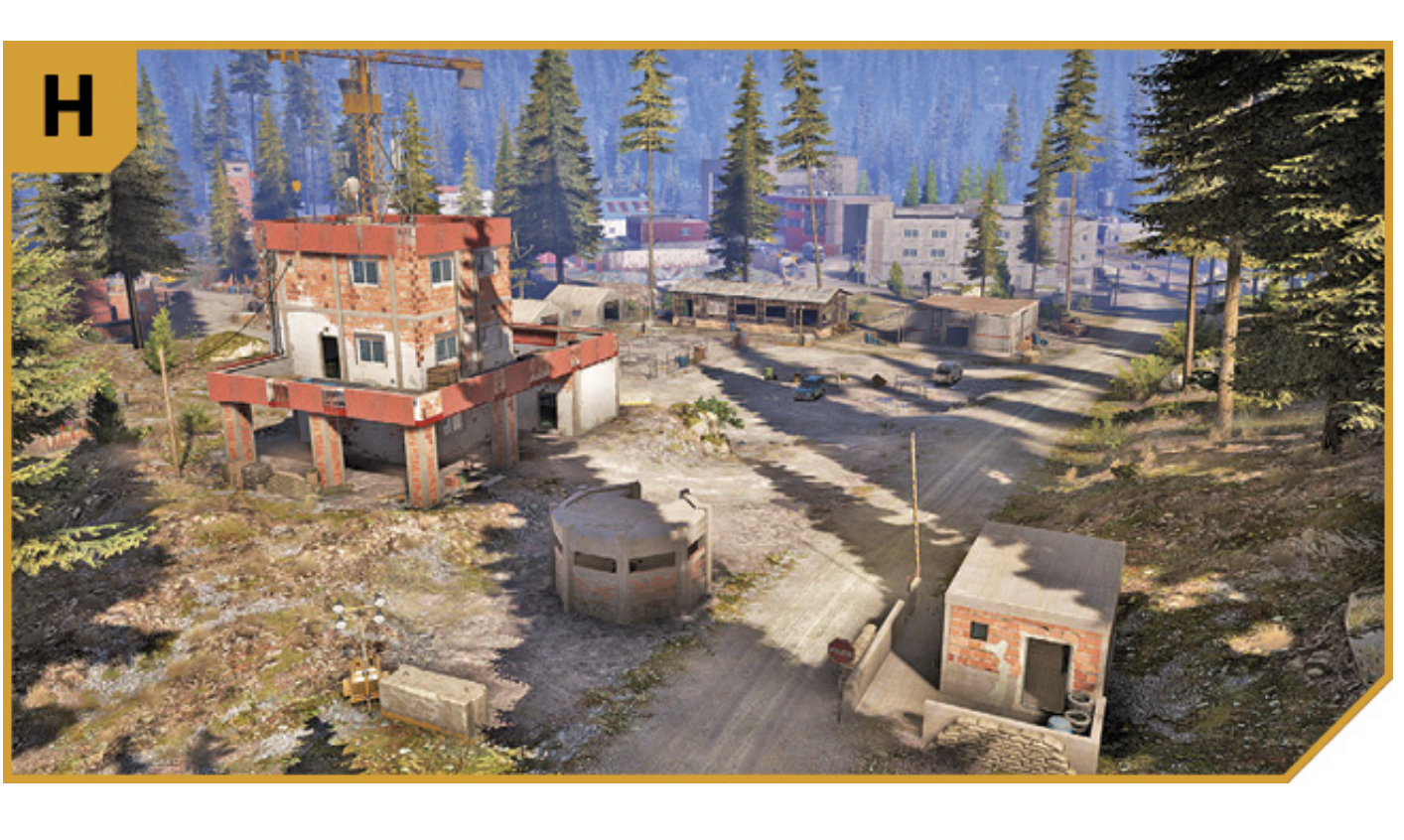
LIBERTAD BASE: REBEL PRISONERS



Though you don't have to infiltrate this small base to the south of the main institute grounds, head here if you're keen on defeating all cartel foes, or you want to create a huge distraction. Four cages hold rebels to free, and they can quickly overwhelm or distract the enemies in and around this base (ideally so you can quickly reach the target boss).

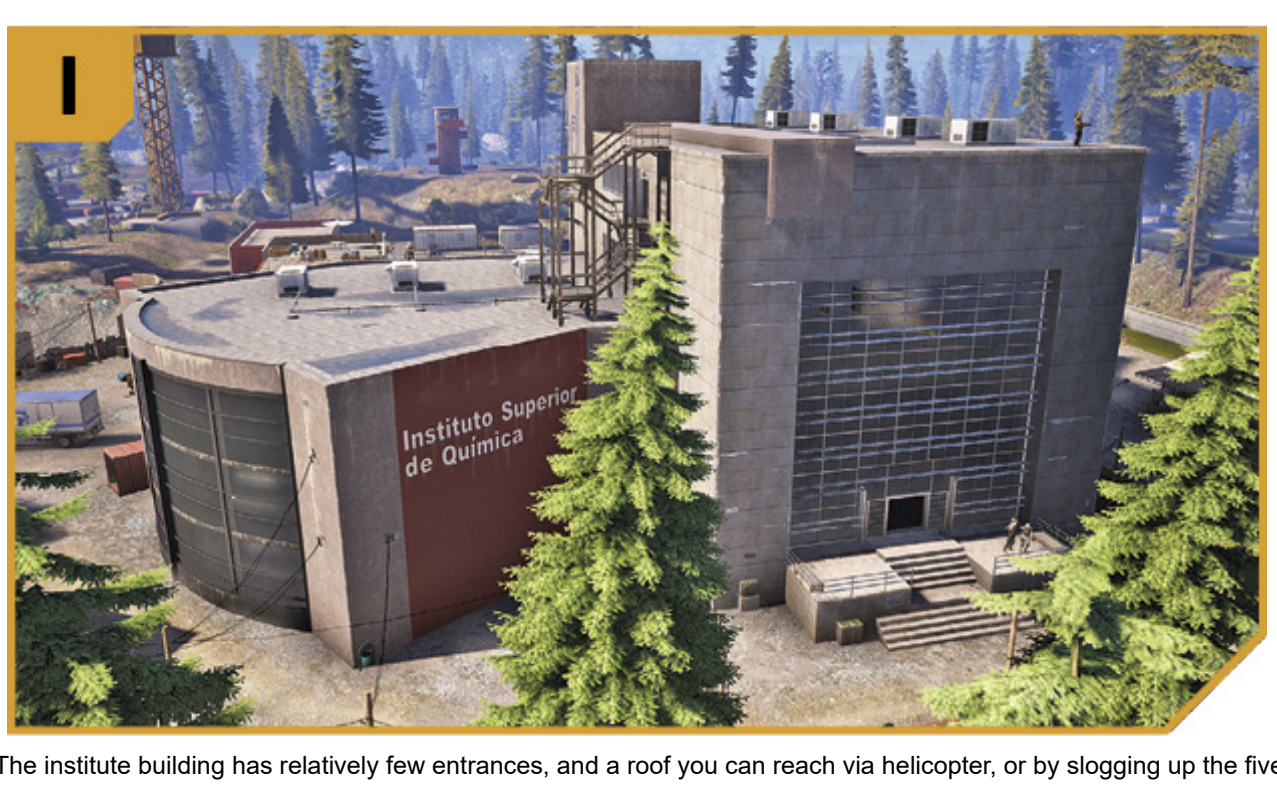
If you plan to attack the base too, note there isn't a huge number of foes, and a few patrol the general area between here and F. The majority of them are in and around the barracks tents (east of G) or the security huts (H).

LIBERTAD BASE: SECURITY HUTS



Approach along the main road, and there are a couple of huts to worry about, plus a captain in the base HQ building, just north of H. Either drive on through, park at a distance and snipe, or attack with an easy crossfire from multiple directions. You can then easily reach the parking lot just east of the target building, or drive to the underpass at the building and immediately storm the inside of the structure.

TARGET: INSTITUTE BUILDING AND BOSS



The institute building has relatively few entrances, and a roof you can reach via helicopter, or by slogging up the five floors of the main north building. All the windows are reinforced so you can't smash your way in (though you can kill innocent lab workers, so don't try!). Note there are two parts to this building: the main north structure and the smaller, red-walled, curved south building that houses the boss.

The larger north building has a main entrance—the steps on the east side. There's also an open doorway (northwest corner) and a second open doorway (south wall underpass, between the two buildings). Inside are five floors: a main entrance hall with mezzanine balconies and offices on each of the floors above. Note the side steps and north steps lead to different floors, but none are necessary to ascend; you want to be in the southern laboratory building. Use this to reach a second-floor cafeteria, which allows access into the boss's area.

The smaller south building attached to the north has three floors, each containing a laboratory. The boss is on the middle floor. There is one exterior entrance—a double doorway at the underpass (the outside tunnel below the interior cafeteria, where vehicles can park)—and access from the second-floor cafeteria and third floor. A main stairwell links each lab.

Study this setup using drones so you're aware of all possible routes in and out. Optimal paths are covered below.

VIA-B GAS CHEMICAL INSTITUTE: OTHER TACTICAL ADVICE

SOLO: A completely silent infiltration with no enemy encounters is possible using this route: From B, head down to the underground pipe and move through southward, to the hole (F). Climb up into the surface pipe section, and move to I using the vehicles as cover. Enter the southern part of the building via the west doors, across the ground-floor lab to the east stairwell, and ascend one floor, heading south into the boss's lab.

Another quick enter-and-exit option is to approach from B, hop the wall to the north warehouse, scoot across to the northwest corner of the institute building, and enter the doorway there. Move across the hall diagonally to the underpass doorway, across the underpass and into the ground-floor lab, then up to the target.

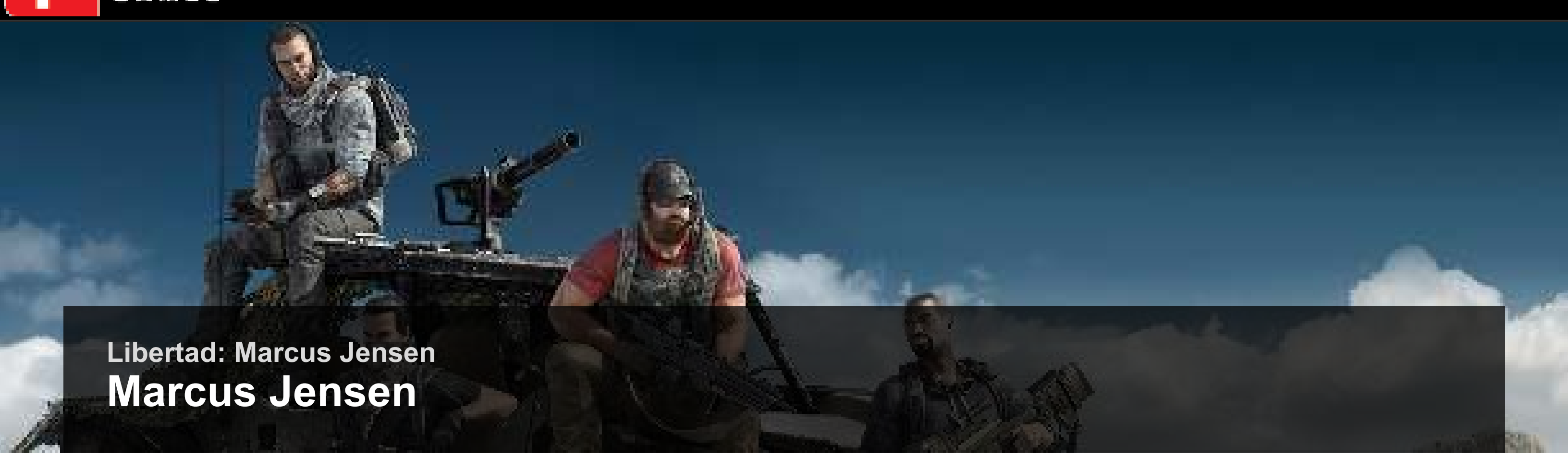
Or head in from D, through the main entrance, and take the steps immediately left (south). Move into the cafeteria and across into the target's laboratory.

To remove every foe as you go, begin at A, clearing the entrance road between there and B. Maneuver around to D, sniping the sniper at E, along with patrolling enemies. Work your way toward C, around to F, then skirt the Libertad base and free the rebels. Finish off the remaining cartel foes in a firefight.

Driving here or taking a helicopter each offers great alternatives. Park your ground vehicle in the underpass (I) with quick access into the laboratories. Or land a chopper on the roof above the target's laboratory and descend via the roof doorway (removing both roof snipers, of course).

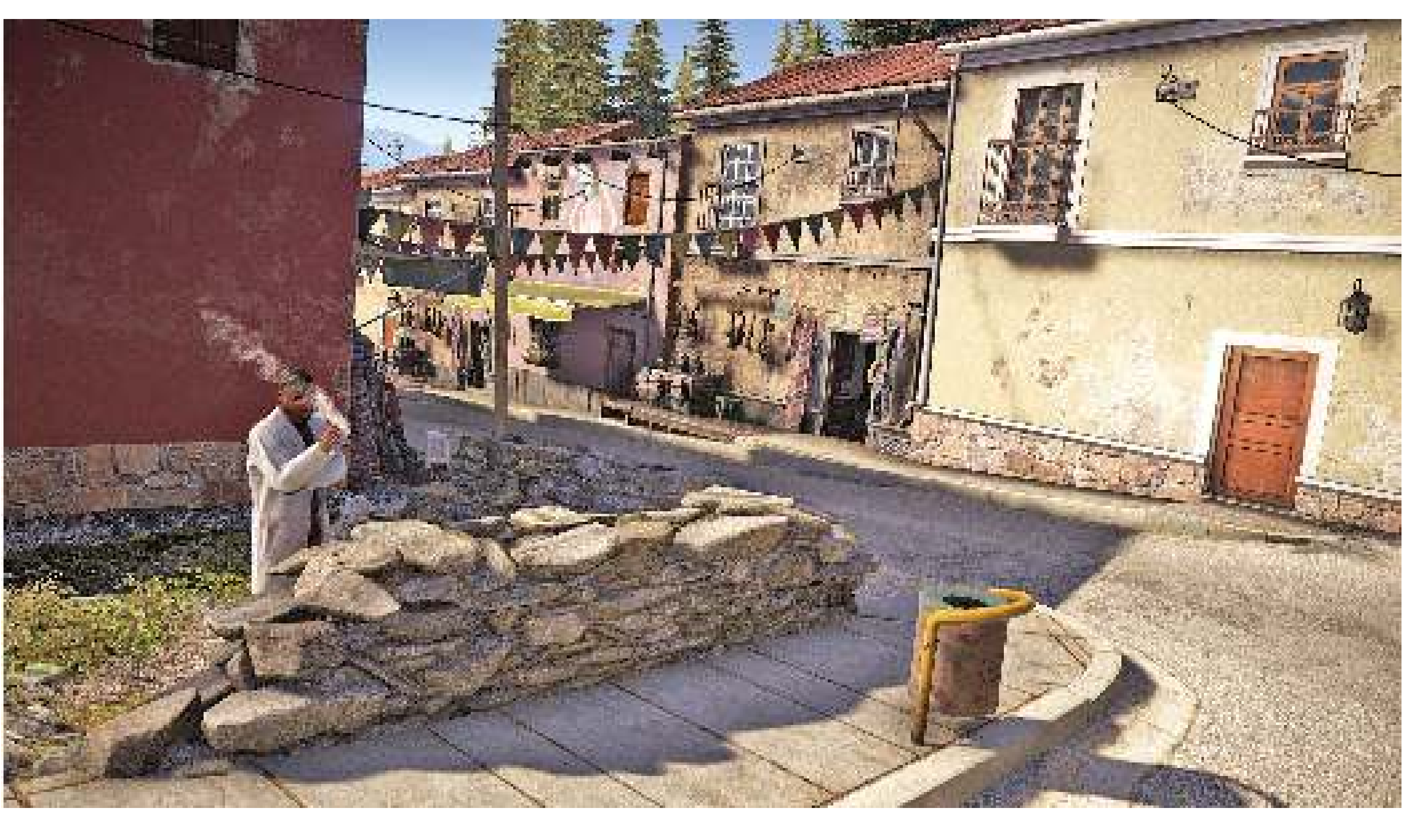
Is the target under fire but you've grabbed him? Then drag him to a vehicle and escape before interrogating him.

There are greater opportunities for distractions if you split up and attack the Libertad base after freeing the rebels at G. You also enable greater crossfire planning if you're perched at C and atop the L-shaped apartments or the roof of the institute. You have the flexibility of giving one of your team the job of getaway driver, keeping the engine warm at the underpass (I) so you can dive into the passenger side and escape, or stow the boss for later interrogation.



Libertad: Marcus Jensen

Marcus Jensen



OBJECTIVES

- **Reach the Witch Market**
- **Locate Marcus Jensen**
- **Interrogate Marcus Jensen**
- **Capture Marcus Jensen**
- **Extract Marcus Jensen to Libertad Bravo**

REWARDS

- **+ 500 XP**
- **+5 Skill Points**
- **Submachine Gun: Mendeleyev**

LOCATIONS

- **Bolivar Square**
- **Libertad Buchon House**
- **Libertad City**
- **Libertad Bravo**

BRIEF

Marcus Jensen's assistant has been persuaded to set up a meet with the buchon at the Witch Market, a local marketplace specializing in occult paraphernalia. Ambush Jensen when he arrives and extract him for interrogation.

MISSION ACCESS

Complete Main Mission: Chemical Trail in Libertad Province to start this mission.

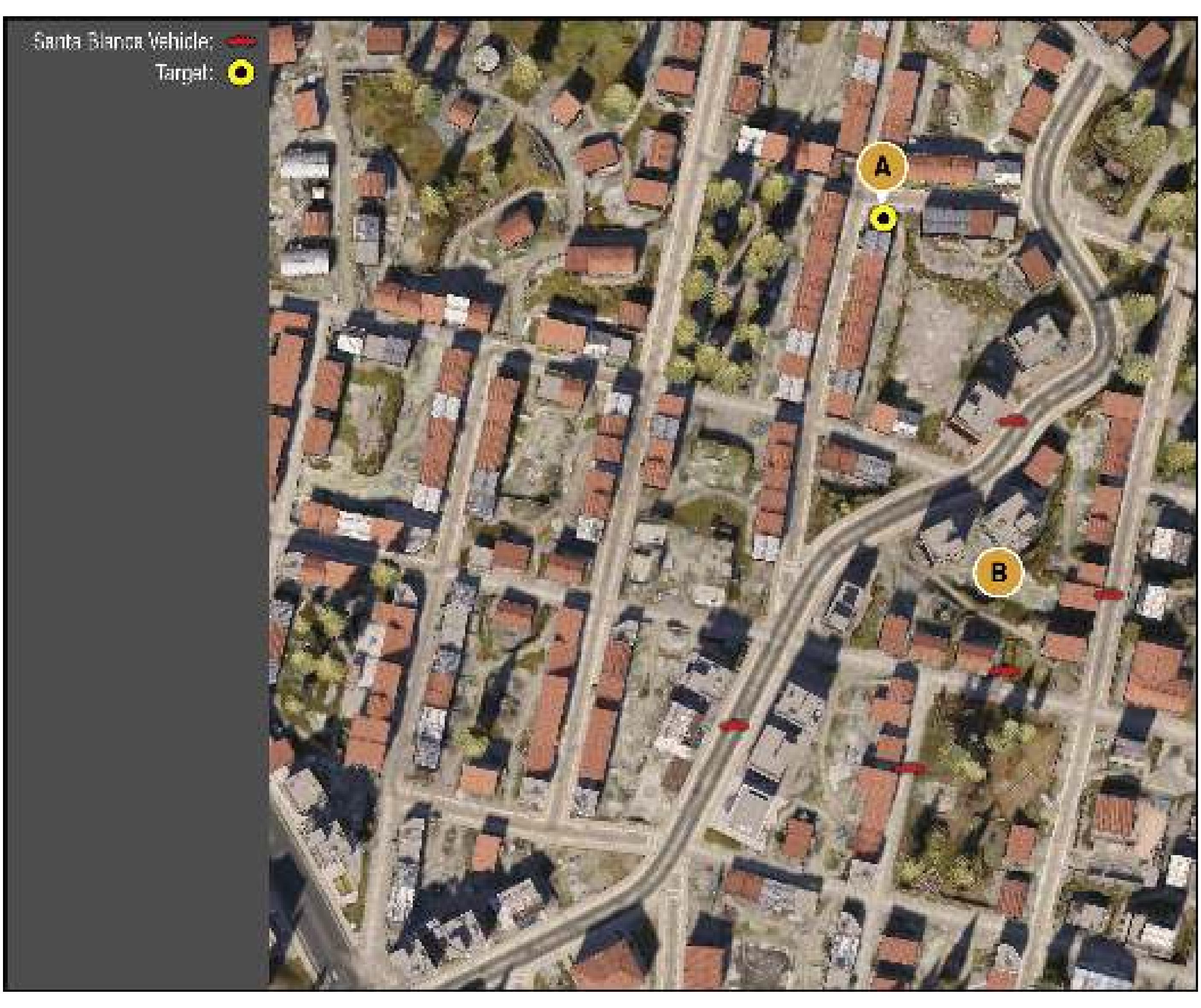
MANHANDLING MARCUS

Inside the town of Libertad, in the northern part of the sprawling settlement, rows of odd little shops sell strange wares. You're here for a different type of sightseeing—the location, interrogation, and extraction of Marcus Jensen. Be aware he's more slippery than others you've had to round up.

MOST RECON: HOLSTERED EQUALS HAPPY HOMBRES

The villagers in this part of town don't appreciate the waving of guns, so holster them as you search for Marcus. When you find him, assume a more aggressive position.

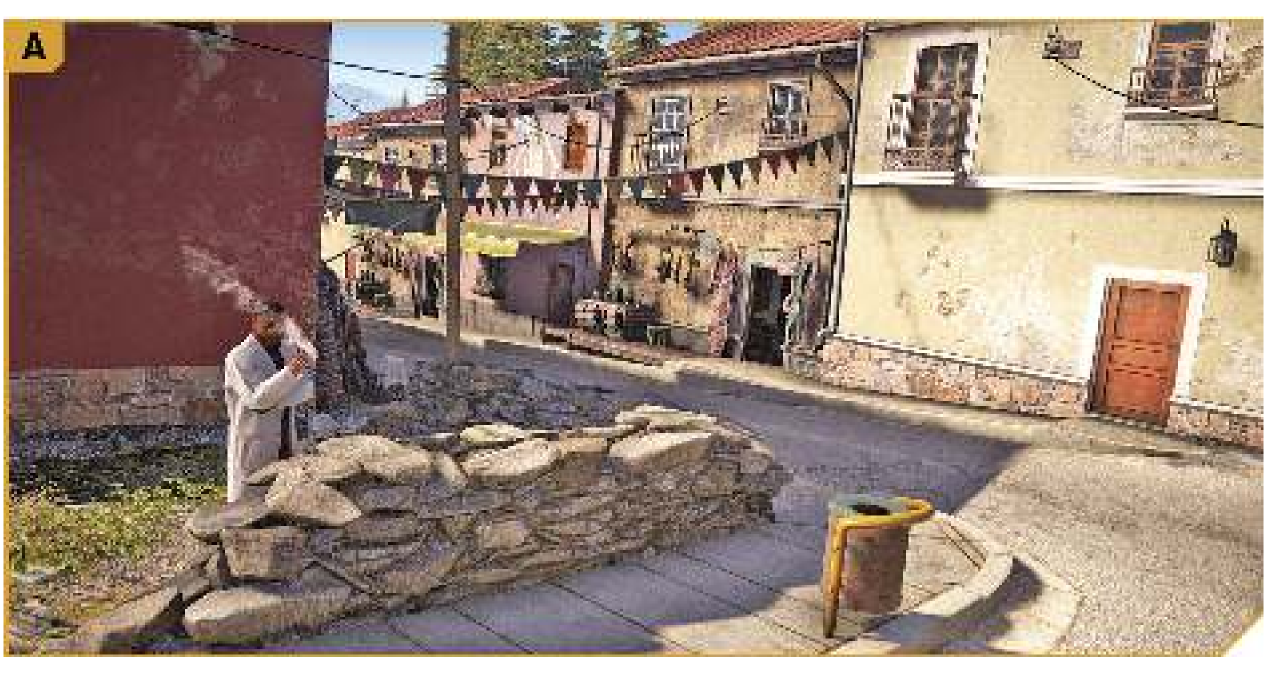
BOLIVAR SQUARE (LIBERTAD): RECON



TACMAP

This part of Libertad involves searching the market streets for a single entity, the only enemy appearing on your in-game Tacmap in orange. Marcus is always at the same location, near a low stone wall at the north end of the mission area, by the street with the bunting ribbons crisscrossing the row houses.

● TARGET: MARCUS JENSEN



Jensen throws a fit when you grab him. Choose to interrogate him at this location, and he breaks free, attempts to flee, and drives off in a vehicle (usually the Landrock SUV parked a block to the east). He then hightails it to the buchon house you assaulted during Main Mission: Chemical Trail. Should this happen, consult that chapter for the insertion points, general enemy locations, and options for entering the building. Capture him, bundle him into any vehicle, and extract him.

ENEMY VEHICLES

In addition, as Marcus is escaping, expect a number of enemy vehicles to converge on your location. At least two should appear within seconds, so be ready for them. They may waylay you for long enough to enable Marcus to escape. Expect further incursions.

BOLIVAR SQUARE (LIBERTAD): OTHER TACTICAL ADVICE

SOLO: Head into the northern part of Libertad and locate the wooded square with the statue on horseback. This is the general search area. When you arrive, the search area expands considerably. Find Marcus to the north (the only enemy blob on your Tacmap radar within the search zone) and grab him. When he tries to flee, you can:

Have already blocked off the road to the west, or destroyed the two vehicles there, forcing him to flee in a different direction.

Quickly grab him again, or chase and grab him before he finds a vehicle.

Stop, locate a vehicle, and begin a wheeled pursuit. This leads to dangerous shoot-outs with foes stepping out of vehicles.

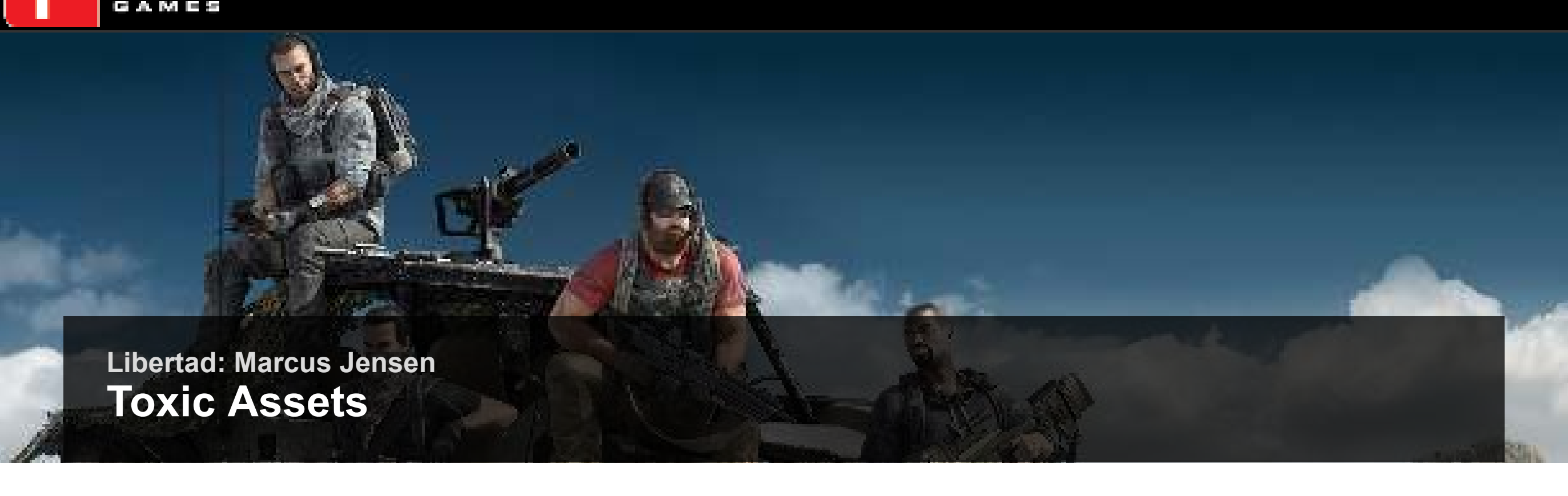
It's well worth driving to, or landing a chopper at Marcus' location, so you're close enough to reacquire and bundle him into a vehicle instead of dragging him for blocks while under fire, looking frantically for a vehicle to steal.

The best way to solve Marcus' slithering escape plan is to temporarily ignore the objective requiring you to interrogate him. Instead, after grabbing him, bundle him into a vehicle. Drive him to a secure location, ideally a Rally Point away from enemy vehicles. Drag him out, start the interrogation, and when he flees, simply reacquire him in safety.

CO-OP: Marcus won't get far if you've positioned three additional Ghosts within grabbing distance of him. Park vehicles (three trucks and a helicopter should do it) all within a block of Marcus so you have a number of choices once he flees. When he goes, have the closest Ghost nab him.

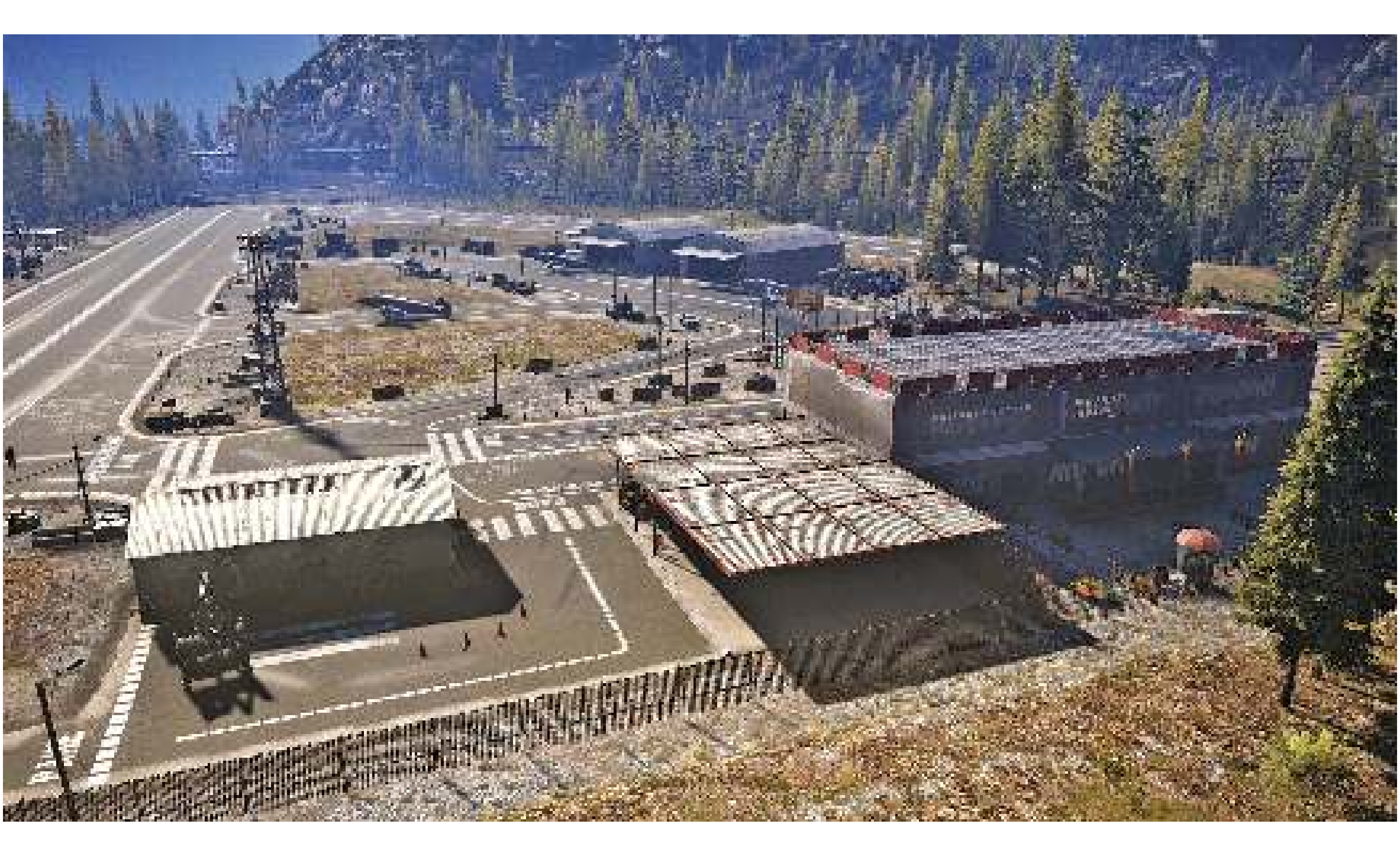
EXTRACTION TO LIBERTAD BRAVO

If you manage to reacquire Marcus after he flees and stow him in a vehicle, extract him to Libertad Bravo, around two clicks to the south. The journey, unless you specifically need to engage the enemy, is uneventful. Drive with appropriate care to the tight switchback turns, or pilot a helicopter to Libertad Bravo and knock on Bowman's door. After some less-than-polite persuasion, Marcus agrees to talk, and the mission concludes.



Libertad: Marcus Jensen

Toxic Assets



OBJECTIVES

- **Locate precursor stocks**
- **Destroy precursor stocks (4)**

LOCATIONS

- **Libertad Airport**

REWARDS

- **+ 500 XP**

BRIEF

We have obtained intel on the stockpiling of precursor chemicals in Libertad prior to delivery to Ocoro. Locating and destroying these stockpiles will have a major impact on cocaine production.

MISSION ACCESS

Locate Major Intel in Libertad Province to start this mission. You can also unlock this mission by proximity.

BLOW OUT THE BARRELS

In the center of Libertad, adjacent to the town of Viloma, is the province's airport, around 1.4 kilometers northeast of Libertad Bravo. This open area features two plane hangars, where a quantity of barrels is stocked. The plan is to destroy the four groupings of barrels and then depart. If you encounter any resistance, retreat or take them down.

CAUTION: INSTALLATION EXPLANATION

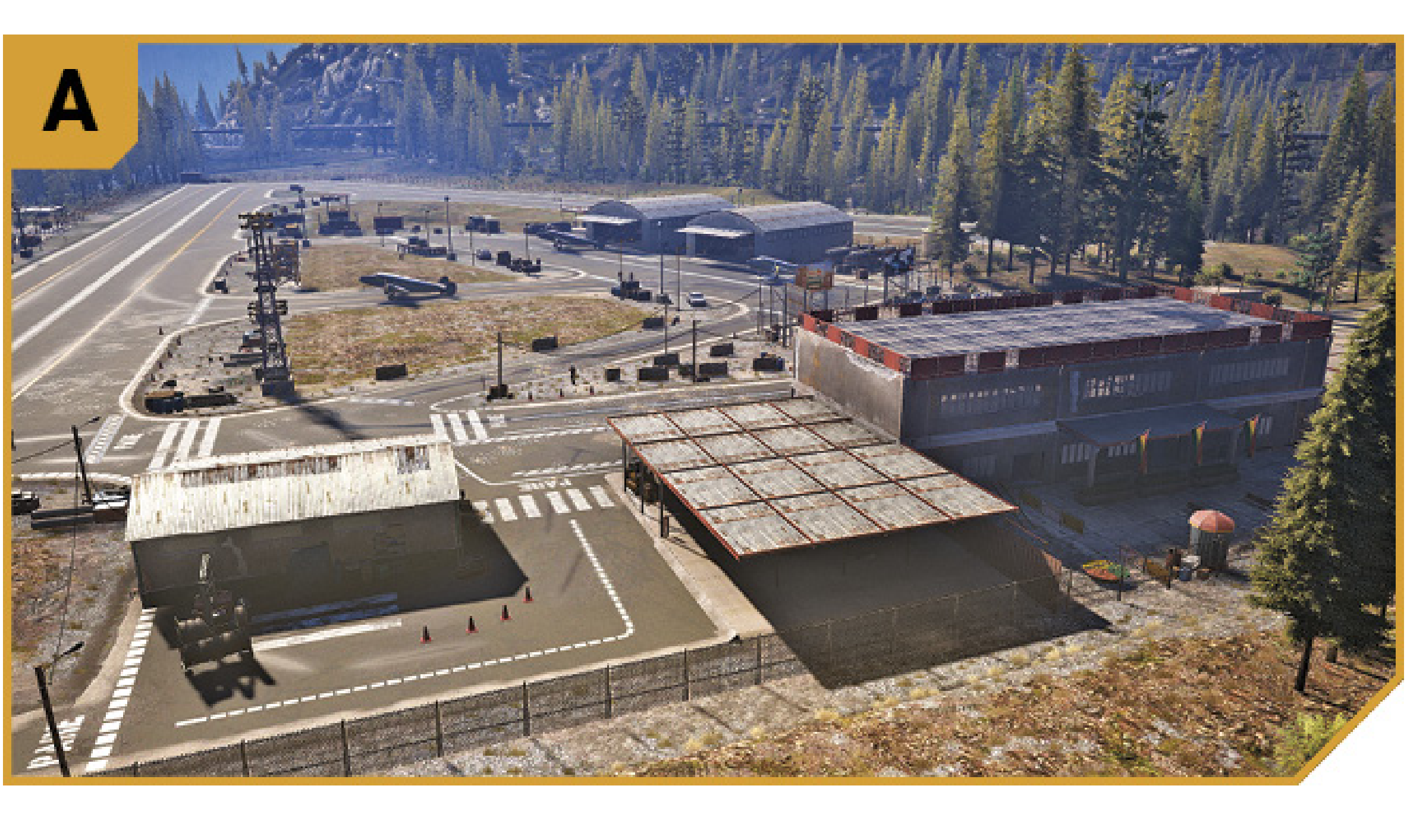
Though your in-game Tacmap doesn't mention these installations, the airport has a number of them to watch for. Top of the list is the alarm pole. Shoot out the panel to stop reinforcements from arriving. The pole is in the northeast part of the mission area, by the runway junction, and is easy to spot. There's also a drone jammer flanked by two floodlights; these are along the east side of the main north-south runway. Finally, to shut down the lights, find the generator, which is in the middle of the runway field, just west of the control tower.

Citizens of this province are present, both passengers in the main waiting area to the north and airport workers dotted about the facility. All must be kept safe.

MOST RECON: BARRELS OF FUN

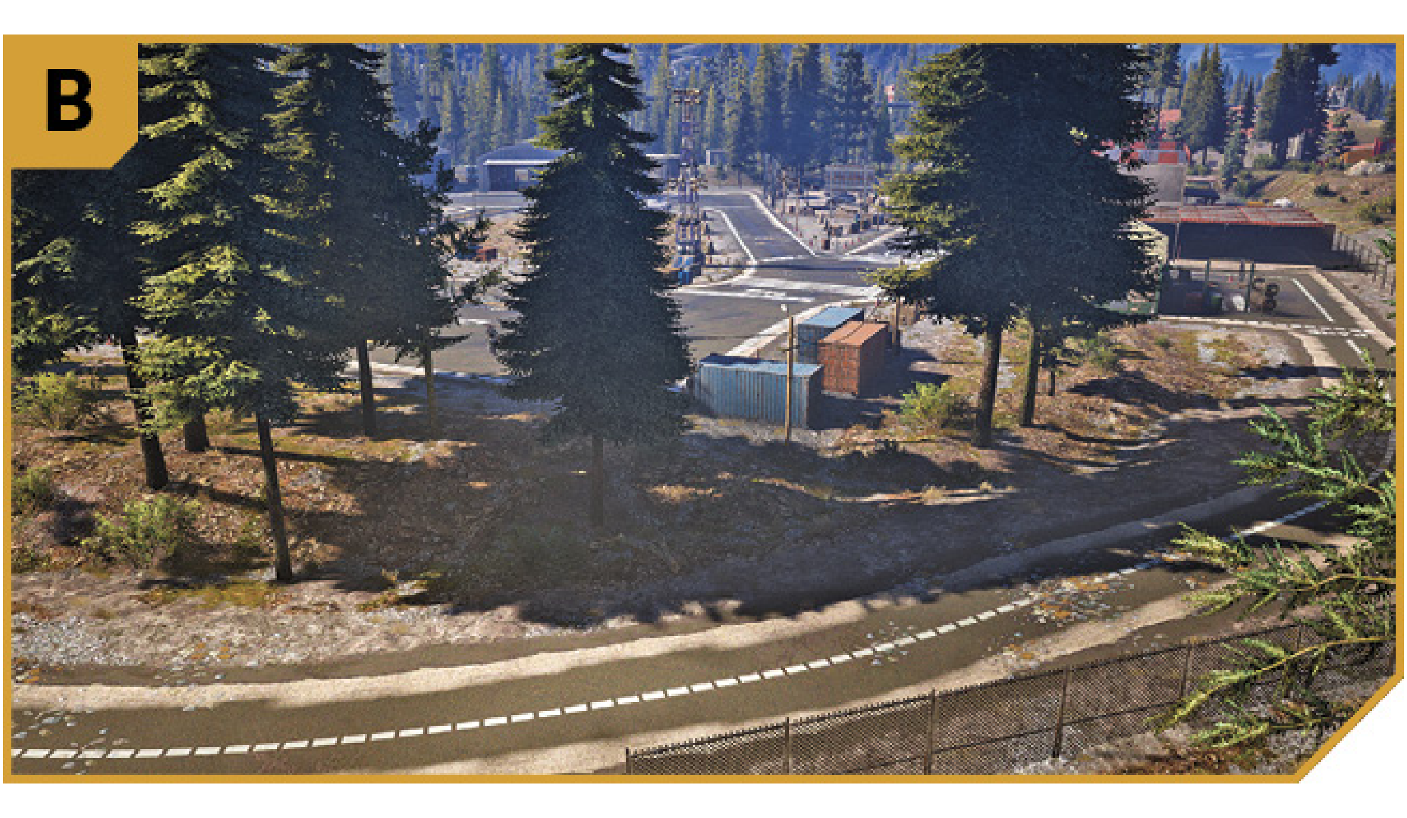
The barrels you must destroy are highly volatile. This means you aren't required to use explosives (though this is a viable option). Small-arms fire, any bullet, and even enemy bullets cause the stacks of barrels to explode. In fact, the only thing that doesn't destroy the barrels is a melee strike with the butt of your rifle. This type of flexibility vastly expands your tactical options for destroying these targets.

NORTH: TERMINAL BUILDING



This is a reasonable area to infiltrate from, mainly if you intend to clear the entire airport of foes and want to work from north to south, or engage in a pincer maneuver with a teammate heading up from D. The terminal building is easily accessed (the perimeter fence can be crossed), and the structure provides excellent cover. Plus, you can push southward onto the runways, using the concrete barriers for cover. Don't forget to destroy the alarm pole panel from outside or inside the terminal to prevent helicopter reinforcements.

NORTHEAST: RIVER AND ROAD

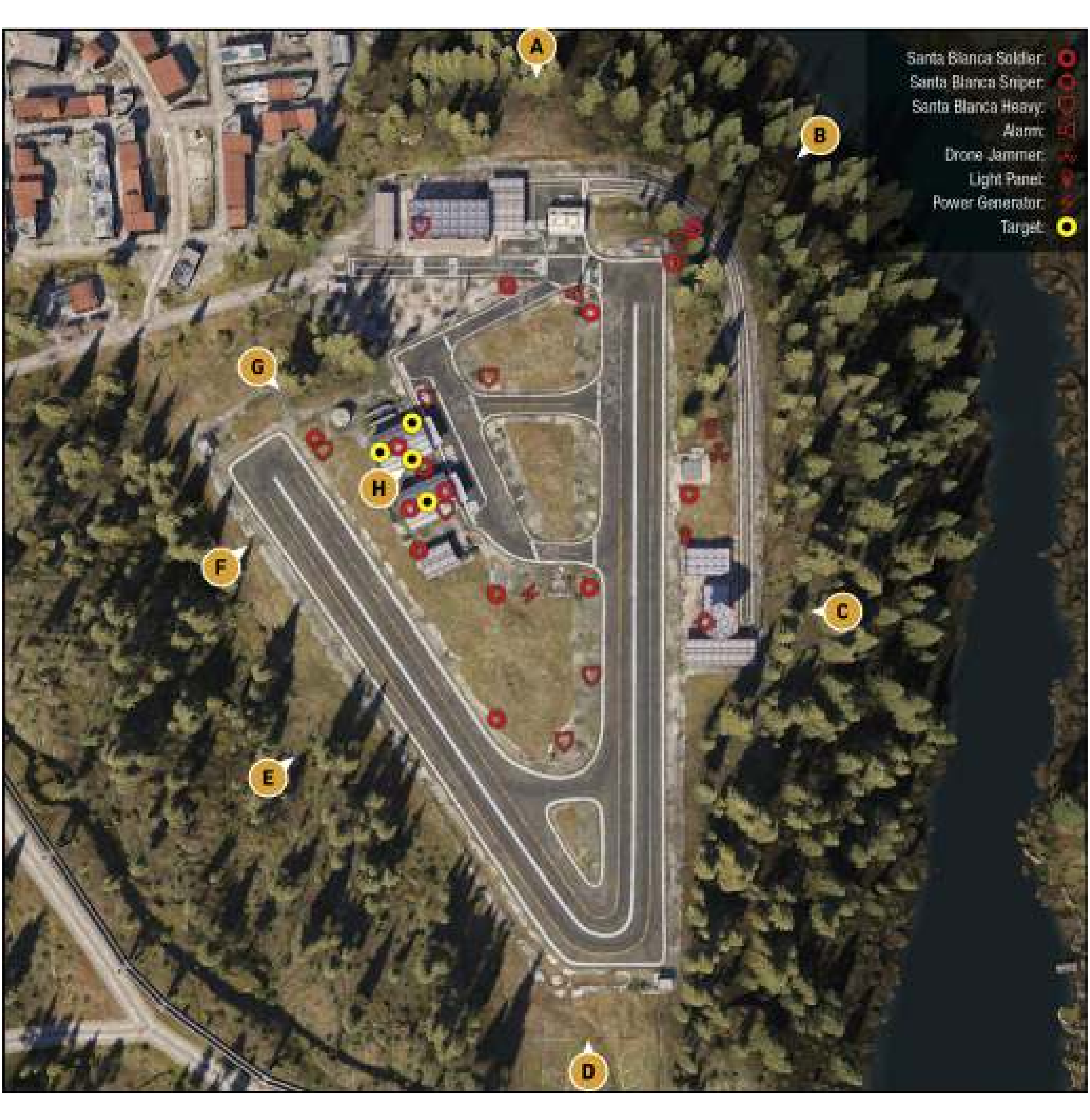


Moving in from the river to the north end of the main runway is great for creating crossfire opportunities, with the rest of your team heading in from F or G. The fence is easily accessible, and there are metal containers to hide behind. Drop the sniper on the control tower to the south (C) early, but not before you destroy the alarm panel; this is the easiest location to destroy it from. Then you can push across to the hangars (H), remain and offer covering fire, mop up foes in the southern part of the runway area, or go for the drone jammer or generator.

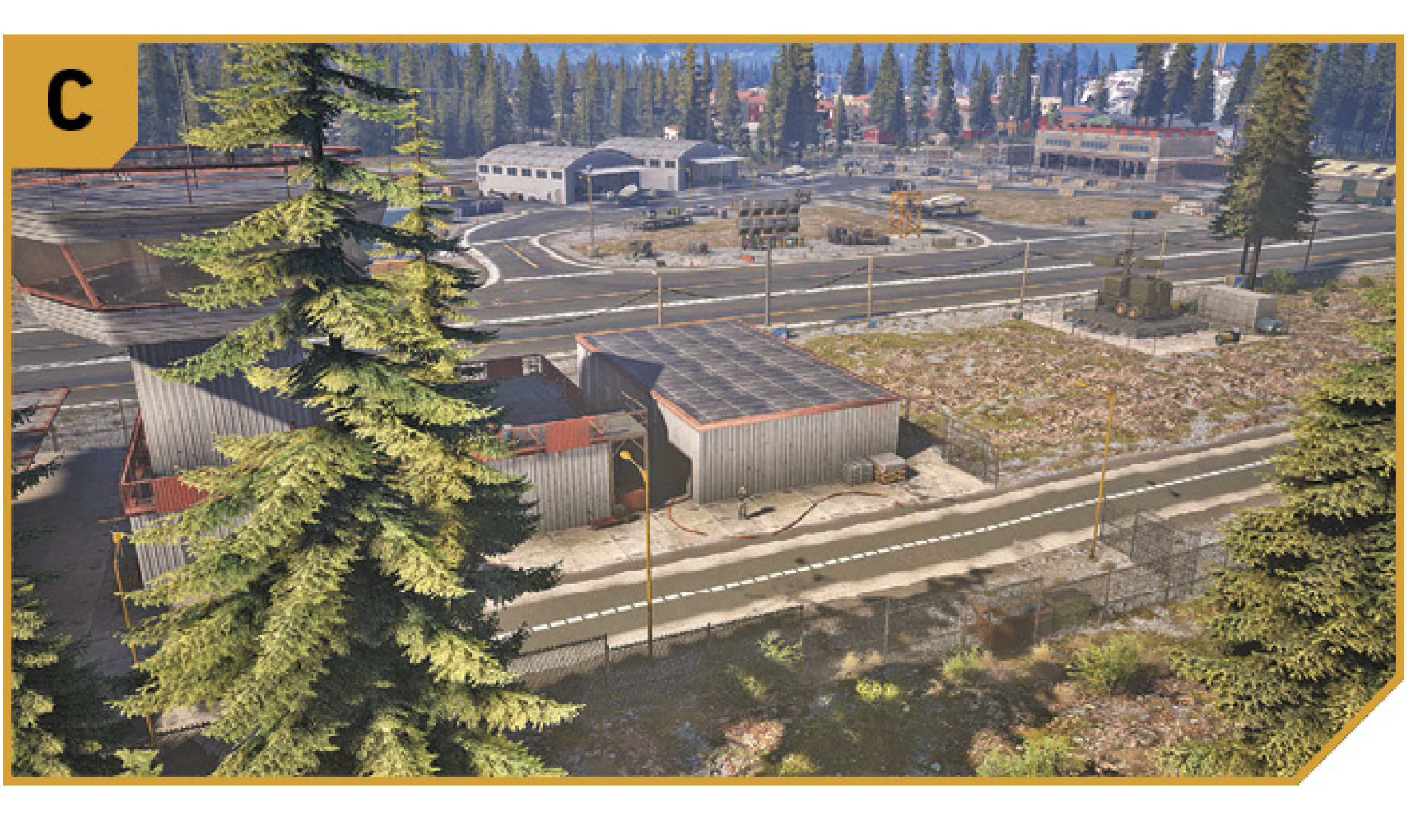
LIBERTAD AIRPORT: RECON

TACMAP

This is a large, open area with around eight properly armed enemies—almost half of approximately 22 foes in this battle. They're well-armored and capable of putting a dent in your plans. There are three clusters of buildings: the terminal to the north with two outbuildings and alarm pole, the control tower to the east near the radar jammer, and the hangar buildings with the barrels you need to destroy. Choose either a quick infiltration-and-destruction plan or a fierce battle.



EAST: CONTROL TOWER

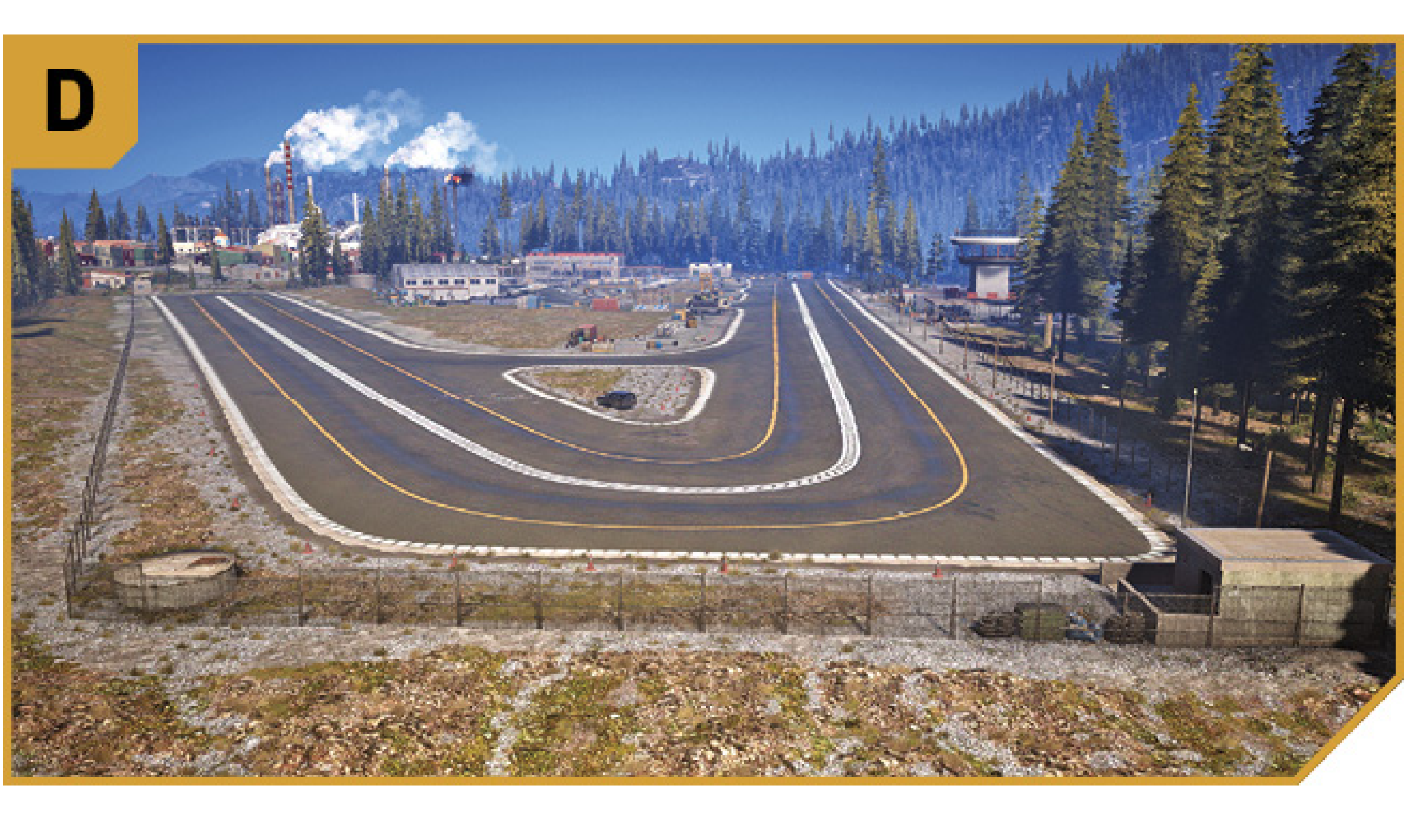


The main control tower houses a sniper on the roof, and possibly another patrolling enemy, but few other foes. Note the sniper can't be accessed at close range; though you can enter the control tower, you can't reach the roof. Drop the sniper from A, B, D, E, or anywhere else within range.

The control tower offers the highest vantage point in this area, so use it to snipe from, either from the low roof of the ground structure or the upper windows of the tower itself.

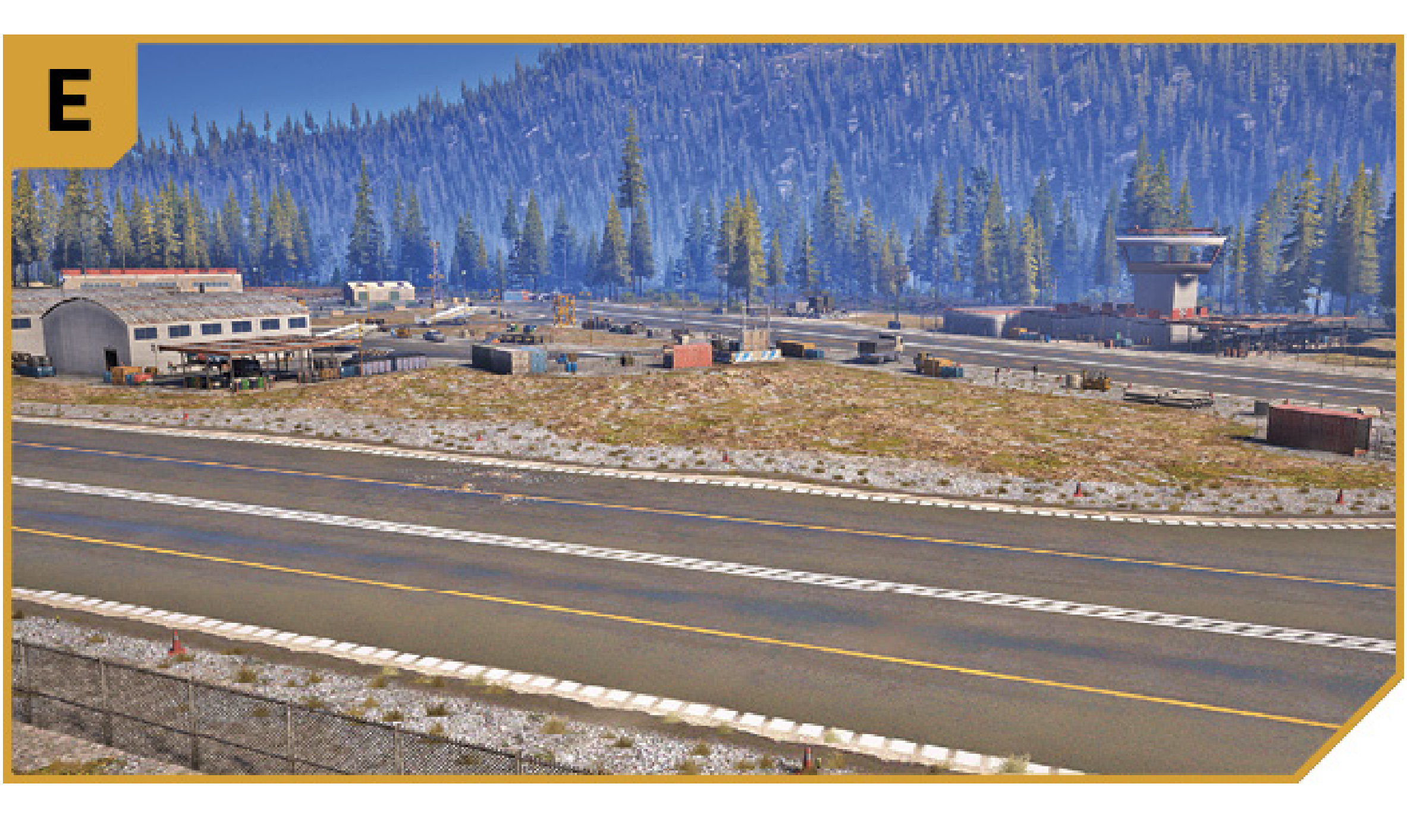
A bit farther north is the jammer, and across to the west is the generator. Removing them is optional, though it's handy for a Ghost to start from C, hop the fence to deactivate the jammer, and retreat so the rest of the team can tag all foes before violence begins. The generator is a little too exposed, so it's easier to manually tackle the jammer and alarm pole instead, and not worry too much about the enemy having active floodlights. That is, unless you plan on a night-time stealth-takedown special with everyone sneaking up to foes, strangling them from behind, and whittling down the enemy until only a few remain.

SOUTH: RUNWAY AND PERIMETER



The checkpoint hut, usually used as a sniping position or hiding spot if you're foolish enough to let the enemy call on helicopter reinforcements, is empty of foes. This means you can cross the perimeter fence and move northward, to C or the generator, or along the runway to H. Foes spot you quickly, and you're too far from the alarm to stop reinforcements from being called. However, if you're working in conjunction with other Ghosts and attacking from different directions, this is a great choice of insertion point, due to the fact you can take out the sniper on the control tower first and cause a distraction in the area.

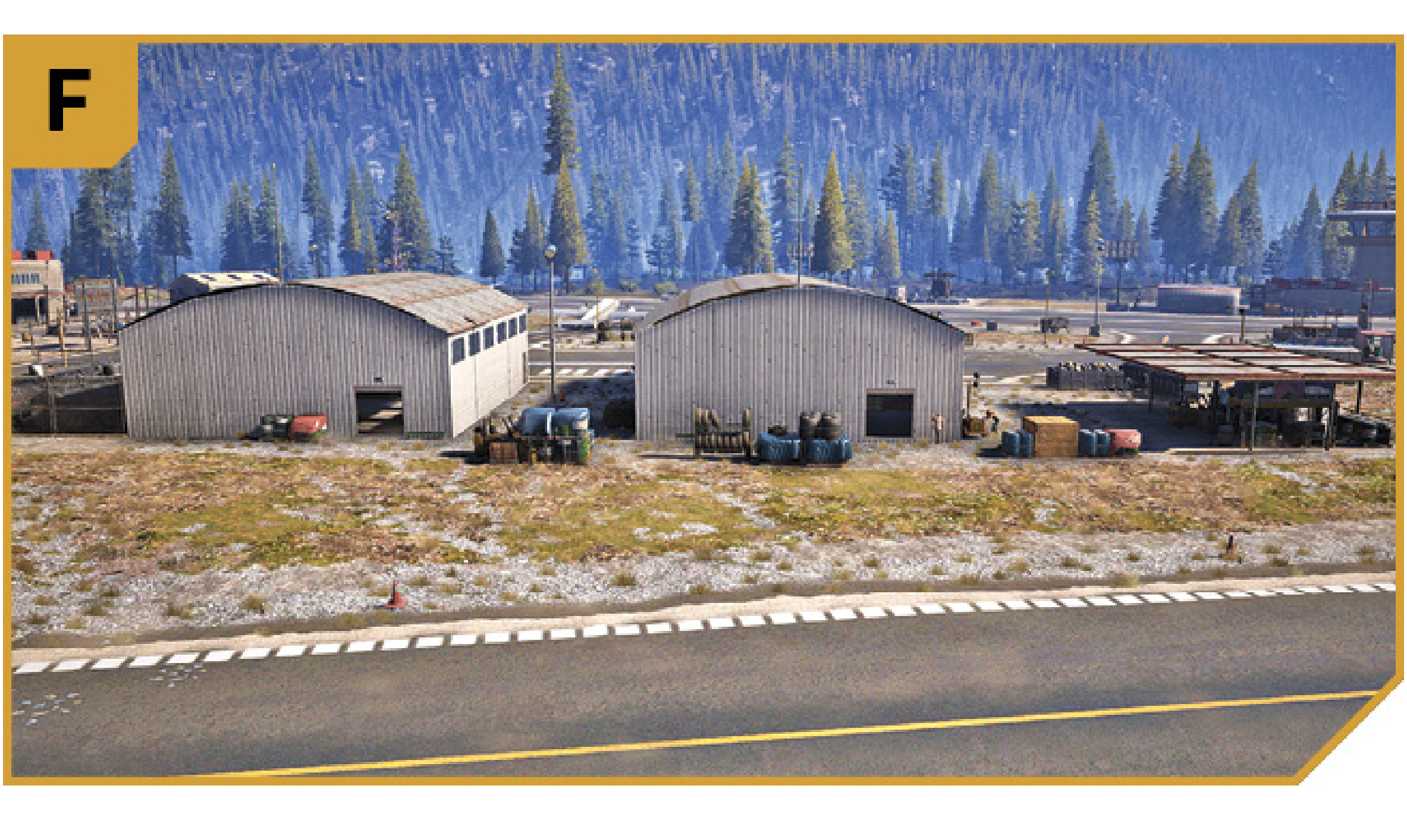
SOUTHWEST: PERIMETER FENCE



This offers similar tactical access to D—hop the fence and then skulk around, dropping foes before running to the barrel-storage building adjacent to the hangars at H. The runway area is wide open, making this a difficult location to breach.

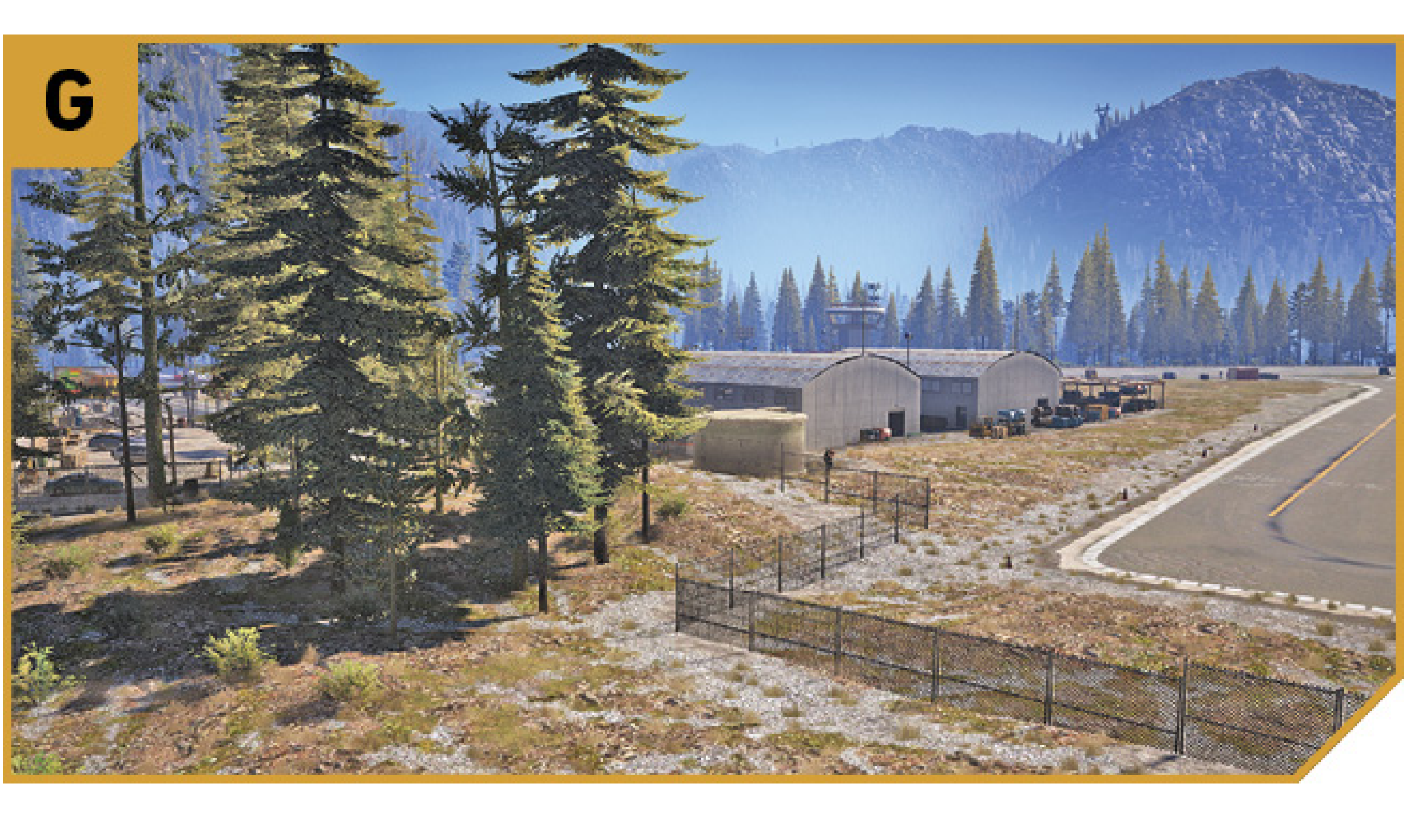
If you're adept with a sniper rifle, consider lurking behind the perimeter fence by the tree line and shoot into either hangar, destroying the barrels with a single sniping shot (per barrel cluster). This enables you to complete the mission without even stepping into the airport!

WEST: FENCE INSERTION POINT



The north end of the second runway doesn't offer much in the way of cover, but the enemies aren't close enough to spot you anyway, save the couple of patrolling foes you can sneak behind or drop silently. This then provides immediate access through the main hangar doors at H. Or, like at E, you can snipe the barrels from outside the fence by the tree line.

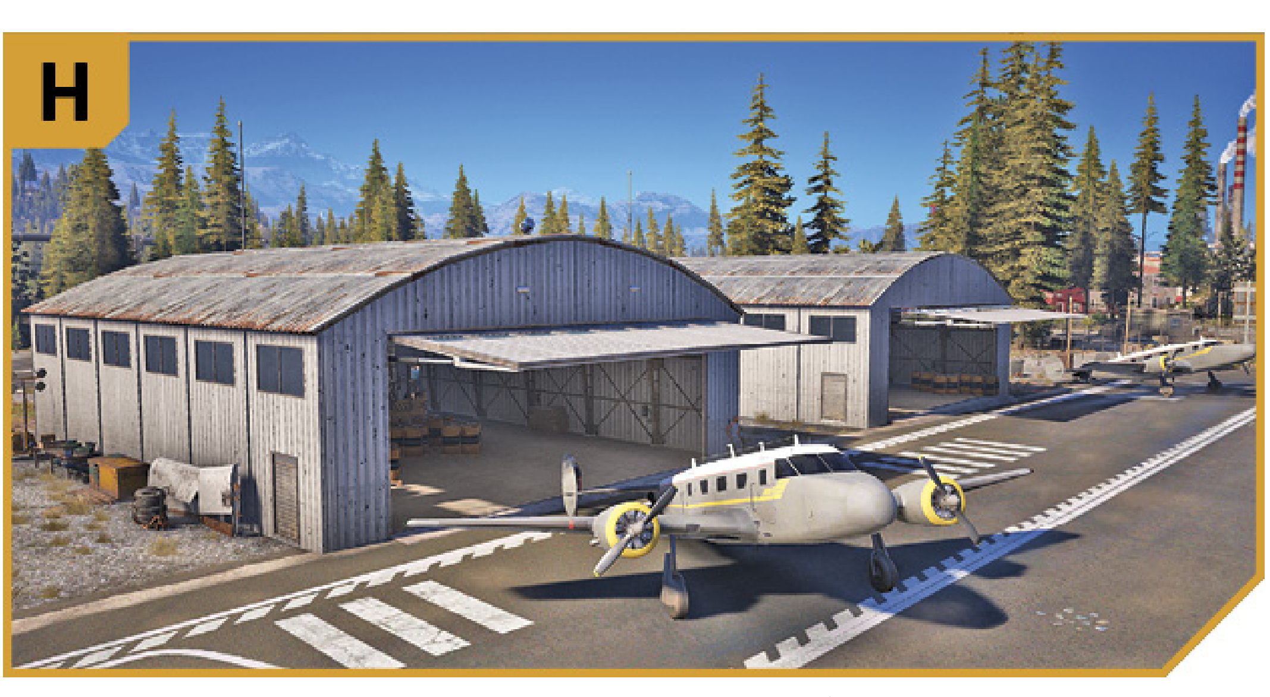
NORTHWEST: ACCESS POINT



To reach the hangar as quickly as possible, enter by hopping the fence here. The foes aren't immediately aware of your presence, and you can creep directly into both hangars with minimal problems. Just be sure to deactivate the alarm pole across to the northeast if you're planning a stealth execution of this mission. Or stay in and around the hangars as a firefight erupts.

TARGET: BARRELS AND HANGARS

The two large hangars contain barrels: the south hangar holds one cluster while the north holds the other three. Each hangar is identical in terms of entrances—one doorway at the end of each side wall, a larger doorway on the rear (west) wall, and a giant hangar opening facing east.



Be aware that the two large cylindrical tanks cannot be detonated, and the fence that surrounds them is the only mesh fence in this area you can't climb over. So to move into the north hangar using the doorway on the north wall, creep into the tank area via the open entrance to the east.

It takes one C4 charge, mine, or grenade to destroy the barrels in each hangar. This means the three barrel clusters in the north hangar only need one explosive, as long as it's placed in the center of the structure. As well as small-arms fire, vehicle fire, and helicopter fire, you can destroy the barrels by sitting behind them and letting the enemy fire into them, or by using an explosive drone.

LIBERTAD AIRPORT: OTHER TACTICAL ADVICE

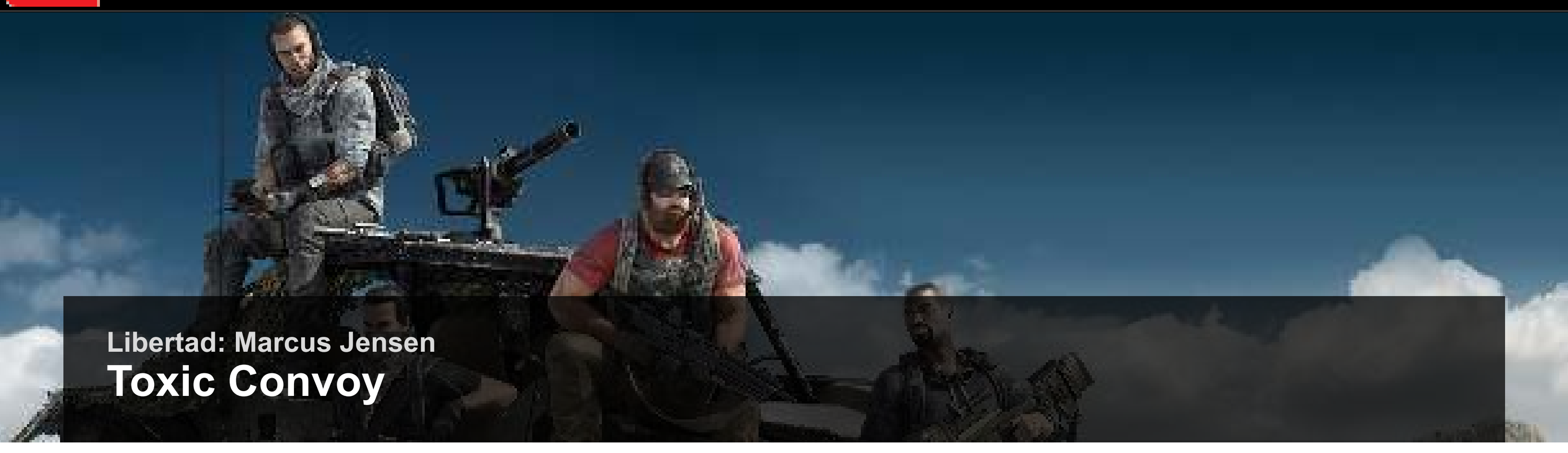
SOLO: Before you do anything, remove the alarm panel from the pole in the northeast part of the airport by shooting at it. It then doesn't matter how hairy the situation becomes; no reinforcements arrive to make your job harder. The only exception to doing this first is if you intend to sneak to each target, place C4, then retreat to a safe distance before detonating.

For stealth removal of the barrels, enter via G, prep both hangars with C4, retreat to G or F, and detonate. Or fly an explosive drone in via a window you break, or a doorway. Two are needed, so do this to the north hangar and plan a different tactic for the south hangar. Or have your team storm the runway area to the south or northeast, creating a distraction, while you prime the hangars with C4 or finish the mission, then remain in cover at the hangar and finish off all the foes. Or you can drive a vehicle into the barrels, though the explosions usually kill you. A better plan is to find a vehicle you can fire from, then cause havoc and skid to face the main hangar door, strafe the area with gunfire, move to the next hangar, repeat the plan, and then flee. Or hover a chopper at the hangar doors and strafe the barrels. Or parachute onto the roof of either hangar, drop down to any entrance, and complete the mission. Or fly a plane, crash it directly into the hangar, and hope you don't die. Or use one of the planes at the airport and drive it into the hangar.

CO-OP: Make sure your teammates work in conjunction with you to execute a pincer maneuver. You and a colleague start at A and work south, while your teammates start at C, D, or E and work north, dropping foes in the crossfire. Or do the same, but work from west and east inward.

Helicopters are easily maneuvered, there are no SAM launchers here, and your team can quickly fire from them into the hangar before escaping. Name one teammate responsible for shooting the alarm to avoid a dogfight with a cartel chopper. Afterward, strafe the ground and carve up the remaining foes.

Two vehicles speeding around the airport grounds and causing havoc is a great distraction while a lone Ghost completes the objective.



Libertad: Marcus Jensen

Toxic Convoy

OBJECTIVES

- **Destroy the precursor convoy**

LOCATIONS

- **Precursor Convoy**

REWARDS

- **+ 500 XP**

BRIEF

A convoy of chemical precursors is on the move, heading out of Libertad on the way to Ocoro. Locating and destroying the convoy will deprive Ocoro of crucial materials needed to create cocaine.

MISSION ACCESS

Locate Major Intel in Libertad Province in order to access this mission.

CONVOY CARNAGE

This is a usual convoy takedown, except the vehicle you're targeting is impressively tough. That said, the two vehicles guarding the tanker truck are simple pickups (rather than a military SUV) with a couple of foes in each. There's no driver to interrogate; just destroy the truck and any cartel members getting in your way.

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. Keep up the pressure until the vehicle bursts into flames. As soon as the front engine catches fire, the mission is as good as completed. Wait for the explosion to conclude the mission, and mop up any foes. Just don't start the ambush near any cartel bases, or you'll have far more foes to deal with than necessary.

Don't try to grab or climb onto the truck. You'll end up dead.

PRECURSOR CONVOY

TACMAP

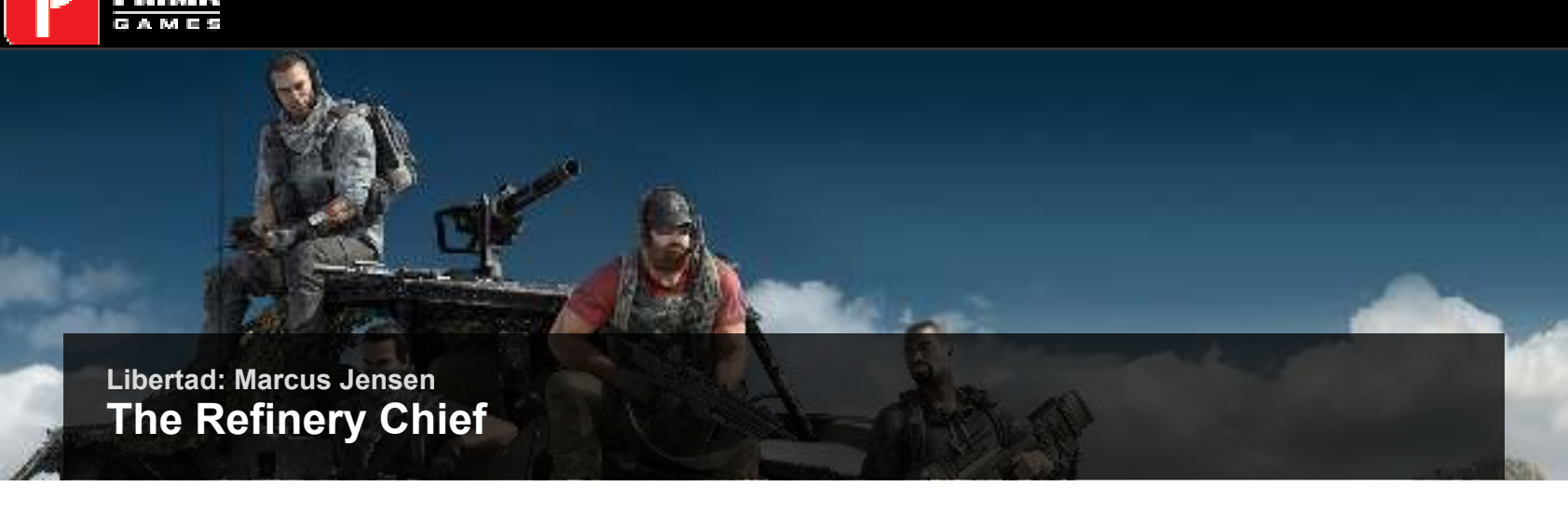
The three-vehicle convoy—comprising a pickup, the truck, and a rear pickup—takes a loop heading south to north along the west side of the river. Engage the enemy until the truck is destroyed. Destroying the pickups is optional.

PRECURSOR CONVOY: OTHER TACTICAL ADVICE

SOLO: CO-OP This mission gets a whole lot simpler if you ensure your ambush location isn't near an enemy stronghold. You don't want the extra hassle of engaging cartel henchmen when all you need to do is take out a truck.

You can wave down the truck with your guns pointed at the driver, then shoot everyone (and lob in grenades from all directions). Or you can ram him off the road (in Co-op, each player can use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or your whole team can ride in an armored truck and ram the enemy vehicle while shooting at it. Don't forget to shoot the tires of the truck to slow it down.

Or you can strafe the vehicles from the air, using a helicopter. Or lay mines or C4 in the road, ready to be detonated as the convoy passes over them. Then, when the lead vehicle stops, head in with guns blazing. Or run alongside the truck and lob C4 or a mine onto the side of it, then back up and shoot (mine) or trigger (C4) the explosion. This works most of the time when the truck is moving slowly or stopped, but can occasionally work if it's moving (and you trigger the explosion almost instantly).



Libertad: Marcus Jensen

The Refinery Chief

OBJECTIVES

- **Locate the refinery chief**
- **Talk to the refinery chief**
- **Locate the first oil derrick**
- **Destroy the first oil derrick (6)**
- **Locate the second oil derrick**
- **Destroy the second oil derrick (6)**
- **Talk to the refinery chief**

LOCATIONS

- **Viloma Refinery**
- **Viloma Dos Oil Field**
- **Viloma Cuatr Gas Field**
- **Viloma Refinery (Again)**

REWARDS

- **+ 500 XP**

BRIEF

Intel suggests that Libertad's gas and oil-extraction company, Via-B Gas, is sourcing precursor chemicals and importing them on behalf of the cartel. It's vital that we locate the chief of the refinery and convince him to stop working with Santa Blanca.

MISSION ACCESS

Locate Major Intel in Libertad Province to start this mission. You can also unlock this mission by proximity.

FAIL TO THE CHIEF

There's a refinery chief at the Viloma facility, about 1.5 kilometers northeast of Libertad Bravo. The only hostility inside the base is a stern talk you'll give to the refinery chief, who's uninterested in stopping the supply to the cartel.

Journey to the Viloma refinery and search the area for the chief. This part is extremely straightforward. Check the gantry steps on the right (east) side of the main structure, or send up a drone to find them. Then speak to the chief. No guns are needed. This guy's more stubborn than General MacArthur; he isn't about to listen to your demands. Time to destroy a few oil derricks.

A REFINED PLAN

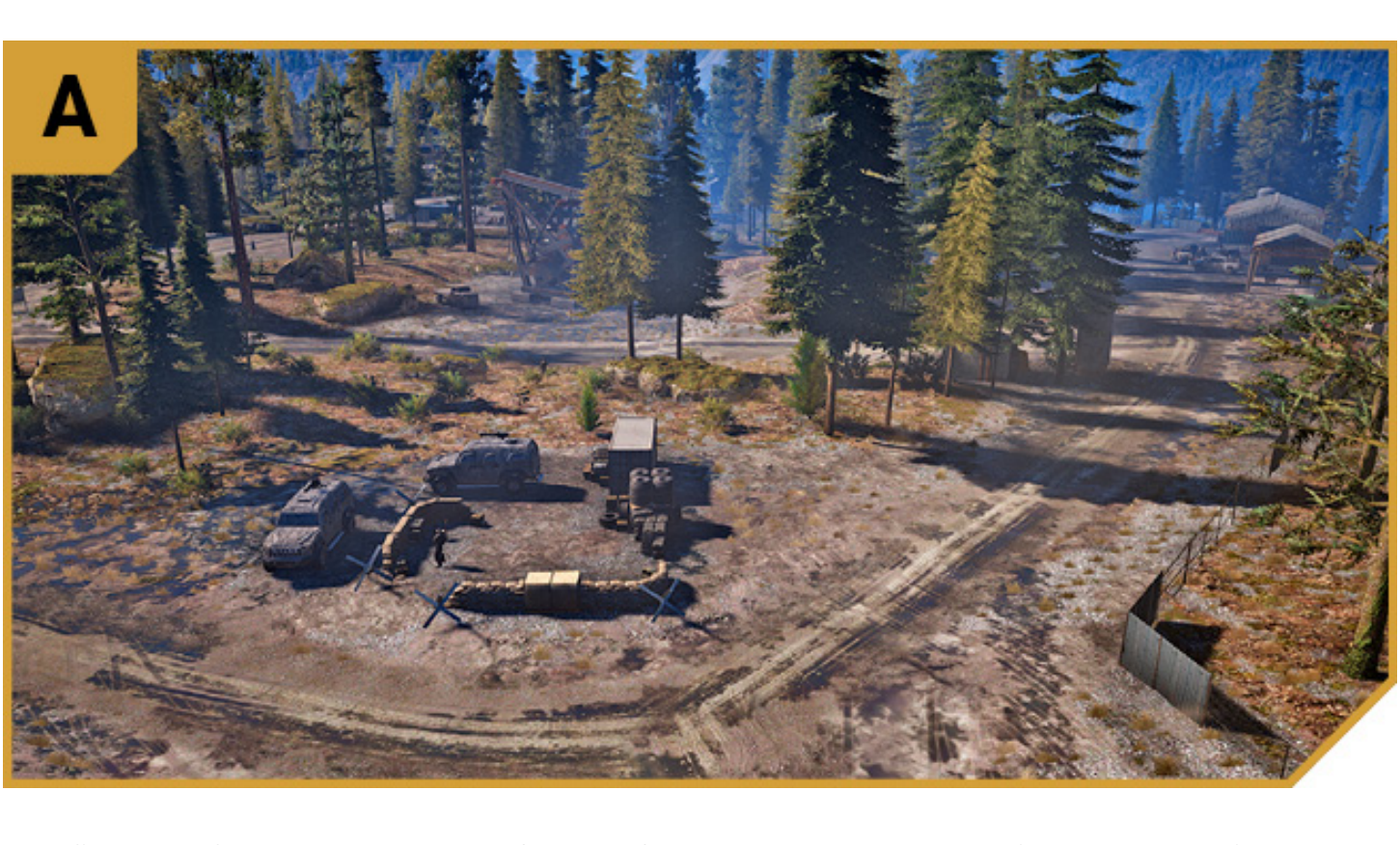
This sets you up for a series of sabotage infiltrations to destroy the refinery oil derricks in the oil field about a click west of the refinery. When enough of them have been mangled, the mission continues to a second field location.

CAUTION: SILENCE IS BETTER THAN VIOLENCE

There are a number of methods for destroying six of the nine derricks at this location, but the recommended way is to make as little noise as possible. If the place erupts into a firefight too soon, you may see enemy helicopters and other reinforcements arrive, stymieing your progress. A stealthy attitude (at least until you see where all the generators are) is recommended.

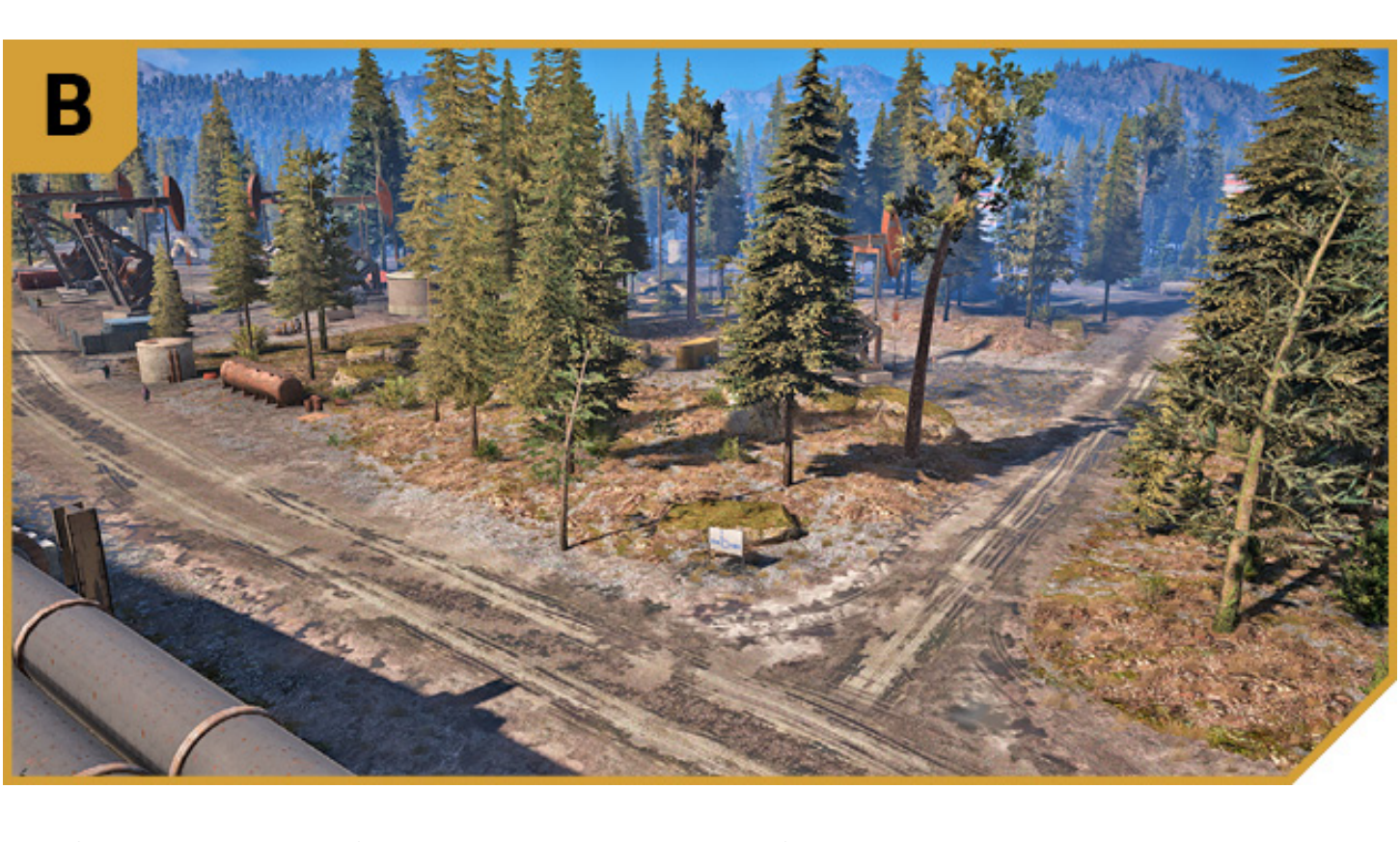
VILOMA DOS OIL FIELD: RECON

EAST: ROAD JUNCTION



This offers a route from the massive main drill (to the east), or the road to the south. Watch for a single Unidad foe here; he can easily raise the alarm and start a firefight before you have a chance to survey the area. Shoot him from range or run him over.

SOUTHEAST: MAIN ROAD

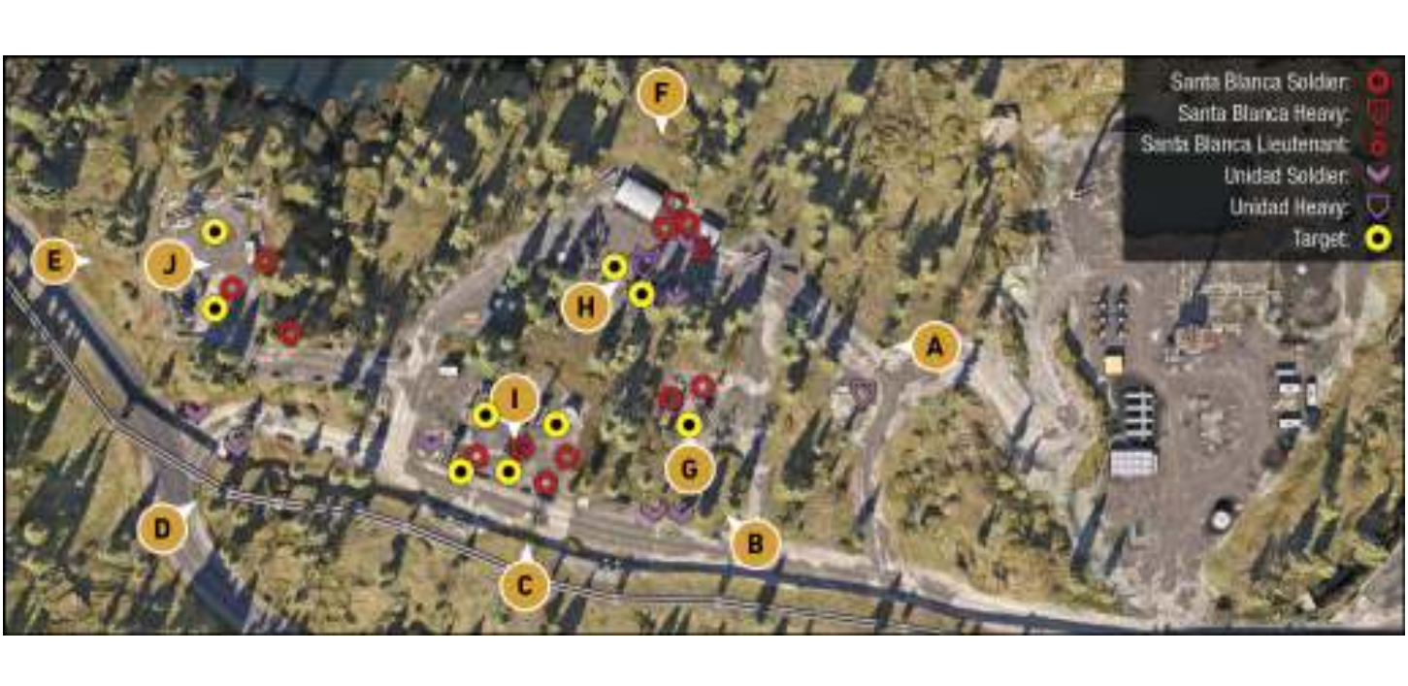


Aside from an occasional pair of Unidad patrolling soldiers, this area of the road is quiet and allows you to launch a drone and survey the scenery. You can also creep up on the derricks at G and I.

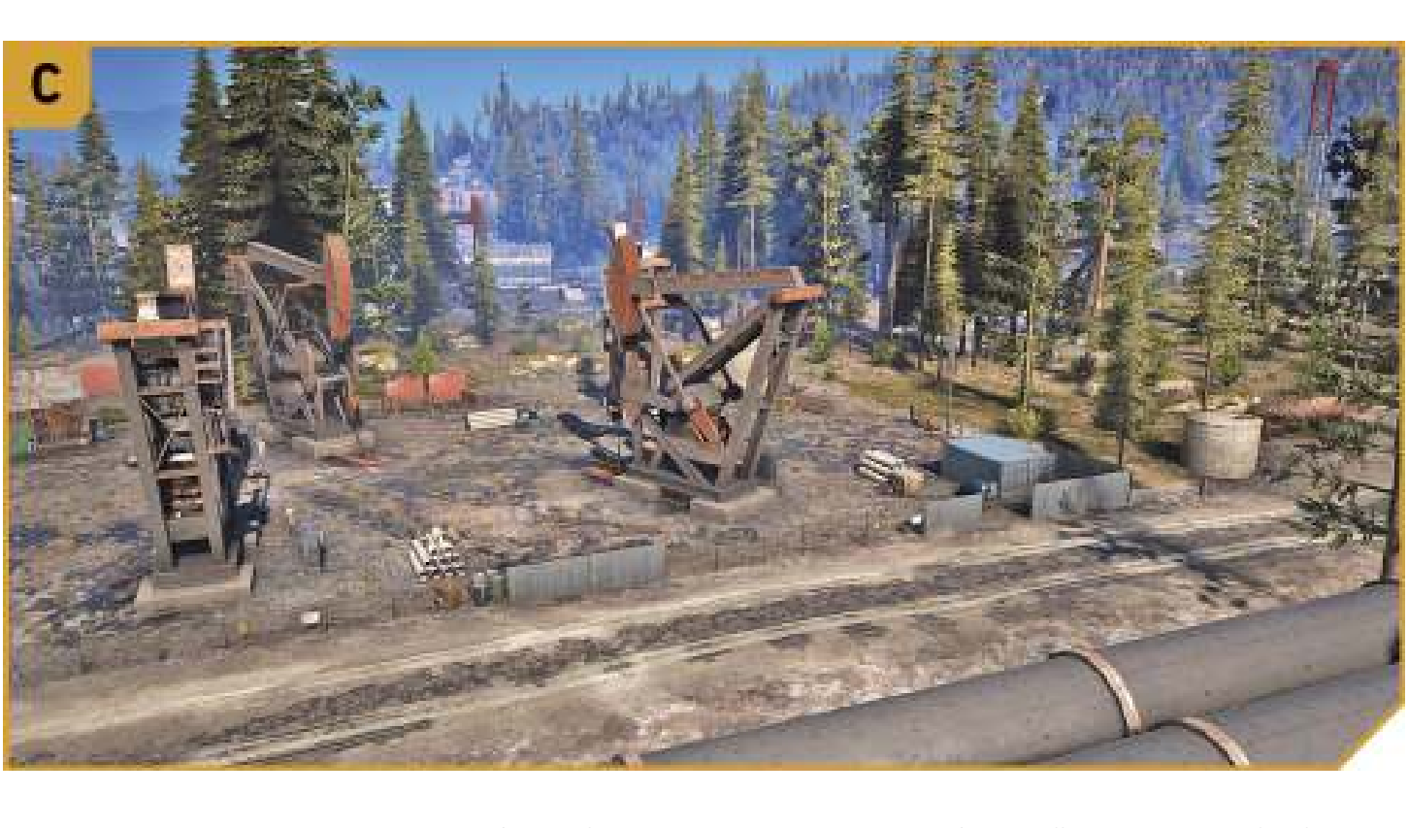
VILOMA DOS OIL FIELD: RECON

TACMAP

This is a relatively flat expanse of sparse woodland with a main road to the south and a river to the north. The derricks are easily spotted, but it's the smaller-than-usual generators by each derrick that need to be destroyed. Note that only six of the nine available derricks must be destroyed, meaning you don't need to visit all four clusters of derricks (G, H, I and J).

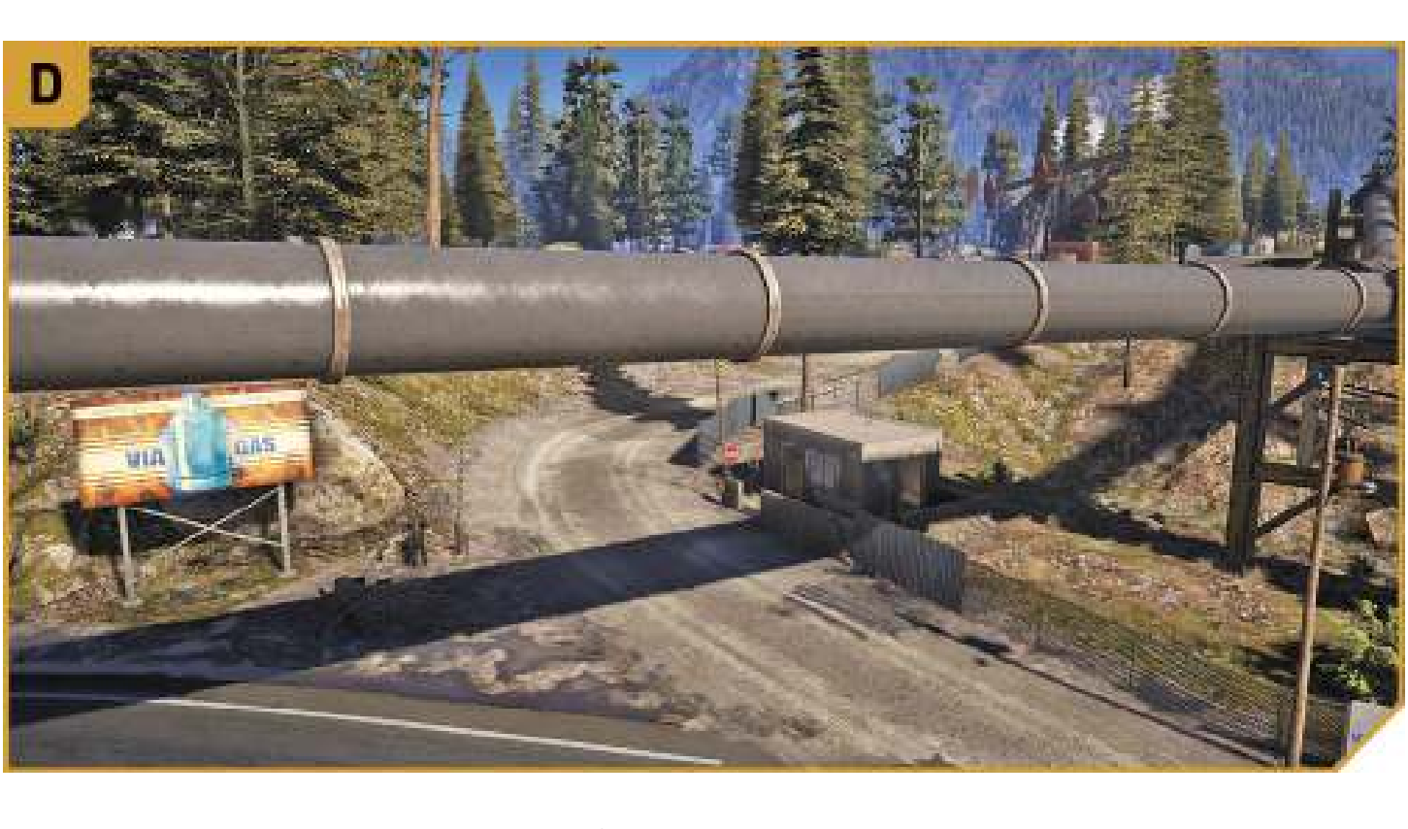


H4 SOUTH: PIPELINE AND CONTAINER STACK



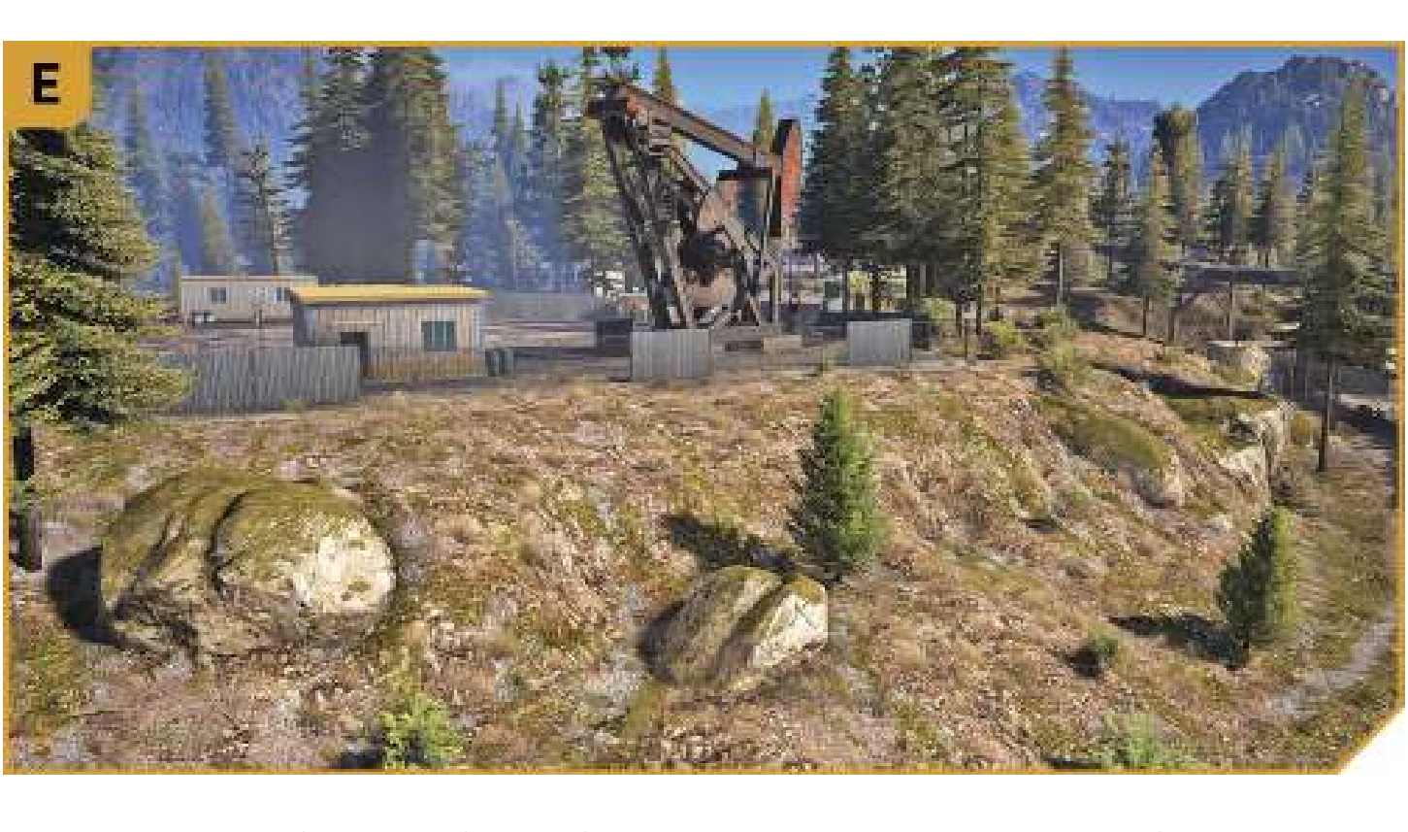
Find the container stack here and approach (ideally from the south, under the pipeline). This offers great views of all four derrick clusters. Furthermore, you can snipe six of the generators from atop the metal containers, completing the mission without moving off the main road! Just make sure you have backup from your team as the enemies realize what's going on and retaliate.

SOUTHWEST: CHECKPOINT



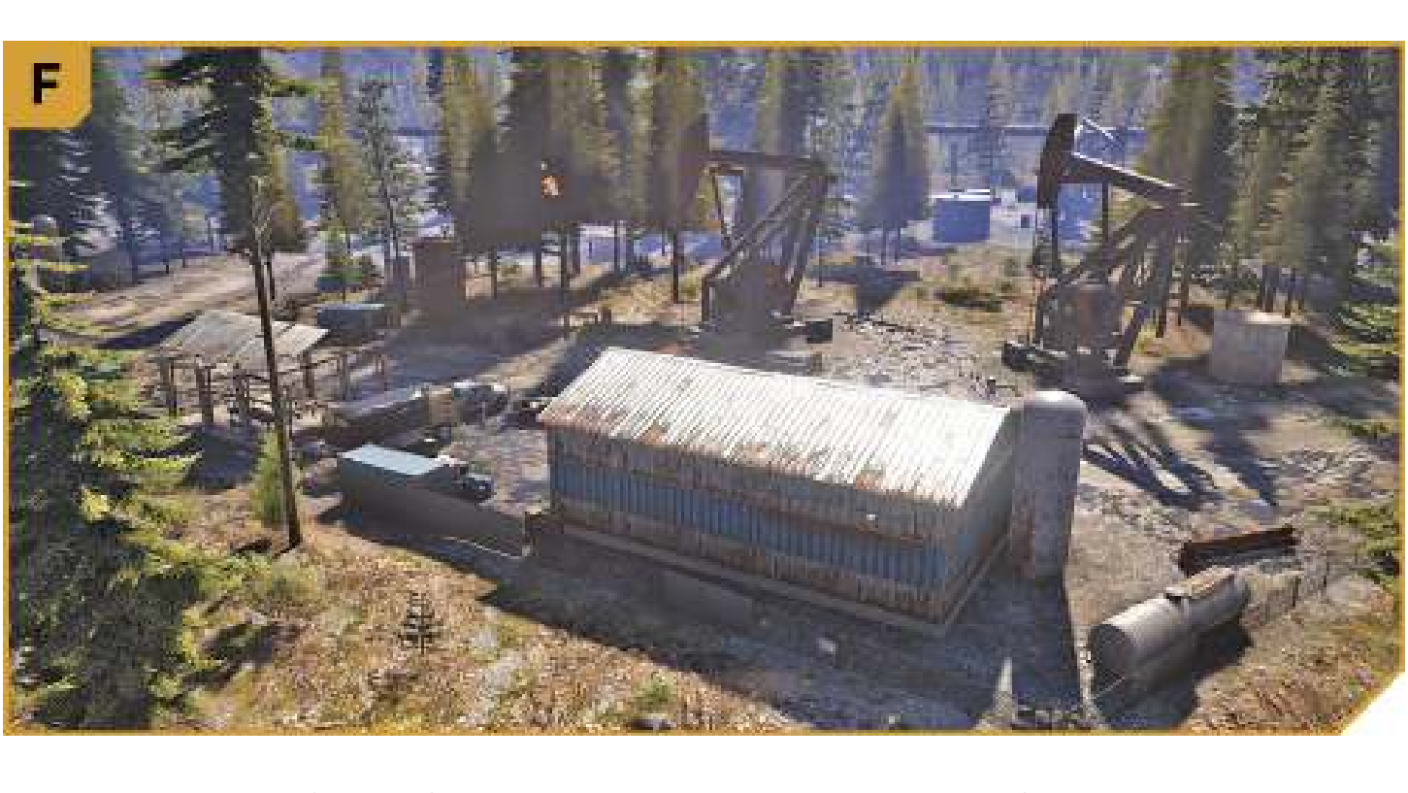
A small Unidad checkpoint can raise the alarm early if they see you, so tackle them with stealth, or avoid this route entirely. This road allows access east toward the main clusters of derricks (G, H, and I).

WEST: PERIMETER FENCE



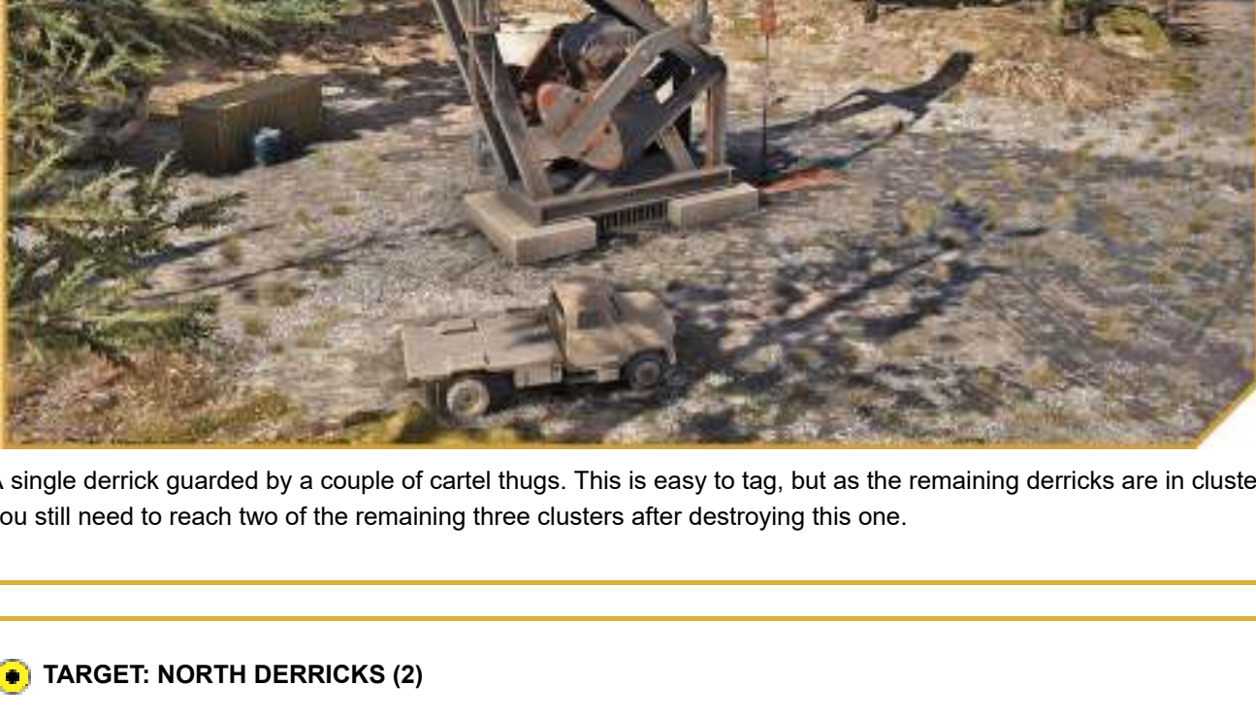
This is the western edge of the area and features a fence you can climb or drive through to reach one of the derrick clusters (J). The objects and scenery allow for reasonable cover, and the enemies are little match for your competence, though you don't technically need to head here if you destroyed six derricks at G, H, and I.

NORTH: RIVER PERIMETER AND WAREHOUSE



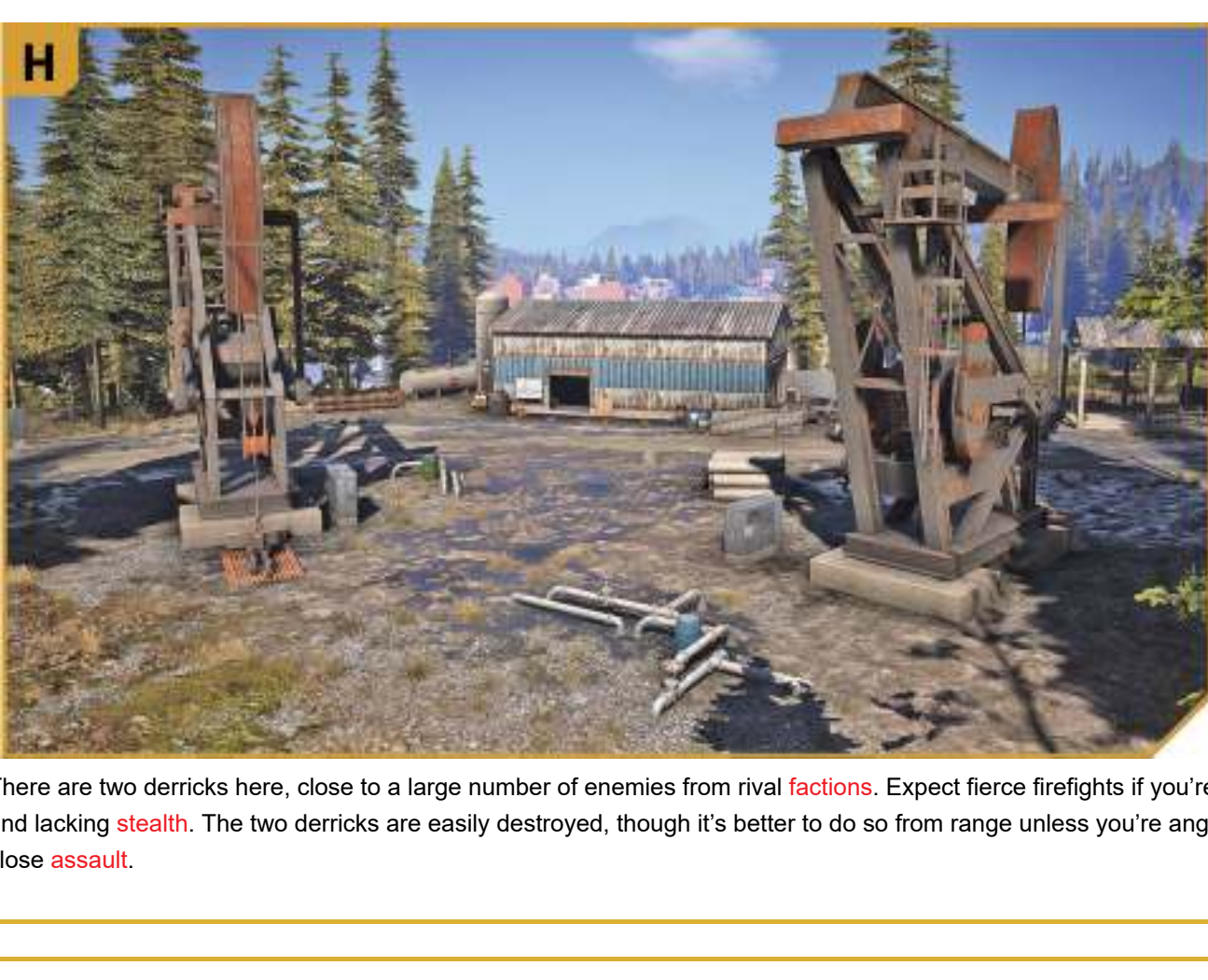
The largest concentration of enemies (a meeting is going on between Unidad and the cartel) and two derricks mean this is the riskiest area to infiltrate. However, there is ample access, as the perimeter fence can be climbed, and you can create a distraction by shooting the propane tank west of the main warehouse. Or remain on the west side of the warehouse and quickly shoot the generators (sniper fire is recommended); you can spot around three of them. Or stand atop the large metal container where the enemies are, since there are six generators you can find and shoot from here (once the foes are removed).

● TARGET: SOUTHEAST DERRICK (1)



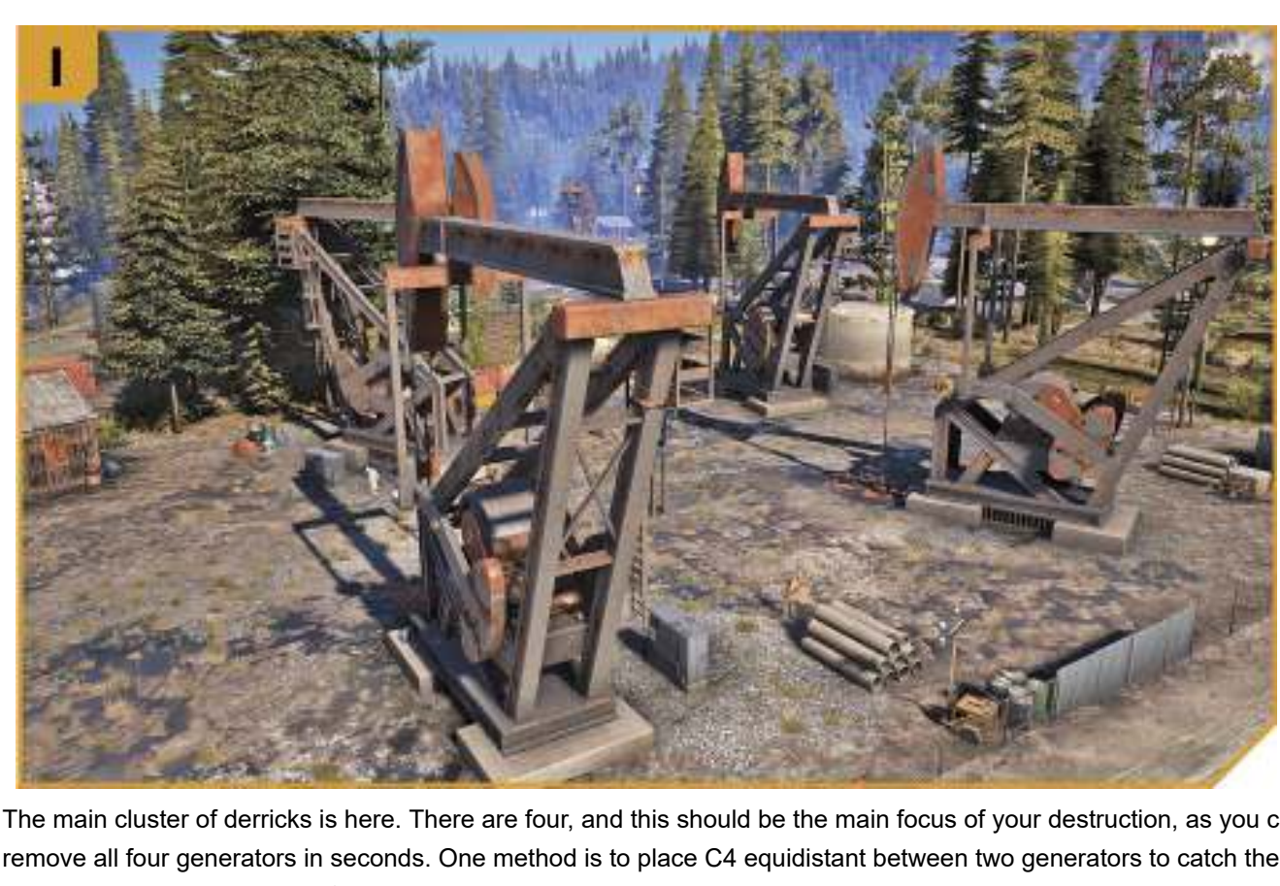
A single derrick guarded by a couple of cartel thugs. This is easy to tag, but as the remaining derricks are in clusters of two, you still need to reach two of the remaining three clusters after destroying this one.

● TARGET: NORTH DERRICKS (2)



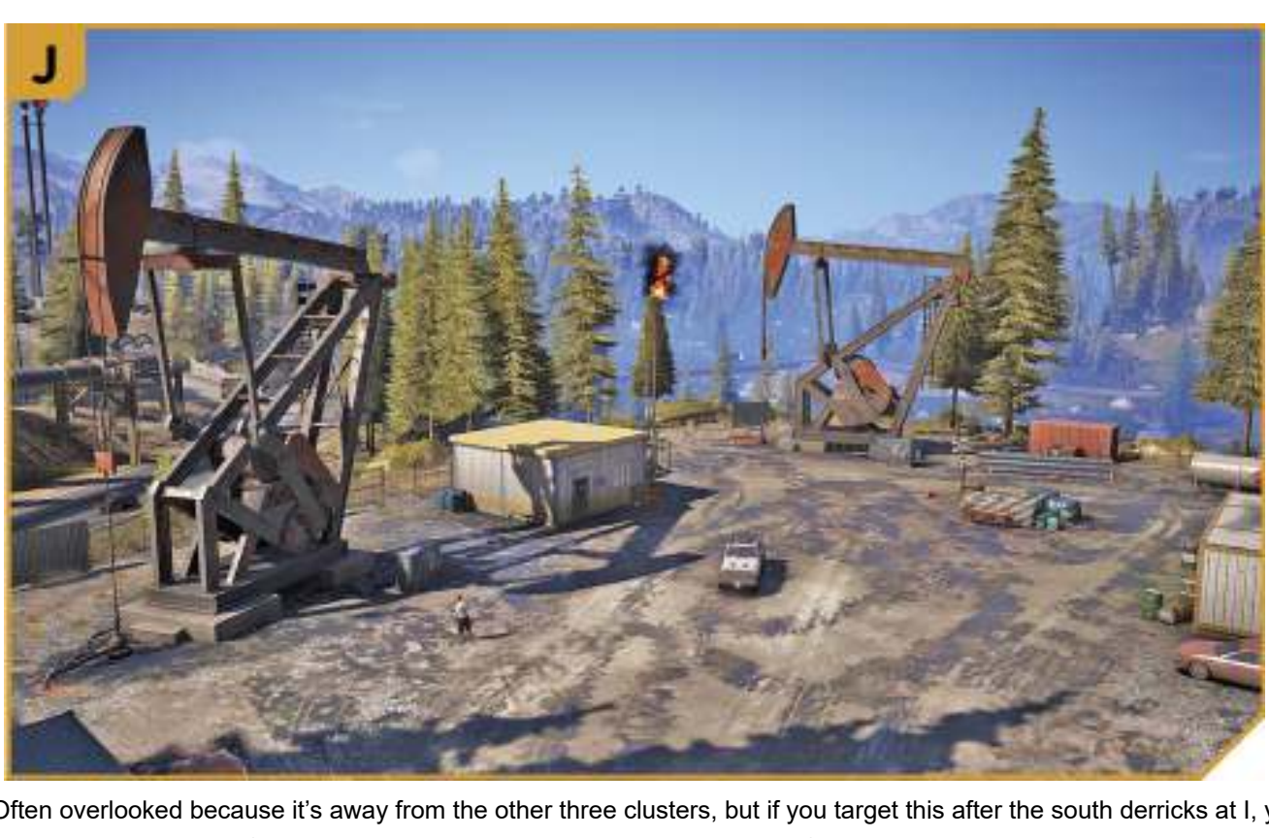
There are two derricks here, close to a large number of enemies from rival factions. Expect fierce firefights if you're too close and lacking stealth. The two derricks are easily destroyed, though it's better to do so from range unless you're angling for a close assault.

● TARGET: SOUTH DERRICKS (4)



The main cluster of derricks is here. There are four, and this should be the main focus of your destruction, as you can easily remove all four generators in seconds. One method is to place C4 equidistant between two generators to catch them both in the explosion. Prep this area first.

● TARGET: WEST DERRICKS (2)



Often overlooked because it's away from the other three clusters, but if you target this after the south derricks at I, you don't need to engage all the foes by H. Though the yard is wide, the perimeter fence and other outbuildings allow you to easily snipe, tag, or drive into the generators.

VILOMA DOS OIL FIELD: OTHER TACTICAL ADVICE

SOLO The generators can be destroyed in a variety of ways, since they aren't as tough as the larger generator installations you've deactivated in past missions. Destroy them in any of the following ways:

A single bullet from any weapon (you don't need to expend more than one), from any distance. This can even be done through some types of fencing (like the metal sheeting fence) and scenery (the branches of trees).

A sniper round, if you want to remove generators from a hiding spot.

Any explosive—grenade, C4, or mines you shoot afterward.

Any vehicle. Simply ram into the generator or scrape the side of it. Even bikes can achieve this, but they must be driven at speed.

A barrel or propane tank that explodes close enough to the generator. This also helps rid the immediate area of innocent oil workers.

An explosive drone maneuvered into the generator.

As the generators are extremely vulnerable to attack, you can mix up your tactics and use one or a combination of these destructive takedowns to destroy all six.

Perhaps the best plan is to approach from C, using a silenced sniper rifle, and destroy the two generators at either H or J. The generators at J make great targets, as they're well away from the containers you're standing on, and you can then destroy the four generators in the adjacent cluster (I).

Or create a commotion by, for example, tagging the propane tank near F while standing at C, which causes foes to move away from the derricks at I so you can destroy them without too much backlash.

Or drive an armored truck in from A, run into both derrick generators at H, then continue to destroy the ones at I before fleeing.

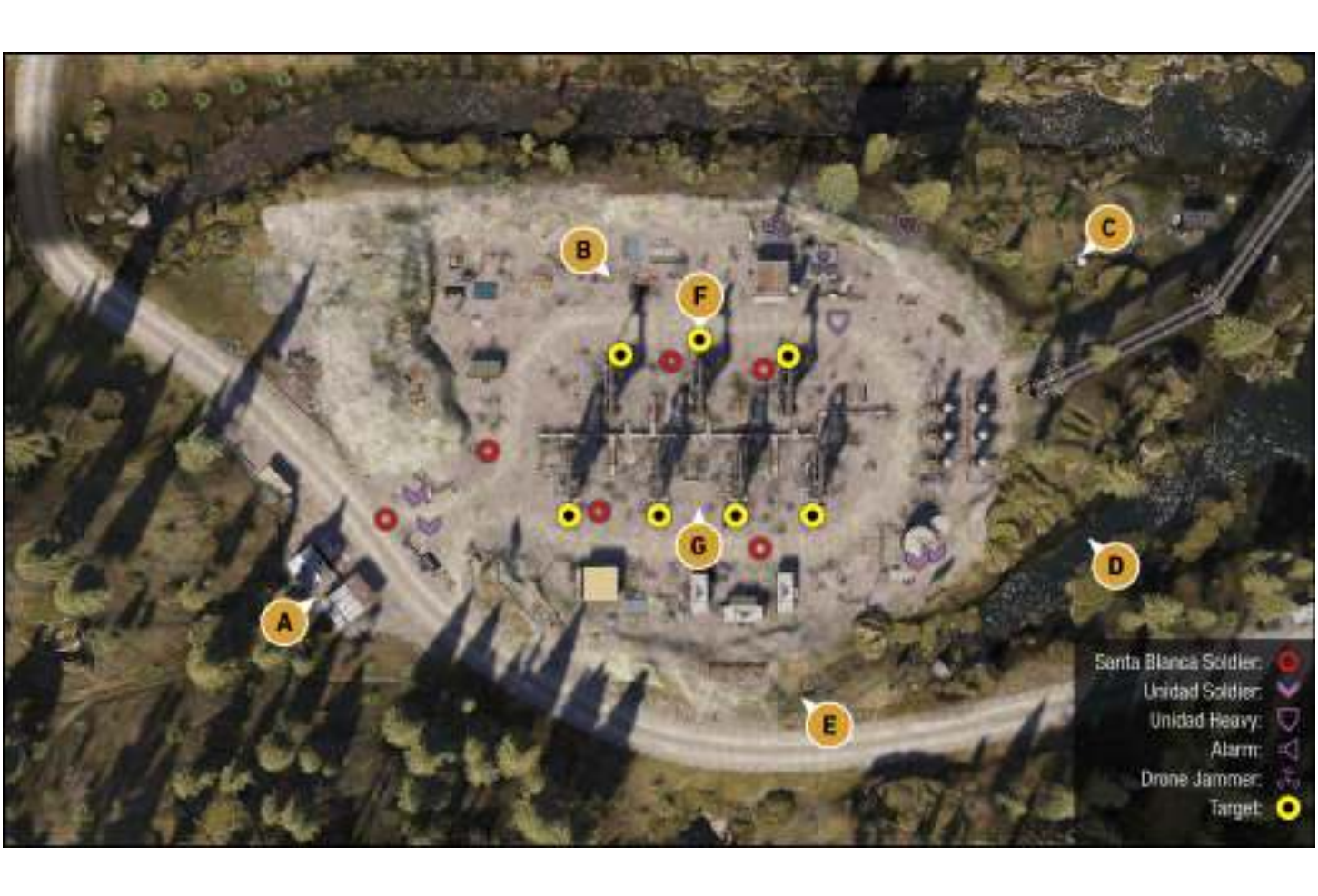
CO-OP The Solo tactics are recommended; the only additional method is to simultaneously attack different generators. Have two Ghosts destroy generators at J while two others remove them at I, before both duos flee.

If you're piloting a helicopter, a passenger can fire out the window and strafe the generators with precise (or imprecise) fire. That does the job.

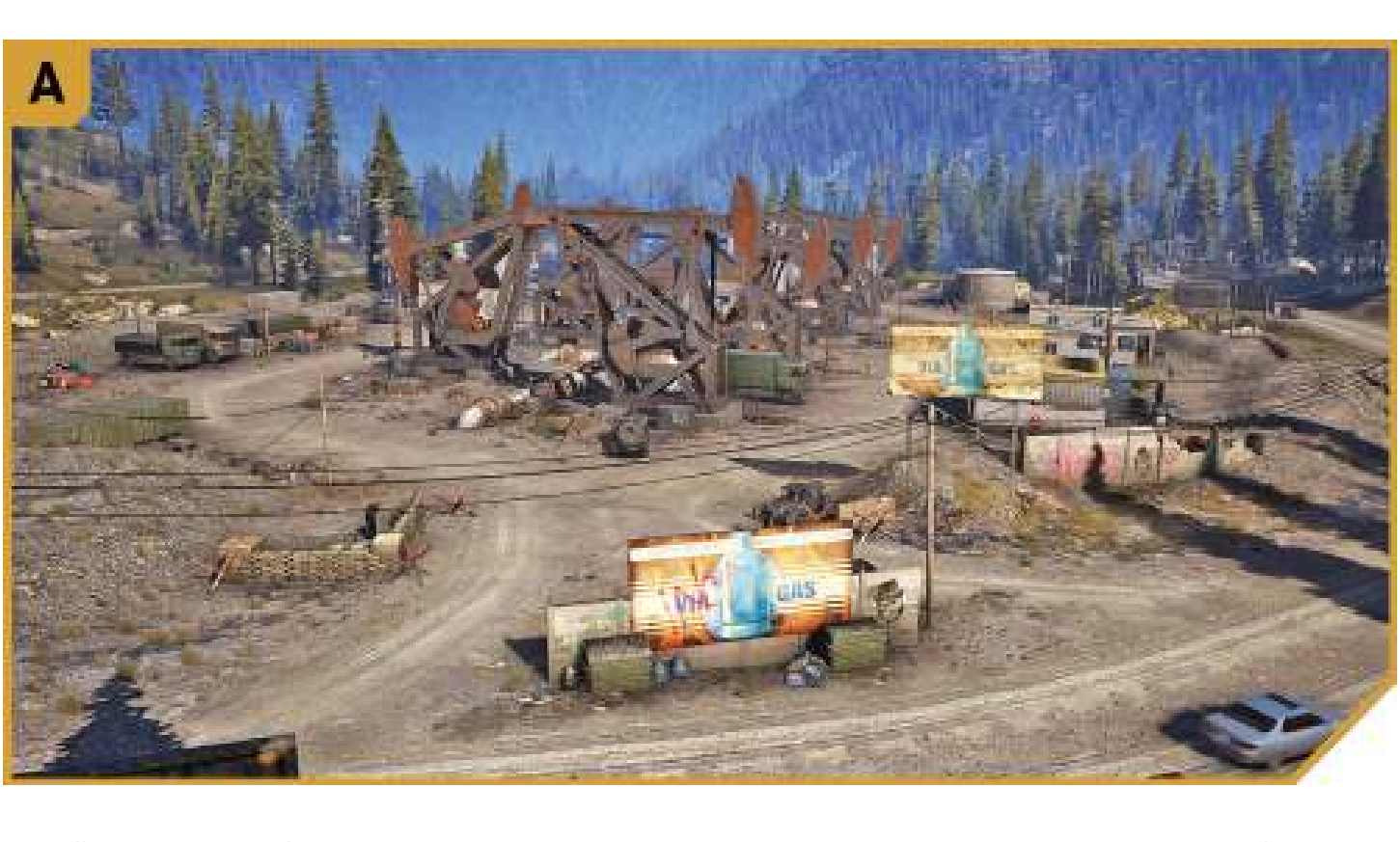
VILOMA CUATRO GAS FIELD: RECON

TACMAP

This is a smaller, tighter area with fewer foes, but with the prospect of many more reinforcements if the alarm panel isn't shot out as you approach. The deactivation of the area's drone jammer (northeast) is optional. The derricks themselves are in two lines and easily spotted.

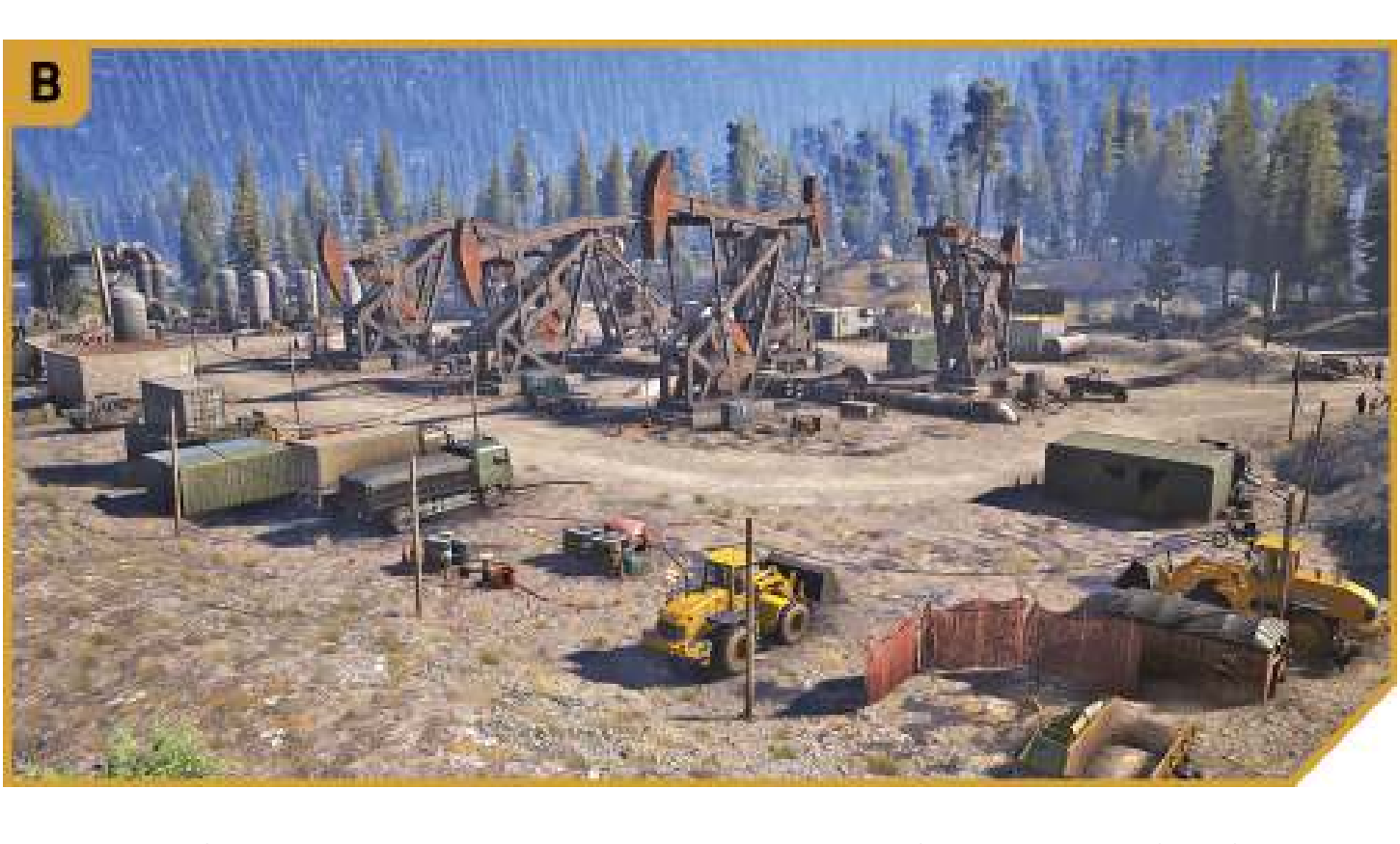


SOUTHWEST: MAIN ENTRANCE



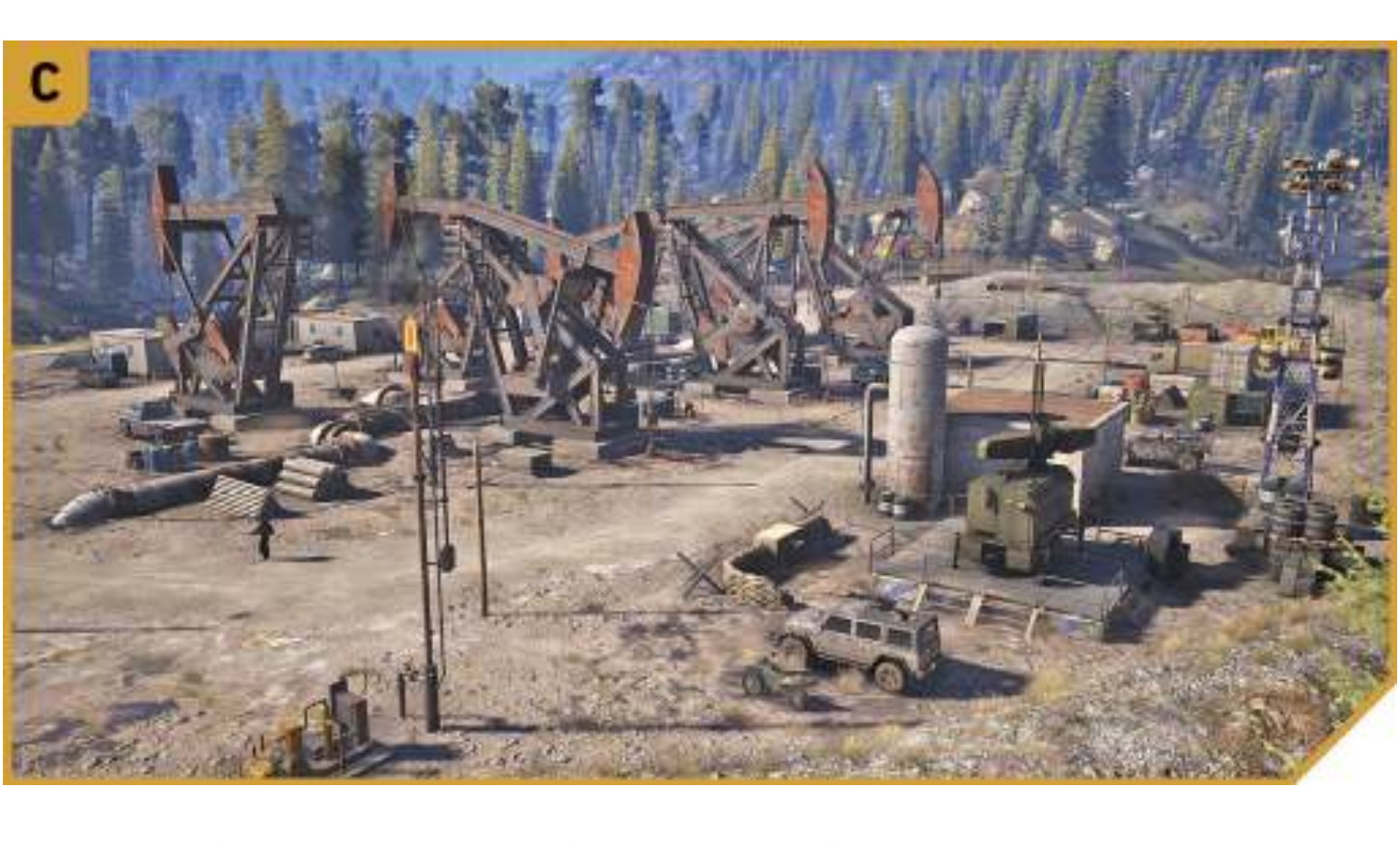
This offers quick access if you don't care about being seen, or you can hide by the stores on the southwest side of the road. Watch for a foe behind the small billboard ad at the entrance. The small gravel mounds on either side are better infiltration points, and you can shoot a propane tank just east of here to cause a distraction.

NORTHWEST: GRAVEL MOUNDS AND CONSTRUCTION PARKING



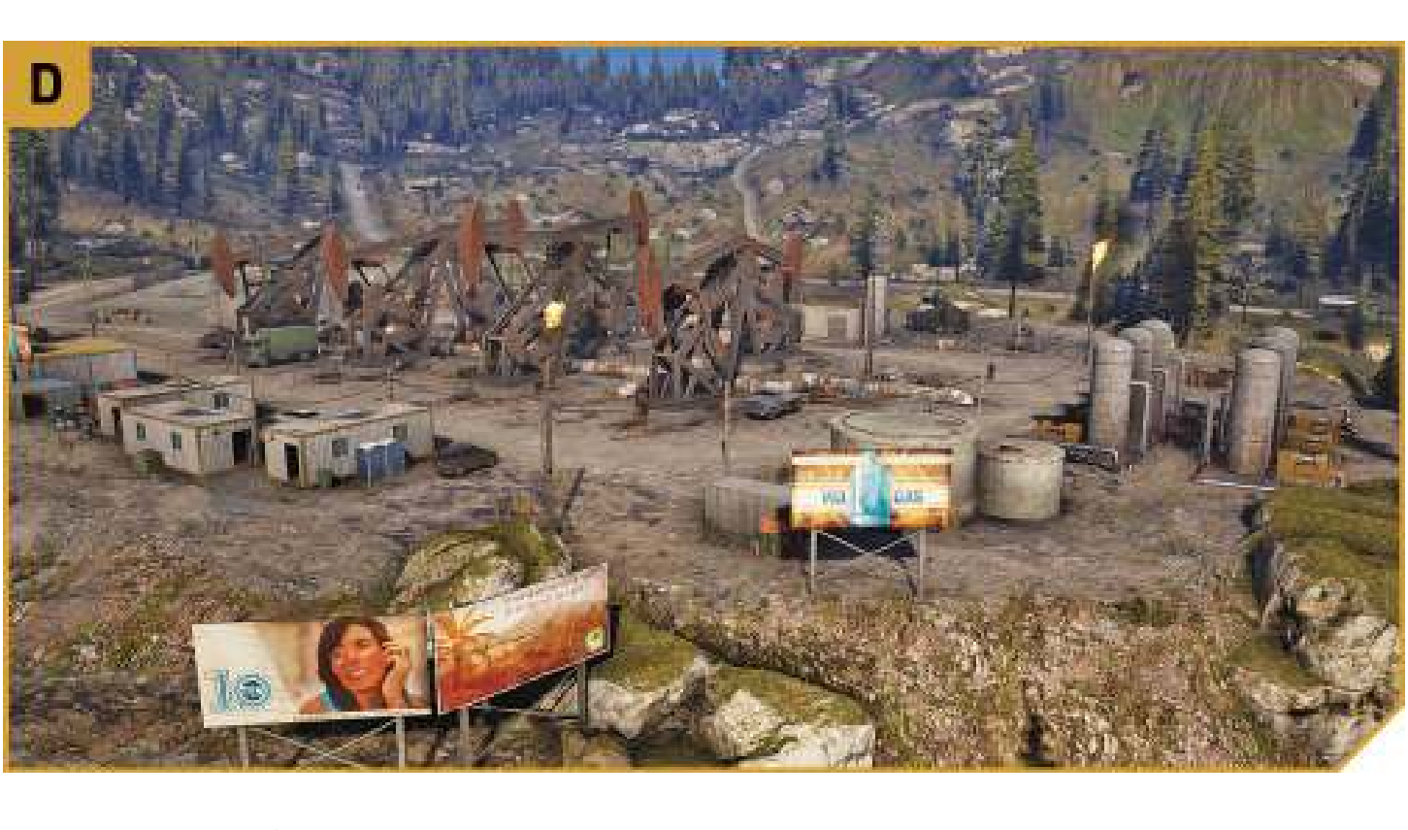
To the west are a few gravel mounds. To the north is a watery ditch, and without a fence, it's simple to infiltrate from here without being seen. The gravel mounds make generator-sniping a breeze. If you want to create havoc, steal one of the parked vehicles (the digger is a good sturdy option) and ram it into the generators. Just make sure the first thing you snipe is the alarm panel!

NORTHEAST: ALARM AND DRONE JAMMER



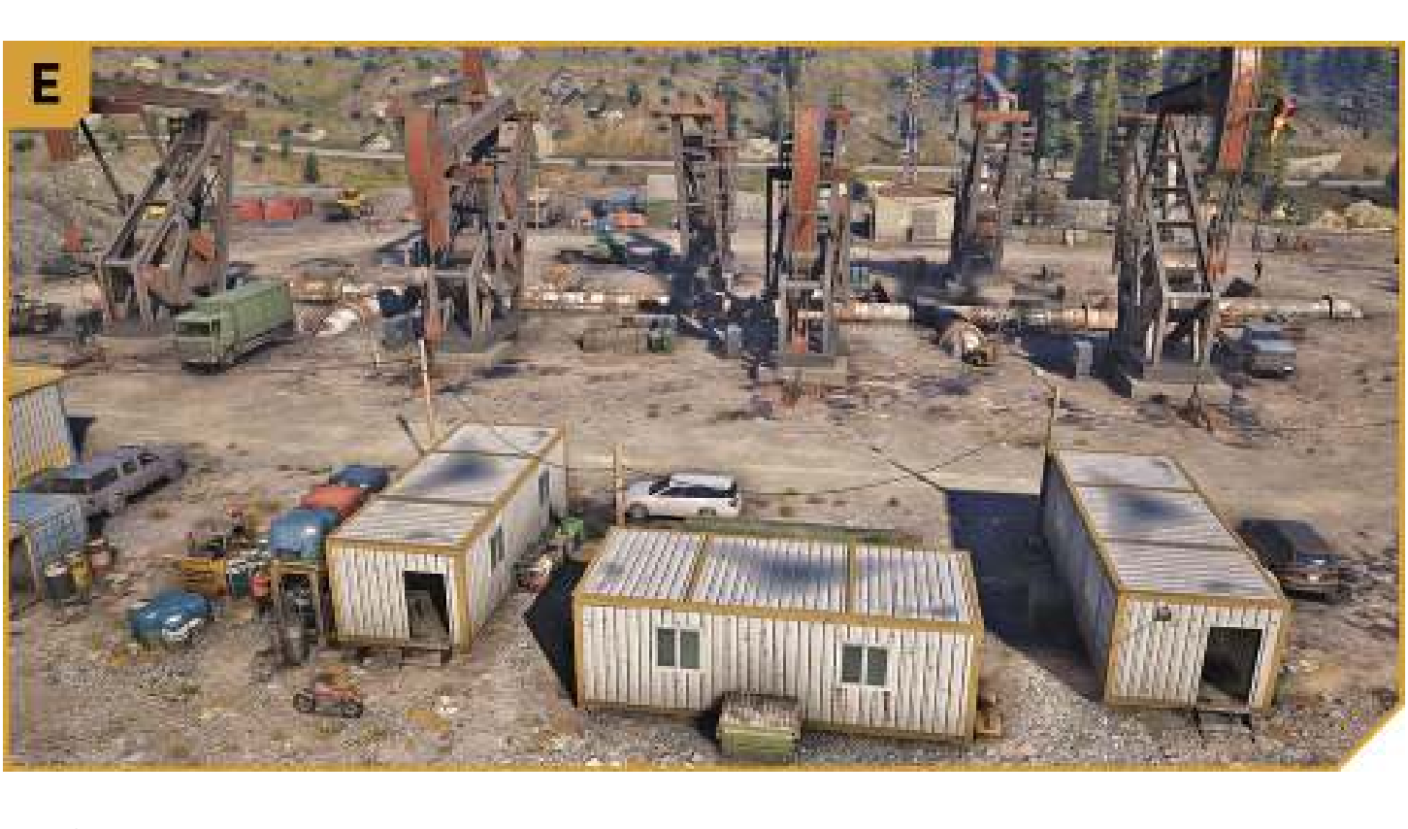
You can sneak in after mooring a boat on the river from this point, which offers some slight cover as you head either west toward the drone jammer and alarm, or southwest to a cluster of vertical gas containers. There's usually a Unidad presence here, but they're easily neutralized (even using choking takedowns). Then use a cartel vehicle or the cover the drone jammer gives you to shoot out the generators and any foes getting in the way. You did destroy the alarm panel first, though, right?

SOUTHEAST: RIVER INLET



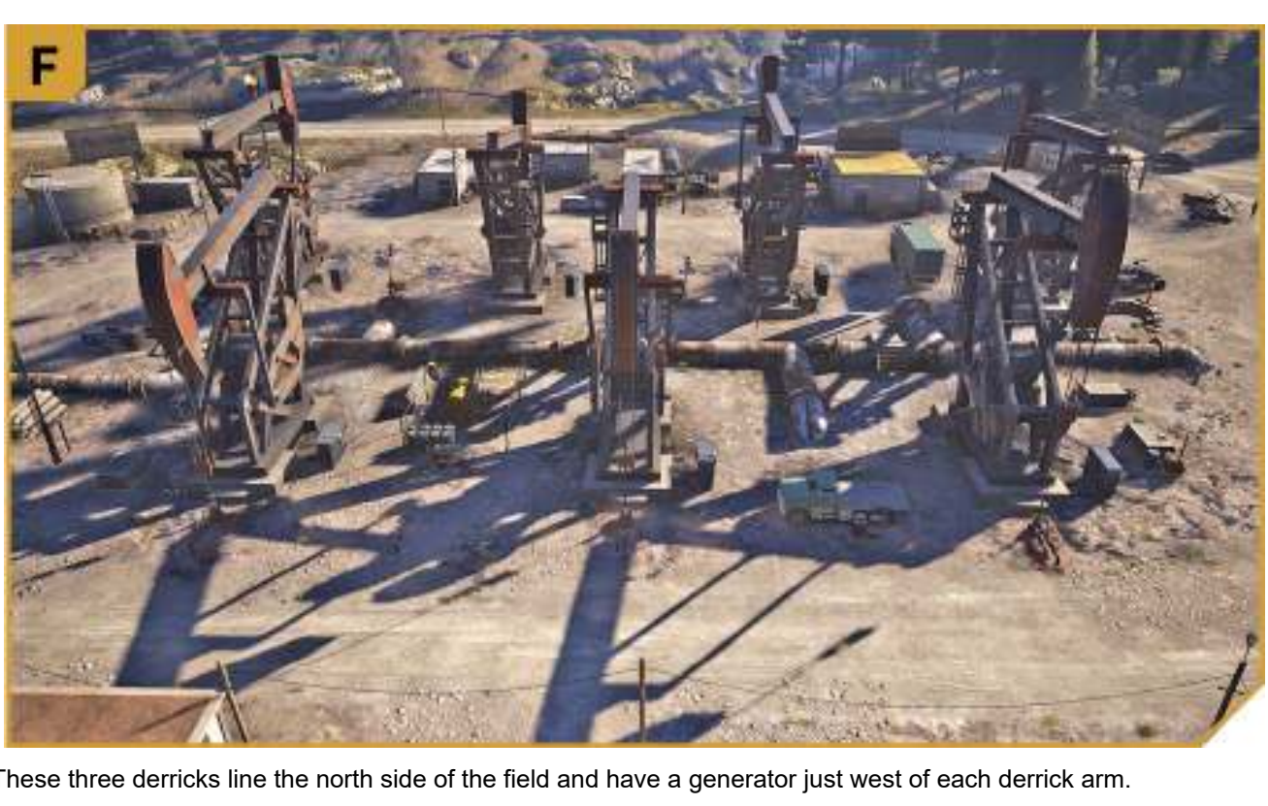
Beware the two Unidad foes here, and use the metal container and cylindrical structure and containers in this area as cover. Because the generators are on the west side of each derrick, they're more difficult to shoot from this angle, so entering from here isn't recommended.

SOUTH: CABINS



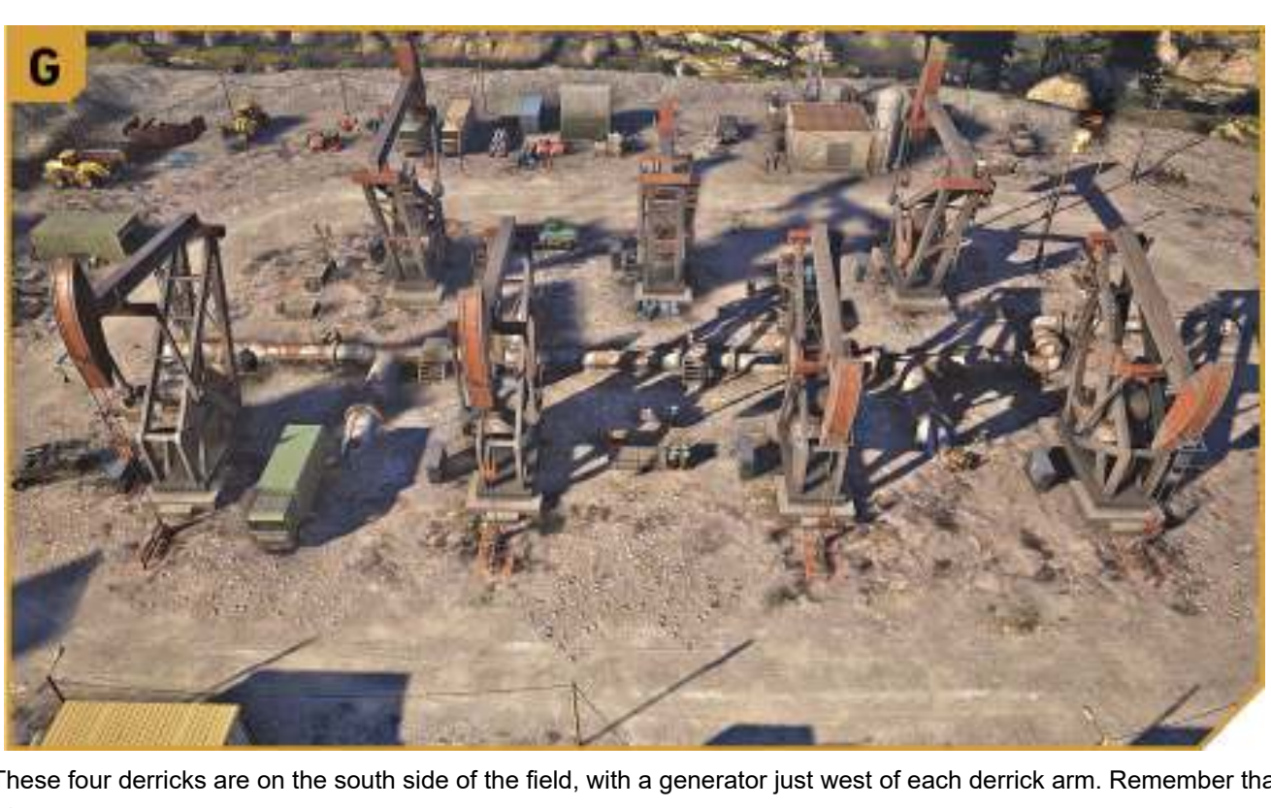
Enter from the road to the south, and you can use the cabins and other scenery as cover while you tag each generator with small-arms fire. Better yet, head to the rocky outcrop south of the road, and snipe the generators from almost complete safety!

● TARGET: NORTH DERRICKS (3)



These three derricks line the north side of the field and have a generator just west of each derrick arm.

● TARGET: SOUTH DERRICKS (4)



These four derricks are on the south side of the field, with a generator just west of each derrick arm. Remember that only six of the seven total derricks need to be destroyed.

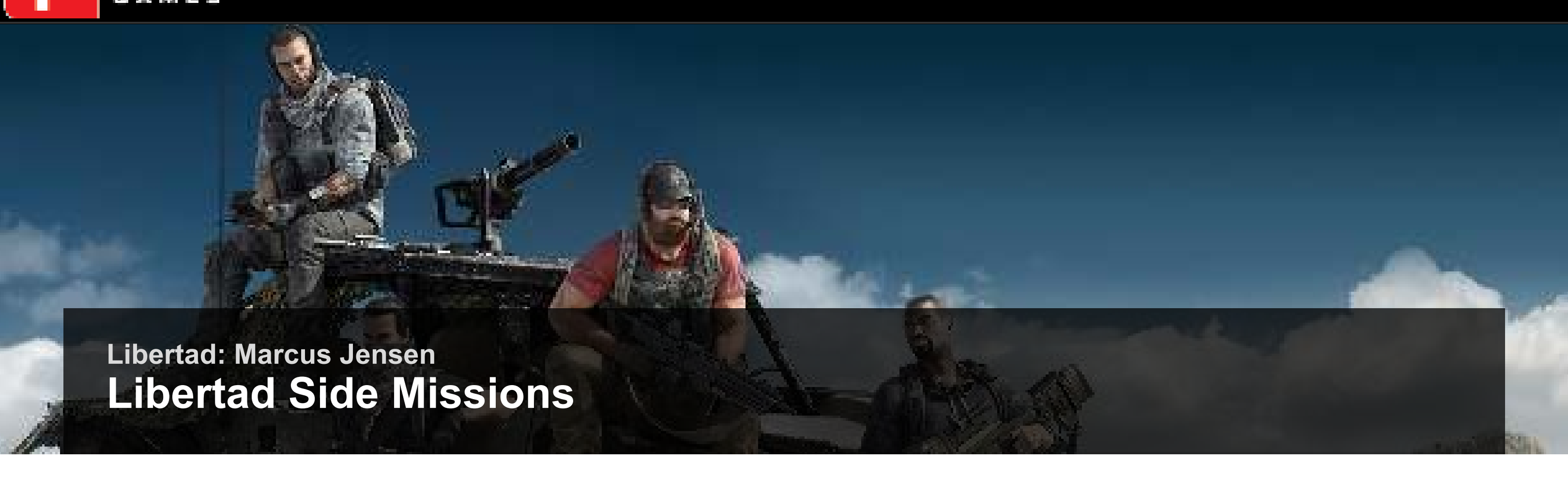
VILOMA CUATRO GAS FIELD: OTHER TACTICAL ADVICE

SOLO CO-OP Aside from the necessity of deactivating the alarm panel with a ranged shot, the tactics here are delightfully straightforward and mimic the previous plans almost precisely.

Optimal plans include shooting all the generators from the gravel pile to the west (between A and B), or from the rocky woodland south of the road and E.

FLIPPING THE REFINERY CHIEF

With the generators sparking at both derricks, head due north 2.5 kilometers, back to the refinery where you spoke to the chief, and talk to him again. It seems your persuasive techniques—blowing up his derricks—have paid off, and he grudgingly agrees not to do business with the cartel again (though he's pretty much in a lose-lose situation now). The mission concludes.



Libertad: Marcus Jensen

Libertad Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: DEFEND RADIO

OBJECTIVE

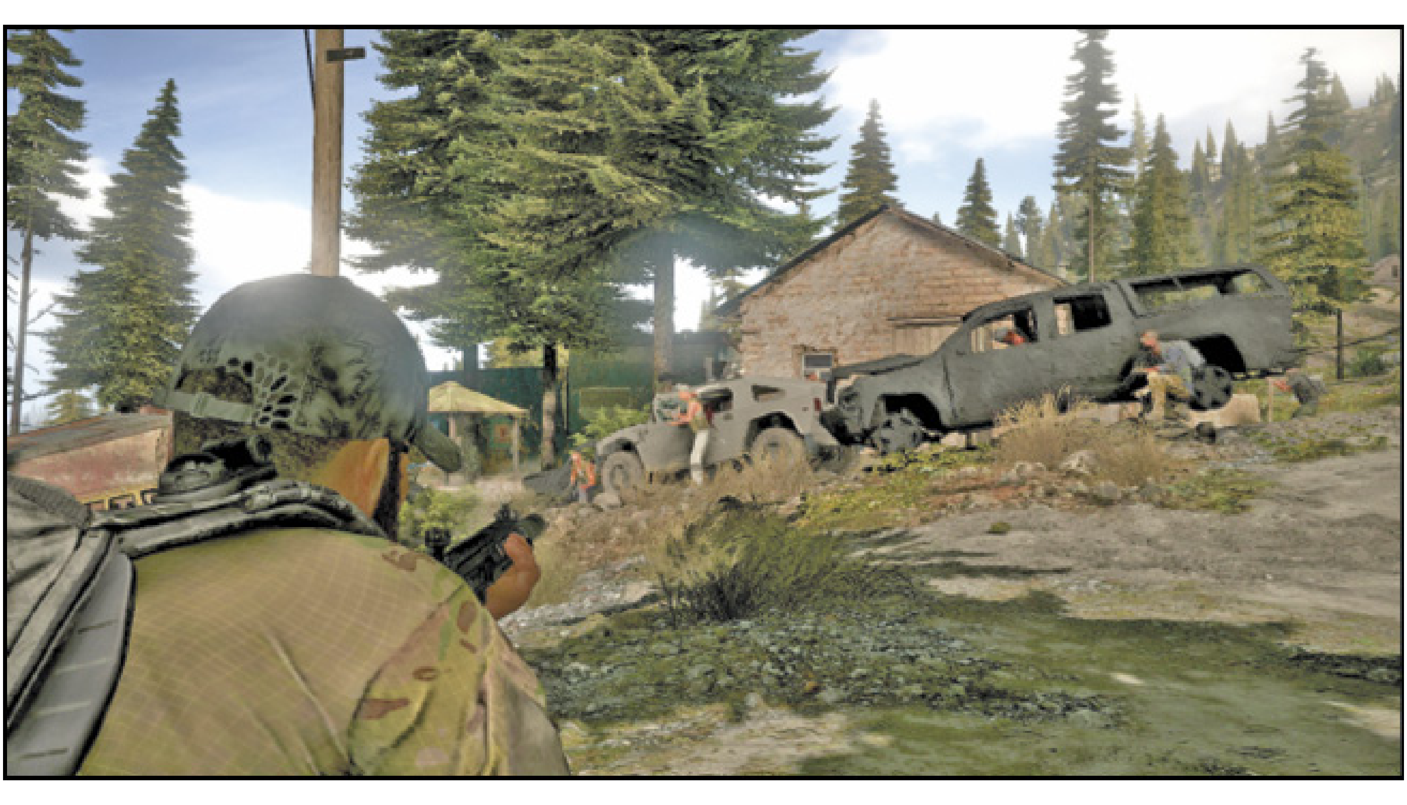
Start the radio and defend it

LOCATION

Pa Kollu Village

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



The radio is setup in a public worship area out front of a church on the south side of the village. Three dirt roads lead out of a loop that surrounds the location, allowing vehicles to drive in from all sides. Throwing down a few mines is a good idea, but beware that civilians may get taken out in the blasts. Try to clear them away before beginning the mission. A 2:20 timer signifies the time until the rebel announcement is complete. Have your Frag Grenades ready and keep an eye on the radar. Pay special attention if a technical pulls up. Its mounted gun tears through the radio's health if left unattended. Defend the transmitter until the timer reaches zero to unlock or upgrade the Mortar Strike Rebel Op.

COMMS TOOL RAID

OBJECTIVE

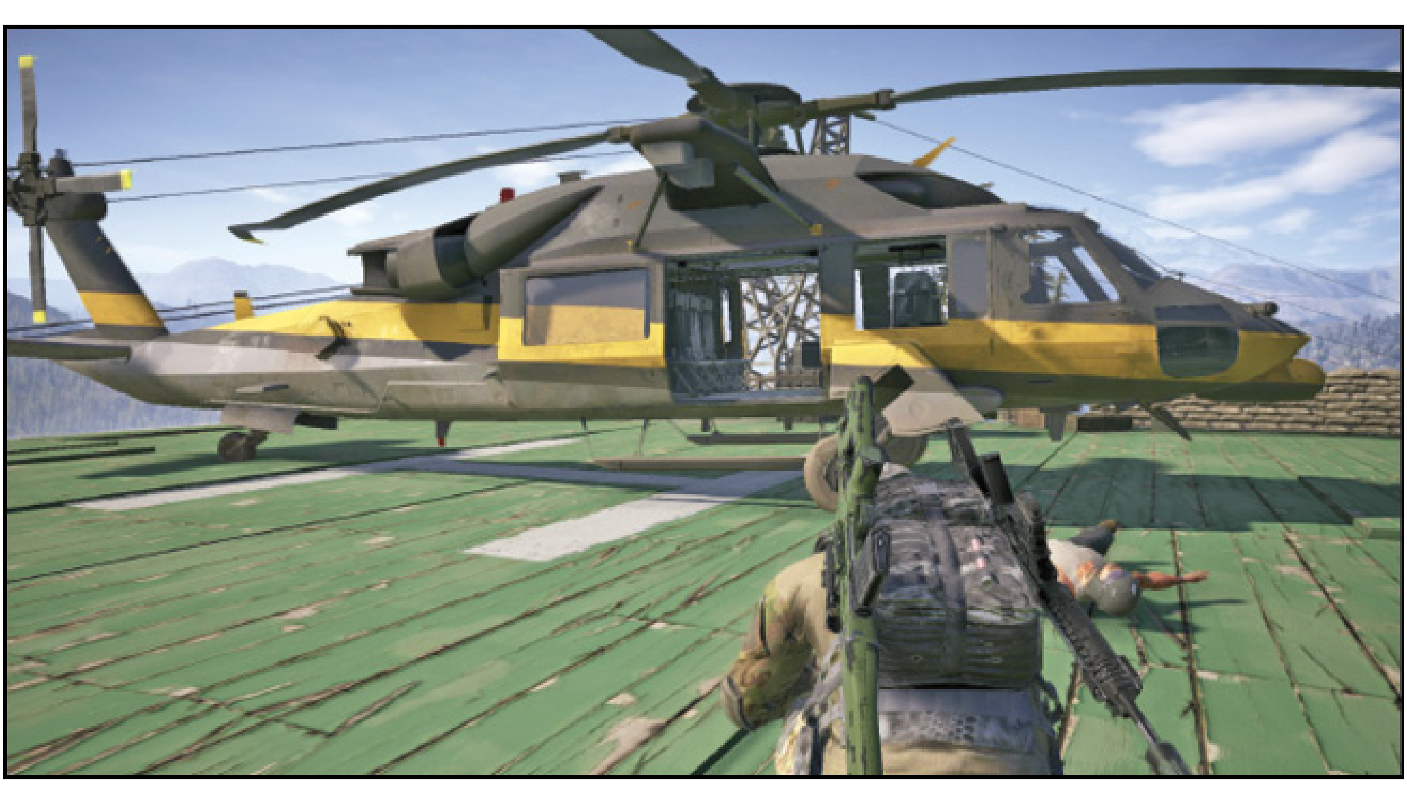
Steal the helicopter

LOCATION

Helipad Outpost

REWARDS

+2500 Comms Tools



Just west of Libertad City, a Santa Blanca outpost defends from a small hill. A helipad has been placed atop a brick building and currently holds a helicopter loaded with comms tools. An official vehicle can drive into the base from the east, but an opening on the west side allows a more covert entrance. Including a sniper that keeps watch from across the street, there are eleven soldiers in all, but you should only need to deal with about half of them. Typically, the lieutenant guards the chopper on his own, but a sniper may join him on the helipad. If not, look for him inside the north window. Mark these two with Sync Shots and engage with a headshot to the guy that patrols outside the base. Move inside and climb up the supplies on the right and quickly eliminate a soldier in the next room. Continue out the door ahead, circle around to the left, and climb the staircase to the helipad—quietly killing anyone that gets in the way. Fly the helicopter a short distance to the west to earn the bonus comms tools.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

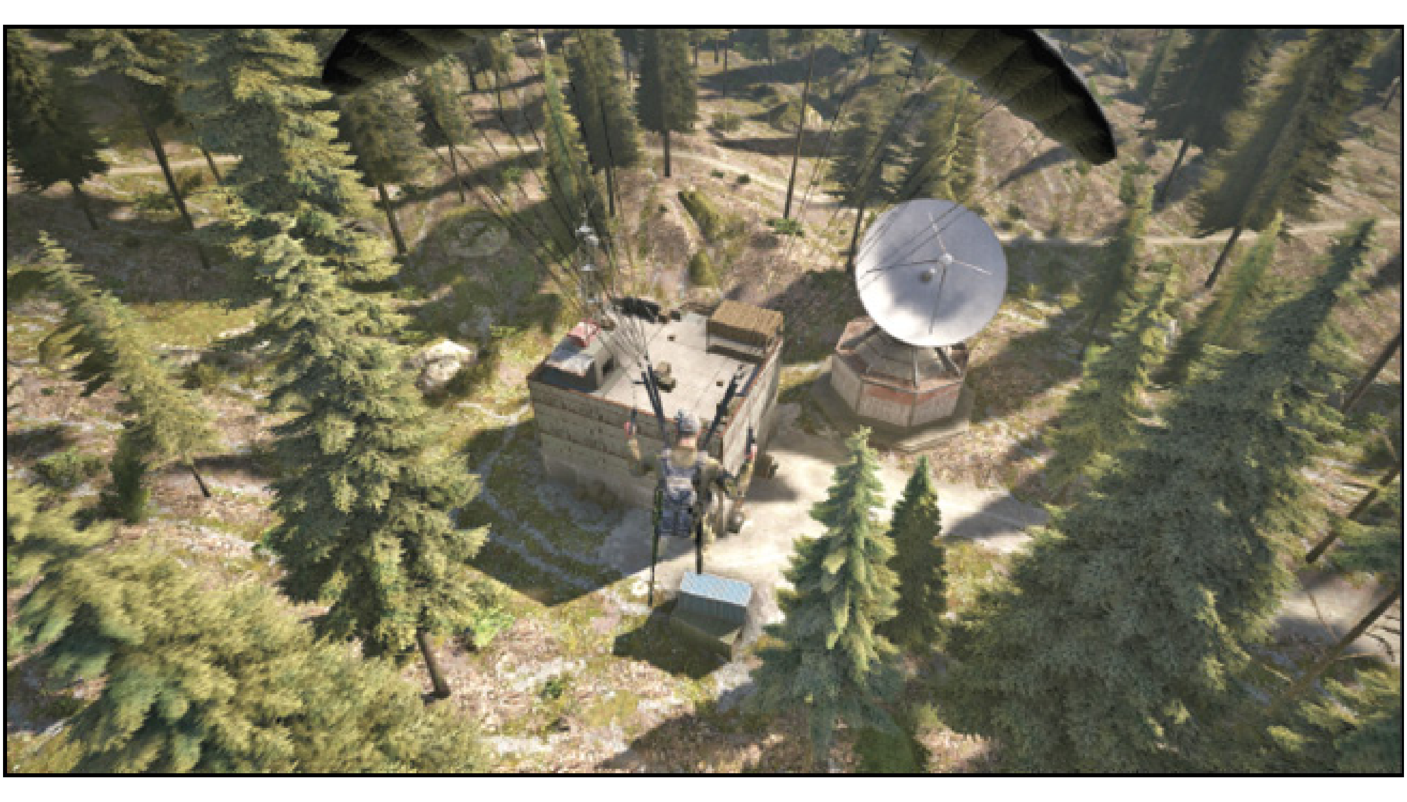
Blow up one of the station's entrances and then hack the network relay

LOCATION

East of Libertad City

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Find a network station east of Libertad City with hostiles locked inside and a network relay that must be hacked. It sits near the west corner of the third floor and conveniently, there is an entrance to this floor that is accessible from the rooftop. Parachute onto the roof and head down the steps to the entry point. Blow the door open, move inside, and quickly take cover. With 1:30 to get the job done and a short way to go, you have plenty of time to fight the sicarios. Once clear, sprint to the computer in the far corner and complete the mission.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

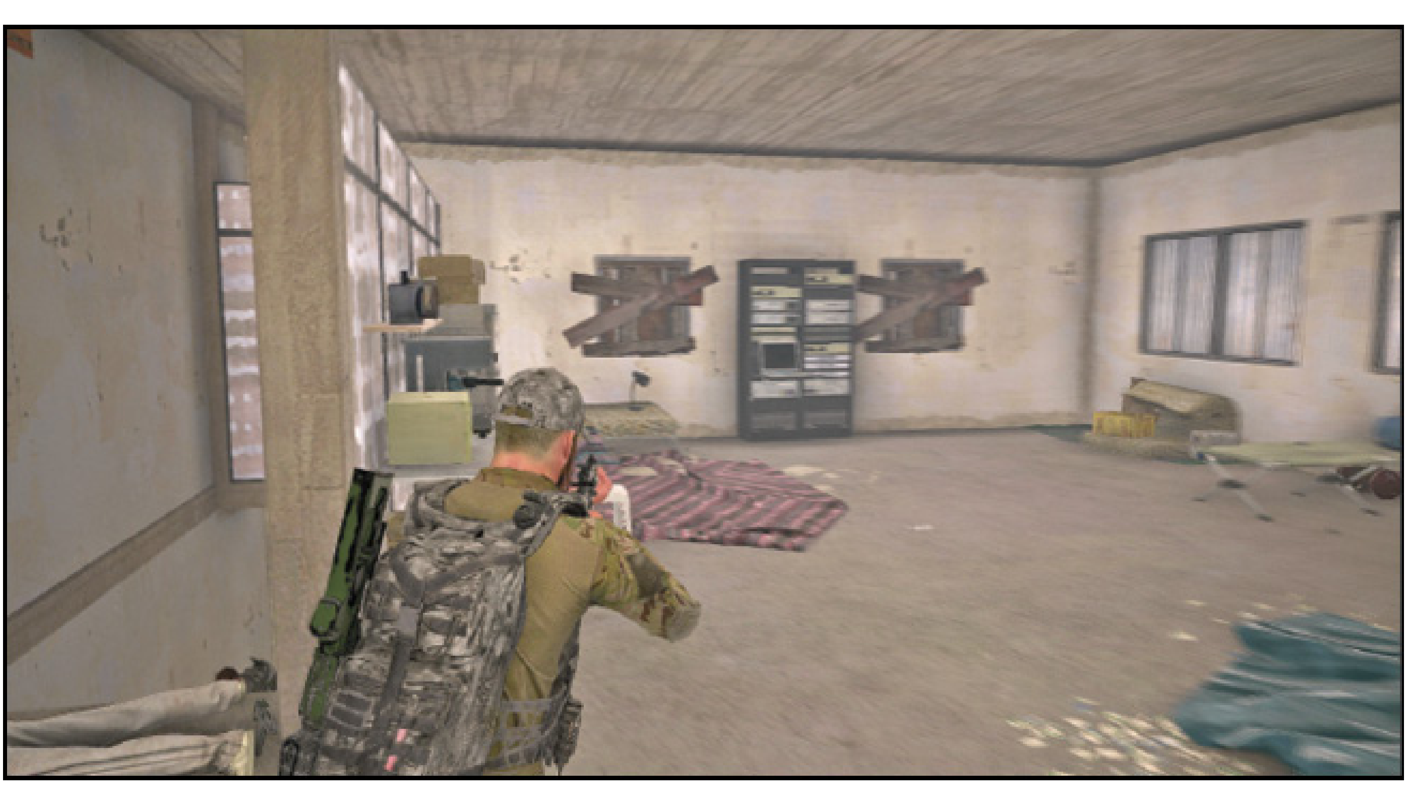
Blow up one of the station's entrances and then hack the network relay

LOCATION

Southwest of Viloma

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Another network station is found southwest of Viloma Village. Inside, a network relay sits against the east wall on the third floor. A staircase on the east side of the building leads to a couple entry points. Blow one open to start the 1:30 timer. It is a tough fight to the steps in the back-left corner, so spend some time with your team at the doorway and kill as many as you can before rushing inside. Climb to the third floor, spin around to the left, and clear out any remaining foes before hacking the computer.

MEDICATION RAID

OBJECTIVE

Steal the plane

LOCATION

Libertad Airport

REWARDS

+2200 Medication

A plane waits on the runway at Libertad Airport with a load of medication. It is well guarded by Santa Blanca soldiers, but they are spaced well apart. A drone jammer blocks your ability to recon with the drone, but it is easily deactivated along the way. Start out by eliminating the sniper that stands on top of the control tower and then climb over the fence along the east side of the property. Pick off the soldier that patrols near the jammer before deactivating the device. Continue to work your way down the east side of the runway, grabbing and pulling the enemies behind the trees. Now only the three sicarios who stand guard on the other side of the airplane pose any threat. Use Sync Shots to clear them out, board the plane, and take off. Make a U-turn and land it at a rebel-held field to the north, just inside La Cruz.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

Grab and intimidate the Sicario

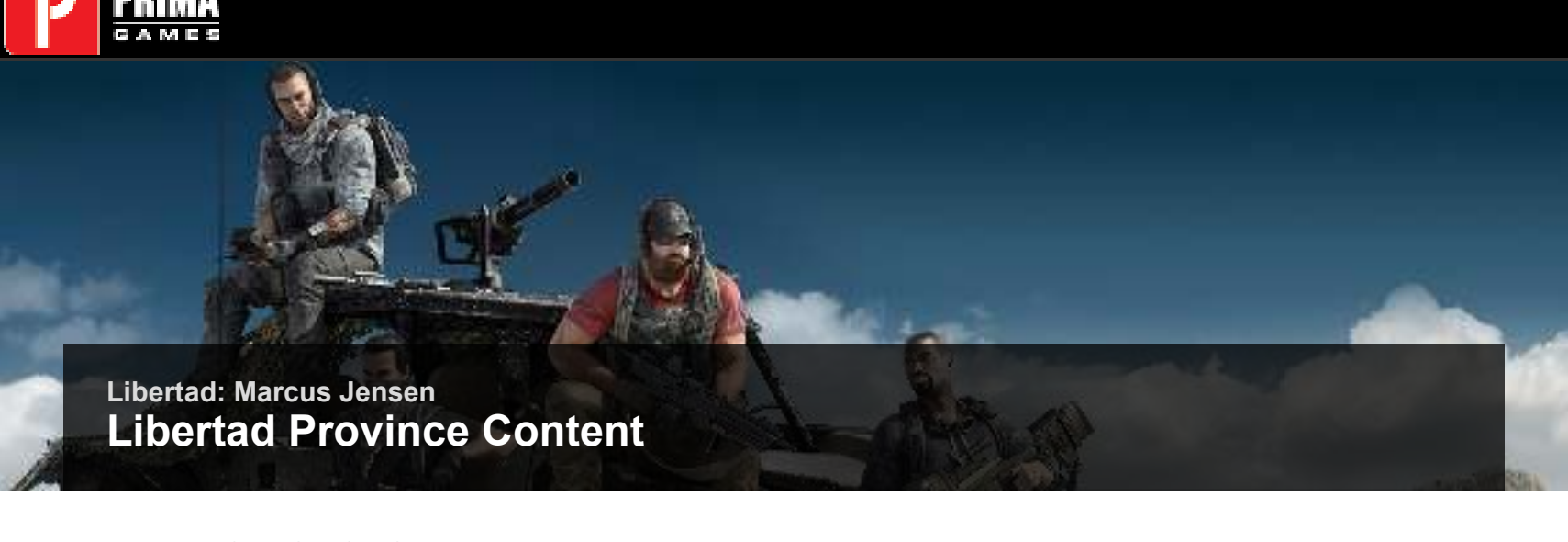
LOCATION

Narco-Slaughter

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire

East of the Libertad Airport, a cabin that was once used by lumberjacks is now in the process of being cleaned up by the cartel after they murdered the occupants. Approach from the north forest and recon the property to find seven soldiers and the sicario leader. Two examine the bodies on the dock and another looks over a boat on the north shore, while the leader and a fifth guy stand behind the building. The others move around the property. Leave the two on the dock and the two behind the cabin for last. Pull the others away with Diversion Grenades and knock them out well out of sight. Once only the four remain, use a Sync Shot to eliminate the two on the dock. Then move in and snipe the final soldier, leaving the leader by himself. Quickly grab him and intimidate him.

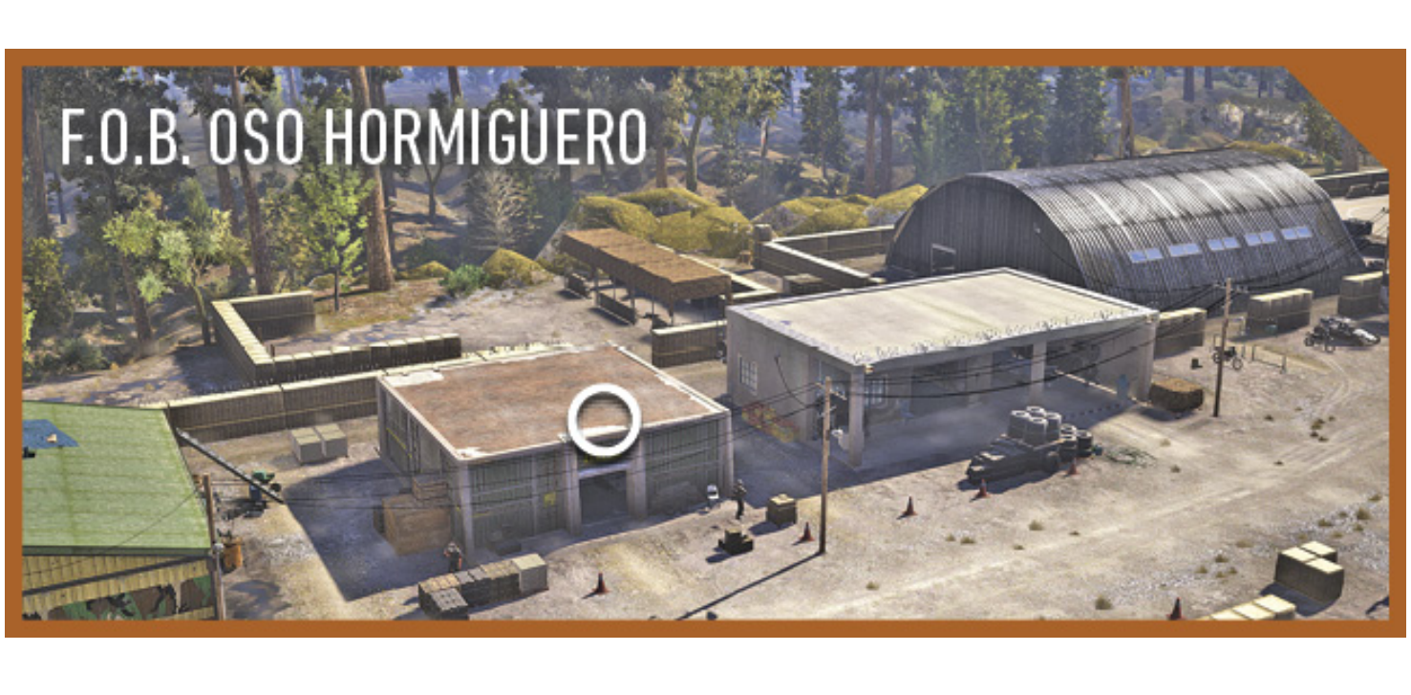


Libertad: Marcus Jensen

Libertad Province Content

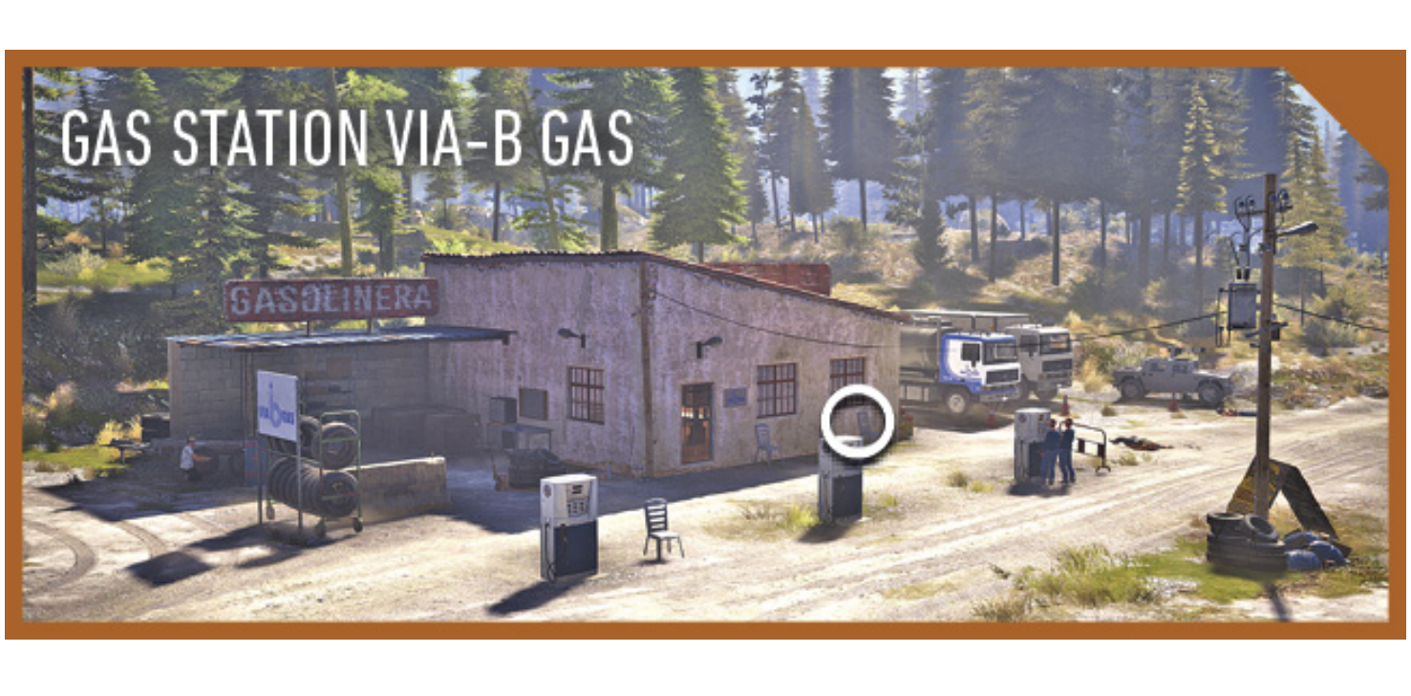
WEAPON CASES

WEAPON: D-50 HANDGUN



Climb the rocks just east of the Unidad base and infiltrate through the shooting range. The Weapon Case is found inside an armory, just ahead on the right.

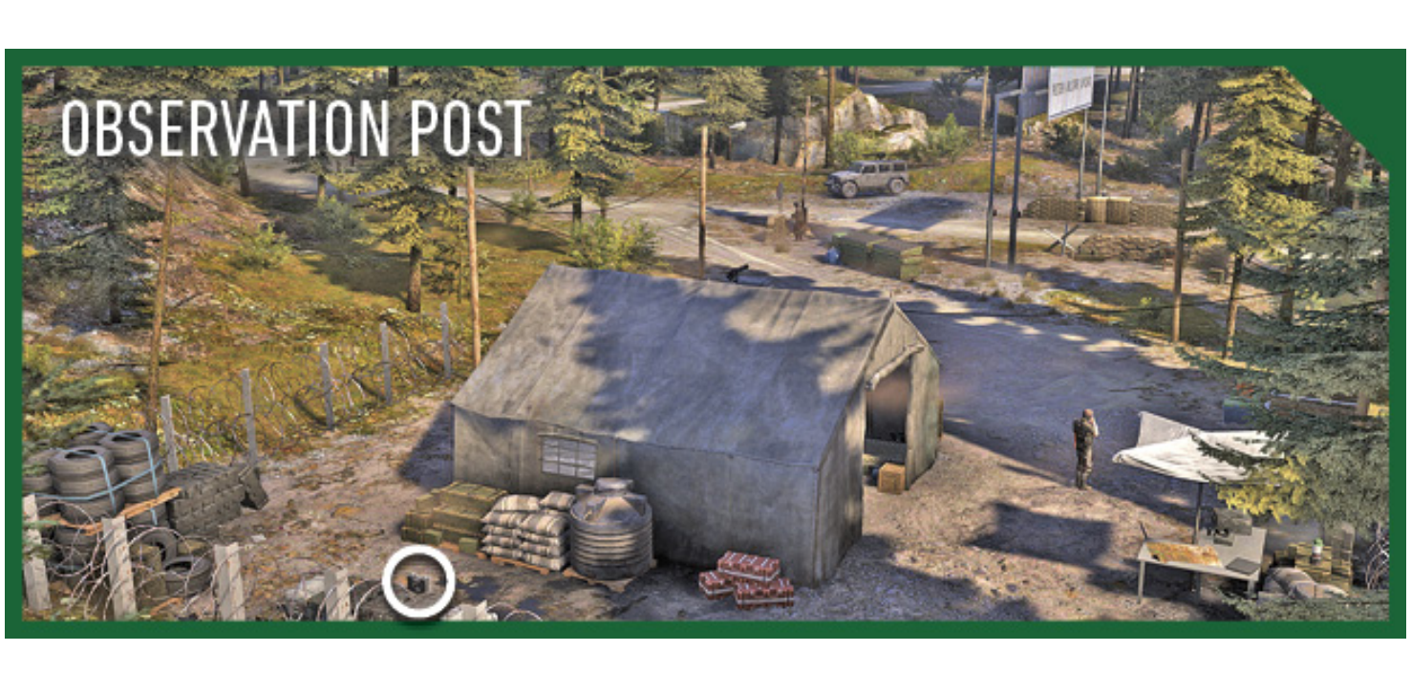
WEAPON: AK-47 ASSAULT RIFLE



Travel to the Gas Station Via-B Gas in south Libertad, and take out the handful of soldiers who patrol outside. Step inside the convenience store and grab the assault rifle against the right wall.

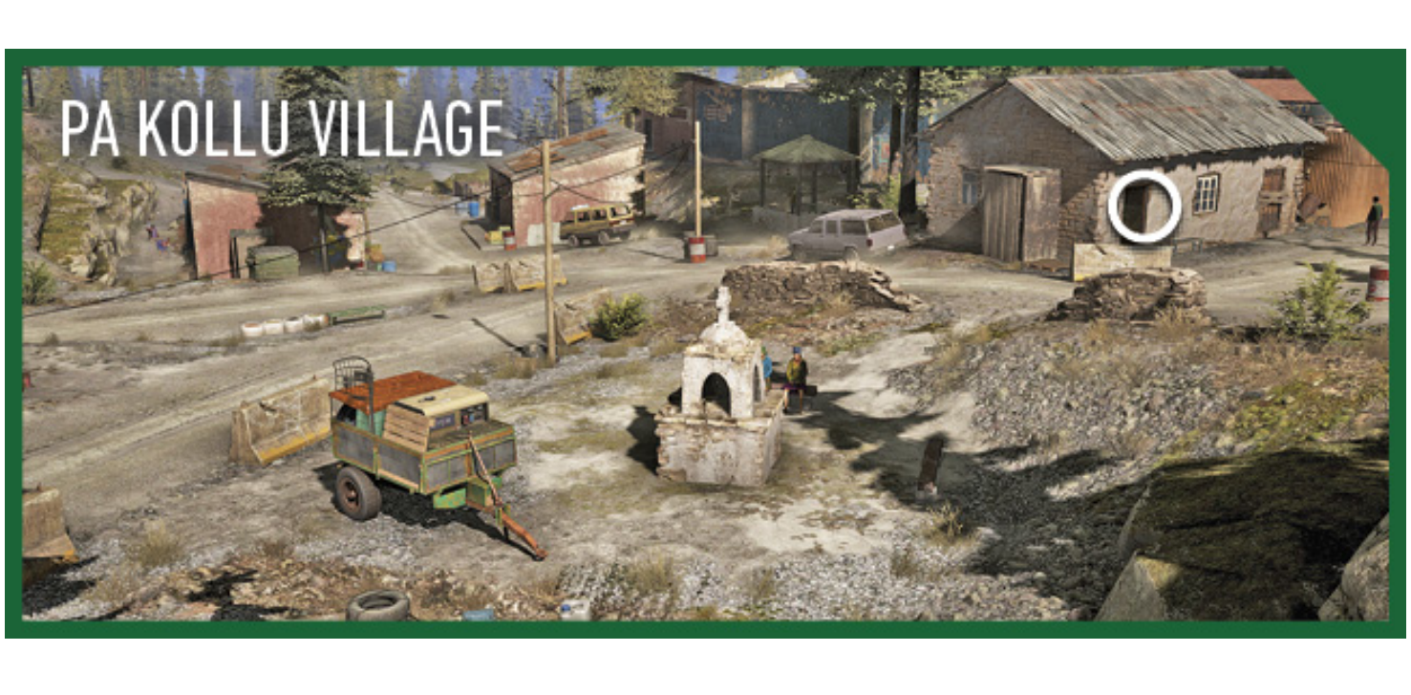
ACCESSORY CASES

ACCESSORY: ONG BARREL (SHOTGUN)



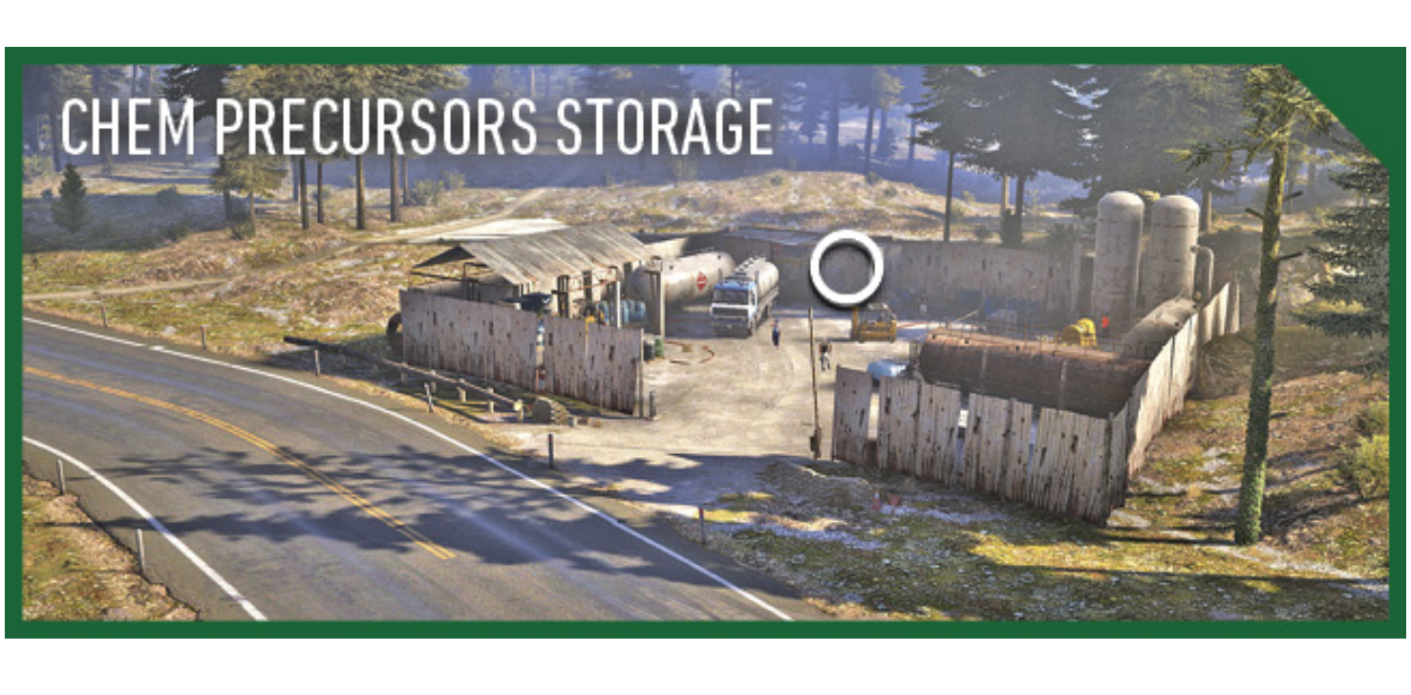
A small Unidad post oversees the city of Libertad in the north. Search behind the soldiers' tent to find an Accessory Case.

ACCESSORY: 7.62 X 39 MAGAZINE (30 – ASSAULT RIFLE)



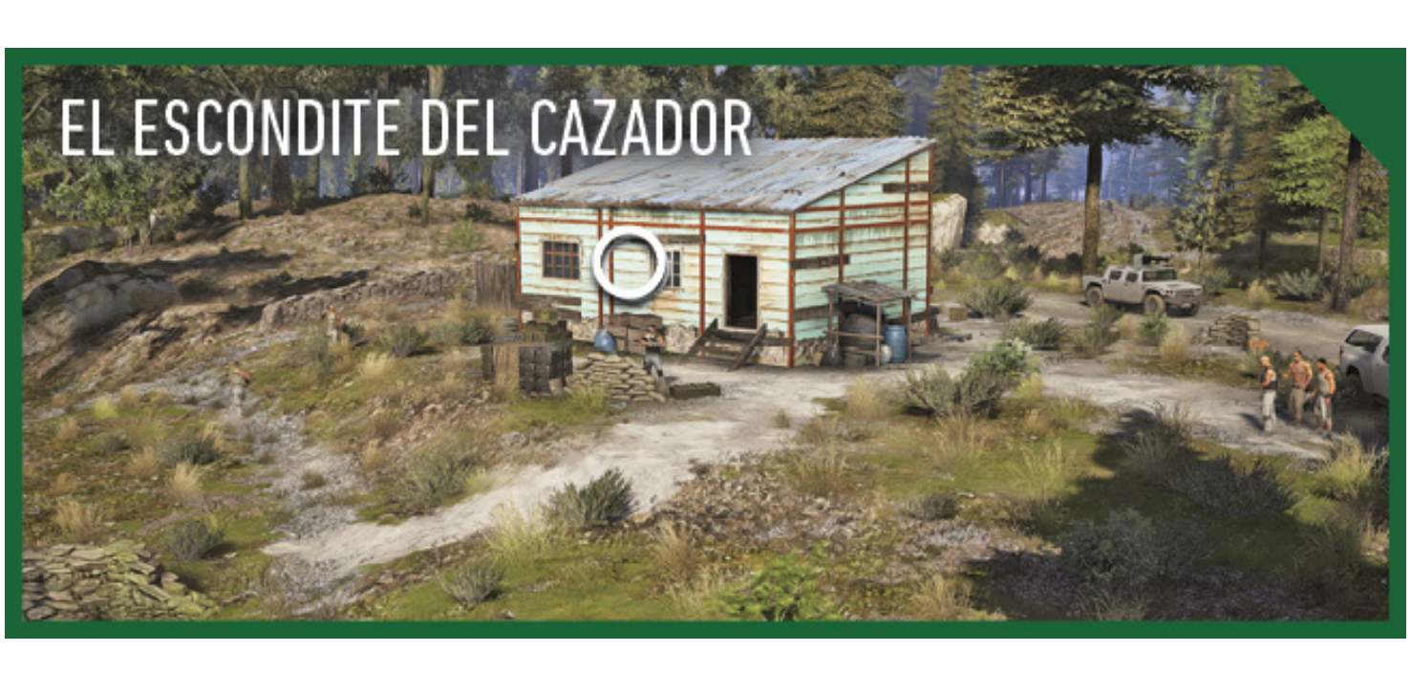
Look for the simple home near the southeastern corner of the village, east of the chapel. Search inside to find the equipment case atop a bedside cabinet.

ACCESSORY: 5.56S TANAG MAGAZINE (50 – ASSAULT RIFLE)



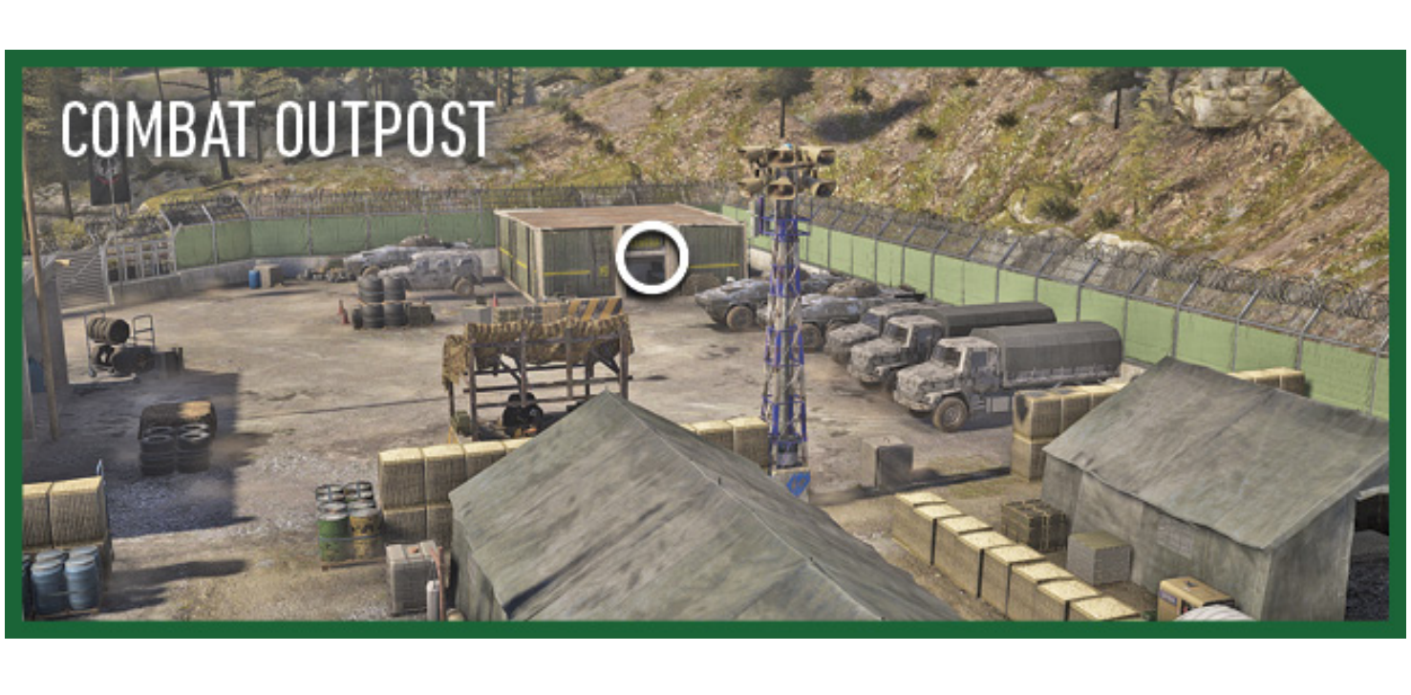
Travel to Santa Blanca's Chem Precursors Storage, northeast of Vioma. Infiltrate the facility and swipe the accessory off the shelf inside the rear shed. Note that many of the locations in Libertad hold flammables in big tanks and explosive barrels, so watch your shot and be sure you are not within the blast radius, if you do decide to use one to your advantage.

ACCESSORY: COMPENSATED BUTTSTOCK (ASSAULT RIFLE)



Travel to the ex-rebel hideout, El Escondite del Cazador, on the west side of the province. Take out the Santa Blanca hostiles who guard the cabin before kicking in the door. An Accessory Case rests on the corner of the bed inside.

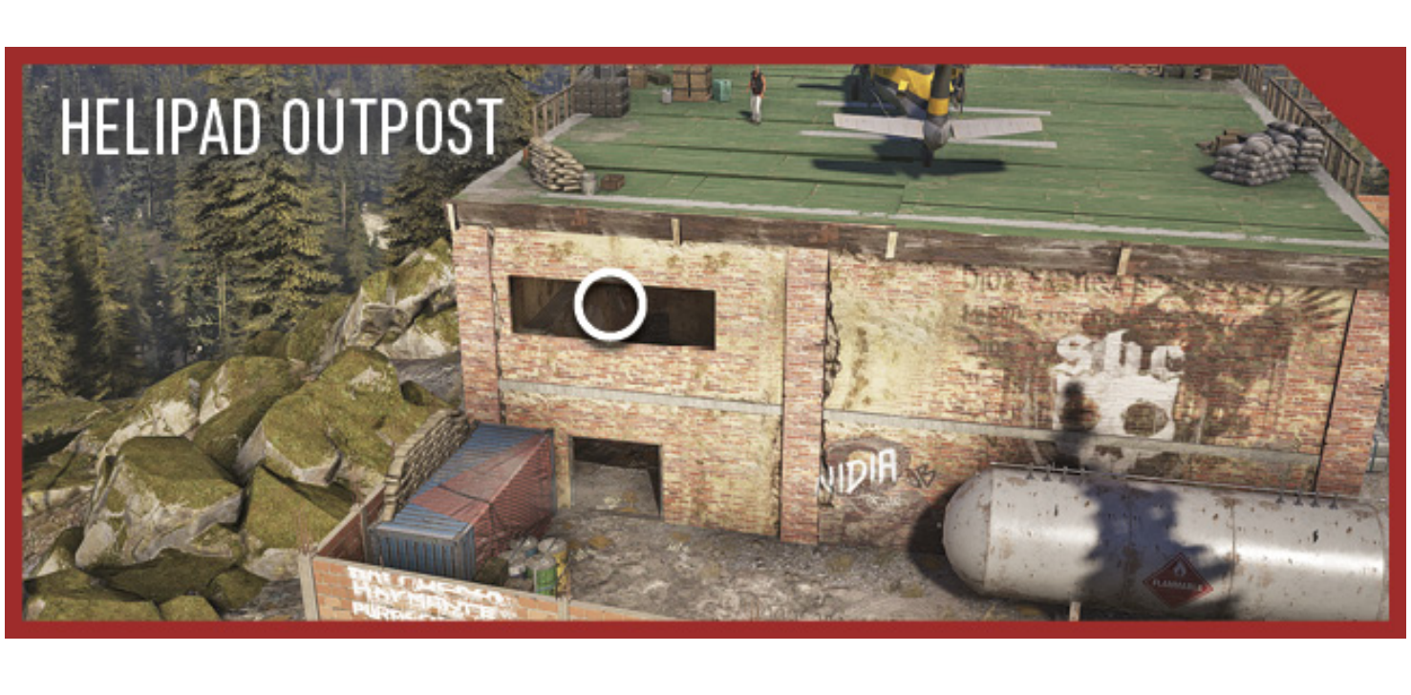
ACCESSORY: 12-GAUGE MAGAZINE (30 – SHOTGUN)



Enter the Unidad Combat Outpost through the pedestrian entry point on the east side, next to the shooting range. Follow the outside wall all the way to the far side of the base and enter the armory. Collect a large magazine for your shotgun from the metal shelves.

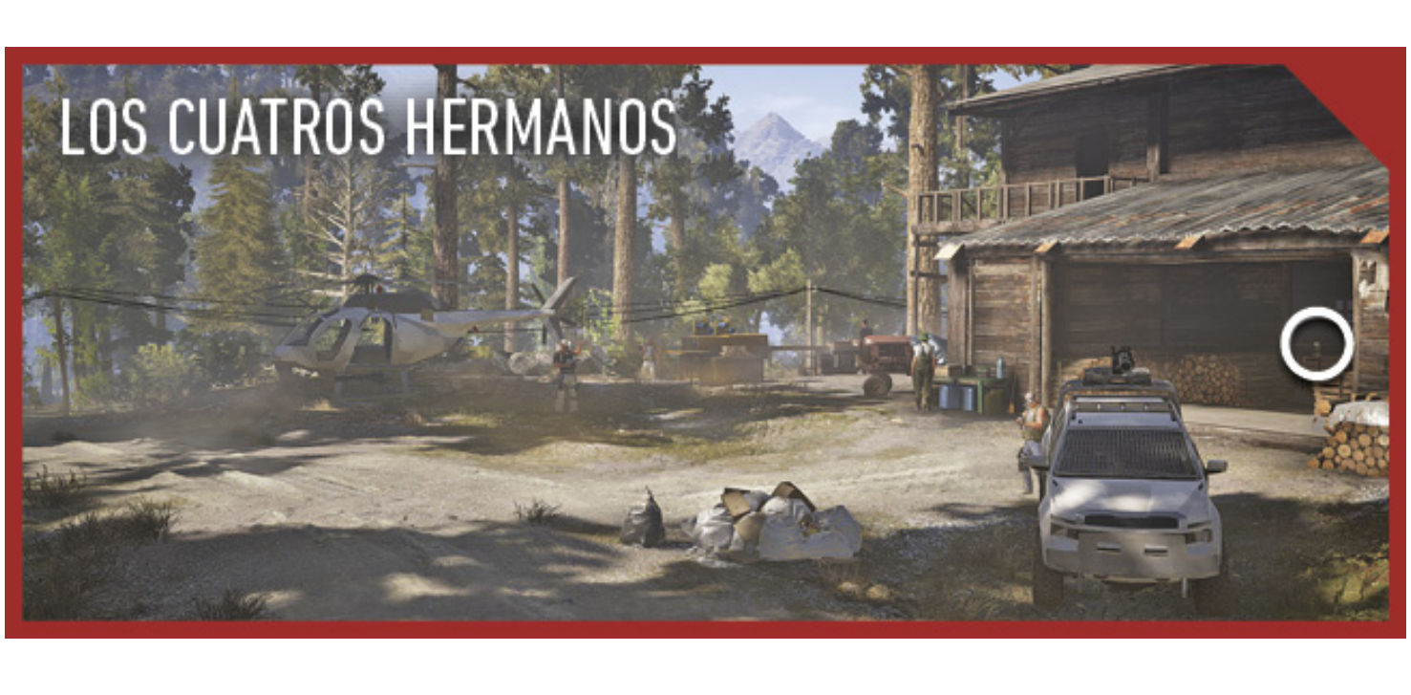
SKILL POINTS

SKILL POINTS: +3



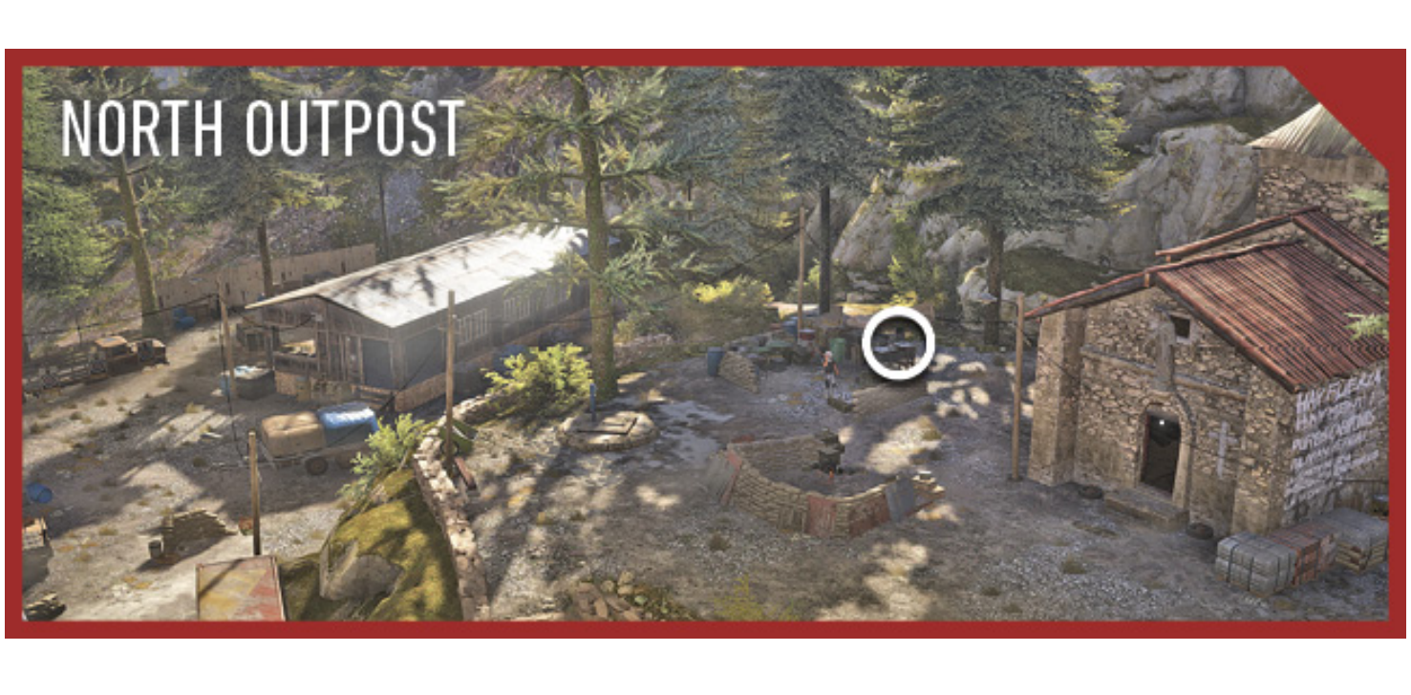
An outpost protects a helipad northeast of the city. An automatic gate allows access for official Santa Blanca vehicles. You can also enter through a hole on the west side. Step inside, climb up the supplies on the right, and slip through the window. Grab the Skill Points off the stack of bricks.

SKILL POINTS: +1



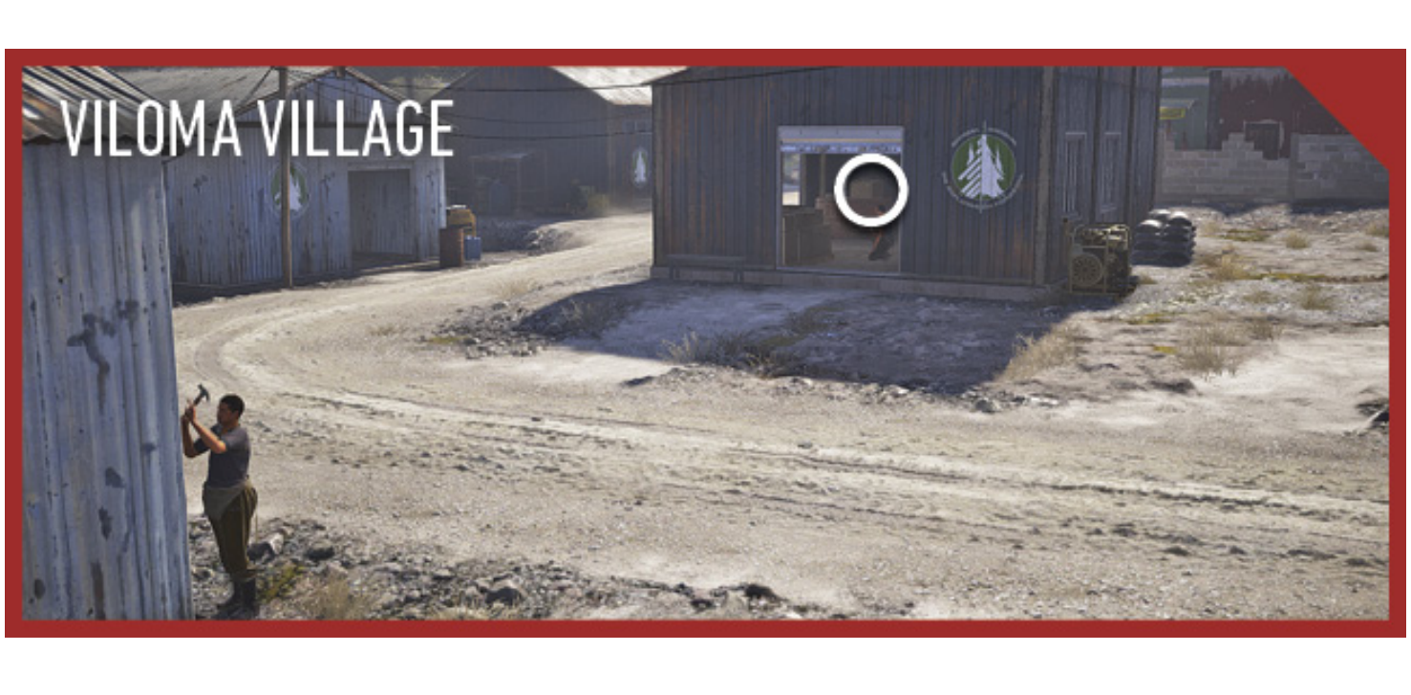
Head to Los Cuatros Hermanos sawmill, southwest of Libertad City, and sneak into the mill. Collect the commendation that rests next to a chainsaw on a central table.

SKILL POINTS: +1



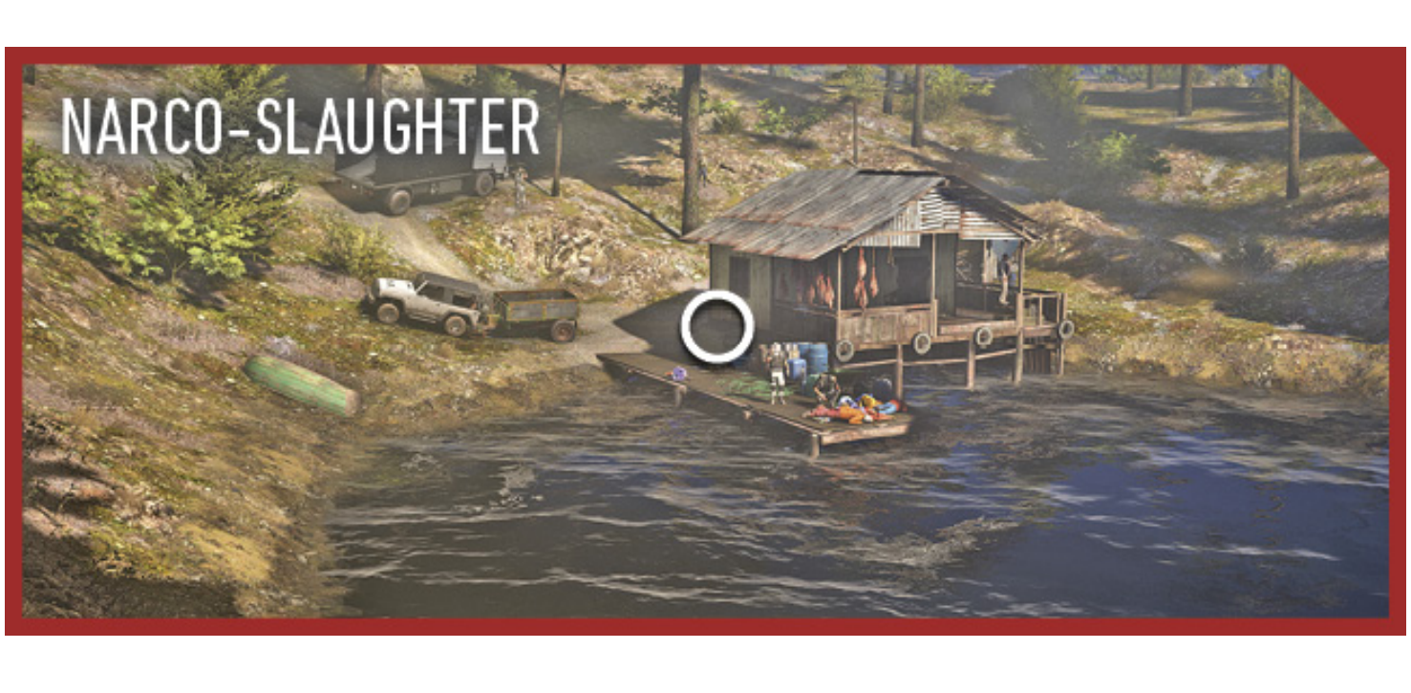
A Santa Blanca outpost protects a communication relay, west of Viloma. Sneak into the area from the southeast and move between cover as you progress west toward the chapel. Stop at the canopy-covered desk and collect the medal that sits next to the radio equipment.

SKILL POINTS: +1



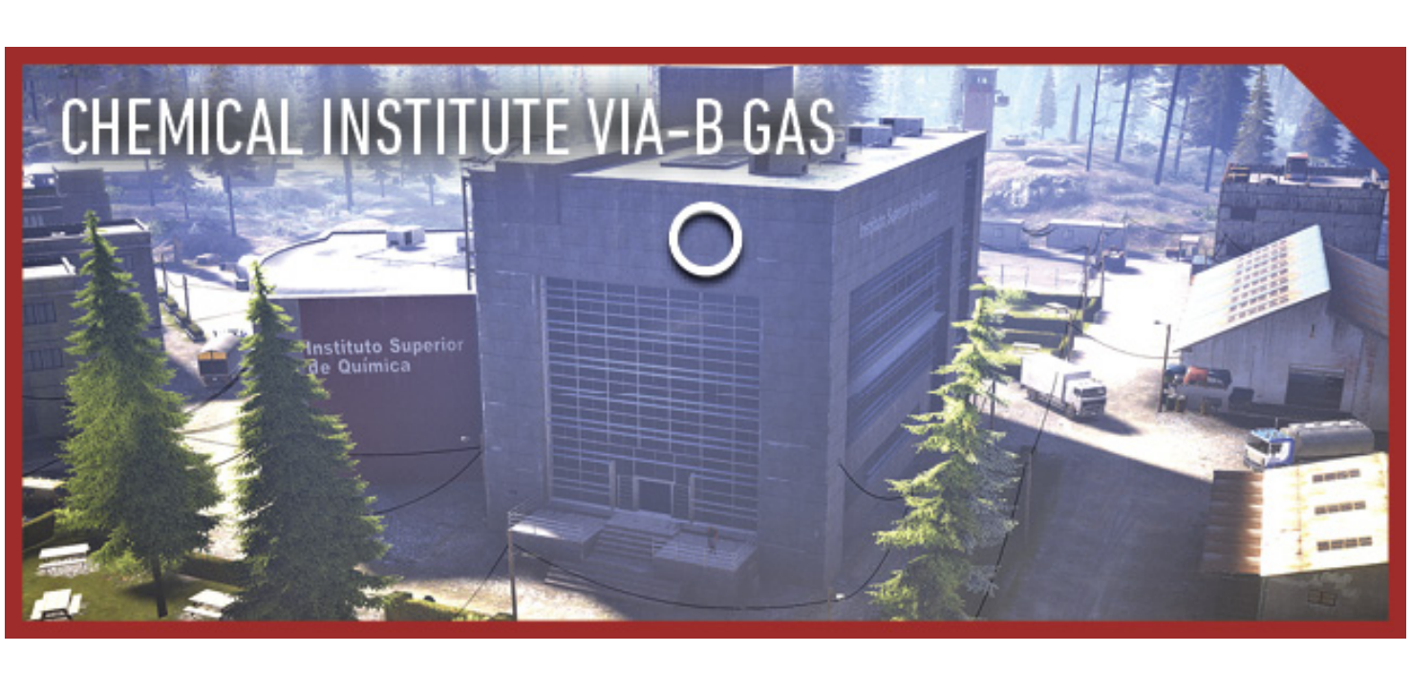
Find the sawmill storage warehouses on the east side of the village. Enter the building sitting on the inside of the bend in the dirt road. A Skill Point is found atop a red container.

SKILL POINTS: +3



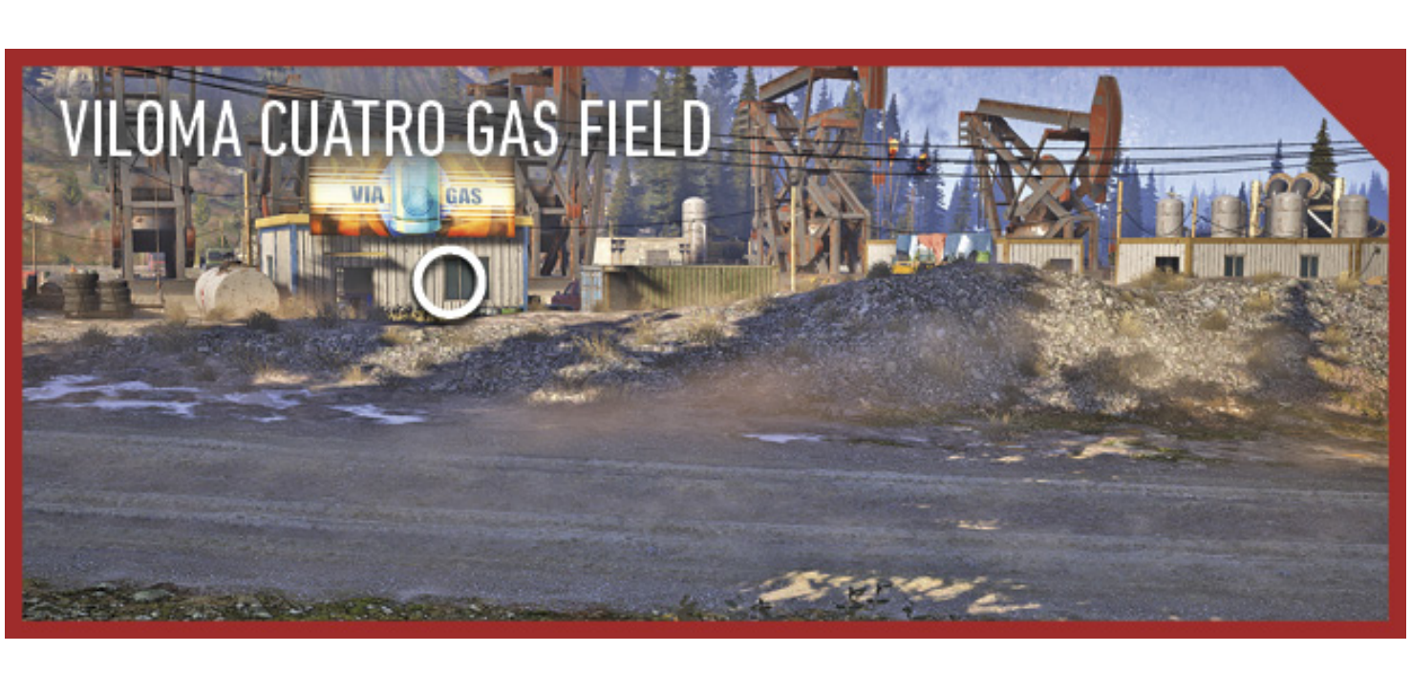
East of the Libertad Airport, find a cabin perched next to a small pond. A sicario leader currently leads a cleanup effort with his thugs. Complete the Guns for Hire side mission at this location before grabbing the medal that sits on a dumpster next to the lodge.

SKILL POINTS: +5



Infiltrate the Chemical Institute grounds from the east and slip into the open back door of the main building. Sneak up to the fourth floor and enter the classroom. The Skill Points sit atop a counter ahead.

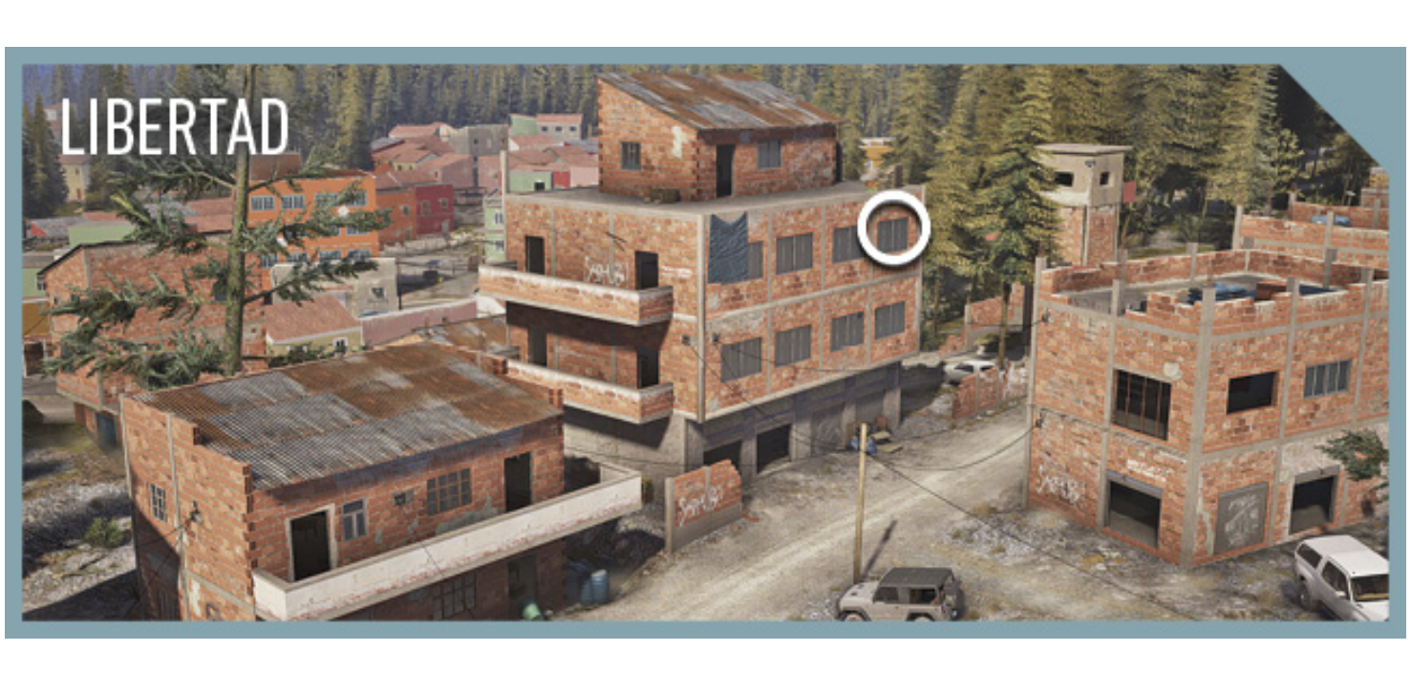
SKILL POINTS: +1



Viloma Cuatro Gas Field resides between a Unidad Combat Outpost and Santa Blanca Outpost in southern Libertad. Search inside the Via-B Gas office on the southeast side of the loop to find a Skill Point.

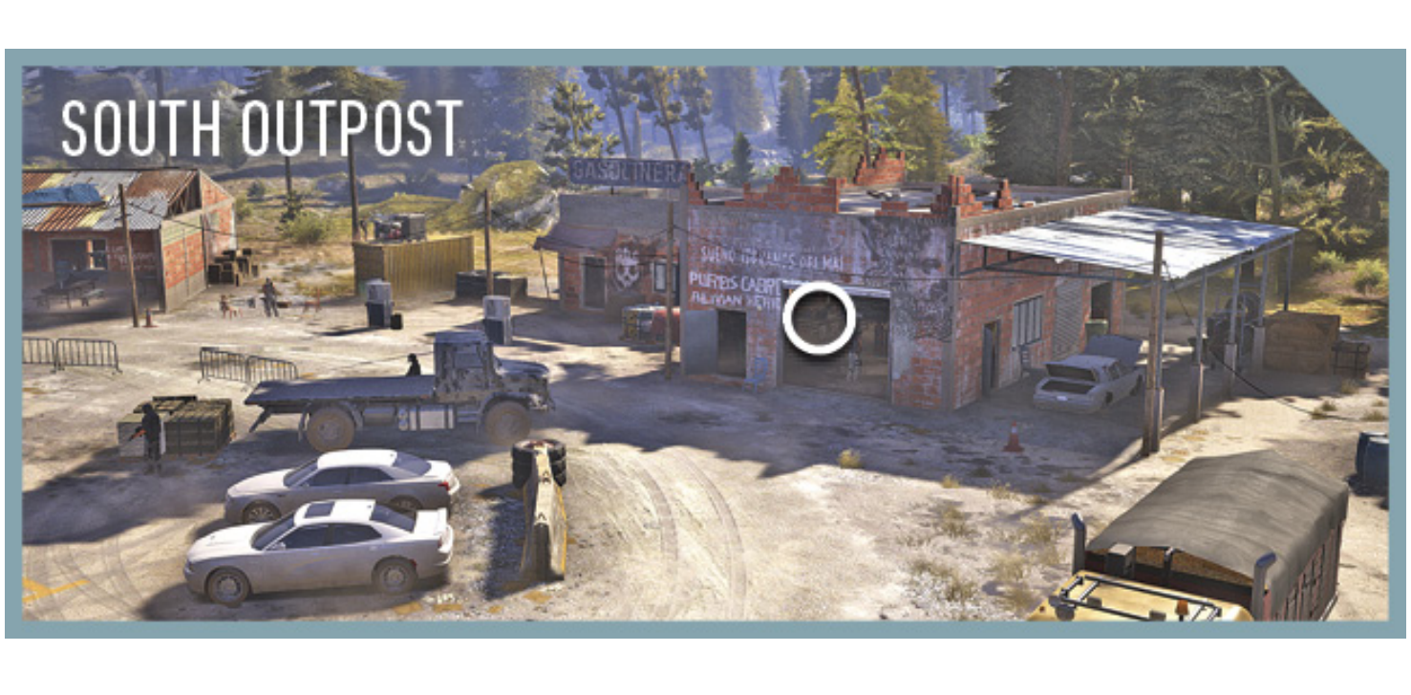
BONUS MEDALS

BONUS: DIVERSION GRENADE



The Santa Blanca has set up camp on the east side of the city with their traditional brick buildings. Look for the three-story home just south of a watchtower and sneak inside. Climb to the third floor to find the Bonus Medal on the corner shelves.

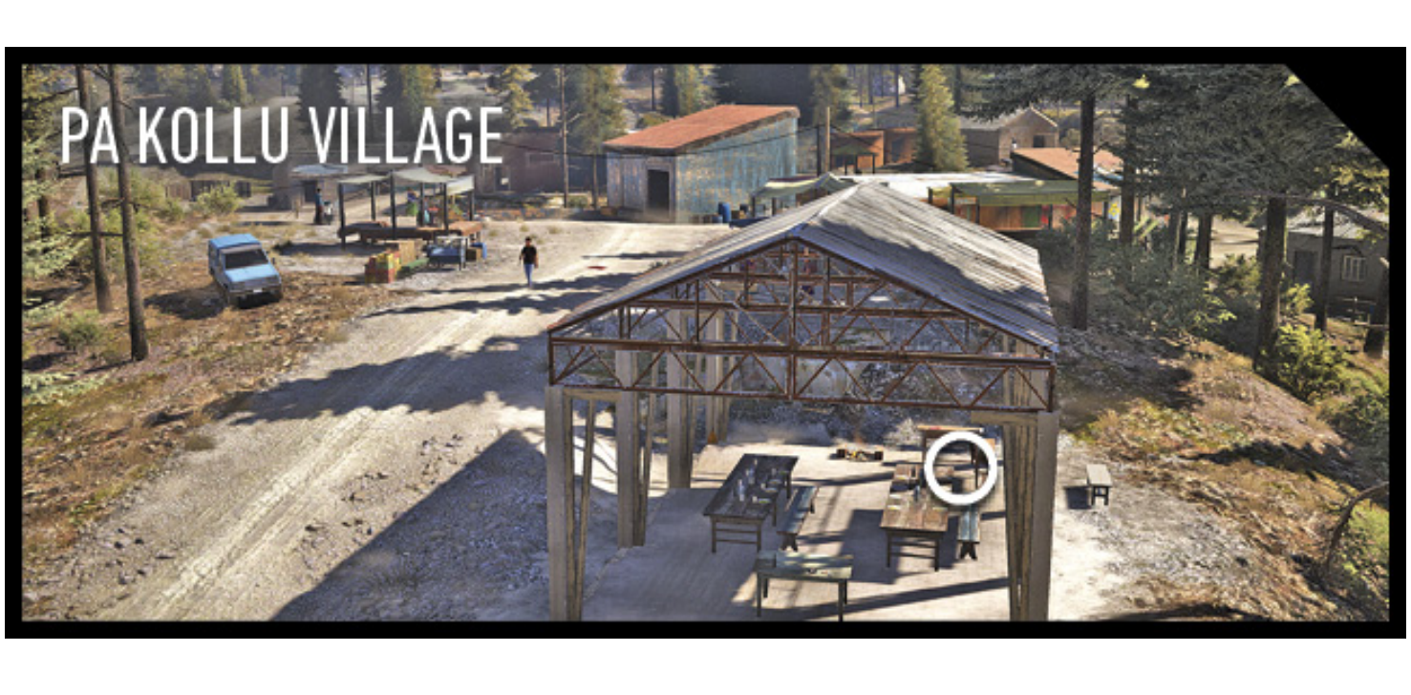
BONUS: ARMOR



Move around to the south side of Santa Blanca's south outpost and find the auto garage. Enter through the back door and collect the Bonus Medal off the workbench against the right wall.

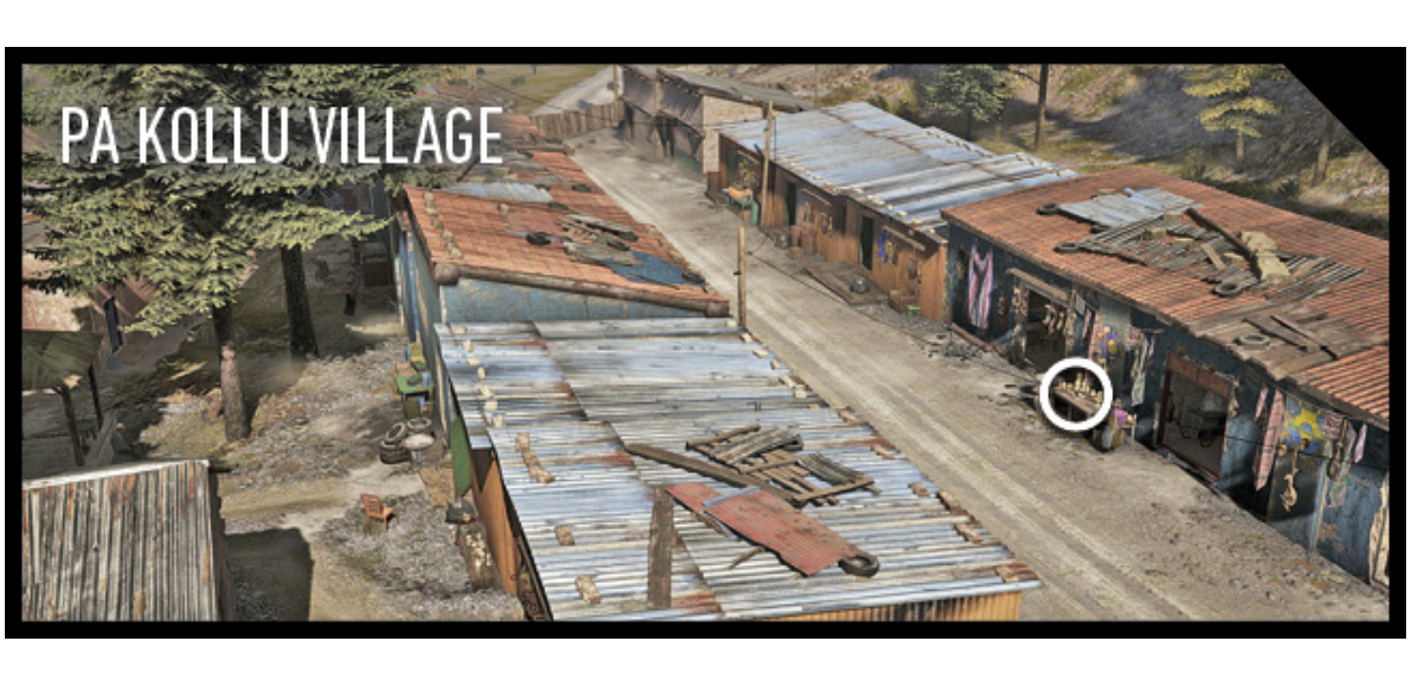
KINGSLAYER FILES

DOCUMENT



Enter the village along the north-south road and turn right before the market. Search under the picnic shelter at the top of the hill to find a document.

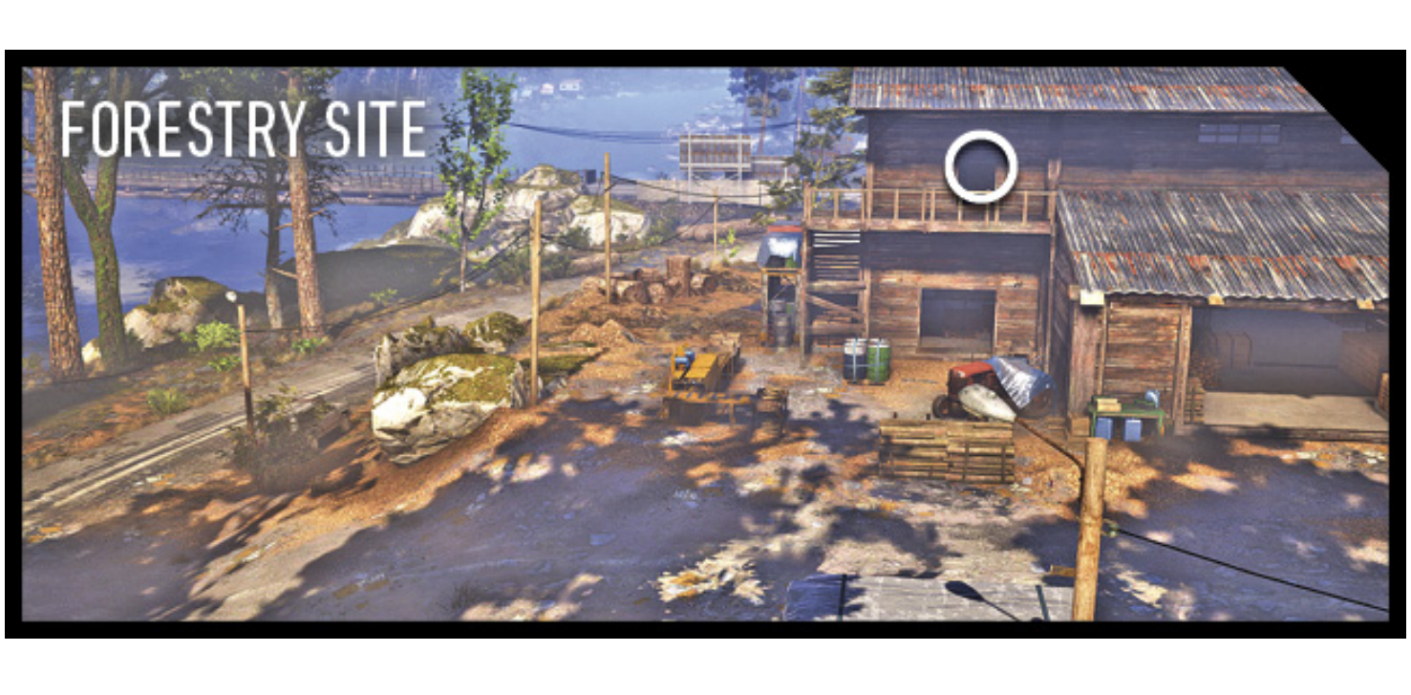
LEGEND



Along the far-east road, find the series of spiritual shops. Grab a legend off a table on the east side of the lane.

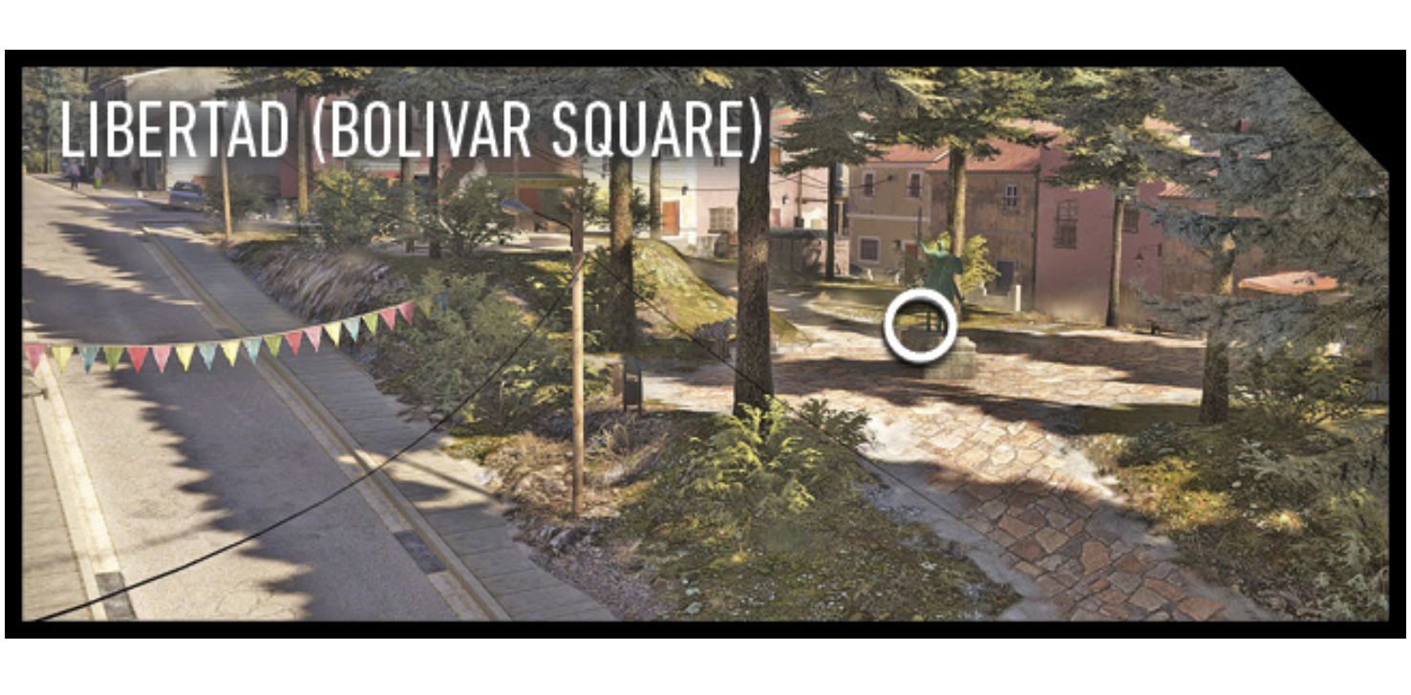
Bolivian Witchcraft: Witches – known as Yatiri in the Aymara language – are common in Bolivia where they are traditionally considered as go-betweens between men and gods. For centuries, people turned to them for cures, good luck, or for making important decisions requiring the intercession of the gods. Today, they still perform rituals – which often involve chewing coca and burning icons – destined to provide good health and luck, or harm to your enemies (using black, skull-shaped candles, coffins, or even penises).

DOCUMENT



Visit the Forestry Site in northwestern Libertad and sneak up the steps on the west side of the cabin. Enter the mill's office and collect the document off the pallet of boxes.

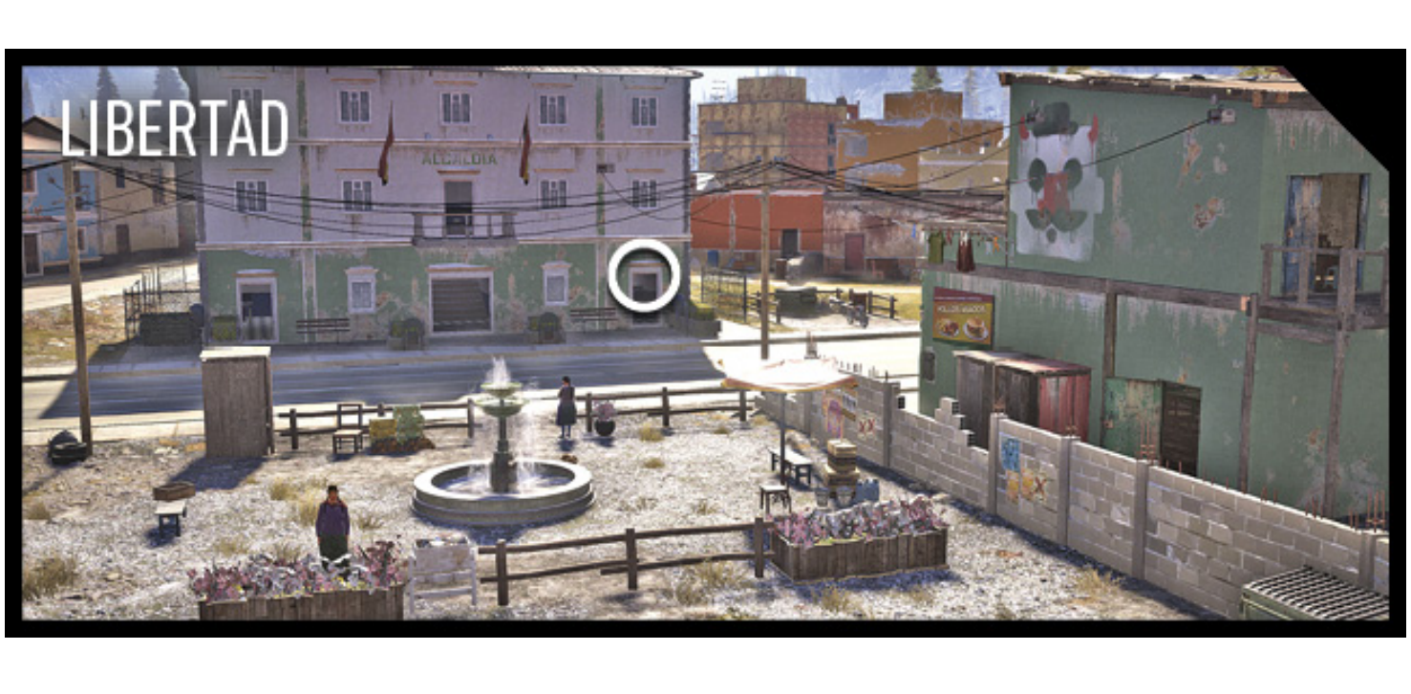
LEGEND



A block in northern Libertad is dedicated to the memory of Simon Bolivar. A legend rests on the pedestal of his statue in the middle of the park.

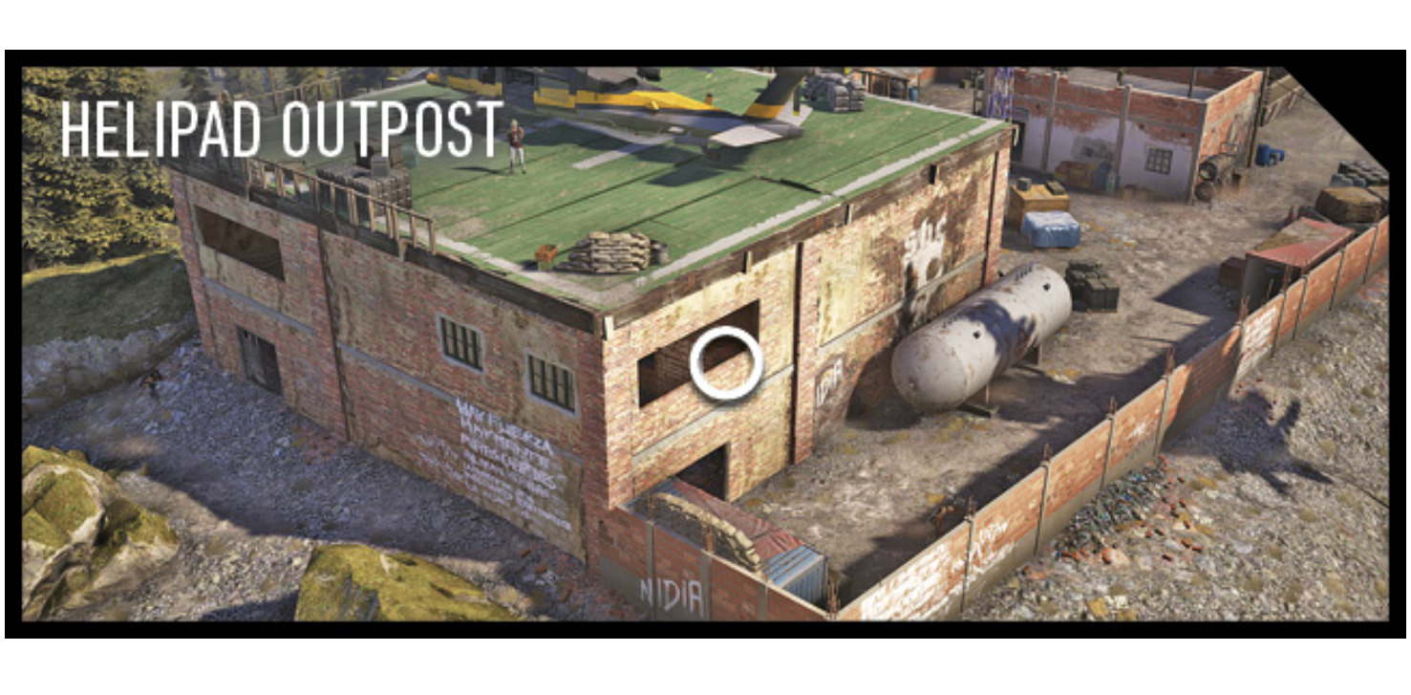
Simón Bolivar (1783-1830): Simón Bolívar is the major figure of the Latin American wars of independence against the Spanish crown. Born into a wealthy family, he was influenced by the Enlightenment philosophers and the French Revolution. Trained as a soldier, he fought against the Spanish and their allies for more than two decades, gradually liberating what are now Colombia, Venezuela, Ecuador, Peru, and Bolivia, giving his name to the latter. He died in 1830, without being able to maintain the political unity of Latin America.

DOCUMENT



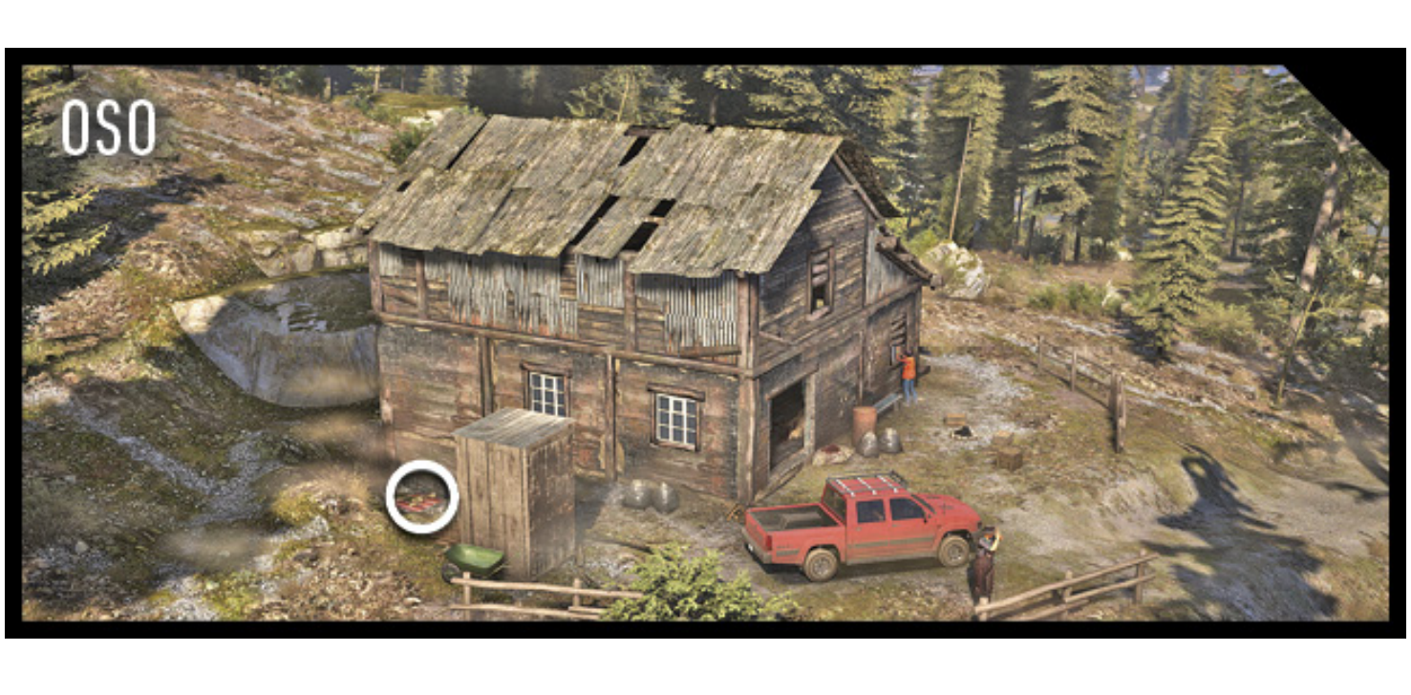
In the center of the city, find a public area complete with a fountain next to a restaurant. Enter city hall, located across the street from this park, and search the right room on the first floor. A file sits on the counter in the back corner.

DOCUMENT



Infiltrate the outpost through an opening on the west side, which leads you into the building, which holds the helipad. Make your way into the northeast room of the warehouse and collect the cell phone that lies on the floor.

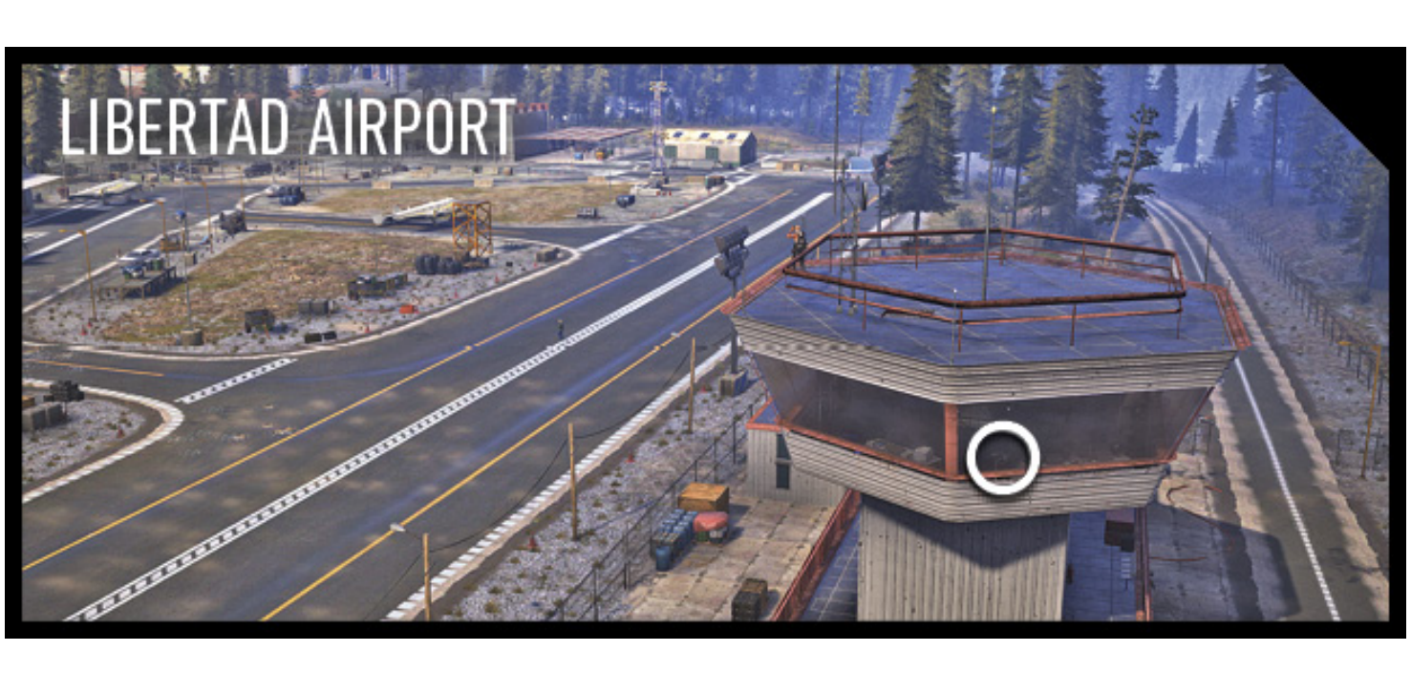
LEGEND



Look for the lone cabin tucked into the forest, west of Viloma. Collect the legend that lies in a hole behind the structure.

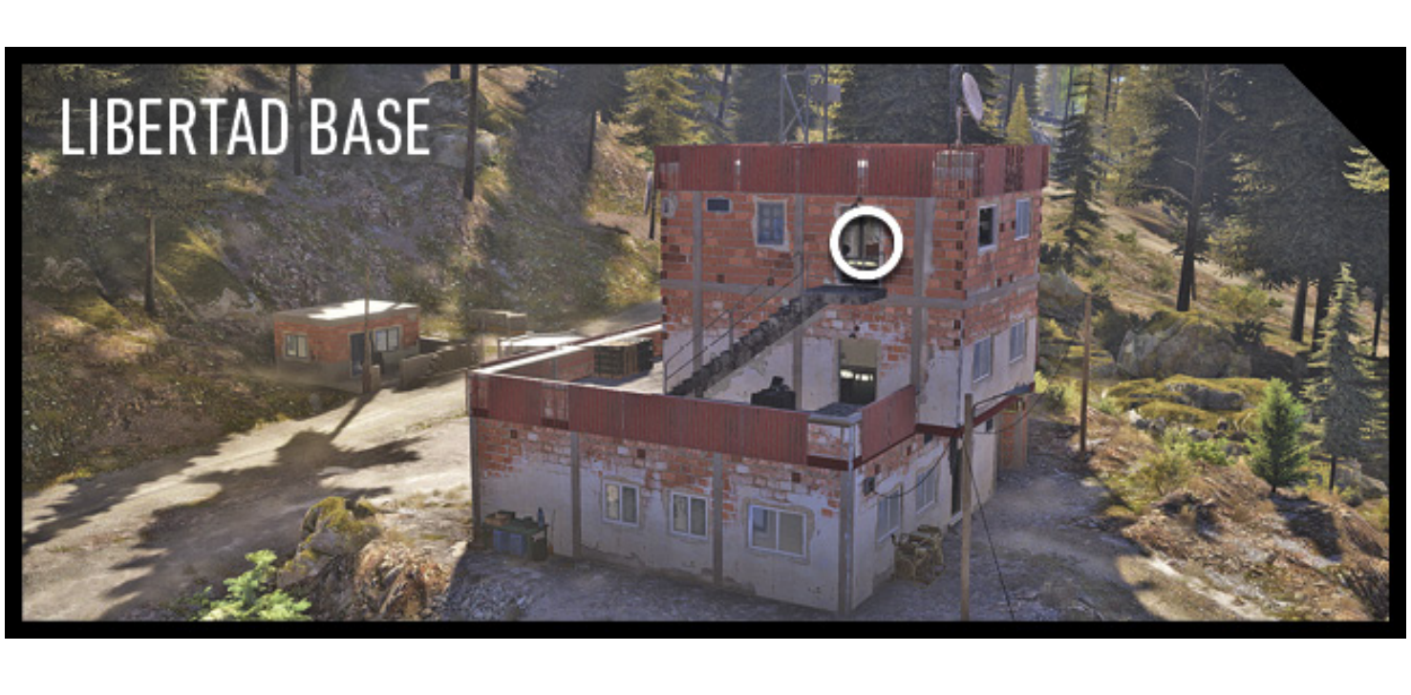
The Witches' Market: The Witches' Market, or Mercado de las Brujas, is located in the heights of La Paz, Bolivia. Selling everything from talismans, aphrodisiac powders, and amulets, to soapstone figurines thrown in the fire for good luck, the Witches' Market is run by local witch doctors – known as Yatiri – who perform white or black magic ceremonies for a few Bolivianos. Most popular of all items are the dried llama fetuses which are buried under the foundations of many houses as an offering to the Pachamama.

DOCUMENT



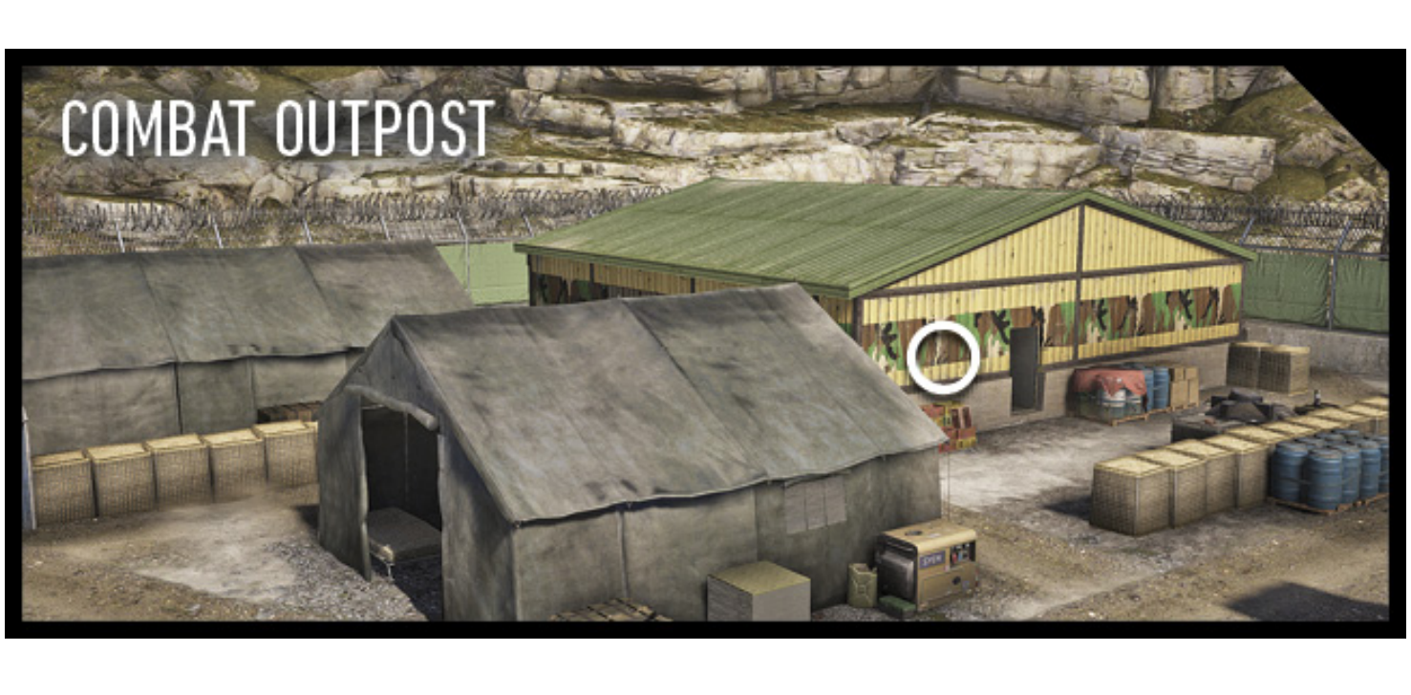
Approach the Libertad Airport from the east and hop over the fence. Climb to the top of the air traffic control tower and collect the briefcase that sits next to the controller's desk.

DOCUMENT



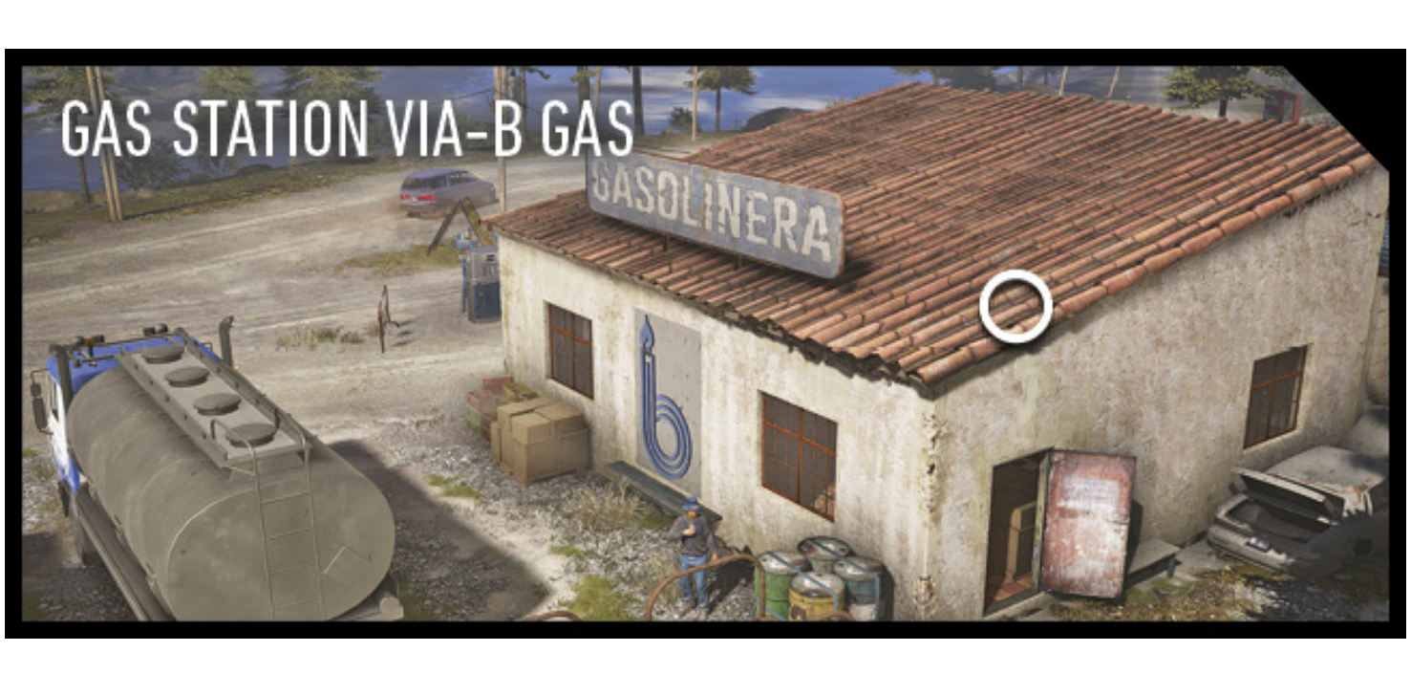
The Libertad Base resides just south of the Chemical Institute Via-B Gas. Find the HQ building on the south side and sneak inside. Climb to the top floor and grab the recording off the TV stand.

DOCUMENT



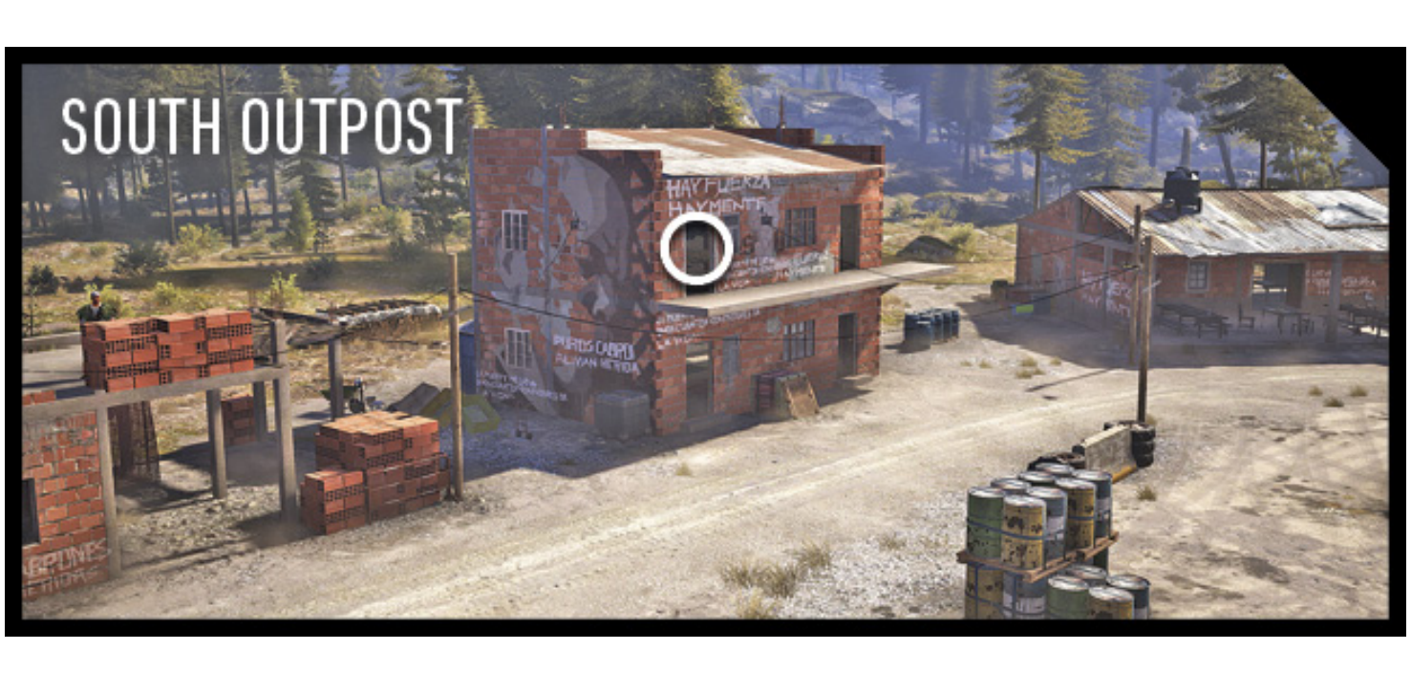
Infiltrate the Unidad Combat Outpost in southern Libertad from the east, through the shooting range. Enter the doorway on the right and enter the mess hall through the back door. Collect the recording off the table in the far room. Note that a drone jammer keeps you from using your drone, but it is not found at this outpost. Head southeast to the gas field if you wish to disable the device.

DOCUMENT

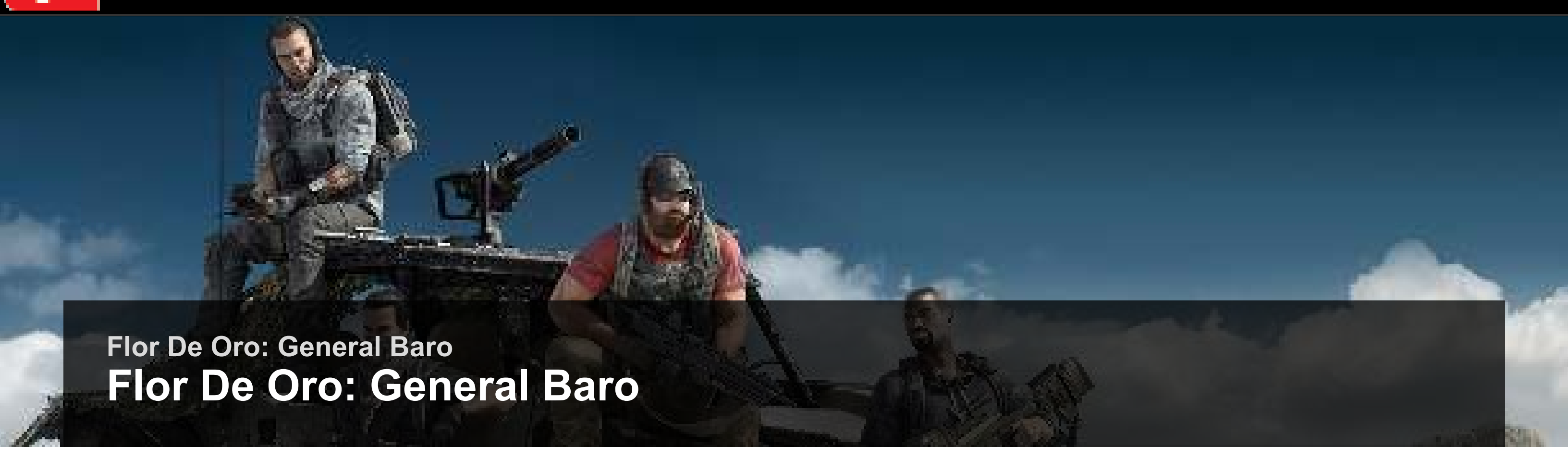


Infiltrate the Gas Station Via-B Gas convenience store through the back door to avoid any confrontations and search the counter to the right to find a recording for the Kingslayer Files.

DOCUMENT

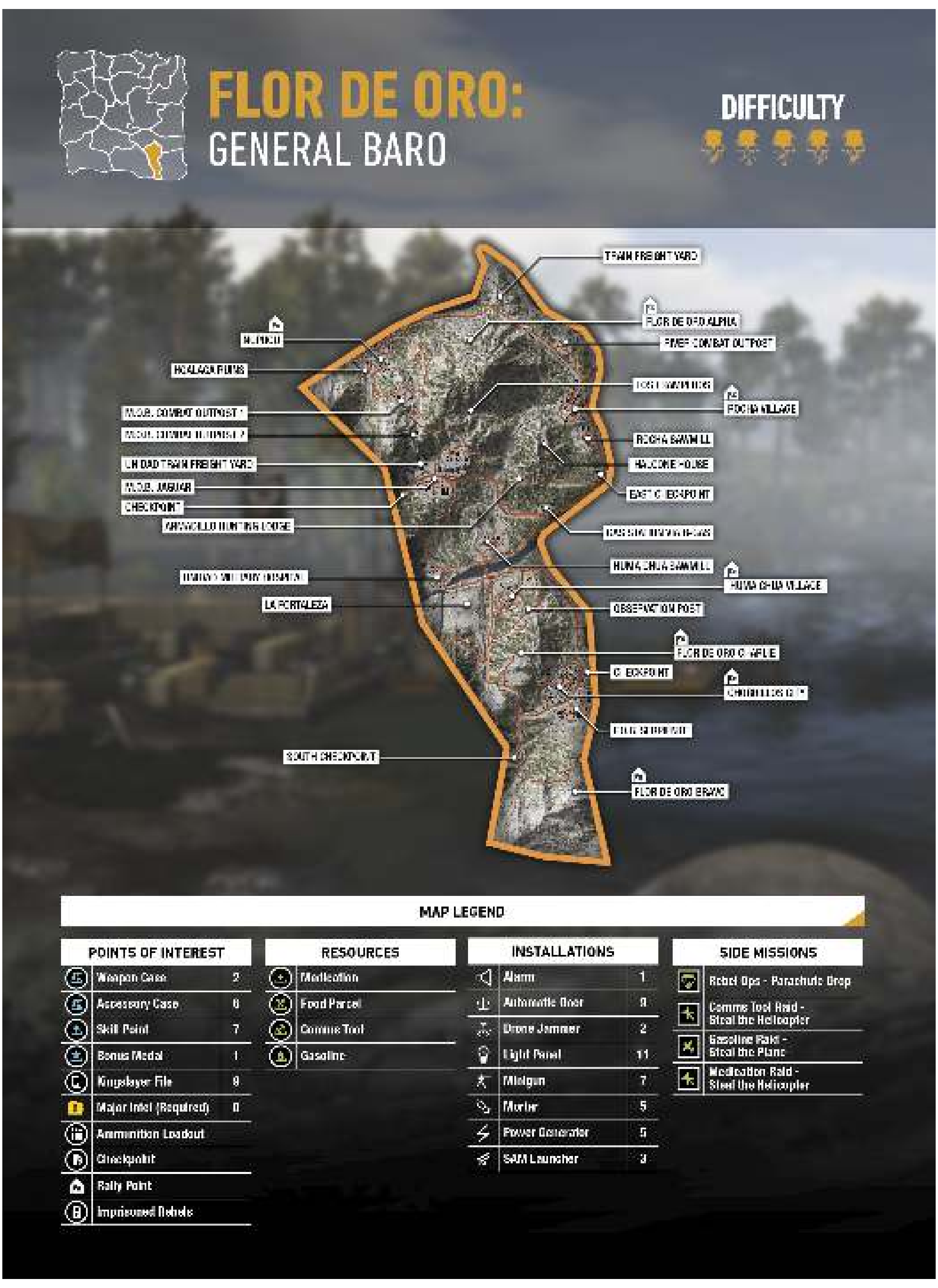


Approach Santa Blanca's south outpost from the east and sneak up the exterior steps. Enter the bedroom on the second floor and grab the document off the mattress.



Flor De Oro: General Baro

Flor De Oro: General Baro


FLOR DE ORO:
GENERAL BARO
DIFFICULTY
TRAIN FREIGHT YARD
FLOR DE ORO ALPHA
RIVER COMBAT OUTPOST
NUPUCU
HOALAGA RUINS
ROCHA VILLAGE
M.O.B. COMBAT OUTPOST 1
M.O.B. COMBAT OUTPOST 2
ROCHA SAWMILL
UNIDAD TRAIN FREIGHT YARD
HALCONE HOUSE
M.O.B. JAGUAR
EAST CHECKPOINT
CHECKPOINT
ARMADILLO HUNTING LODGE
HUMA CHUA SAWMILL
HUMA CHUA VILLAGE
LA FORTALEZA
OBSERVATION POST
FLOR DE ORO CHARLIE
CHECKPOINT
SOUTH CHECKPOINT
FLOR DE ORO BRAVO
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 6
Skill Point 7
Bonus Medal 1
Kingslayer File 9
Major Intel (Required) 0
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 1
Automatic Door 0
Drone Jammer 2
Light Panel 11
Minigun 7
Mortar 5
Power Generator 5
SAM Launcher 3
SIDE MISSIONS
Rebel Ops - Parachute Drop
Comms Tool Raid - Steal the Helicopter
Gasoline Raid - Steal the Plane
Medication Raid - Steal the Helicopter

In this forest province, La Unidad has settled her logistic center and HQ.

Content	Number in Province
Main Missions	4
Side Missions	4

- **Operation: Security**
- **Chief: General Baro**
- **Ecosystem: Forest Valley**

Flor de Oro has a rugged landscape covered with a thick forest. The people work in forestry and soybean cultures. The province is crossed by several roads and a railway track.

The small town of Chorrillos is the capital of the province, its economy is based on forestry. The villages of Rocha, Nupucu, and Huma Chua share their activity between forestry and soybeans.

This peaceful province was spared by the Santa Blanca. The absence of the cartel and the presence of a good communication network were reasons for the commander of the Unidad, General Baro, to settle its Headquarters and one of the two main bases of its special forces in the province. Since then the province has been, totally under the control of the Unidad.

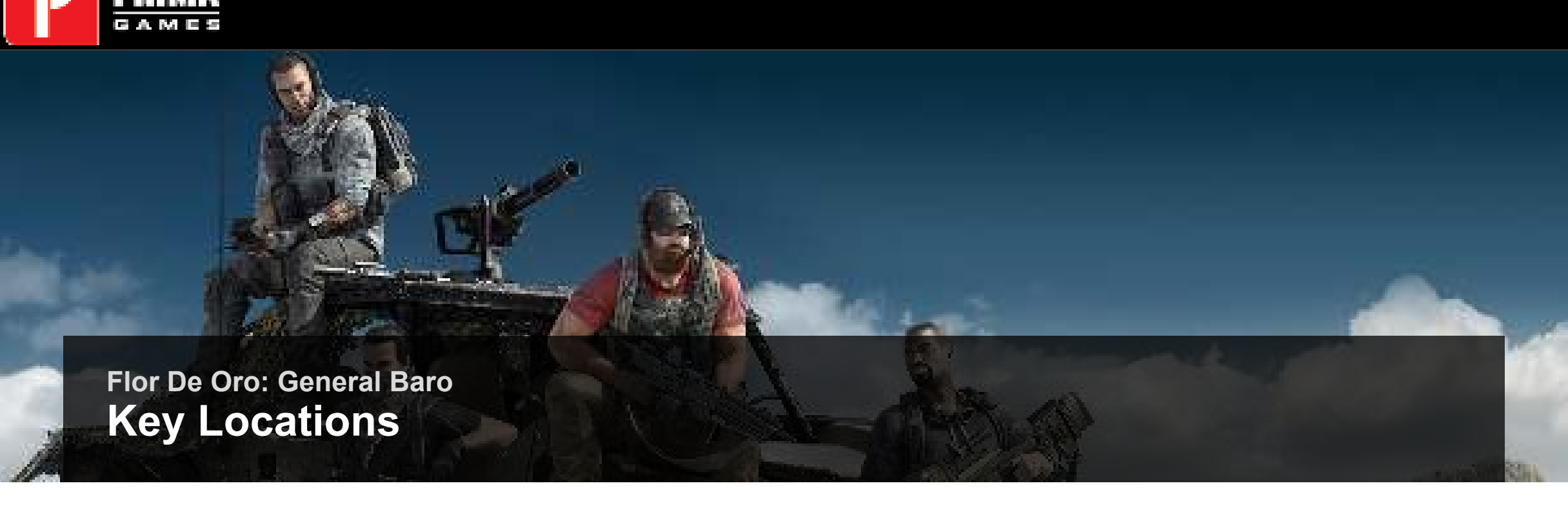
GENERAL BARO

BORN: 21/10/1951 in Rio Uruqui, Bolivia

CARTEL POSITION: Unidad General

General Baro handles logistic and strategy to let the cartel do their job and avoid crossing the agreements within the Bolivian Government. He makes sure that the Santa Blanca Cartel does not bring extreme violence into Bolivian society, or sells cocaine in the territory.

He is a longtime friend of El Yayo and the Bolivian Cartels. He believes that becoming an addict is just for weak-minded people. So he let the cartel produce drugs to wipe off the weak. He doesn't have any kind of conflict about that unless the cartel doesn't respect Unidad's and Bolivia's sovereignty. The SB pays him really well, and they respect his ways so he is left alone…for the moment. His wife and daughter are unaware of his ties with the cartel.



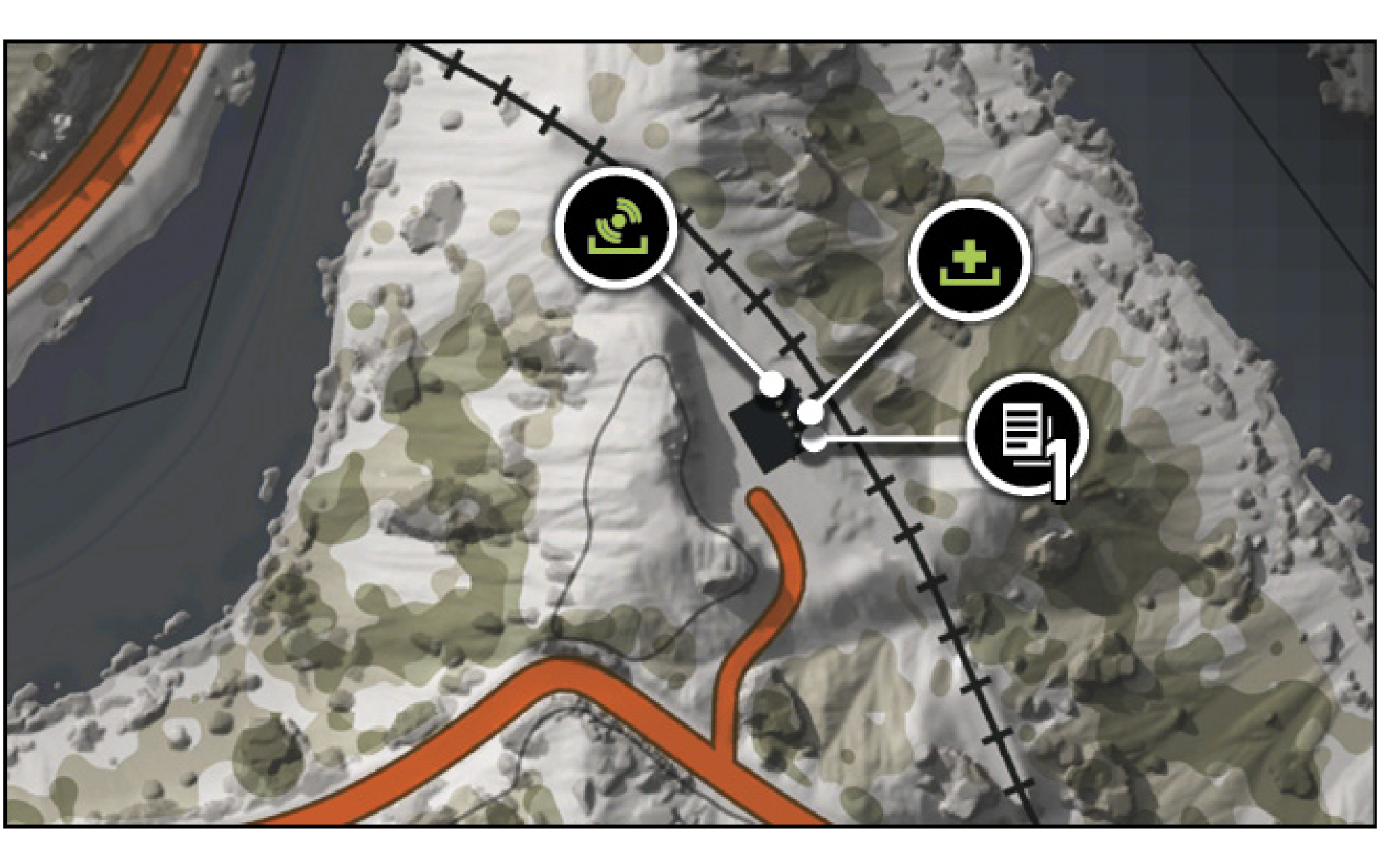
Flor De Oro: General Baro

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

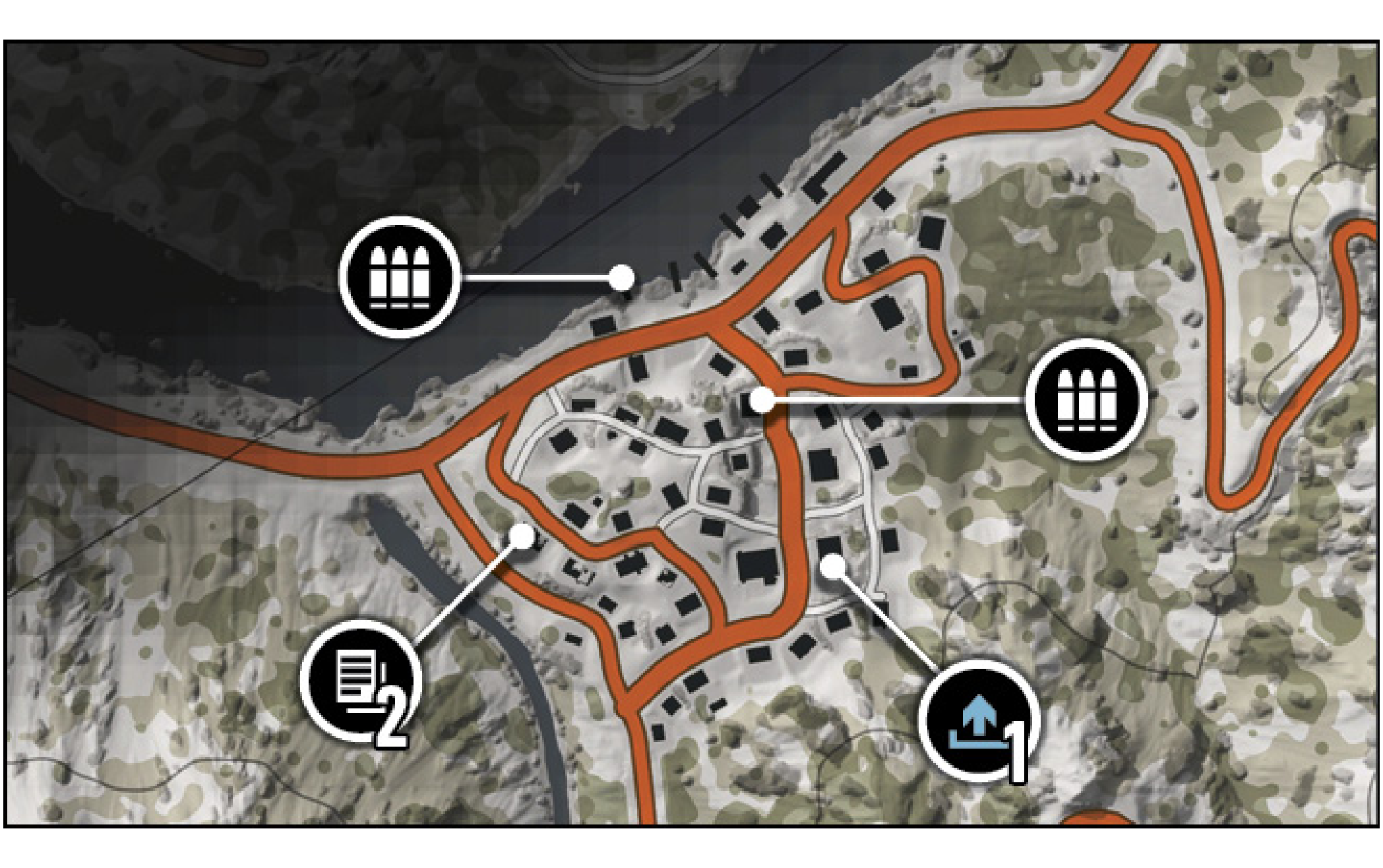
TRAIN FREIGHT YARD

A secondary Unidad supply source.



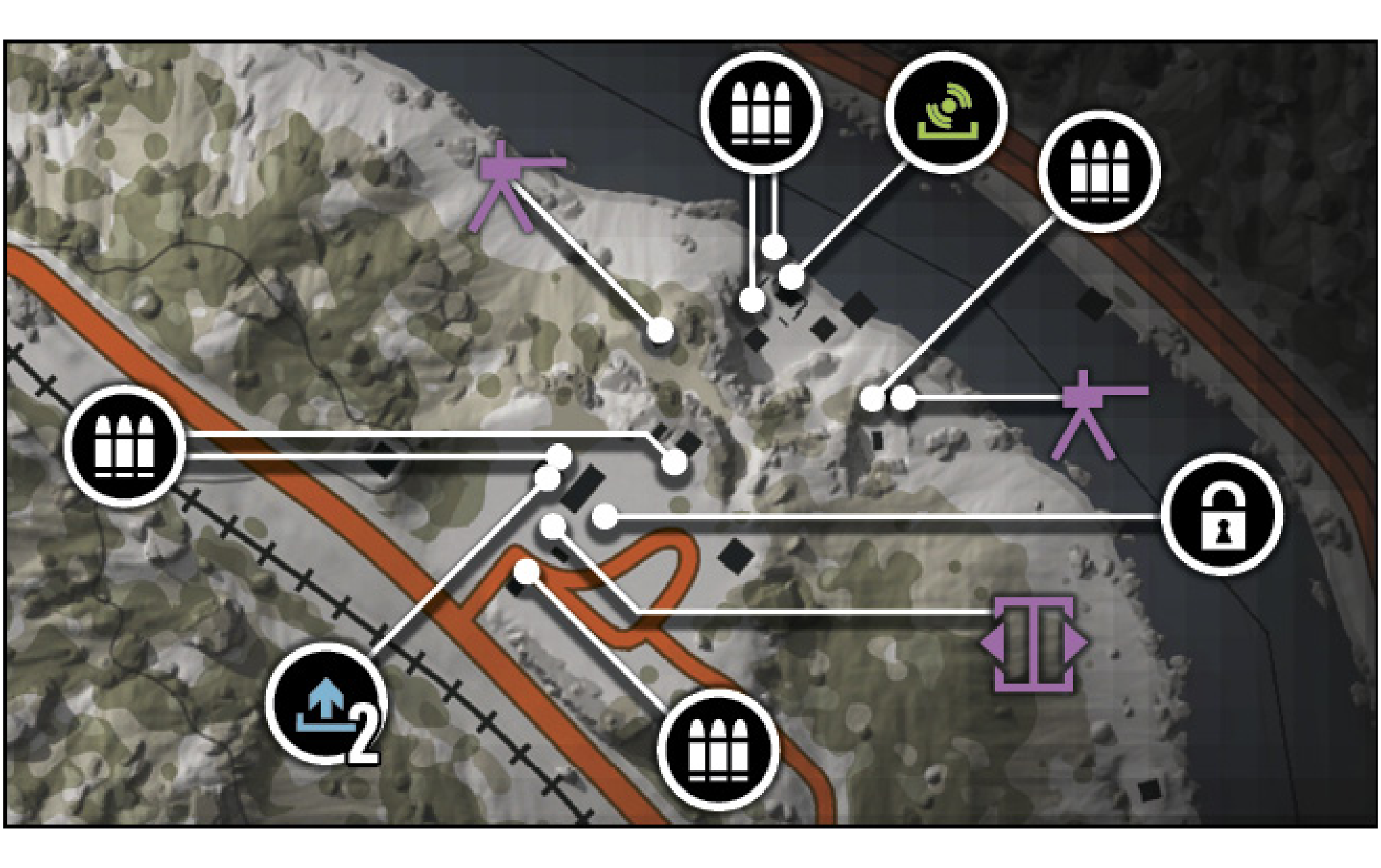
NUPUCU AND HOALACA RUINS

A fishing village with the ruins of a small hamlet.



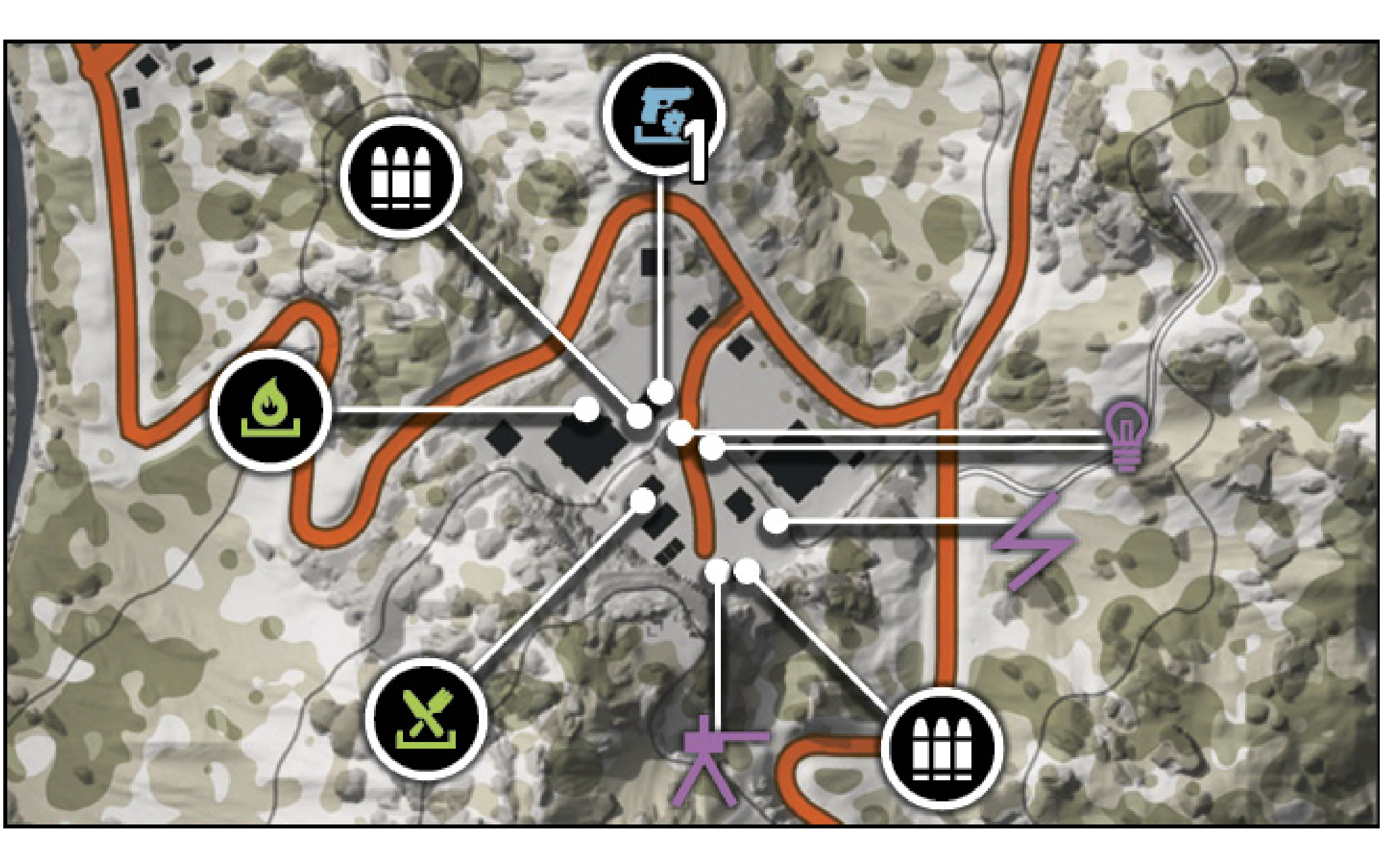
RIVER COMBAT OUTPOST

Controls river traffic.



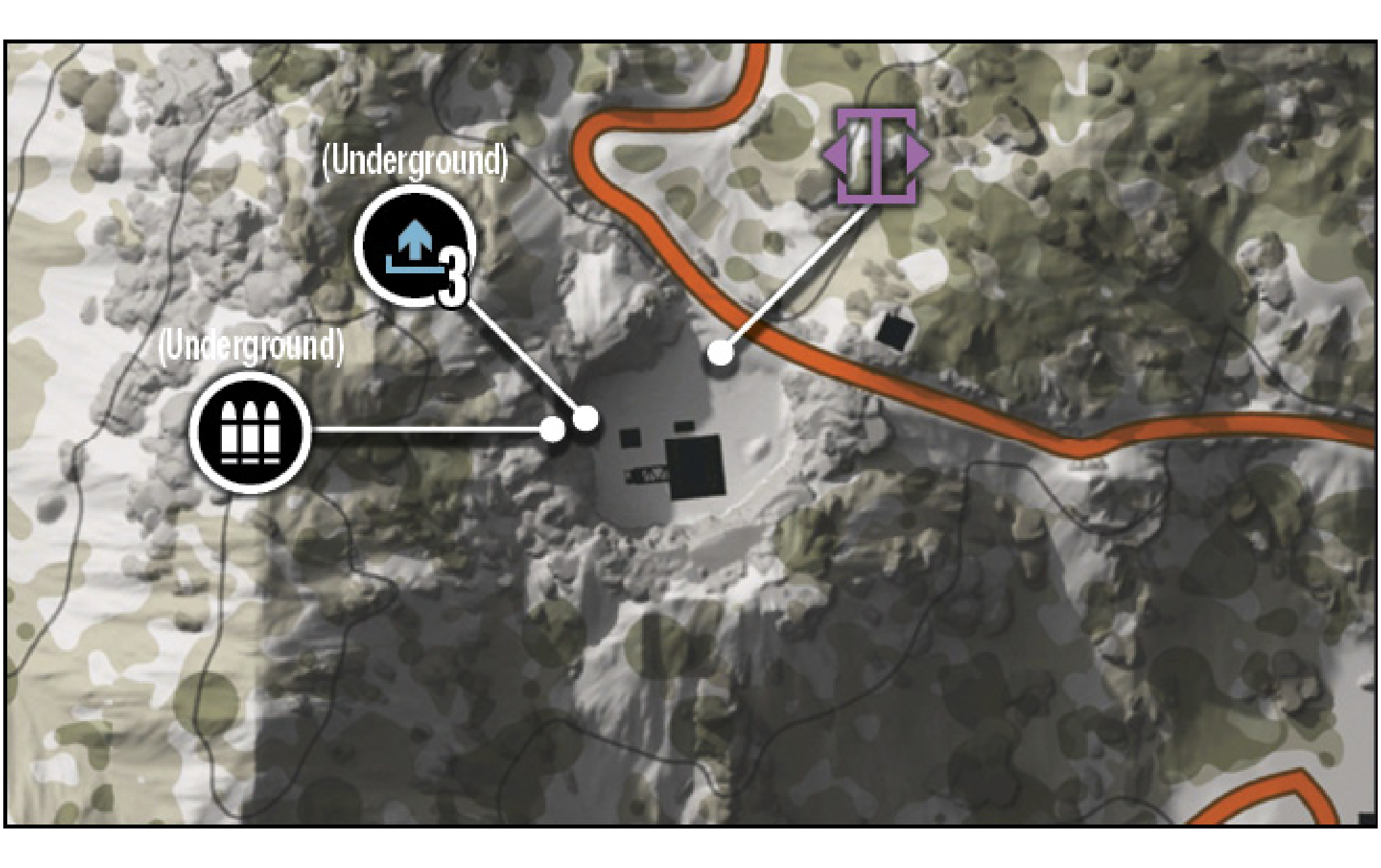
M.O.B. COMBAT OUTPOST 1

Guards the northern approaches of the M.O.B.



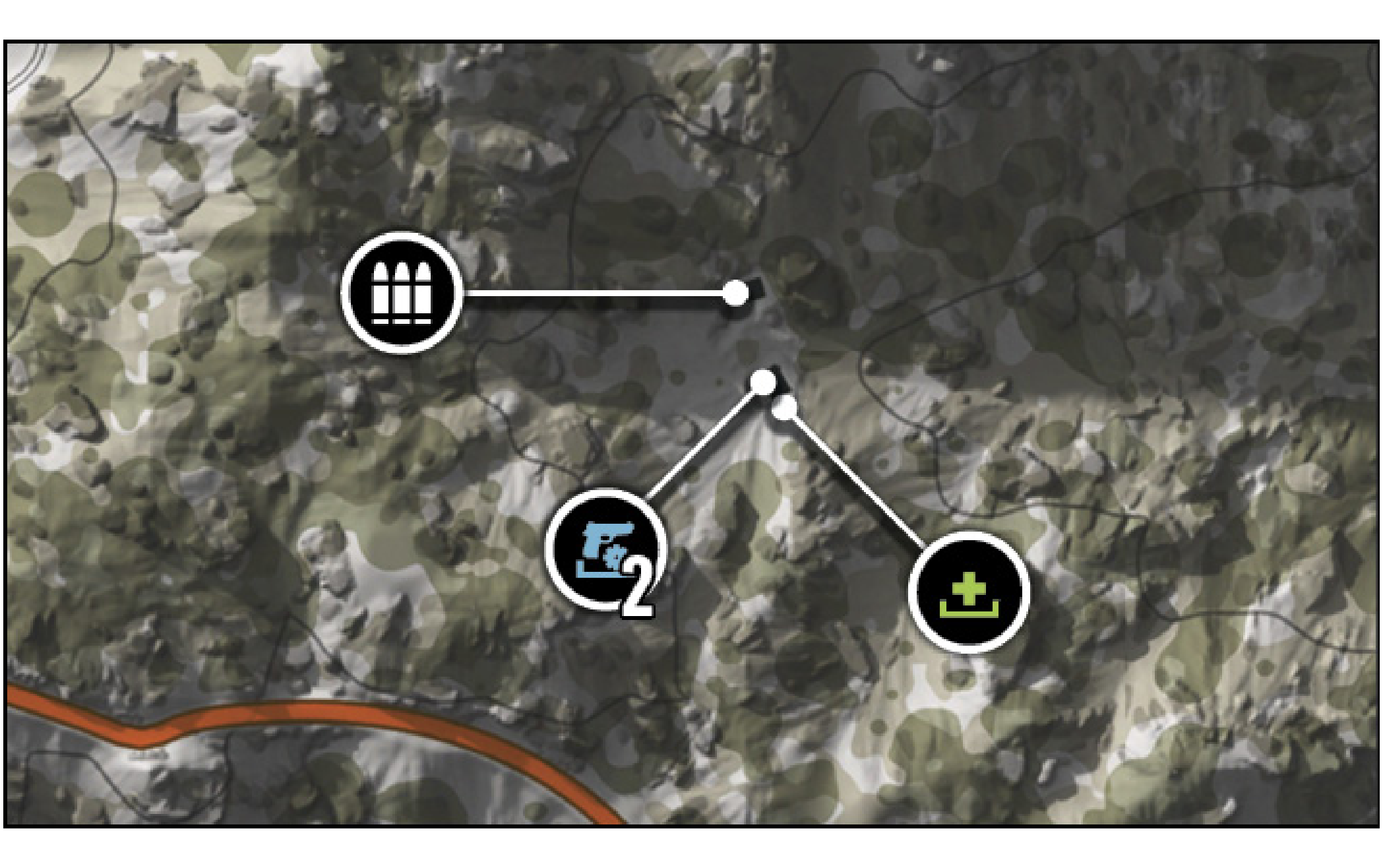
M.O.B. COMBAT OUTPOST 2

Protects an access point to the M.O.B.



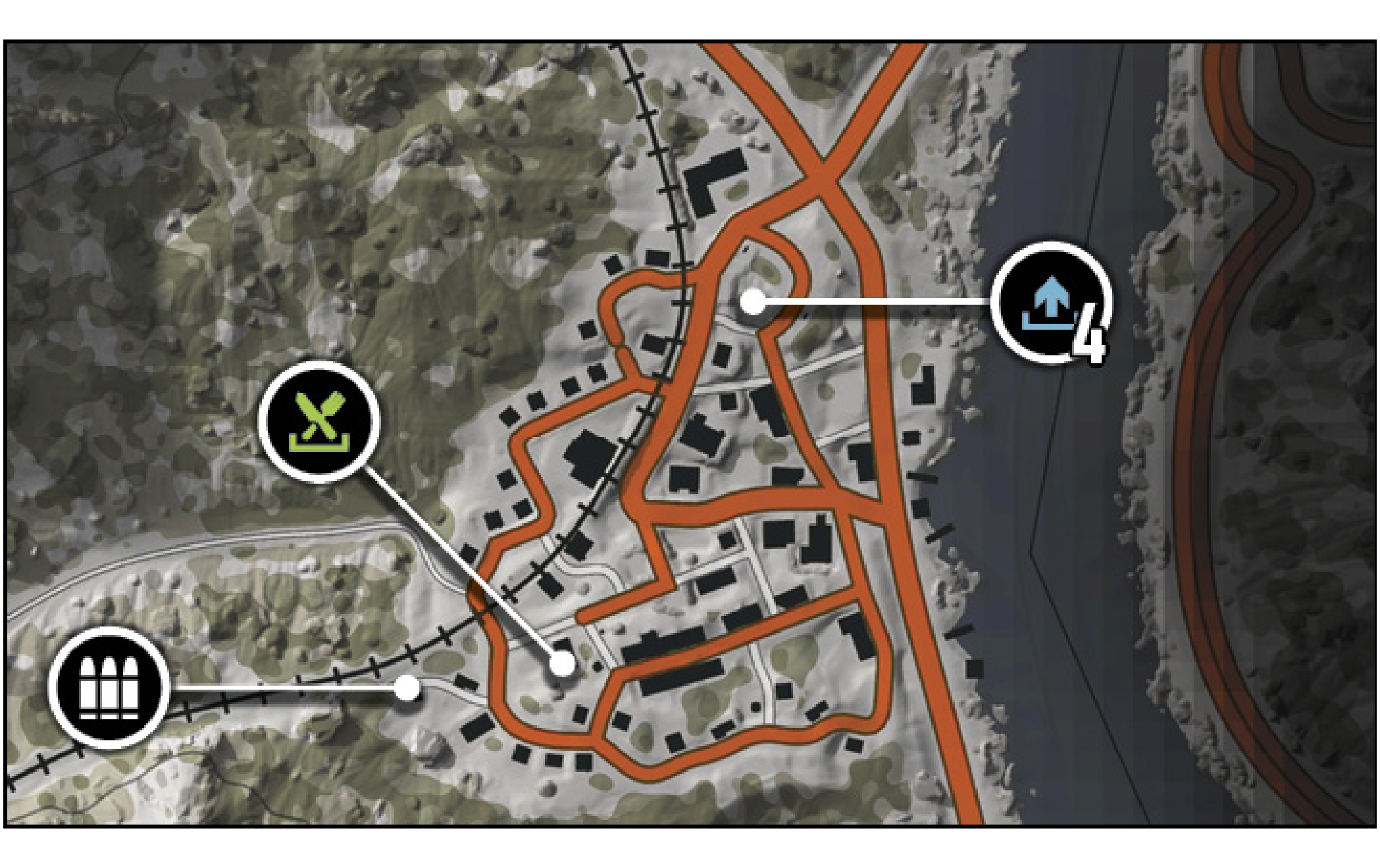
LOS TRAMPEROS

A rebel hideout now controlled by the hostiles.



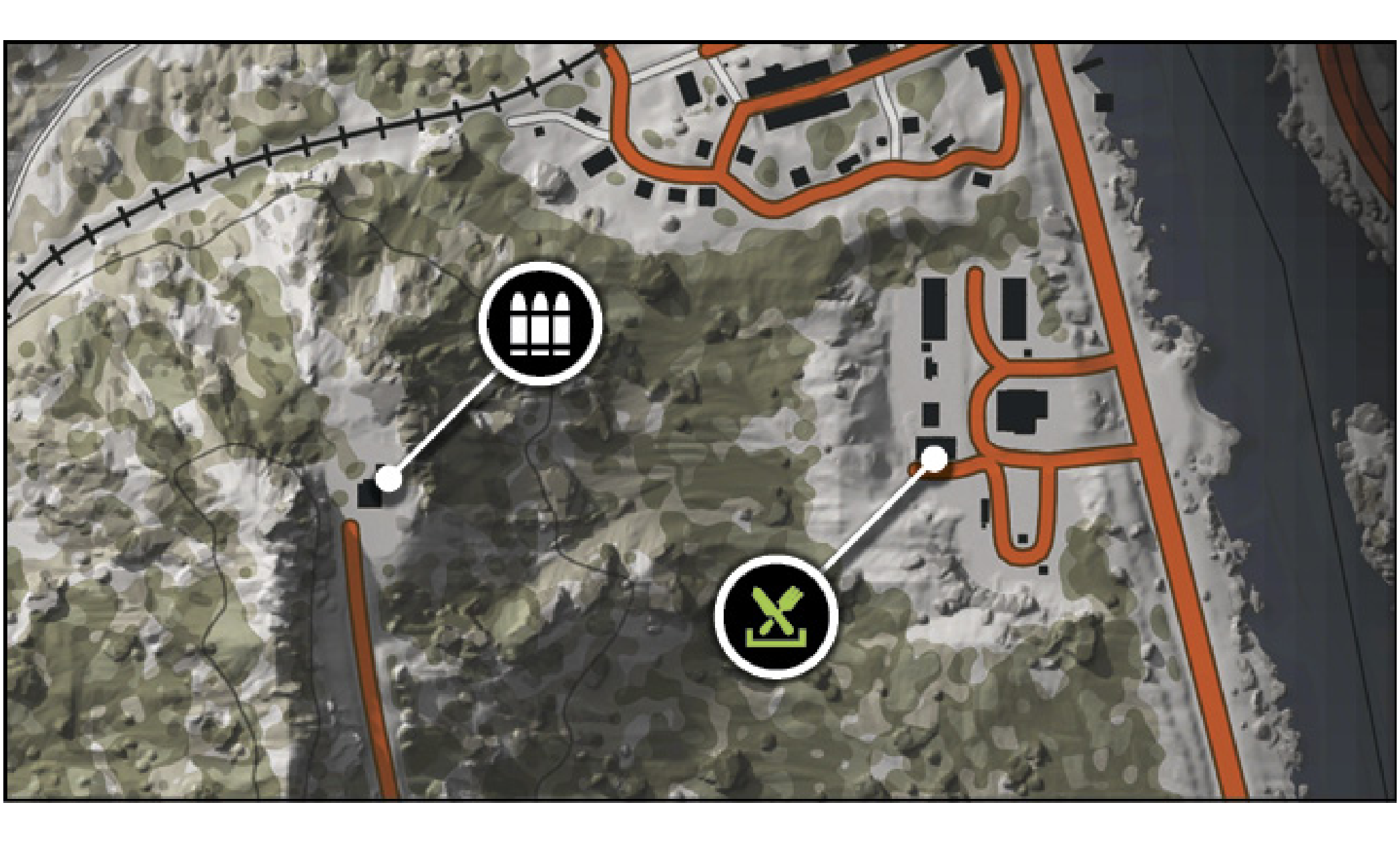
ROCHA VILLAGE

A village of woodcutters.



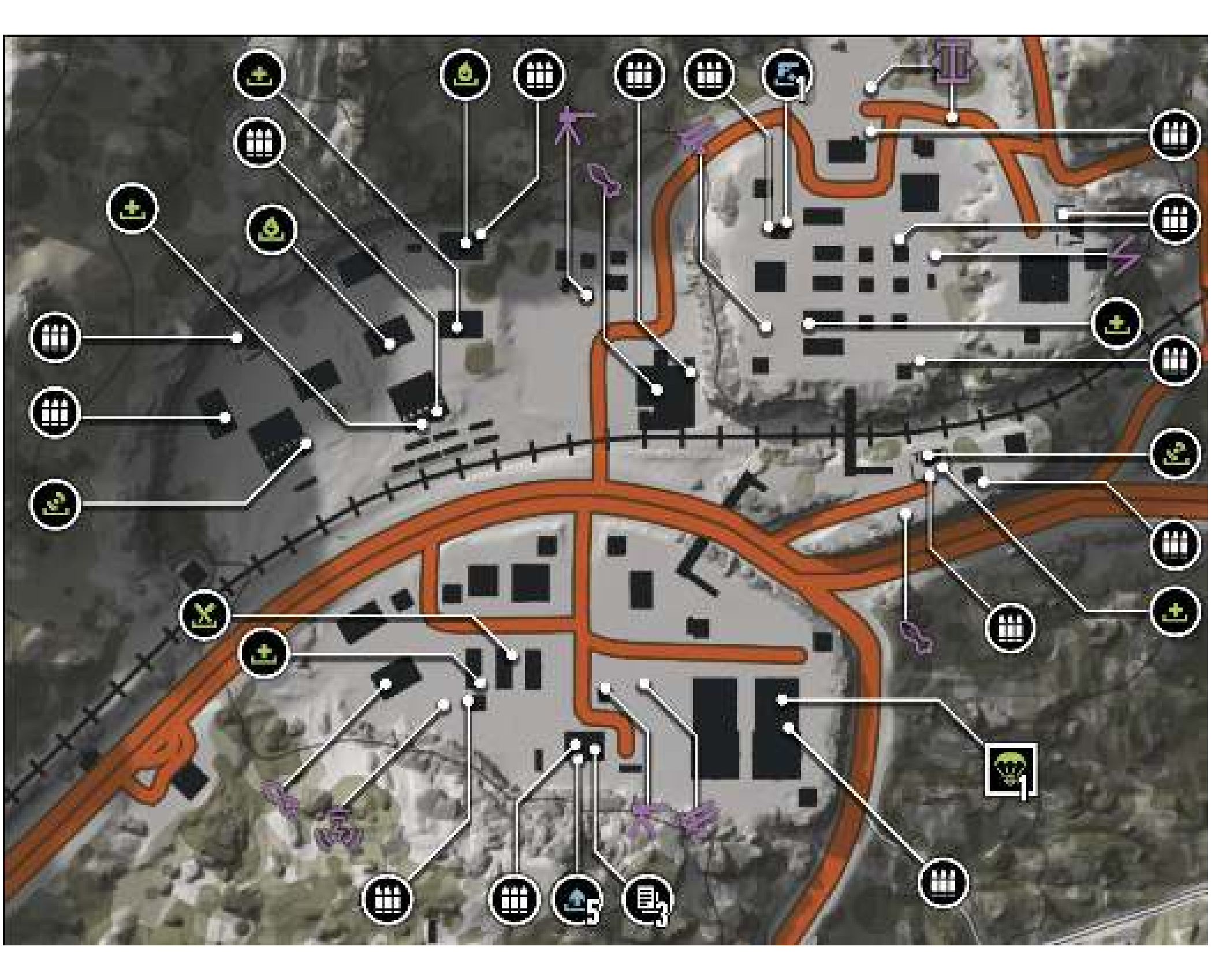
HALCONE HOUSE AND ROCHA SAWMILL

Cartel spies monitor La Unidad at the Halcone House near a sawmill exploited by E.N.E.F.



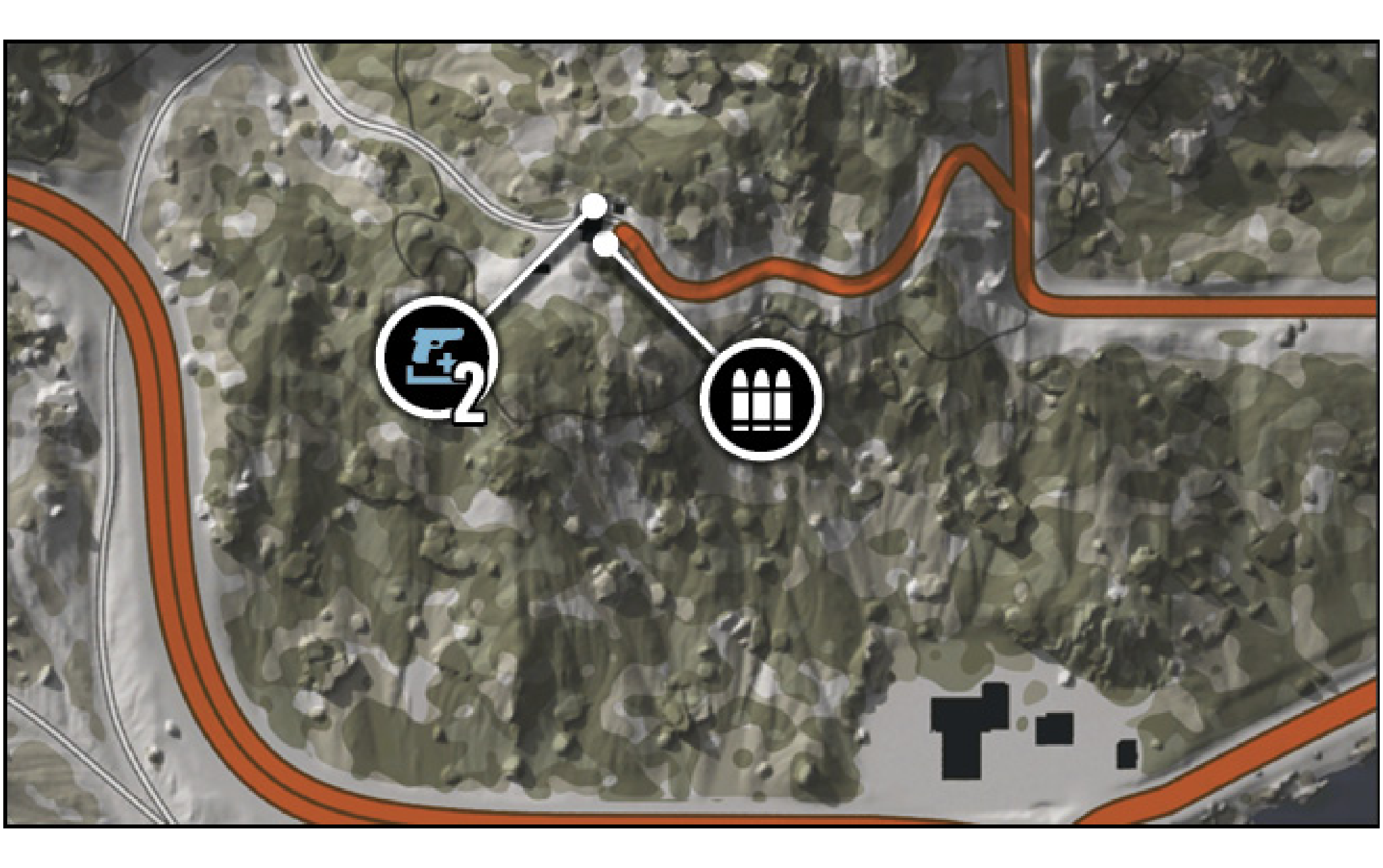
M.O.B. JAGUAR, UNIDAD TRAIN FREIGHT YARD, AND CHECKPOINT

Unidad HQ, logistics, and data centers with their main source of supplies. A checkpoint controls the road to Malca.



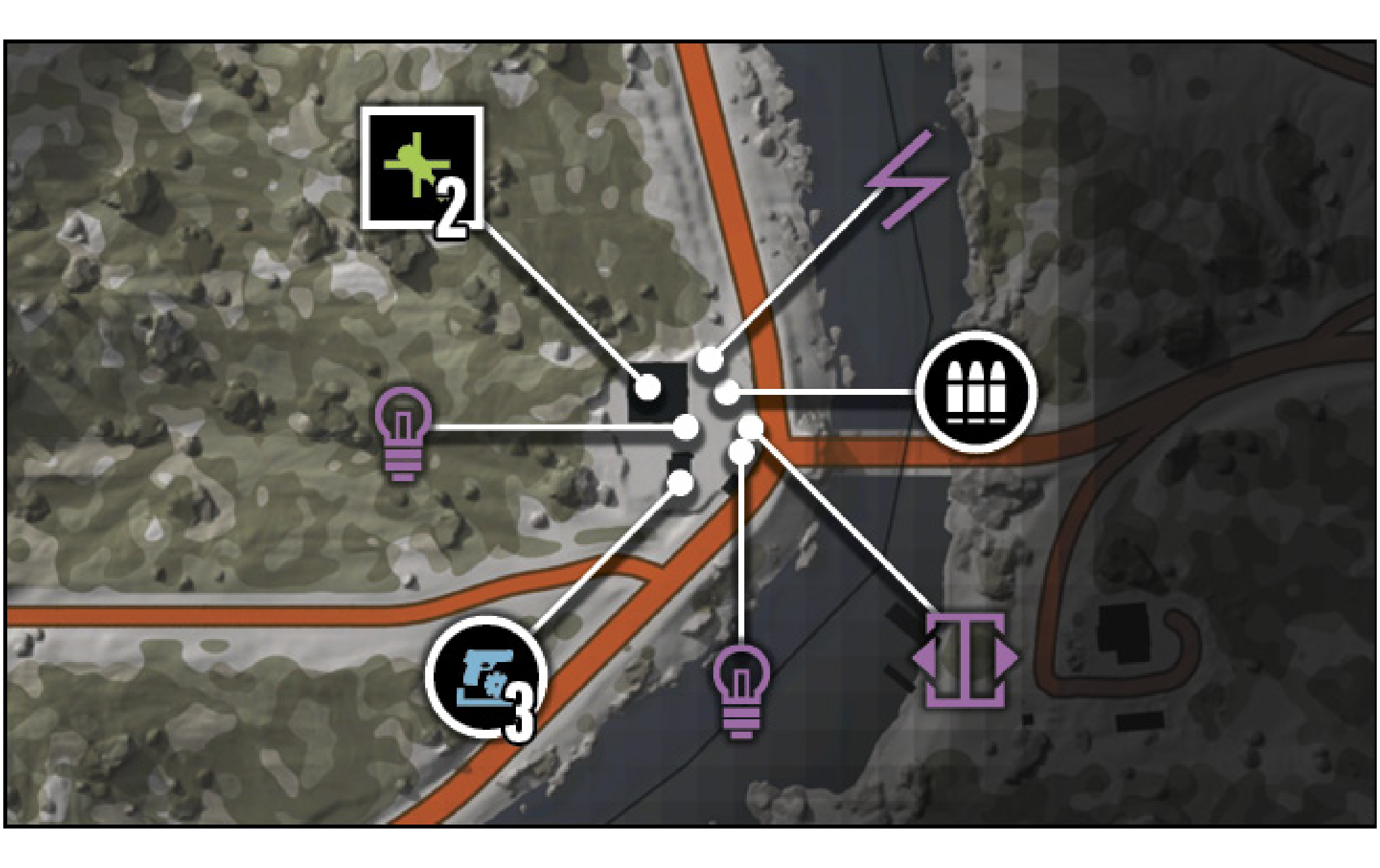
ARMADILLO HUNTING LODGE AND GAS STATION VIA-B GAS

A lodge used now by Unidad’s officers and an isolated gas station.



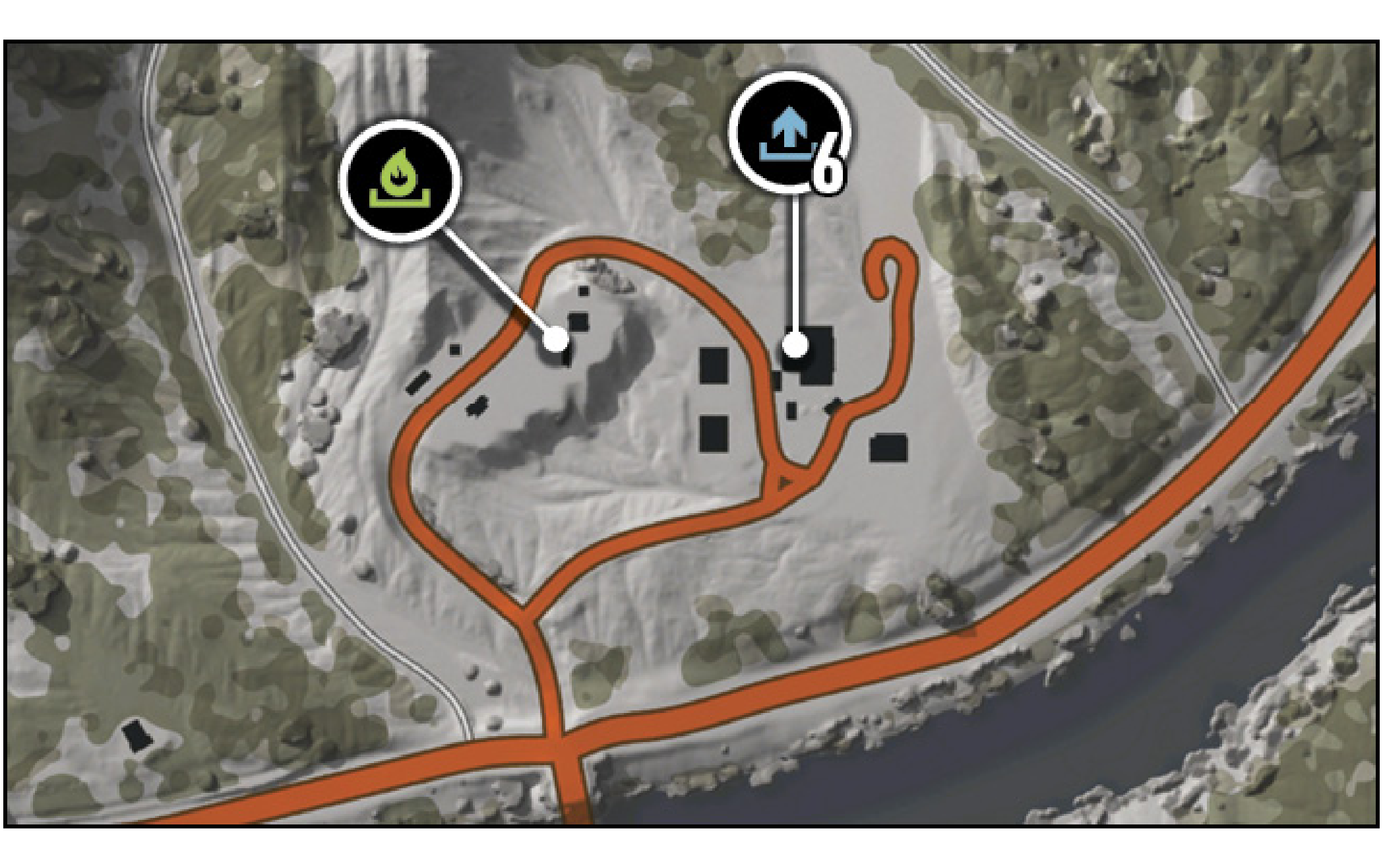
EAST CHECKPOINT

Controls road traffic.



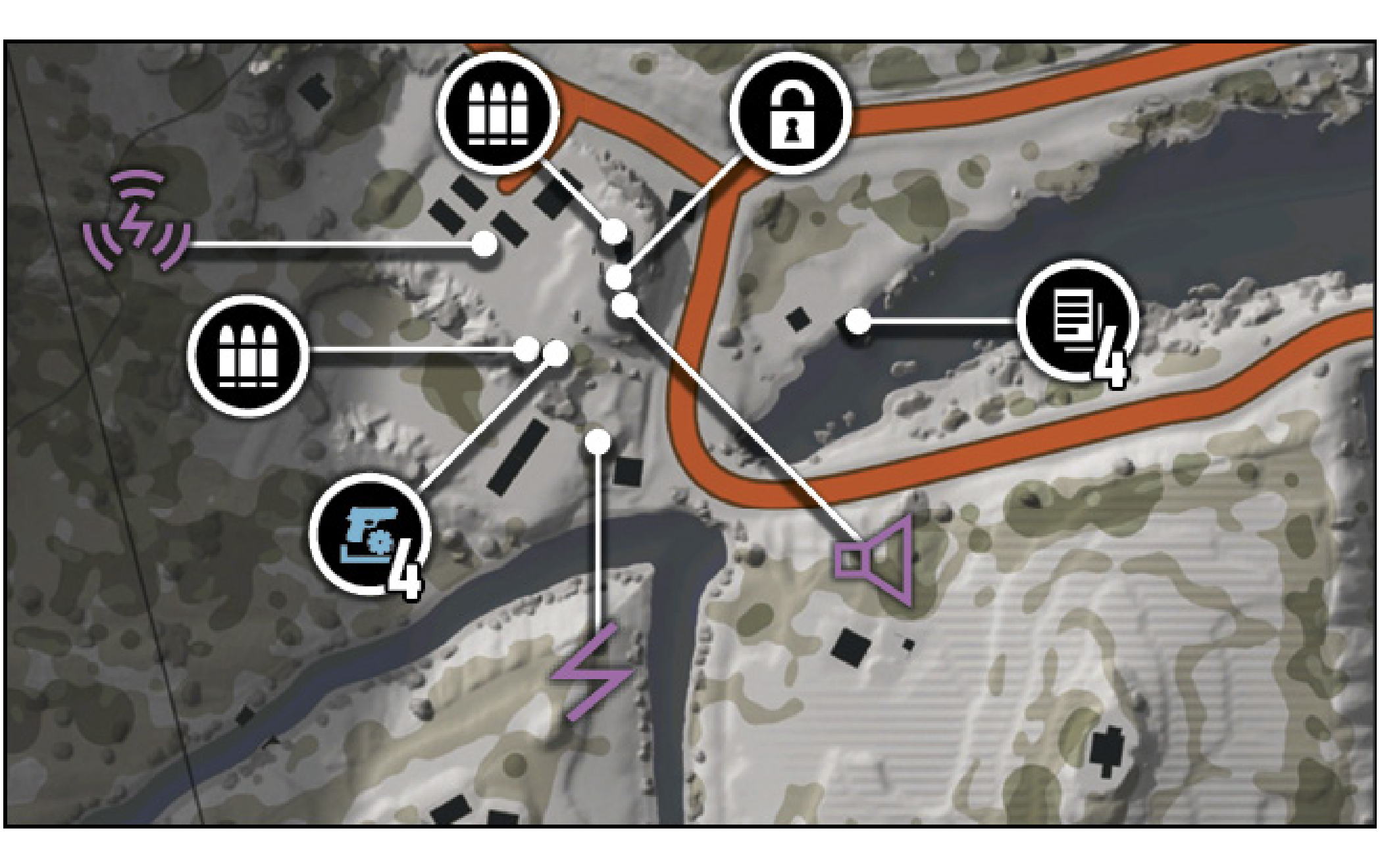
HUMA CHUA SAWMILL

A sawmill exploited by E.N.E.F.



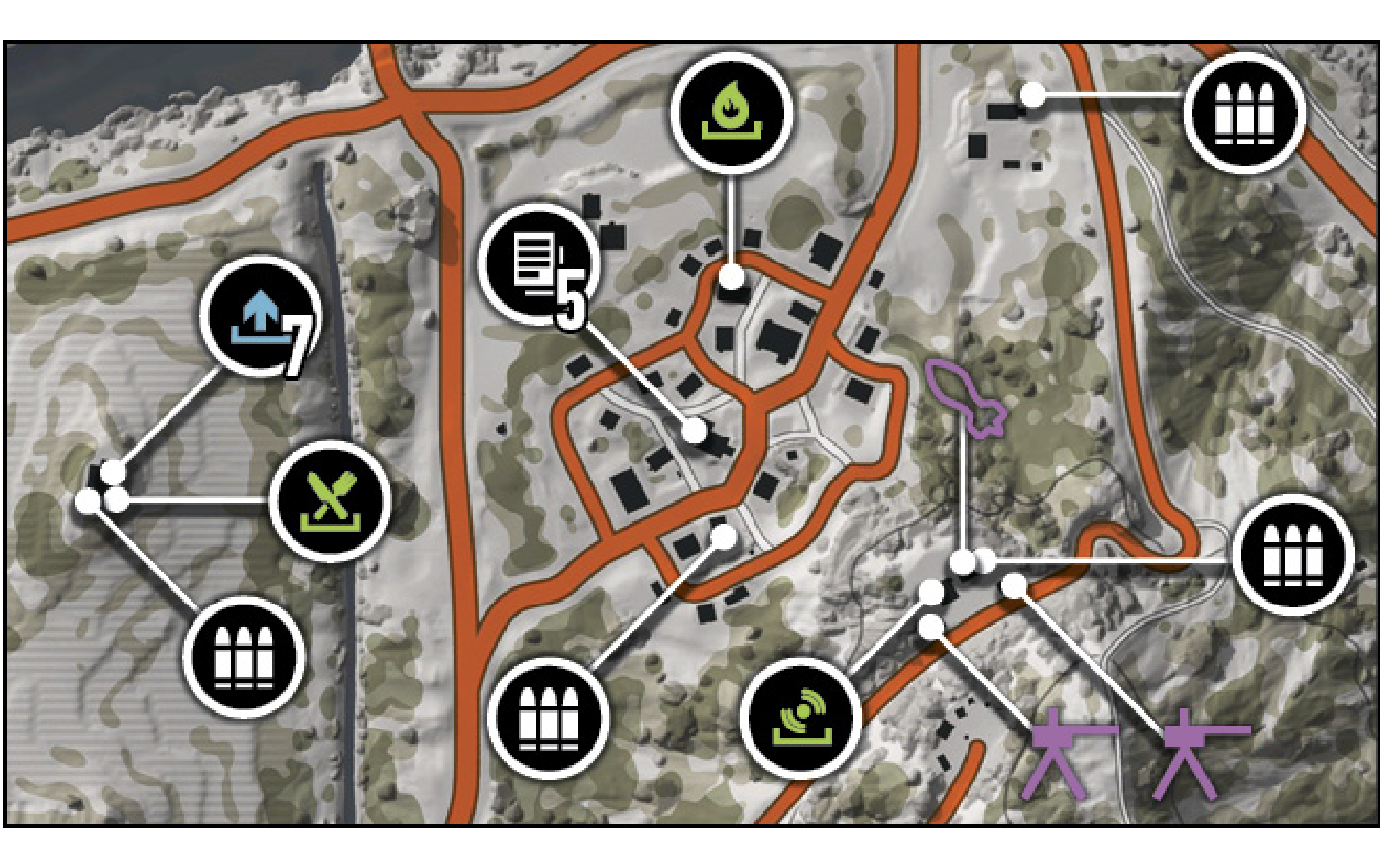
UNIDAD MILITARY HOSPITAL

A hospital for wounded soldiers.



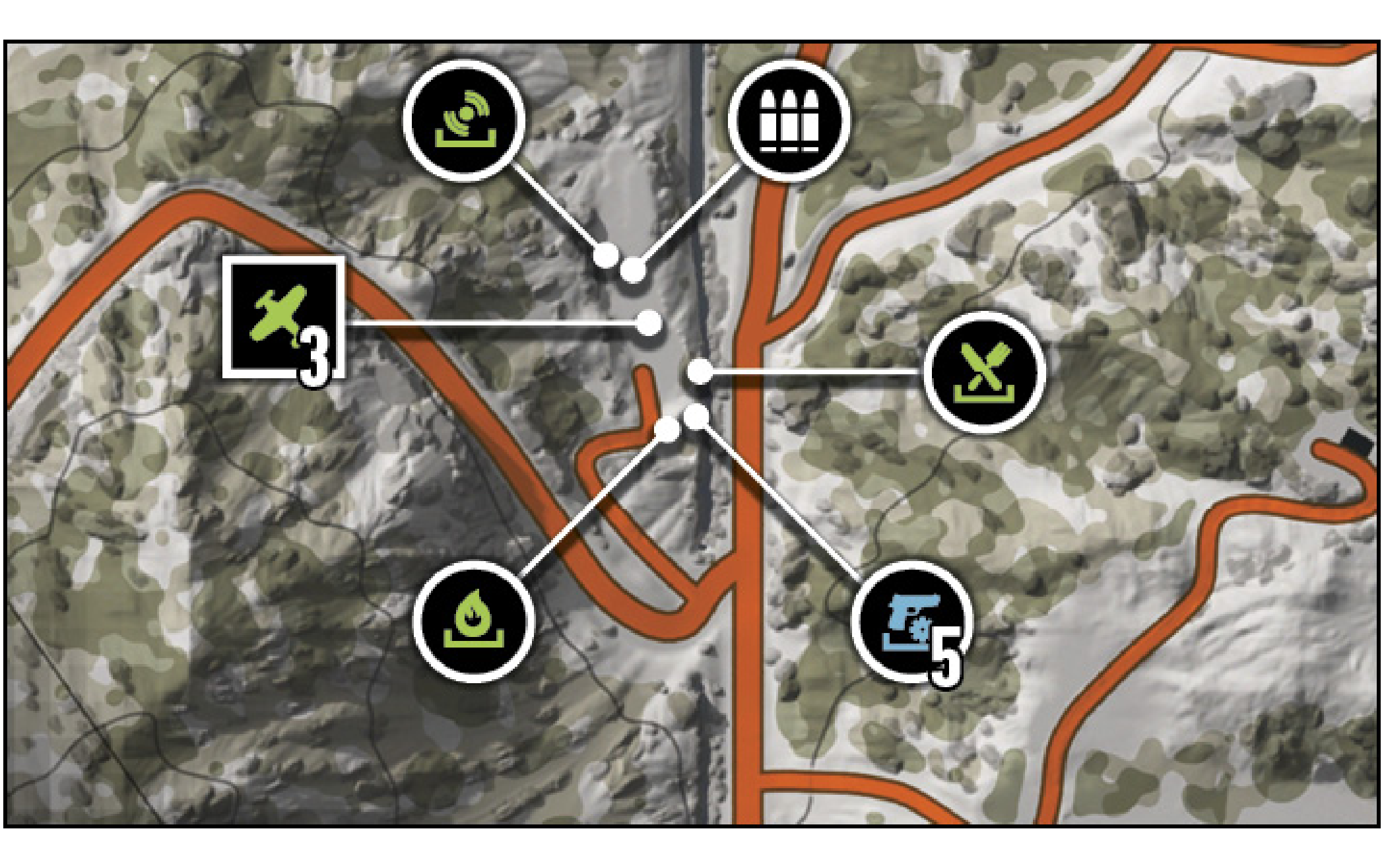
LA FORTALEZA, HUMA CHUA VILLAGE, AND OBSERVATION POST

A rebel hideout now controlled by the hostiles, a fishing and soybean-farmers’ village, and a base that monitors Huma Chua village.



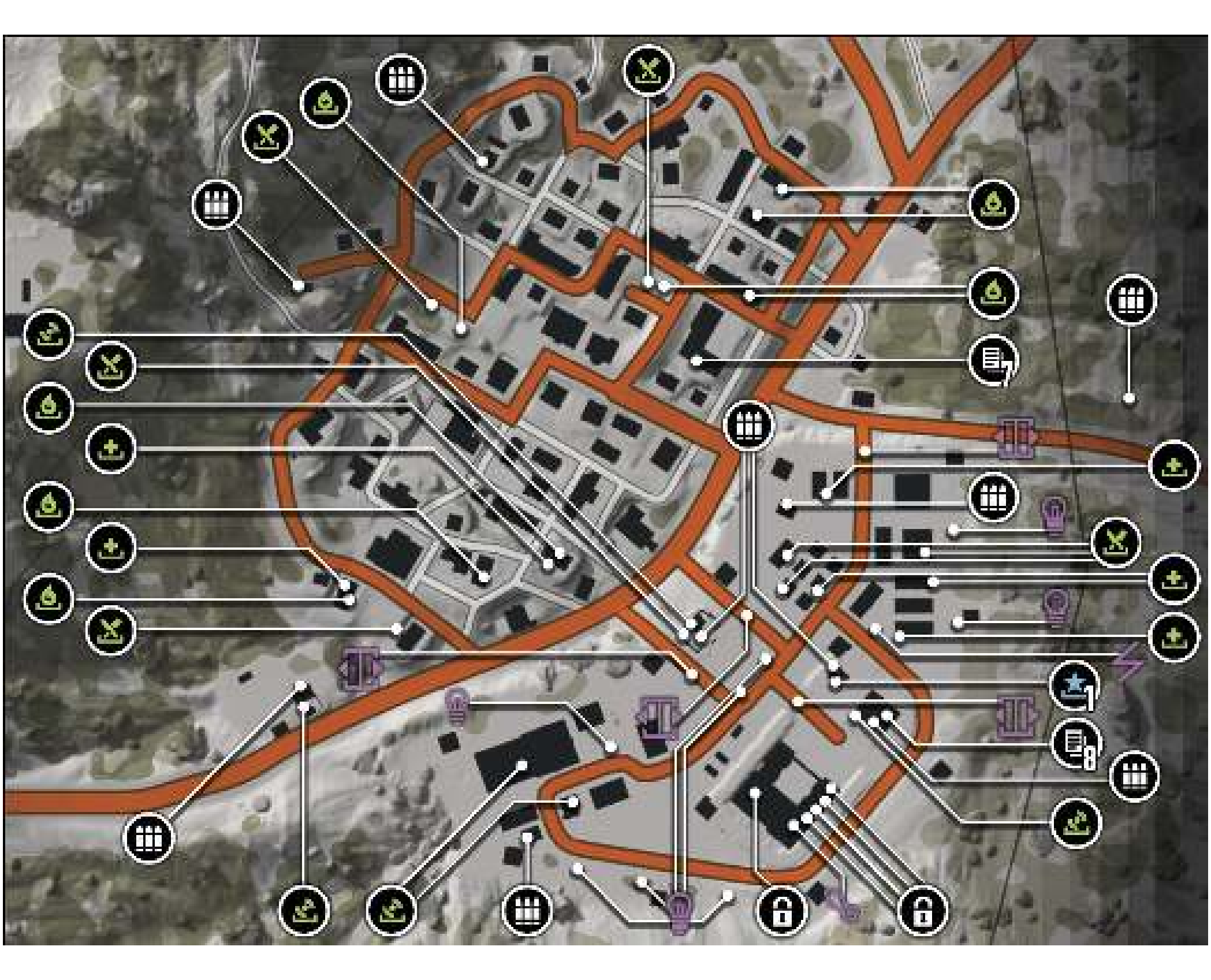
MAKESHIFT RUNWAY

A runway improvised by La Unidad



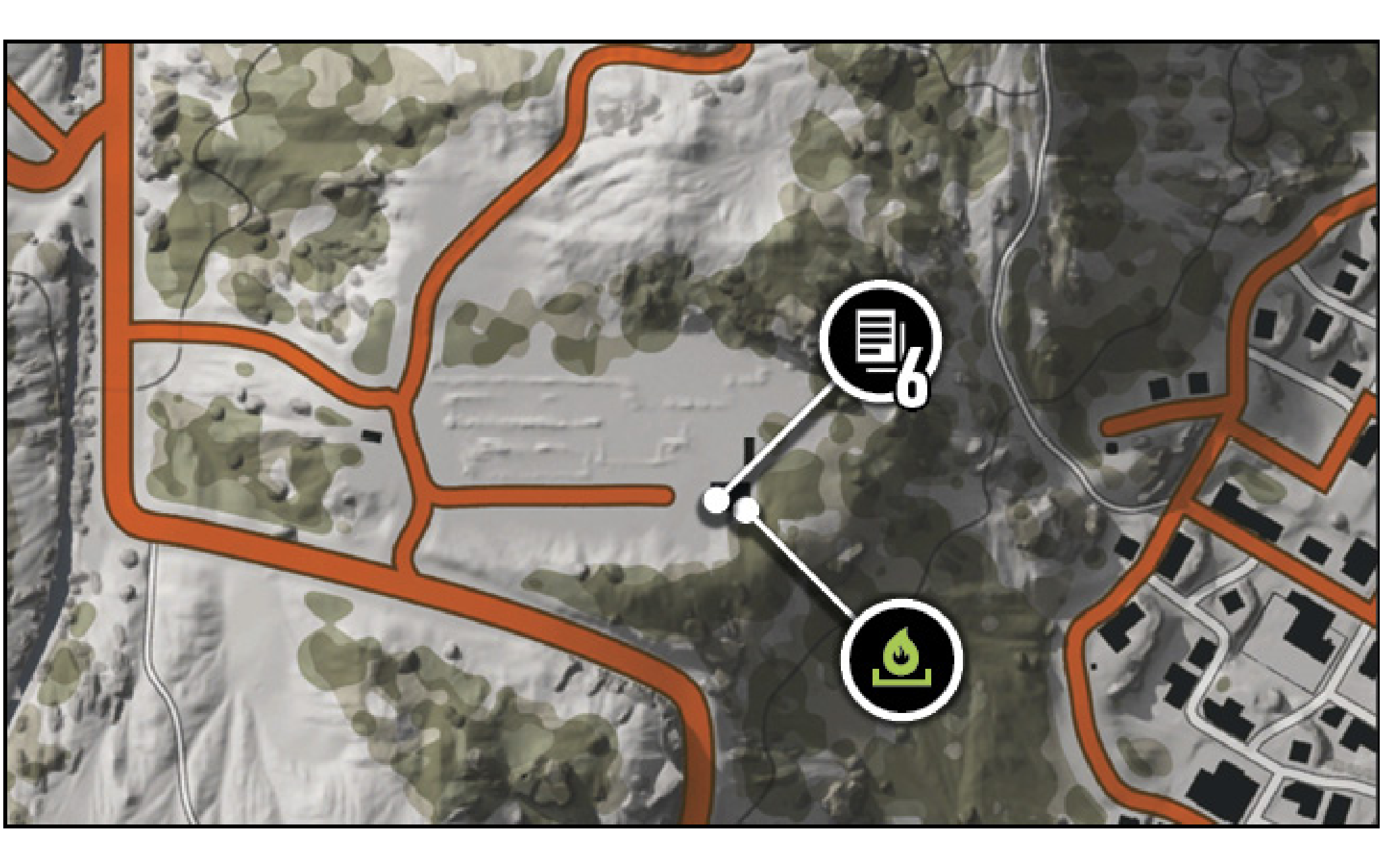
CHORRILLOS CITY, F.O.B. SERPIENTE, AND CHECKPOINTS

The capital of the province and forestry along with an operating base that protects the Unidad penitentiary. Checkpoints control the roads to Malca and Libertad.



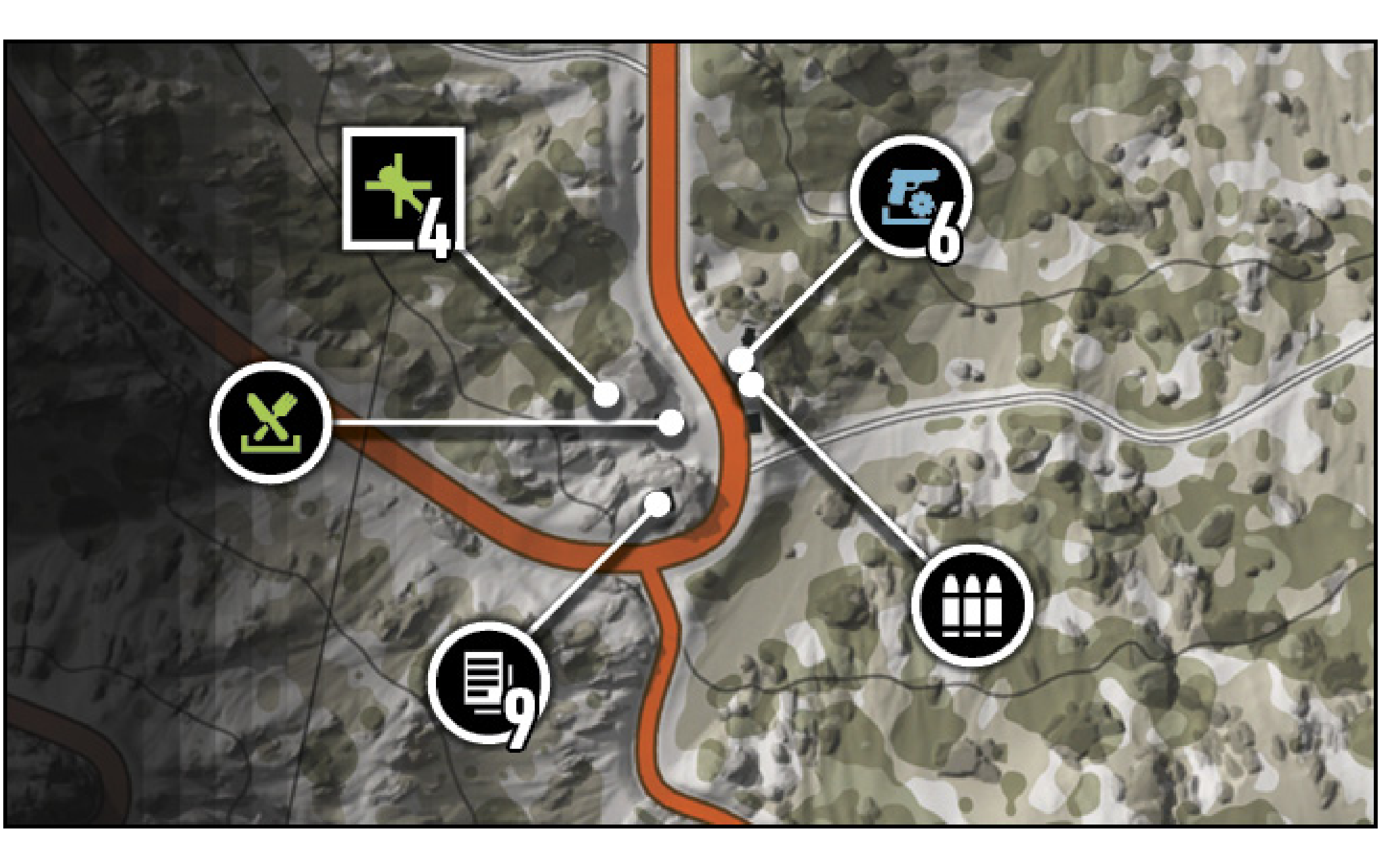
CHORRILOS WOOD STORAGE

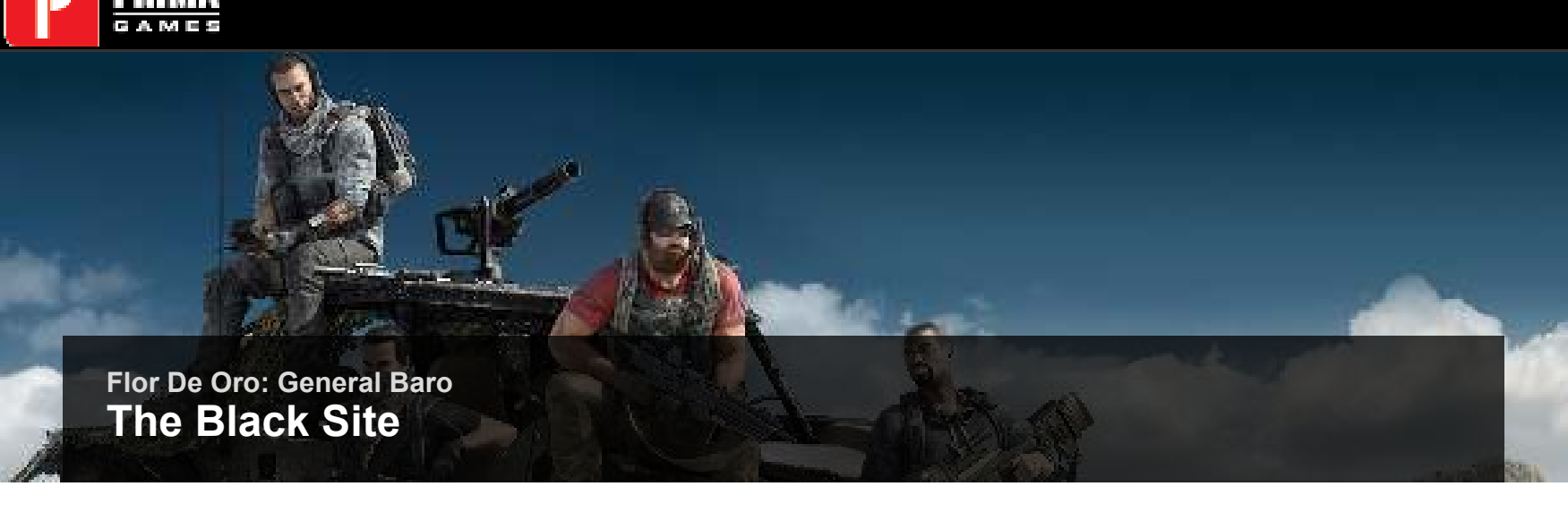
A site exploited by the company E.N.E.F.



SOUTH CHECKPOINT

Controls road traffic.





Flor De Oro: General Baro

The Black Site

OBJECTIVES

- **Reach Unidad's HQ in Flor de Oro**
- **Gain access to the underground data center**
- **Locate the main data server**
- **Hack the main data server**
- **Defend the position until the hack is complete (02:00)**
- **Leave Unidad's HQ**

LOCATIONS

- **M.O.B. Jaaguar**
- **Unidad Train Freight Yard**
- **Combat Outpost (Center)**
- **Combat Outpost (North)**

REWARDS

- **+ 1,000 XP**

BRIEF

Unidad keeps records of its black operations at a secure underground data center at M.O.B. Jaguar, its headquarters in Flor de Oro. Hacking this data center and obtaining the files will expose its ties to Santa Blanca and help disrupt their operations.

MISSION ACCESS

Receive radio contact from Bowman when you first enter Flor de Oro Province to access this mission.

GOING UNDERGROUND

Breaking into a secret subterranean data center within the perimeter of Unidad's biggest base in the province sounds difficult, and it's almost impossible if you take a "run and gun" approach to this operation. Live up to your nickname and move unseen, into the underground tunnel system that links M.O.B. Jaguar (to the south) with a small, central outpost and a slightly larger outpost (to the north). Here, there are only a few initial foes to remove. However, once the data server is being hacked, you must remain within the small mission area for two full minutes, repelling reinforcements from all directions, before you can leave. Even after the mission concludes, you still need to extricate your team!

CAUTION: UNIDAD DON'T PLAY

Though counting the vast number of installations has helped you in past missions, it is almost useless when infiltrating this huge base of operations for Unidad. As any confrontation with these soldiers is met with reinforcements until you disengage or die, the objective here, even before reaching the data center, is to get underground with minimum fuss. Feel free to scout the area if you wish; the tactics that follow are optimized for a subtler infiltration designed to keep most of your ammunition on you before it's expended defending the data center during the download.

M.O.B. JAGUAR: RECON

TACMAP

Your Tacmap displays a number of names for the various locations under the umbrella of Mobile Operating Base Jaguar. This is the name of the base itself; there are four entrances into the data center at locations labeled with unique names on your Tacmap.

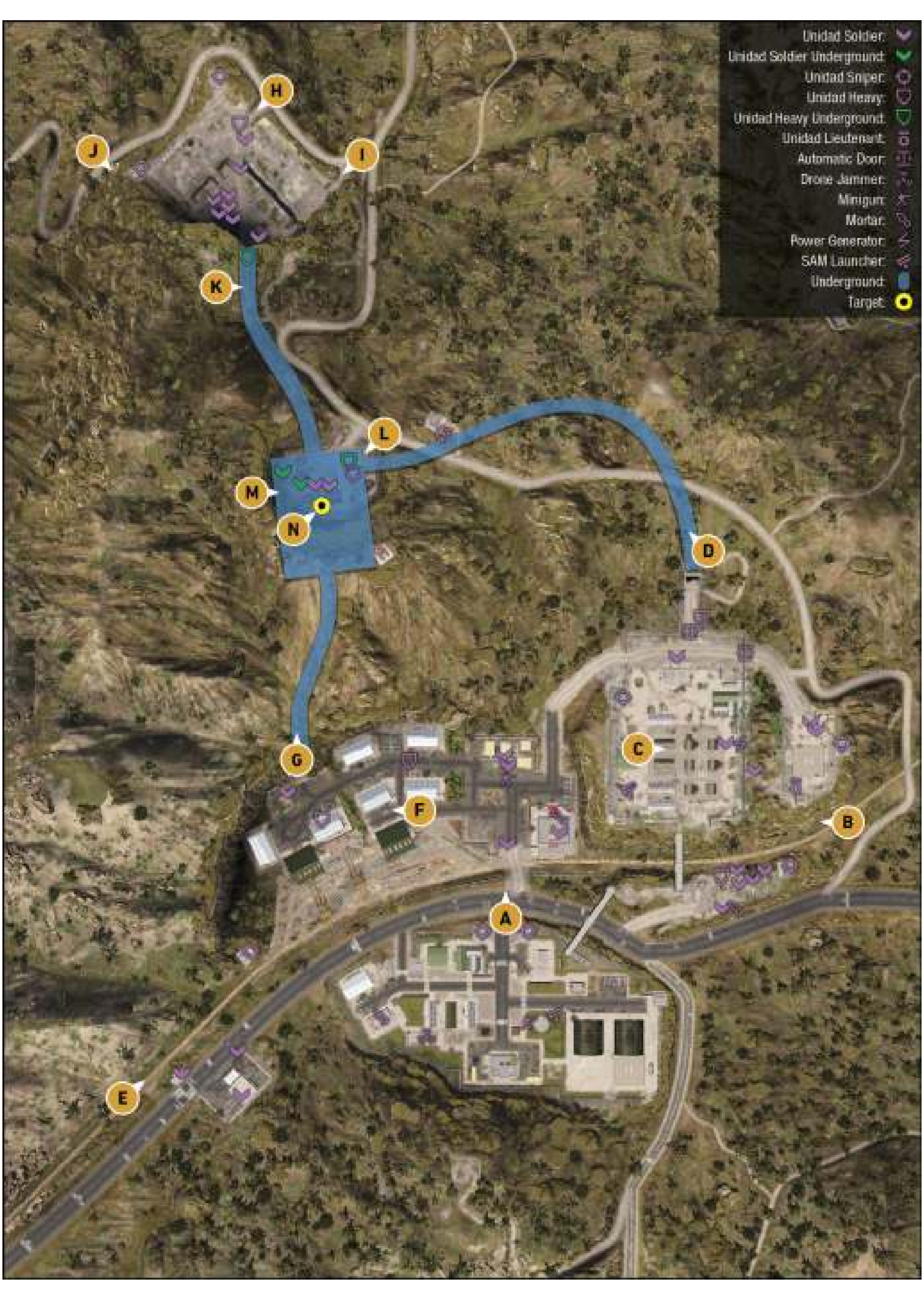
Entrances #1 and #2: Unidad Train Freight Yard. This is the northern part of the main base (shown on the guide map). Two of the tunnel entrances are here. There are relatively few foes, but the adept way to insert yourself is by dropping down at either entrance tunnel after hiking down from the hillside.

Entrance #3: Combat Outpost (North). This is a large outpost with its own generator, helipad, and comms center. This entrance is preferable to the freight yard, but still filled with Unidad forces.

Entrance #4: Combat Outpost (Center). This is a virtually impenetrable mine-workings location to the northwest of the main base. It's directly above the data center, and is therefore the easiest to infiltrate.

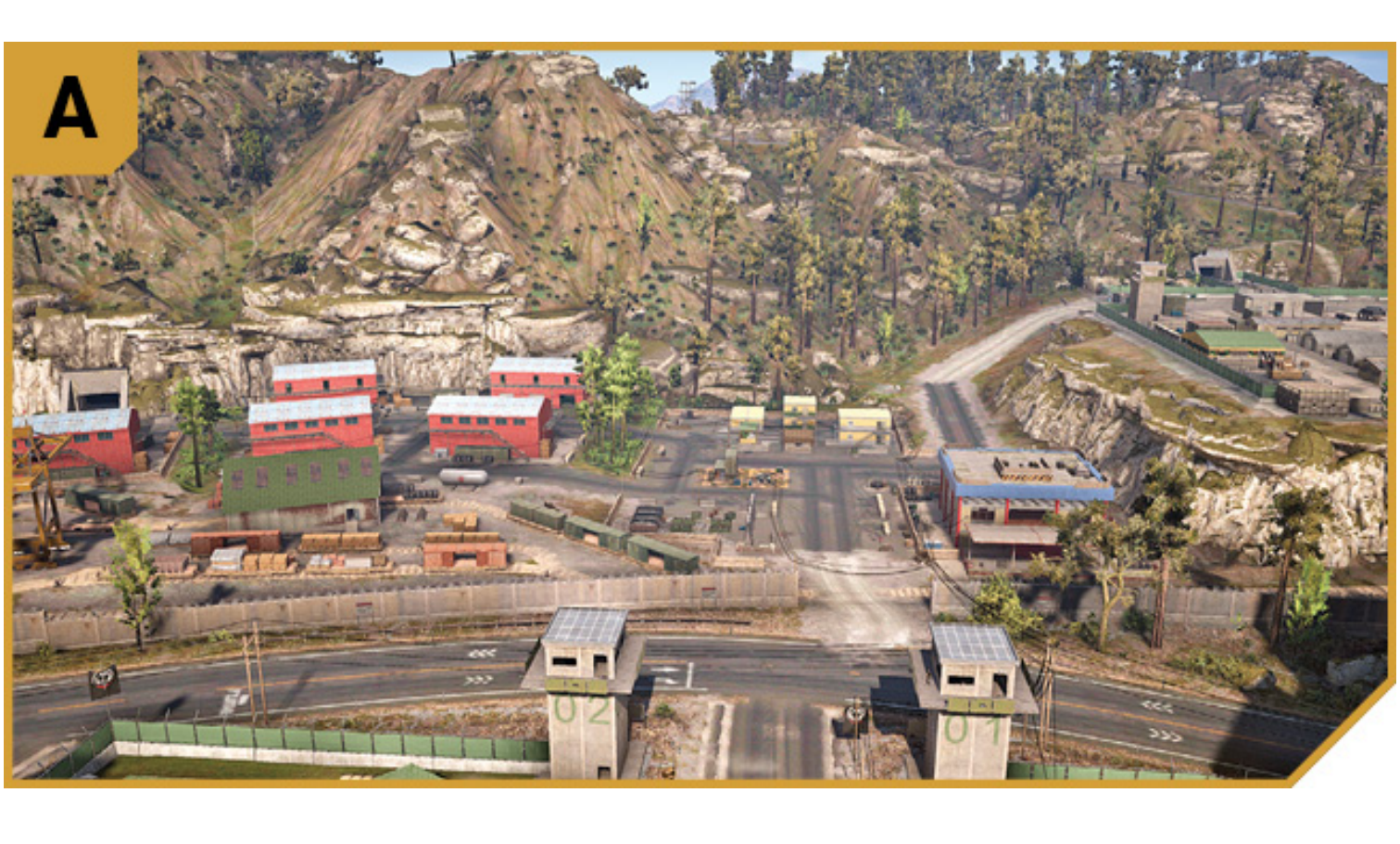
Data Center: The data center itself is directly under Entrance #4. Tunnels link it to Entrances #1, #2, and #3. This is the place you must reach, defend, and escape from. Enemy reinforcements appear from all four entrances throughout the two minutes it takes to download the information, so prepare accordingly (see below).

M.O.B. JAGUAR: RECON



ENTRANCES #1 AND #2

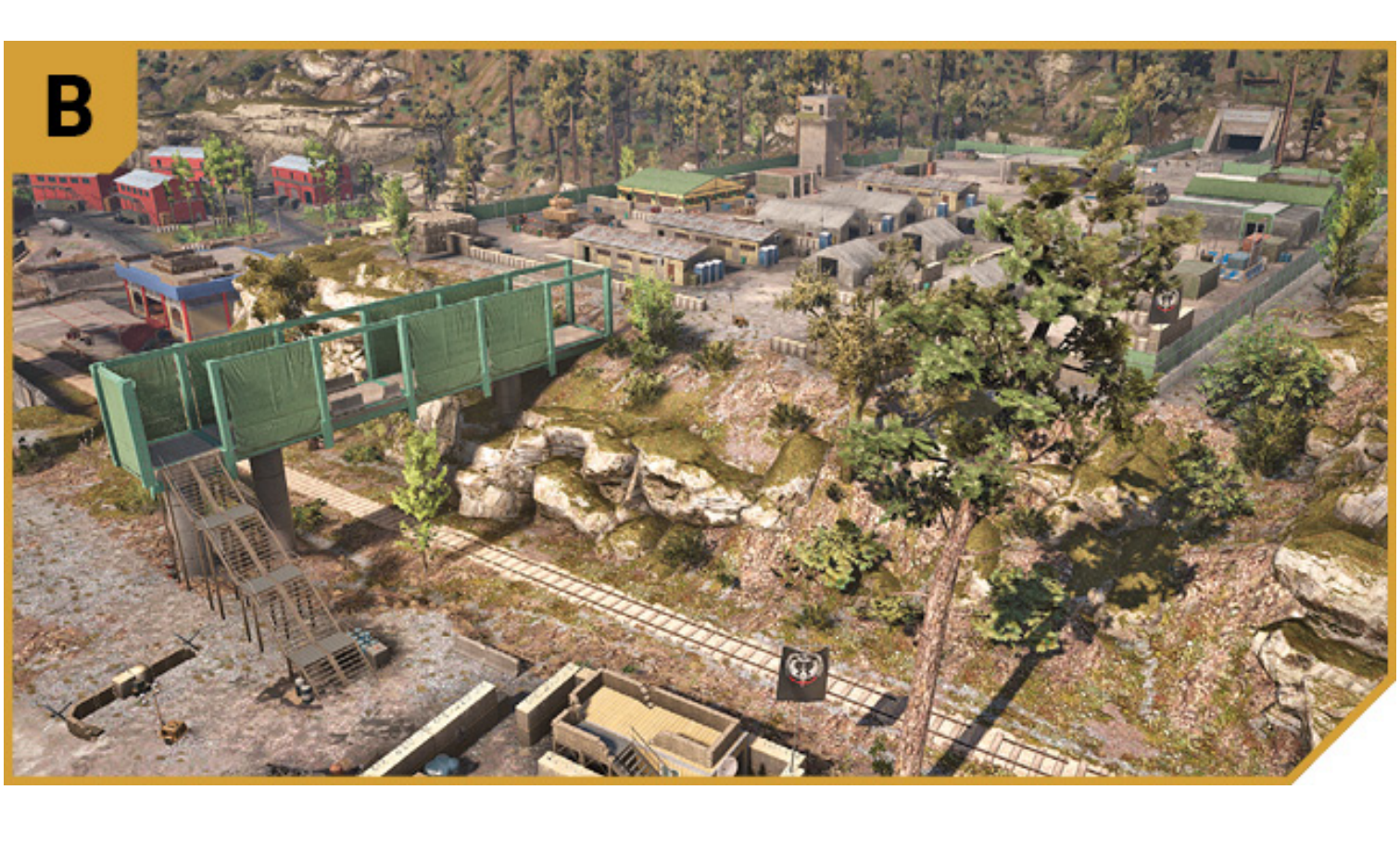
MAIN ENTRANCE



Though this offers you the choice of both entrances (D or G), the two sniper towers guarding the rest of M.O.B. Jaguar to the south (not shown on the guide map), and the mortars, reinforcements, and other defenses make this a terrible insertion point. Use it only if you intend to drive to a tunnel entrance at speed. Though it's possible to stealth-shoot the snipers with simultaneous firing and creep into the base, this is a waste of time and resources.

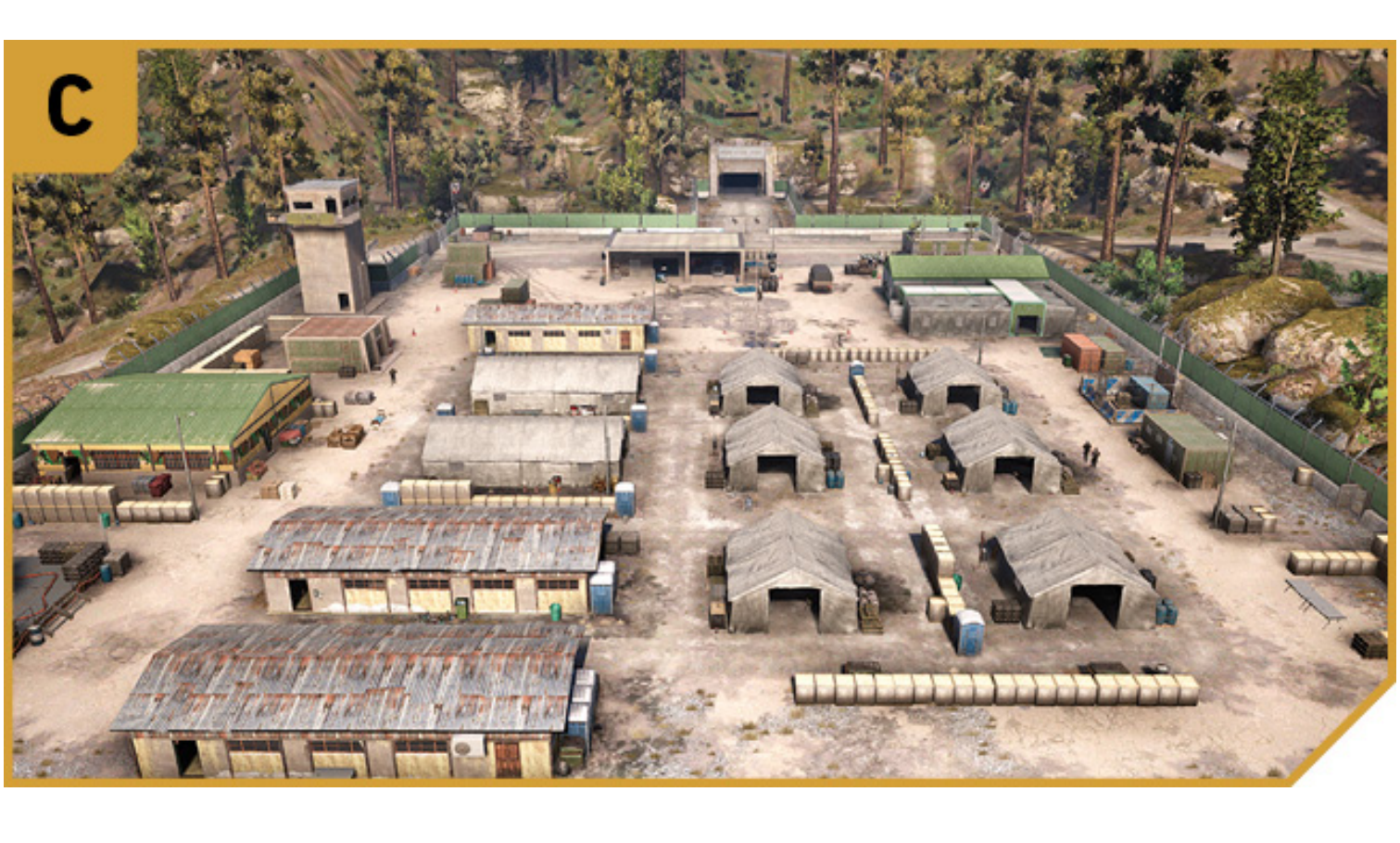
Remember this location when you attempt to depart after mission completion; it's a possible exit, isn't blocked by a gate, and offers multiple directions in which to flee, including the railroad tracks.

EAST: RAILROAD BRIDGE



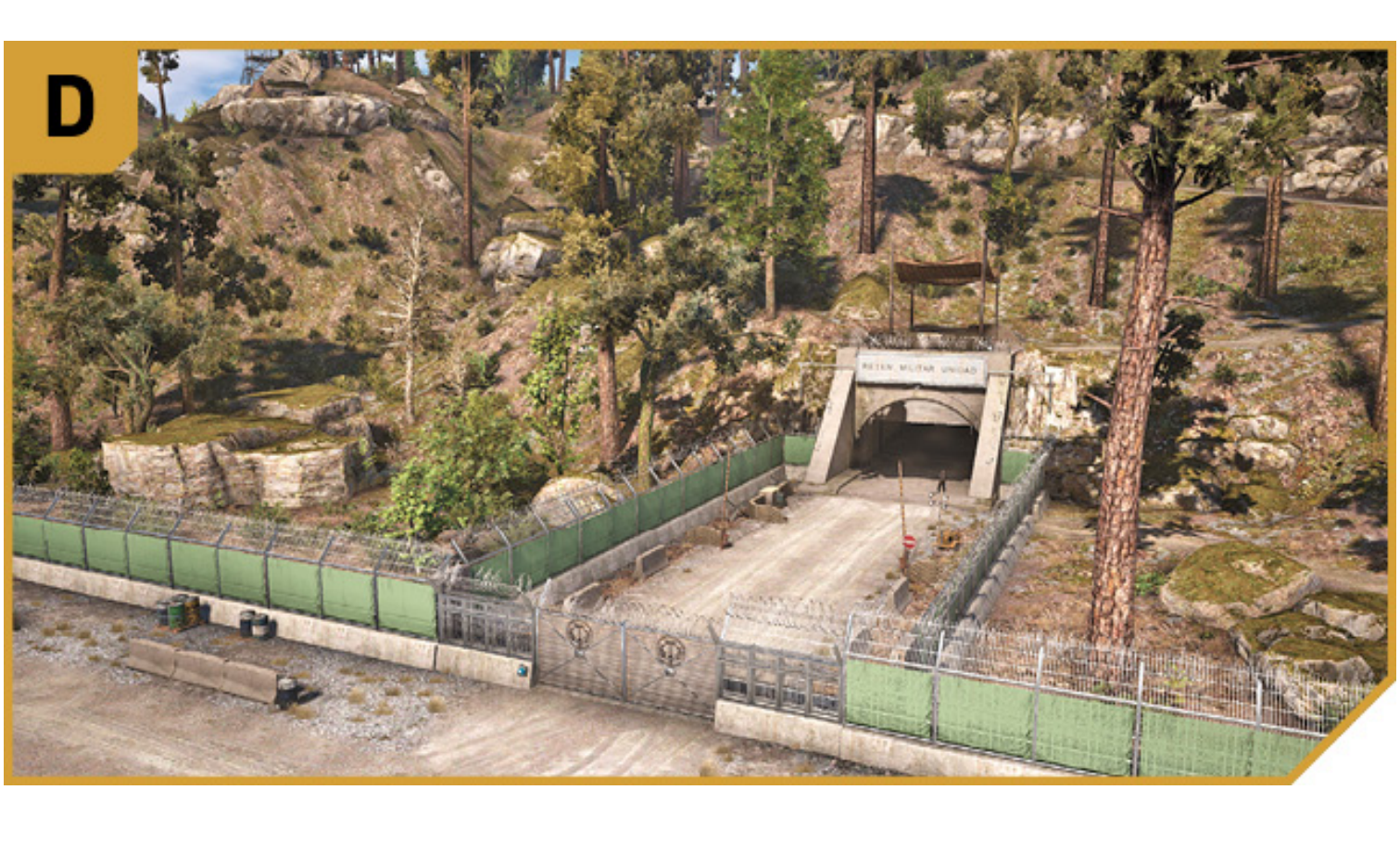
This offers access up the outcrop where the higher part of the base sits, though the area southwest of this insertion point features a mortar and a large cluster of foes best avoided. There's a sniper tower too. Feel free to move northward from here instead, along the perimeter of the base, and drop down to the tunnel entrance at D on foot, away from this highly dangerous area.

M.O.B. JAGUAR UPPER BASE



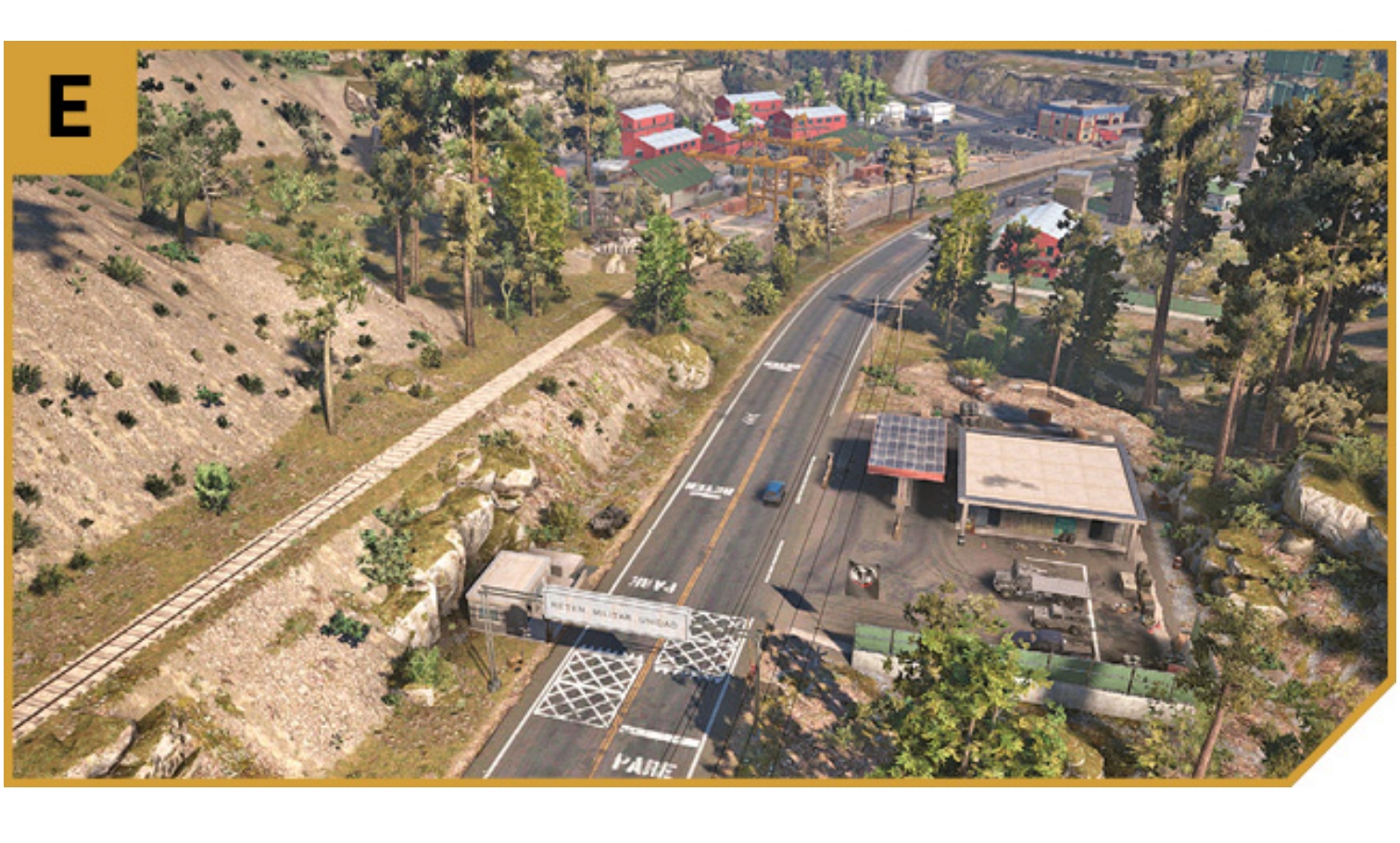
A SAM launcher, barracks, mess halls, a generator, and two sniper towers (one to the east by the raised helipad) make this a dangerous place to visit, but as long as you avoid the gaze of the snipers, there are relatively few enemies within the grounds of this flat plateau. However, infiltration here is pointless, as the tunnel entrance (D) has a high perimeter and gate, and two side gates, all allowing only Unidad vehicles in. If you intend to drive into this tunnel, make sure you're in an approved ride.

TUNNEL ENTRANCE #1: GATED BASE



The main entrance here houses two guards (one usually armored), with a gate and a high perimeter fence. The gate only allows Unidad vehicles in and out, so remember this when you're trying to get into this tunnel and, more importantly, trying to escape from it! The barbed wire extends up and around the tunnel entrance, meaning a hike to the tunnel before dropping in isn't possible. The only way into the tunnel aside from driving in using a sanctioned vehicle is to parachute in!

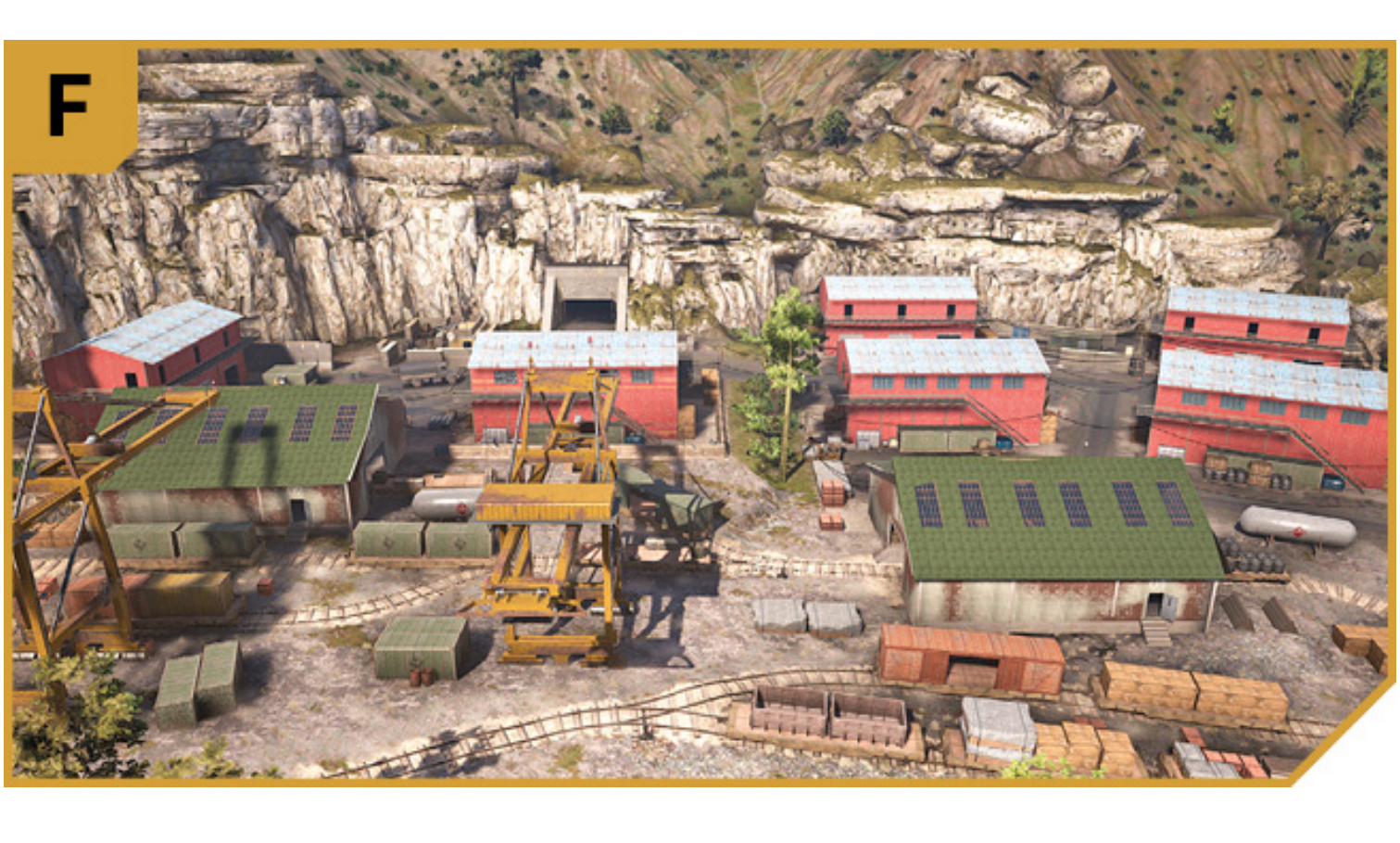
WEST: FREIGHT YARD RAILROAD TRACKS



This is a much safer infiltration option. Aside from a sniper tower, there are few foes to worry about, granted you keep to the north hillside as much as possible. You can climb up and drop down to the tunnel at G, or continue into the freight yard itself (F). Approach by road, and you run the risk of being stopped or spotted at the checkpoint, so stay hidden unless you want to drive straight into the tunnel.

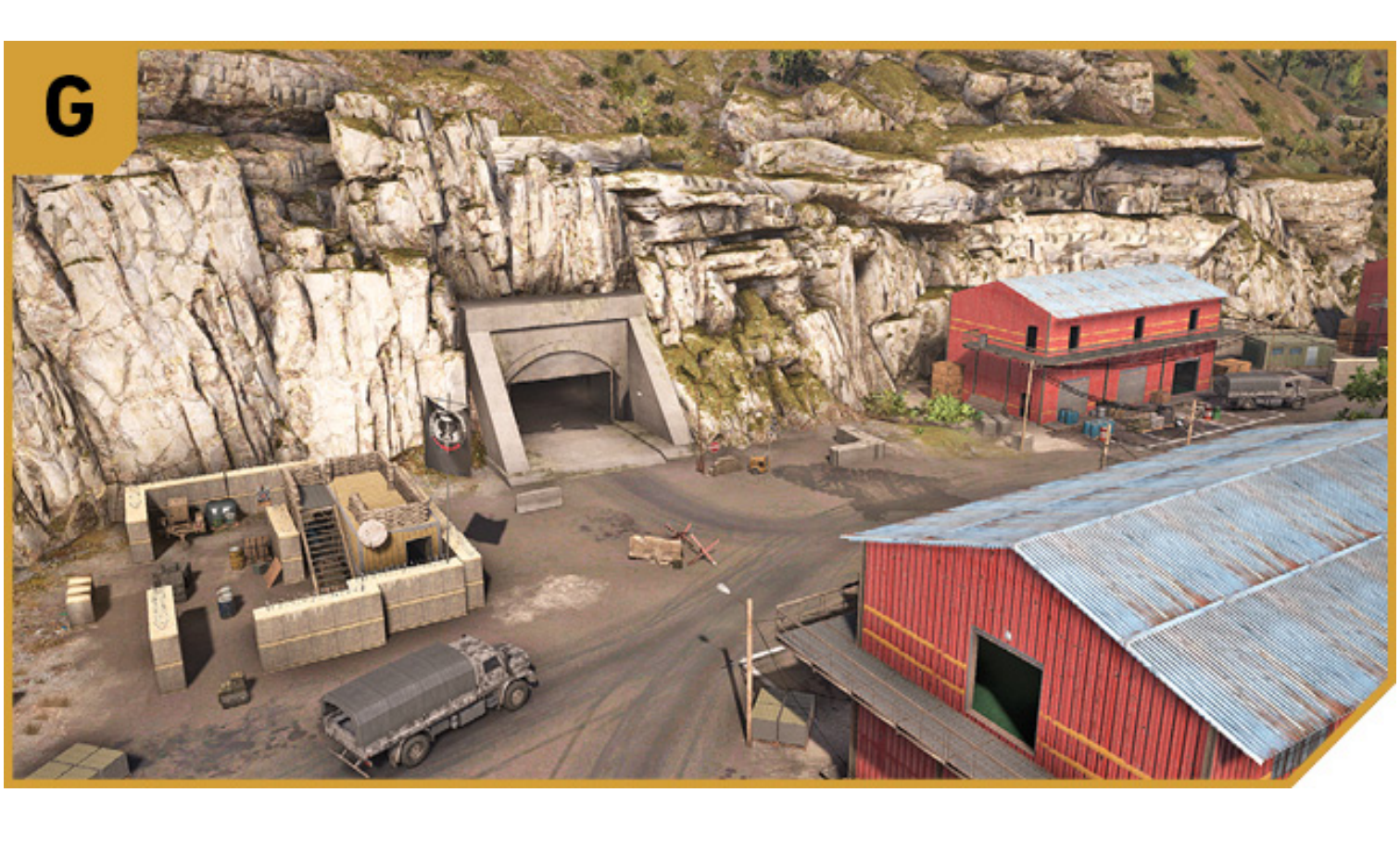
Alternatively, the few foes at the checkpoint make this a good place to silently remove enemies (so Unidad is still unaware of your presence). Afterward, steal one or more of the parked vehicles at the gas station area of the checkpoint; this allows you to drive into G (or even D) with additional protection, at the expense of stealth.

FREIGHT DEPOT YARD



This is a preferred way to enter the second tunnel entrance (G), as the area contains few foes, a couple of large propane tanks if you plan to cause a distraction, and easy access from the road or railroad to the tunnel. Drive up from the railroad before the perimeter wall at E, or via the main entrance at A, though the latter usually alerts the enemies.

TUNNEL ENTRANCE #2: FREIGHT YARD

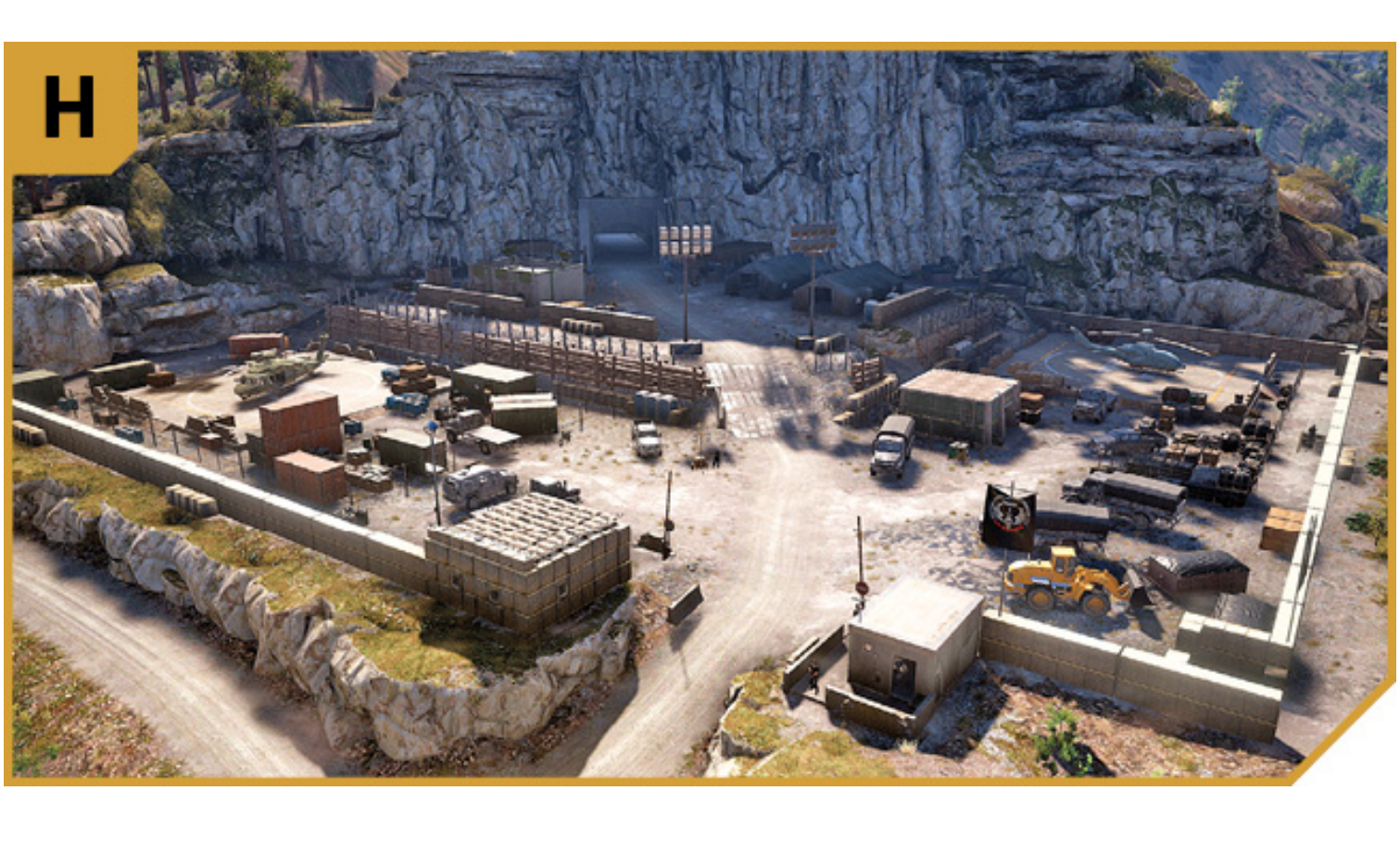


There's far less protection at this tunnel entrance, making it an excellent choice for infiltration, especially using stealth. You can hike or bike in over the hillside, stop above the concrete entrance at G, and then drop and roll into the tunnel.

Or you can sneak in down the hillside embankment, encountering few enemies, if any. Or drive in without worrying about automatic gates.

ENTRANCE #3: COMBAT OUTPOST (NORTH)

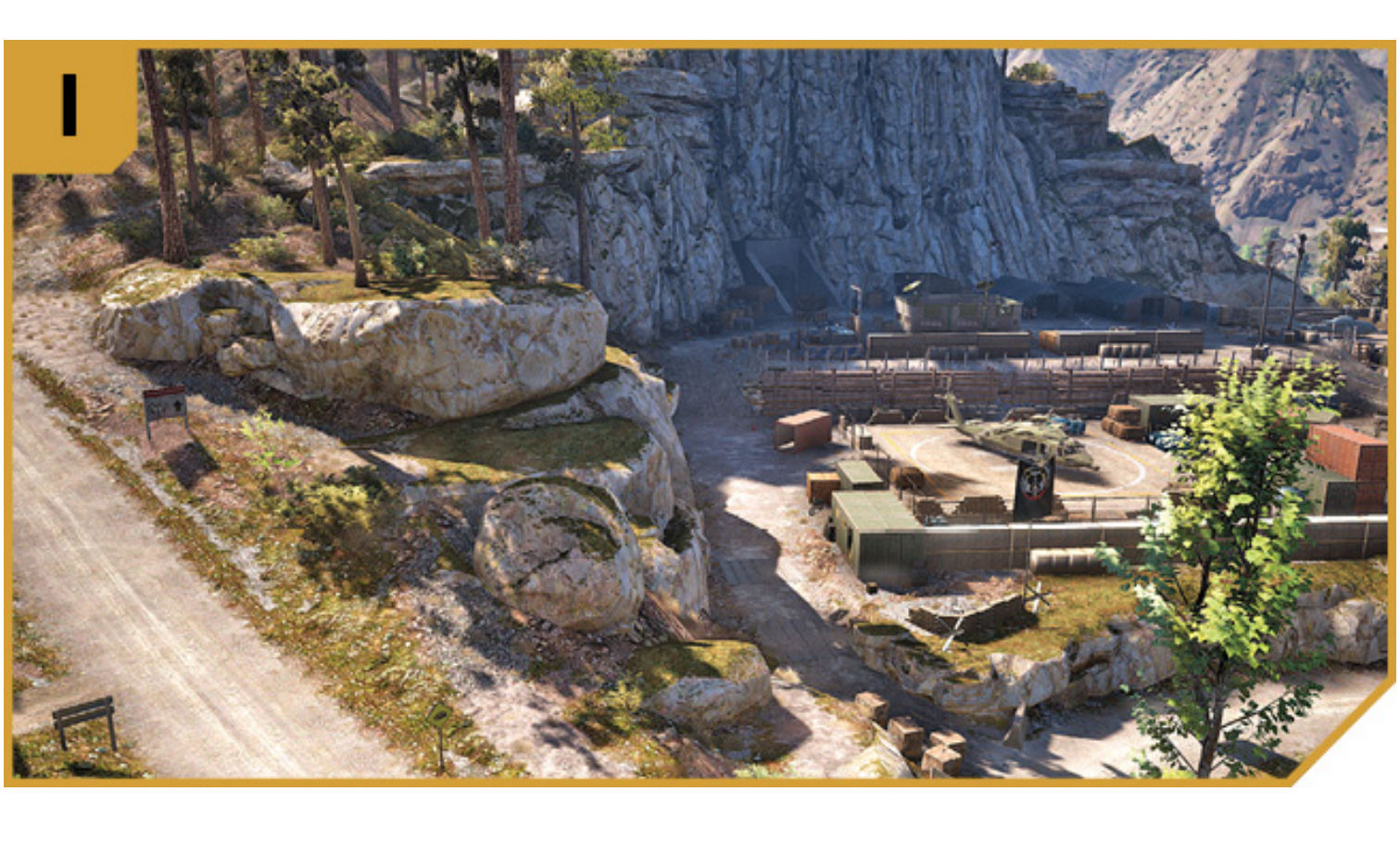
MAIN ENTRANCE



Though this is merely an outpost rather than a major Unidad base, it's still extremely well-guarded, with a sniper tower on the corner, foes at the checkpoint, and a block-wall perimeter. However, the blocks can be climbed over at any point, allowing infiltration anywhere along the northeast and northwest sides.

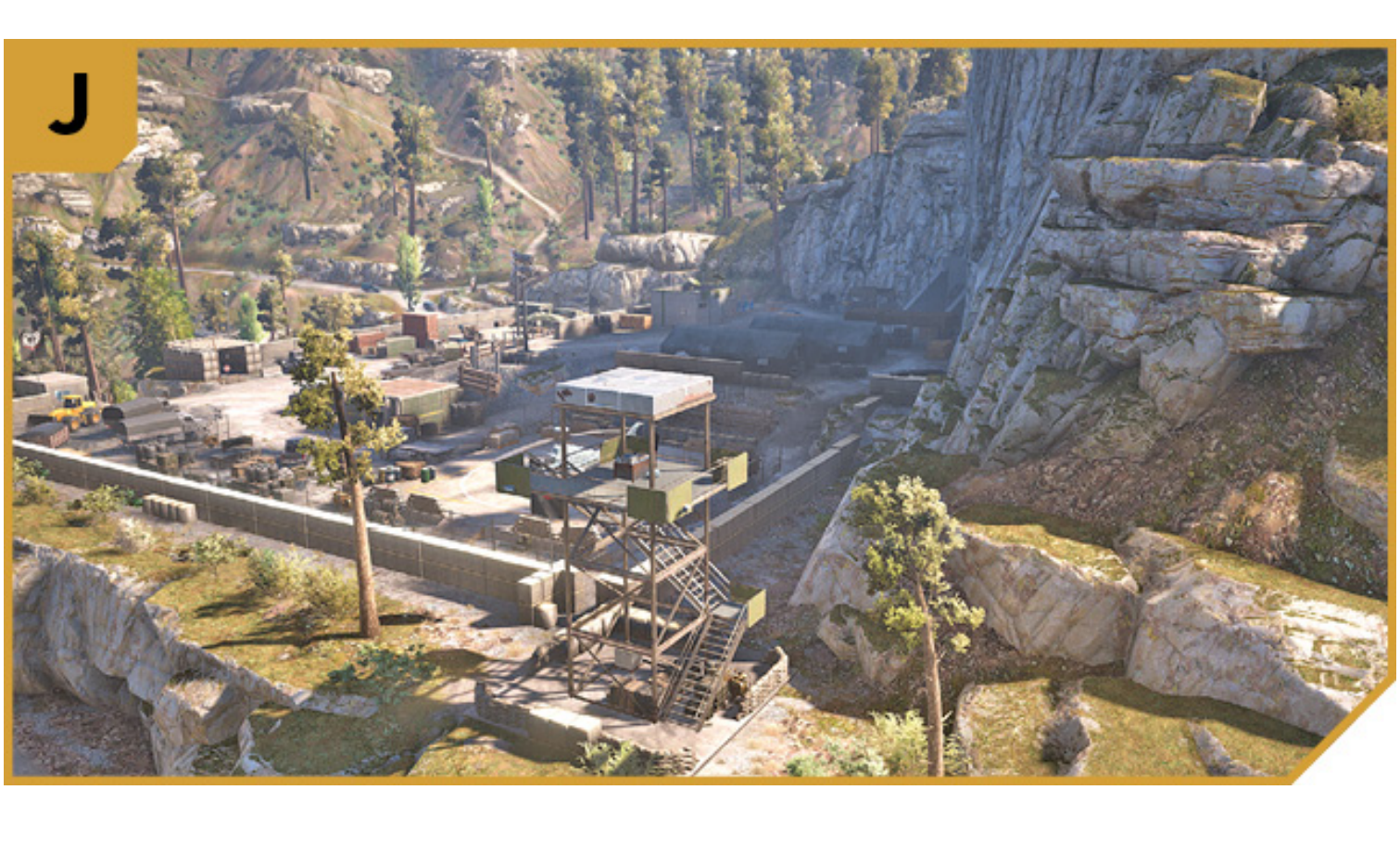
This base features a minigun nest by the tunnel entrance, a generator, barracks along the southwest hillside wall, and numerous Unidad vehicles you can commandeer if you want to drive into the tunnel. All are good options, but for an insertion point, this particular location is too obvious.

EAST: SIDE ROAD AND HILLSIDE



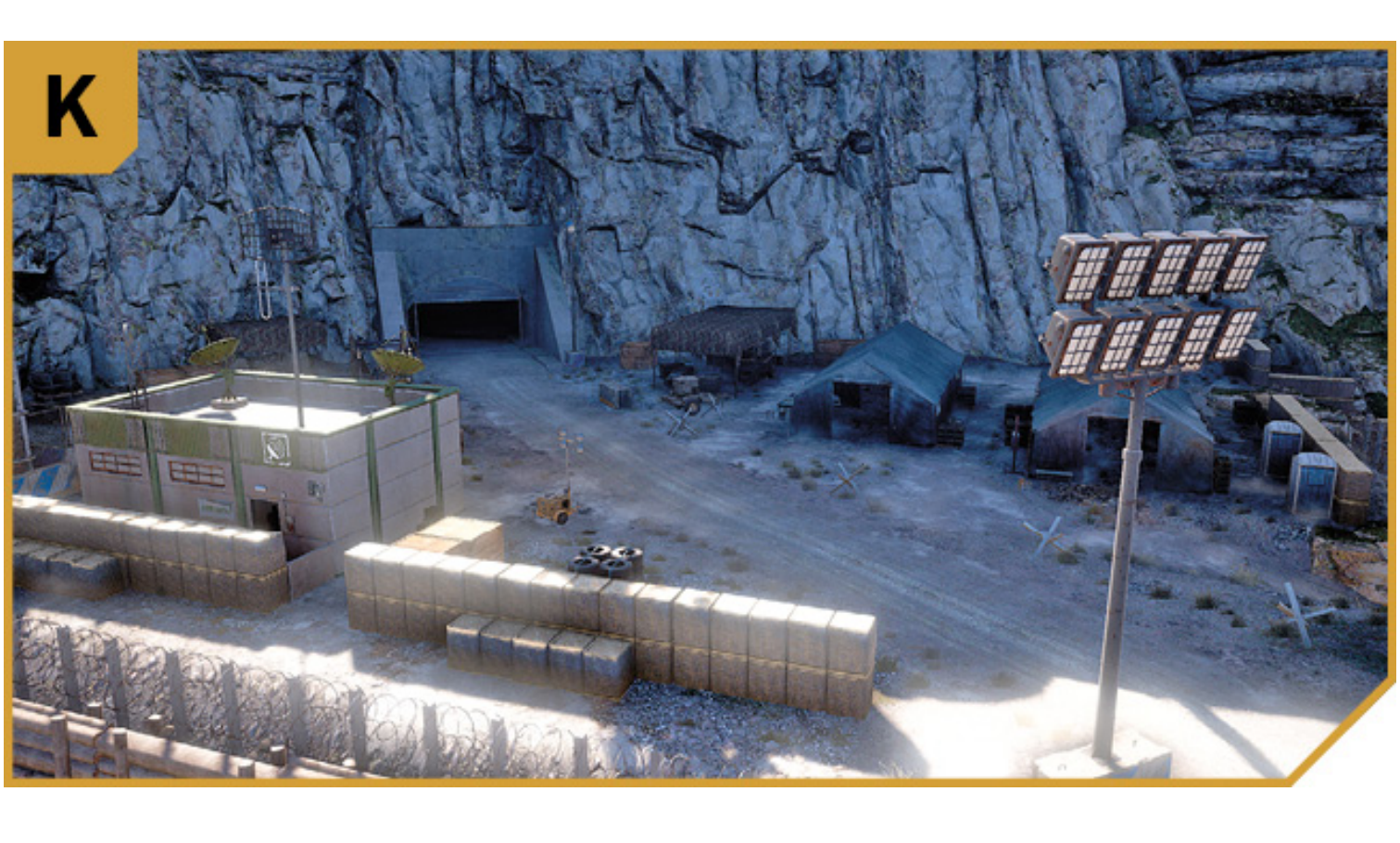
This is a better stealth option than attempting to barge in at H, though the entire base has a wall that can be climbed over. Drive a vehicle through this side of the base for an alternate route, or sneak in and deactivate the generator, stealth-kill the minigun operator from the side, and watch for foes near the barracks. There's not much use climbing up the hillside (unless you're sniping), since the fall is too great to allow a drop down to the tunnel entrance (unless it's from an aircraft and you're using a parachute).

WEST: SNIPER TOWER AND HELIPAD



This is a stealthier option, as you can enter from the road (providing the sniper in the tower is removed or doesn't see you), then sneak along the block wall, up and over to the base of the hillside, passing behind the barracks tents and into the tunnel. This can be done (ideally at night) with no one seeing you; it's a great infiltration point if you're on foot.

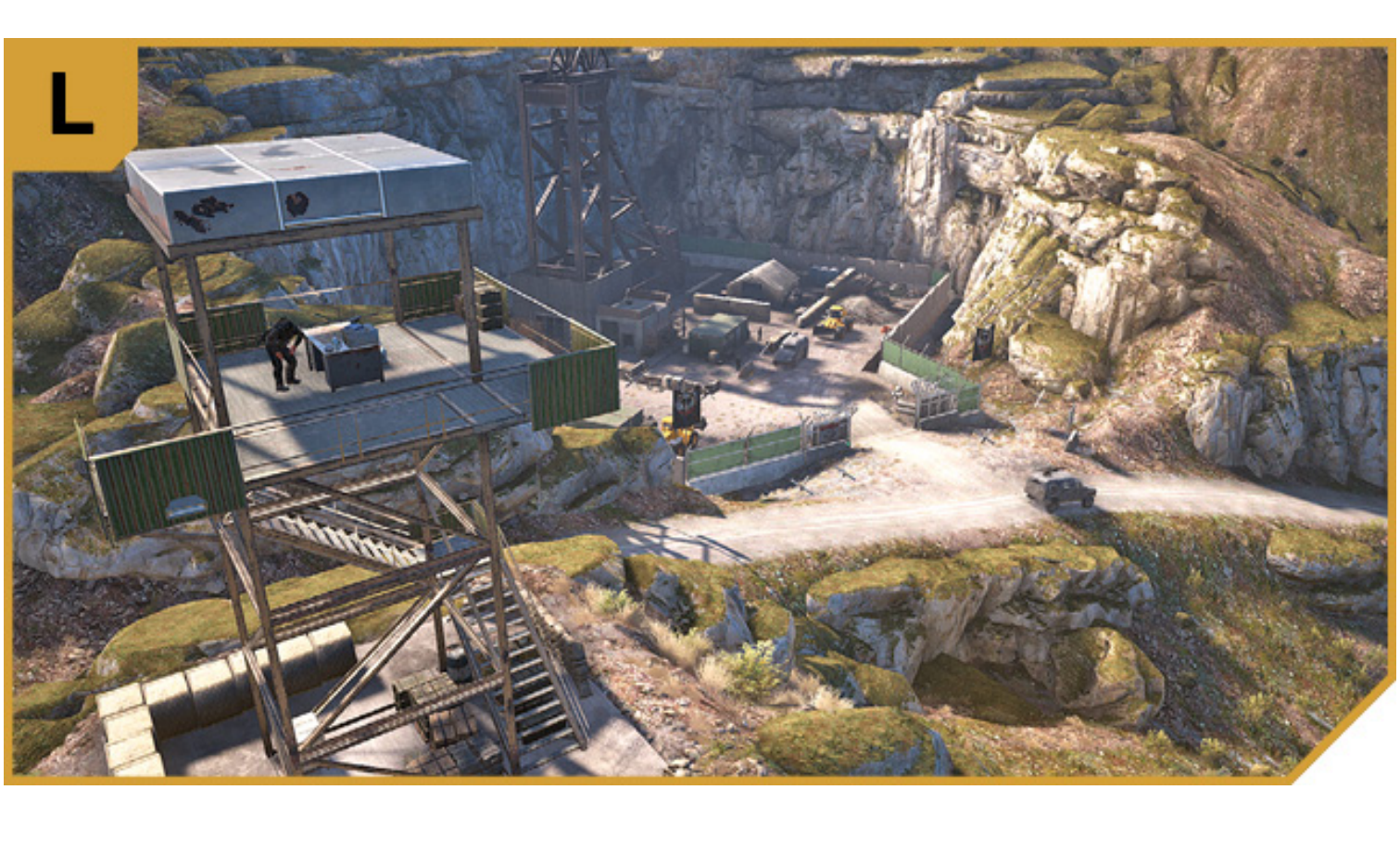
ENTRANCE #3: SOUTH TUNNEL



Guarded by a minigun operator at a tarp nest, this offers a straight road from H to K, though the yard in front is rather open. You can't drop in from above (the fall will kill you), so approach from the directions detailed previously. Also note these infiltration points when attempting to escape: This base is a good choice, as there are plenty of vehicles to steal during extraction, including an attack helicopter!

ENTRANCE #4: COMBAT OUTPOST AND DATA CENTER

NORTHEAST: MAIN ENTRANCE



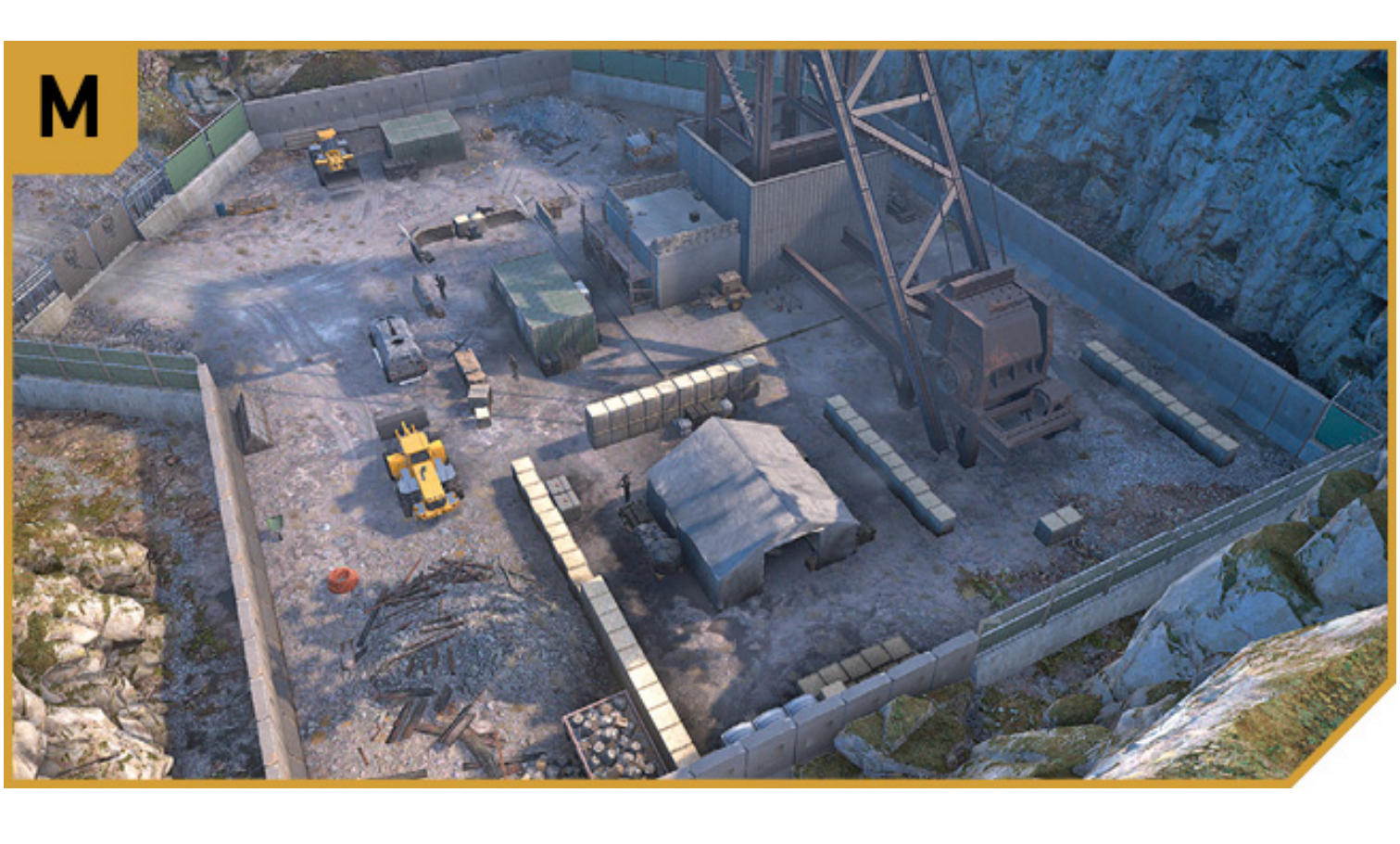
This has the fewest guards of the four entrances, though the sniper can still cause you difficulties at the east perimeter. The remaining foes are inside an almost impenetrable fence; it can only be accessed from M, unless you drive in using a Unidad vehicle, in which case the gates open. Watch for the armored foes as you enter, though.

Remember you could hop over the fence at M, steal a Unidad vehicle parked here, and stop it on the gate threshold, allowing other teammate vehicles in unimpeded. But since you ditch the vehicles when the descent begins, it isn't that helpful.

Aside from a single tent and some construction equipment and containers, the real area of interest is the base of the mine shaft (above N). There's an entrance here that allows you to descend seven floors to the data center.

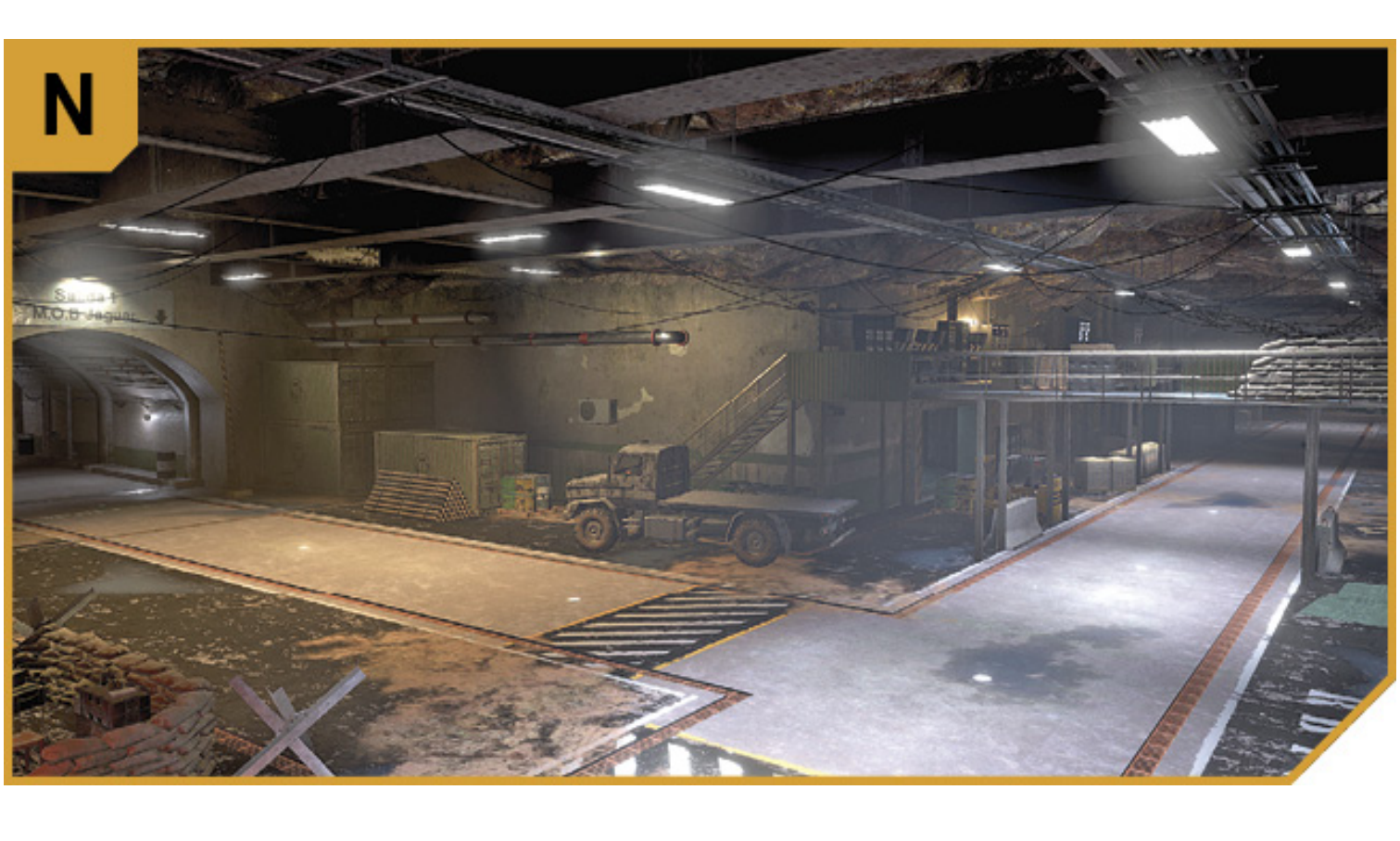
The radio antenna and large circular hillside above the mine shaft make good sniping positions, though heading down into the outpost after you clear the area takes time.

WEST: PERIMETER BREACH



This is the only way to enter (and exit) this outpost if you don't have a Unidad vehicle—a fact that's well worth remembering if you're fleeing after mission completion and can't get out! Use the rock outcrop to climb over the concrete fencing when heading in, or the stacked blocks at the Dumpster if you need to head out.

MINE SHAFT AND DATA CENTER



The data center is accessed in a variety of ways: tunnels leading from D, G, and K, or the mine shaft from the surface area of N. The data center comprises a main underground chamber, with a gantry running to different parts. Northwest is an armory (handy during the defending phase), west are a couple of parked vehicles, southwest are cabins, and southeast and east are large storage areas and the base of the mine shaft.

The laptop (target) you seek is at the T-junction on the gantry itself, close to the middle of the chamber. When you hack it, you need to wait two minutes for the download to finish, during which time enemies attack from all four entrances. Proper prepping for these attackers helps repel them. Head out of the download area (the yellow circle on your minimap), and you have 20 seconds to return, or the mission fails. Note you don't need to be at the laptop, just within the underground chamber (and the entrance to any of the tunnels, which are on the edge of the download zone).

Once the download is complete, you can leave.

PART 1: REACHING THE DATA CENTER: TACTICAL ADVICE

SOLO: Though the initial objective arrow points you to the northern part of M.O.B. Jaguar, entering the data center from the central outpost (mine shaft) is by far the safest option. Simply sneak in via the breach in the perimeter wall (climb it at M), sneak or take down the foes between there and the shaft entrance (above N), and run down the seven floors to the data center. The only drawback is you don't have any vehicles, aside from those already at the data center, to use for protection, to run over enemies, or to escape in.

The other option is to drive in using a Unidad-approved vehicle (if you enter at D), or any vehicle (if entering from G or K), though something armored with a minigun is recommended. This is a great alternative to sneaking in on foot, as the vehicles help during the defense of the data center.

CO-OP: You can each enter from a different tunnel. This is pointless but possible. Otherwise, it's worth amassing a few vehicles to drive through the tunnel.

Give yourselves more of a chance during the defensive phase by bringing multiple vehicles (up to four) down here.

PART 2: DEFENDING THE DATA CENTER: TACTICAL ADVICE

SOLO: Prior to the laptop being hacked, you need to defeat the three or so foes in this general data center area. Ensure no enemies are nearby before accessing the laptop. Start the laptop hack only after you booby-trap the area. You can:

Drive trucks (two deep) to block entrances.

Place mines and C4 at the tunnel entrances.

Set up defenses, but with long-range viewing down each of the tunnels, so you can see foes coming from as far down each tunnel as possible.

Prep the stairwell with mines (two or three, away from the blast radius of each other) to dissuade enemies heading down from above.

Prep anything explosive (such as a truck or the propane tank) with C4 to detonate when one or more foes are nearby.

Ignore the laptop once you hack it; the enemy can't shut it down. This is more about surviving the enemy onslaught.

Then get into position. Have your team defend the north tunnel (to K) as they can attack foes heading in from both D and K, while you remain near the tunnel leading to G.

When the action starts, stay in or around the armory. Not only can you see enemies coming in from D, you can quickly spot them heading in from K and G. Plus, there's an ammo box in here, so keep those explosives going!

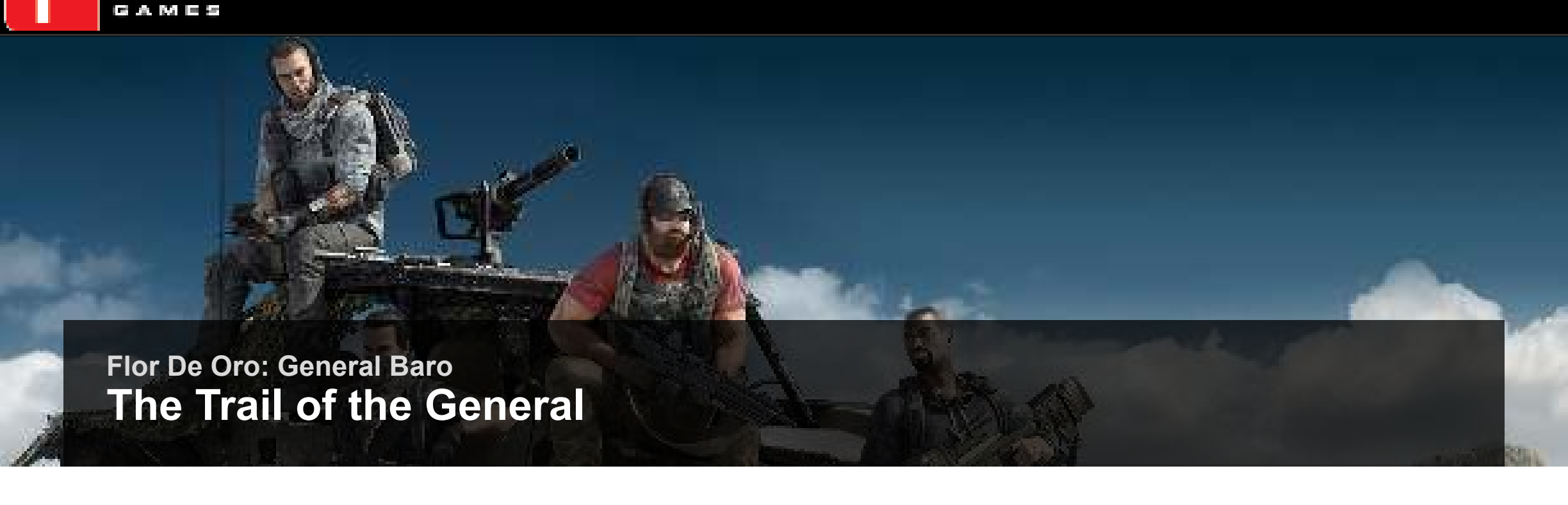
You're also pretty safe if you drive an armored vehicle—at least for a while, though the action is more chaotic. When you're at the wheel, run over groups of foes in the tunnel before reversing, block enemy vehicles, and when you leave the vehicle, swerve so the driver's side is closest to cover so you can easily hide instead of taking fire.

CO-OP: With Co-op partners, who have hopefully driven here, you can have up to four additional vehicles with which to create blockades at the tunnel entrances. It's usually better to block one entrance completely than partially block all three (as you can lay mines or C4 elsewhere).

PART 3: LEAVING THE DATA CENTER: TACTICAL ADVICE

SOLO: CO-OP: When the two minutes are up, leave via any tunnel. You encounter the fewest foes by sprinting straight up from N and leaving via M (center outpost). This is a good option if you're on foot.

If you have a functioning vehicle, drive south toward the freight yard, and make a right (southwest) turn toward the checkpoint and railroad tracks (E). Or head north to K, turn right slightly (northeast), and leave via I. Heading to the main base (D) could get you stuck, as the gate only allows Unidad vehicles passage, and this area is under high alert.



Flor De Oro: General Baro

The Trail of the General

OBJECTIVES

- **Locate the rebel lieutenant**
- **Talk to the rebel lieutenant**

LOCATIONS

- **F.O.B. Serpiente**

REWARDS

- **+ 1,000 XP**

BRIEF

General Baro is a decorated military leader who made a deal with the devil when he agreed to help the cartel. Baro's former aide betrayed him and joined the rebels, but he's imprisoned at a Unidad base. Free the former aide and find out if he has intel on the general's location.

MISSION ACCESS

Complete Main Mission: The Black Site in Flor de Oro Province to access this mission.

ANOTHER BAD LIEUTENANT

What trip to Flor de Oro would be complete without a visit to the large Unidad F.O.B. next to the province's capital town of Chorrillos? The base, as expected, is exceptionally well-guarded, and only a thorough recon allows you to enter unnoticed, access the prisoner through three layers of perimeter fencing, and escape while the Unidad foes are still wondering who opened their cell doors.

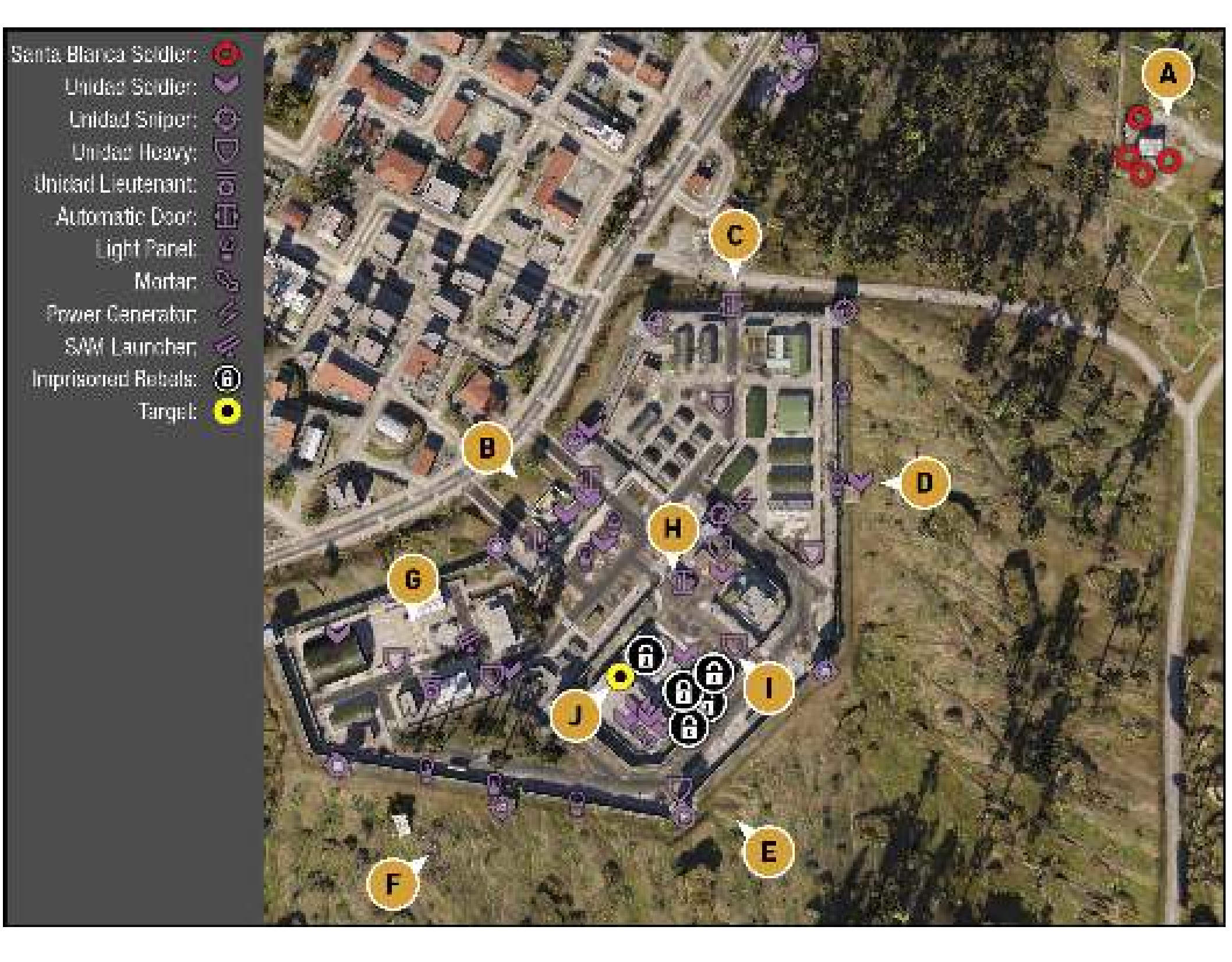
CAUTION: UNIDAD DON'T PLAY

Though you are weapons-free, the Unidad forces here are mostly snipers and armored foes, so gun battles are frowned upon, especially as there are easier methods in and out of here. Also note that this base has a number of metal doors. A closed door can be opened by a button to the left of it. Each door's button is only on one side of the door, so if you don't see a button, you're S.O.L.

MOST RECON: TRAP THAT DOOR!

These same doors can be helpful to your cause. If you find yourself on the side of the door with the button and enemies are heading your way, place explosives here to thwart enemy progress. Do the same at gates.

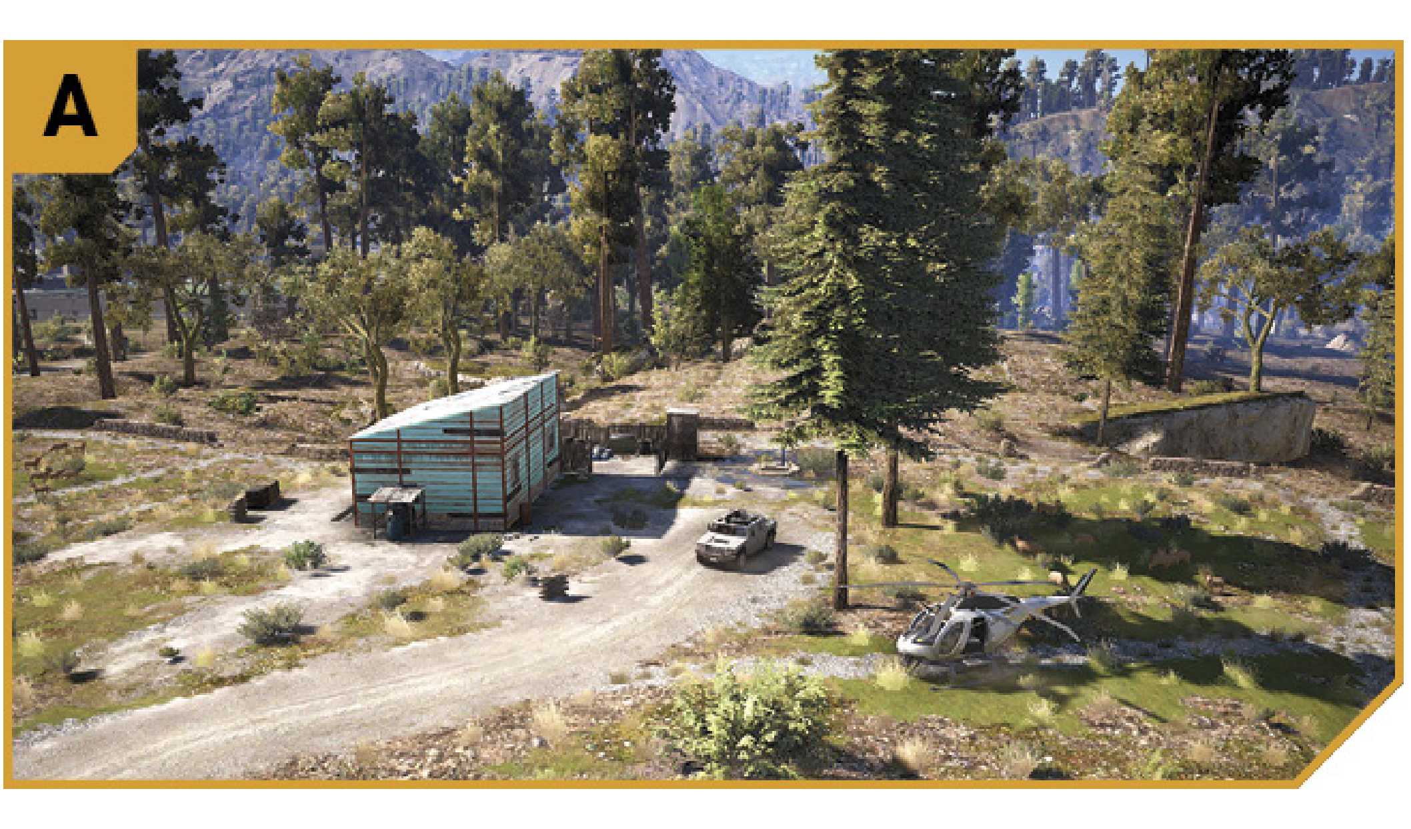
F.O.B. SERPIENTE: RECON



TACMAP

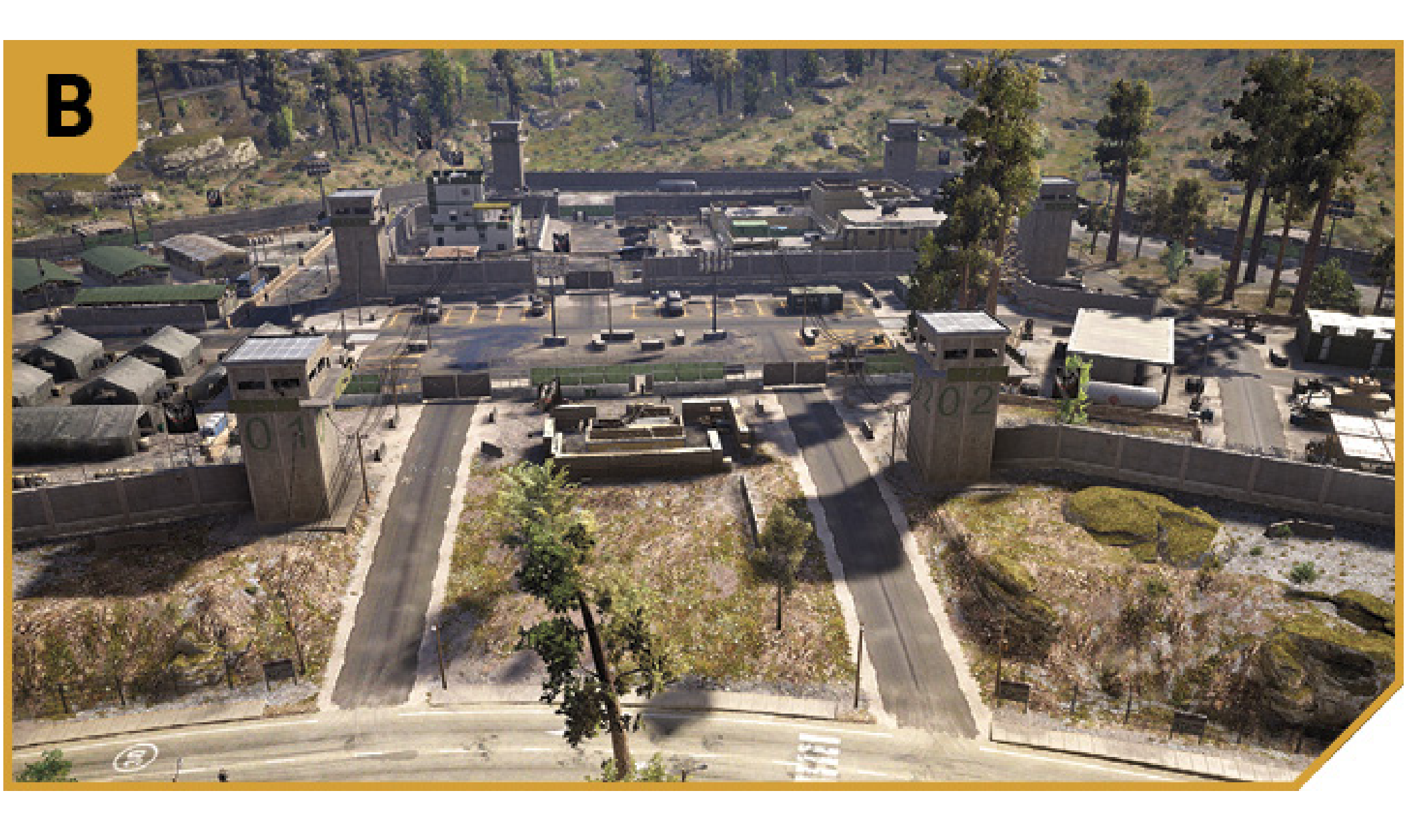
It's best to look at this base as three separate locations once you get inside. Around the outside, however, is a low barbed-wire wall for most of the perimeter, security block huts, and sniper towers linked by a second, higher concrete wall with barbed wire atop. Find your way in via gaps or open doors in these structures. Inside are a large barracks, hospital, mess hall, and generator in the north area; a hangar with a gunship, a SAM launcher, and other buildings to the west; and the prison and HQ building through a parking lot to the southeast, inside an inner perimeter wall.

NORTHEAST: CARTEL SHACK



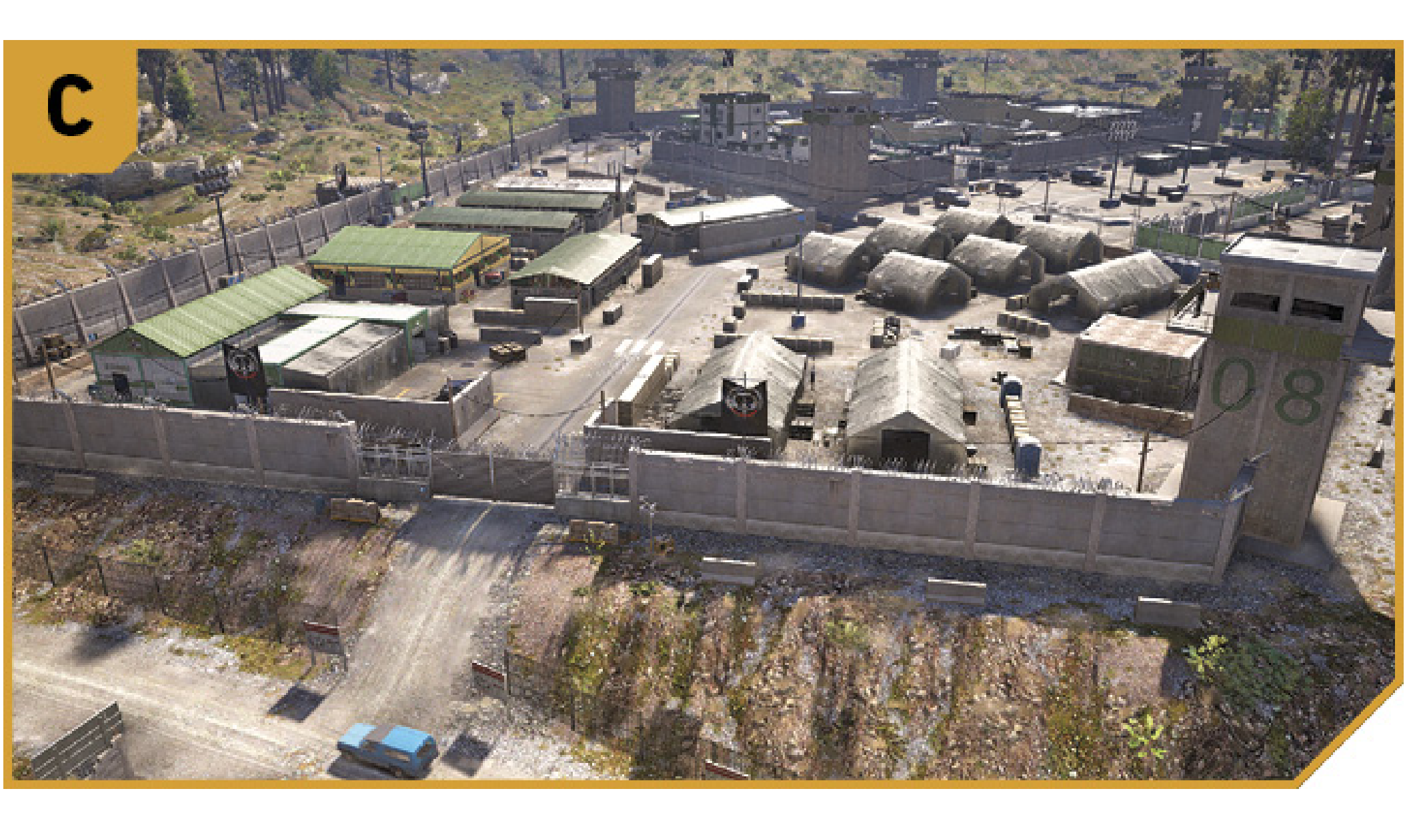
Across the province border in Libertad is a small rebel hideout called El Escondite del Cazazdor, now controlled by the cartel. Though it isn't related to the nearby Unidad base, there are usually a couple of good vehicles to steal with minimal hostiles. Note the helicopter, which is the closest one you can steal outside the Unidad base. Fly it low to avoid SAM firings, and land it on the prison roof for a quick but violent infiltration.

NORTHWEST: MAIN ENTRANCE



Between sniper towers 01 and 02 are two short roads, each leading to a gate that automatically opens when a Unidad vehicle nears the gate sensor. Otherwise, this is impenetrable and filled with foes, with the exception of an open door between the gates. The doors in both side walls open too, but via a button on the other (outer) side. Head here to reach the parking lot and inner wall (H).

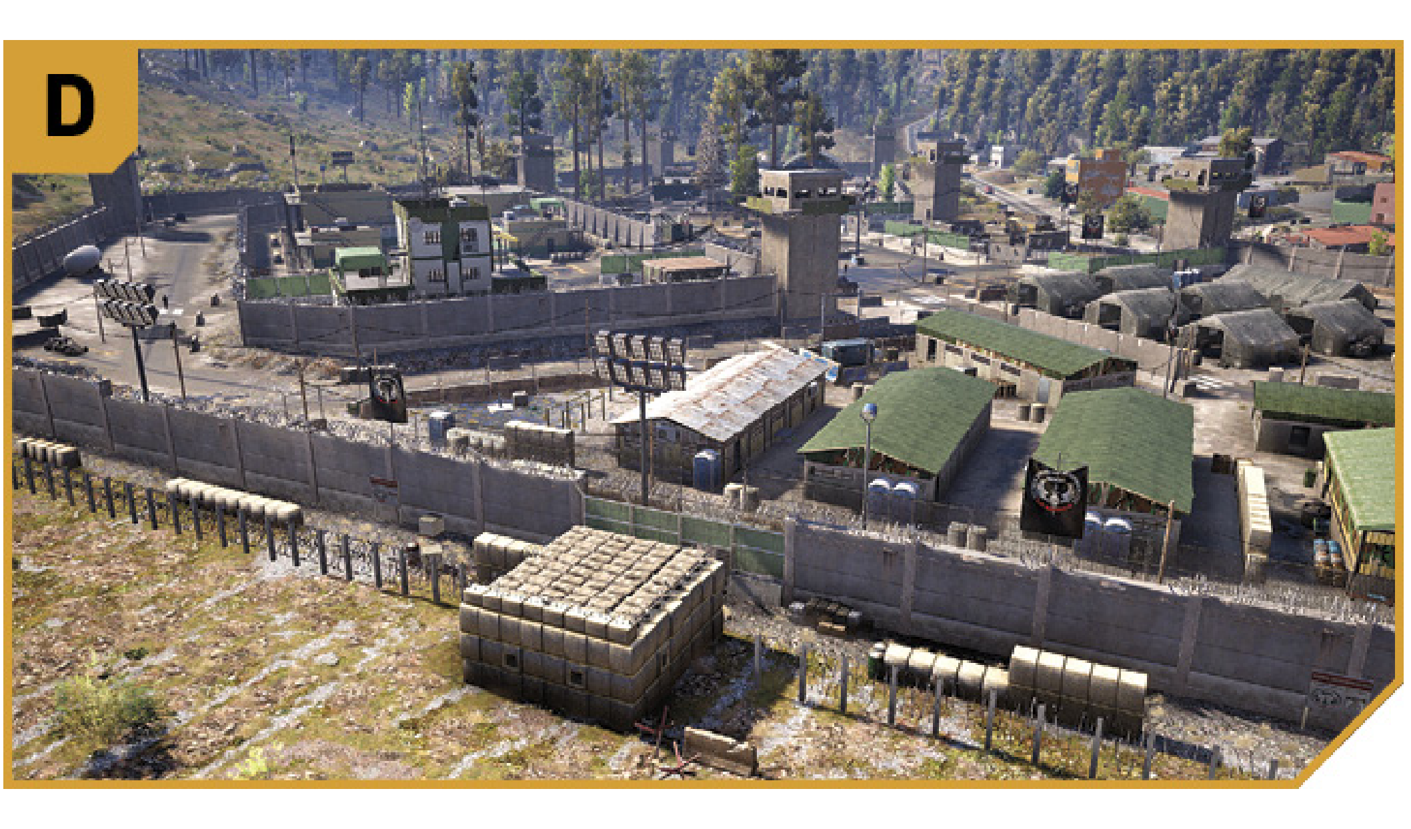
NORTH: CHECKPOINT AND NORTH GATE



Just north of the C icon is a checkpoint on the main road—a local police station is now a Unidad checkpoint, complete with four parked vehicles. Hey, those are Unidad vehicles, and there are just enough for everyone! If you plan to drive into the base and then (in Co-op) maneuver your vehicle to different areas within the base to cause confusion and distraction, this is an easy place to pick up a great ride.

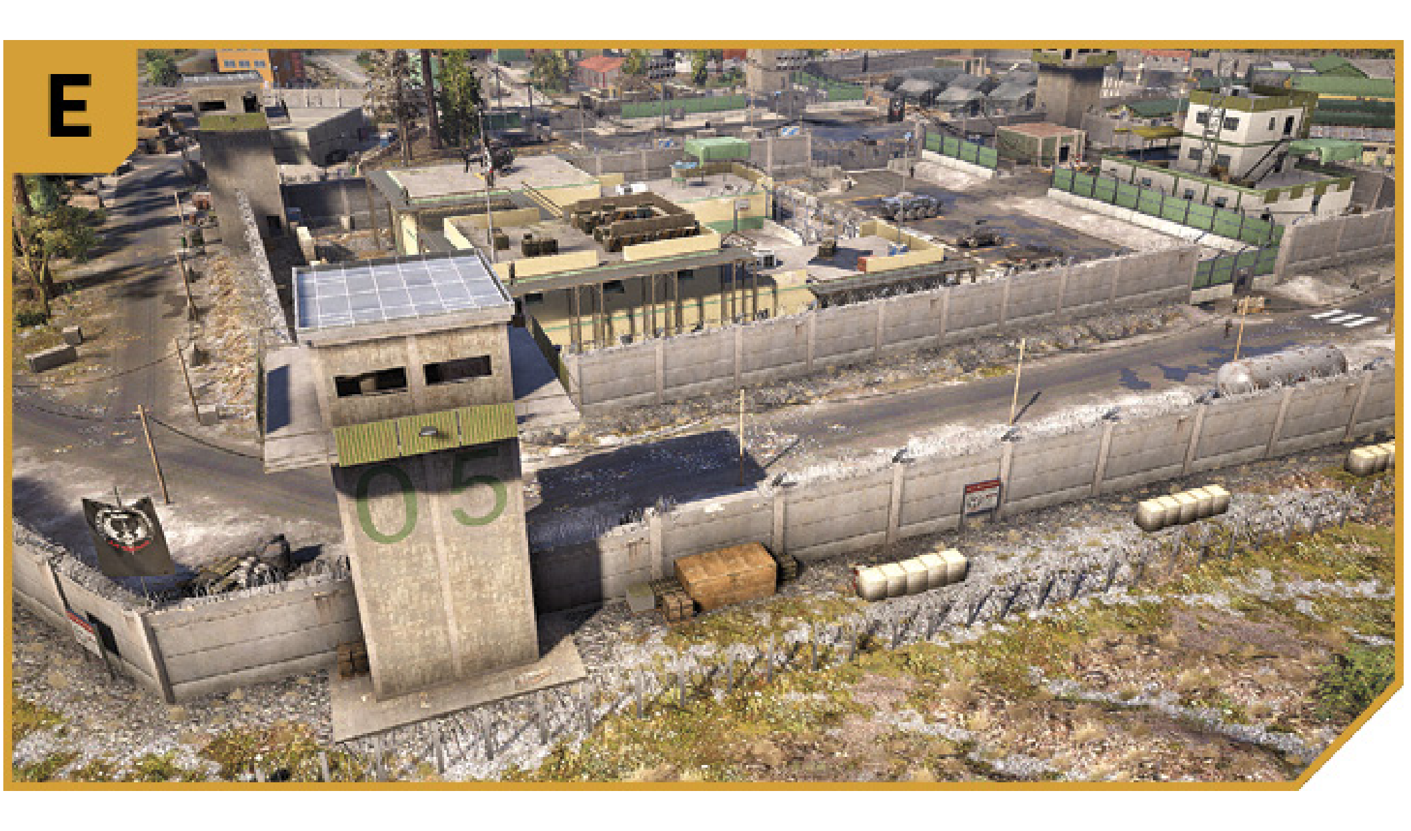
You can drive a Unidad-approved vehicle through the north gate, into the large barracks, armory, hospital, and mess halls that cover the northern third of the base. Aside from the snipers surrounding you in towers, the place has few enemies, though this depends on the time of day and patrol duos that may be in the area. Whatever the case, you can drive through here (in a Unidad vehicle) relatively unimpeded. Or sneak between tents.

EAST: BASE DEFENSES AND DOOR



Between sniper towers 06 and 07 is a firing post defensive box with a foe inside, and a gap in the otherwise impenetrable barbed-wire fence, behind which an inner path runs the length of the perimeter between the sniper towers. However, you can enter the base (into the barracks area) via an open door here. Though this isn't the best infiltration route (as you're not near the prison), it's worth considering once you've defeated the snipers from range. To get to the prison quickly, head through here and go directly to I, enemies permitting.

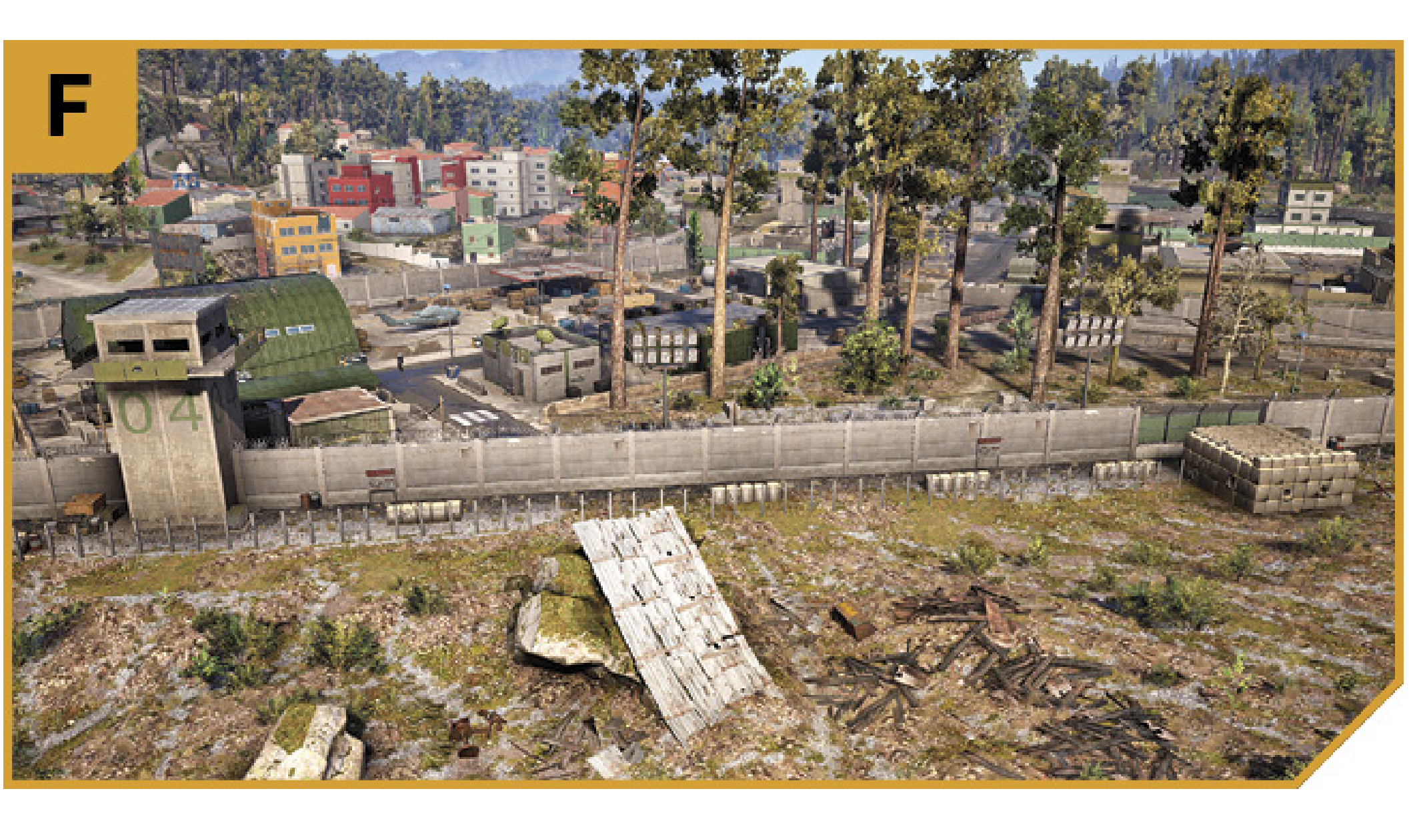
SOUTH: WALL BREACH



Just to the right of sniper tower 05 is a large wooden create. Stand atop it, and you can climb over the gap in the barbed-wire concrete wall. However, you can't get to this insertion point unless you enter the outer barbed-wire fence at D or F. You also can't use this as an escape route (as there are no crates to stand on inside the wall).

Once over the wall, you can easily reach the inner perimeter at I and access the prison building. This is the optimal path if you're on foot; just watch for patrols and snipers as you go.

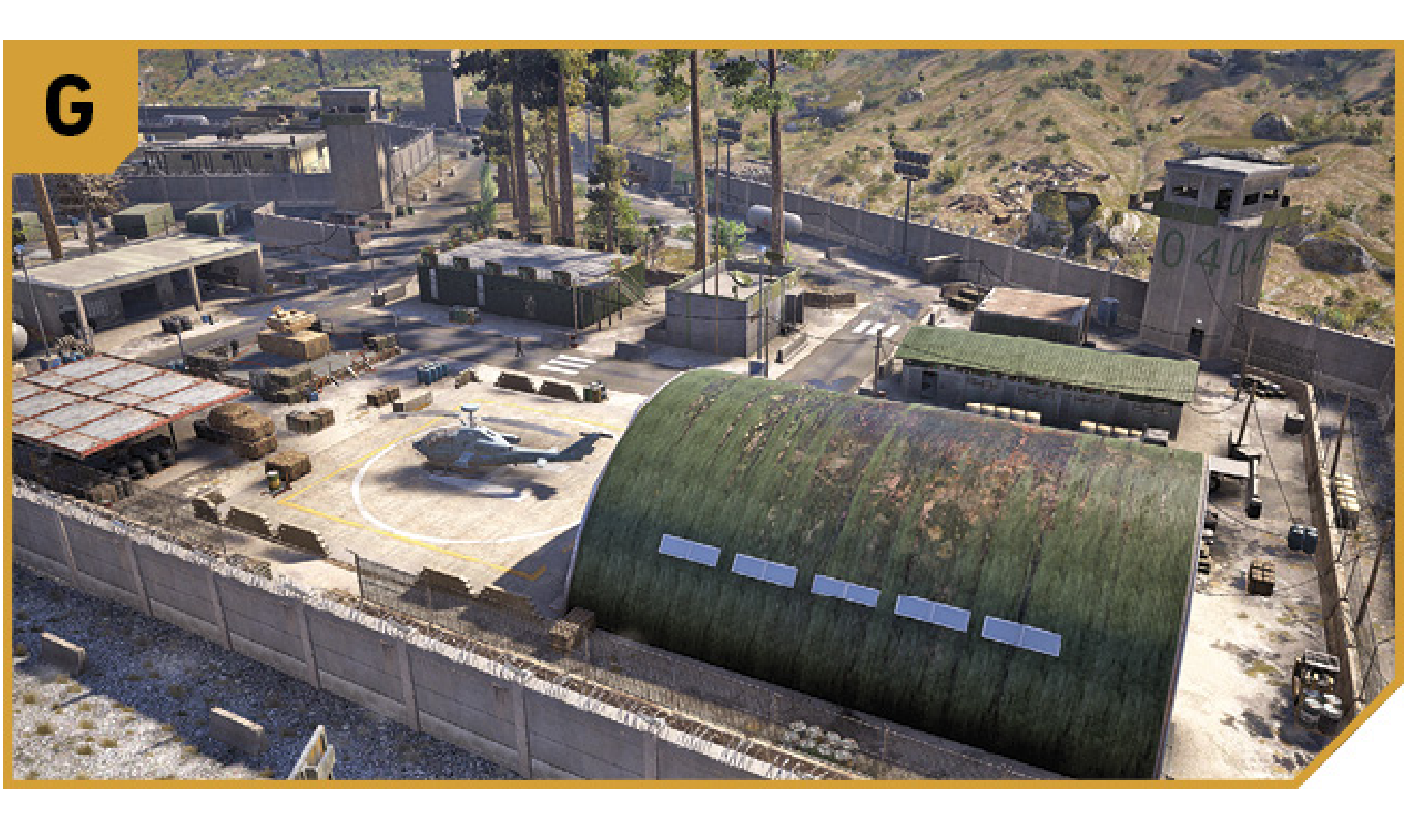
SOUTHWEST: RAMP AND BASE DEFENSES



Ready to cause a ruckus? Drive a vehicle (usually a bike) down the hill, hit the corrugated metal ramp at speed, and launch yourself over the wall, passing to the right of the sniper tower and landing at the helipad hangar (G). This is the ultimate in distraction tactics, though you're putting yourself in a lot of danger. You can then keep the enemies occupied, or drive to the prison area to storm the building.

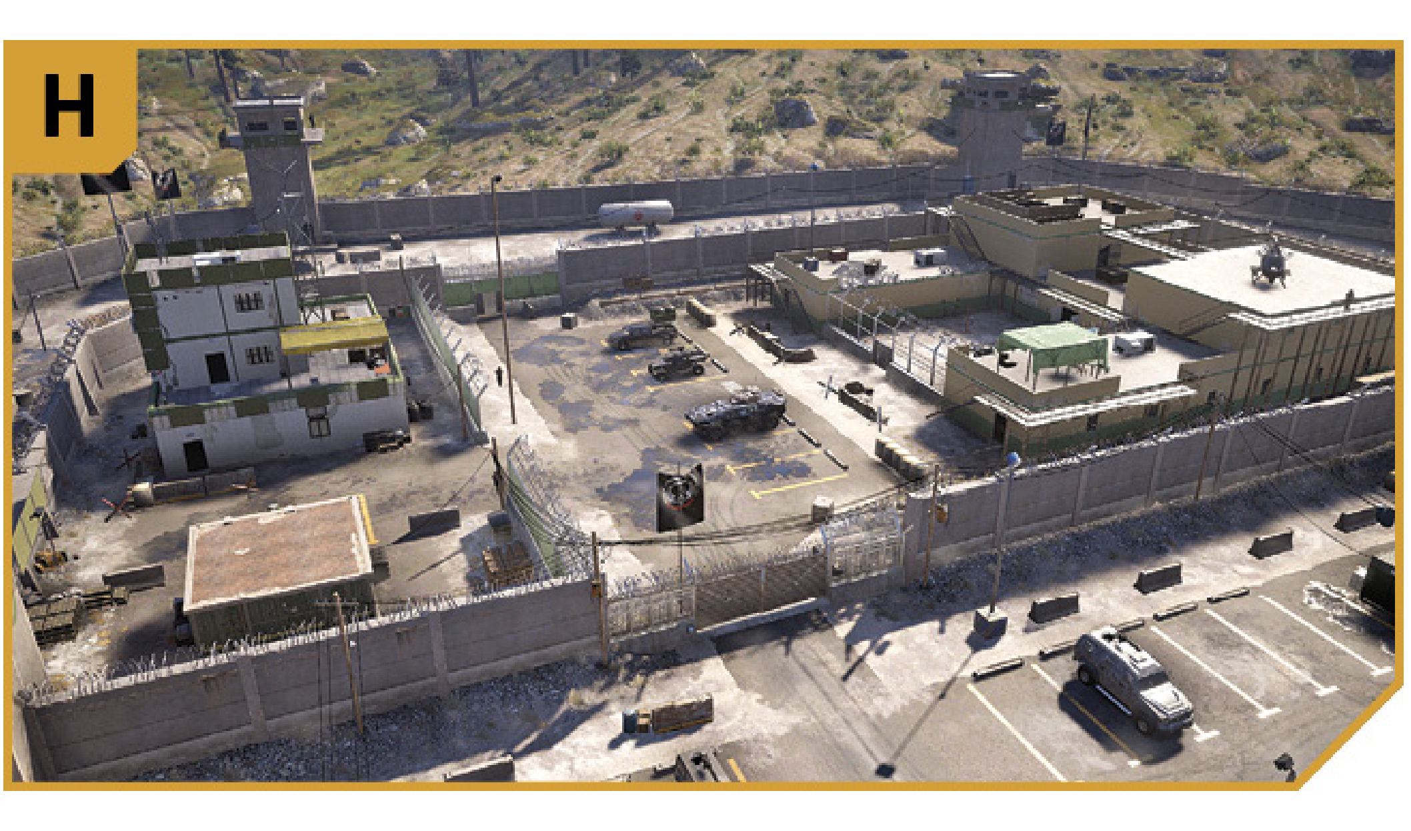
Ready to remain stealthy? Head down the hill from E, moving to the central defense box building between sniper towers 04 and 05, and in past the gap in the barbed wire. The adjacent perimeter door is shut from the inside, so wait for a teammate to open it, or simply move between the two barbed-wire fences to E and enter there. Or climb the nearby crates and leap over the wall. Crates on the opposite side (and a button to open the door) make this an excellent escape route for the stealthy.

WEST: HELIPAD HANGAR



Though you need to enter the base to reach it, via the ramp at F or the interior gates at H, this helipad features a gunship, which works great as an escape vehicle (assuming you've disabled the adjacent SAM launcher). A comms center and other buildings are here too, and don't overlook some stacked crates at the concrete perimeter wall behind the hangar itself; use them to leap over a gap in the barbed wire during an escape.

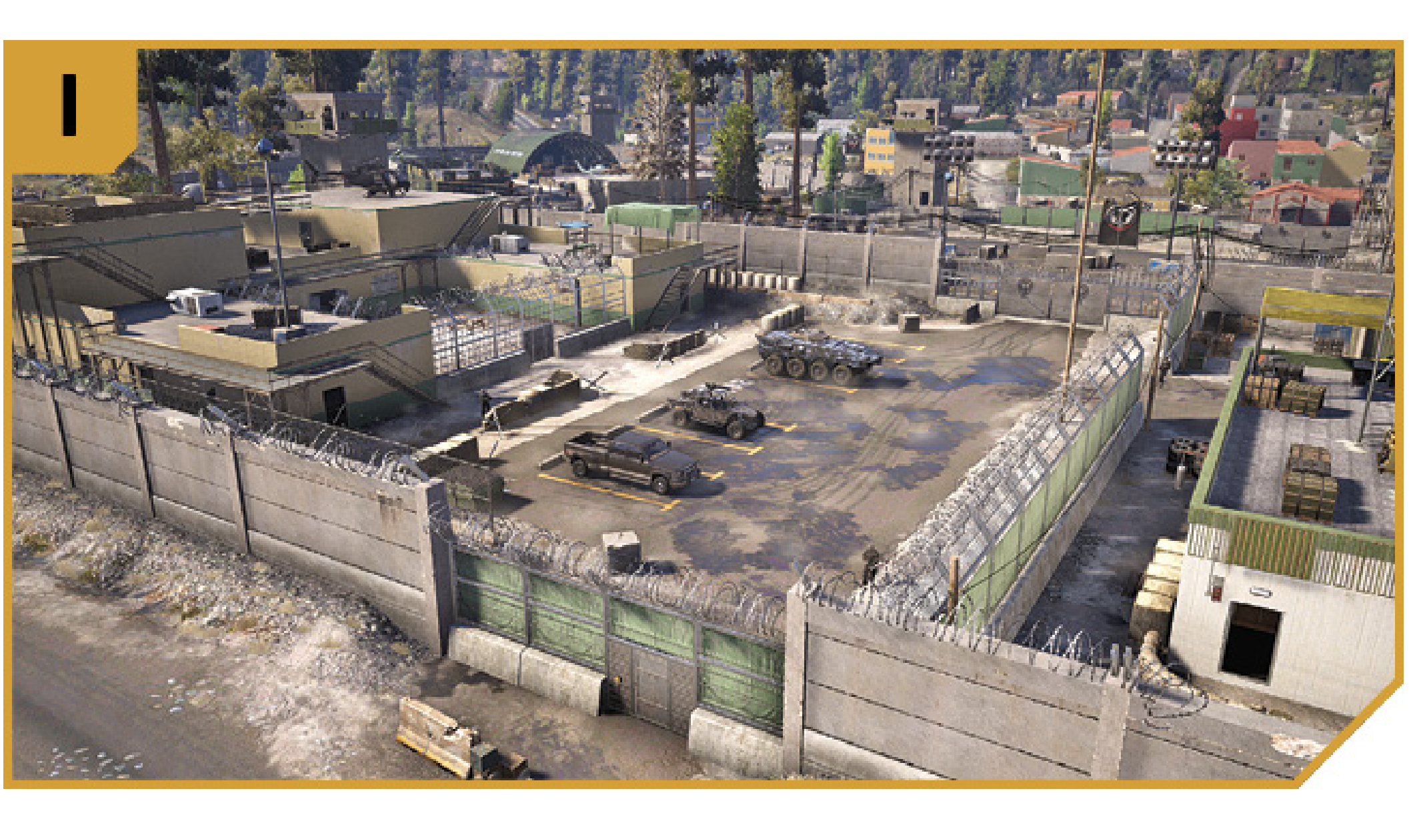
INNER PERIMETER: PARKING LOT



If you've taken the main way into the base (B), you're presented with an open door between two gates that can be opened by driving through in a Unidad vehicle. Inside is a parking lot with more Unidad vehicles; use them to enter the inner gate to the prison yard, to the southeast (toward I). To the left (northeast) is the barracks, and right (southwest) is the hangar.

Between sniper towers 09 and 10 is the inner perimeter leading to a smaller parking lot with an APC (the ultimate getaway vehicle!), as well as an HQ building and the prison you need to reach. Head through here in a vehicle to open the inner automatic gate, if you're approaching from this direction.

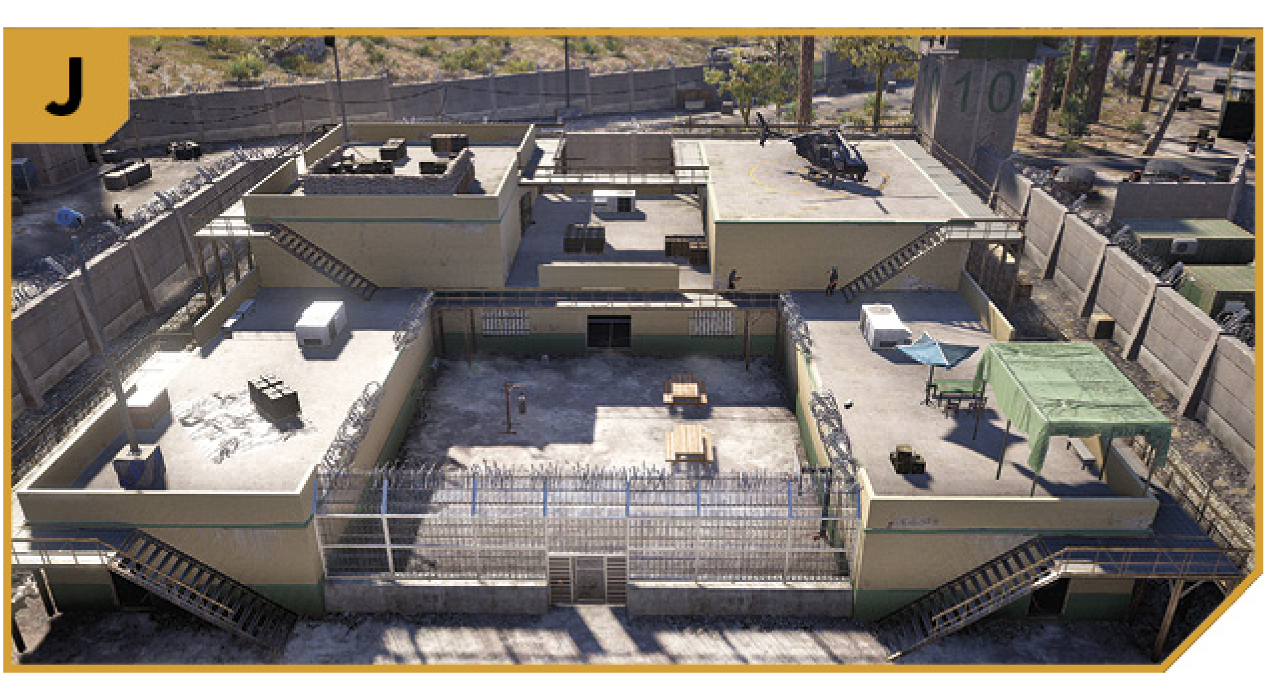
H4 INNER PERIMETER: DOOR ENTRANCE



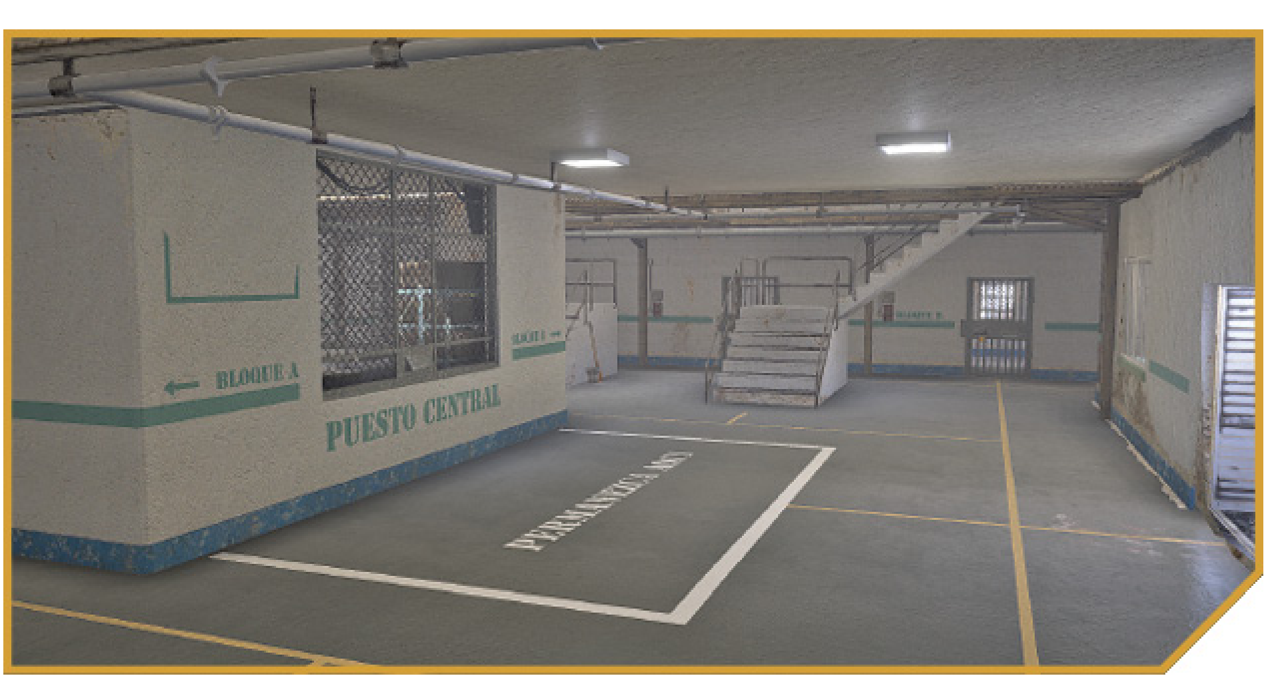
The alternate way into the prison parking lot is via this button-activated door. From here, you can quickly head left (southwest), into the prison building, where (if you've been quiet) there are only three foes to silently kill before you're safe to talk to the imprisoned lieutenant. Outside is a small parking lot, an HQ building, and the prison building (J).

Note the inner perimeter wall has gaps in the barbed-wire fence, but no crates to use to reach the top. You can climb on a vehicle you park here, but this is tricky in Solo missions, and you're easily seen. It's an option, though.

◉ TARGET: PRISON BUILDING AND LIEUTENANT



The prison exterior comprises a yard with a button-operated door (from the outside in; don't use it as an escape route if you didn't open the door). The yard separates block A (southeast) and block B where the prisoner is (northwest). Note the ground-level doorways on the northeast front of the building—the best way inside, aside from the yard.



On the roof is a mortar about block A, and a helipad above block B. There are doors to the upper gantry floor of the prison from here too, but the one to block B (under the helipad) is locked.

Inside (second picture) are a guard office and then identical layouts for blocks A and B: two rows of cells, one on each floor with gantry stairs linking them. The prisoner you need to chat with is in the middle cell, on the ground floor of block B.

F.O.B. SERPIENTE: TACTICAL ADVICE

SOLO: Start with a stealth plan of action, accessing the gaps in the low barbed-wire fence near D, E, or F, and then enter one of the doors, or hop the concrete fence. Do this after sniping the enemy snipers at the three nearest towers. You're heading to I, ideally between foot patrols, so use the button to open the door, and head left into the ground level of block A. Do this at night to heighten the chances of avoiding enemy contact. Once inside the prison, shoot the guard at the central office, check and deal with the patrolling guards in the prison, then stealthily break the prisoner's cell door lock and speak to him. Escape the way you came.

Or escape by running out into the adjacent inner yard, steal the APC, and drive it through the two sets of automatic gates to freedom!

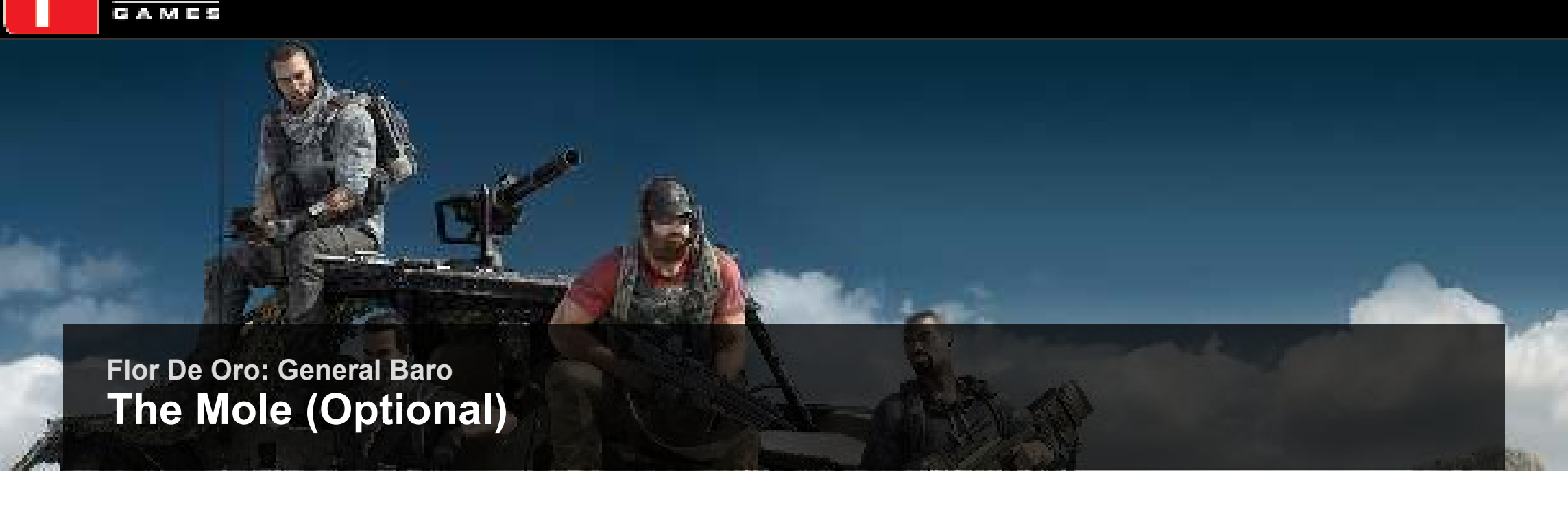
Or head up onto the roof, steal the helicopter, and fly it northeast away from the SAM launcher.

The other recommended method of entering the prison is by Unidad vehicle. Steal one or more from the checkpoint north of C. Then head through the north gate (C), through the barracks, into the inner yard by the prison (H), and storm the jail. Place your team outside the cell block while you speak to the lieutenant, or you may be shot as you chat. Leave using the same vehicle, or a different vehicle parked in the yard.

Or steal the helicopter at A, fly it low into the base, and land it on the roof of J, near the parked chopper. Drop down into the prison and engage the enemy there until there's a break in the fighting, and time to talk to the prisoner.

CO-OP: Multiple teammates mean multiple vehicles, giving you better chances of reaching the prison, and easier methods of defending the inner yard—park vehicles at the automatic gate and booby-trap it and the door at I. Take defensive positions at the mortar, helipad, and even the HQ building so no foes interrupt the talk with the prisoner.

You can also split up, causing commotion in various parts of the prison while a pre-determined Ghost completes the objective.



Flor De Oro: General Baro

The Mole (Optional)

OBJECTIVES

- **Locate the Unidad captain without being detected**
- **Trail the Unidad captain to his meeting**
- **Kill the cartel informer**

LOCATIONS

- **Combat Outpost (Unidad)**
- **Halcone House (Cartel)**

REWARDS

- **+ 1,000 XP**

BRIEF

Data obtained from M.O.B. Jaguar has revealed that a cartel informer has discovered the identities of CIA assets within Unidad. The informer will soon pass this information on to his handler. The informer must be eliminated to protect our agents in the field.

MISSION ACCESS

This is an optional mission. Complete Main Mission: The Trail of the General in Flor de Oro Province to access this mission.

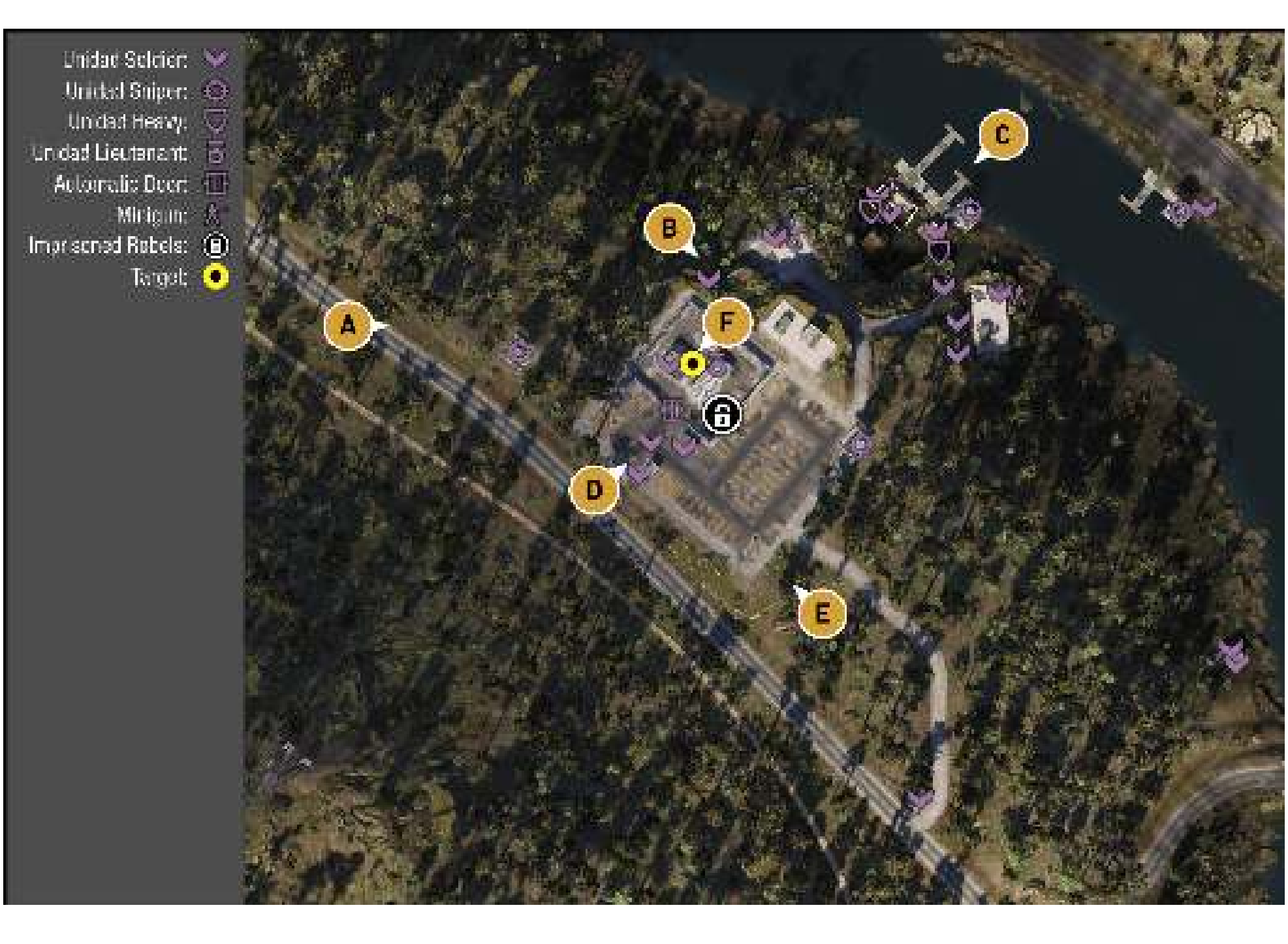
PINNING A TAIL ON THE MOLE

You're here to kick ass and chew gum, and on this occasion, you've got a full pack of gum: Do not allow the Unidad enemy at this combat outpost to see you, as this fails the mission. You're here primarily to recon the area in search of a Unidad captain. When he's found, he must be tailed. Stay away from the enemy if at all possible.

CAUTION: UNIDAD DON'T PLAY

Remember that engaging Unidad, even if this mission is primarily weapons-free, is a shortsighted plan, as reinforcements arrive until you're overwhelmed. This problem is exacerbated by the fact that if anyone spots you, it's mission over. If you must attack this base, do it after the mission concludes.

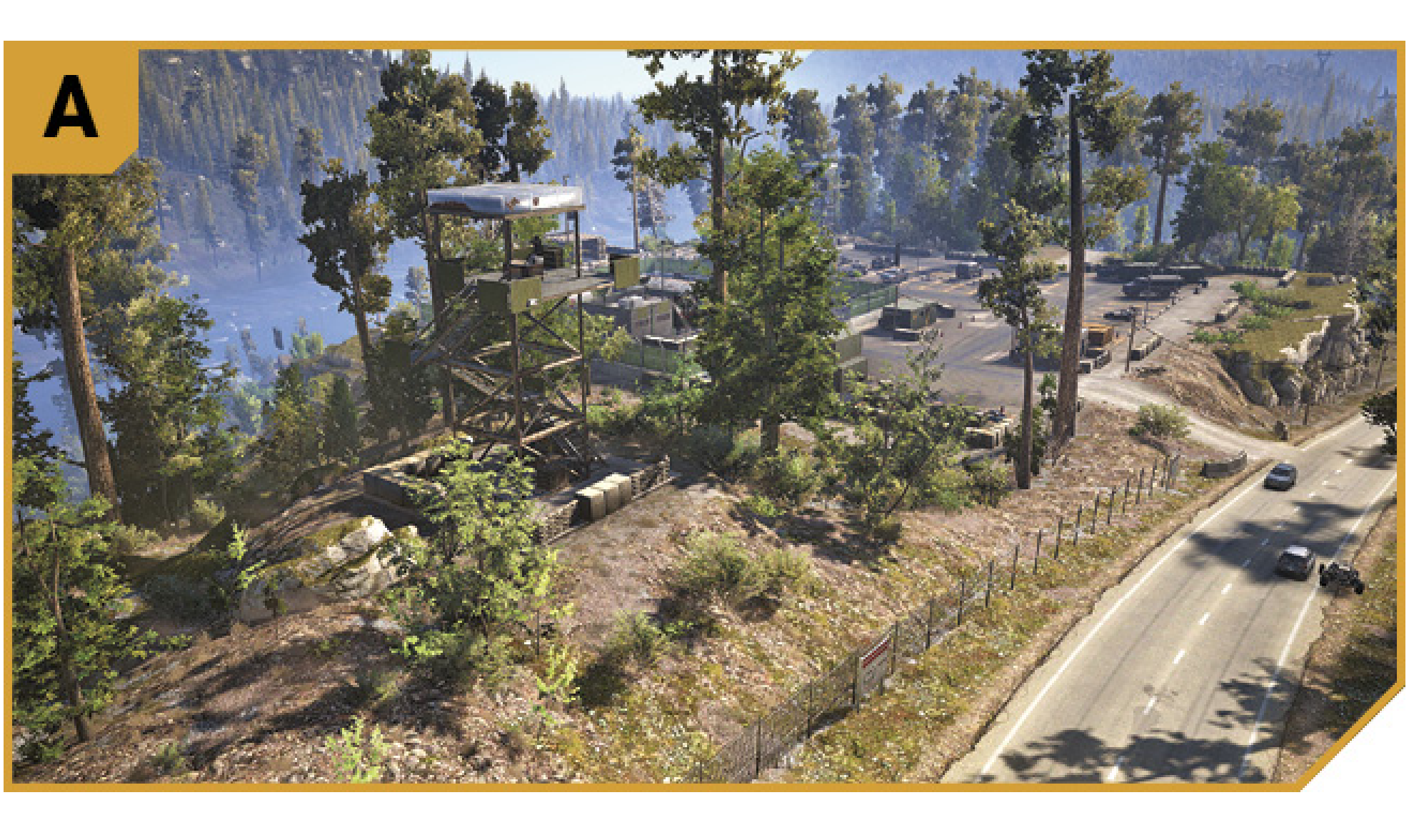
COMBAT OUTPOST: RECON



TACMAP

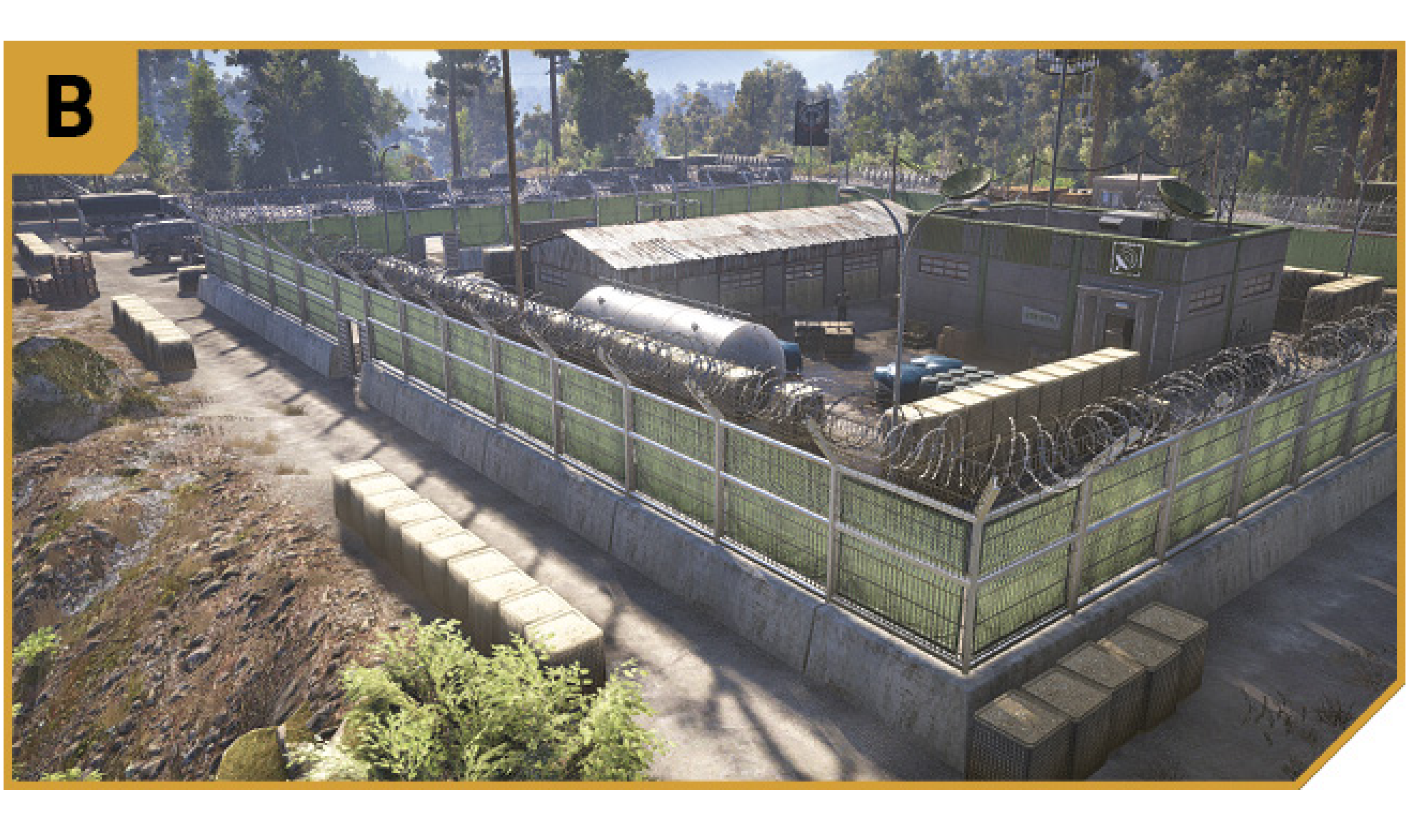
The majority of the enemies at this river traffic control center are on the docks to the northeast. You need never encounter them; only concern yourself with the foes in and around the small fenced inner base, and the outer parking lot flanked by two sniper towers. These sharpshooters may be the first to see you, so position yourself out of their gaze (or try the most silent of sniped shots). Note the abundance of vehicles in the parking lot. These can be used to tail the captain, provided you can drive one off the lot without being seen.

WEST: MAIN ROAD TO SNIPER TOWER



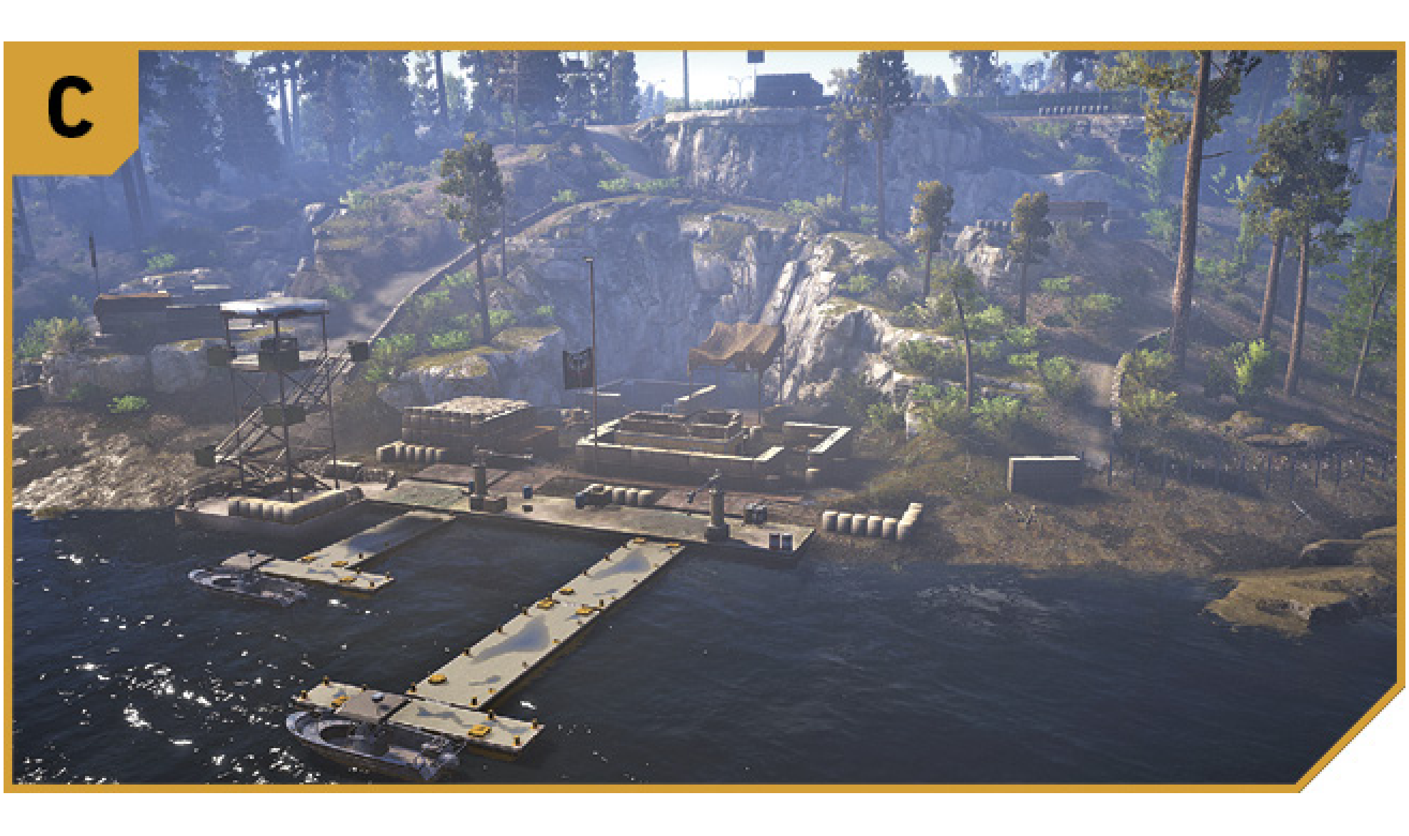
If you lurk by the railroad tracks with a silenced sniper rifle, you can tag the sniper here, though it's not necessary. If you remain out of sight at a location like this, the enemy will search for you, so stay at range, out of sight, and drop more who come to investigate, until the captain leaves and can be tailed.

NORTHWEST: WITHIN EARSHOT



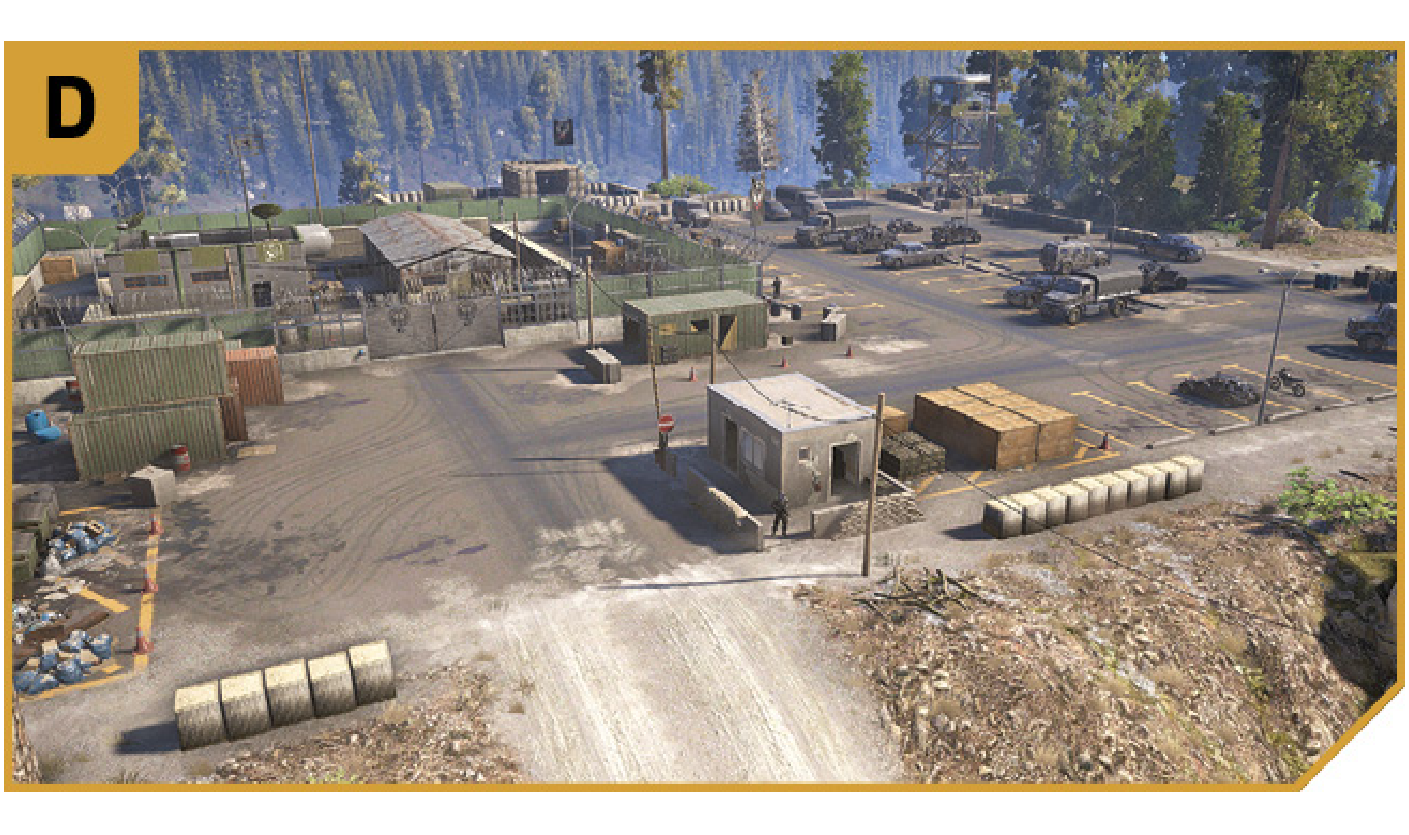
Maneuver here via the wooded area to the northwest, and wait for patrols to pass. Then sneak inside the base, using the block walls and other scenery as cover, before manually spotting the captain, backing out (ideally to a bike you rode here on), and following.

NORTH: RIVER DOCKS



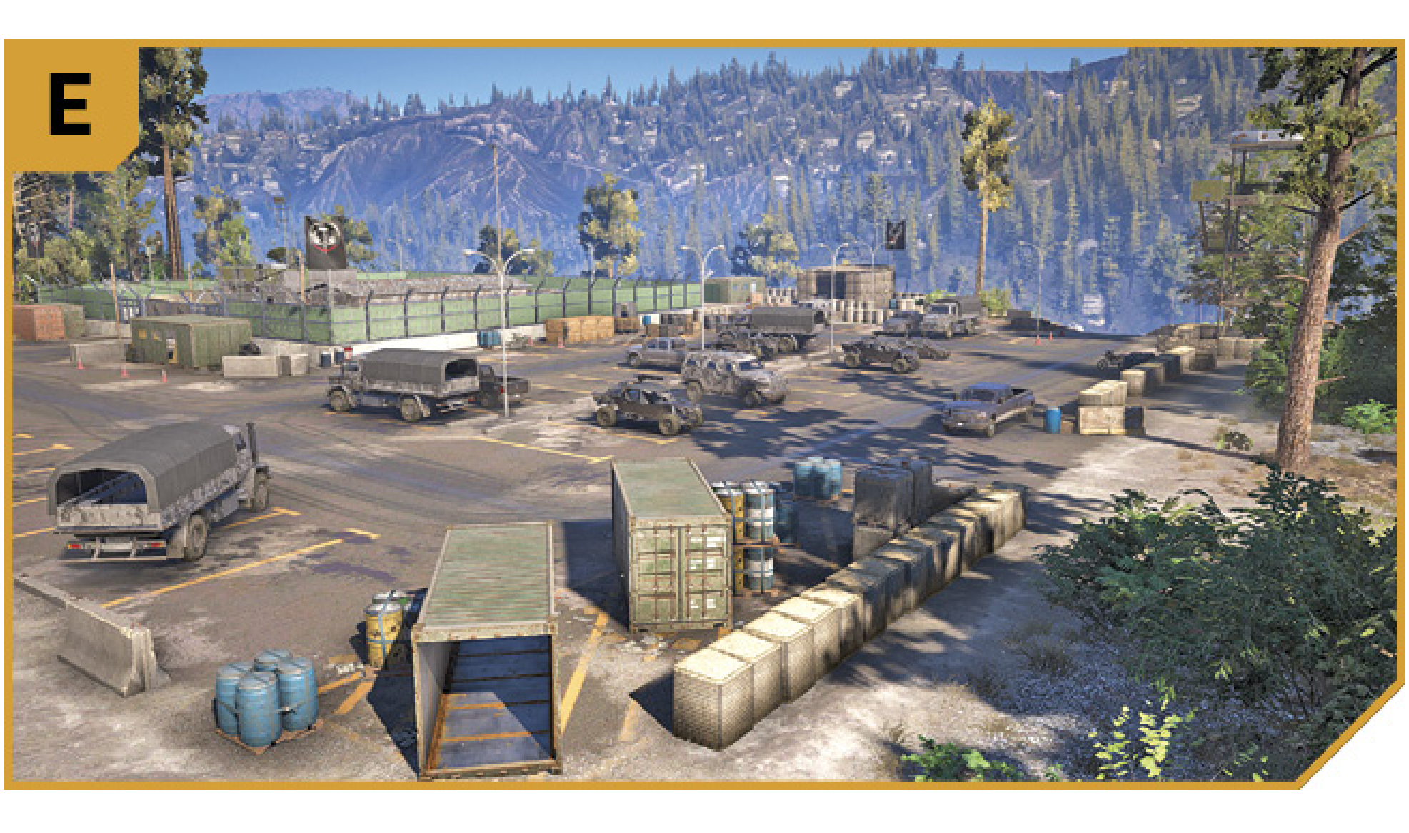
Nope! Don't approach from here. You're not storming this area (and this is a terrible locale for doing so, anyway).

SOUTHWEST: MAIN ENTRANCE



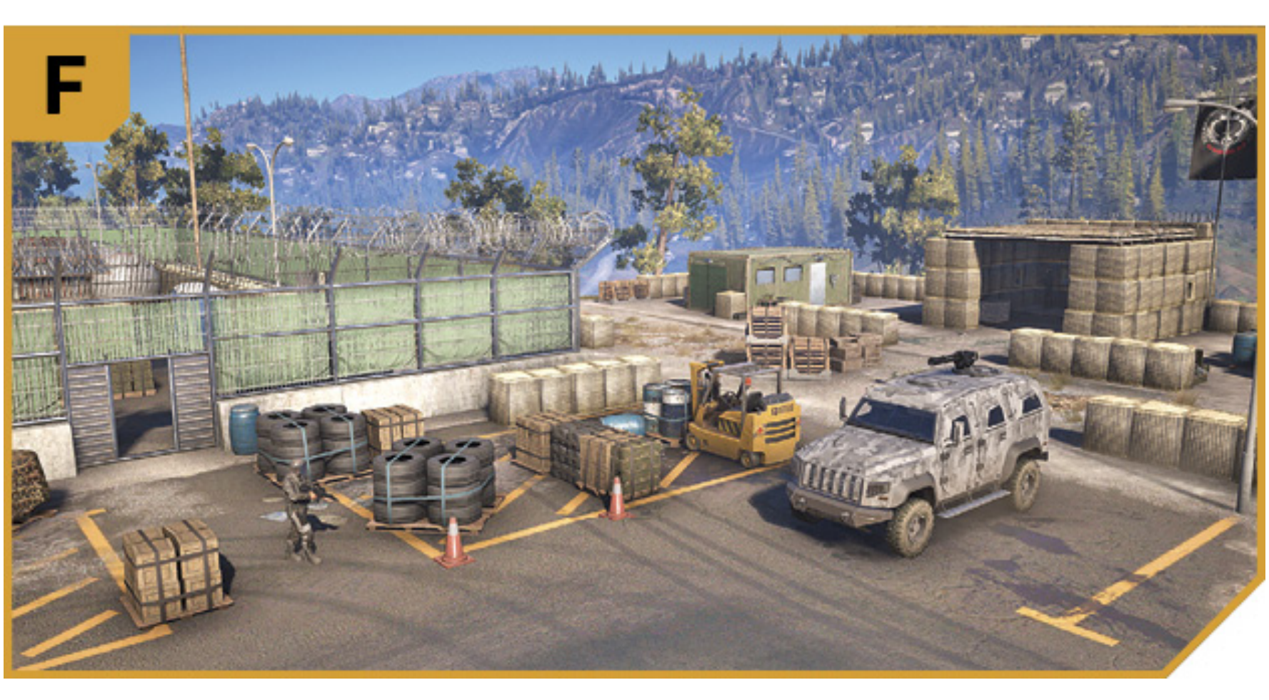
This is another terrible location. You're easily spotted, and even driving at a leisurely pace by the security hut may get you noticed. Drive on the railroad tracks to ensure you avoid being seen when the tailing begins, and swerve back onto the road as you head south.

SOUTHEAST: PARKING LOT CORNER



This is a great location for hiding and checking the location of the captain. Send up a drone, as you're quite safe (as long as you're out of sniper sight). When the captain departs, you can choose a buggy or other fine Unidad vehicle to follow him in. Drive off-road onto the main road, rather than following the captain directly as he passes the security hut southeast of this location, as the foe in the hut can ruin your mission chances. Unless he's previously (and silently) been executed!

TARGET: UNIDAD CAPTAIN AND ARMORED TRUCK



The Unidad captain begins at the comms center, walks around or through the mess hall, out of the inner perimeter and into the parking lot, and drives off in the armored vehicle (pictured). Simply track his movements, and as soon as the objective updates, follow him in a vehicle of your own. As always, do not be seen by the enemy.

COMBAT OUTPOST: TACTICAL ADVICE

SOLO: Move through the woods to the northwest, avoiding enemies until you reach B. This is a block perimeter, with a gap in the northeast wall. Beware of Unidad soldiers patrolling this area. You can sneak in through this wall gap, position yourself behind the captain so you identify him, then retreat the way you came. Come here on a bike so you can more easily tail him, but retreat back to B and around to A to avoid detection. This is the easiest physical way to complete the first objective, but there are much better plans:

Move to A, B, or E (the latter is optimal if you came on foot). Launch a drone up into the sky, as high as you can so it isn't compromised, and simply watch the target as he sets up his meeting and gets into his vehicle. Ditch the drone and get into your vehicle (which you can stand next to while flying the drone) when the objective updates.

One novel way to get the Unidad captain to drive off is to prowl the extreme perimeter of the base, offing foes (like a sniper atop one of the towers) without being seen, using a suppressed sniper rifle. As soon as the enemies see a man of theirs downed, they start looking for you. Stay hidden. A few moments later, the captain leaves, and you can start tailing your foe. Expect problems with Unidad chasing you, though.

CO-OP: There aren't really any benefits to having your whole team in the vicinity of this outpost, as the chances of one of you being spotted and failing the mission become much greater. Hang back and let one Ghost do the recon.

Or you could all encroach on the base and attempt to dispatch every single enemy silently (or at least the ones on the upper base area, rather than the docks). This is difficult, irresponsible, and one of you will need to break off to follow the captain.

Or have one Ghost head to the outpost while the other three set up position at the second location, Halcone House, the captain's destination. Stay out of sight at this cartel safehouse, or the mission fails.

MOST RECON: TURNING TAIL

As soon as the objective updates to tailing the captain, break off from all recon tasks at the combat outpost, locate a suitable vehicle (the one you came here in, or steal one from the Unidad parking lot), and start tailing. Stay between 30 and 300 meters of the captain until he reaches his destination. Do not get spotted by Unidad forces as you leave the vicinity of the outpost, or this mission fails.

The best vehicle to use is one you drove here in, as there's less chance of being spotted. Give Unidad foes near the main road (D and the security hut southeast of E) a wide berth so you're not spotted as the tailing starts.

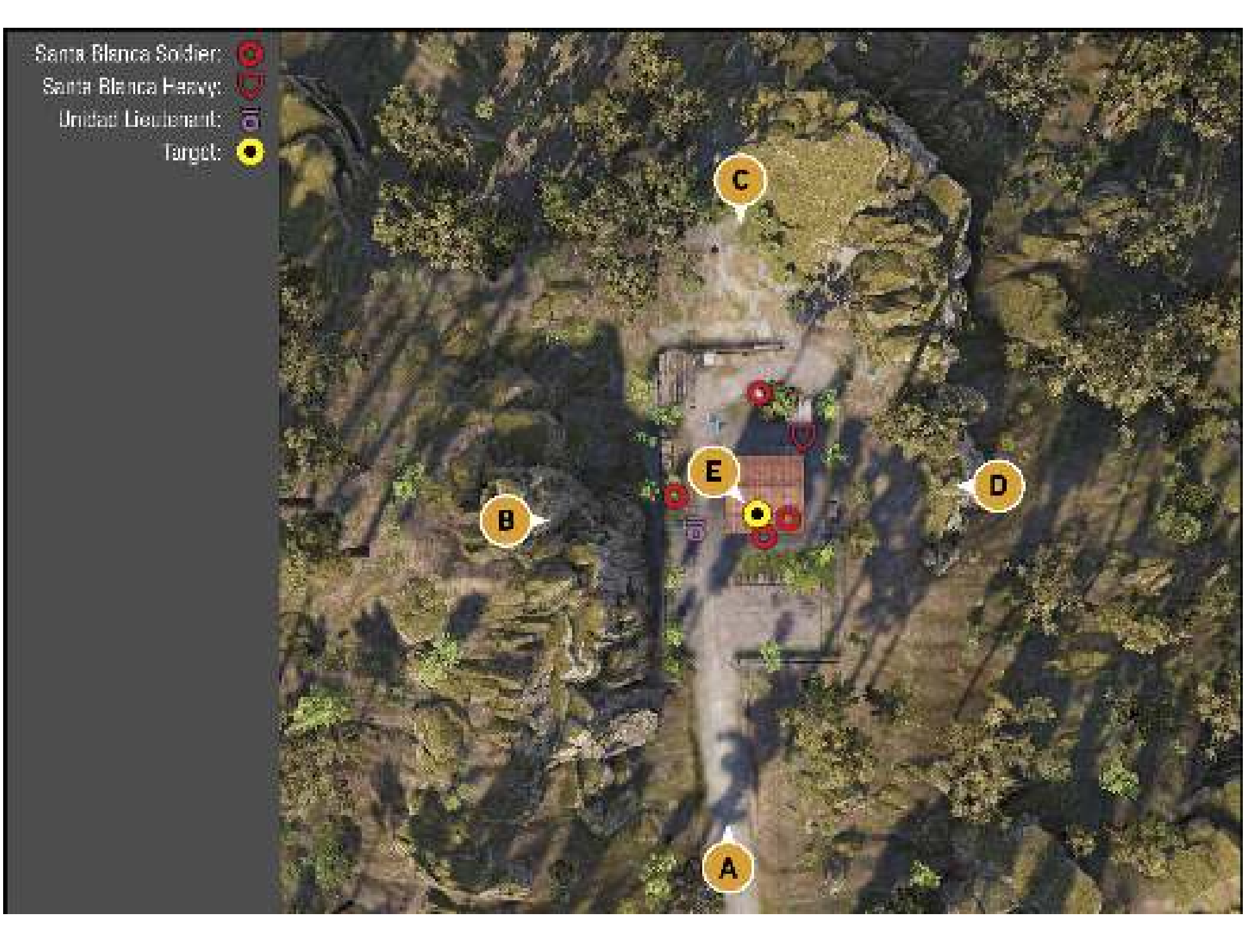
KEEP ON TRACKING

Once the tail begins, remain away from any Unidad forces, because if they see you, the mission may fail. This includes the foe at the security hut south of E, as your quarry exits the combat outpost. From here, the captain heads south past Rocha, then a gasoline checkpoint. Wait until he passes this junction by the bridge so you can quickly drive past without Unidad forces seeing you. He then takes an immediate dirt trail to the right (west), drives to a right bend, heads north, and parks at a remote wooded location known as Halcone House.

HEADS, NOT TAILS

As soon as the captain enters this small woodland compound, you are weapons-free. Simply neutralize all enemies in the vicinity.

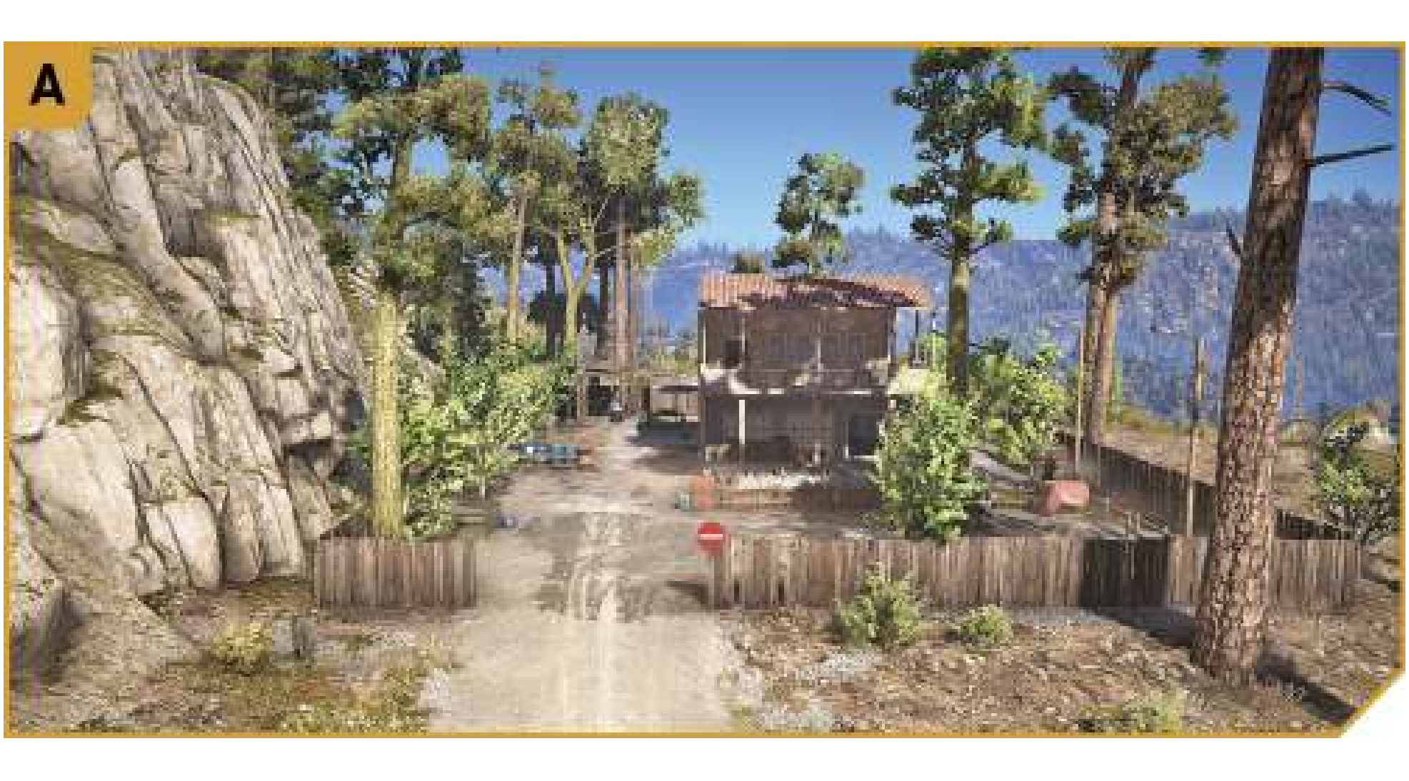
HALCONE HOUSE: RECON



TACMAP

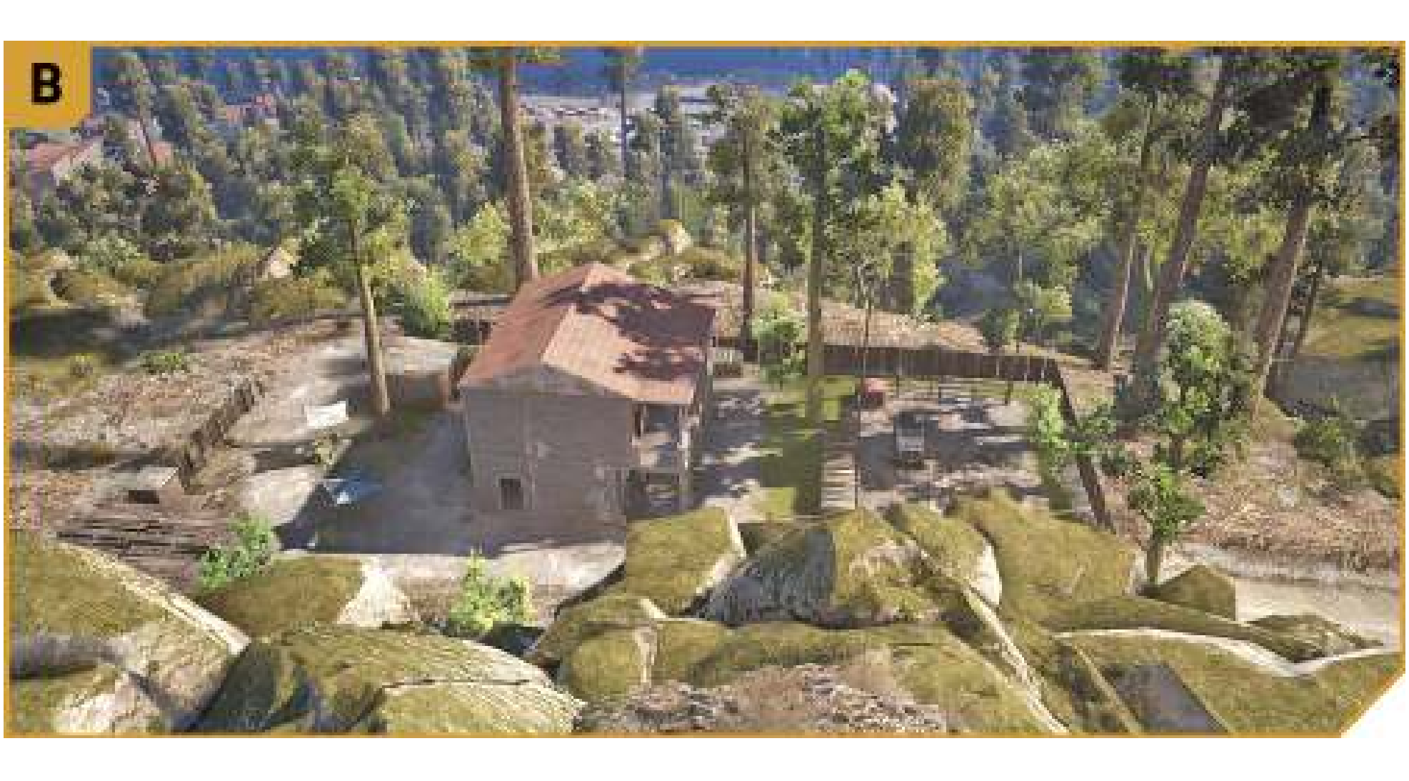
This is a straightforward location. There are no foes hiding in any outhouses, just an armored enemy to be aware of. If you wait and watch, the cartel informer and the captain meet on the upper balcony of the building. Get in there and leave no one to compromise any CIA operatives in the field.

SOUTH: MAIN ROAD



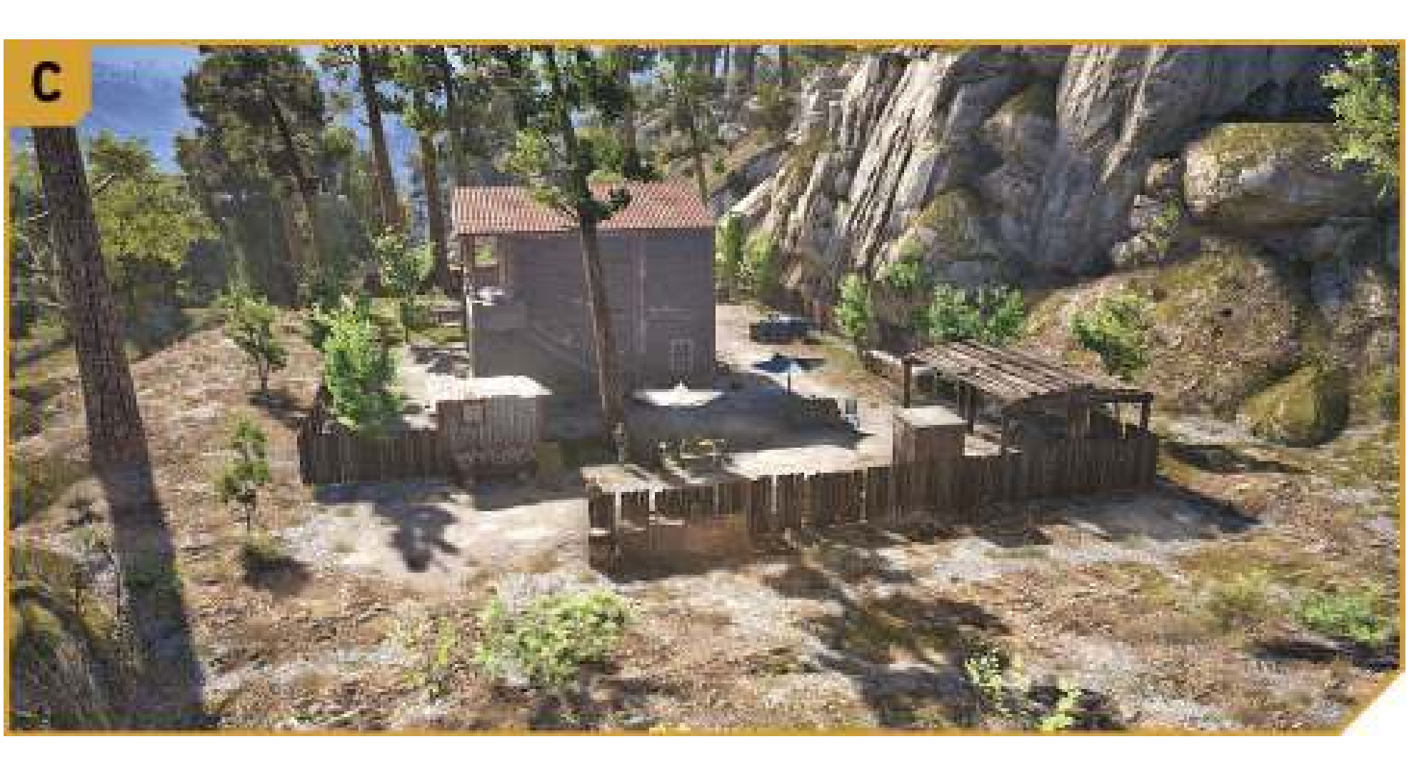
The captain parks up here. Hang back so the meeting takes place. You can snipe both foes if you're stealthy and can see them at the doorway of the upper-floor balcony. Block or trap this exit so the captain doesn't steal a vehicle and flee.

WEST: HILLS



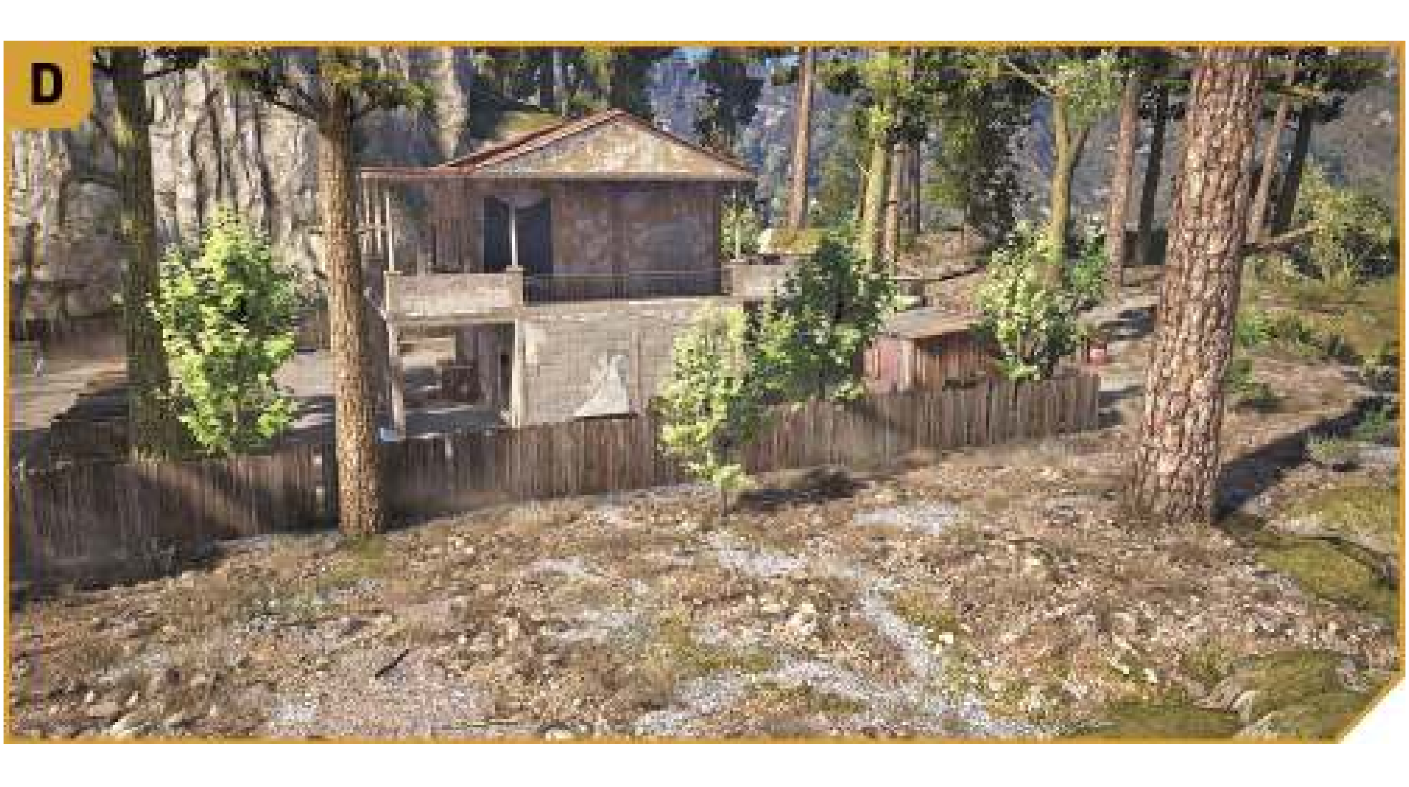
Head here in Co-op only. Quickly hike up as the vehicle drives and parks, so you can offer covering fire to your teammates. There's a good view of most of the area, though you're stuck if the captain flees to his vehicle and you aren't quick enough to stop him.

NORTH: OUTHOUSE AND FENCE



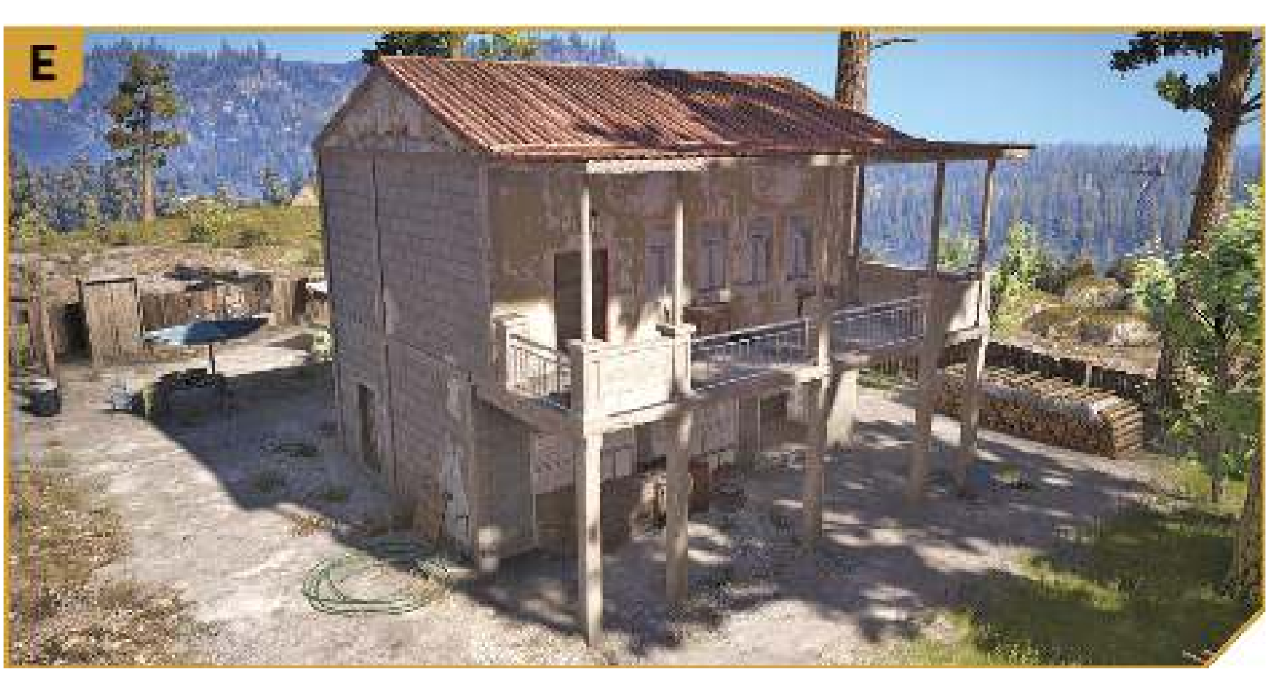
Head here in Co-op only. Striking from the rear of the property is great if you're here to confuse foes and catch them in crossfire. Just be aware that the captain flees in the opposite direction.

EAST: RAVINE



Head here in Co-op only. You have a view of the balcony on the east side of the residence, where a foe usually guards before you're spotted. Creep around using the fence as cover. You can easily reach a vehicle to give chase if the captain escapes.

TARGET: CARTEL INFORMER AND SAFEHOUSE



The building has entrances on the south and east sides, interior stairs, and an exterior balcony around to the doorway (southwest corner).

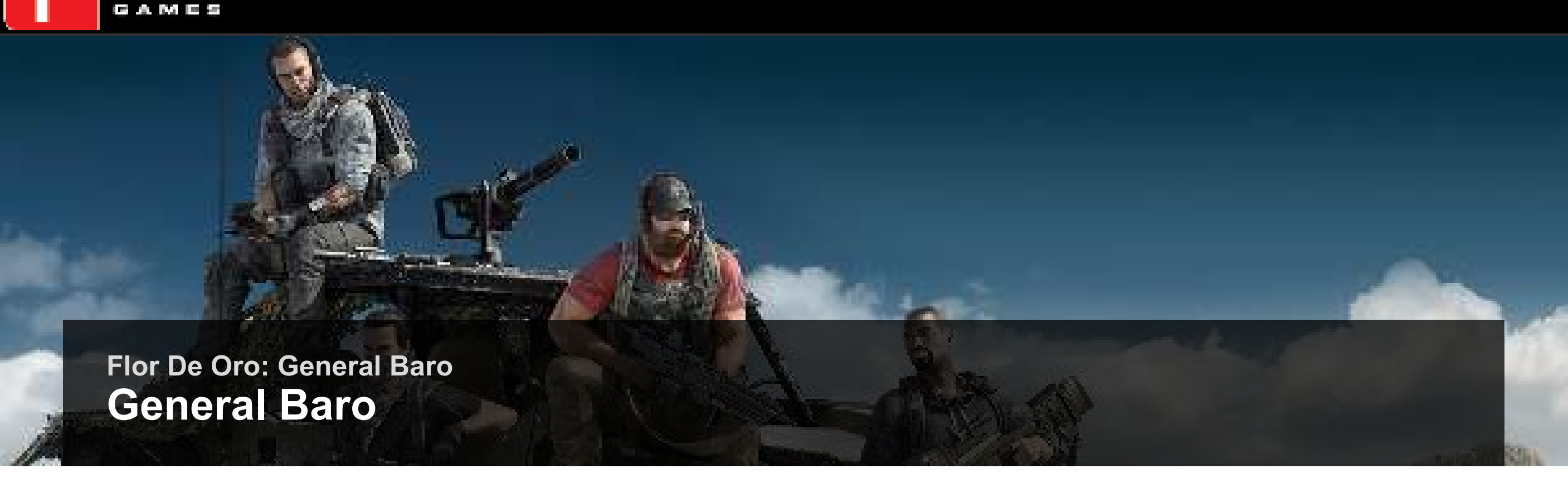
This cartel informer is a lieutenant, and an easy takedown. The captain is a little tougher since he's wearing armor, and tends to bolt for his armored vehicle and flee. Prevent this by stationing a Ghost near the vehicle, blocking the road, dropping mines, or placing two C4 charges on the vehicle itself. Or shooting the captain in the head.

HALCONE HOUSE: TACTICAL ADVICE

SOLO: Storm the building, keeping your team back at the gates so an escaping captain is neutralized before he reaches his vehicle. Check the two-floor house and remove all foes inside and out. Use weapons, projectiles, flashbangs, and anything else you like to get the job done. Or fly an explosive drone through the doorway to detonate and take out both targets, before moving on to the cartel members.

Be sure that armored truck the captain arrived in is destroyed if it looks like he's about to make an escape.

CO-OP: After handing the responsibilities of booby-trapping the captain's vehicle to one Ghost, the rest can either swim from A or split up and each approach from a different direction.



General Baro

OBJECTIVES

- **Locate Baro's daughter**
- **Interrogate Baro's daughter**
- **Reach the meeting point with Baro**
- **Capture General Baro**
- **Extract General Baro to Flor de Oro Charlie**

LOCATIONS

- **Rocha**
- **Huma Chua Sawmill**
- **Flor De Oro Charlie**

REWARDS

- **+ 1,000 XP**
- **+ 5 Skill Points**
- **Handgun: El General**

BRIEF

The Ghosts found Baro's weakness: his daughter, Erendira Buendia. He's devoted to her, but the two haven't spoken since Baro got into bed with the cartel. If we can get Erendira to reach out to him, Baro will risk anything to see her again. That will give the Ghosts the opportunity they need to extract him.

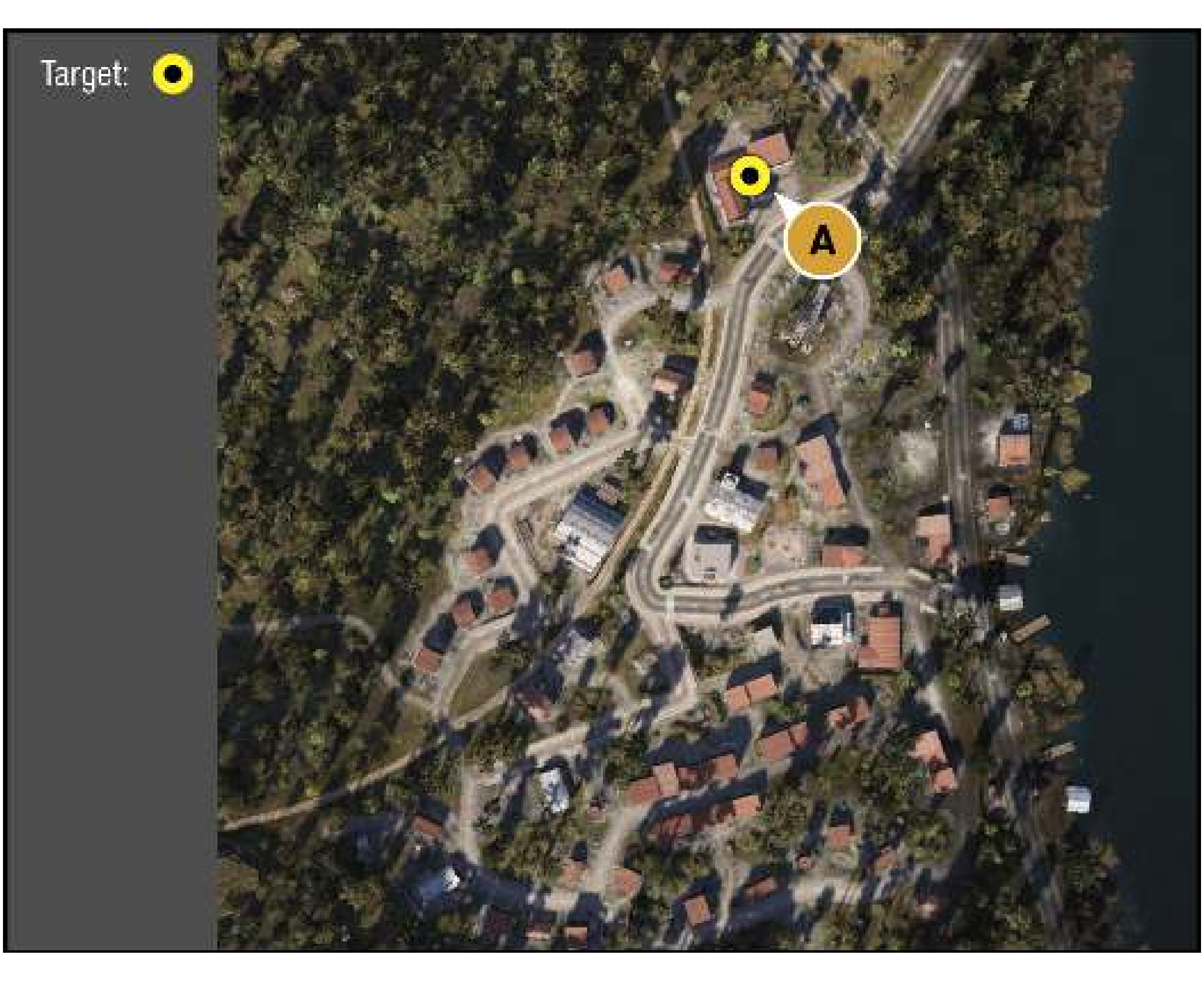
MISSION ACCESS

Complete Main Mission: The Trail of the General in Flor de Oro Province to access this mission.

SCHOOL OF LEARNING

Begin from Flor de Oro Alpha, as you're around 1.3 kilometers away from the small village of Rocha, where the daughter was last spotted. Simply look for and then interrogate her. Weapons do not need to be drawn, nor should they be.

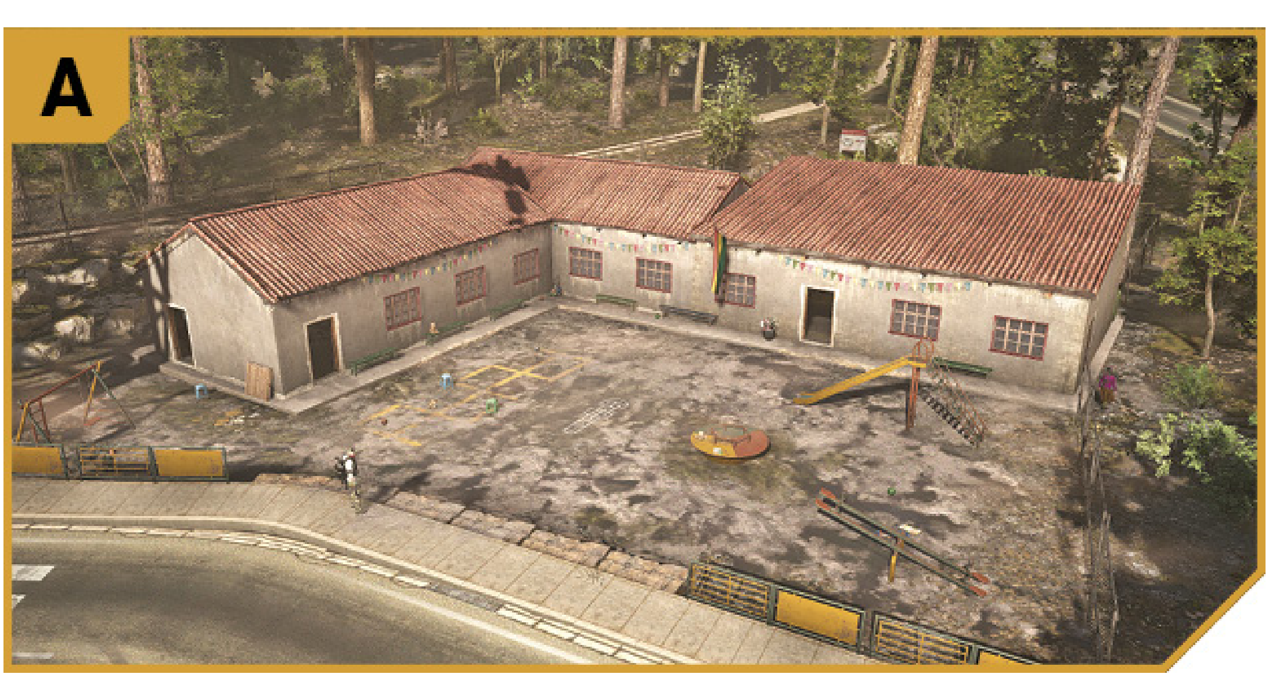
ROCHA: RECON



TACMAP

Rocha is a small village of woodcutters and their families. The area you're searching in, at the north end of the settlement, features muddy roads and small market stalls. Nearby is a small school. There are no hostiles in this area, unless you brought them with you.

● **TARGET: THE GENERAL'S DAUGHTER**



Once you reach Rocha and begin your search for the daughter, hold your Weapons Swap button to put your weapon away. There are no enemies at this location. Simply move north to the school, and you spot the general's daughter. Grab her, interrogate her, and she calls her father, who pinpoints the nearby sawmill as a rendezvous point.

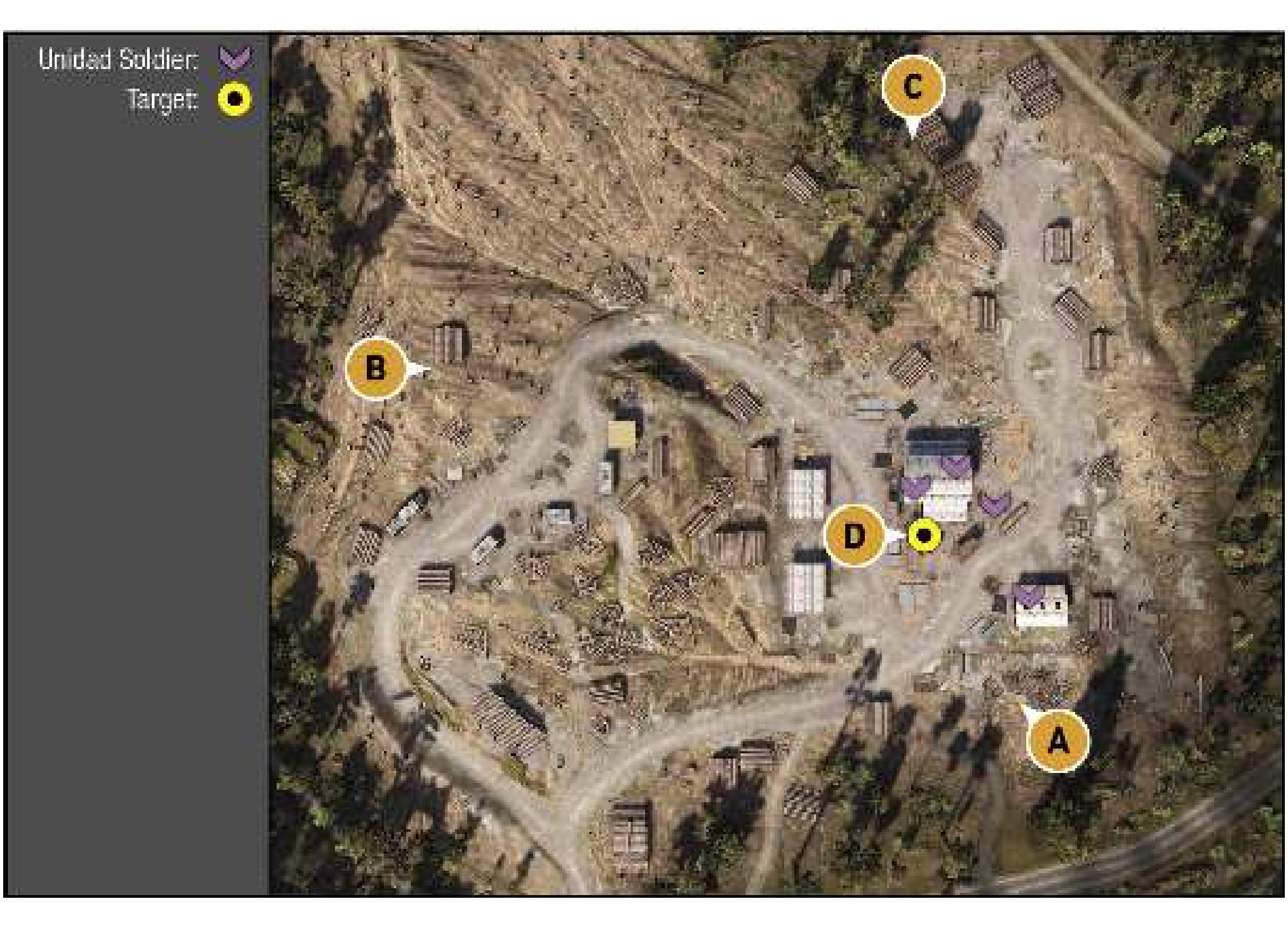
LOGGING IN TO AN AMBUSH

The sawmill where the general has arranged a meeting is two clicks southwest of here, through the woods. Peel off from the main road and conduct a thorough sweep, instead of blindly driving up to see if the general's about.

CAUTION: UNIDAD PATROL LEVEL 3!

The general is definitely about, but as soon as you venture within around 60 meters of him, he flees to the armored truck parked on the road, just to the west of the main building. When he departs, your Unidad Patrols warning shoots up to Level 3. Expect one or two vehicles and the same number of helicopters to join the pursuit, with the express intention of hunting your team down!

HUMA CHUA SAWMILL: RECON

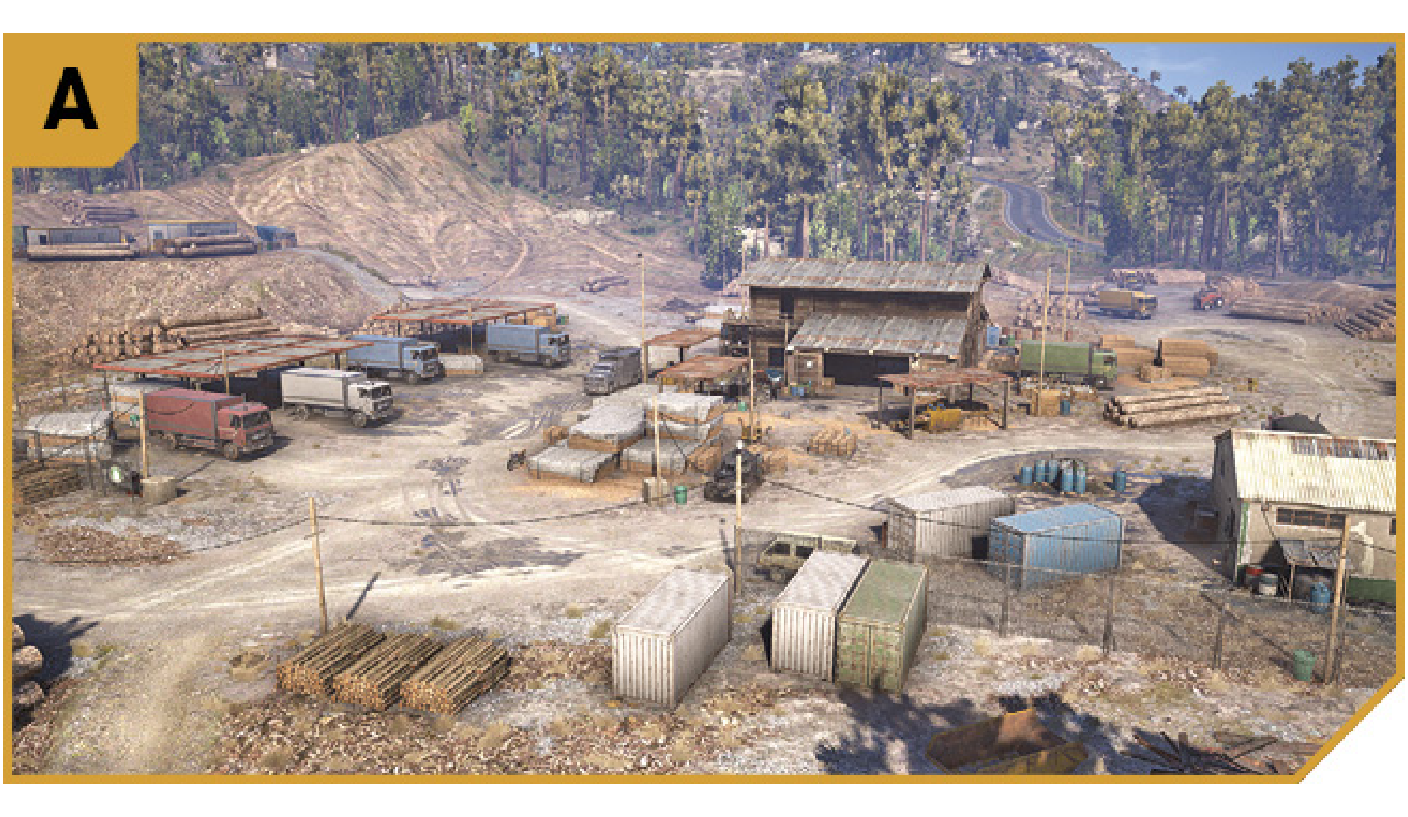


TACMAP

This is a small lumber yard you'll spend very little time in. The general is accompanied by around four Unidad soldiers. These are unimportant. In fact, the entire area is of little consequence, though some available options help smooth the general's capture.

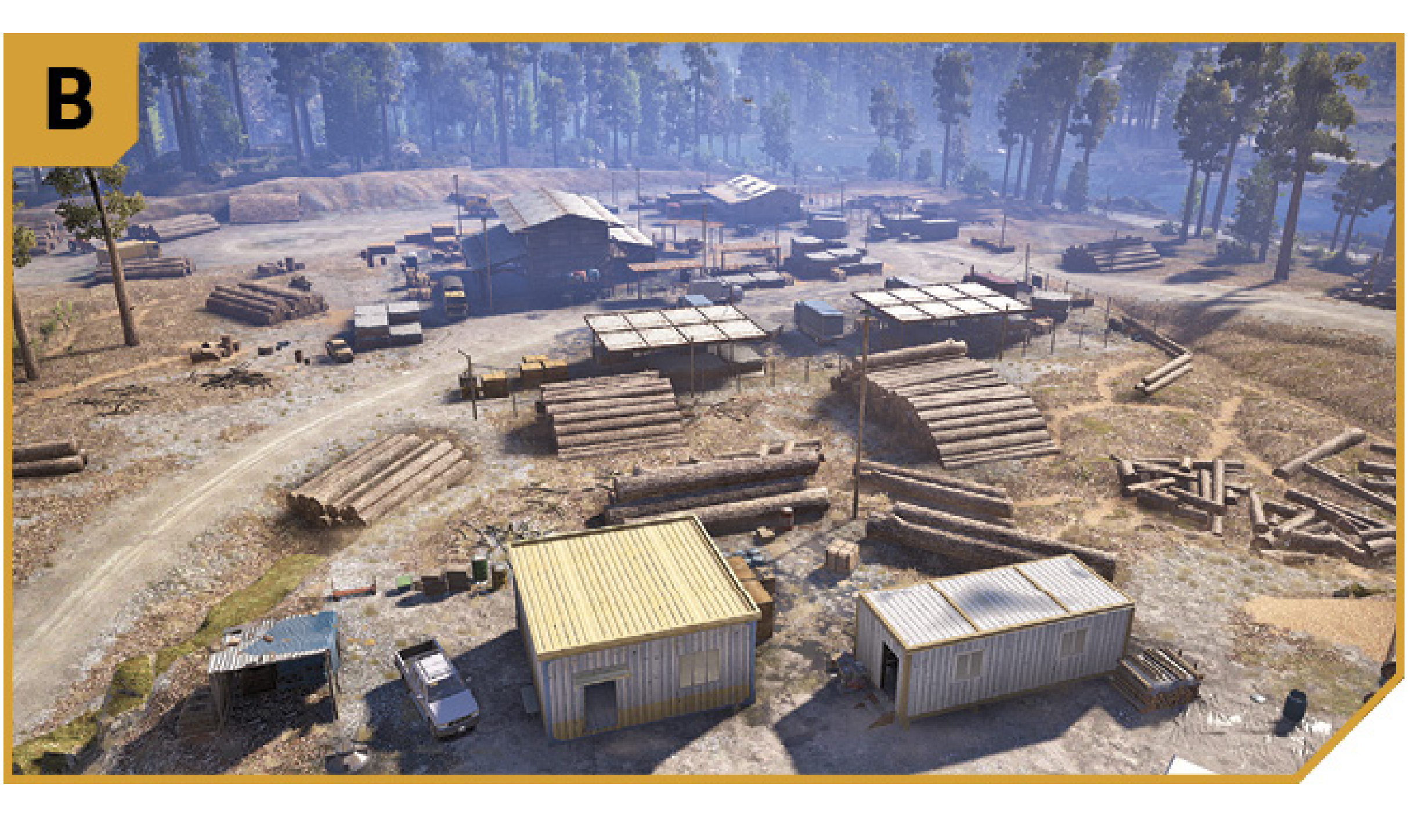
If the general gets more than around 300 meters away during his vehicular escape and you aren't actively chasing him, he vanishes and the mission fails.

SOUTHEAST: CONTAINERS AND DUMPSTERS



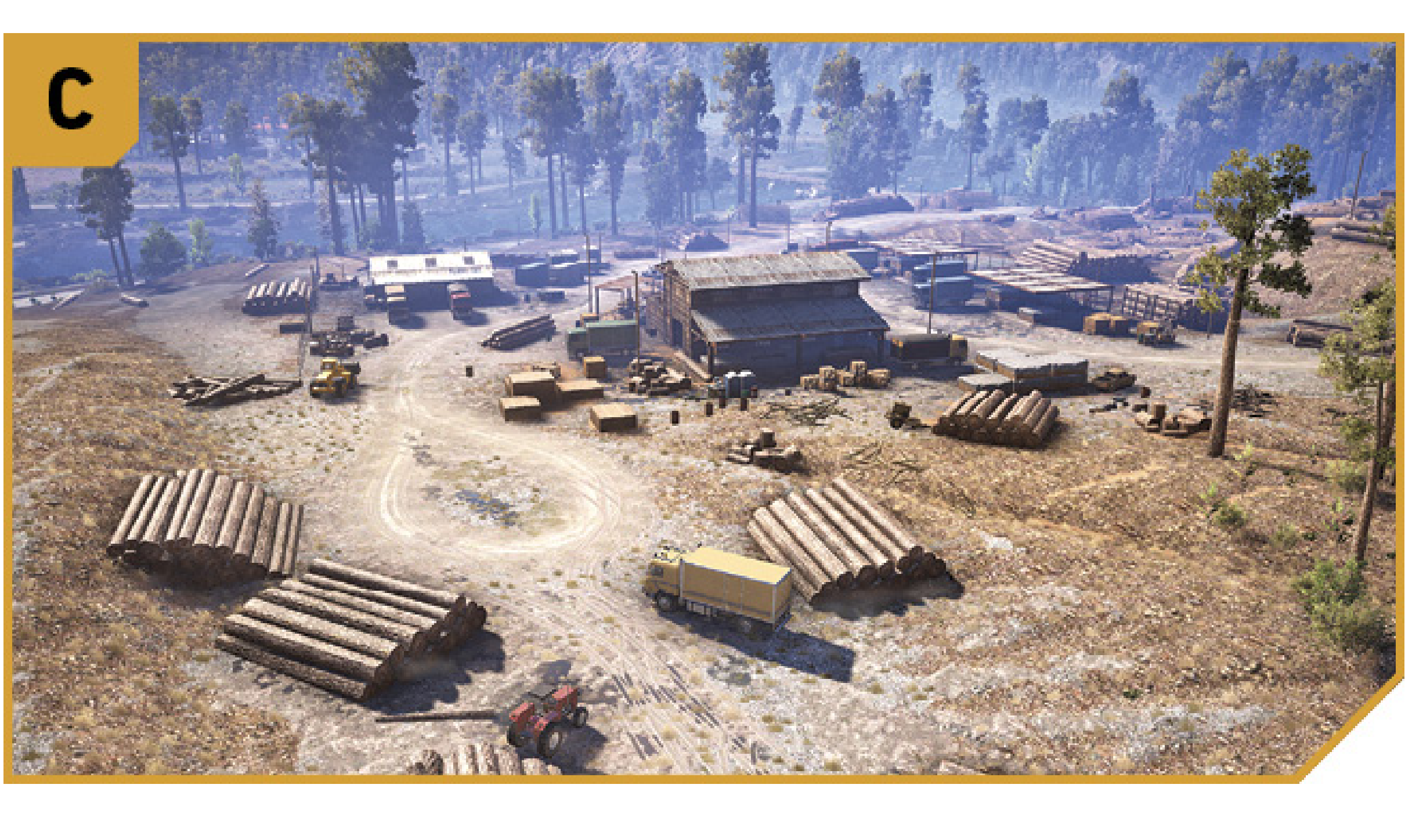
These offer cover if you sneak up from the road. You're closest to the Unidad buggy parked within the cluster of main buildings, but you're still not ideally situated when the general makes a break for it. A little farther east is the main road. Head up here, and the general passes you en route to escaping.

WEST: CABINS AND EQUIPMENT



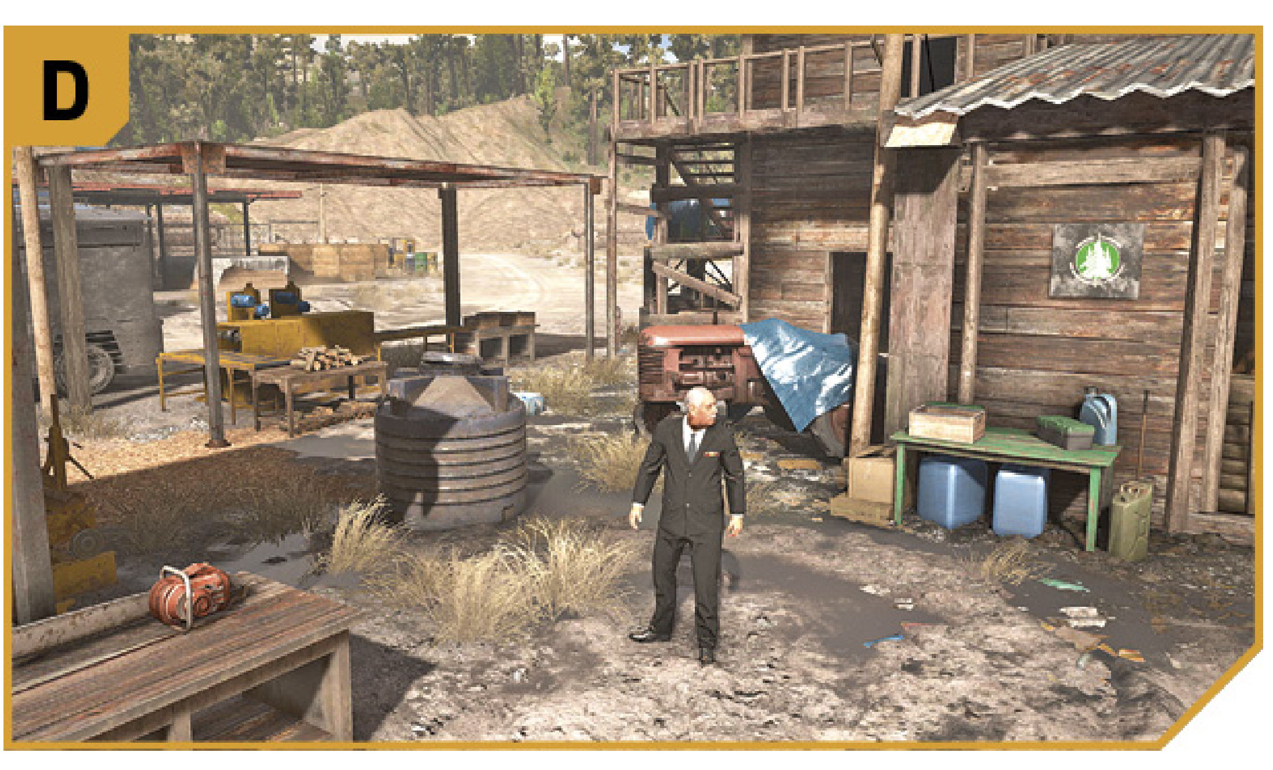
This is a great spot to infiltrate from, as you can snipe the tires of the general's truck before moving northeast to continue to ruin his ride. You can also steal vehicles from here and block the road if you need to. You can even approach the general, hopping the fence at the unloading yard just west of him, and steal his vehicle before he does!

NORTHEAST: LUMBER YARD



Though this is the shortest path from Rocha, you can't see the general, any foes, or the vehicles from this direction. However, this path does offer a viable option: Drive into the sawmill area and wait for the general to get into his ride before driving after him.

● **TARGET: GENERAL BARO**



The general is standing in front of the main sawmill building. When you encroach into the mission area, he flees to the parked armored truck and flees via the road heading southwest.

HUMA CHUA SAWMILL: OTHER TACTICAL ADVICE

SOLO:CO-OP The standard plan is to wander into the sawmill, watch as the general flees to his armored truck, and then look around for a suitable vehicle to follow him in, before opting for the Unidad buggy with the minigun, parked southeast of the general's location.

Don't try any major recon. If you send up a drone and it encroaches into the sawmill, the general runs.

Hobble the general's armored vehicle by shooting out all four tires and the engine until it smokes, but before it catches fire. The general still runs for this vehicle, but it's much slower and retains much less armor, making it easier to stop. To ensure this happens without Unidad attacking you at the same time, leave the general to escape for a few dozen meters first.

Or sneak in from B, vaulting over the fence by the parked unloading trucks, and immediately enter the driver's side of the armored truck the general was going to use. He switches to the buggy. In Co-op, you can have a second Ghost hijack the buggy first, leaving the general stranded and easy to pick up.

You can also block the general's escape with a number of sawmill vehicles, all stolen from B (any closer and the target starts to escape). Position a couple of trucks and a digger at the junction, and add a mine or two and some C4. This can really weaken the general's vehicle early on, leading to an easier finish.

GENERAL, TAKE THE WHEEL (BARO)

The general flees the sawmill, drives to the main road, and heads left (northeast) to the gas station, before heading left again (west), and taking a dirt road past M.O.B. Jaguar. It's well worth stopping him before this point, though he doesn't actually head into this base. There's a single vehicle you need to bring to a halt. It isn't chaperoned by other Unidad vehicles (the enemy trucks and choppers you're battling against are purely focused on you), but you need to bring that general in alive!

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. When it catches fire or is knocked over or into scenery it can't reverse out of, the general should get out. Be warned: You need to start the extraction away from the effect of the explosion if the truck goes up. For this reason, it's worth keeping the truck from catching fire, or dragging the general away quickly.

Don't try to grab or climb onto the truck. You'll end up dead.

GENERAL BARO: RECON

TACMAP

The armored truck (or Unidad buggy, if you commandeered the truck at the sawmill before the general uses it) moves at speed and takes more damage than other vehicles, though you can slow it right down by shooting the tires out. Catch him before or after he drives by the large Unidad base, or you may have additional foes to worry about. When you reach the truck, simply engage it until the general leaves the vehicle, and stow him in an extraction vehicle (which could be the vehicle your team is using, a second vehicle, or even the truck the general uses, with you driving instead).

GENERAL BARO: OTHER TACTICAL ADVICE

SOLO:CO-OP This mission gets a whole lot simpler if you ensure your takedown location isn't near the sawmill and you've already seen off the Unidad ground vehicles (a couple of minutes into the chase if you steal the Unidad buggy, or if you're using a vehicle with a minigun turret). You can wave down the truck with your guns pointed at the driver, but he usually takes off, running you over in the process. However, you can grab him from his vehicle (possible but difficult).

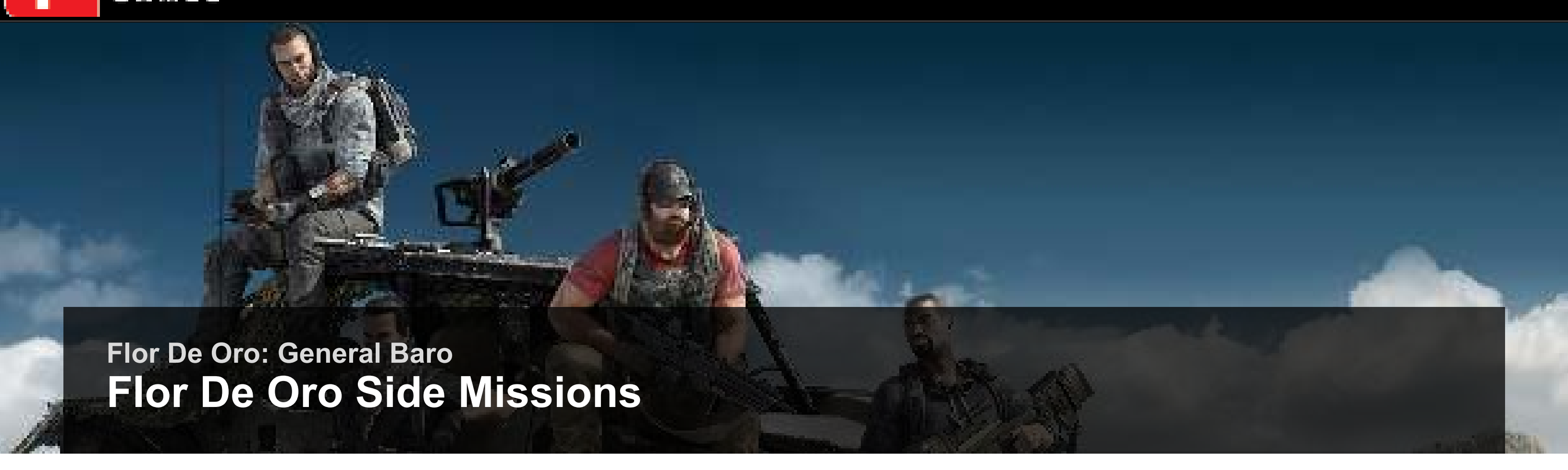
Or you can ram him off the road (in Co-op, each player can use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or your whole team can ride in the Unidad buggy and ram the enemy vehicle while shooting at it (but not the driver). Or you can attach C4 to the armored truck before it leaves the sawmill, or place it on the road the general takes. Do the same with mines, though pre-planning is needed.

With Co-op friends, station one player at the sawmill to trigger the general fleeing, and the rest at the gas station road junction with a blockade of vehicles (stolen from the sawmill and gas station prior to triggering the ambush), as well as C4 all ready to go, and mines ready to be placed (but not placed yet, lest a civilian vehicle drive over one). Have a fourth Ghost fly in piloting a chopper, in case you want to air-lift the general to the Rally Point.

When the general exits the vehicle, bundle him into a second vehicle and start the extraction. The mission then continues.

EXTRACTION TO FLOR DE ORO CHARLIE

Once the general is safety stowed away in a vehicle, he must be extracted to Flor de Oro Charlie. This occurs in much the same way as previous extractions, though with Unidad forces pursuing you, it's wise to break off from all combat so they leave you alone. Then make your way to the Rally Point and deliver Baro to Bowman to conclude the mission.



Flor De Oro Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: PARACHUTE DROP

OBJECTIVE

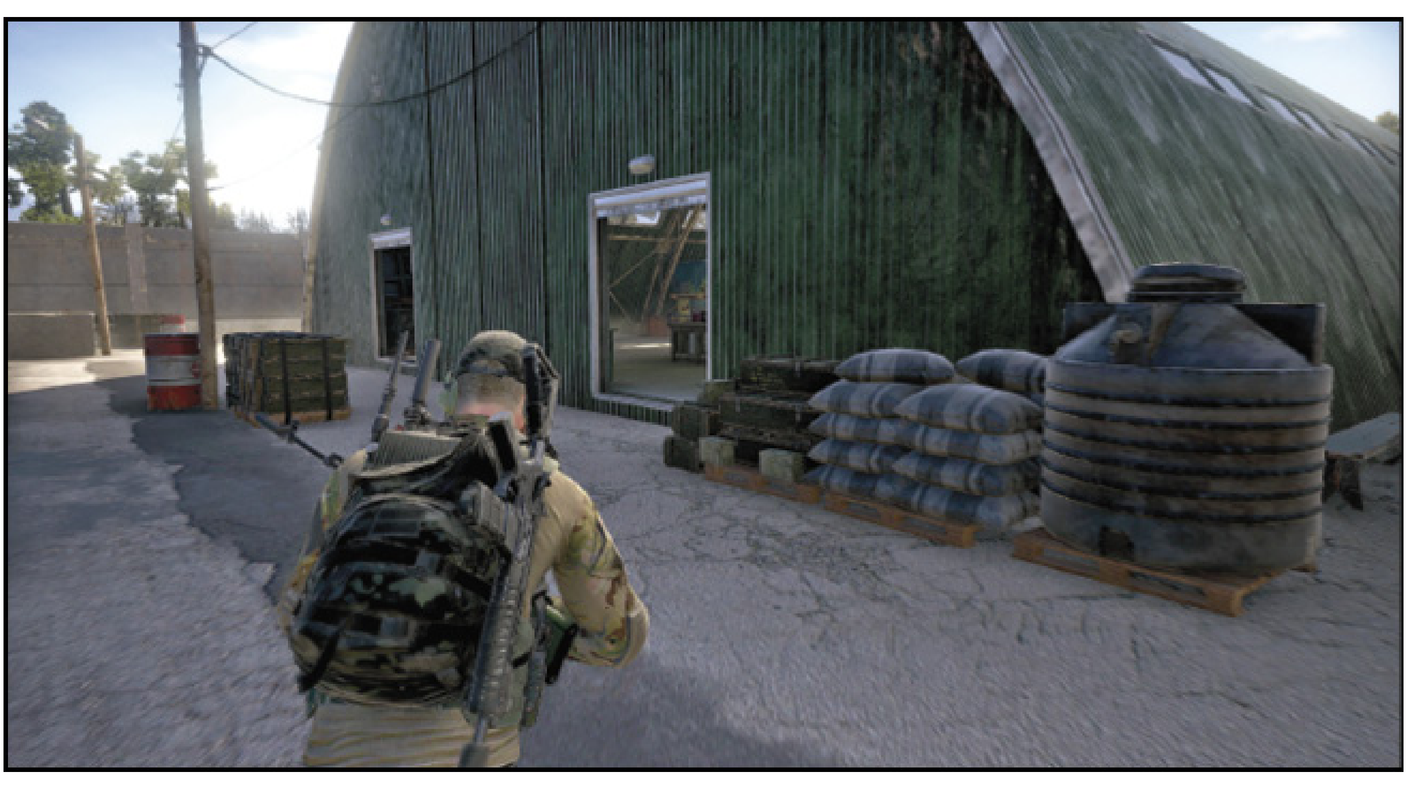
Tag the drop site supplies

LOCATION

M.O.B. Jaguar

REWARDS

Support Unlock/Upgrade – Rebel Recon



No need to go rock climbing or parachuting to get this supply drop; it sits inside a hangar within the walls of Unidad's main operating base in Flor de Oro. With an official Unidad vehicle, this side mission is a breeze. Their cars are available all over the area, such as the AMV that is parked, unguarded, at Huma Chua Sawmill. Drive through the eastern gate to the southeastern portion of M.O.B. Jaguar and make a left at the intersection. Jump out at the second hangar and sprint inside before being made. Tag the supplies to complete the mission.

COMMS TOOL RAID

OBJECTIVE

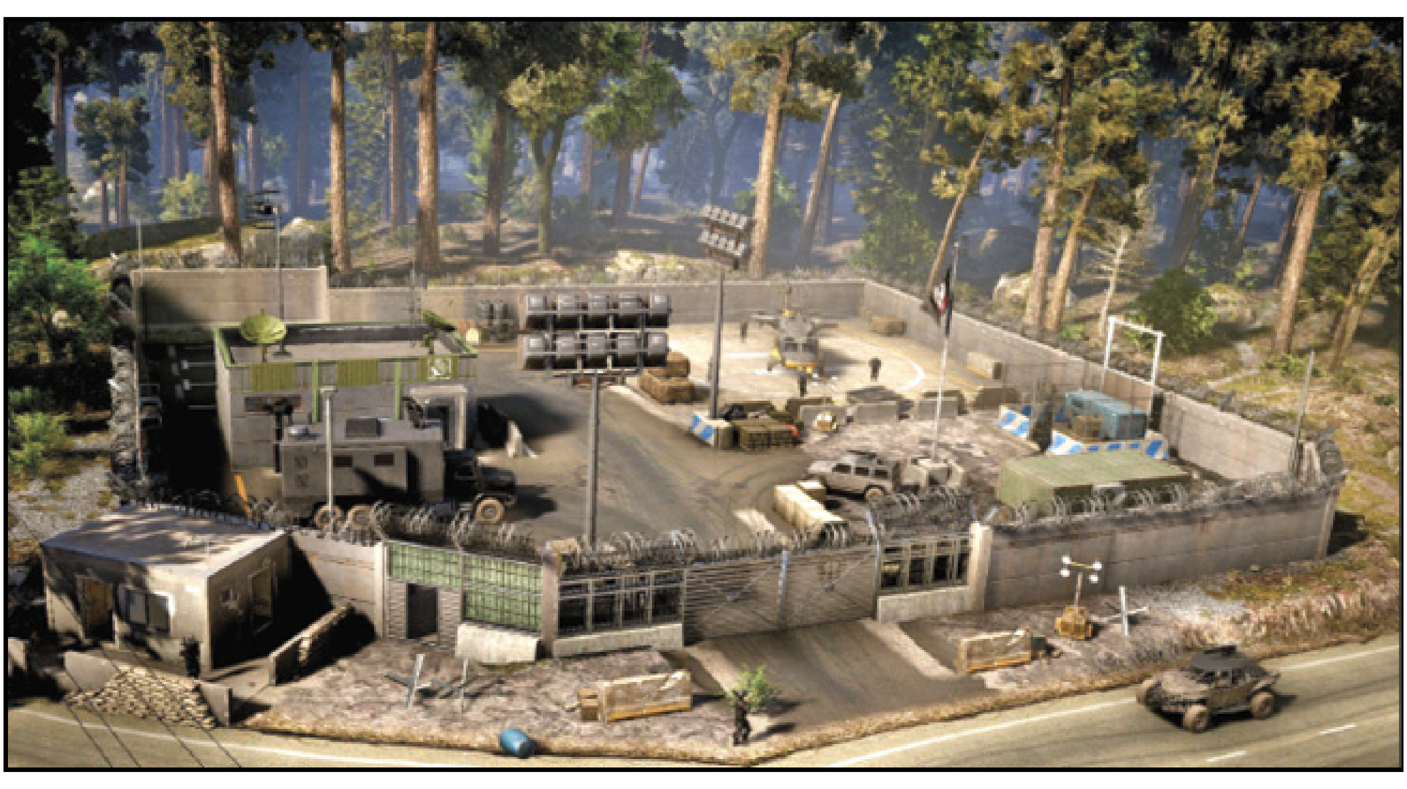
Steal the helicopter

LOCATION

East Checkpoint

REWARDS

+2500 Comms Tools



The east Unidad Checkpoint holds a small base with a helipad. It is at that pad that a helicopter sits with a load of comms tools. To get at it, you must infiltrate the fort through the automatic vehicle gate or nearby doorway. Six soldiers surround the chopper, while a couple of troops patrol the front of the base. There are no snipers to worry about and you are free to let your drone recon the area. Placing a flare on the east side of the base moves the soldiers in that direction, but more than likely, a few will remain behind. Use Sync Shots to eliminate them before boarding the chopper and immediately taking off. Fly it south to a clearing, southeast of Huma Chua.

GASOLINE RAID

OBJECTIVE

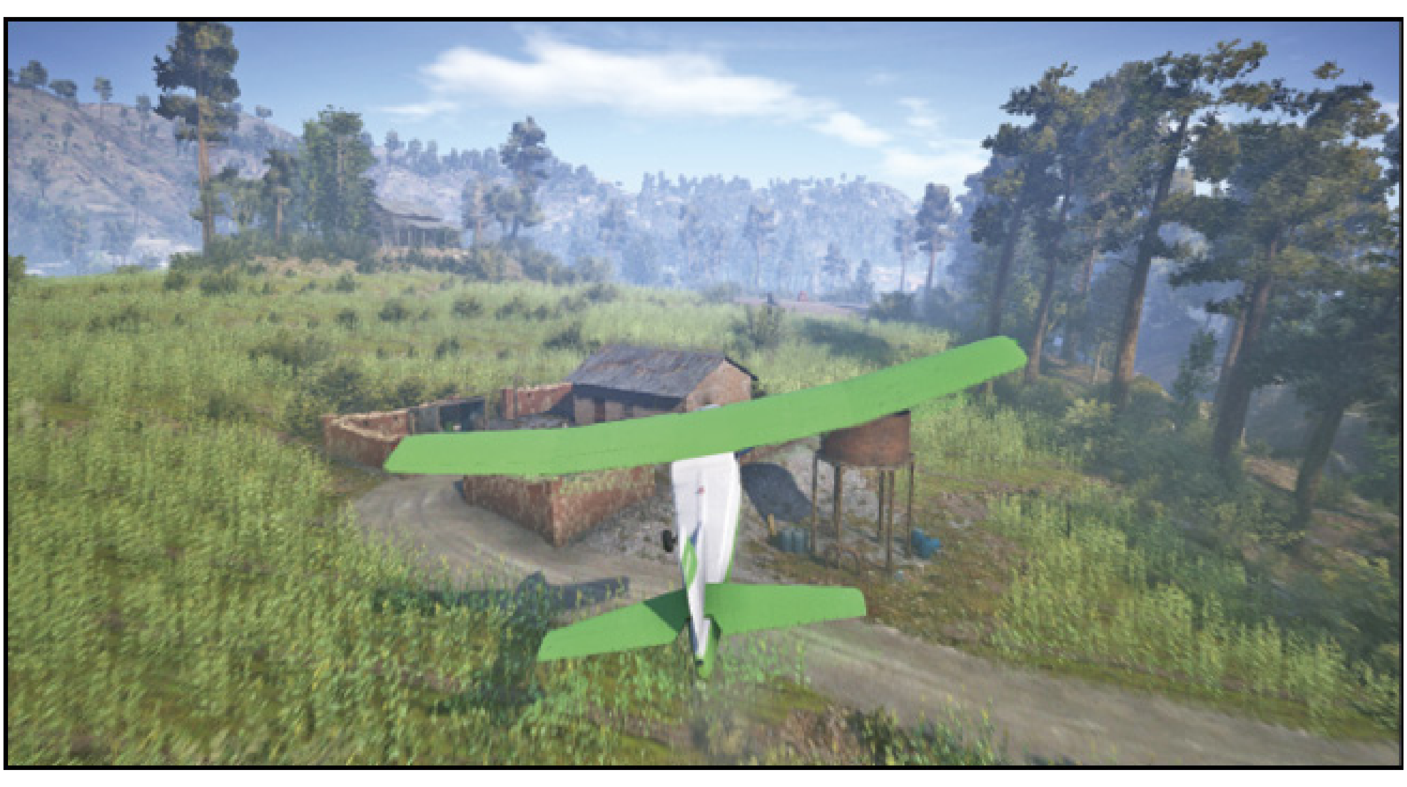
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2000 Gasoline



Southwest of Huma Chua Village, a makeshift runway has been constructed by the Unidad with a gasoline-loaded plane that is your target in this Gasoline Raid. Use the drone to recon the area from the across the street to the east. Eleven soldiers litter the property, from the entrance on the left to the far side of the runway on the right. They are well spread out, leaving you great opportunity to pick them off in small groups as you work your way down the slope toward the airplane. Snipe the soldiers farthest from the middle with synced shots. Quietly, move toward the objective while knocking foes out along the way. Use a Diversion Grenade if a target is too close to his comrades. When the opposition's numbers are reduced to four, setup one last Sync Shot with your team to finish them off. Steal the plane it fly it north all the way into Ocoro province. Steer well clear of M.O.B. Jaguar to avoid being shot down.

MEDICATION RAID

OBJECTIVE

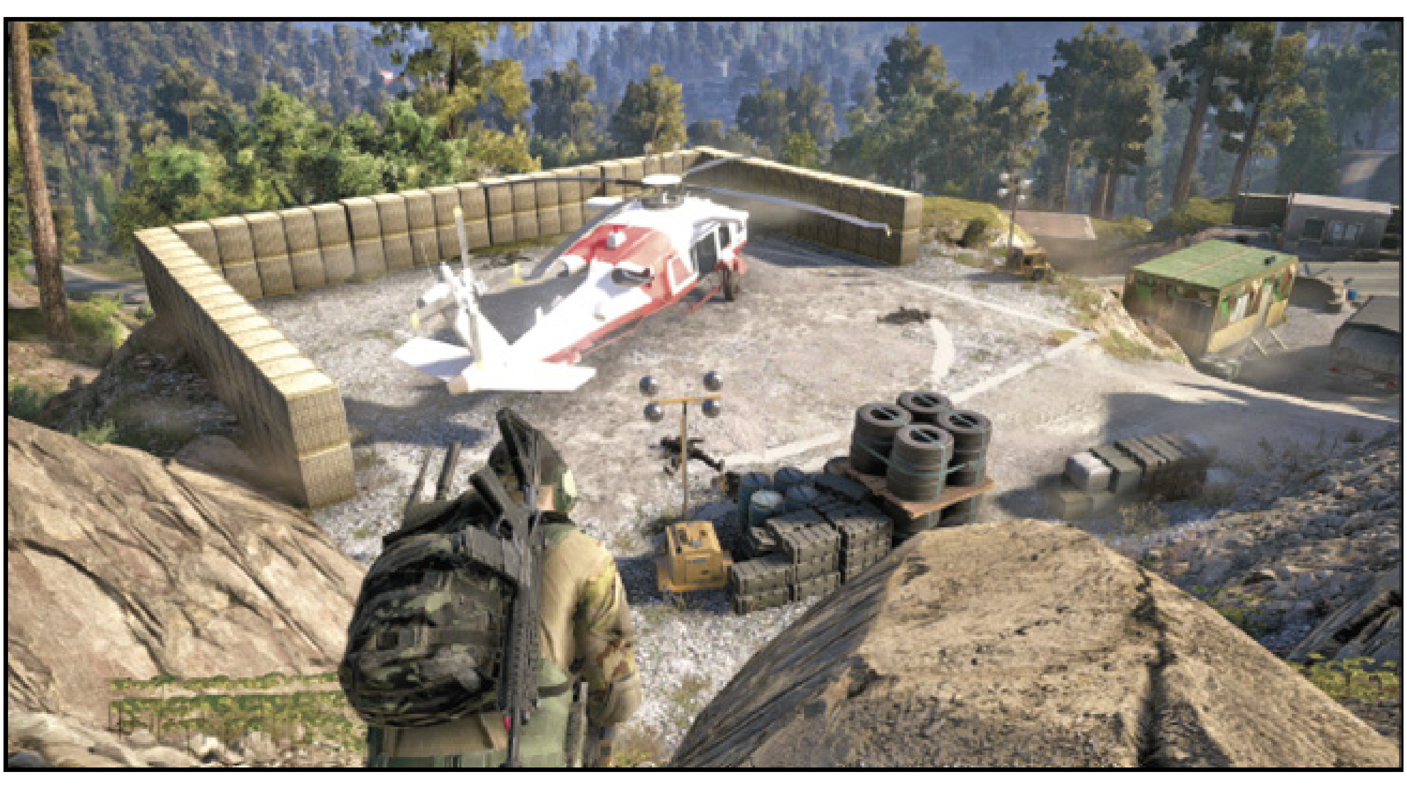
Steal the helicopter

LOCATION

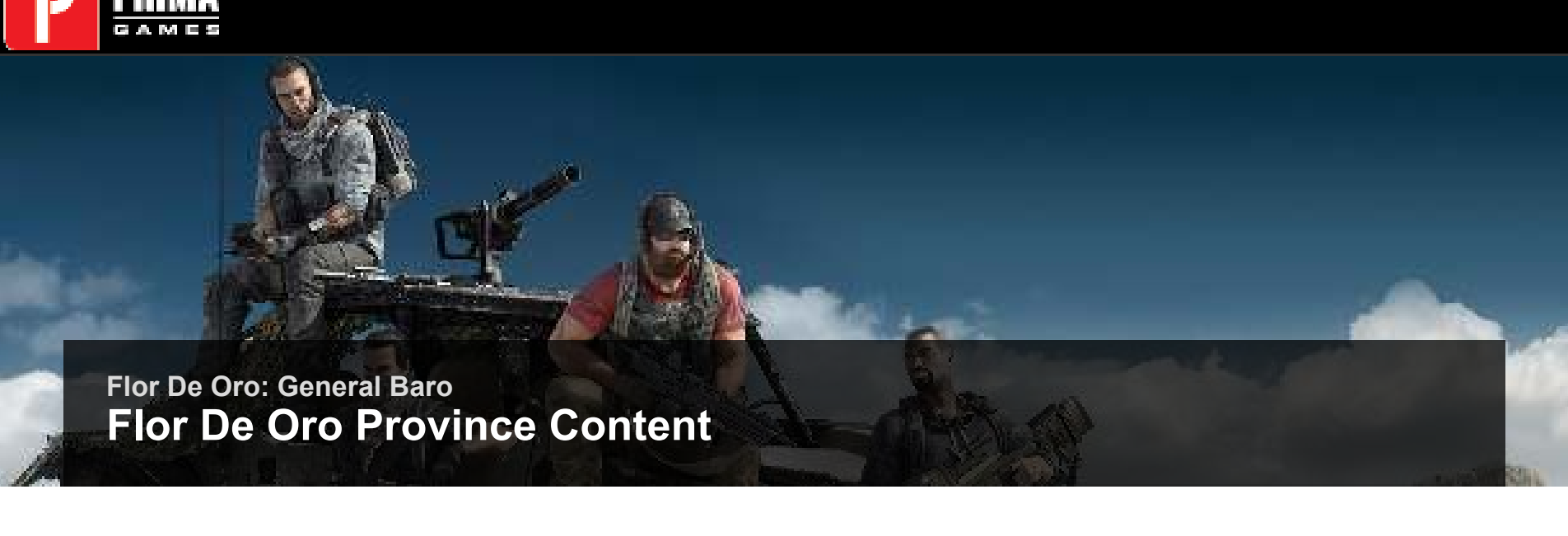
South Checkpoint

REWARDS

+3000 Medication



At the Unidad Checkpoint in southern Flor de Oro, a helicopter, loaded with medication, is parked at a helipad under the watchful eye of a sniper. Only five soldiers surround the chopper while a few more patrol down the hill. Approach from the south to avoid the lower troops and take out the sniper and another enemy at the base of the tower first. A Unidad soldier patrols between the street and helipad, so be sure he is away before going after the five. Quite often, one of the guards turns his back from the others. Take this opportunity to use Sync Shots on the other four. Then, immediately turn your weapon on the final guy before hopping in the cockpit. SAM Launchers target you immediately if you fly directly north to the landing area. Instead, head west along the highway, changing course to the north when the road turns. At the makeshift runway, turn right and make a beeline to the destination.

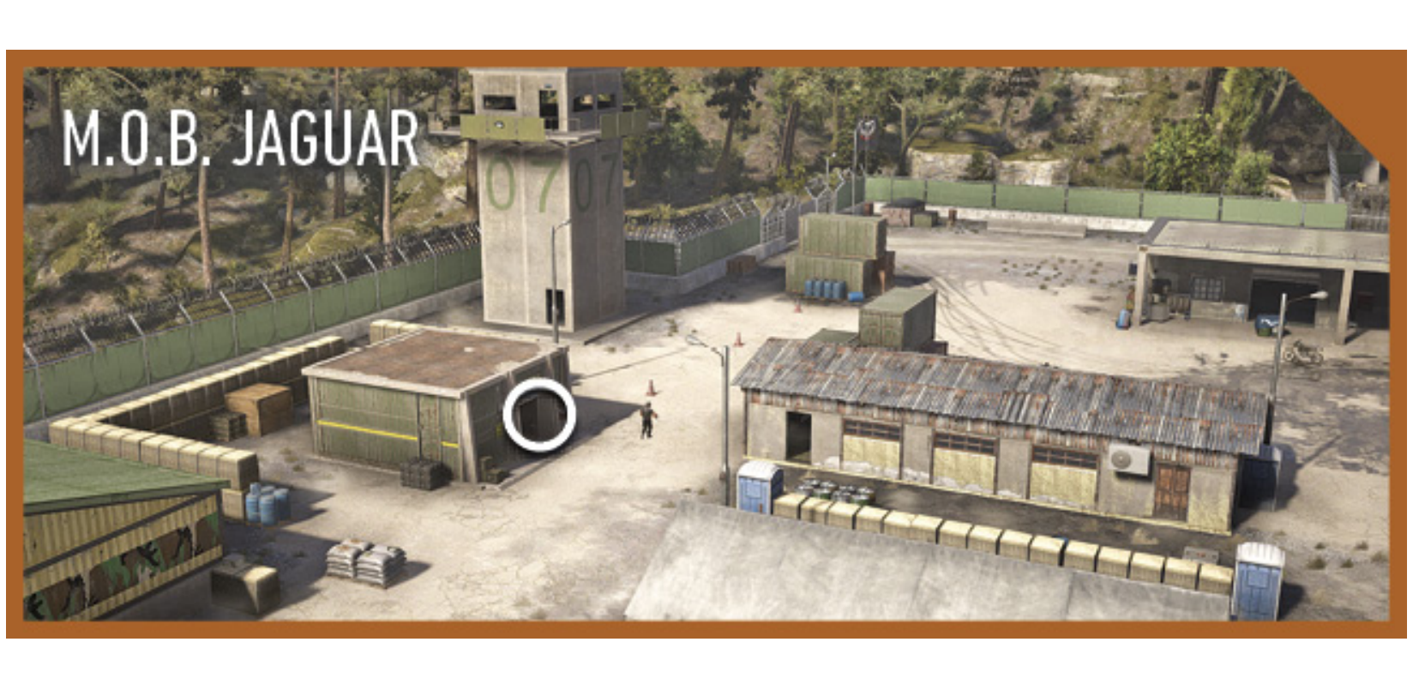


Flor De Oro: General Baro

Flor De Oro Province Content

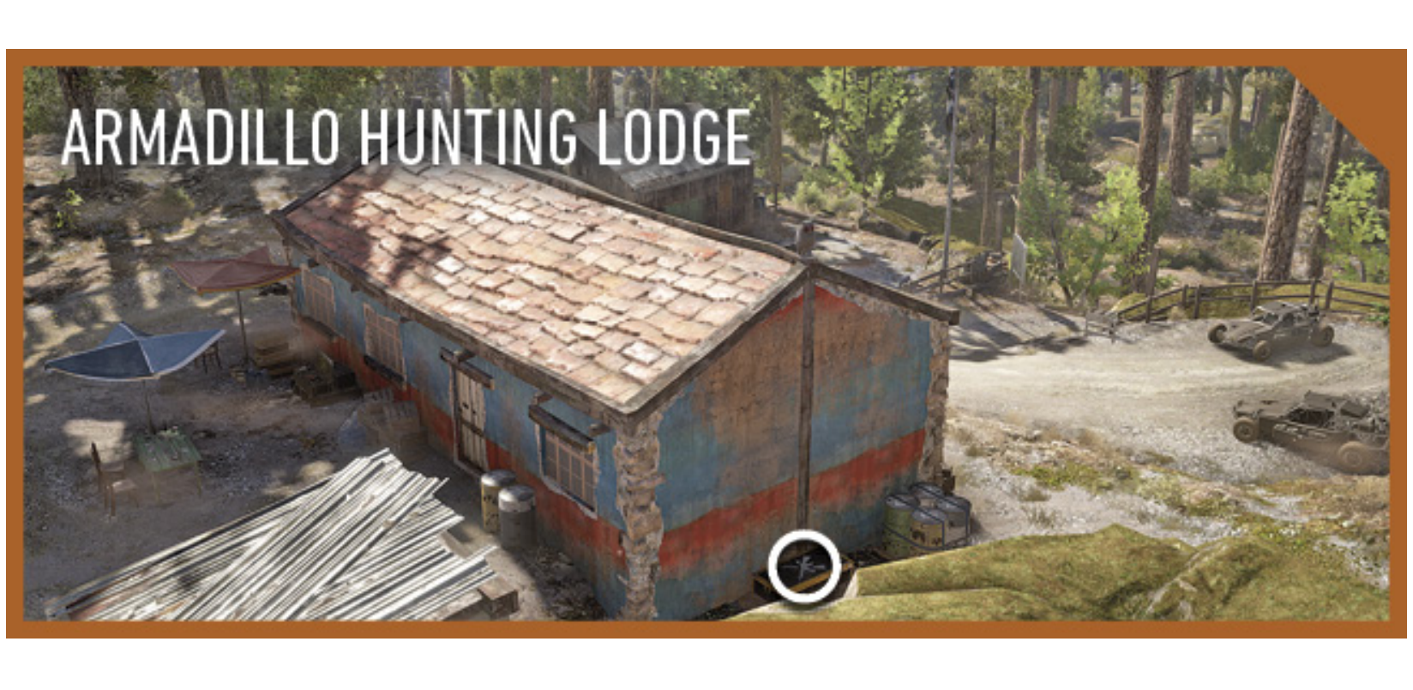
WEAPON CASES

WEAPON: MK 17 ASSAULT RIFLE



The northeastern portion of the main operating base is enclosed with automatic vehicle gates on all but the south side. Climb the rocks or use the pedestrian walkway to gain access from the railroad tracks. Move up the western side until you find the armory, which holds a new assault rifle, just inside the entrance.

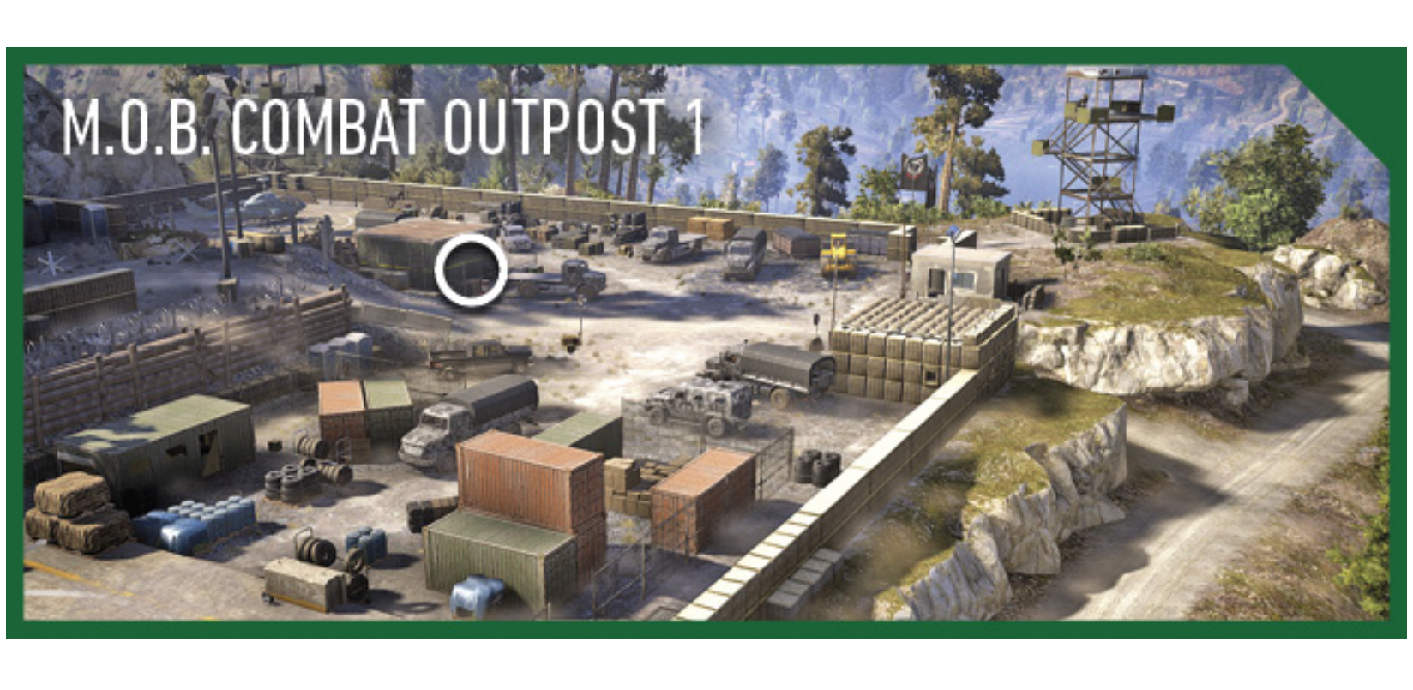
WEAPON: M4A1 ASSAULT RIFLE



Visit the Armadillo Hunting Lodge, east of M.O.B. Jaguar to find it swarming with Unidad soldiers. Locate the Weapon Case lying against the north side of the cabin.

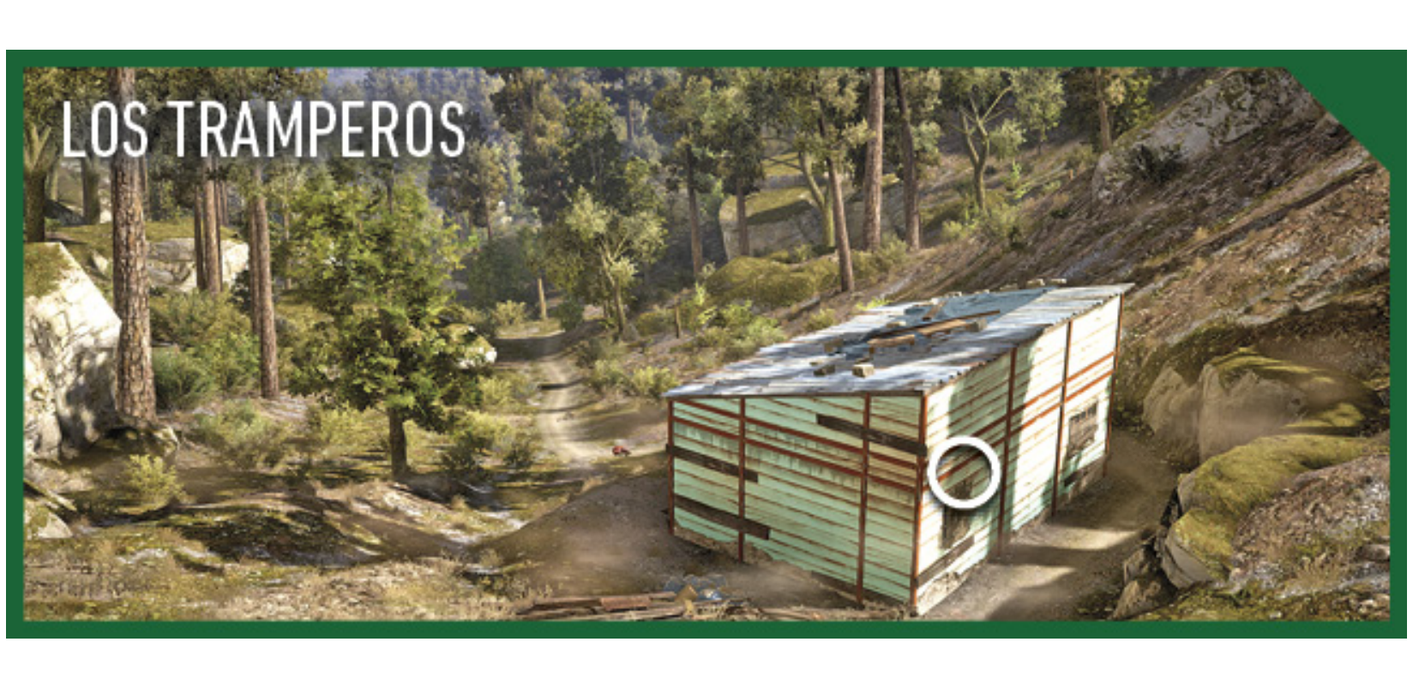
ACCESSORY CASES

ACCESSORY: LASER 3DOT (SNIPER RIFLE)



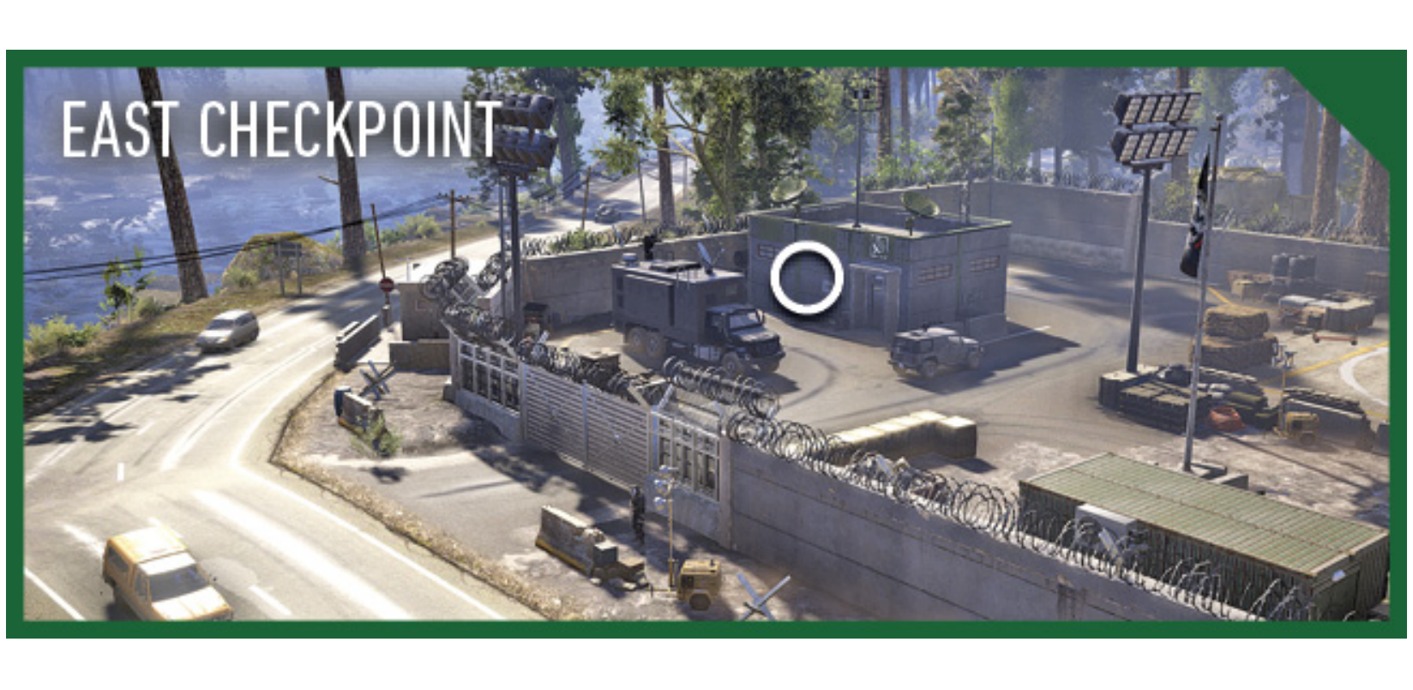
Sneak into the northern Unidad Combat Outpost, southeast of Nupucu, and find the armory straight ahead from the main gate. Sitting between the chain-link fence and armory is an Accessory Case.

ACCESSORY: RANGE FINDER (ASSAULT RIFLE)



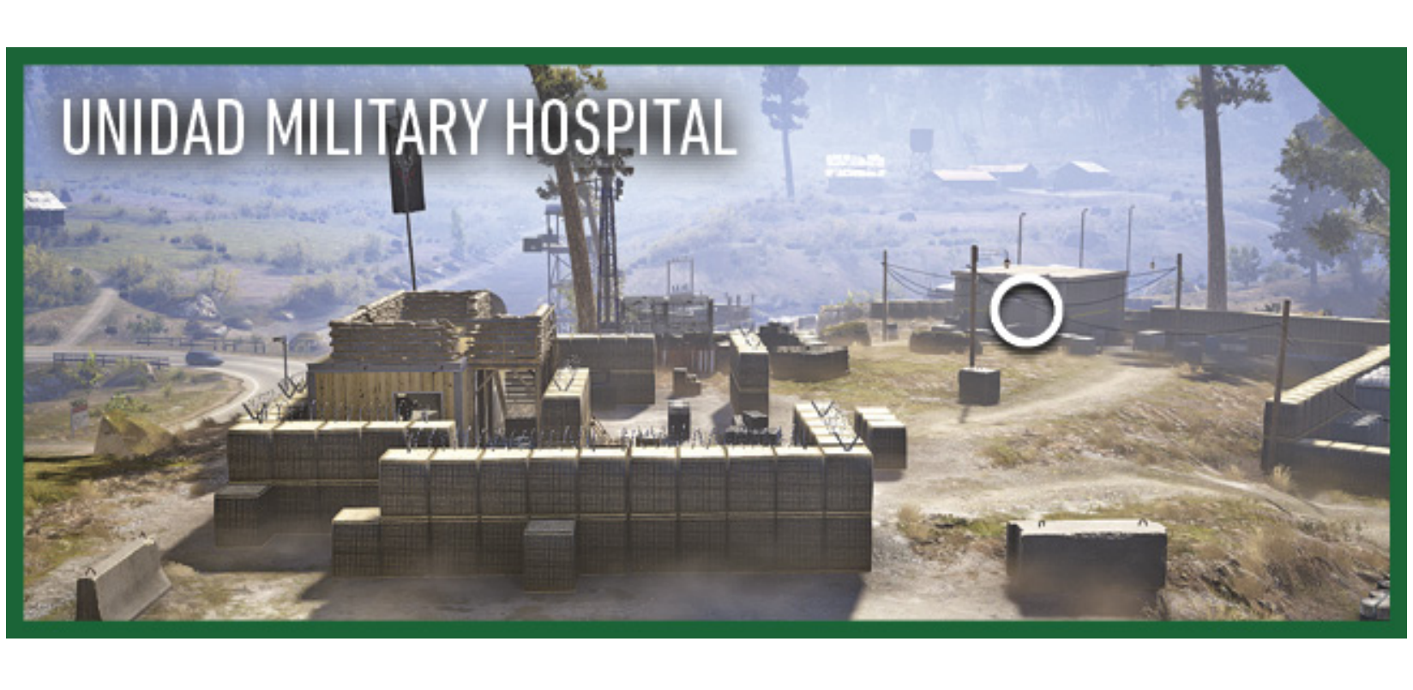
Find an old rebel hideout in the mountains, west of Rocha village. Kick open the front door to the shanty and nab the range finder off the cabinet.

ACCESSORY: FOLDED BUTTSTOCK (ASSAULT RIFLE)



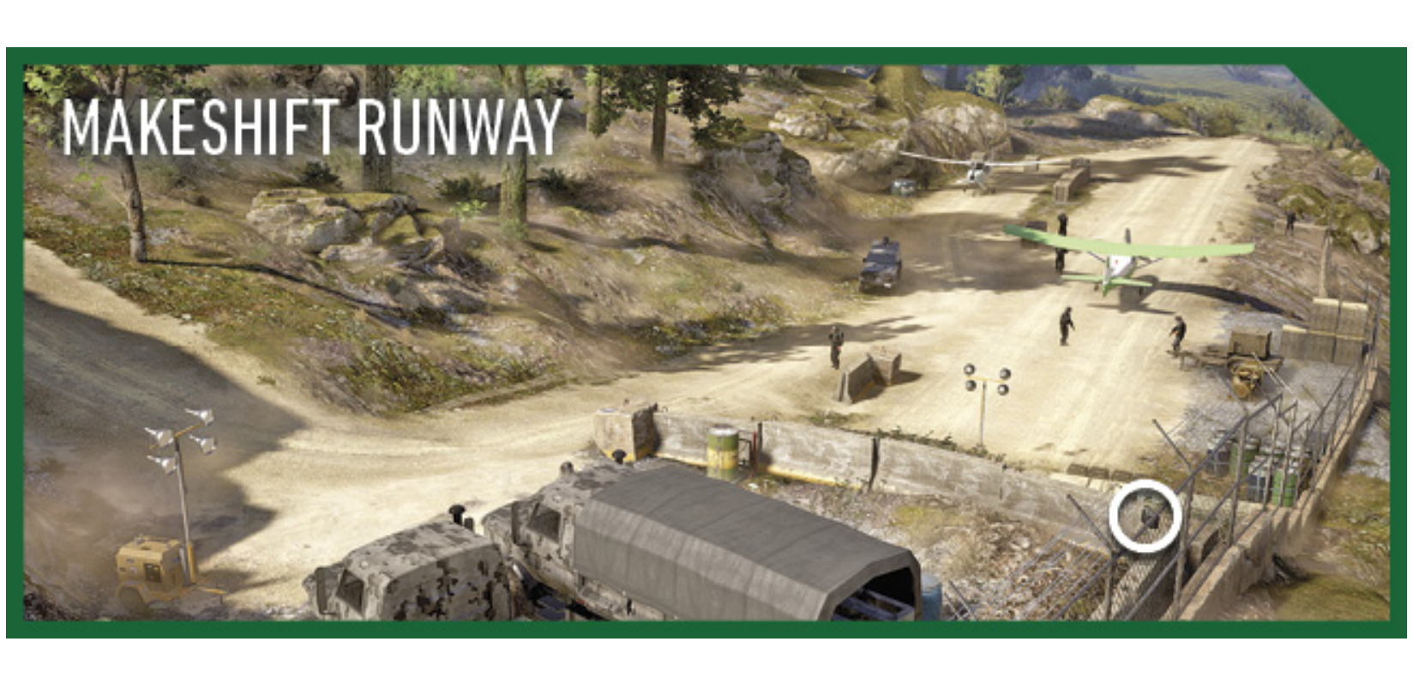
At the east checkpoint, just across the bridge from the Libertad province, an automatic gate and nearby doorway are the only ways into the base. Drive an official Unidad vehicle through the gate, park it next to the comms center, and dash inside the building. The Accessory Case rests on metal shelves next to a desk.

ACCESSORY: 7.62X54MMR MAGAZINE(20 – SNIPER RIFLE)



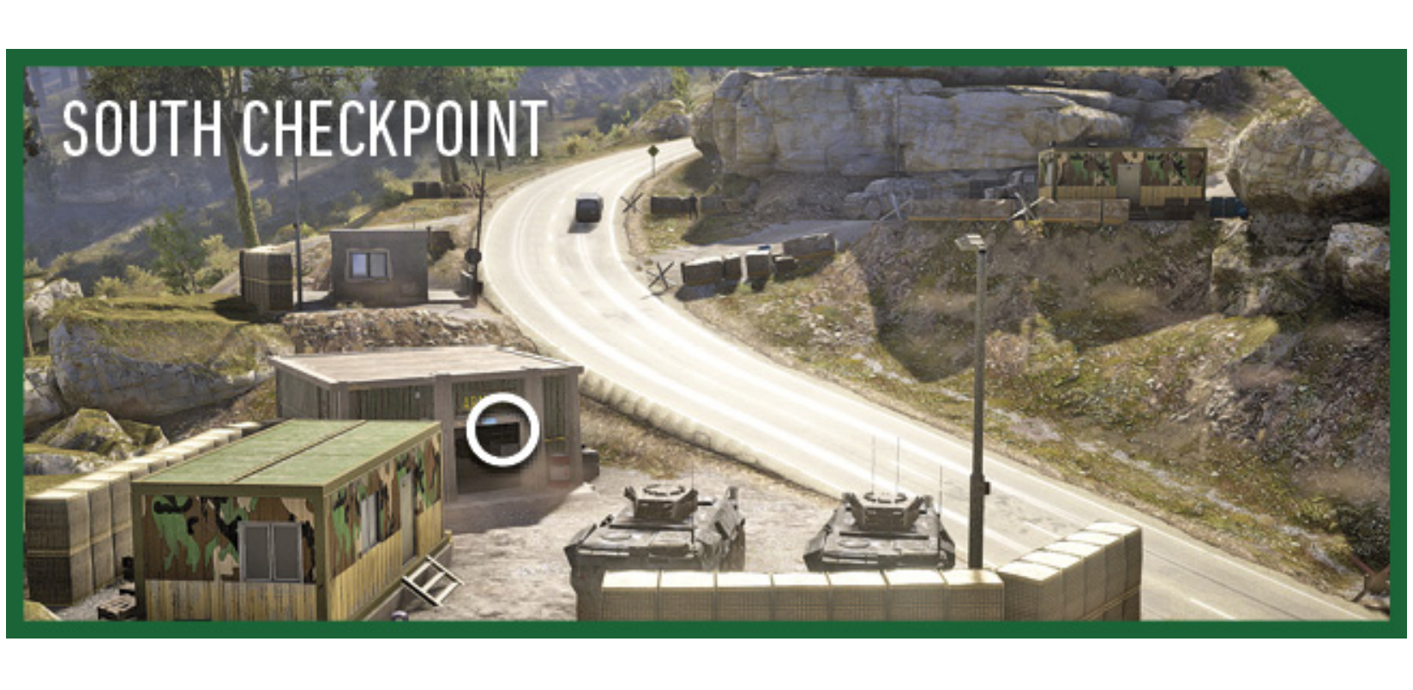
Infiltrate the Unidad Military Hospital grounds from the south and sneak into the armory just past the shooting range. Find the extended magazine on the middle shelves.

ACCESSORY: SUPPRESSOR (LIGHT MACHINE GUN)



A Gasoline Raid side mission is available at Unidad's makeshift runway northwest of Chorrillos. Before stealing the plane, collect a suppressor for your light machine gun off the concrete barricade, south of the runway.

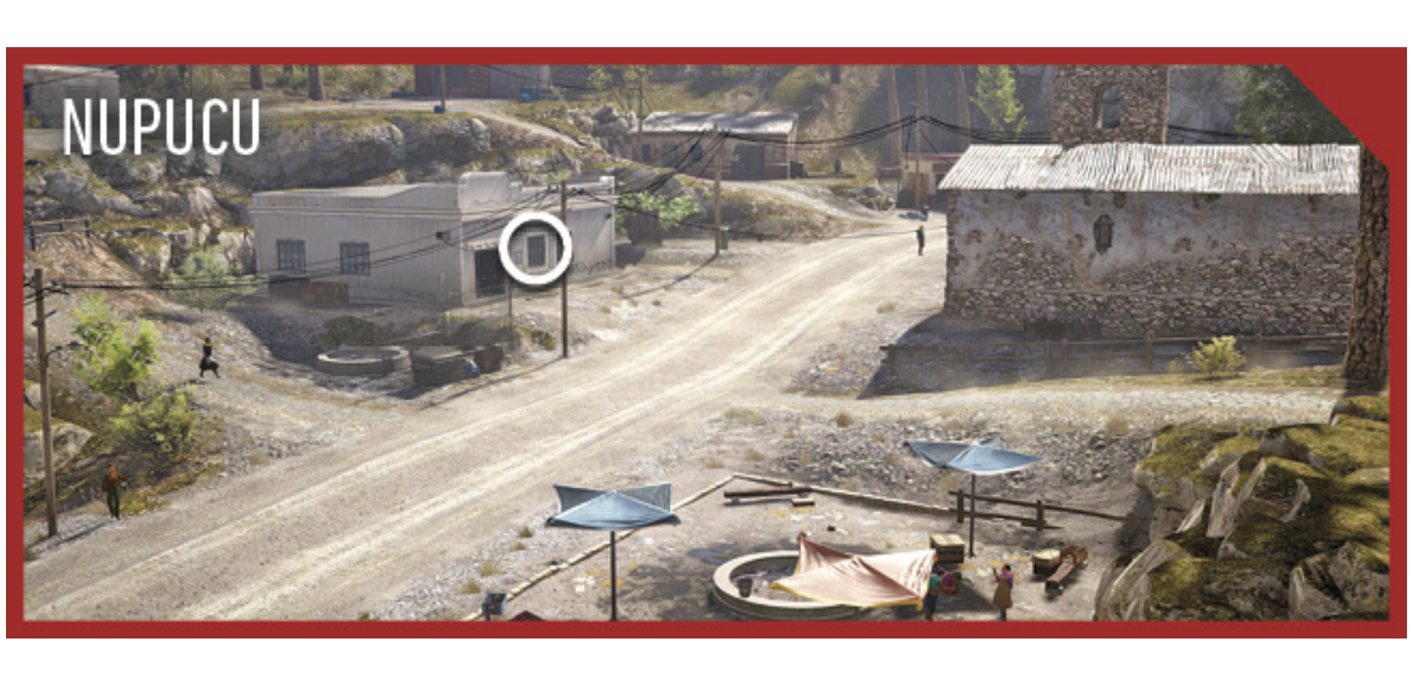
ACCESSORY: 7.62X54MMR MAGAZINE (30 – ASSAULT RIFLE)



In the far south, near the border with Malca, a checkpoint controls road traffic. Enter the armory, located on the northeast corner of the property, and grab the Accessory Case off the pallet of ammo boxes.

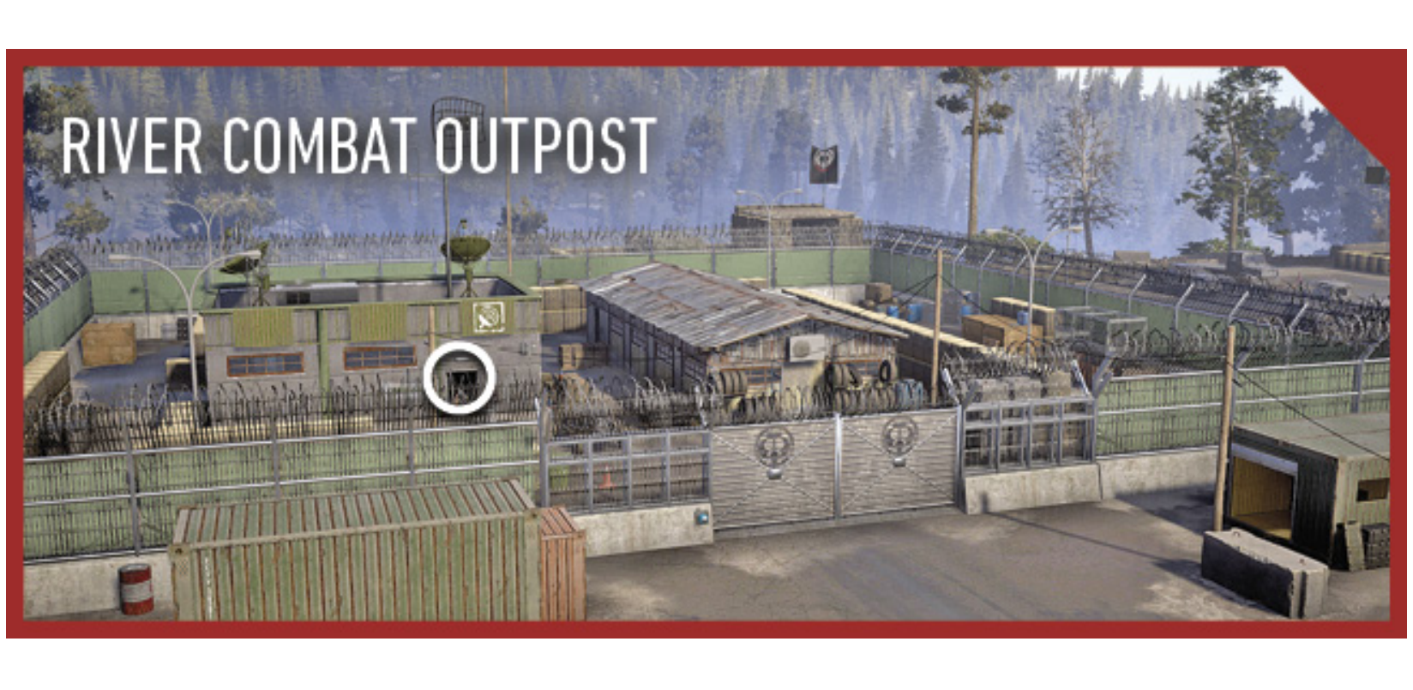
SKILL POINTS

SKILL POINTS: +1



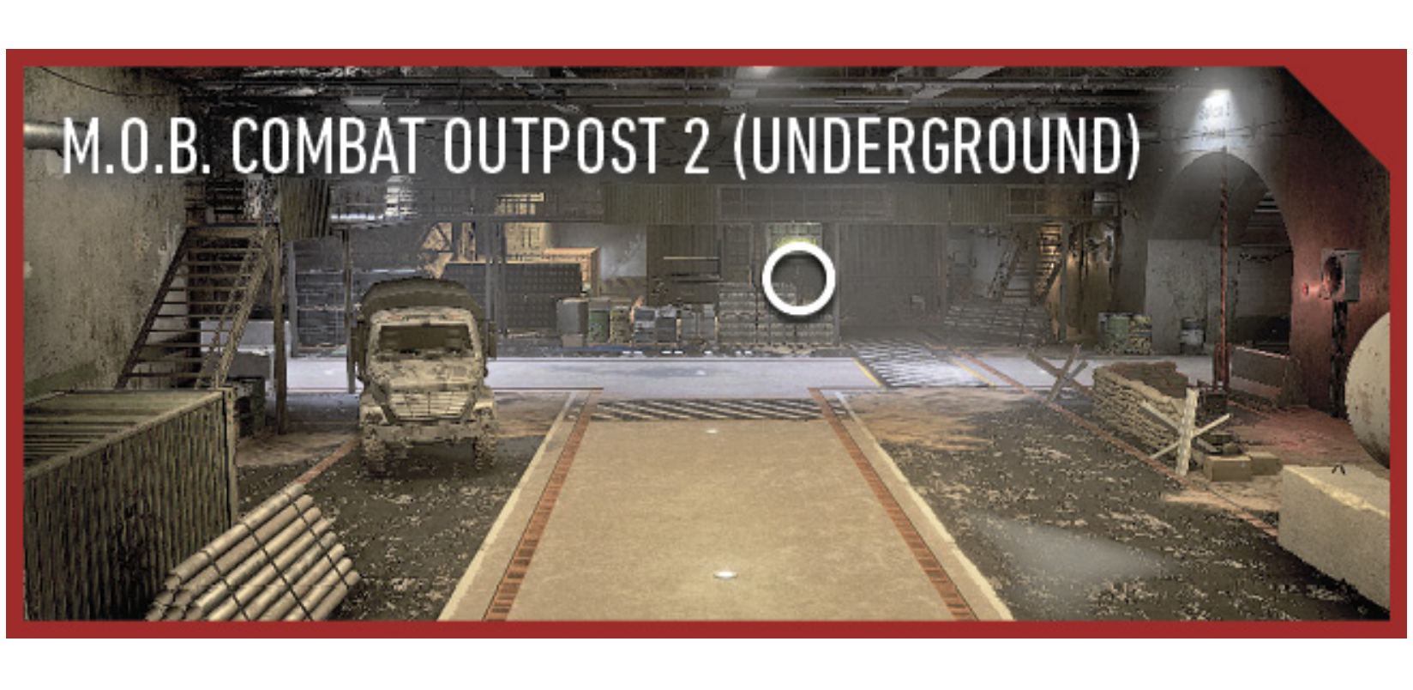
Enter the Banco de Barvechos near the southeastern corner of the village, across the street from a chapel. Find a Skill Point on the filing cabinets inside.

SKILL POINTS: +3



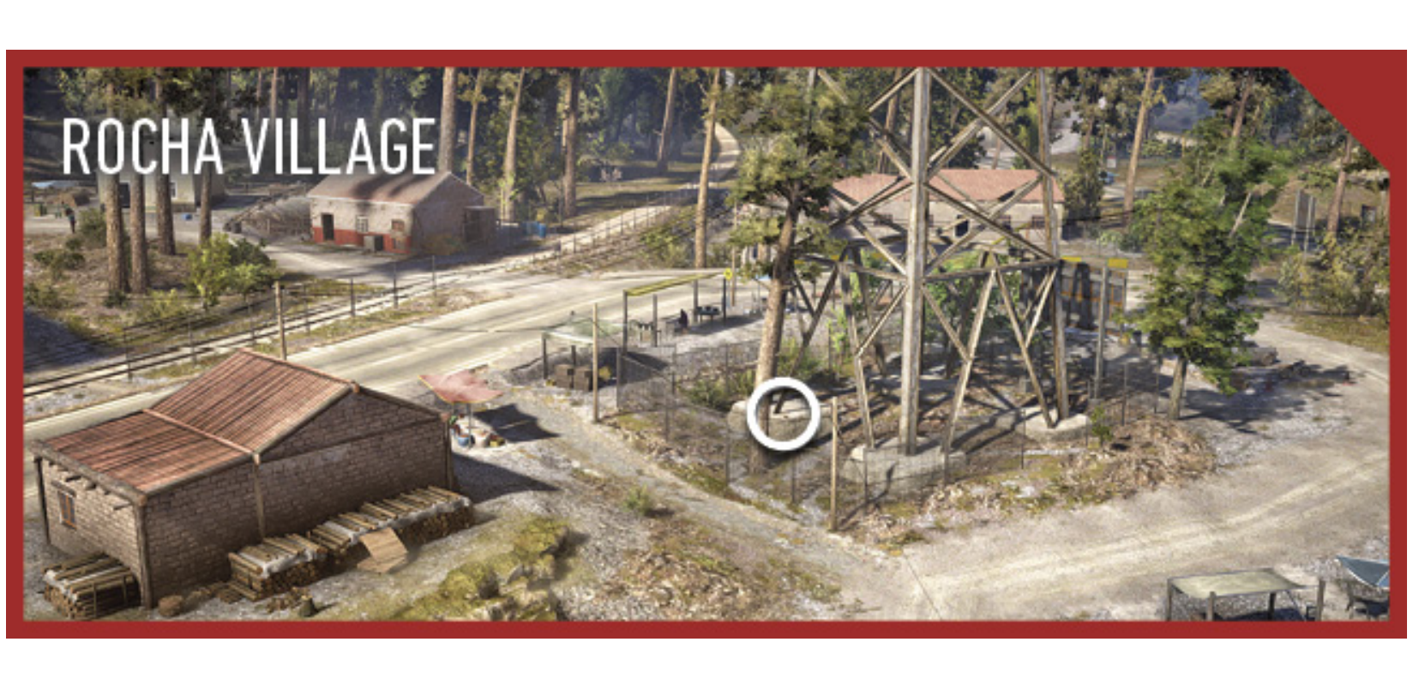
The northwestern Unidad Combat Outpost is partial enclosed in a barbed-wire fence. An official vehicle can enter through the front gate, while open doorways allow access on the right and back. Enter the comms center and collect the Skill Points off the shelves.

SKILL POINTS: +3



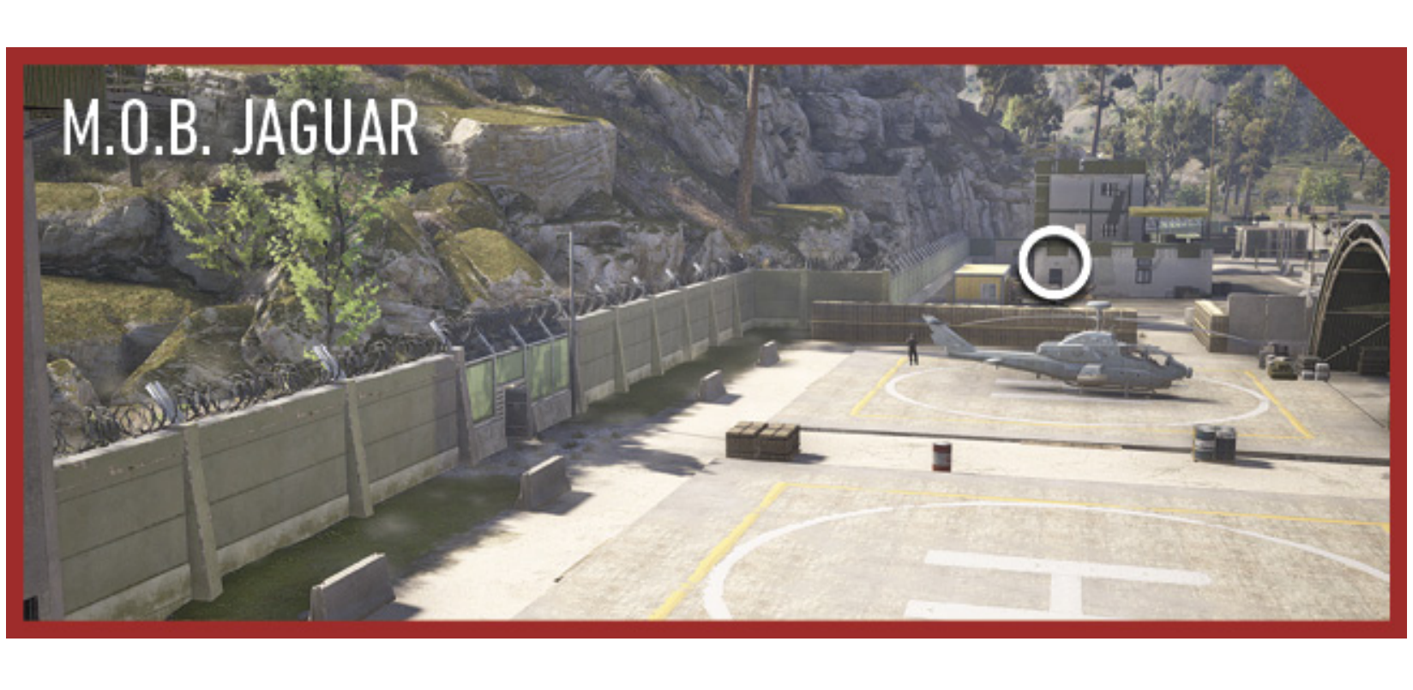
The Unidad Combat Outpost just north of the main operating base resides mostly underground, accessible through a stairwell and three tunnels, which are found at M.O.B Combat Outpost 1, Unidad Train Freight Yard, and northeastern M.O.B. Jaguar. Follow one of these paths to the cavern and step into the armory, where Skill Points are found on a shelf.

SKILL POINTS: +1



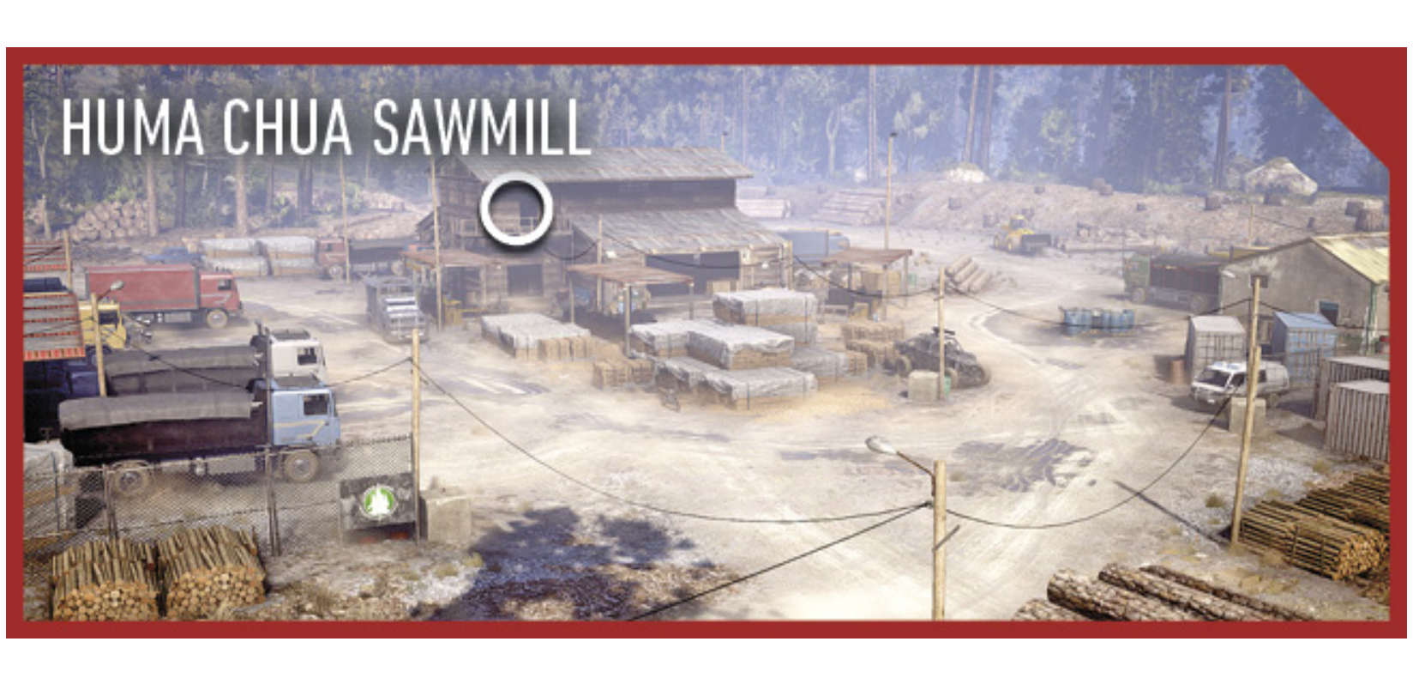
On the northern side of Rocha village, a transmission tower rises high above, partially enclosed in chain-link fencing. At its base, a medal rests on one of the concrete platforms.

SKILL POINTS: +5



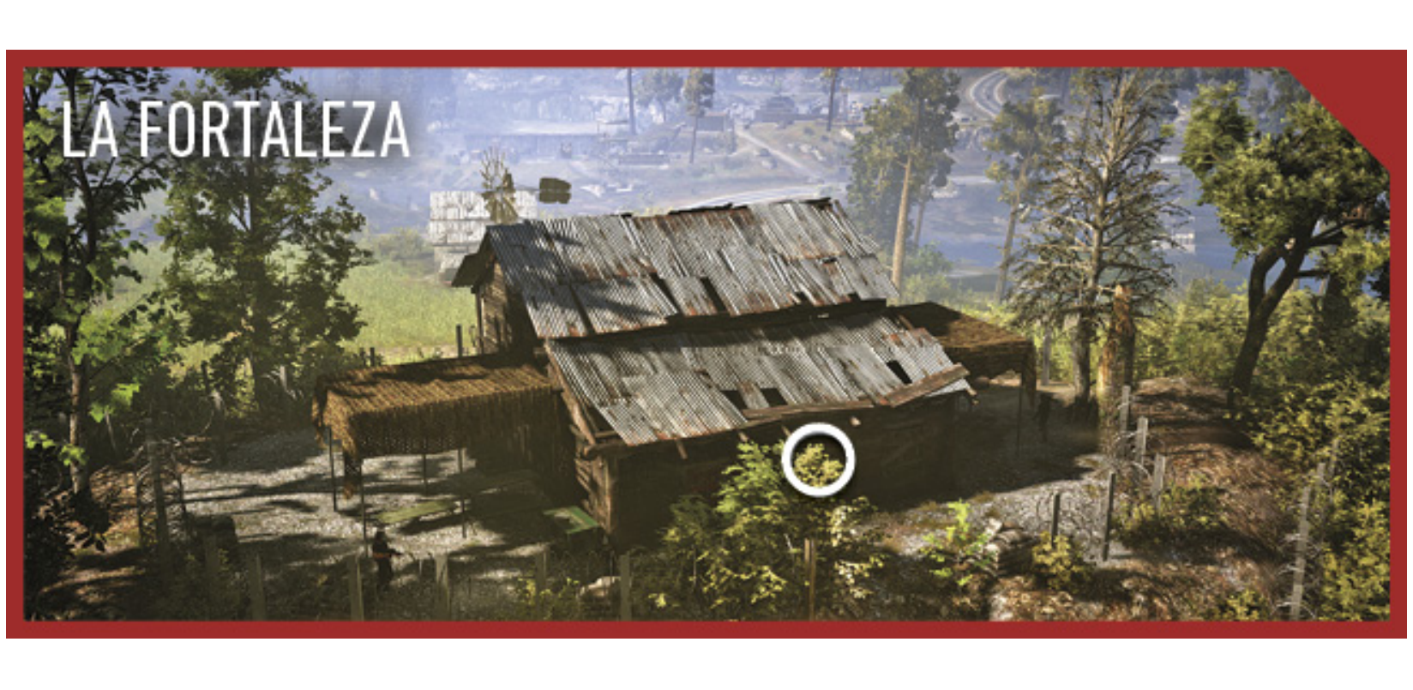
Two gates allow access to the southwestern portion of M.O.B. Jaguar from the main road, but a pedestrian entrance near the southeast watchtower can be used for a stealthier infiltration. Watch for Unidad guards and patrols as you move left from the helipads. Enter the HQ building and collect the Skill Points that rest on a desk in the back of the first floor.

SKILL POINTS: +1



Go the Huma Chua Sawmill north of Huma Chua village and approach the cabin on the east side. Use the exterior staircase to reach a second-floor workshop and collect a Skill Point off the shelf.

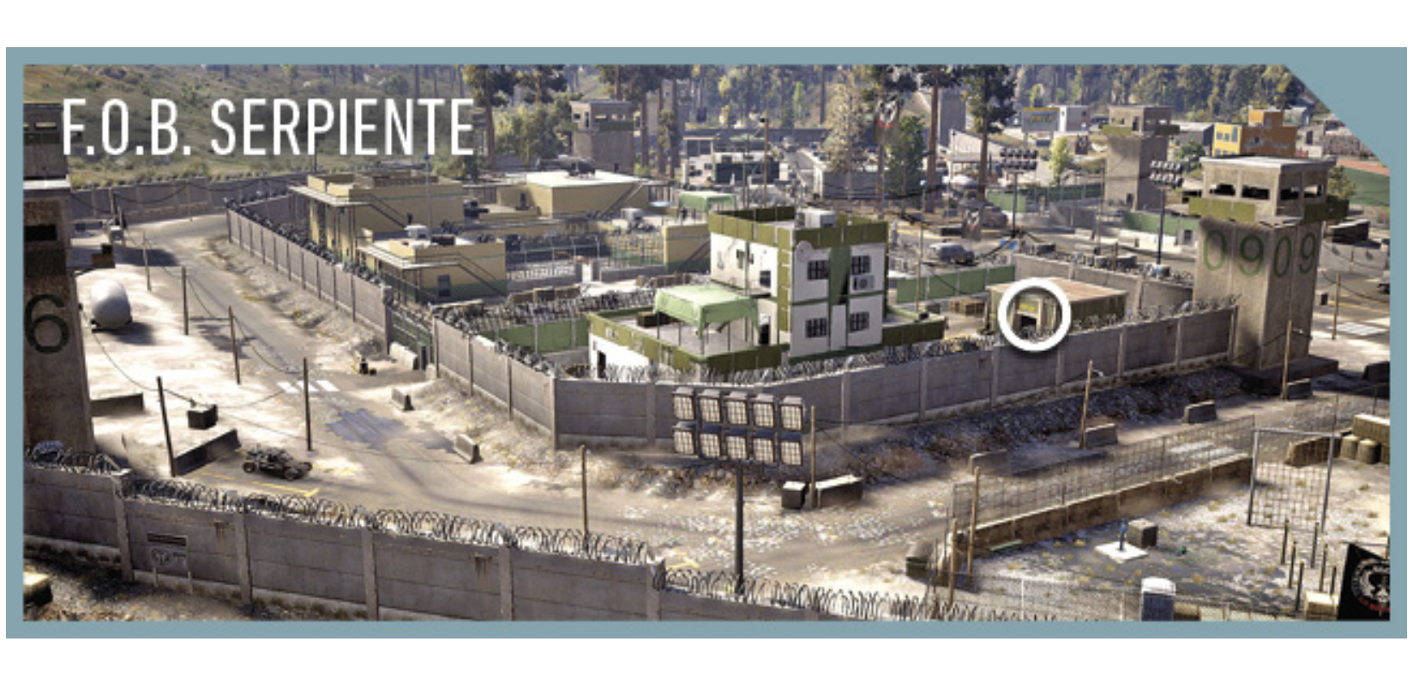
SKILL POINTS: +1



An old rebel hideout, now occupied by the Unidad, resides on a small hill, west of Huma Chua Village. Kick the door open to get inside and collect the Skill Point.

BONUS MEDALS

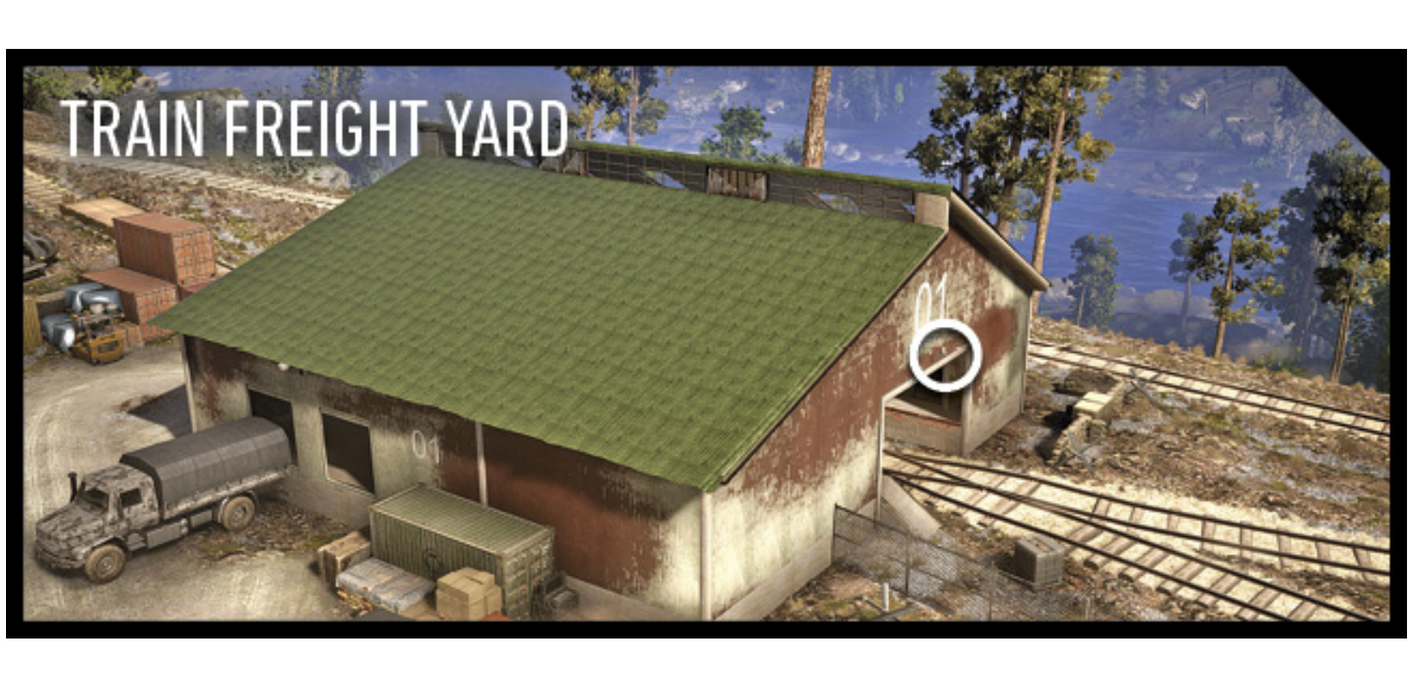
BONUS: BINOCULAR ZOOM



The forward operating base, erected on the southeast side of the city, is well protected with watchtowers and a surrounding wall. Two automatic gates allow Unidad vehicles to enter from the main road. Guards use two doorways on the backside to reach their respective bunkers, but they only open when someone is present. Another barbed-wire fence surrounds the penitentiary within the base, which is where you find the Bonus Medal. Another automatic gate provides entry for vehicles while a pedestrian doorway on the back wall is available with the press of a button. Use this entry point to enter the prison area. Move straight and then right to find the armory. Collect the bonus from the shelves inside.

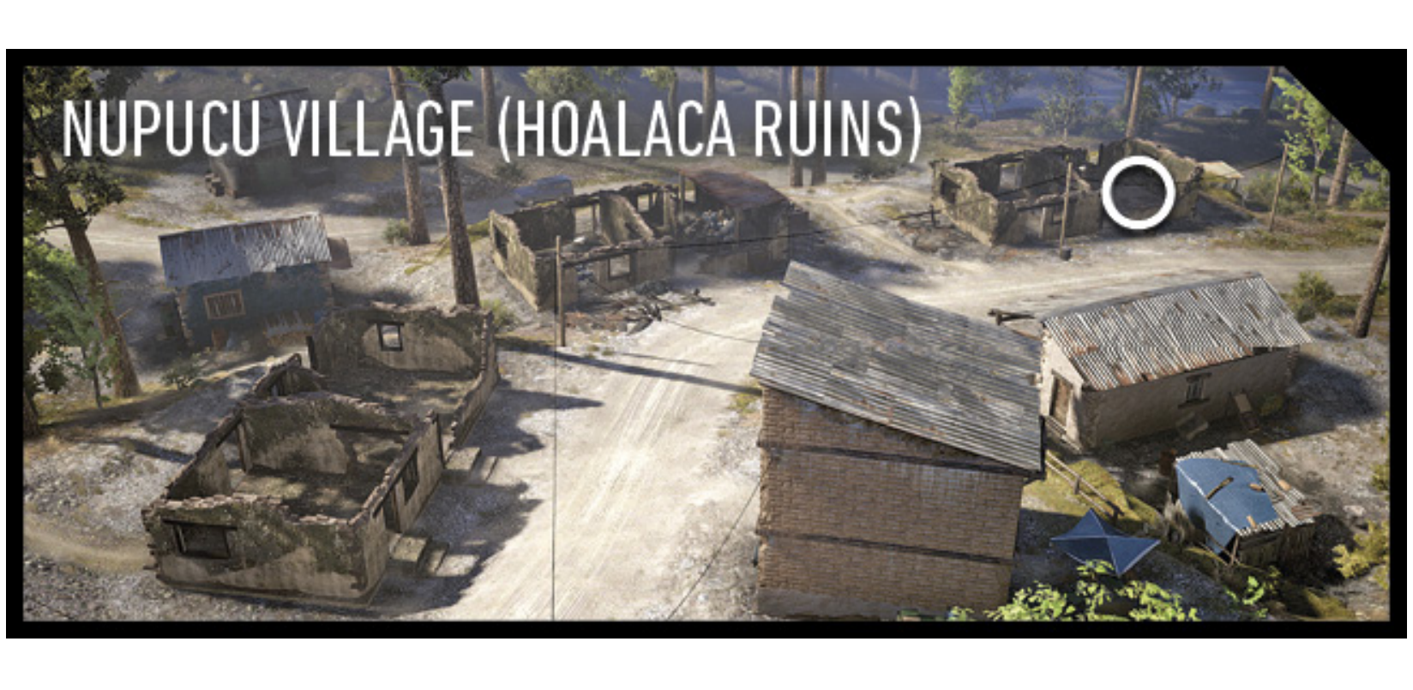
KINGSLAYER FILES

DOCUMENT



Visit the train freight yard, near the northern tip of the province, and step inside the warehouse through the southern opening. Search the manager's office in the near corner to find a document for your Kingslayer Files.

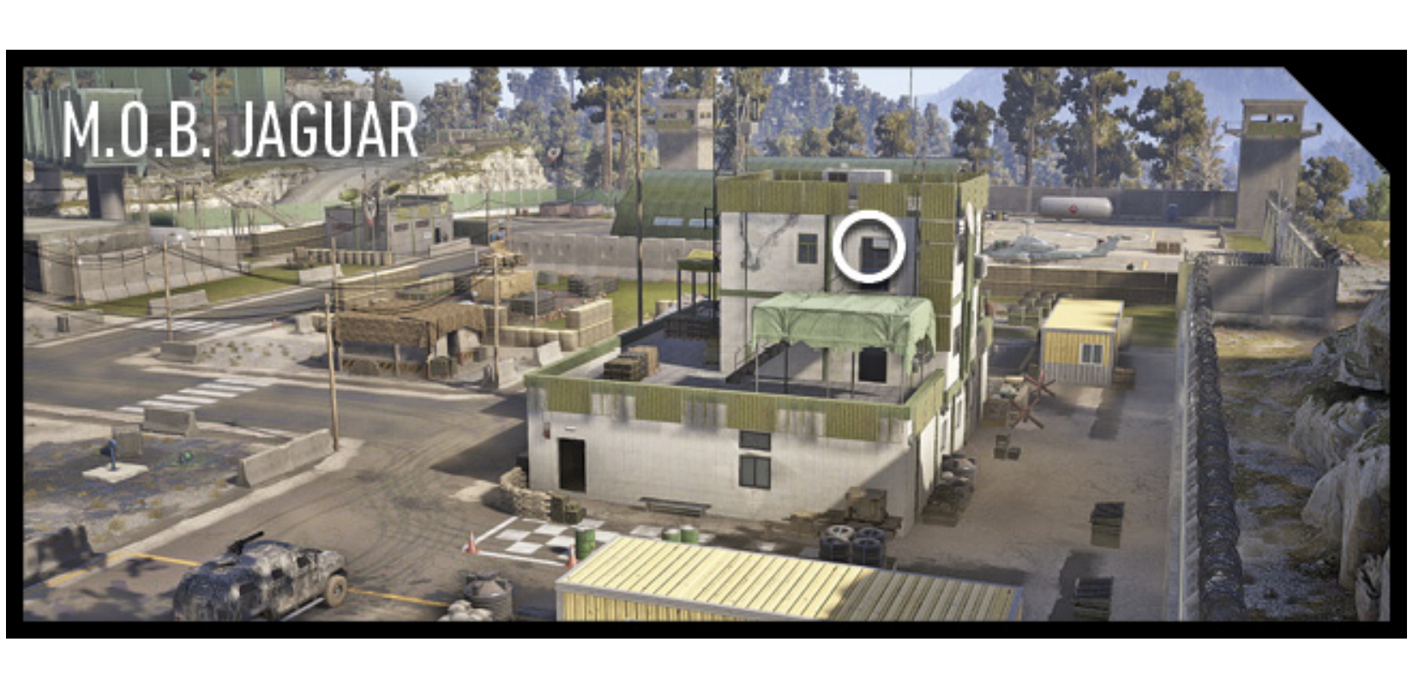
LEGEND



On the west side of Nupucu village, find the ruins of a few homes. Collect a legend that sits just in front of the western ruin.

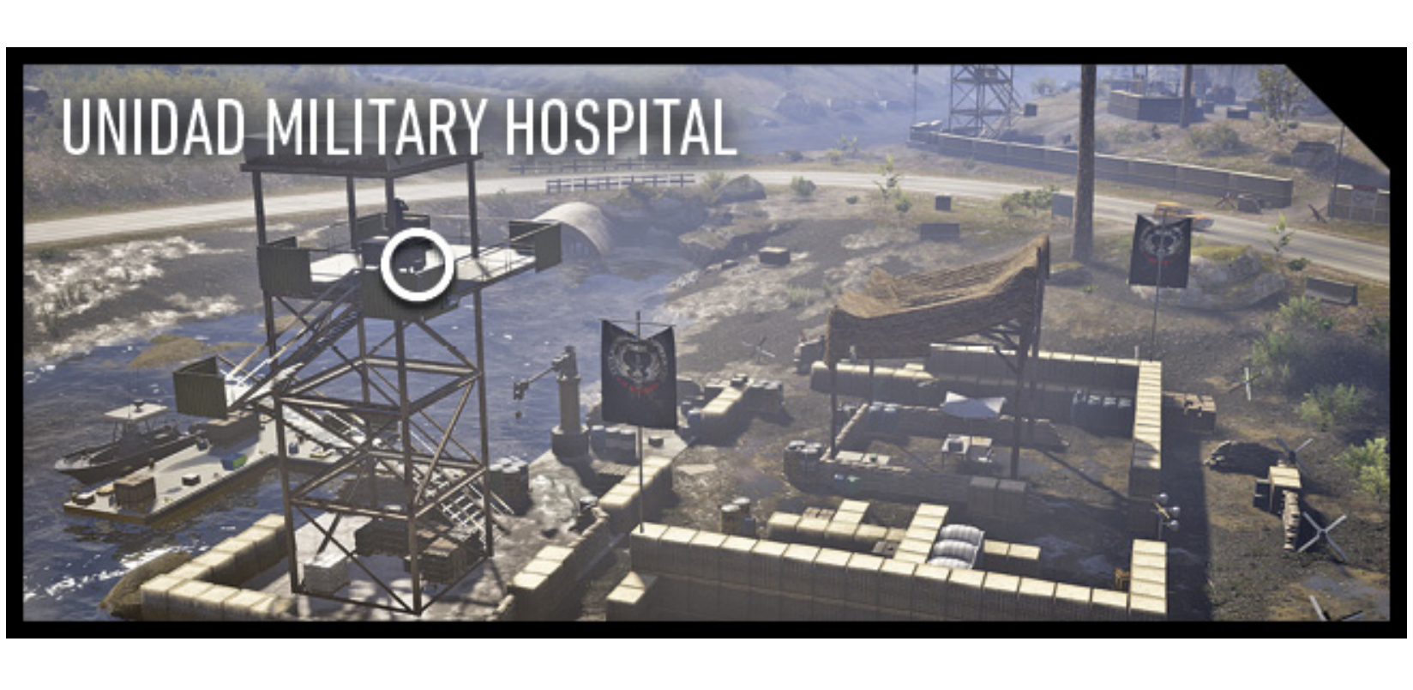
Green Cross: It is said that a famous street in La Paz, la calle Jean, used to be haunted by spirits and creatures from the Underworld. Ghosts, goblins, and demons would appear at night, scaring people or playing tricks on them. The legend goes that one day, a local inhabitant, tired of their mischiefs, hanged a green cross at the entrance of the street and called upon a priest to bless it. The cross is still visible in calle Jean, and reports of ghosts and spirits have since stopped. Or have they?

DOCUMENT



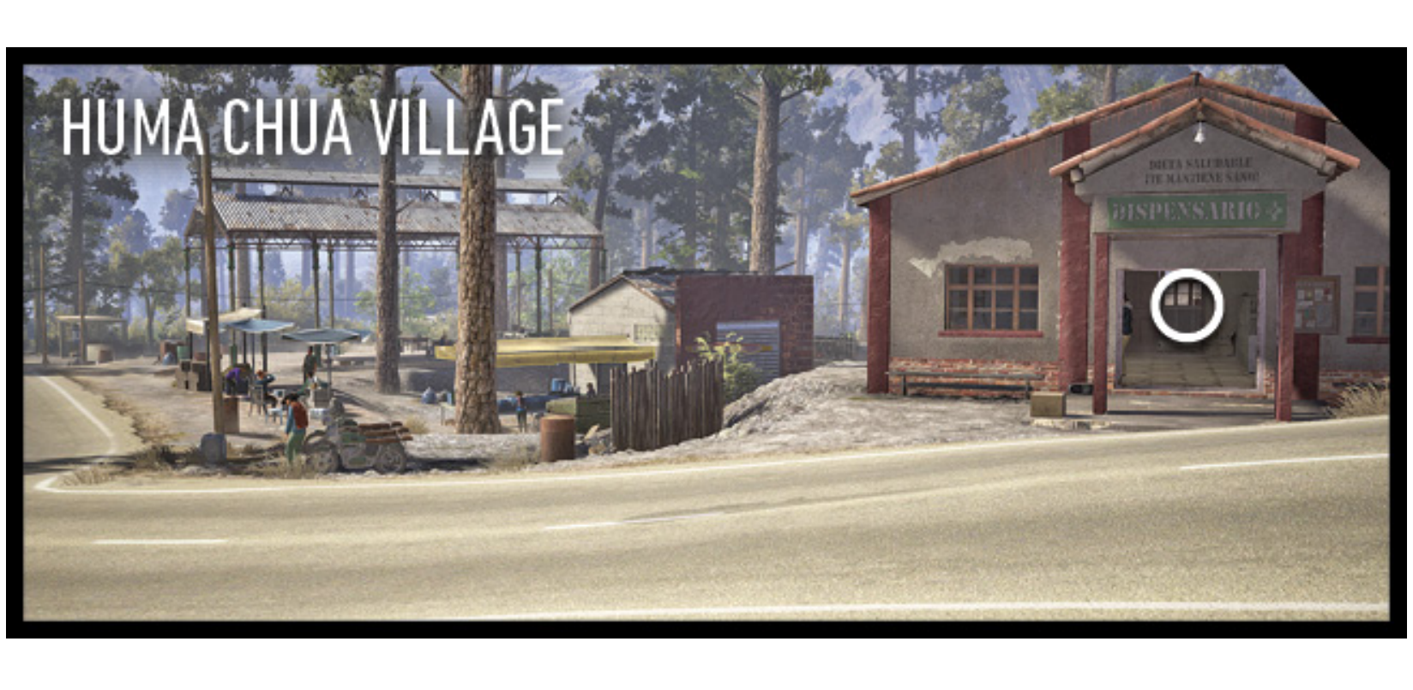
Inside the southwestern portion of the Unidad's main operating base, find the HQ building at the back of the property and climb to the third floor, where a disc sits next to the TV.

DOCUMENT



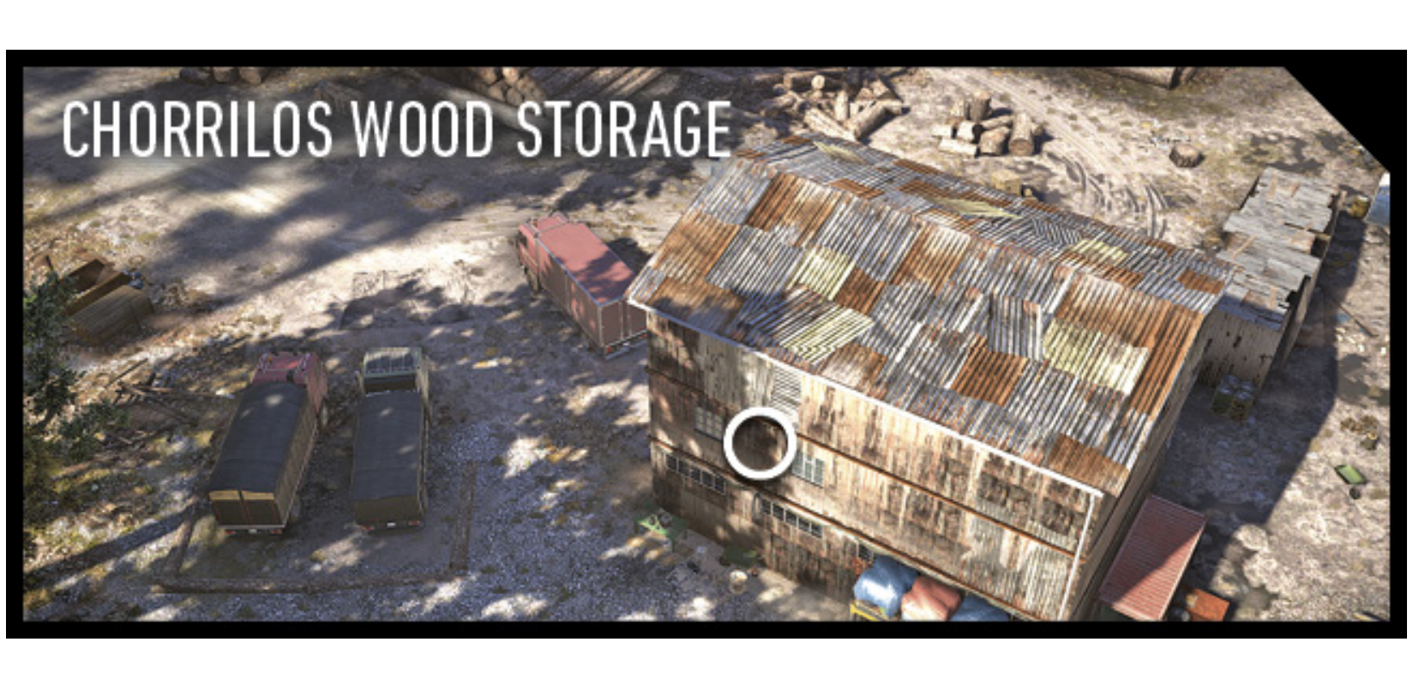
East of the Unidad Military Hospital, a watchtower overlooks the river and nearby roads. Climb to the top and grab the briefcase next to the desk.

DOCUMENT



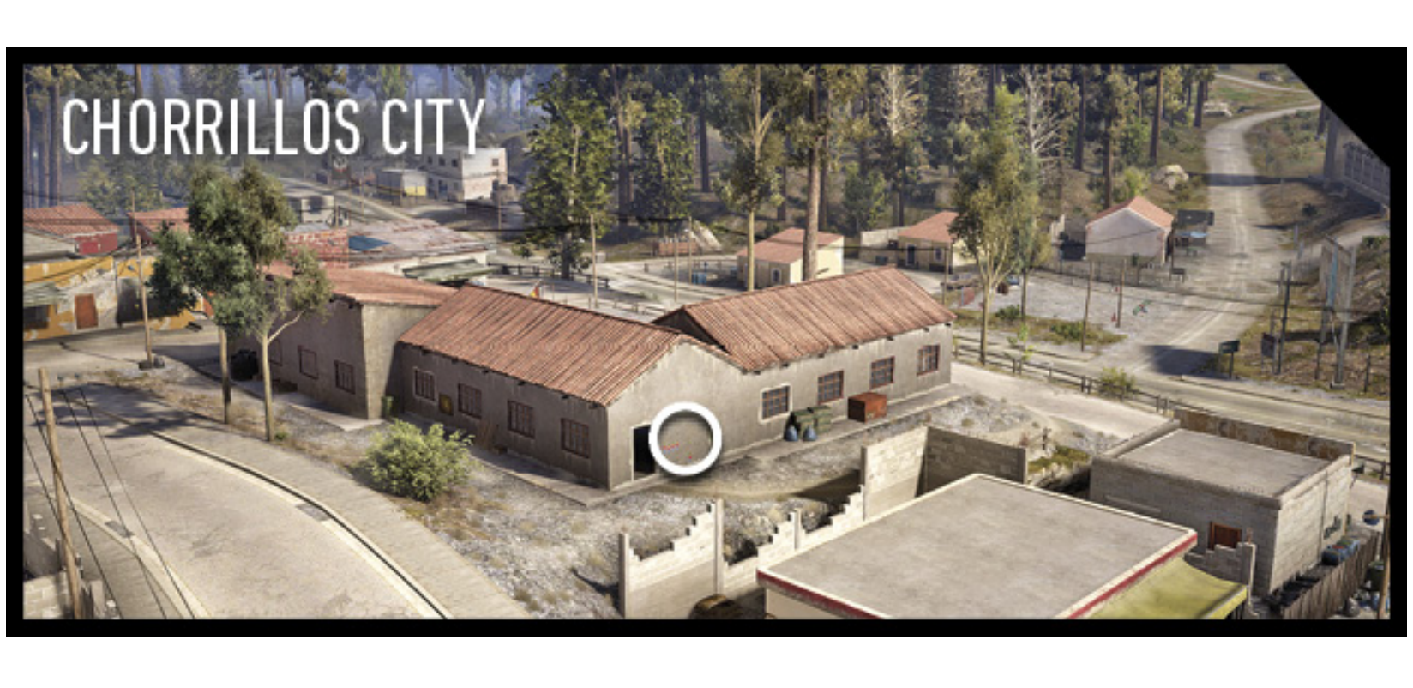
Find the dispensary in the center of the village and search the counter against the back wall to find a recording.

DOCUMENT



A wood storage facility resides atop a hill northwest of Chorrilos. Enter the warehouse and climb to the second-level catwalk. A document is found near the southwest corner.

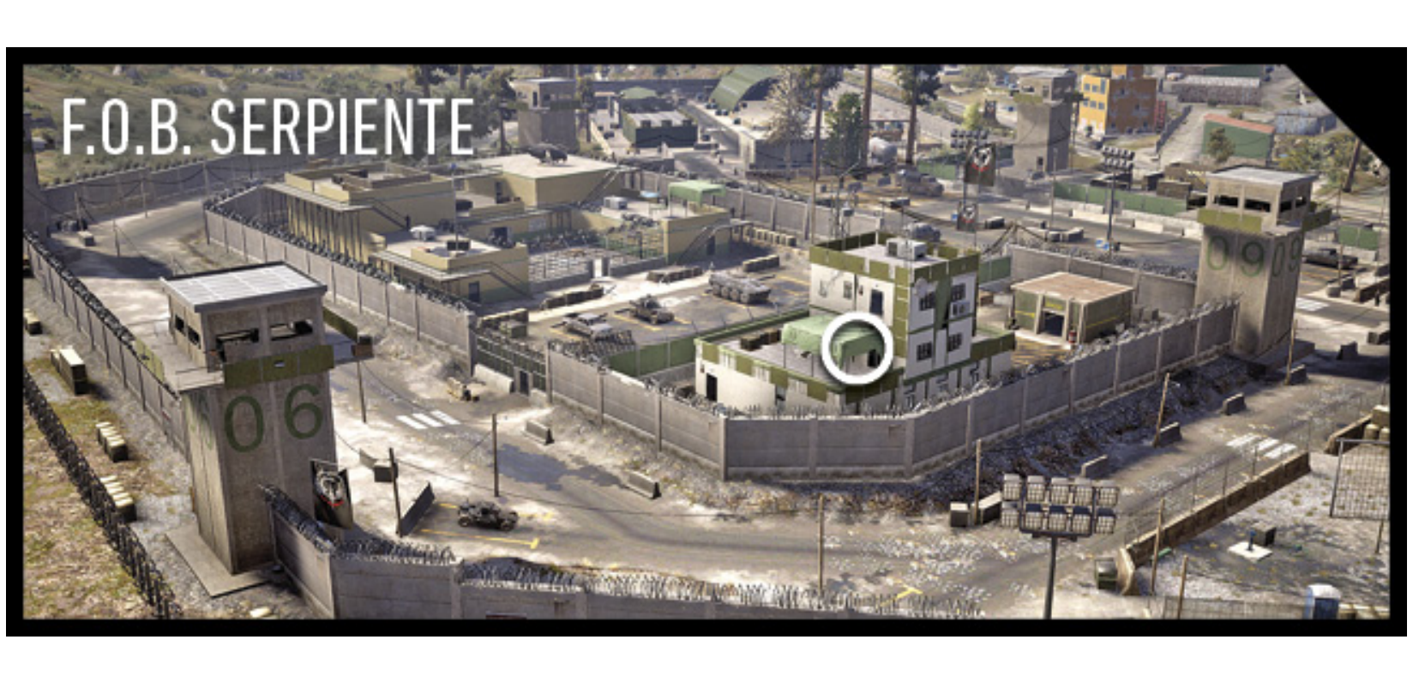
LEGEND



Find the L-shaped school building on the east side of the city. A legend sits on a bookshelf just inside the southwest doorway.

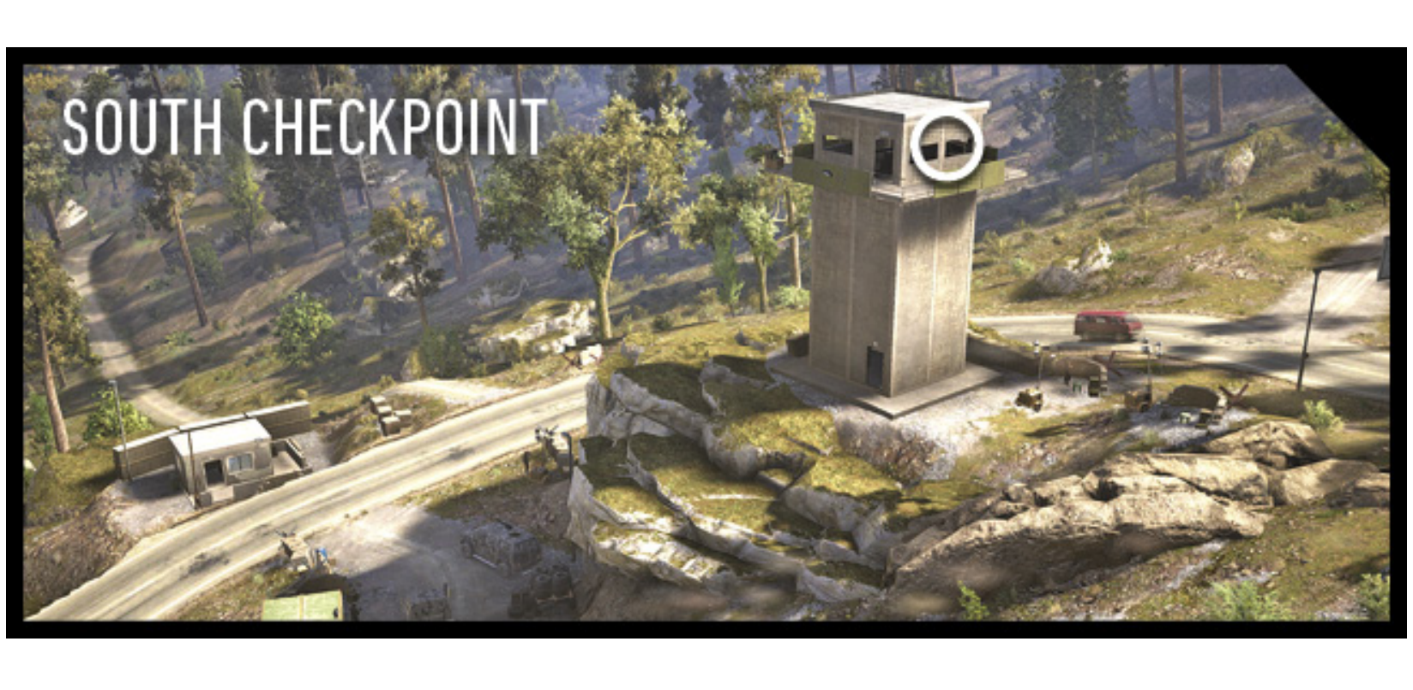
Pachamama: Pachamama is the Andean Earth goddess. She ensures protection and fertility for the people. She is one of the most popular gods in Bolivia, but she is also said to be jealous and desirous, requiring constant tokens of respect and offerings. There are many ways to honor her, and one frequent and simple ritual is to spill some liquor on the ground before drinking. It is called the Challa.

DOCUMENT

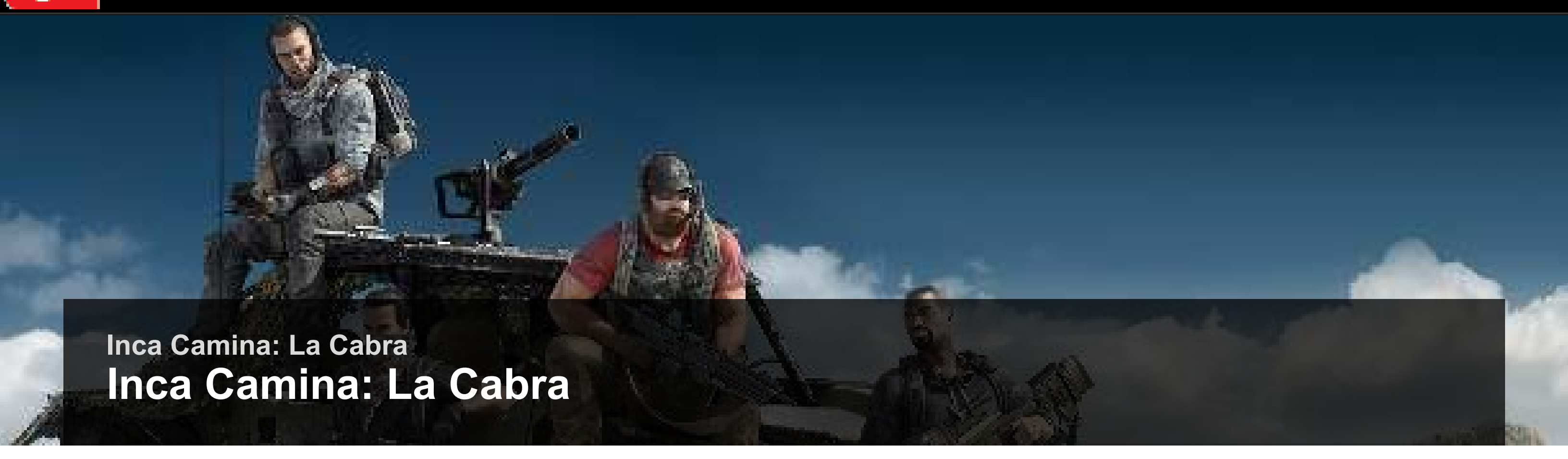


The HQ building sits inside a protective wall near the penitentiary, which is within another barbed-wire barrier. Find an open doorway on the backside of the base and move inside. Sneak along the rear wall and find the doorway that leads to the prison area. Head straight and then right to find the headquarters. Go up to the second story and grab the file that lies on the floor next to the desk.

DOCUMENT

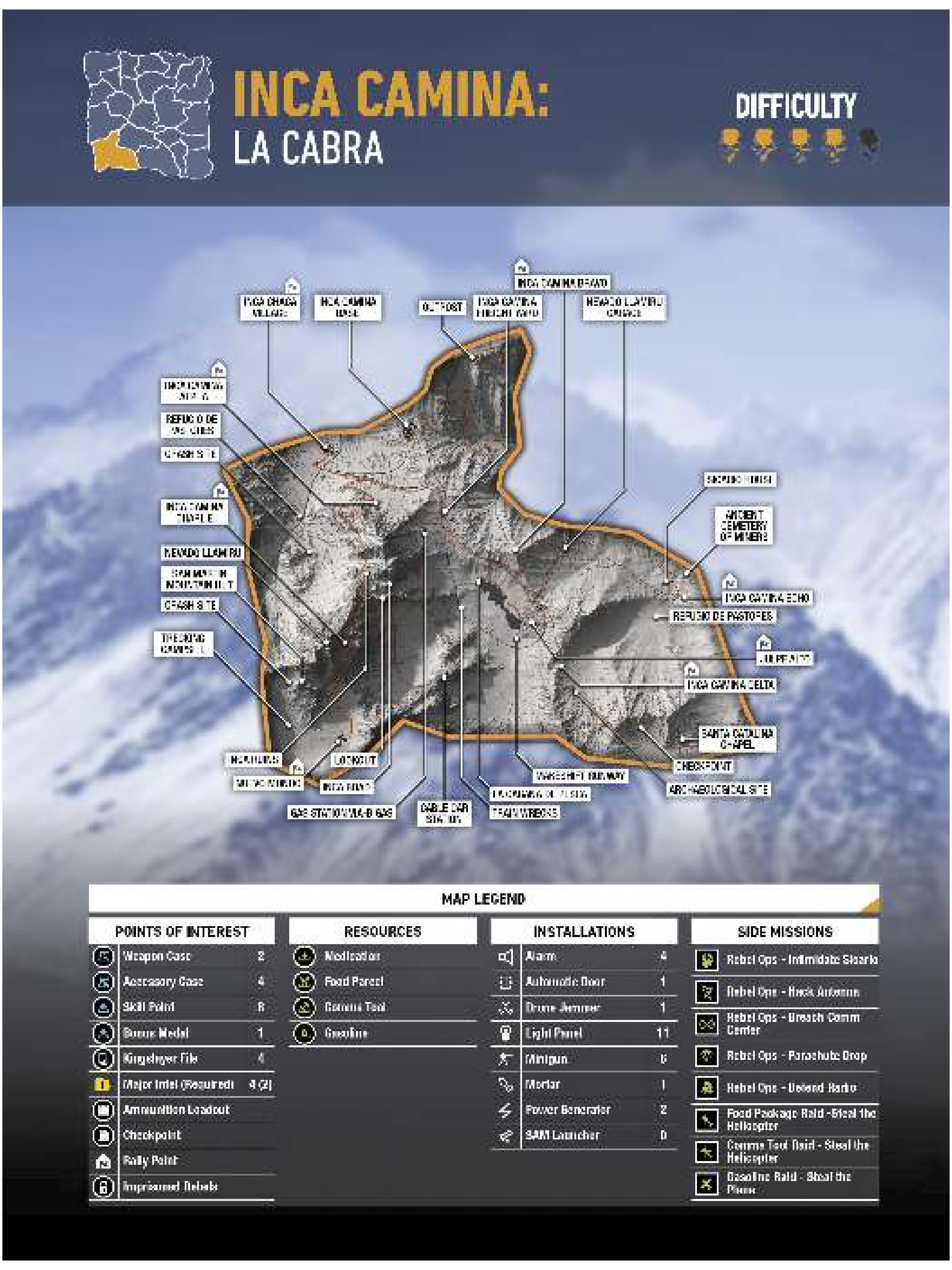


Head to the south Unidad Checkpoint and infiltrate the watchtower. Climb to the top and collect a recording that lies on the floor.



Inca Camina: La Cabra

Inca Camina: La Cabra


INCA CAMINA:
LA CABRA
DIFFICULTY
INCA CHACA VILLAGE
INCA CAMINA BASE
OUTPOST
INCA CAMINA FREIGHT YARD
INCA CAMINA BRAVO
NEVADO LLAMIRU GARAGE
INCA CAMINA ALPHA
REFUGIO DE VACTORES
CRASH SITE
INCA CAMINA CHARLIE
NEVADO LLAMIRU
SAN MARTIN MOUNTAIN HUT
CRASH SITE
TREKKING CAMPSITE
HOT SPRINGS
ANCIENT CEMETERY OF MINERS
INCA CAMINA ECHO
REFUGIO DE PASTORES
JUPER ALTO
INCA CAMINA DELTA
SANTA CATALINA CHAPEL
CHECKPOINT
ARCHAEOLOGICAL SITE
MAKESHIFT RUNWAY
LA CABRA'S DE FUSION
TRAIN WRECKS
CABLE CAR STATION
GAS STATION MA-B GAS
INCA RUINS
LOOKOUT
MICRO MINING
MOUNTAINS
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 4
Skill Point 8
Bonus Medal 1
Kingslayer File 4
Major Intel (Required) 4 (2)
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 4
Automatic Door 1
Drone Jammer 1
Light Panel 11
Minigun 6
Mortar 1
Power Generator 2
SAM Launcher 0
SIDE MISSIONS
Rebel Ops - Intimidate Sicario
Rebel Ops - Hack Antenna
Rebel Ops - Breach Comm Center
Rebel Ops - Parachute Drop
Rebel Ops - Defend Radio
Food Package Raid - Steal the Helicopter
Comms Tool Raid - Steal the Helicopter
Gasoline Raid - Steal the Plane

Among the tops of Bolivia Santa Blanca manages her cocaine importation from Peru.

Content	Number in Province
Main Missions	5
Side Missions	10

- **Operation: Smuggling**
- **Chief: La Cabra**
- **Ecosystem: Highlands**

This province is geographically one of the highest in Bolivia. Located on the west mountain chain, it peaks at more than 5000 meters. Life conditions there are extreme. The only possible activity in lower areas is llama breeding, an activity exercised by the few present inhabitants.

Three small villages are nested in the heart of incised valleys. Juper Alto and Inca Chaca shelter more llamas than human beings. Nuevo Mundo is the most recent and elevated village. It was created by refugees fleeing Santa Blanca extractions. In the heart of mountains, without roads nor paths, they feel safe. They constructed their village with wreckage (from aircraft, among others) discovered on the mountain.

Inca Camina has many mountain passes leading to Peru. Remains of Incan roads exist in this province. One of these roads lead to Incan ruins, a little post at the frontier of the ancient empire. Today railroads go through these passes and lead to Peru.

These railroads and a frontier of Peru with little surveillance have attracted Nina Flores' attention. The Santa Blanca has been buying a part of its cocaine in Peru for a long time. The main issue they encountered was the surveillance on the borders, reinforced by the DEA. But this railroad in the heart of mountains allowed drugs to enter into Bolivia with almost no control.

Nina made La Cabra responsible for working with Peruvian gangs to make the new cocaine import chain operational. Today, several tons of cocaine enter Bolivia through Inca Camina trains. La Cabra has to spend time at Inca Camina to make sure the import chain is operational.

The Santa Blanca has occupied a shunting yard in order to receive its merchandise and has installed outposts to monitor railroads.

DOLORES SERRANO DE PEREZ AKA LA CABRA

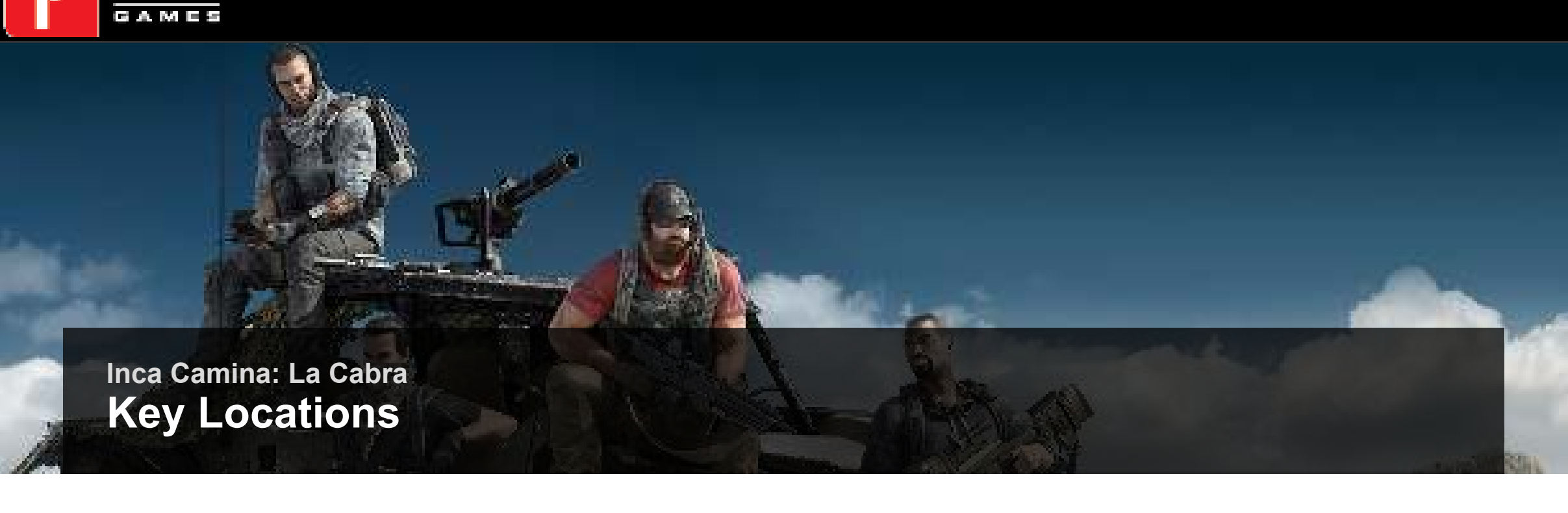
Born: 07/09/1981 in Mexicali, Baja California, Mexico

Cartel Position: Cocaine Buyer

She's in charge of making the deals with Peruvian cartels to buy cheap cocaine. She handles the smuggling by railroads and air that comes from Peru through Inca Camina. She started selling drugs in a local market at 14 and joined her first cartel at 17. She has been in and out of prison since 2001, and has buried several husbands. La Cabra is an extremely charming and considers herself a diva.

UNLOCKABLE CONTENT

You can access this Province's Main Missions by either pre-ordering the game, being a Season Pass owner, or you can purchase the Peruvian Connection Pack in the Store.



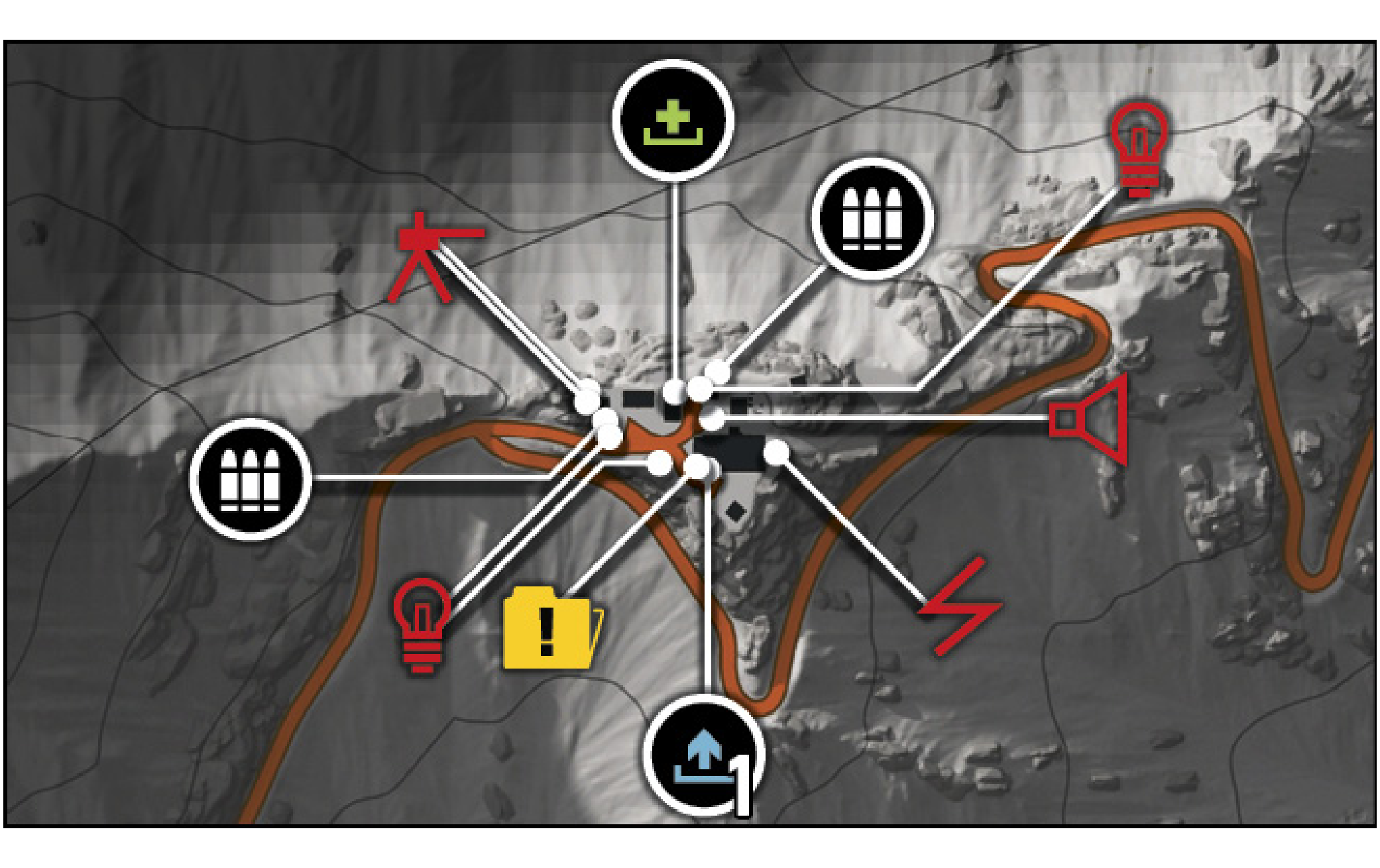
Inca Camina: La Cabra

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

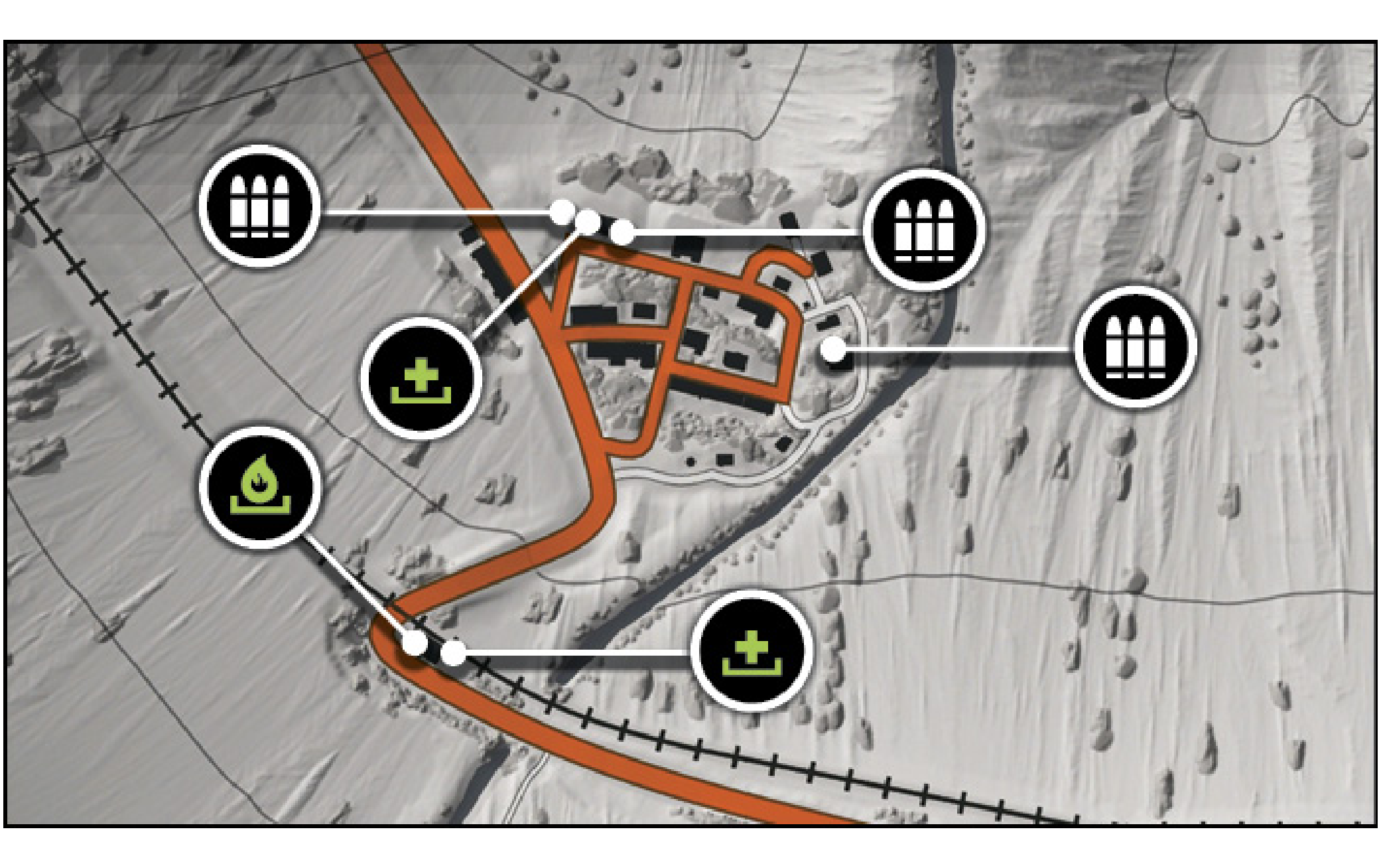
OUTPOST

Protects a moderate stock of cocaine.



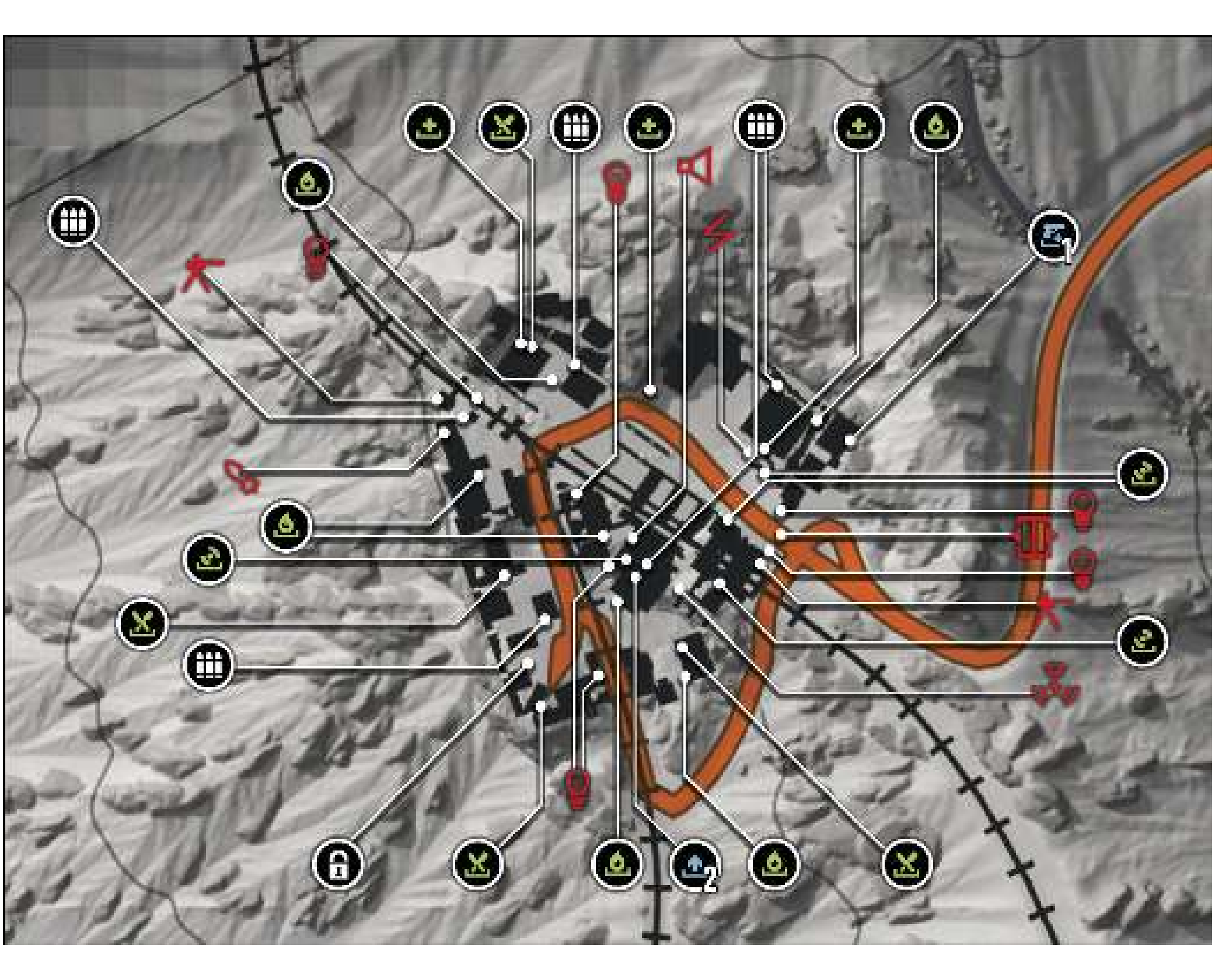
INCA CHACA

A remote farming village terrorized by the cartel.



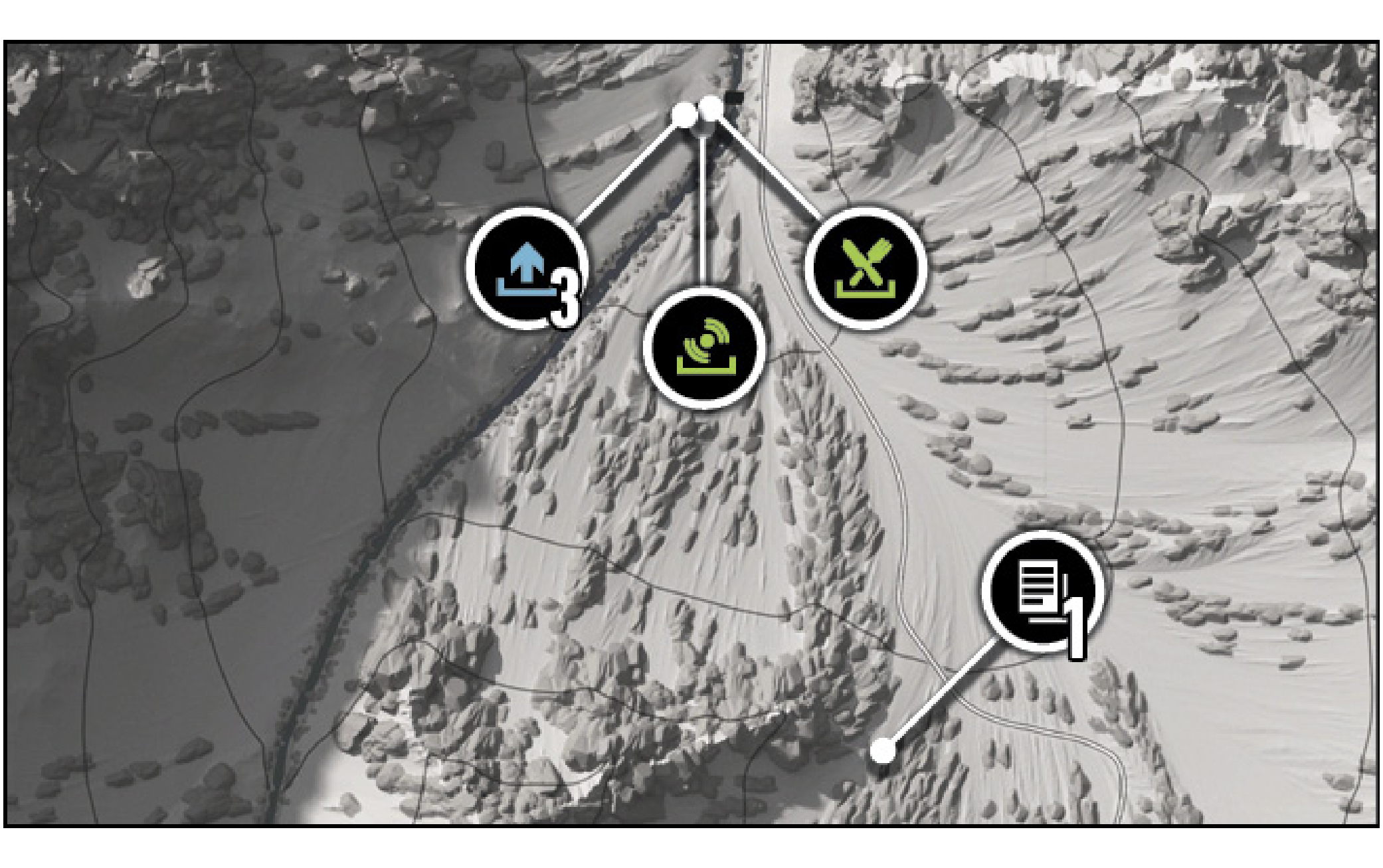
INCA CAMINA BASE

The cartel's hub for collecting Peruvian cocaine.



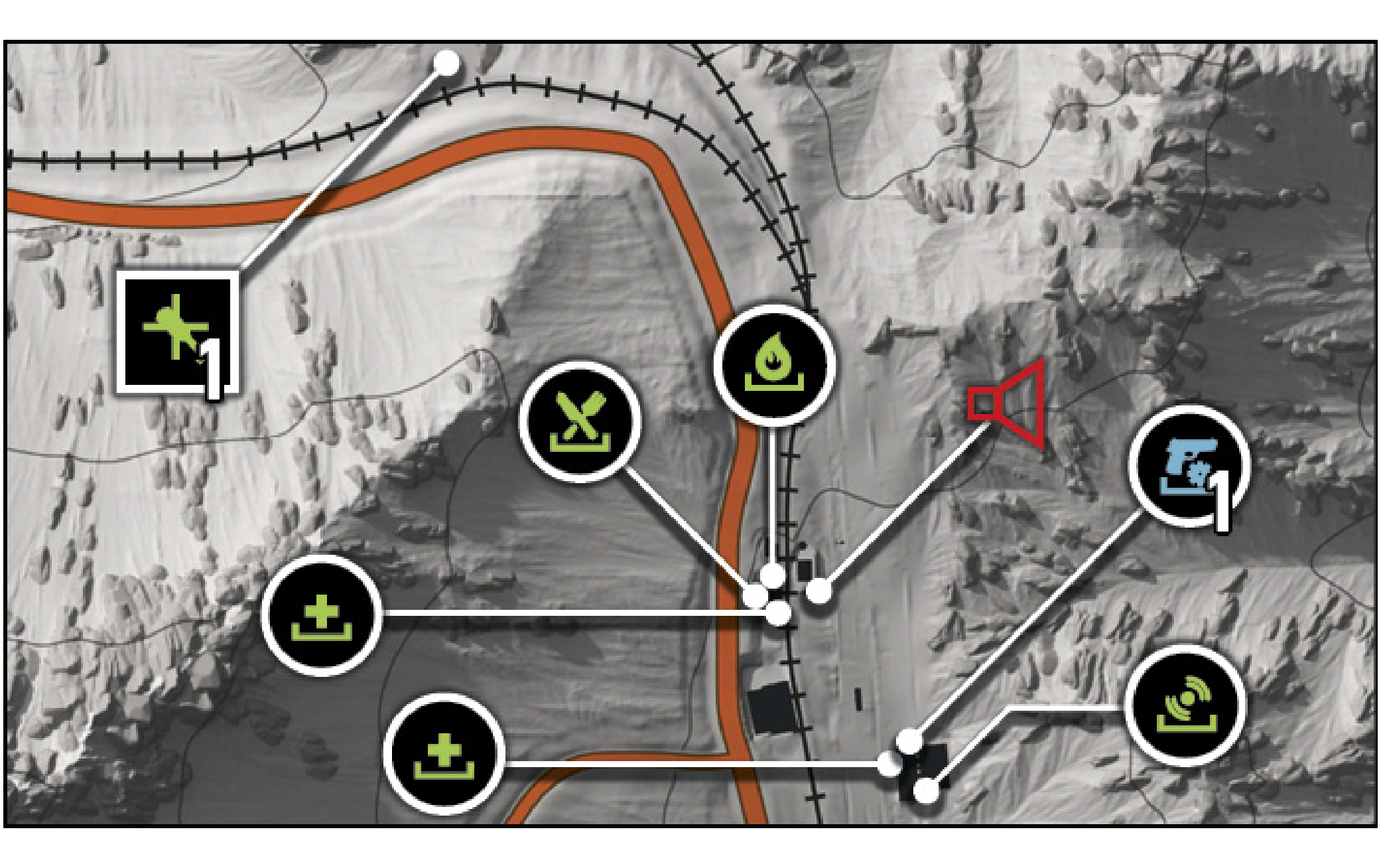
REFUGIO DE PASTORES AND CRASH SITE

A shelter for shepherds and old wreckage of a civilian plane.



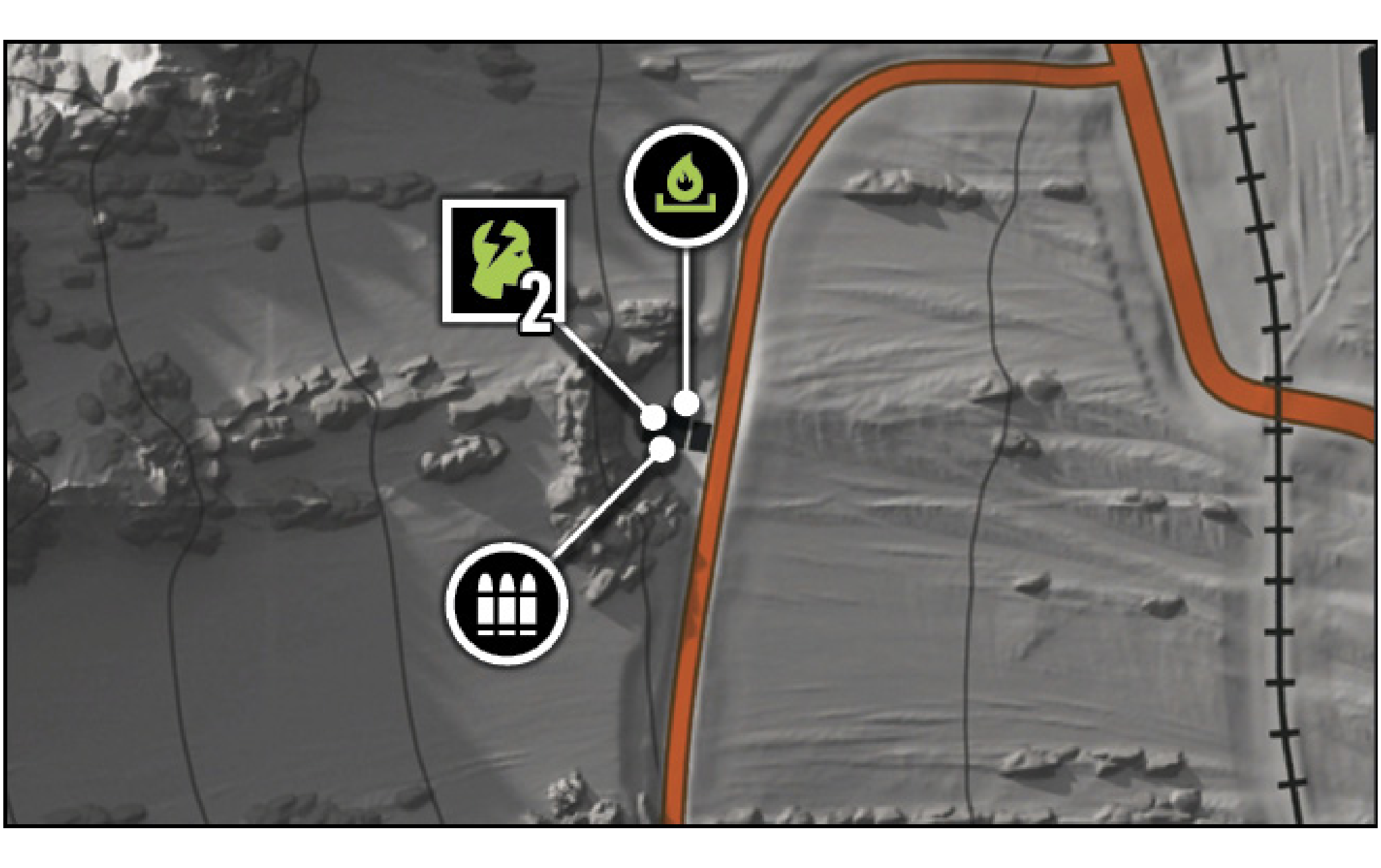
INCA CAMINA FREIGHT YARD

A Ferrocarriles Bolivianos freight yard.



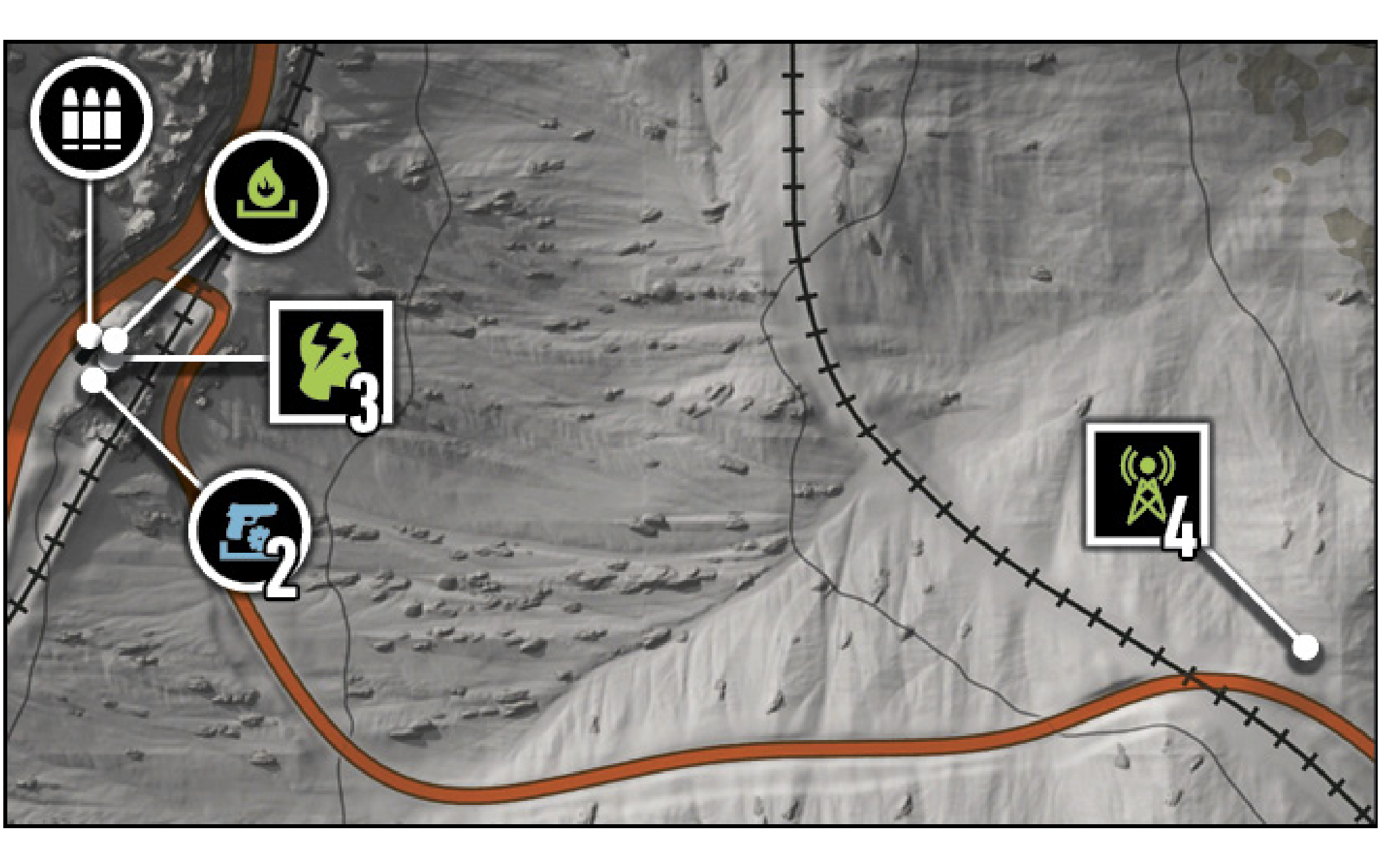
GAS STATION VIA-B GAS

Now controlled by the cartel.



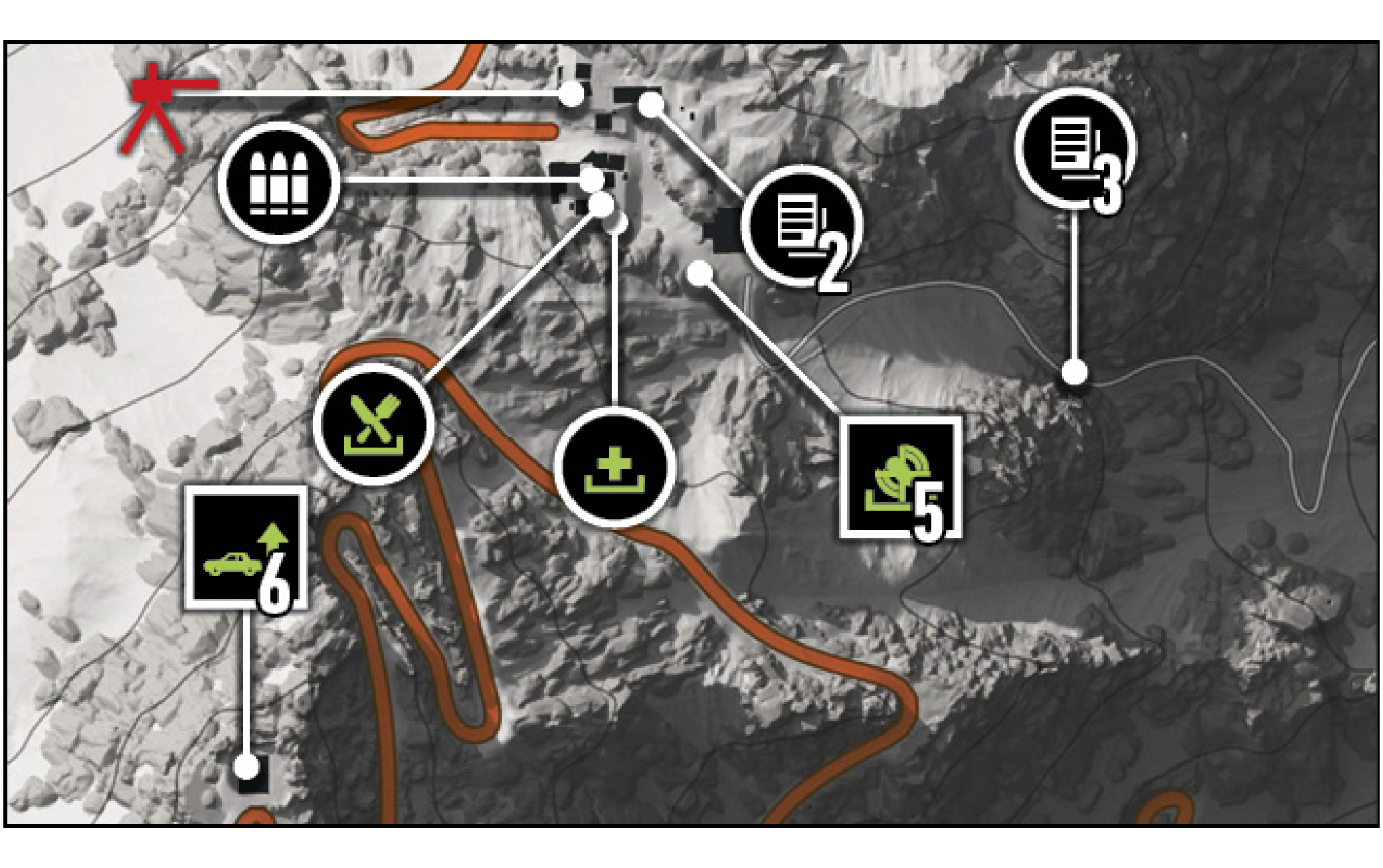
NEVADO LLAMIRU GARAGE

Now a relay for the cartel's vehicles.



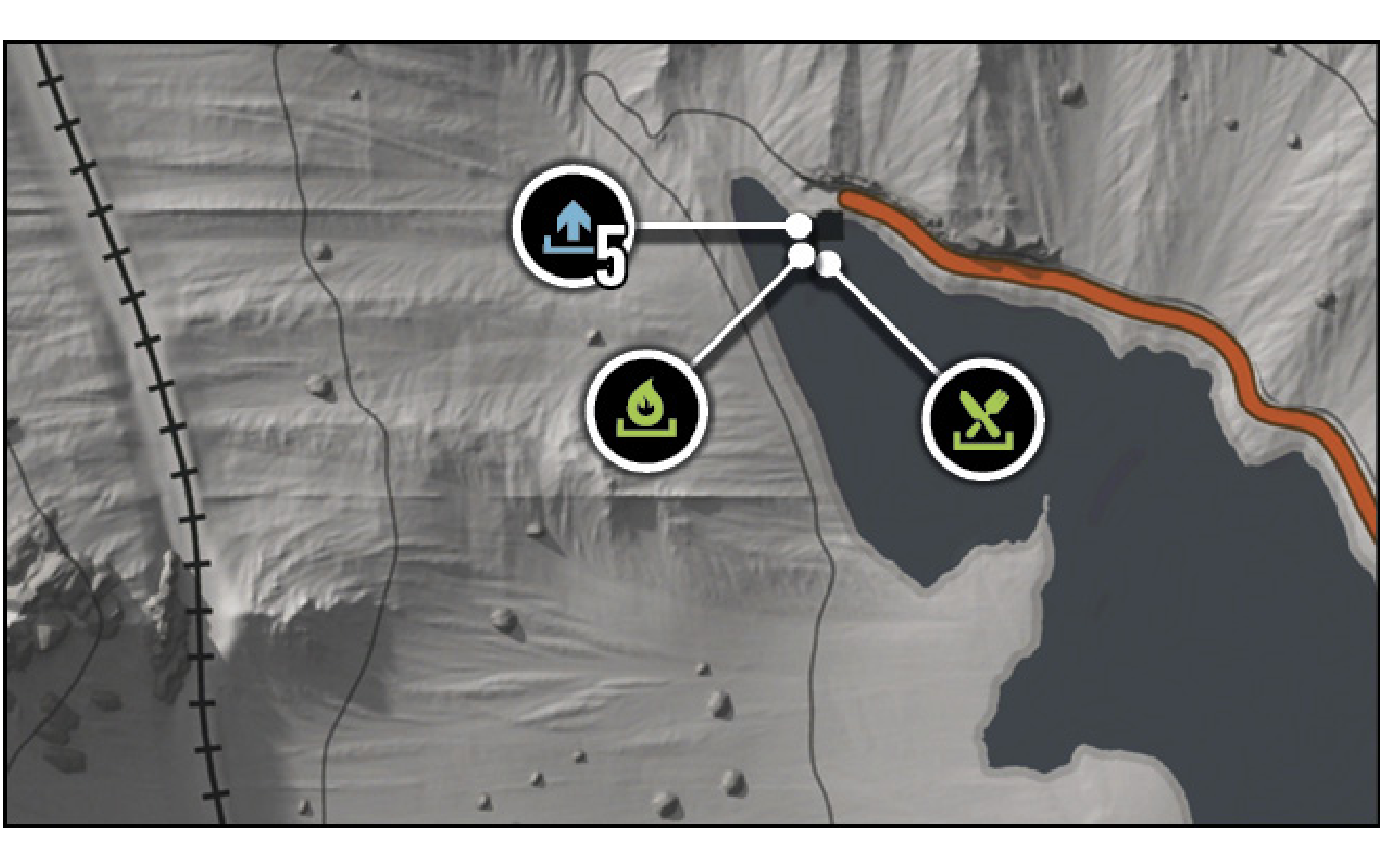
INCA RUINS, INCA ROAD, AND LOOKOUT

Remains of an Incan settlement, a road built by the Incan Empire six centuries ago, and a lookout built for tourists.



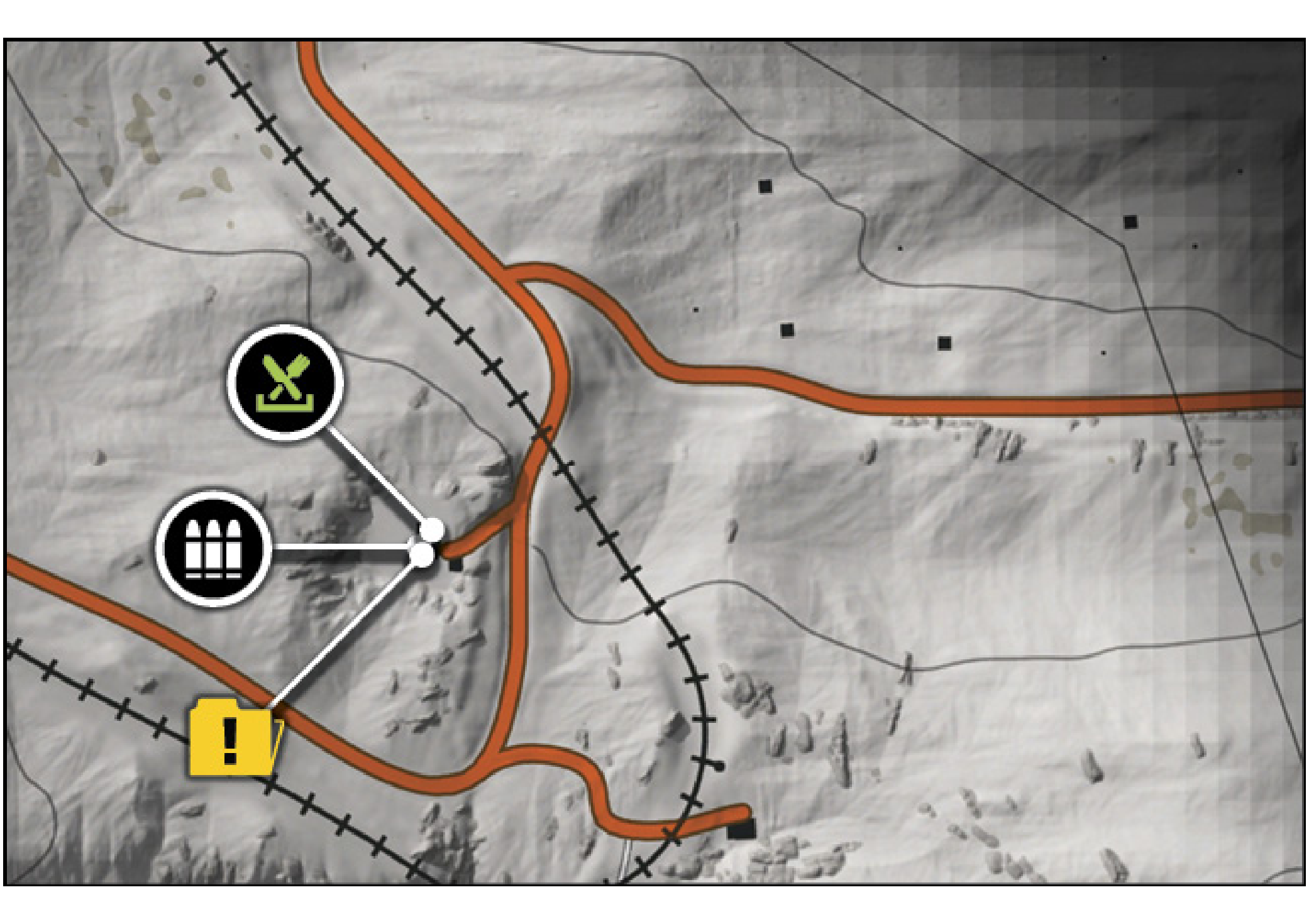
LA CABAÑA DE PESCA AND TRAIN WRECKS

The highest fishing spot in Bolivia and vestige of a disaster in the 1940s.



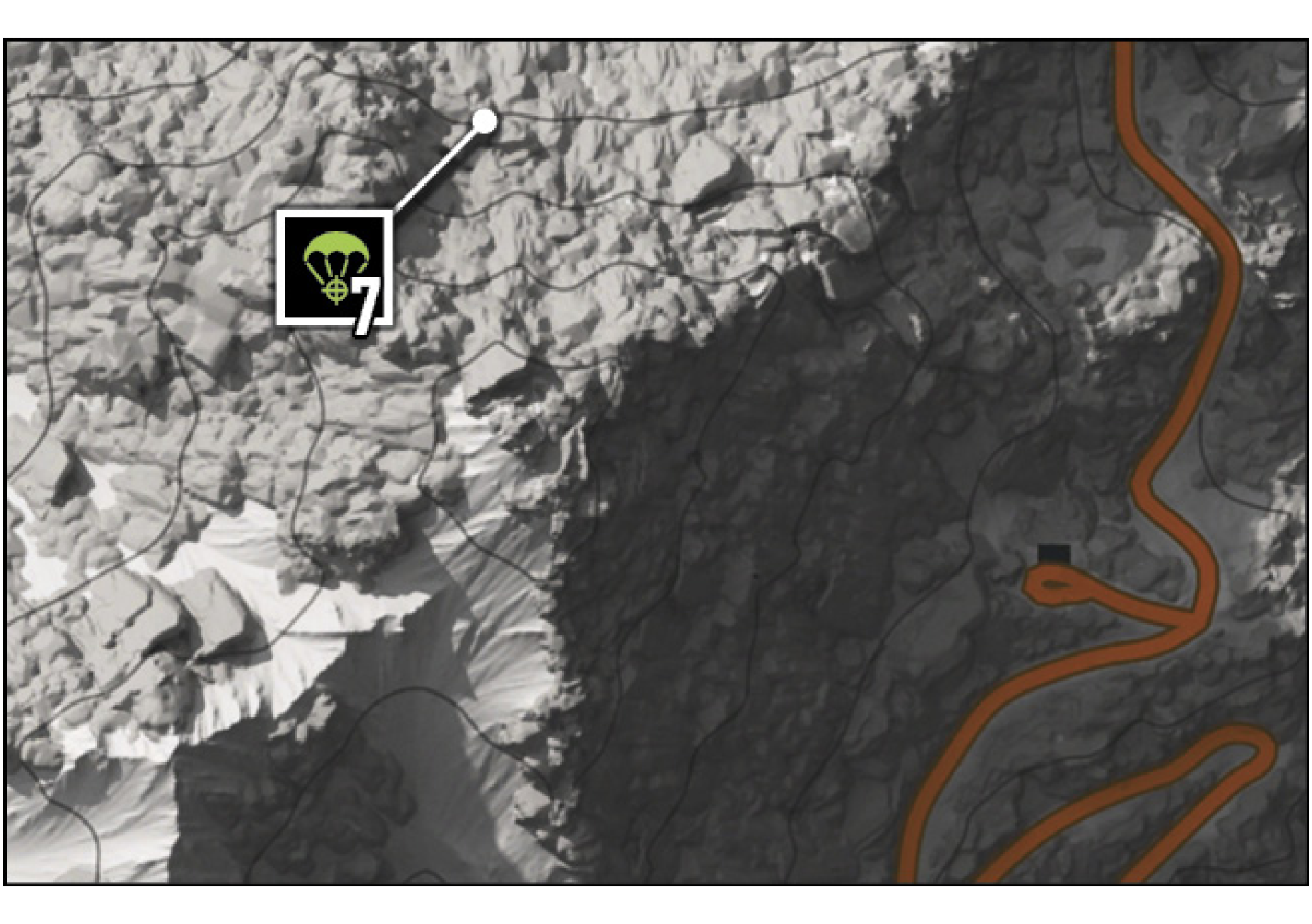
SICARIO HOUSE AND ANCIENT CEMETERY OF MINERS

Hunt the rebel agents. Hundreds died in the nearby old mine.



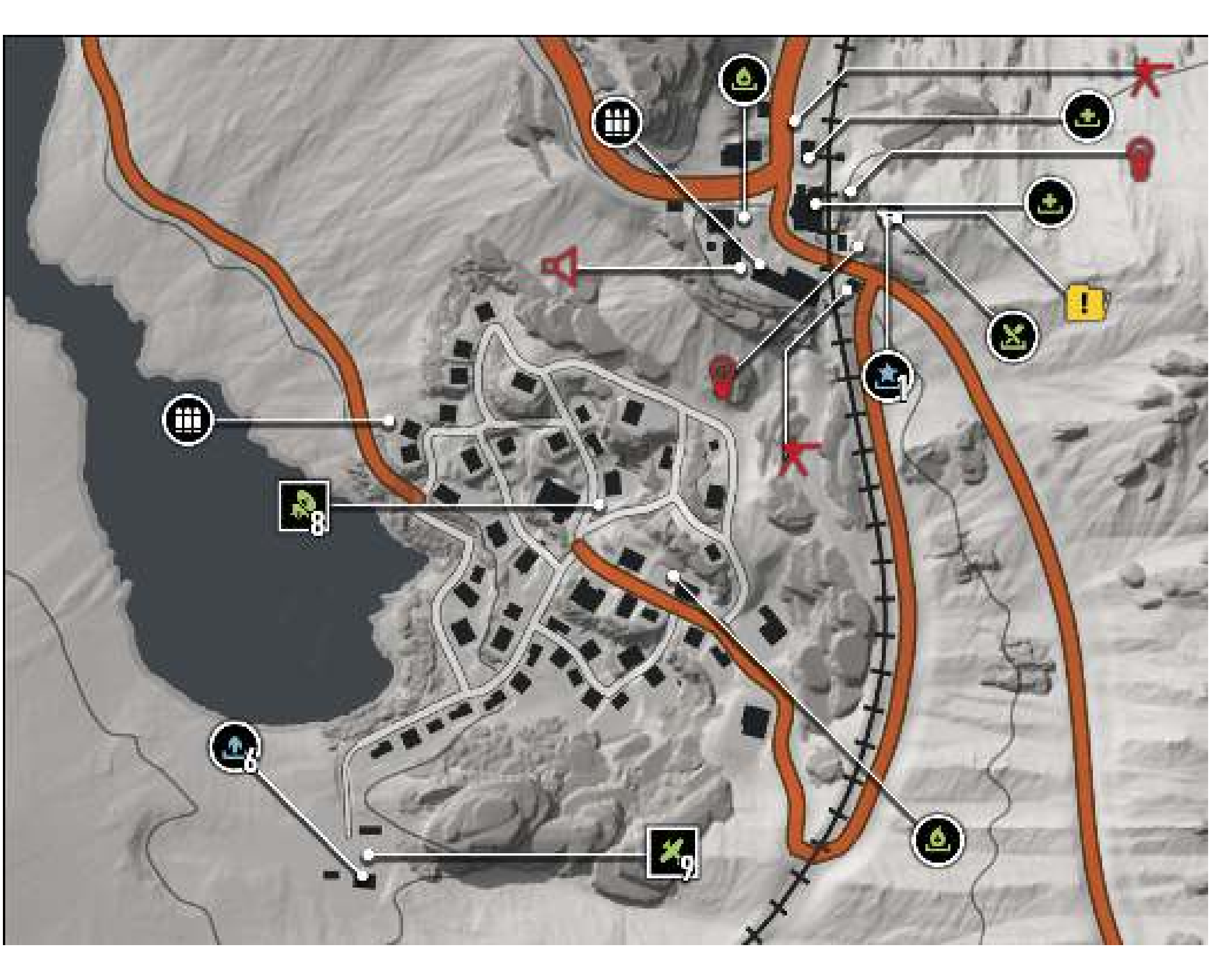
NEVADO LLAMIRU

One of the highest peaks in Bolivia.



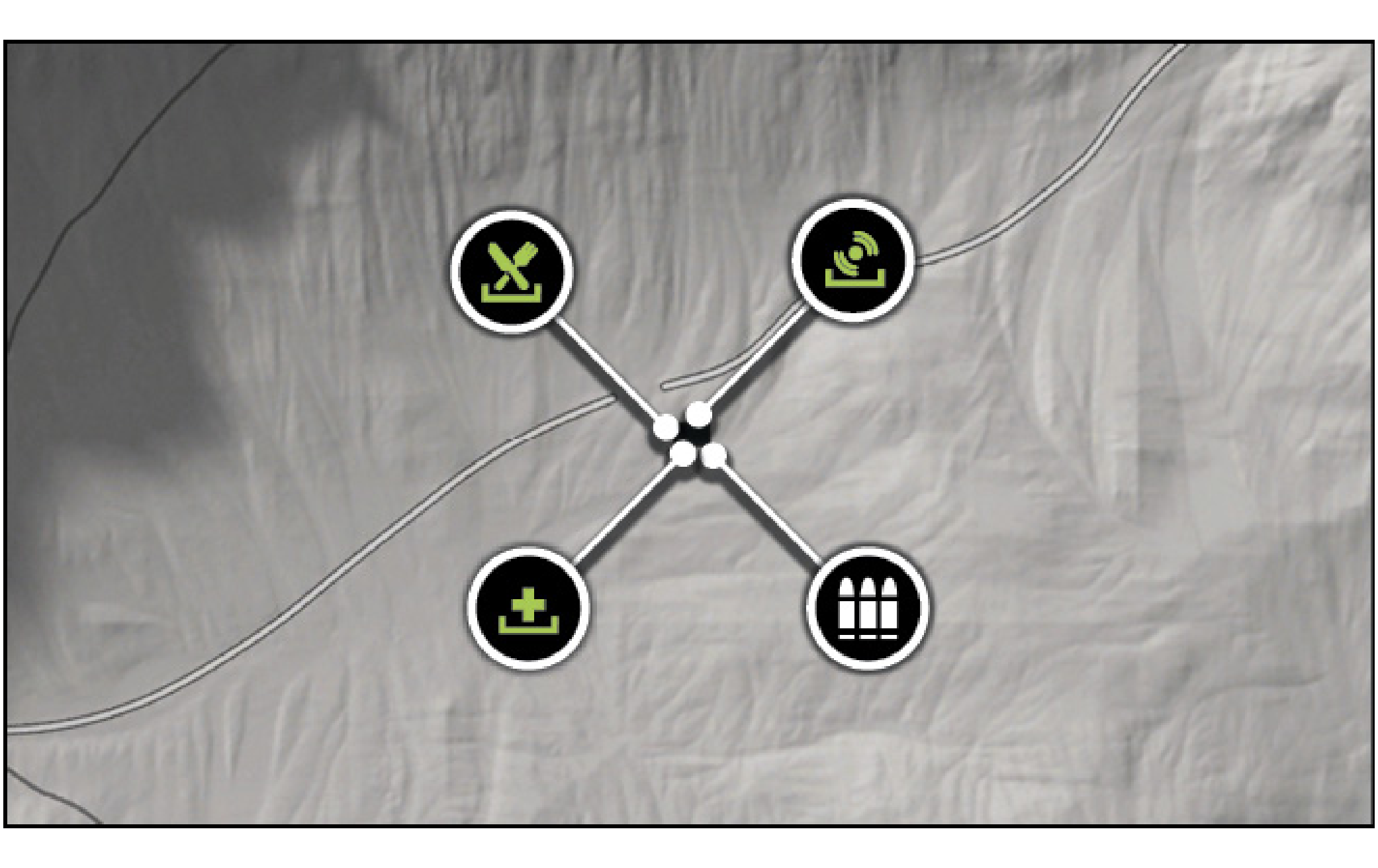
JULPE ALTO VILLAGE AND MAKESHIFT RUNWAY

The center of llama breeding, now cartel-occupied and a runway improvised by the cartel.



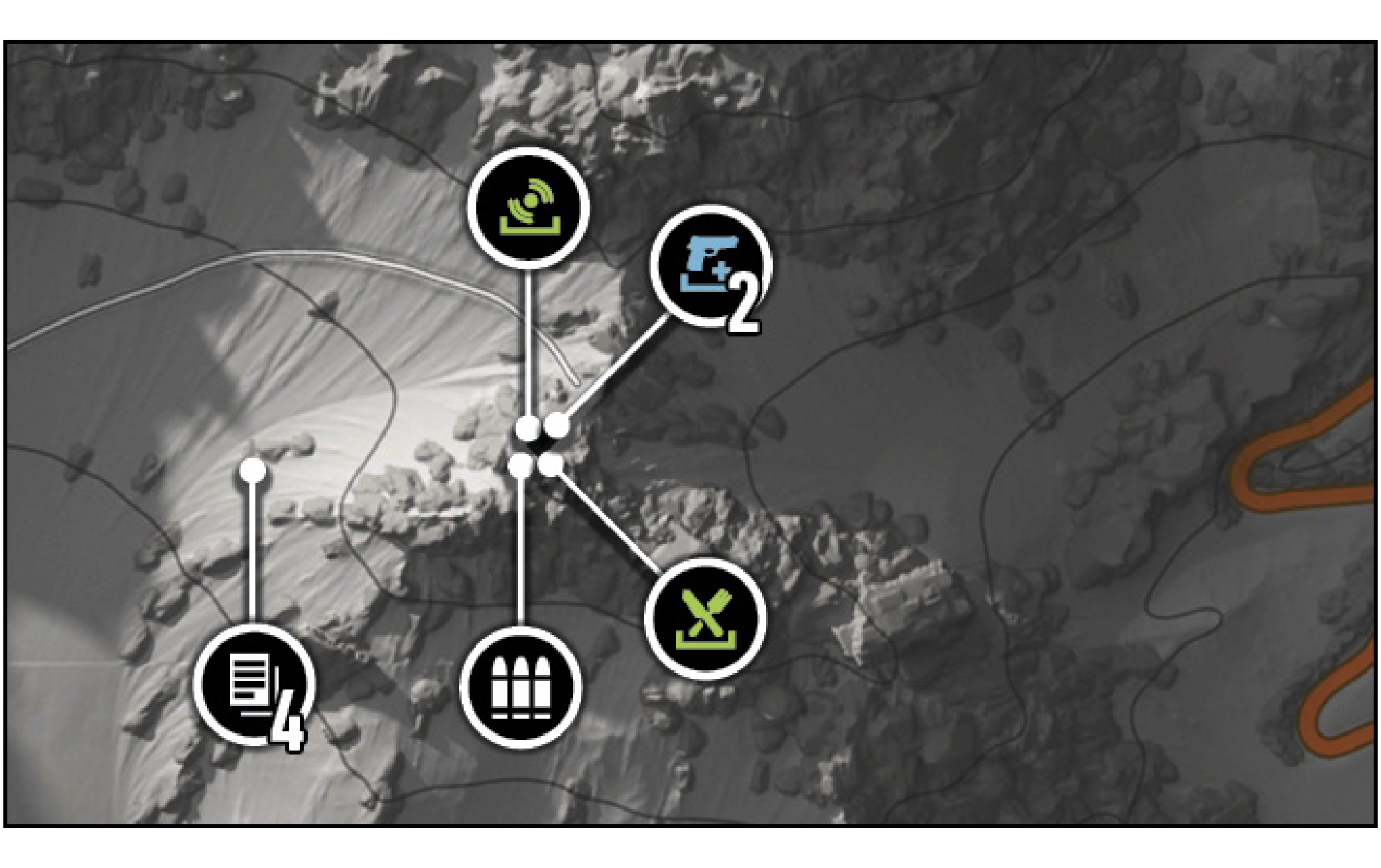
REFUGIO DE PASTORES

A rebel hideout now controlled by hostiles.



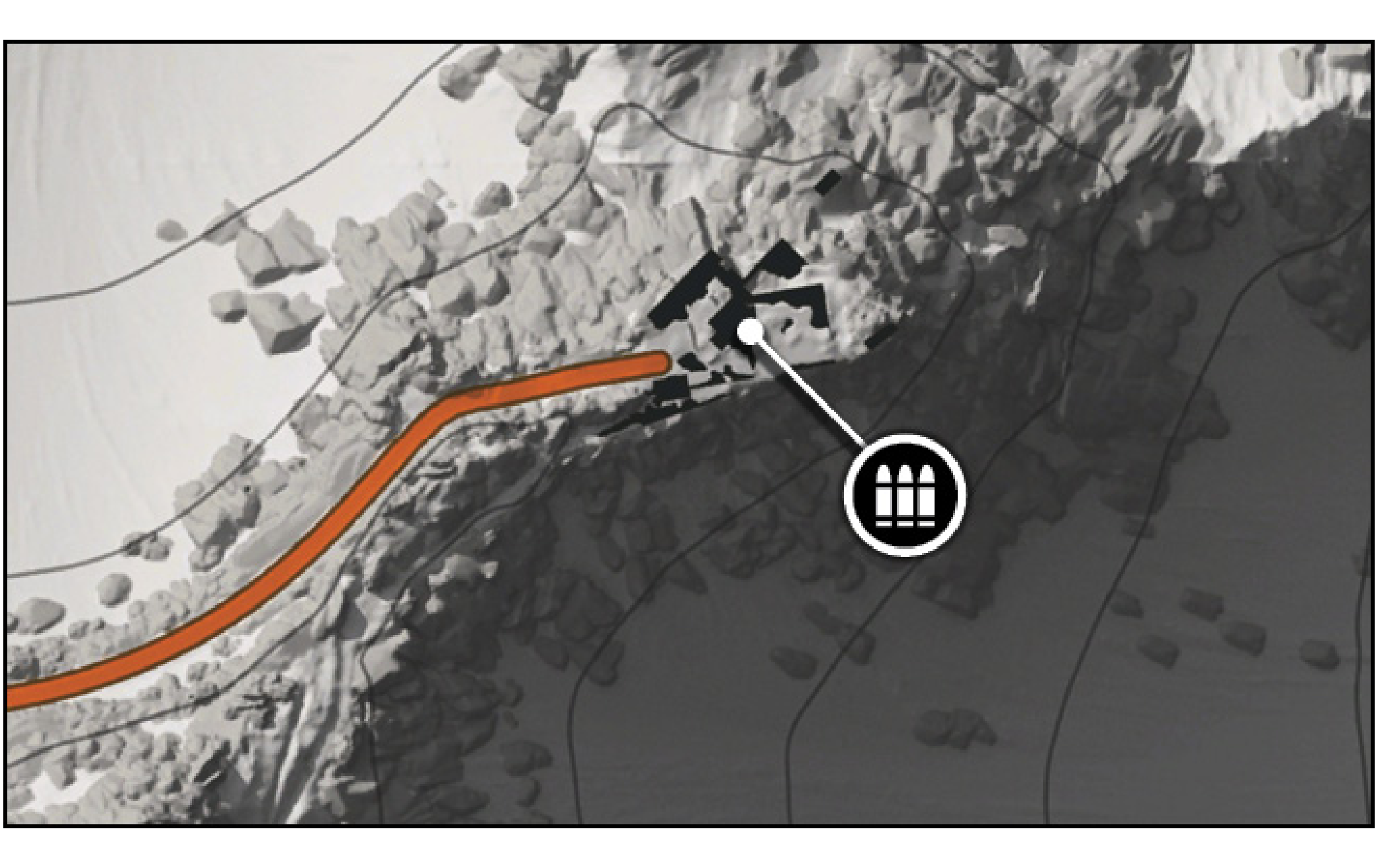
SAN MARTIN MOUNTAIN HUT AND CRASH SITE

A hut now controlled by the cartel and old wreckage of a civilian plane.



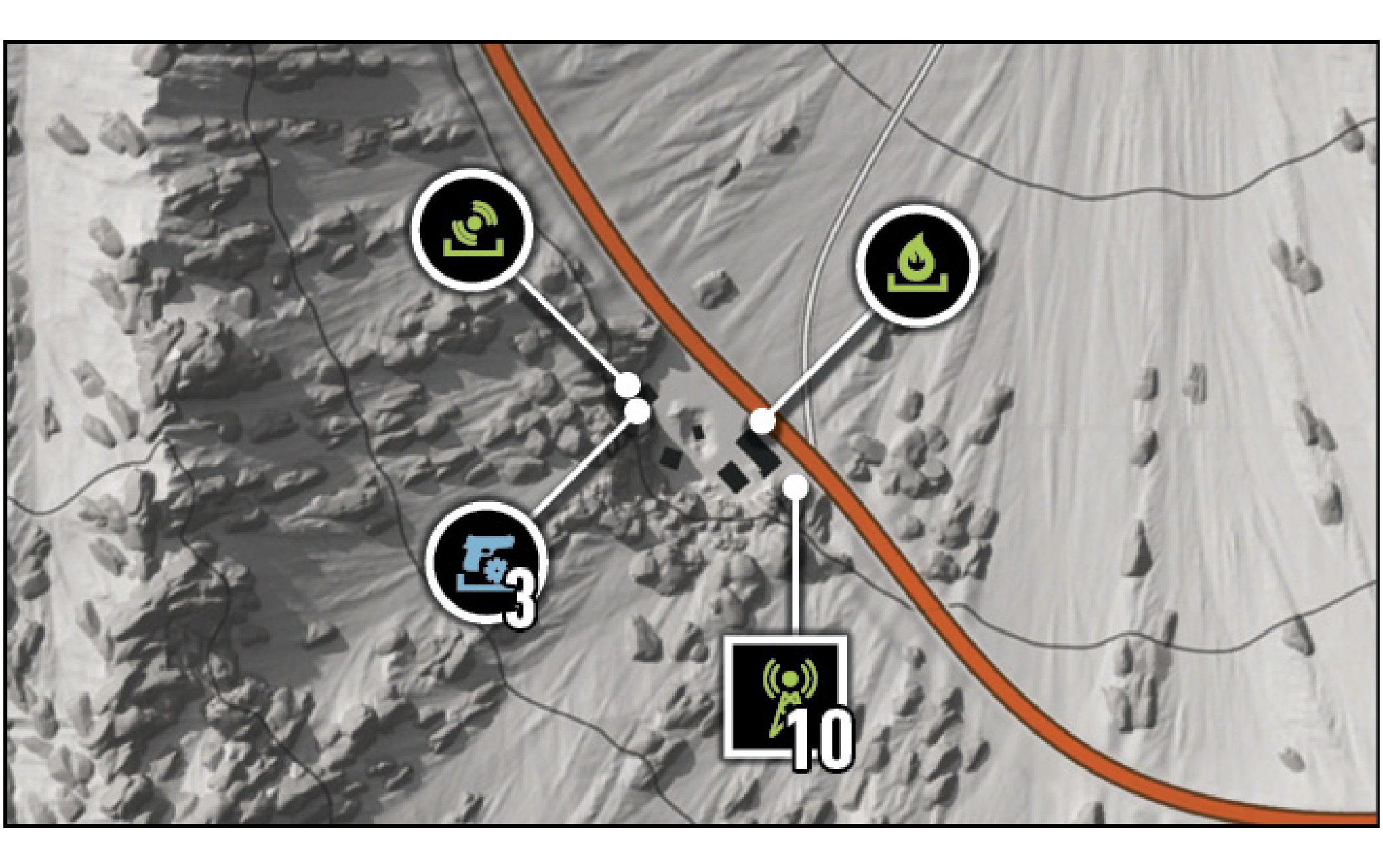
CABLE CAR STATION

Part of an abandoned skiing facility.



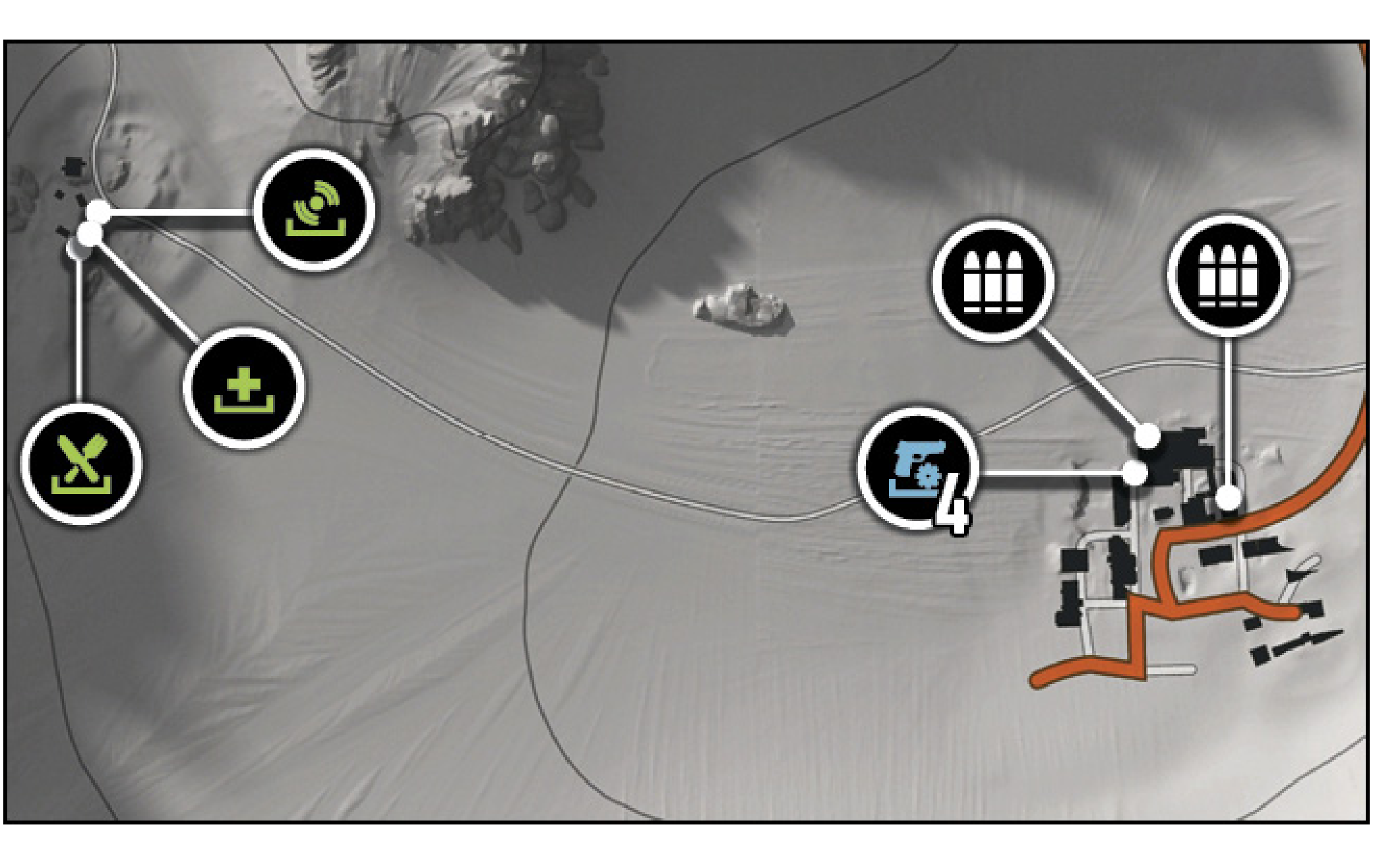
ARCHAEOLOGICAL SITE

A pre-Columbian site studied by archaeologists.



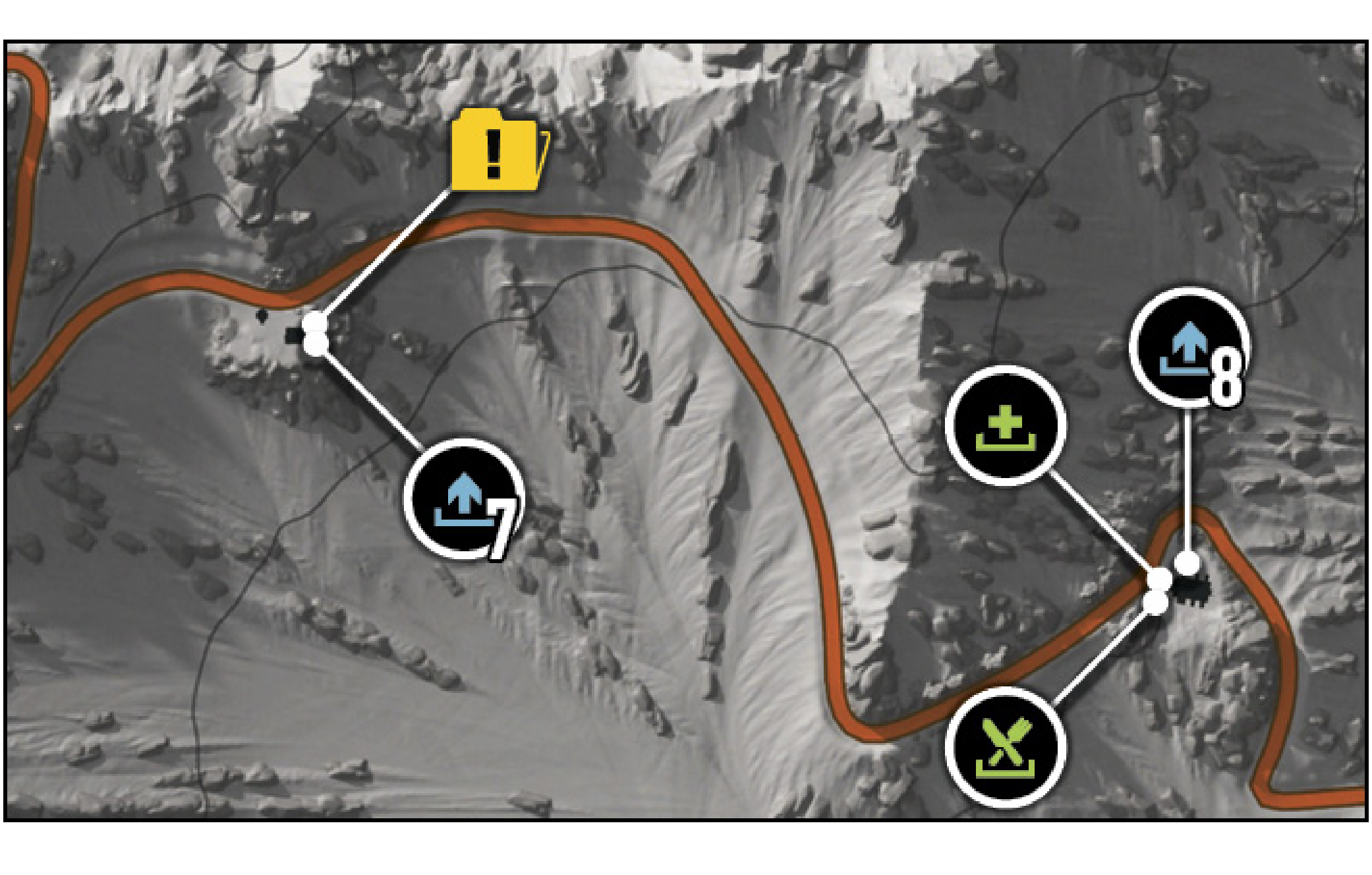
NUEVO MONDO AND TRECKING CAMPSITE

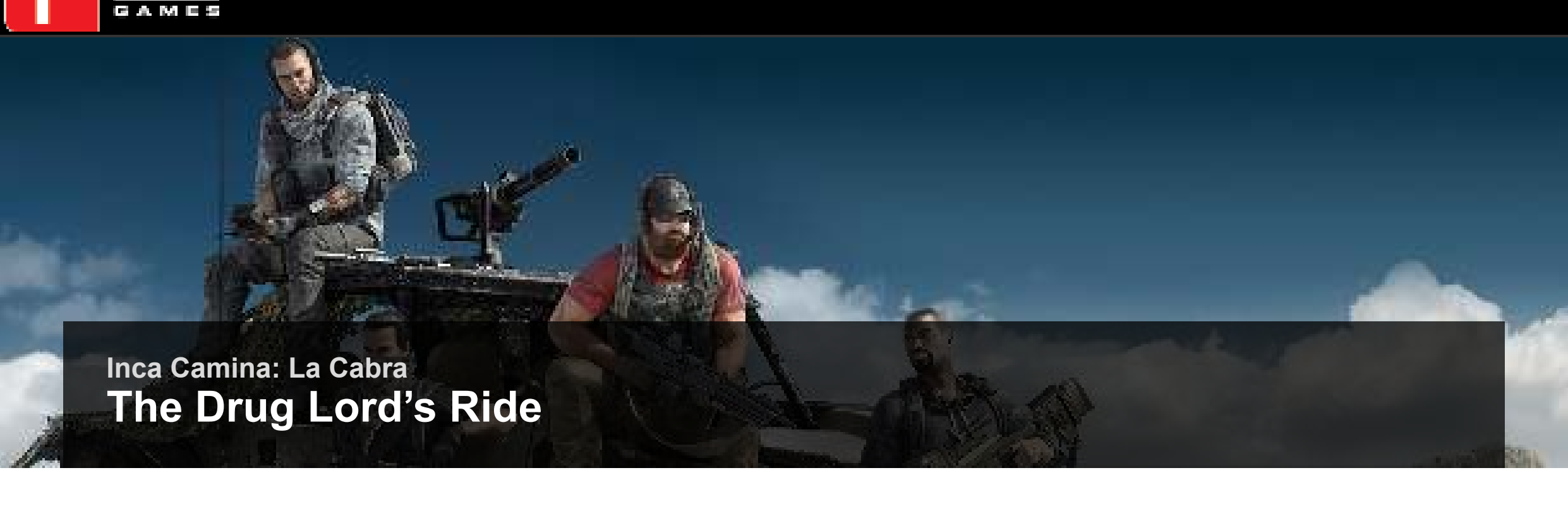
A shanty-town of refugees fleeing the cartel and a campsite built for tourists, now occupied by the cartel.



CHECKPOINT AND SANTA CATALINA CHAPEL

A checkpoint that controls road traffic and a chapel to protect the drivers.





Inca Camina: La Cabra

The Drug Lord's Ride

OBJECTIVES

- **Locate the Peruvian drug lord's car**
- **Steal the drug lord's car**
- **Take the drug lord's car to the delivery point**

LOCATIONS

- **Inca Camina Base**
- **Julpe Alto (Garage)**

REWARDS

- **+ 1,000 XP**

BRIEF

El Sueño is sending an expensive car as a gift to one of Peru's drug lords for signing on with the cartel. The car is located at a heavily guarded freight yard. Enter the freight yard, steal the car, and hide it in a local garage.

MISSION ACCESS

Acquire Major Intel in Inca Camina Province to access this mission.

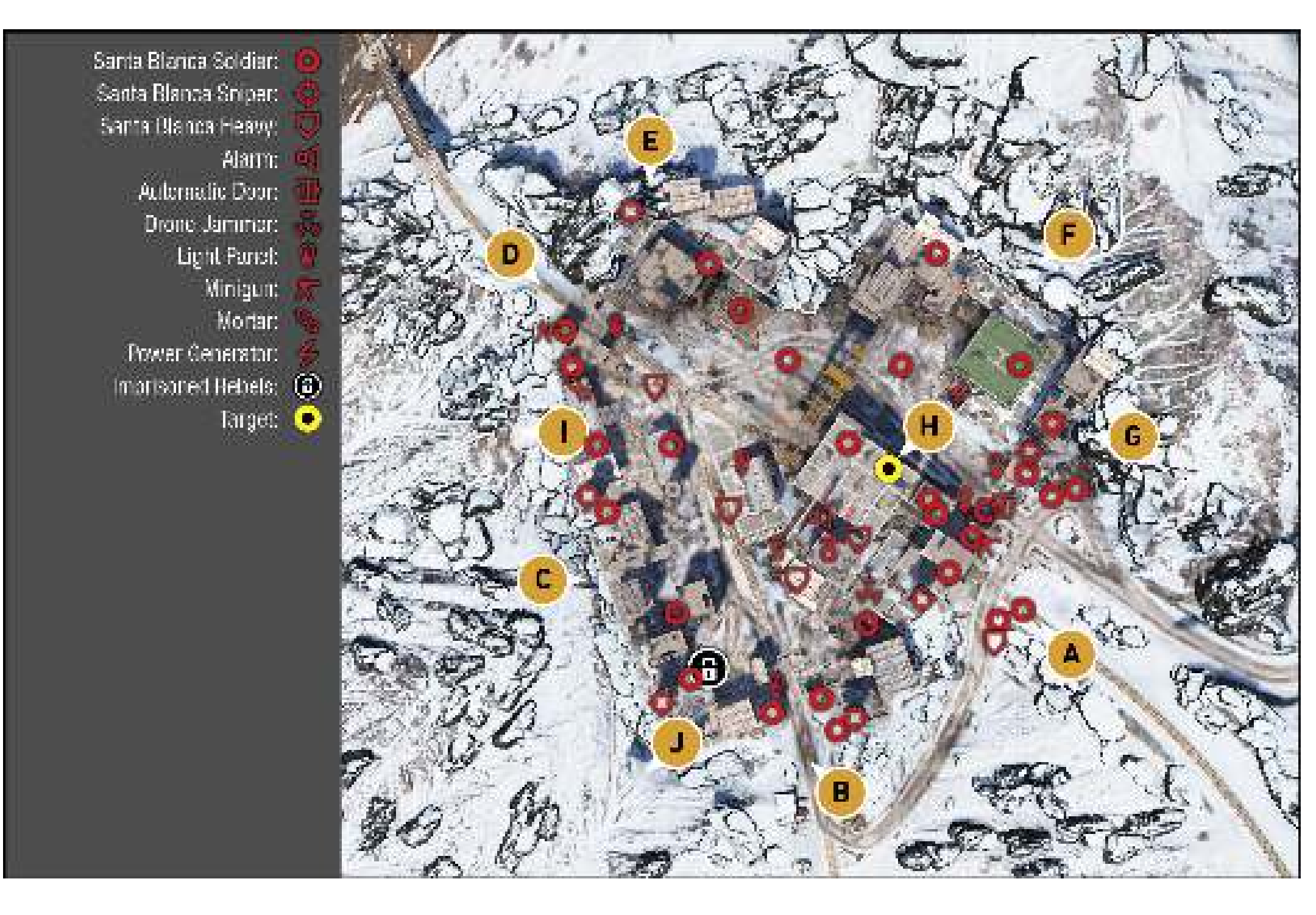
TRUCKIN' IN THE TUNDRA

Across the mountain valley, 1.3 kilometers north of Inca Camina Alpha, is a mountain base you can actually see and study from your rally point. The place is crowded with enemies; there are around 40 within the walls (including a group of three and two who patrol outside a little ways to the southeast). With a drone jammer and a mortar, this place can be tricky to infiltrate. Fortunately, once you ascertain where the vehicle is, it becomes a whole lot easier.

CAUTION: MORTAR, MINIGUNS, AND LITTLE MORE

This is a base with six sniper towers, but you're fortunate that there's no alarm to call additional enemies into the area. This means the 40 enemies are the only ones you need to clear if you want to turn this base back to the rebels. Note the mortar in the northeast corner of the base, near the railroad track. Also be aware of two miniguns: one guarding the railroad near the mortar at D, and the other between the main gate and railroad at A. The six light panels require the generator to be shut down, which is easily spotted at the helipad. Finally, don't forget the drone jammer set on a reinforced roof close to A.

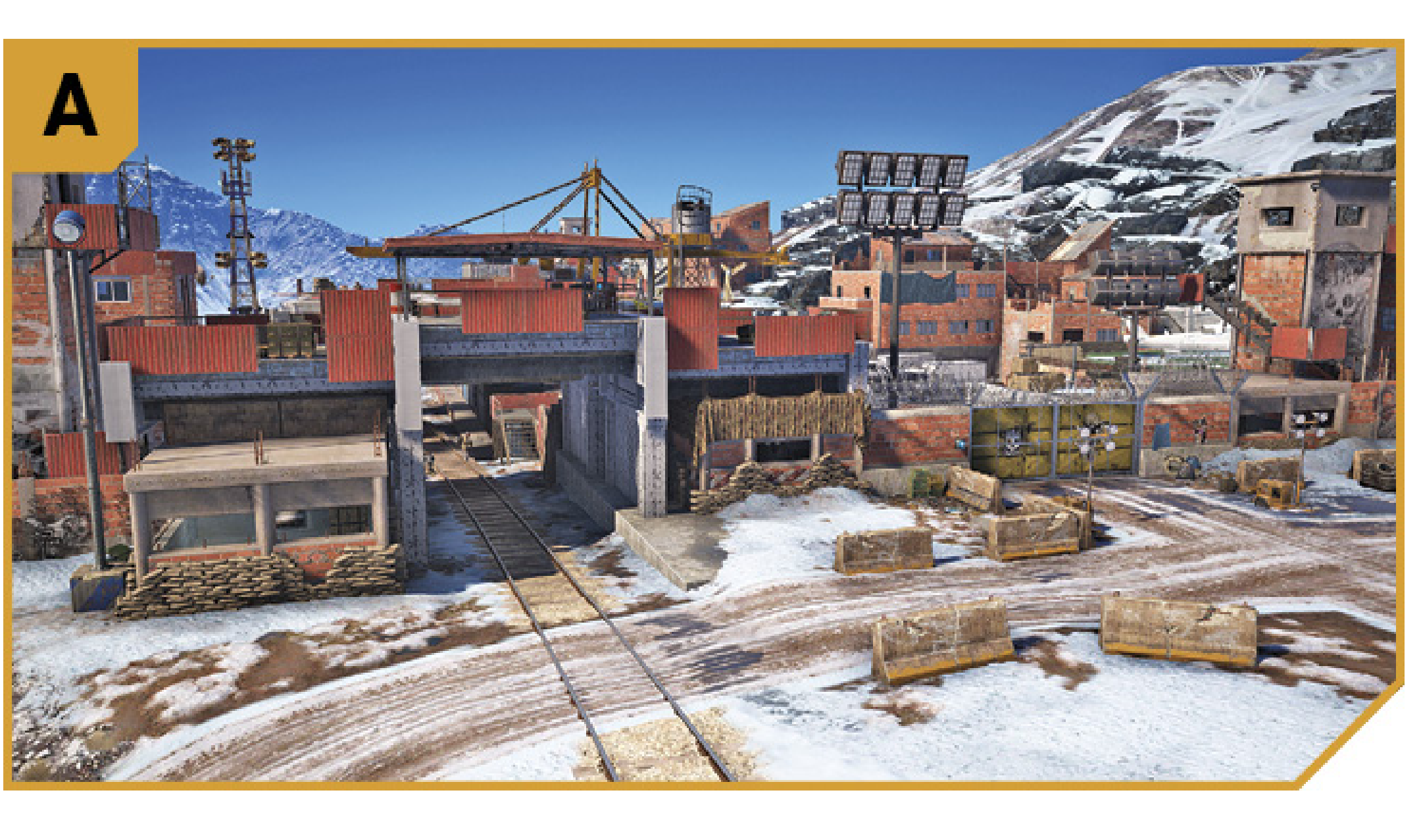
INCA CAMINA BASE: RECON



TACMAP

Segment this base into four main areas, as this can help you cope with removing enemies if you're here to clear the entire base. There's the western warehouse area, filled with brick buildings, storage sheds, and around a dozen foes. There's the north warehouse with its helipad roof, the water tower, armory, and railroad entrance. Then there's the main helipad and generator area, northeast of the main gate. Finally, there's the main depot, a jumble of gantries, a comms center, and a container depot where the truck is hidden.

MAIN GATES AND JAMMER

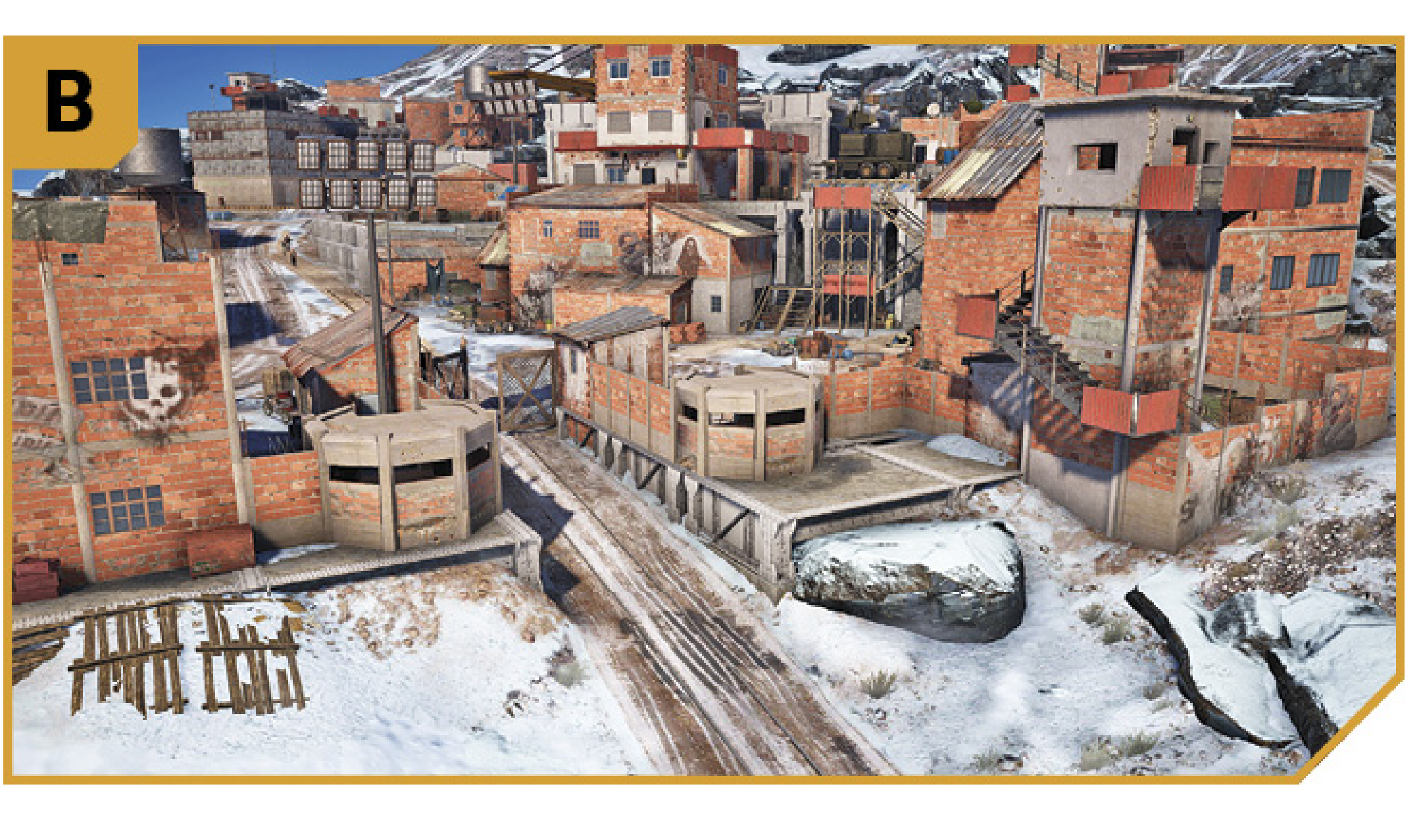


Though you're likely to be cut to ribbons if you try heading through here on foot, the two main entrances (one a gate requiring a cartel vehicle to open, and the other an open railroad line) provide easy access into the base, without the uphill climb of entering at B. The railroad tracks are especially good as an infiltration, as the vehicle you need is parked to the right, just after the comms center. This effectively enables you to claim it in seconds—great if you drive in here using an armored vehicle, and swap it for the target truck.

For a more clandestine approach, head through the broken wall to the left (southwest) of the security hut and sniper tower; there's a clear view of the jammer if you want to shut it down (not blow it up, as that defeats some of the point of the jammer when you send up a drone afterward).

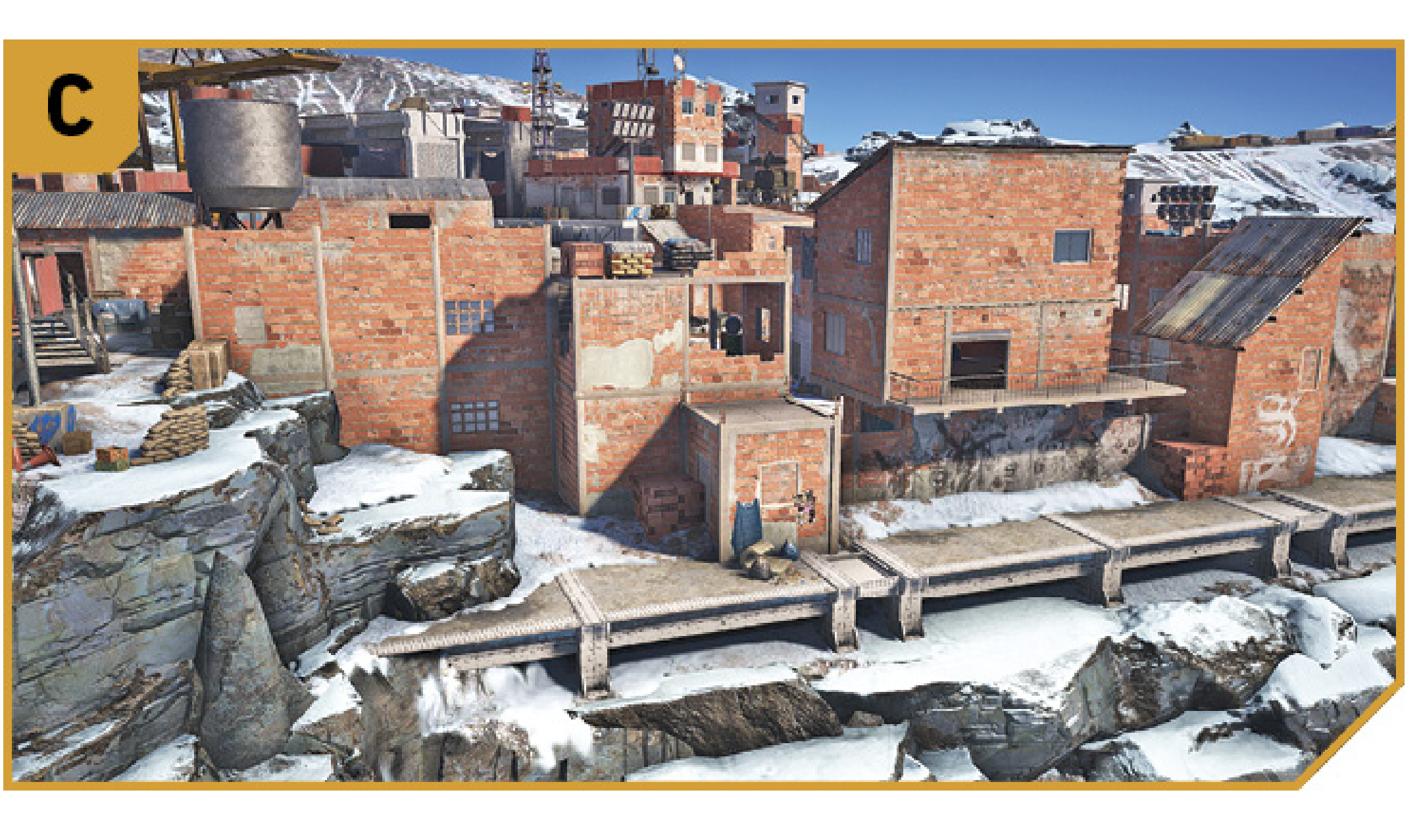
Otherwise, this is a high-traffic area with patrols, few places to hide, and two snipers on each side of the main gate to worry about.

SOUTH ENTRANCE (RAIILROAD)



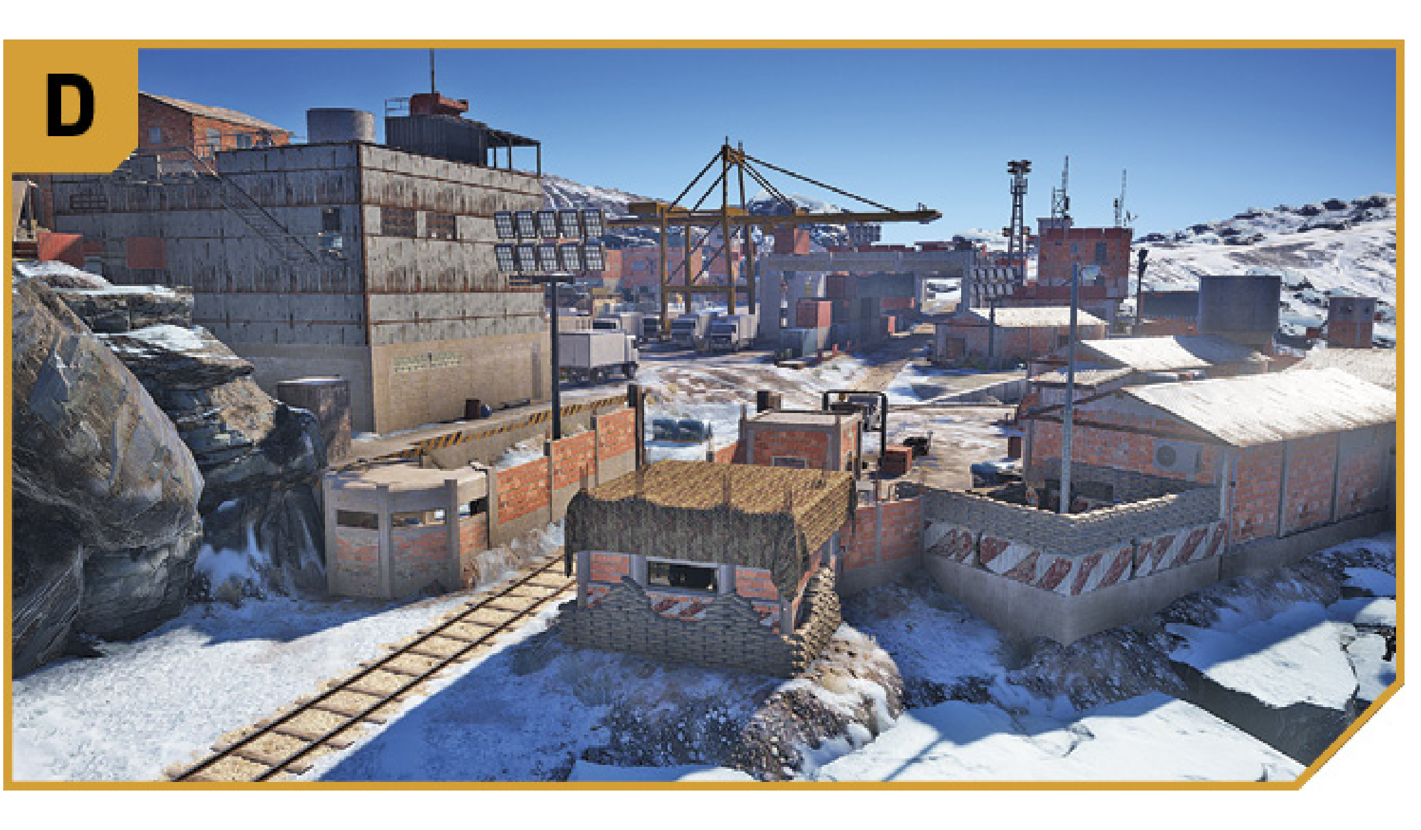
A second set of railroad tracks merges with the first close to the mortar, north of this entrance, which features a sniper tower, two pill boxes, and an uphill struggle. Note you can hop the wall to the right of the sniper tower, and the windows of the brick structure left of the south pill box can be smashed and vaulted through. If you plan on building to building combat, want to create a distraction, or need to rescue the rebels in the cage just inside the courtyard, then head through here, but be aware the area is challenging and cover is a constant necessity.

WEST PERIMETER: ACCESS POINTS



For a stealthy approach, pick one of these insertion points, along the otherwise-impenetrable barbed wire topped west wall. Climb the stack of bricks mid-way up, or the rocky outcrop near a second brick stack (which can also be climbed). Once inside the base you can neutralize snipers, head to the tops of buildings, or fight in the streets while your other teammates go for the vehicle. Or, if you're clearing the base of all foes first, have two Ghosts mow down enemies with close combat weapons in the area west of the railroad track.

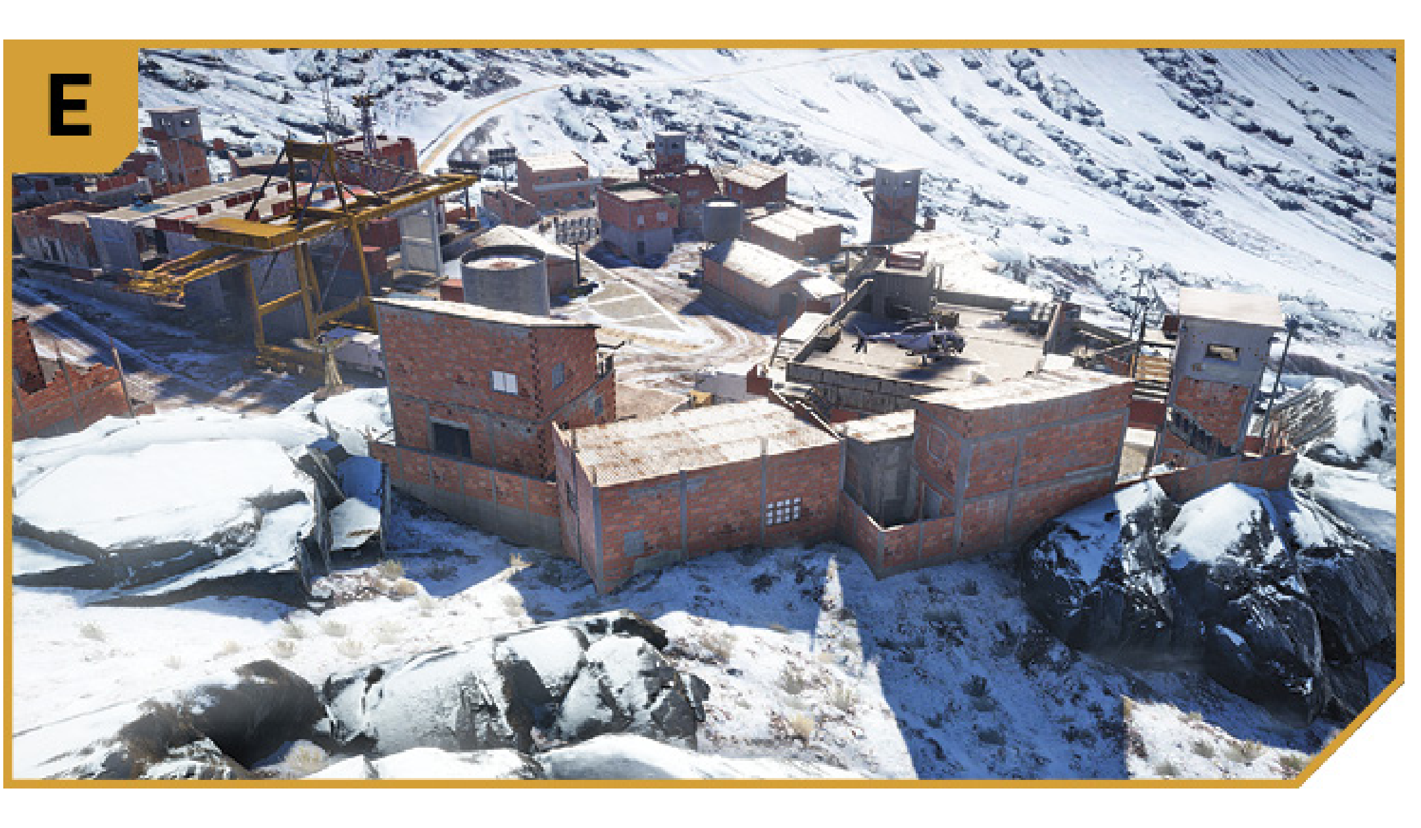
NORTHWEST: RAILROAD ENTRANCE



Both railroad tracks merge and head out of this entrance, which has a minigun nest you can easily overcome by climbing the lean-to of the brick building just south of the nest, on the west perimeter, then dropping down from the storage building roof (I) and attacking the foe from behind. This is also a good location to drive into the base using an armored vehicle, heading southeast into the main depot area where the target truck is.

Or, you can climb the pill box and metal steps, and skirt the north part of the base, heading to higher ground, and checking the vicinity for enemies to remove. Note the multi-level warehouse with the helipad on the roof, a possible escape route, or additional vehicle to use during the fight.

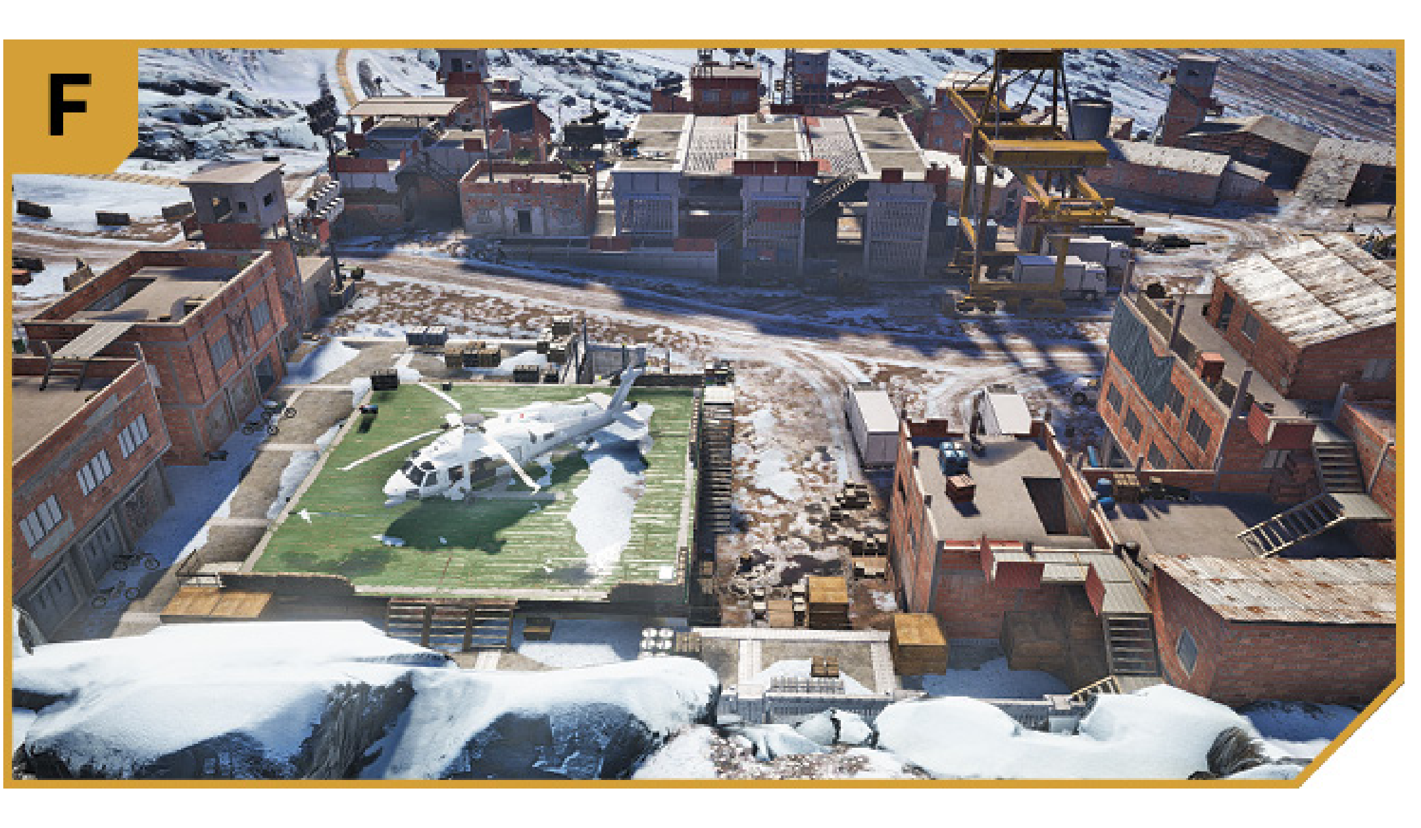
NORTH: ROCKY OUTCROP



Below the religious statue is a scree and tundra slope with frozen rocks jutting out of it, some of which the base is embedded into. There's a gap in the barbed wire here, allowing access to the north of the base and the multi-floor warehouse with the helipad. Before you enter the base, you have the luxury of sniping the snipers.

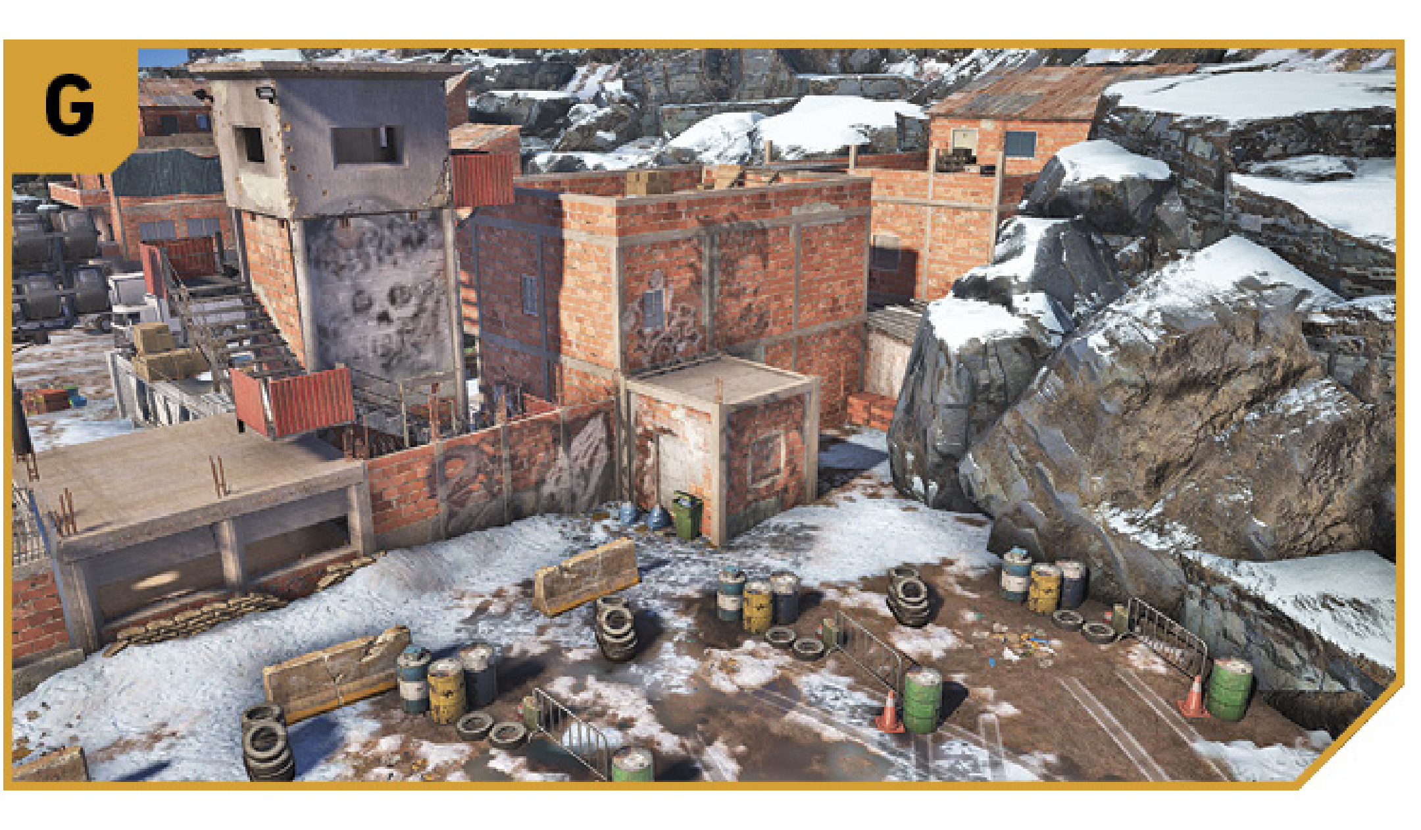
Farther along is the main outcrop, upon which you can descend, passing the "reaper" statue and onto the base ground, onto the area where the water tower is, or the metal rooftops heading toward F. This flexibility allows you to snipe from this vantage, duck behind the rocky cover, and keep an eye open for enemies flanking you. If you're here just for the vehicle, sprint toward the crane with the trucks parked below it, and enter the depot area to reach the target vehicle.

NORTHEAST: RELIGIOUS STATUE ROCKS



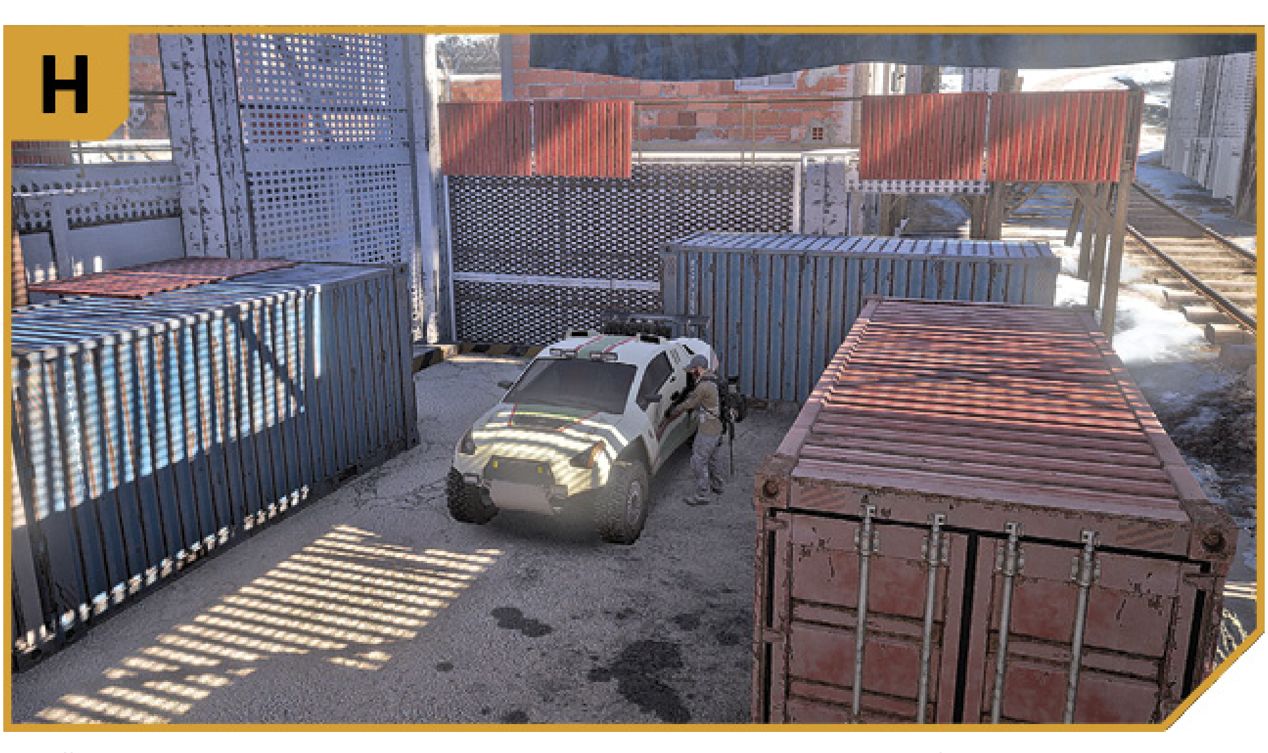
Directly below the religious statue, above the main helipad with the large helicopter on it, are rocks you can use to navigate down, onto the helipad, and the rooftops of the east wall to the sniper tower, or the interior side of the base. Remain here to defeat foes from afar, or head down here for a quick sprint to the target vehicle. Note the generator, adjacent to the main helipad, which is within explosives distance for a quick killing of the lights, during a nighttime infiltration.

EAST: PERIMETER BREACH



If you're trying to sneak in from this direction, climb the bricks and lean-to roof near the rock wall, and head between the brick buildings into the helipad area.

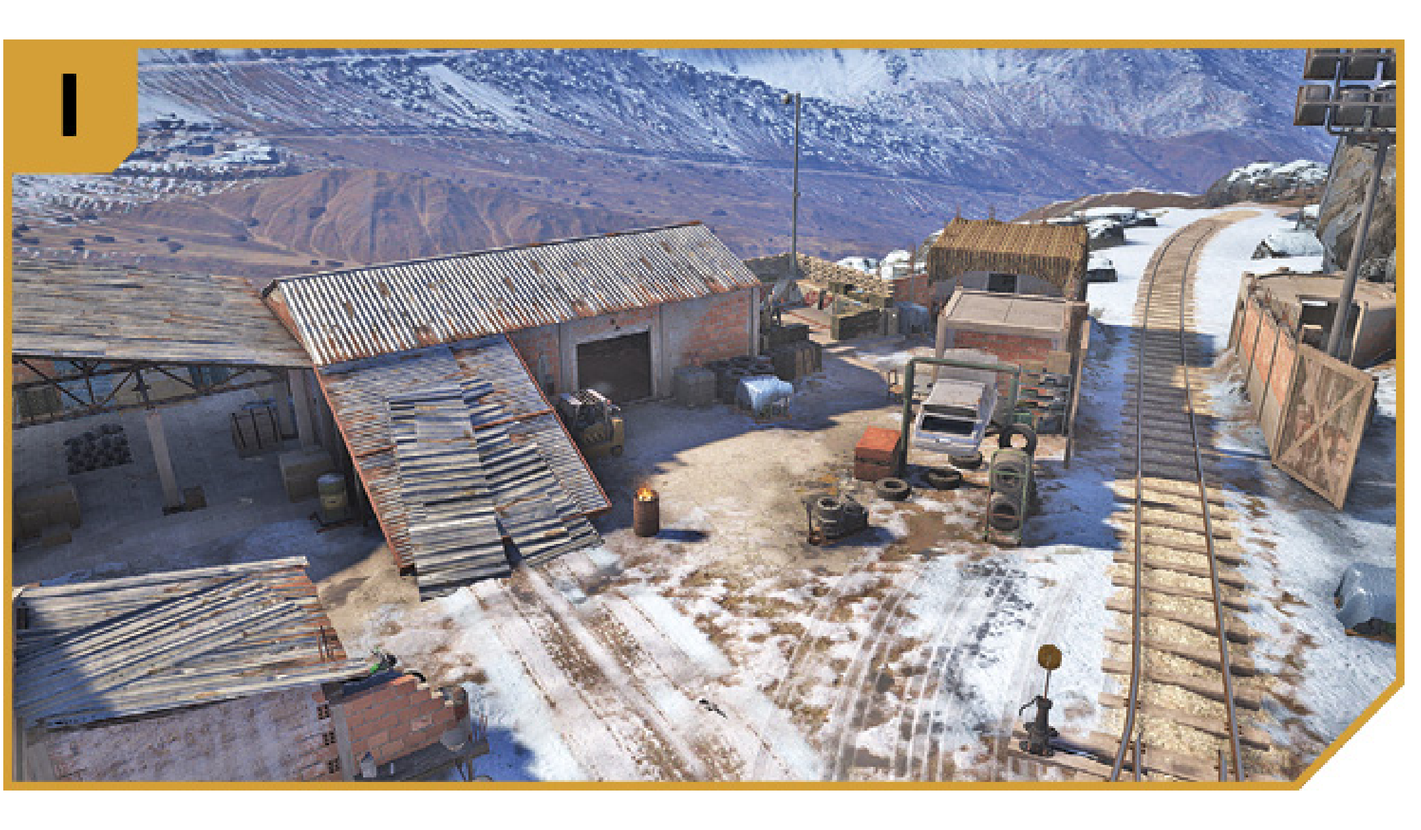
TARGET: THE DRUG LORD'S RIDE



This off-road truck is parked within the main unloading depot, on the northeast side of the railroad tracks. It is surrounded by containers, but isn't in one. Access it from the main road, the railroad, through the adjacent comms center, or sprint in from the yard near D or E.

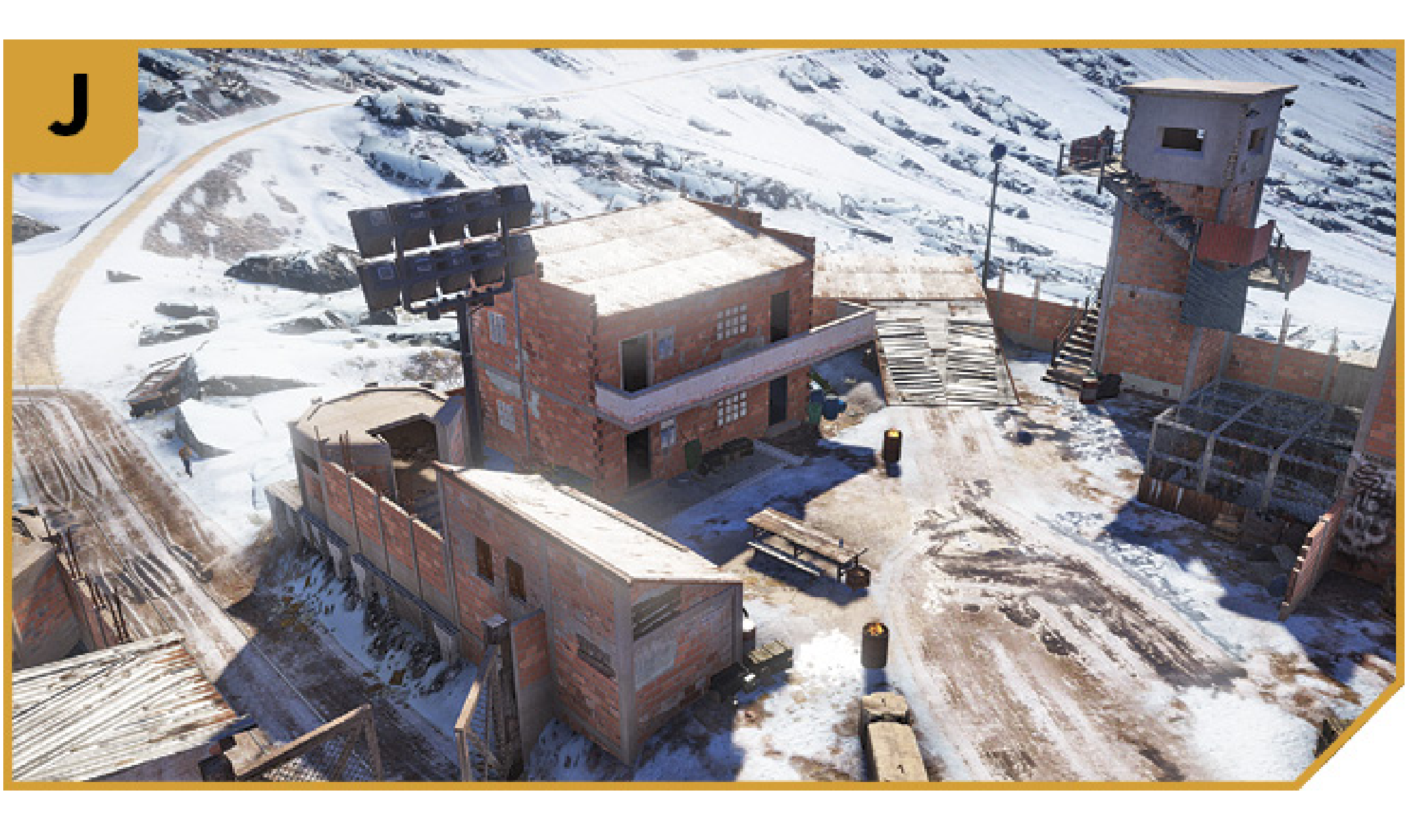
The vehicle can be easily driven out of the base, as it's a cartel vehicle, and can therefore make it through the automatic gates at A, though it's easier to accelerate northwest, and through the railroad exit at D. Or, you can spin it around, and head through the railroad exit at A or B. Once you have the vehicle, get out of this location as quickly as possible; the truck needs to be delivered, not left as a flaming hulk of twisted metal!

ESCAPE RAMP: NORTHWEST



If you're after an entertaining departure, try this ramp.

ESCAPE RAMP: SOUTHWEST



If you've driven here by mistake, as it's a long way from the starting point where the vehicle is, don't reverse and head out of B, but accelerate over the ramp at J and escape.

BUCHON HOUSE (LIBERTAD): OTHER TACTICAL ADVICE

SOLO: Though you have no exact knowledge of the truck, if you simply drive in via the railroad at A, park at the first container on your right, and then quickly sprint around that container, you can reach the target vehicle, and depart promptly, without raising a finger to shoot. Other options include driving in from the main gates at A (cartel vehicle only), B, D, or down the rocks between E and F. You can use a parked vehicle you may find, too.

If you want to defeat all the enemies first, this is a tall order, and we recommend you enter via D, E, or F as you have a distinct height advantage, and can clear enemies in the six sniper towers first (from range), then pill boxes, before heading in to remove the interior enemies. Stay on the higher ground and gantry areas to ensure you're keeping the height advantage.

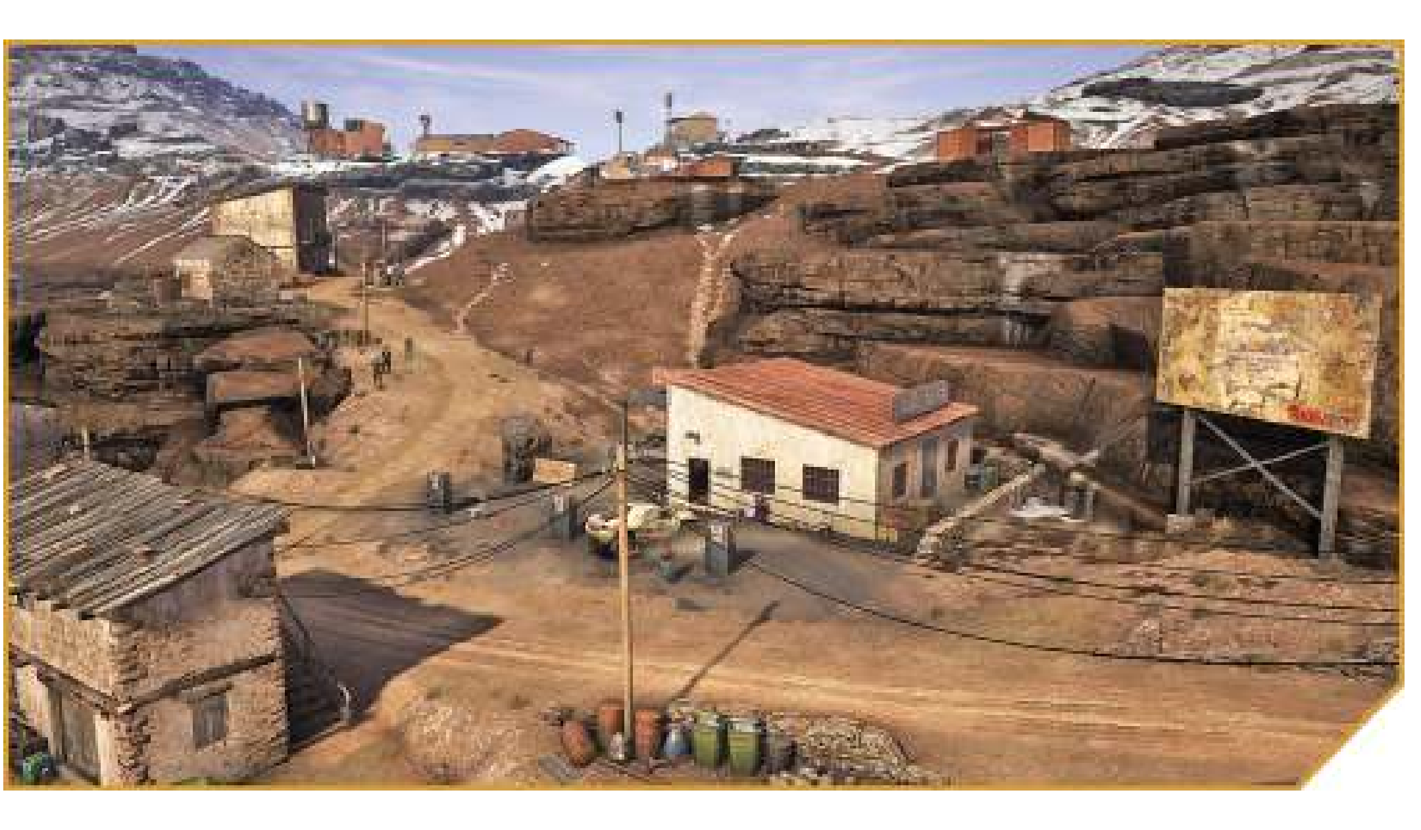
If you're trying a distraction, blowing up a truck near E coaxes foes away from the truck itself. Or try parachuting onto the roof of the depot, just northeast of the HQ building, then dropping down to the walkway below at the comms center, then again to the vehicle.

CO-OP: With teammates with higher brain functions, the biggest advantage is being able to coordinate a multi-angle takedown of the base's inhabitants. Have one Ghost sneak in and kill the lights at the generator from F, while another removes the drone jammer silently. In the darkness, start removing foes from the higher ground to the lower ground; a third and fourth Ghost should have quietly tagged the six snipers (three on each side) and any foes at security huts and pill boxes, leaving only interior enemies. With no hope of enemy reinforcements, make slow and deliberate progress through the base.

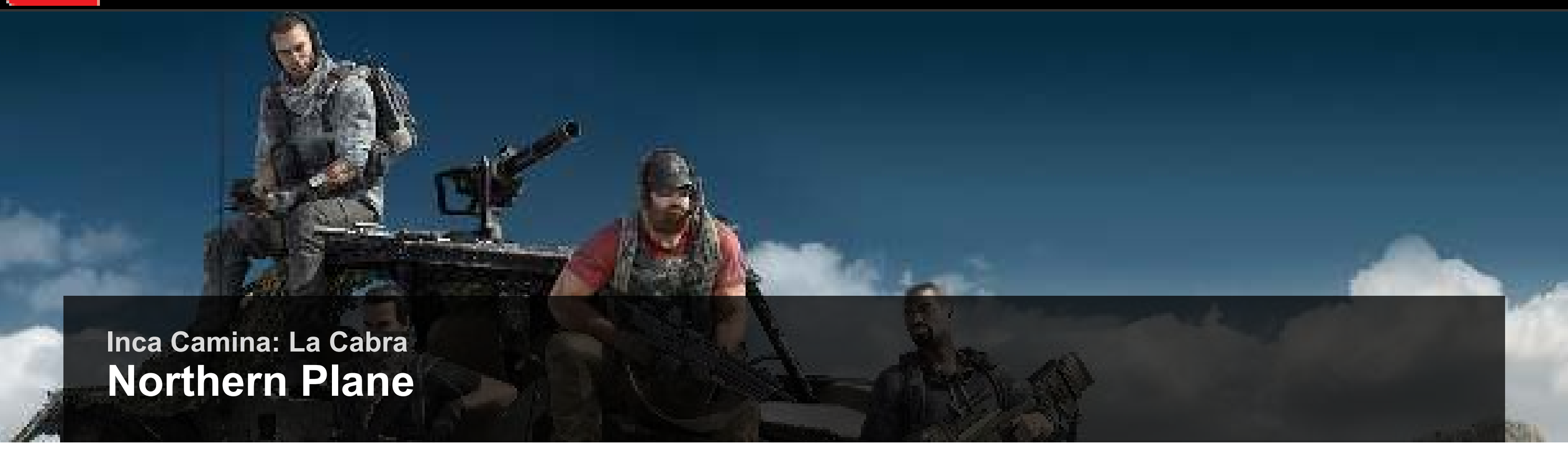
Or you can just watch one of your teammates take a bike in through the railroad at A, and out another exit driving the truck. Disturbances at multiple locations also allow you to steal the truck more easily, and you can opt to park the truck, then return and help remove the foes your teammates are attacking, if they require assistance.

You can also steal the attack helicopter or the chopper on the multi-level warehouse roof near E, and follow the teammate driving the vehicle to ensure he makes it to the drop-off point in one piece.

EXTRACTION TO JULPE ALTO (GARAGE)

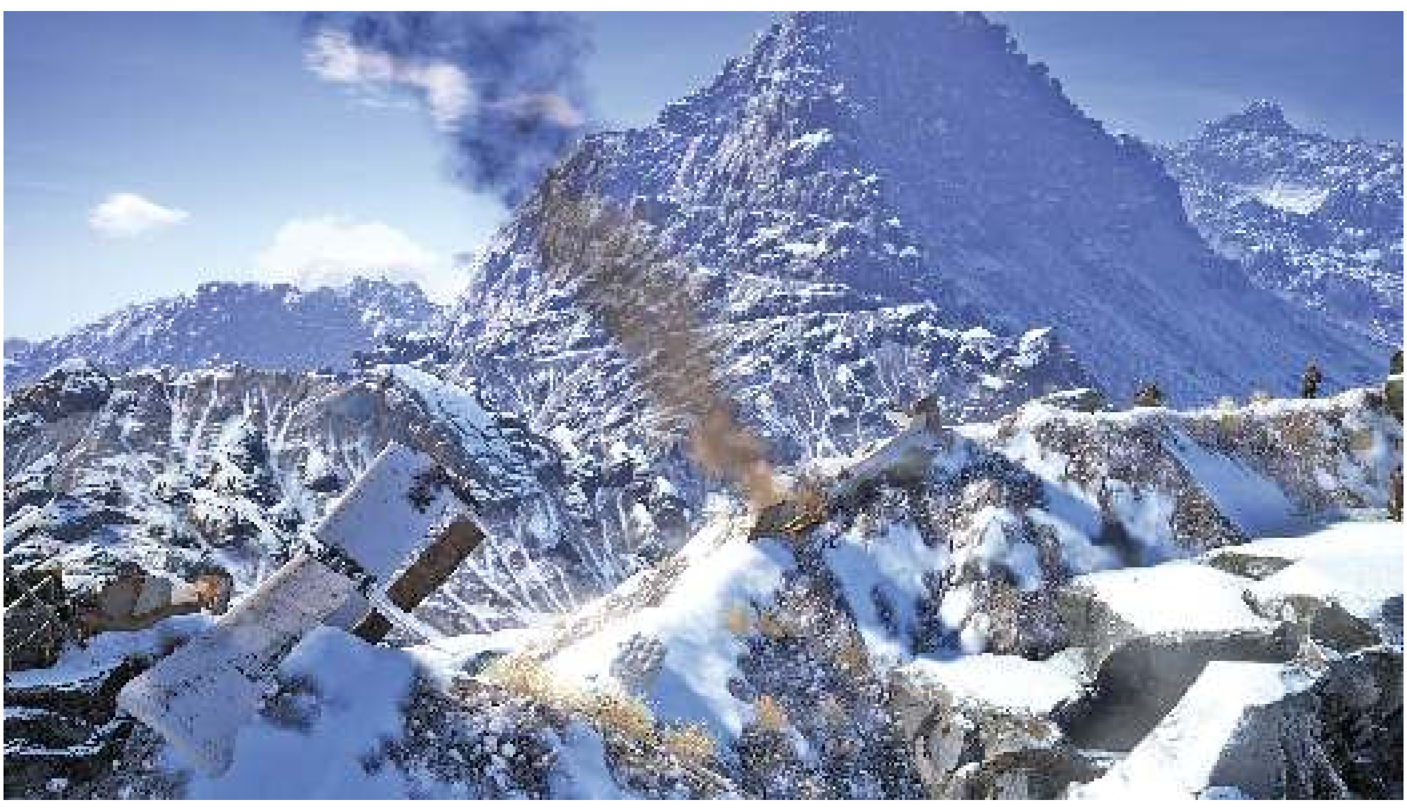


When you've left the base in the vehicle, it must be delivered to a garage in the village of Julpe Alto, just under two kilometers away, down the mountain in a roughly southeast direction. Feel free to keep to the GPS path, drive across the mountain tundra, or use the railroad (which also bisects Julpe Alto if you follow it southeast from the base; the upper tracks head out of A). The vehicle must be parked at the garage (and not driven into the gas pump so it explodes). As long as the vehicle is serviceable (that is, not burning), the mission is deemed successful, and concludes.



Inca Camina: La Cabra

Northern Plane



OBJECTIVES

- **Destroy the cocaine shipment**

LOCATIONS

- **Plane Crash Site (North)**

REWARDS

- **+ 1,000 XP**

BRIEF

We've obtained intel on the location of three downed planes that were smuggling Peruvian cocaine into Inca Camina. Get to the planes and destroy the drug shipments before Santa Blanca can recover them.

MISSION ACCESS

Acquire Major Intel in Inca Camina Province to access this mission. You can also unlock this mission by proximity.

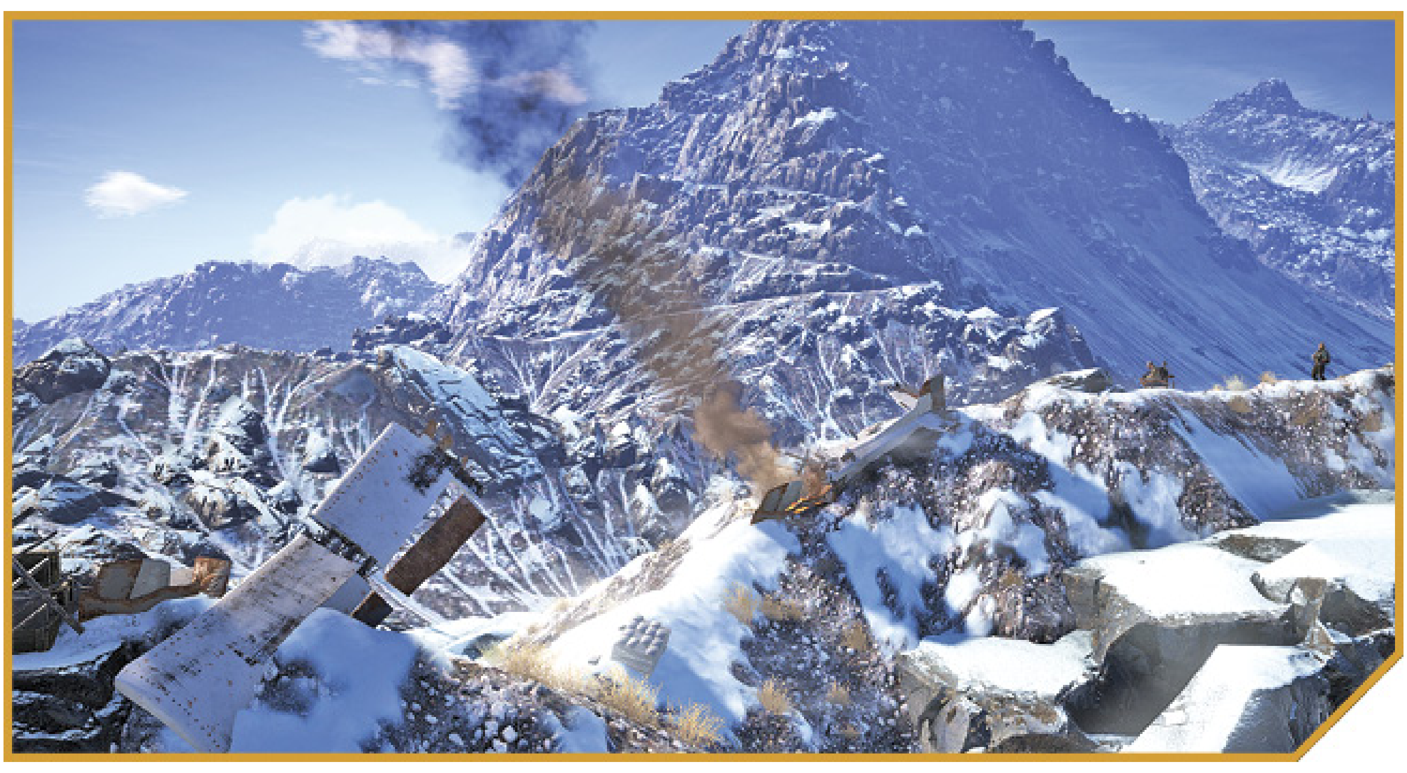
A SNOW GO AREA

On a mountaintop ridge almost directly due south of Inca Camina Alpha Rally Point (but at a much higher altitude) are the smoking remains of a drug plane. Take the road that zig-zags south from the Rally Point, eventually reaching the Inca Ruins. Before you get there, disembark at the last snow-covered bend in the road before you reach the Inca Ruins (about 240 meters away). This puts you about 360 meters from the plane itself. Then hike or bike roughly northeast, up the exceptionally steep valleys, to the pinnacle of the mountain ridge. Or take a helicopter, which is a whole lot quicker and easier.

CAUTION: DEATH FROM ABOVE

When you arrive at the remains of the plane, the cartel may not have any boots on the ground in the combat area, but there are two incoming helicopters set to thwart your mission progress. Be ready for them.

PLANE CRASH SITE (NORTH): RECON



TACMAP

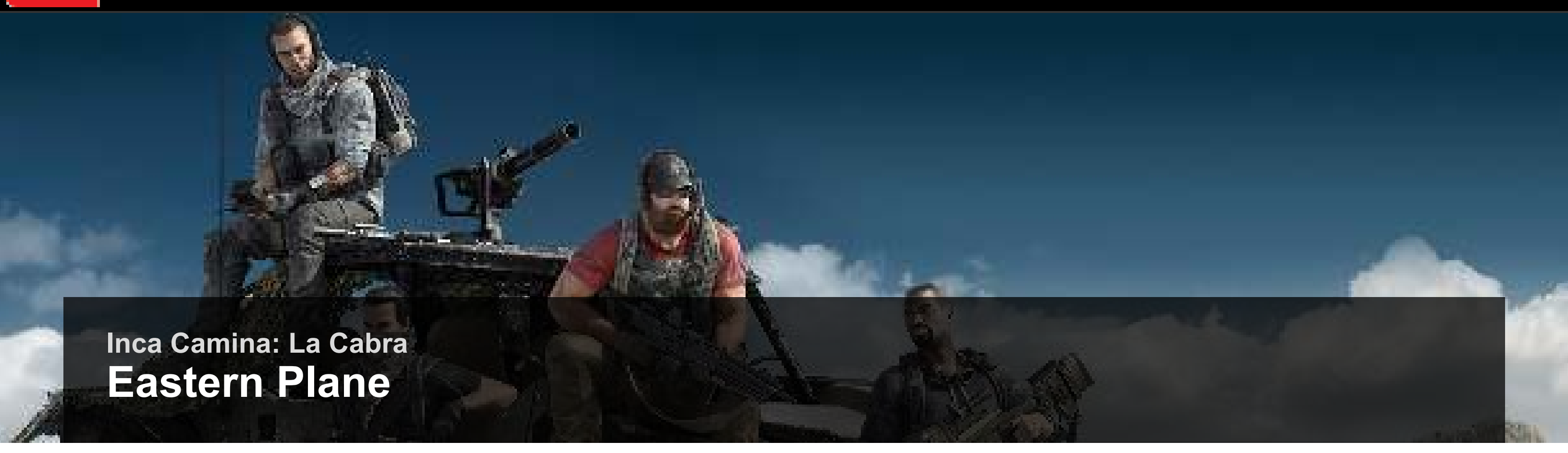
The plane is in two pieces, and has four separate cocaine shipments scattered nearby. When you get near, all four are tagged for your convenience. They must be destroyed. If you came here by chopper, land it on the relatively flat snow plateau about ten meters south, and slightly downhill of the plane.

PLANE CRASH SITE (NORTH): OTHER TACTICAL ADVICE

SOLO: CO-OP: When you reach the plane, you can quickly destroy all four cocaine stashes (with a single frag grenade, C4, or mine you shoot) immediately, then leave before the two enemy choppers even engage you.

Or, you can use the rocky ridge you're on, along with the pieces of plane (but mainly the rocks) as cover, before popping out and firing off shots at the foes riding on the chopper, and ideally aiming at the pilot. Though the battle may take a couple of minutes, it's relatively easy to remove both threats with gunfire, before completing the mission.

Or, you can take to the skies and engage in an airborne dual, with teammates backing you up. Co-op players may have taken multiple aircraft to this location, so dogfighting is an option (though it's usually better to team up with multiple Ghosts in one aircraft to maximize shooting damage).



Inca Camina: La Cabra

Eastern Plane

OBJECTIVES

- **Destroy the cocaine shipment**

LOCATIONS

- **Plane Crash Site (East)**

REWARDS

- **+ 1,000 XP**

BRIEF

We've obtained intel on the location of three downed planes that were smuggling Peruvian cocaine into Inca Camina. Get to the planes and destroy the drug shipments before Santa Blanca can recover them.

MISSION ACCESS

Acquire Major Intel in Inca Camina Province to access this mission. You can also unlock this mission by proximity.

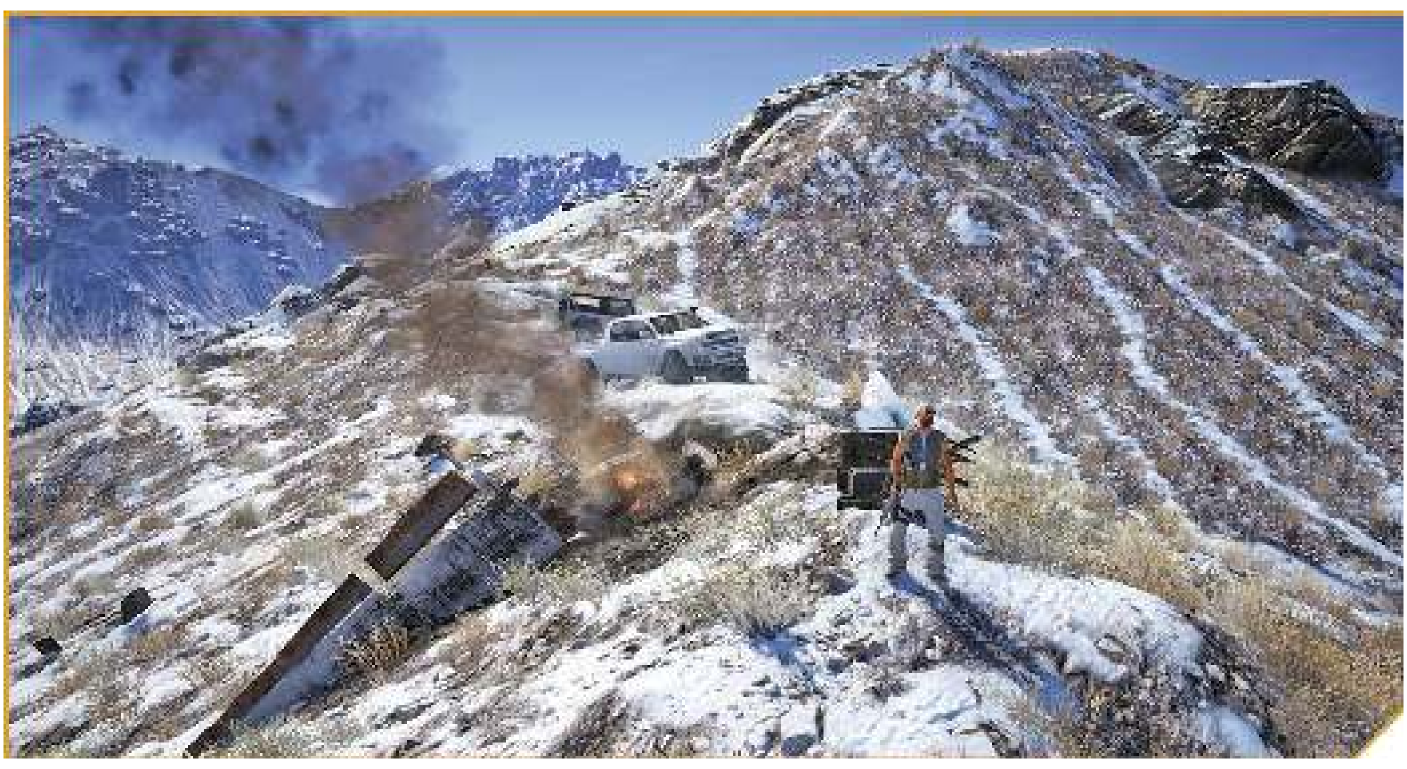
TANGLE IN THE TUNDRA

Unless you're planning on flying there, the quickest way to reach this crashed aircraft is driving the tundra roughly south from Rally Point Inca Camina Echo, crossing into Malca Province, ignoring all roads, and simply making a direct path through the rough terrain. Take an off-road vehicle or bike for such a purpose. Or fly there.

CAUTION: DEATH FROM THE GROUND

When you arrive at the remains of the plane, the cartel has arrived there before you. Engage them in battle before the mission can be considered a success.

PLANE CRASH SITE (EAST): RECON



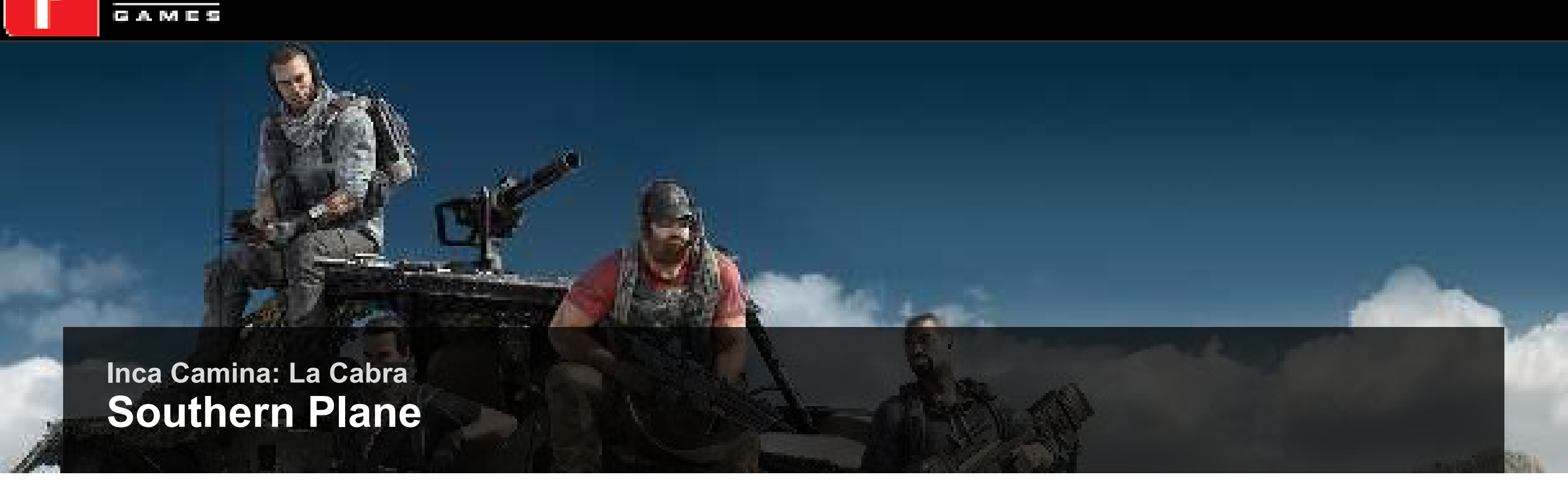
TACMAP

The contents of the plane should be ignored as your immediate problem is a small squad of cartel members, nine strong, who have arrived before you. There are five infantry, three armored foes, and a captain. The cocaine shipments are spread throughout the area, and each requires an explosive device to detonate on or near it, before it is destroyed. As always, these can be frag grenades (but watch they don't roll downhill and out of range), C4, or mines you lay, then shoot at.

PLANE CRASH SITE (EAST): OTHER TACTICAL ADVICE

SOLO: CO-OP: There are two ways to play this. You can fly or drive to the crash site, give up the element of surprise, and instead use your superior firepower, weapon mastery, and rocky terrain to duck behind, in order to gain the upper hand. Split your team so you all attack from different directions. Or take multiple choppers and strafe the foes starting with the armored enemies first.

Or, you can make a looping route to the west from Inca Camina Echo (or land your chopper to the west, on the higher ridge), heading to the west of the mission area, up to the top of the mountain, and then approach the enemies from the southwest, heading northeast. You have cover, the higher ground, and you can also fan out to outflank the enemy. Lob down grenades and start removing foes with this additional height advantage to ensure victory.



Inca Camina: La Cabra

Southern Plane

OBJECTIVES

- **Destroy the cocaine shipment**

LOCATIONS

- **Plane Crash Site (South)**
- **Cable Car Station**

REWARDS

- **+ 1,000 XP**

BRIEF

We've obtained intel on the location of three downed planes that were smuggling Peruvian cocaine into Inca Camina. Get to the planes and destroy the drug shipments before Santa Blanca can recover them.

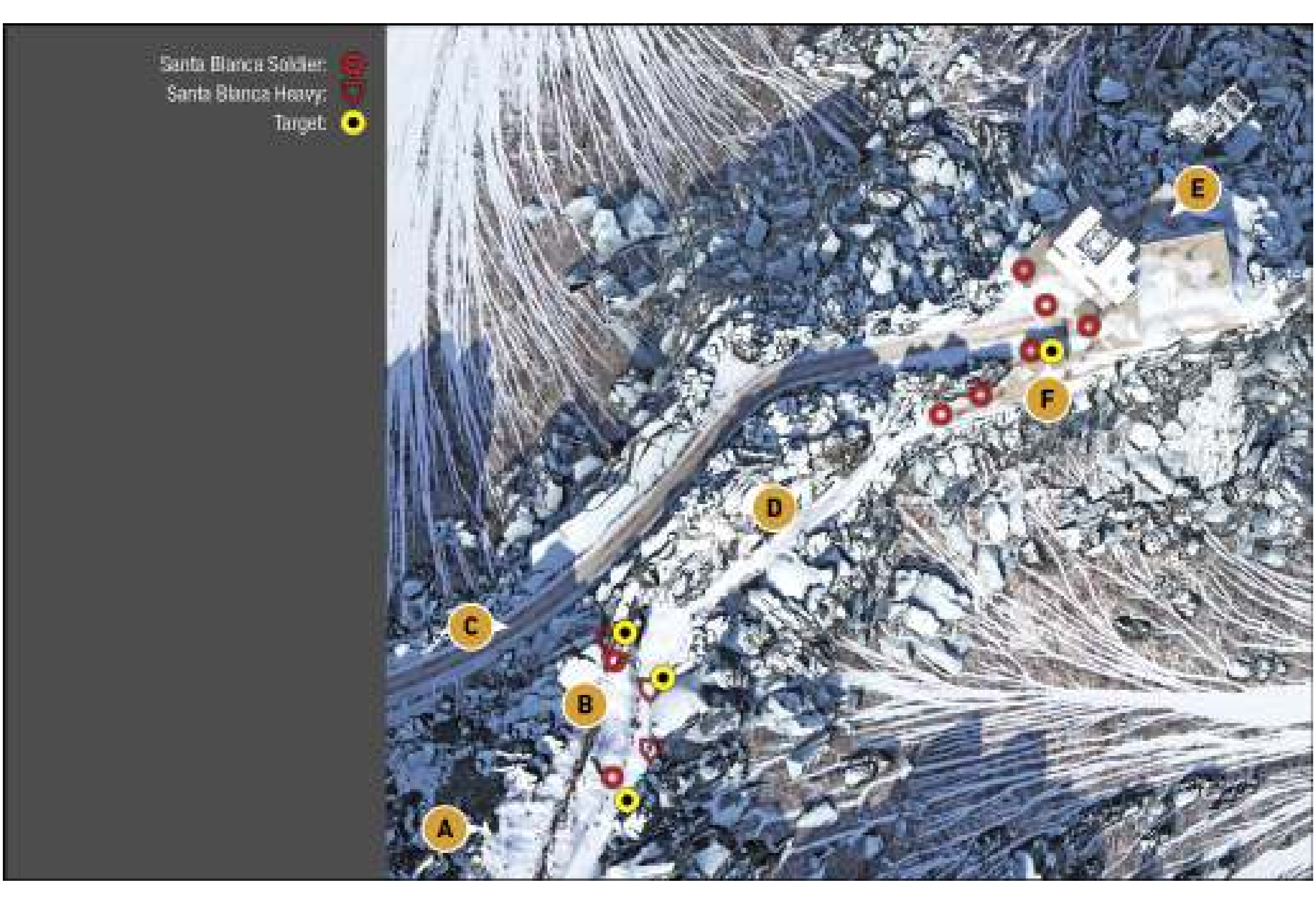
MISSION ACCESS

Acquire Major Intel in Inca Camina Province to access this mission. You can also unlock this mission by proximity.

ROCKY MOUNTAIN HIGH

Just under two clicks across the mountains from Inca Camina Charlie is a treacherous ridge that leads down to a closed cable car station, now used as an impromptu base for the cartel, who are already here and are attempting to move the caches down from the nearby crash site. There are two small clusters of foes to engage: a small contingent at the site where three of the four caches are found, and a half-dozen thugs at the station itself.

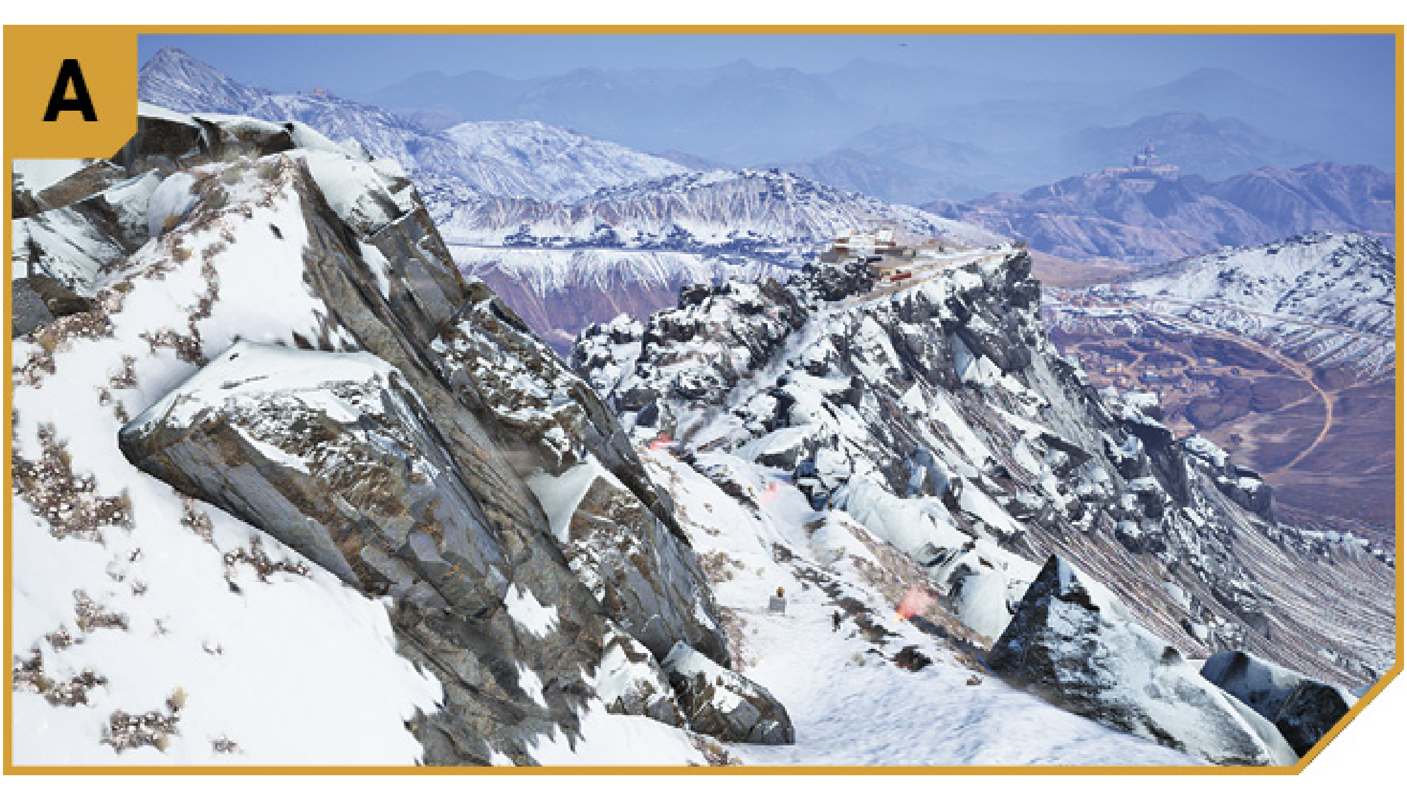
PLANE CRASH SITE (SOUTH): RECON



TACMAP

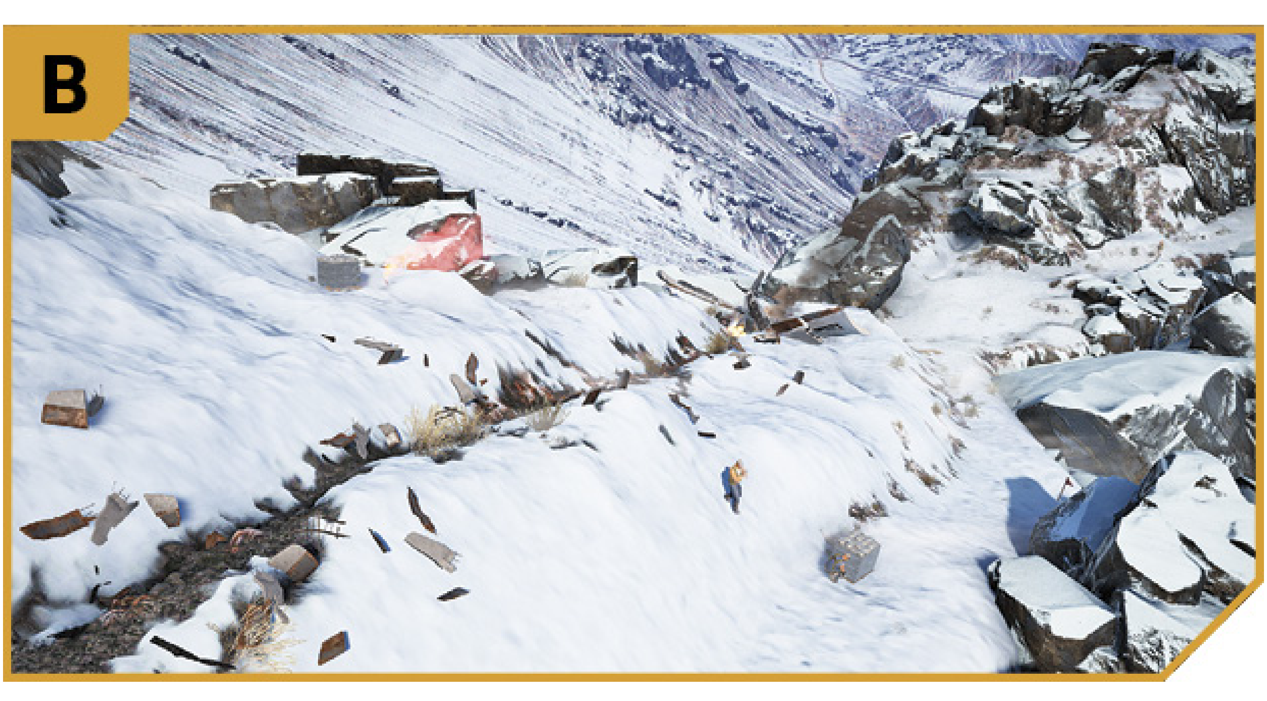
The two locations in this mission are included in this single map, showing the crash site (B), where a few enemies, three of which are armored, have already claimed the cargo, and are waiting for it to be airlifted. To the northeast, and linked via the main mountain road and a pathway (D) is a Cable Car Station. This perch is pretty much impossible to reach except from C or D, or the air. The fourth cache is hidden inside a concrete kiosk, near the main building. There's a helipad, a couple of trucks, and some light enemy intrusions in this area.

SOUTHWEST: UPPER MOUNTAIN CRAGS



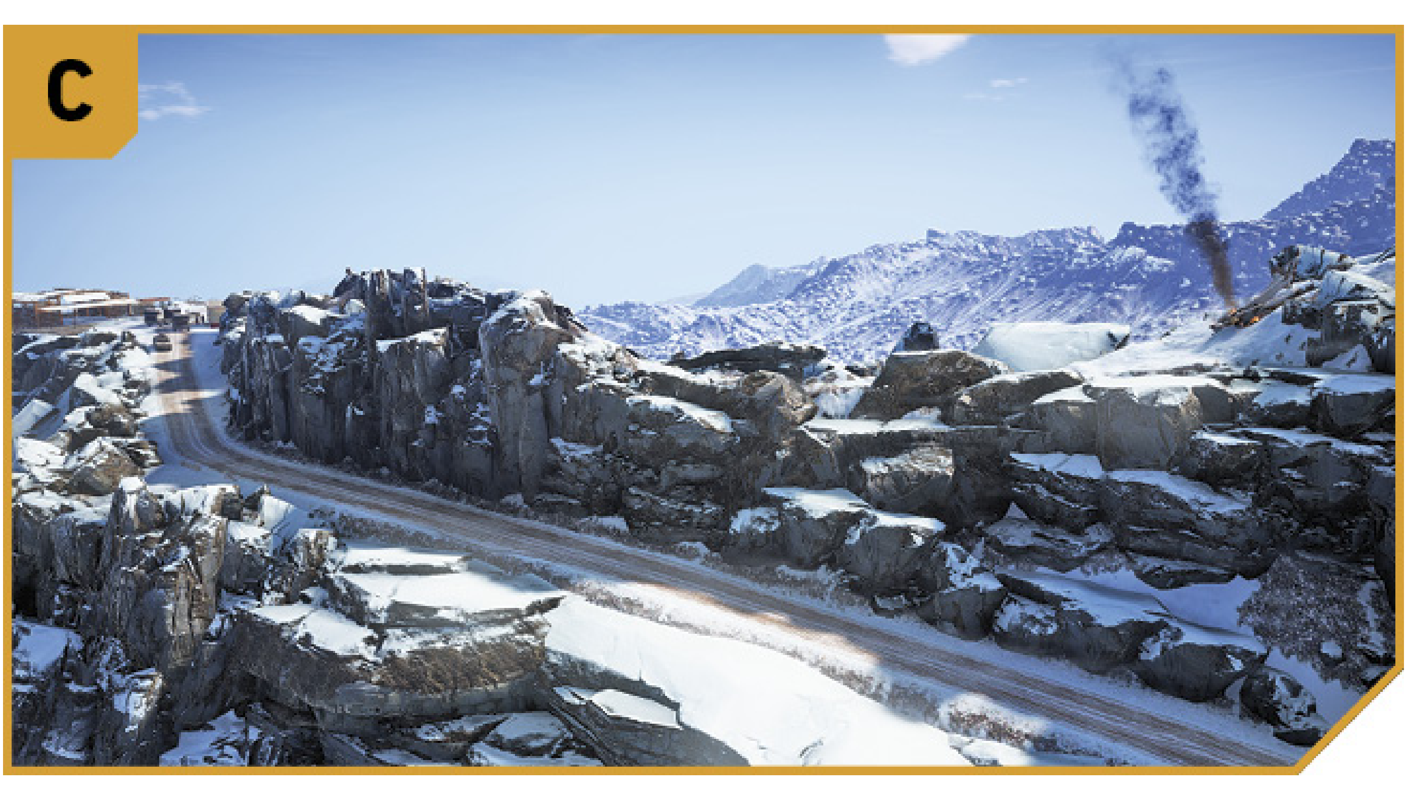
This is a recommended location from which to start your infiltration, after a hike up from the road to the north, or after landing a chopper away from the enemies. The higher ground and optional ridge line you can climb up to offer exceptional views and you can easily drop foes using sniping or grenades. Then you have unblocked views to F, and can head there or provide cover to others on that route (D). If you choose the latter, move to the high rocks just north of the burning plane, as you're a little too far, even for a sniper, to hit foes at F from here.

TARGET: COCAINE CACHES #1, #2, #3



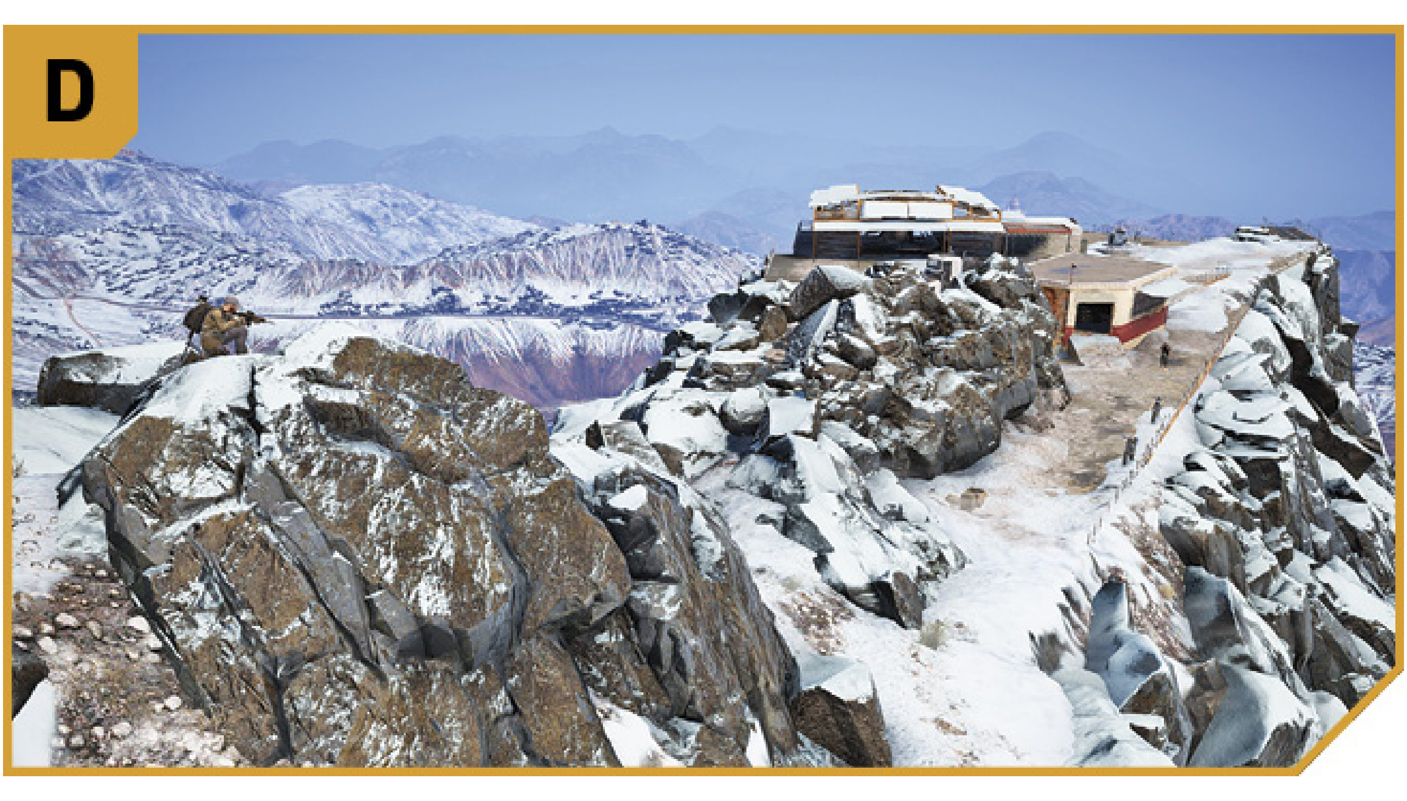
Note the armored foe guarding (or close to) each of the caches, meaning additional firepower, careful headshot aiming, and crossfire opportunities are all encouraged. The area is remote, you can drop grenades, storm in with shotguns, and attack heading from A to B, or from D to B after dealing with foes at F first.

WEST: MAIN ROAD



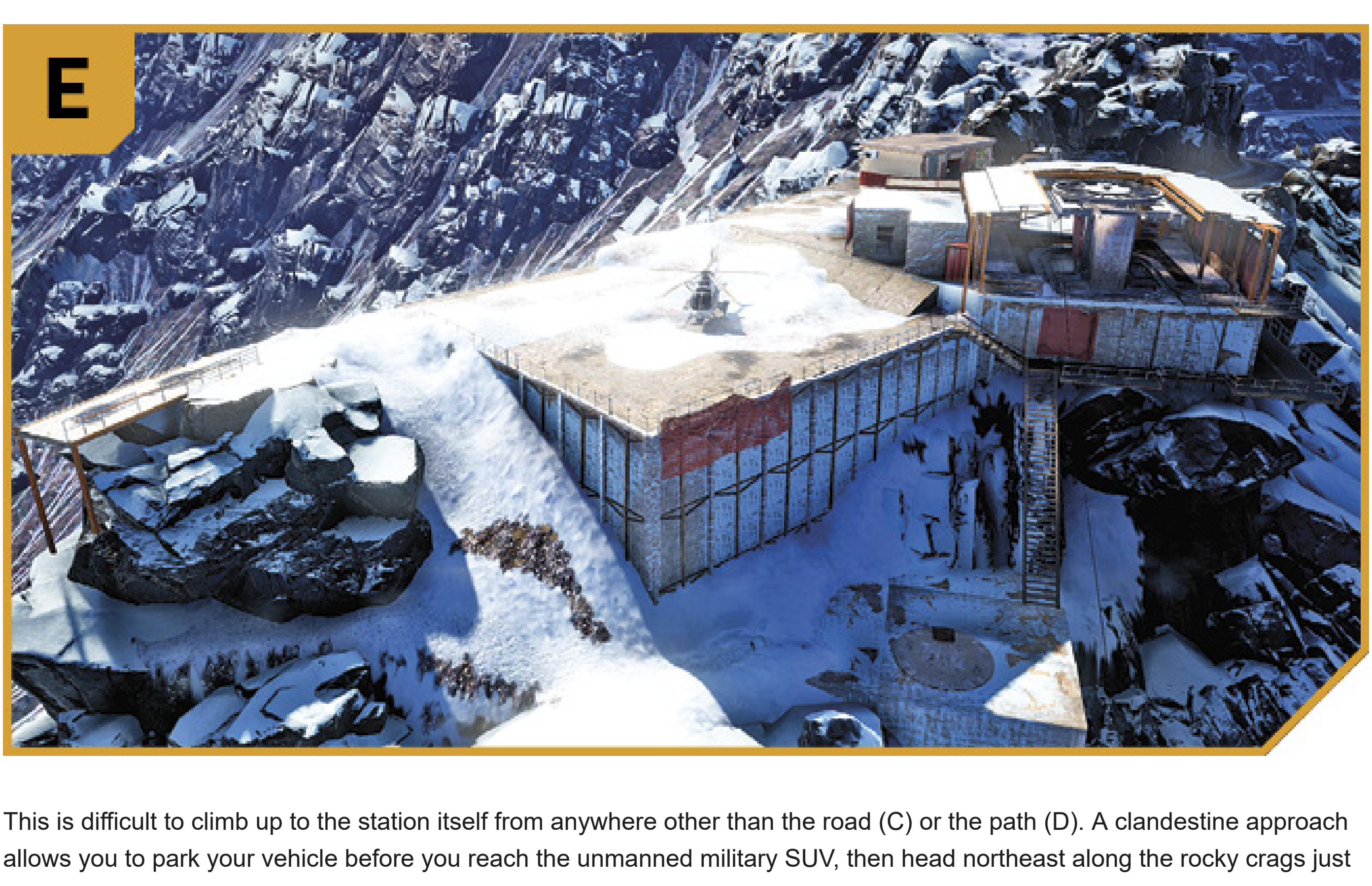
This leads to the cable car station. Park anywhere along the road if you want to climb the mountain to reach A (though being dropped by aircraft is easier). Or, head directly to F, engage the foes, then work back along the path (D) to the main cache cluster at B.

CENTER: STATION PATH



Use this to go between the caches at B, and the cable car station at F, or vice versa if you're attacking the station first (it doesn't matter the order you're doing this in, though heading down the ridge from A allows better height advantage and takedown opportunities).

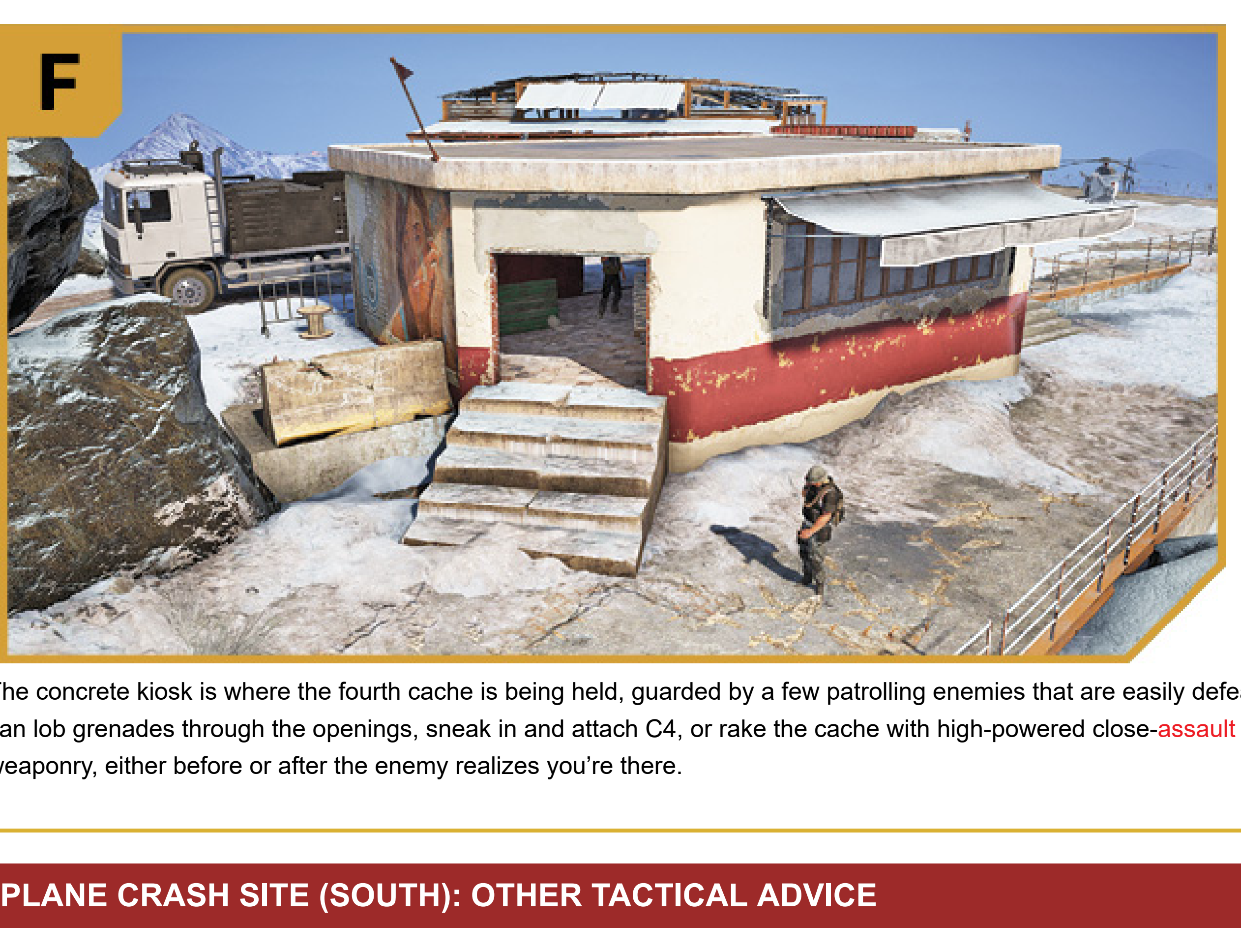
NORTHEAST: CABLE CAR STATION



This is difficult to climb up to the station itself from anywhere other than the road (C) or the path (D). A clandestine approach allows you to park your vehicle before you reach the unmanned military SUV, then head northeast along the rocky crags just below the station, avoiding being seen by the foe with the binoculars, then climbing up to the exterior steps and attacking from the station building itself.

Or, you can land on the helipad, or use it as an extraction point. Don't forget there's a crazy ramp at the far eastern end of the station; head off there in a four-wheel vehicle for minimal chances of death on the way down.

TARGET: COCAINE CACHE #4



The concrete kiosk is where the fourth cache is being held, guarded by a few patrolling enemies that are easily defeated. You can lob grenades through the openings, sneak in and attach C4, or rake the cache with high-powered close-assault weaponry, either before or after the enemy realizes you're there.

PLANE CRASH SITE (SOUTH): OTHER TACTICAL ADVICE

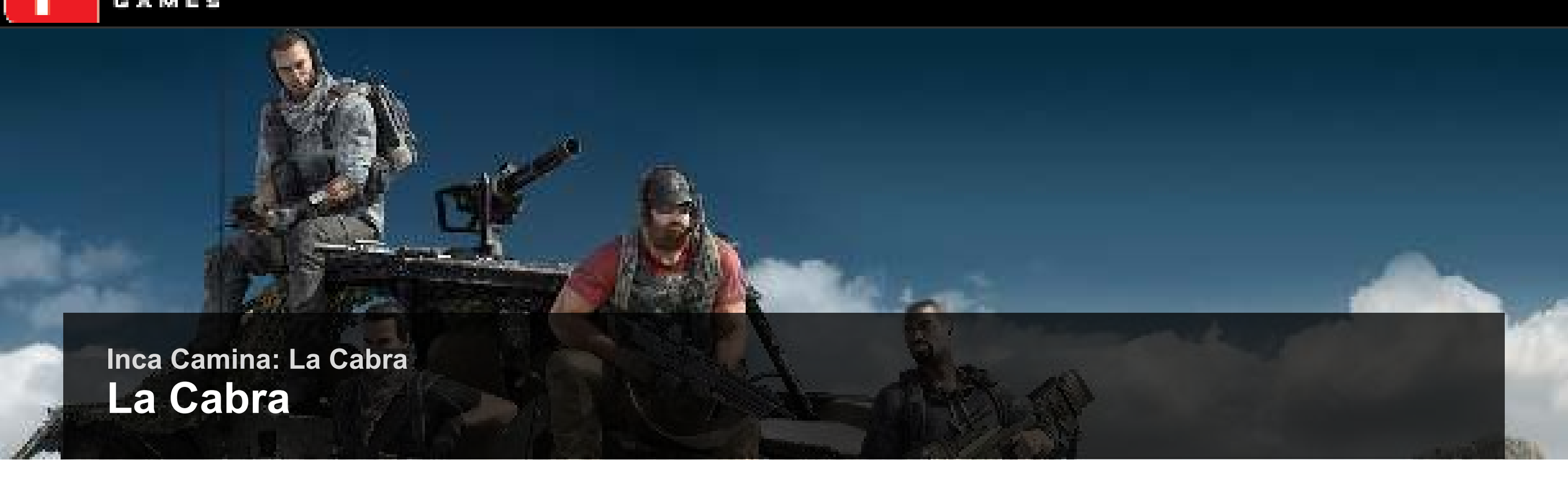
SOLO: Parachute to the area southwest of A, head to A, and start sniping foes at B while sending your team in to assault from close range. Or lead the charge. Either come back to destroy the caches if you're worried about the enemies at the station (F), or remain here to attach C4 to the caches and detonate. Then move down the path D, and lob a grenade into the kiosk. Kill any stragglers, then leave via bike, military SUV, or helicopter (all are at this station). Or, try the same plan by in the opposite direction, starting at F. Parachute in, or drive there from C and sneak around to the station for clandestine takedowns, or just storm the kiosk using the trucks as cover.

You can distract the foes at B or F with a flare or distract grenade, then prime each cache with C4, before retreating, blowing the caches up, and then leaving without any blood split.

If you start at F, you can remove every foe here with strangling, if you're patient and melee strike them in areas others don't patrol to (or you swiftly deal with the next foe before they uncover the crumpled bodies you're leaving behind).

CO-OP: The cable car station has six enemies, with another five or six guarding the majority of the caches. This means fighting two areas of foes. However, this is as straightforward as swarming one location and the other in quick succession, or splitting your team and having each pair attack a location simultaneously.

Or, take two choppers into the mission area, and have each pair tackle one area; a pilot and gunner destroy the cache at B, and the other at F. Have the Ghost not flying the chopper lob grenades, or even drop in to manually detonate the caches if necessary.



Inca Camina: La Cabra

La Cabra

OBJECTIVES

- **Kill La Cabra and the Peruvian negotiator**

LOCATIONS

- **Nuevo Mondo Village**

REWARDS

- **+ 1,000 XP**
- **+ 3 Skill Points**
- **Sniper Rifle: Chica Mala**

BRIEF

Santa Blanca's chief negotiator, La Cabra, has called a meeting to renegotiate the cartel's deal with the Peruvians. Killing La Cabra and the Peruvian negotiator will end the partnership for good.

MISSION ACCESS

Complete Main Missions: The Drug Lord's Ride, Northern Plane, Eastern Plane, and Southern Plane in Inca Camina Province to access this mission.to access this mission.

NO NEGOTIATIONS

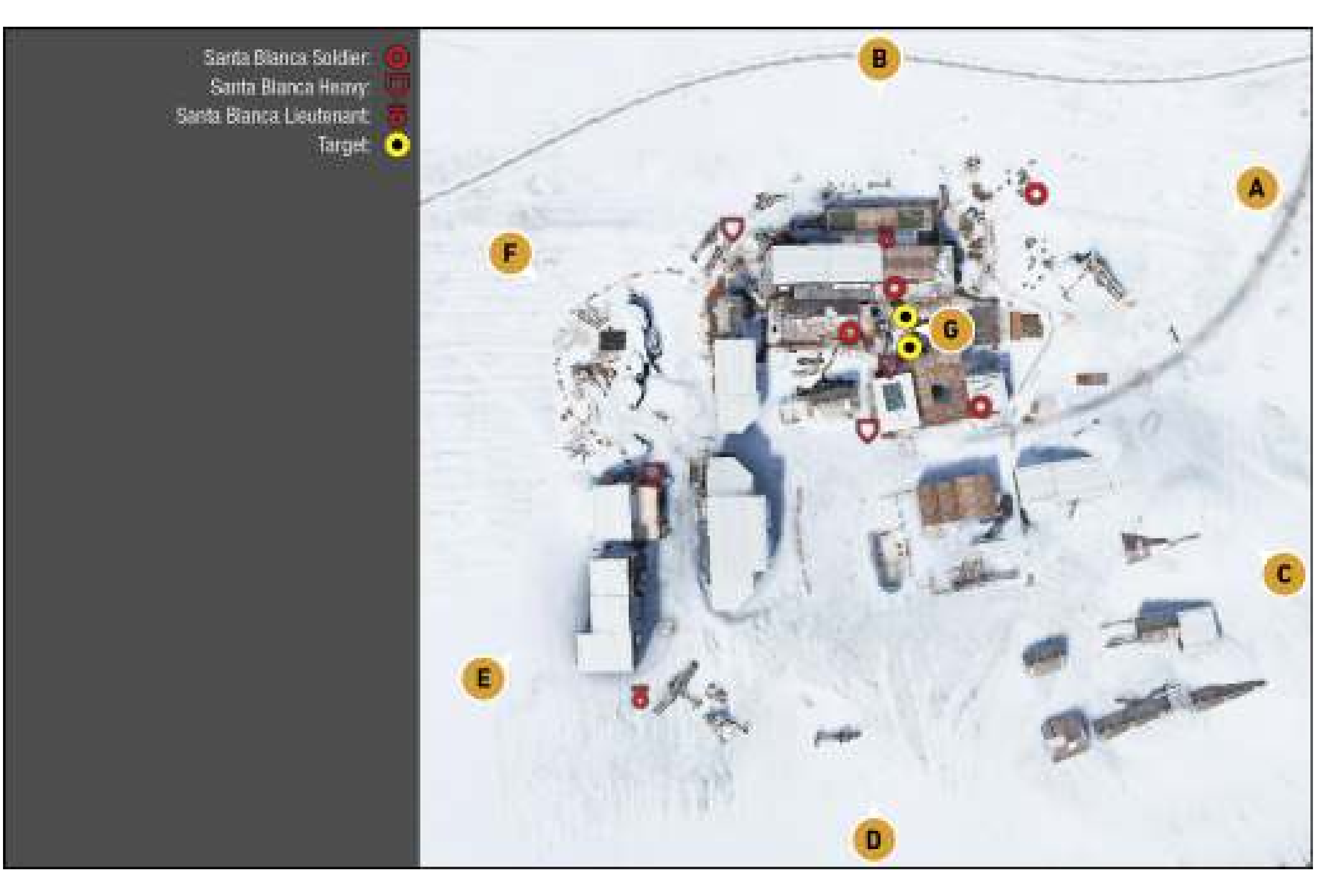
About 1.8 kilometers south of Inca Camina Charlie is the half-buried village of Nuevo Mondo, in a huge snow-filled valley with mountains in every direction. This means there's nowhere to really hide for either you or your quarry, La Cabra and her Peruvian counterpart. Get in there, drop both main foes, and get out.

CAUTION: LIGHTS, CABRA, ACTION!

Due to the remote nature of the area, and the impressive visibility around the mission area, there's very little for the enemy to flee to, enabling you to quickly take them down. Just remember the same goes for you; learn the low buildings and additional rooftops you can maneuver onto while the mission is in progress.

There are innocents in this area. Make sure the same number are alive after the missions ends, as there are before it starts. This means being a trifle reticent with your explosives.

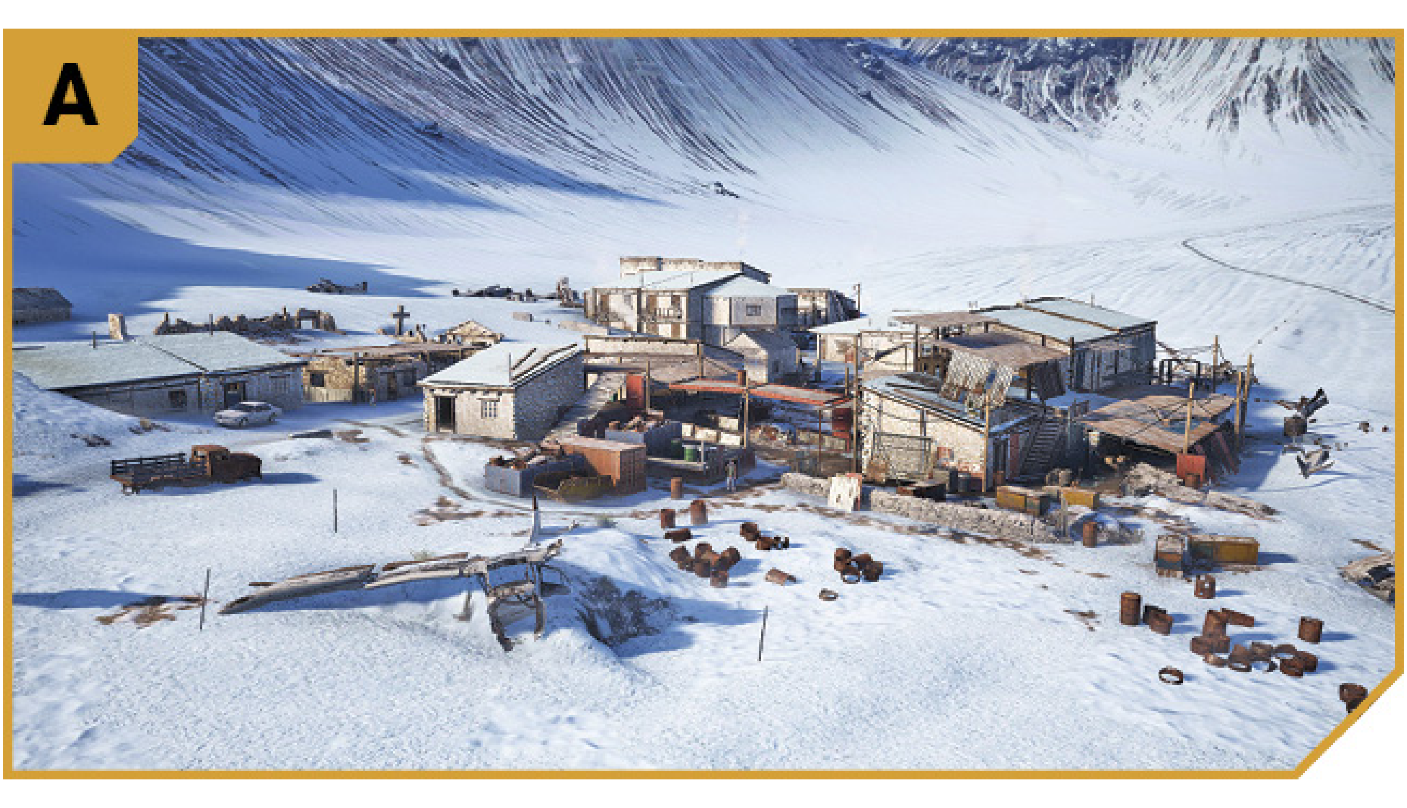
NUEVO MONDO: RECON



TACMAP

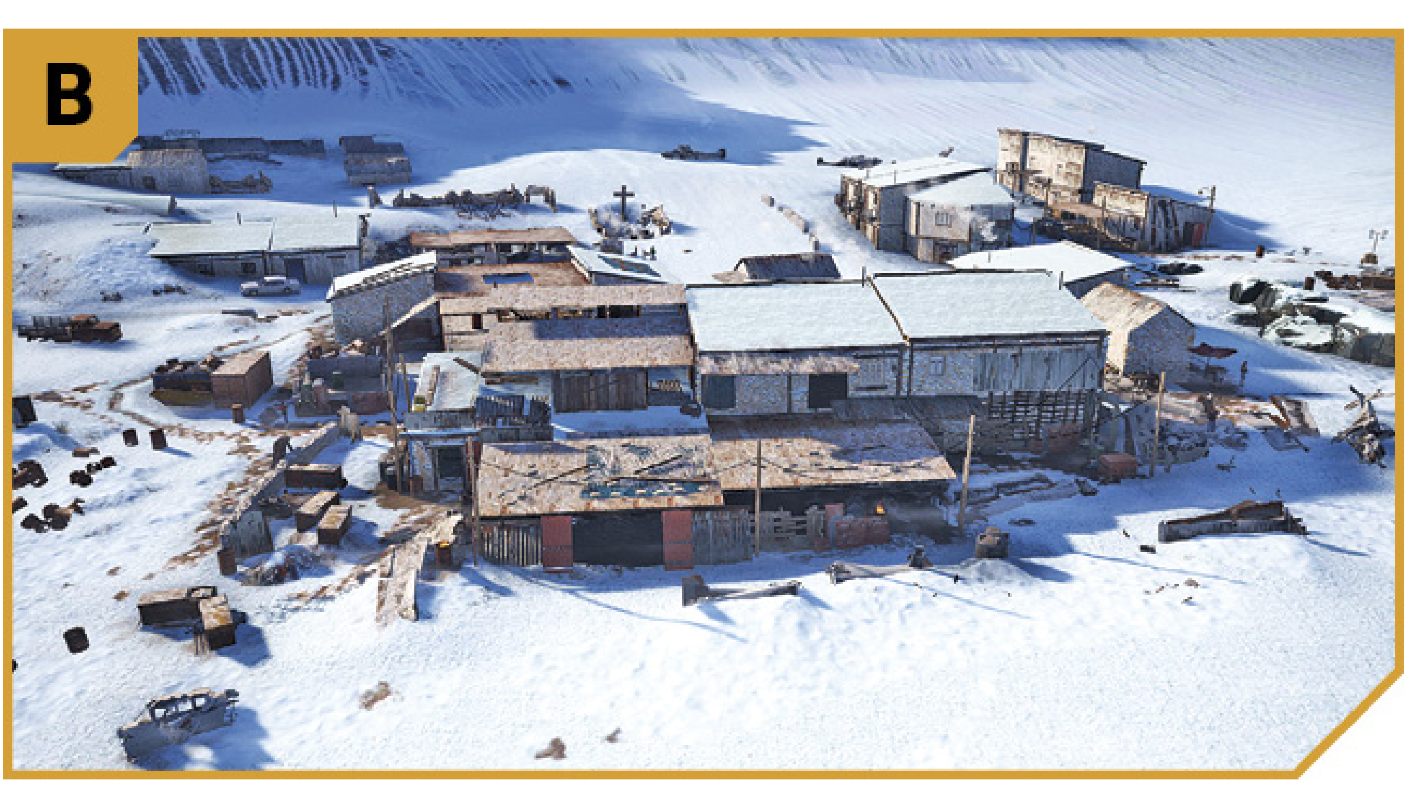
This location has the distinction of being among the least defendable mission areas you're ever likely to encounter. As long as you approach from the east or south sides, the half-buried structures aren't built up enough to hide the two targets meeting in the northeast area. You can snipe both targets easily, quickly, and optionally deal with the ten guards if you wish. The targets don't tend to run, either; instead they try to hide, but a fast two-shot snipe puts them down, and quick.

NORTHEAST: TRAIL AND BURIED PLANE WRECK



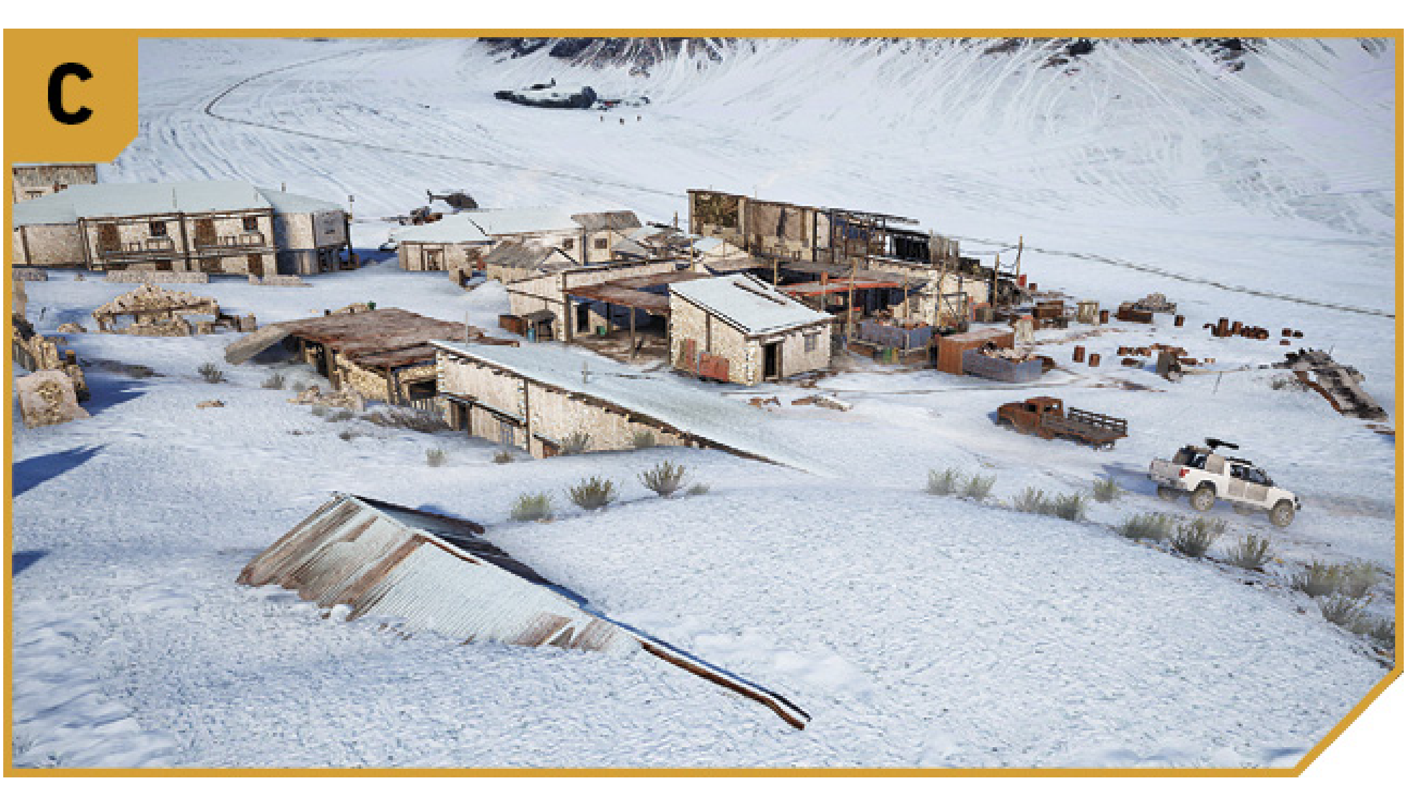
As long as you don't venture too close, you can creep to the buried plane wreck just to the side of the village sign, and prop yourself up against it to recon the area, and snipe the two targets easily. Remove the targets first, then deal with the other enemies. Or, you can storm the base by running either to the parked vehicles and main road, or around to B. But neither route is as effective as long-range target takedowns.

NORTH: LOW ROOFTOPS



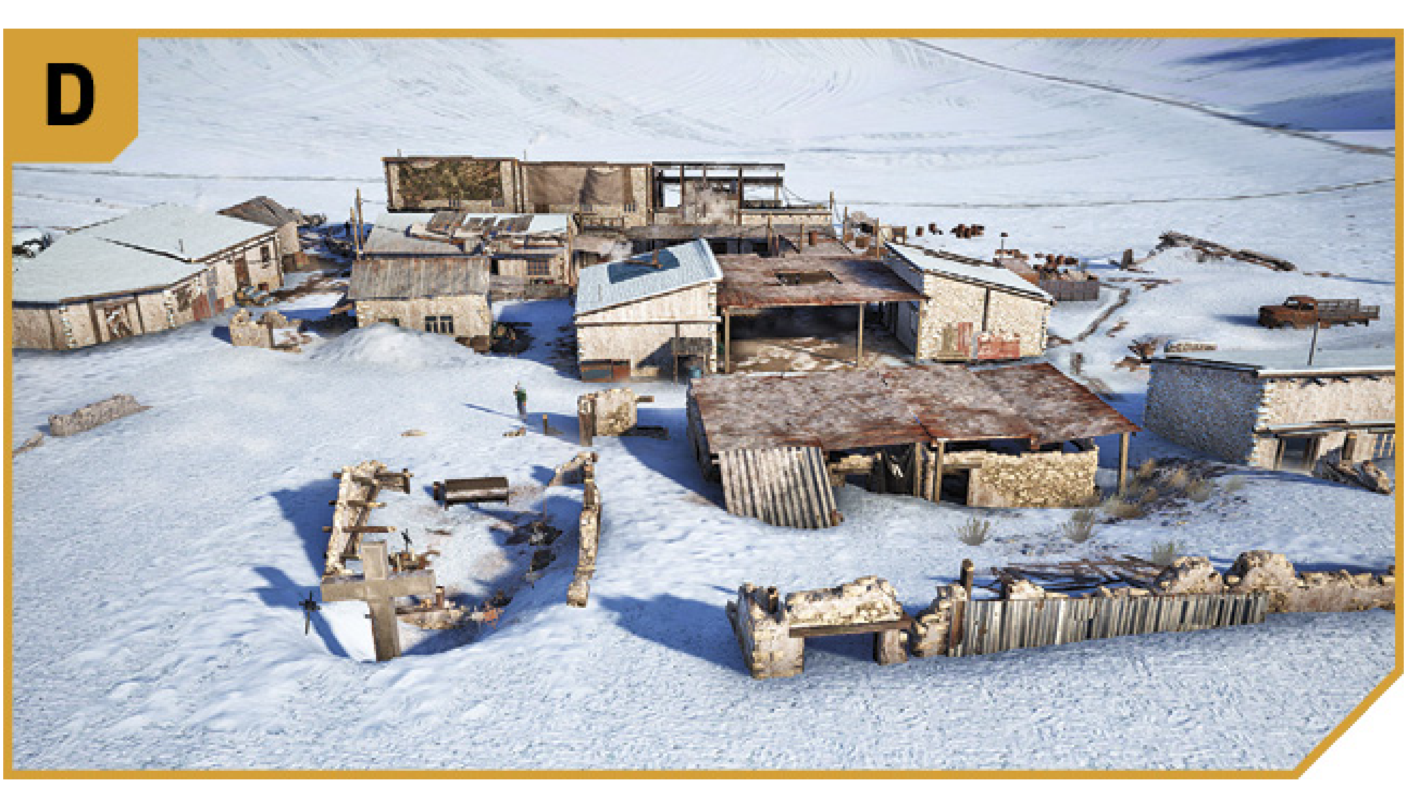
Approach from the north, dropping any foes that are in danger of spotting you, then use the side of this dilapidated building as cover. Note the doorway in the northeast corner, and the stairs up onto the roof; head into the doorway to reach the targets at extremely close range (lob in a projectile, or try rapid-fire shotguns to mow everyone down). Or, head onto the roof, and fire down, dropping explosives, and even using the metal roofs to head south to the main road area in the middle of the combat area. In either case, watch for innocents; don't catch them in the crossfire or explosions.

SOUTHEAST: BURIED BUILDINGS



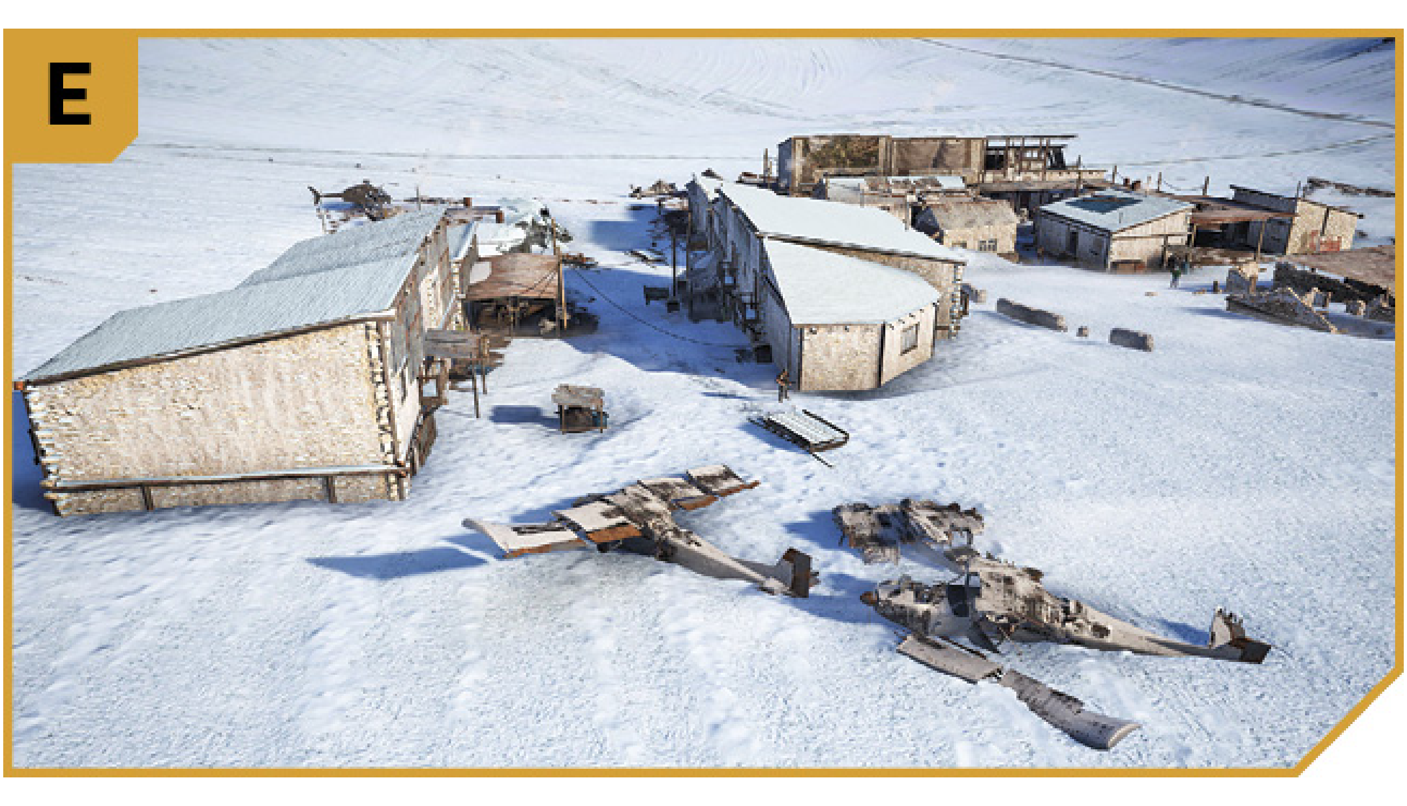
The area just south of the parked enemy vehicles allows you to snipe the two targets from a different angle, then head west and duck behind the buildings, or run to the vehicles to escape. This is another recommended takedown location. Attempt to take the shot farther back at the limits of your sniper rifle range if you wish.

SOUTH: GRAVEYARD



Approach from the south, usually in a vehicle you can steer and park with the front of the vehicle facing west; then you can get out and be in immediate cover (the vehicle you just exited). With a small amount of height advantage, you can start dropping foes, advancing through the ruins and onto the roof of the building by the entrance. Head in from here if you want to fight the enemies at the same time, or before the targets.

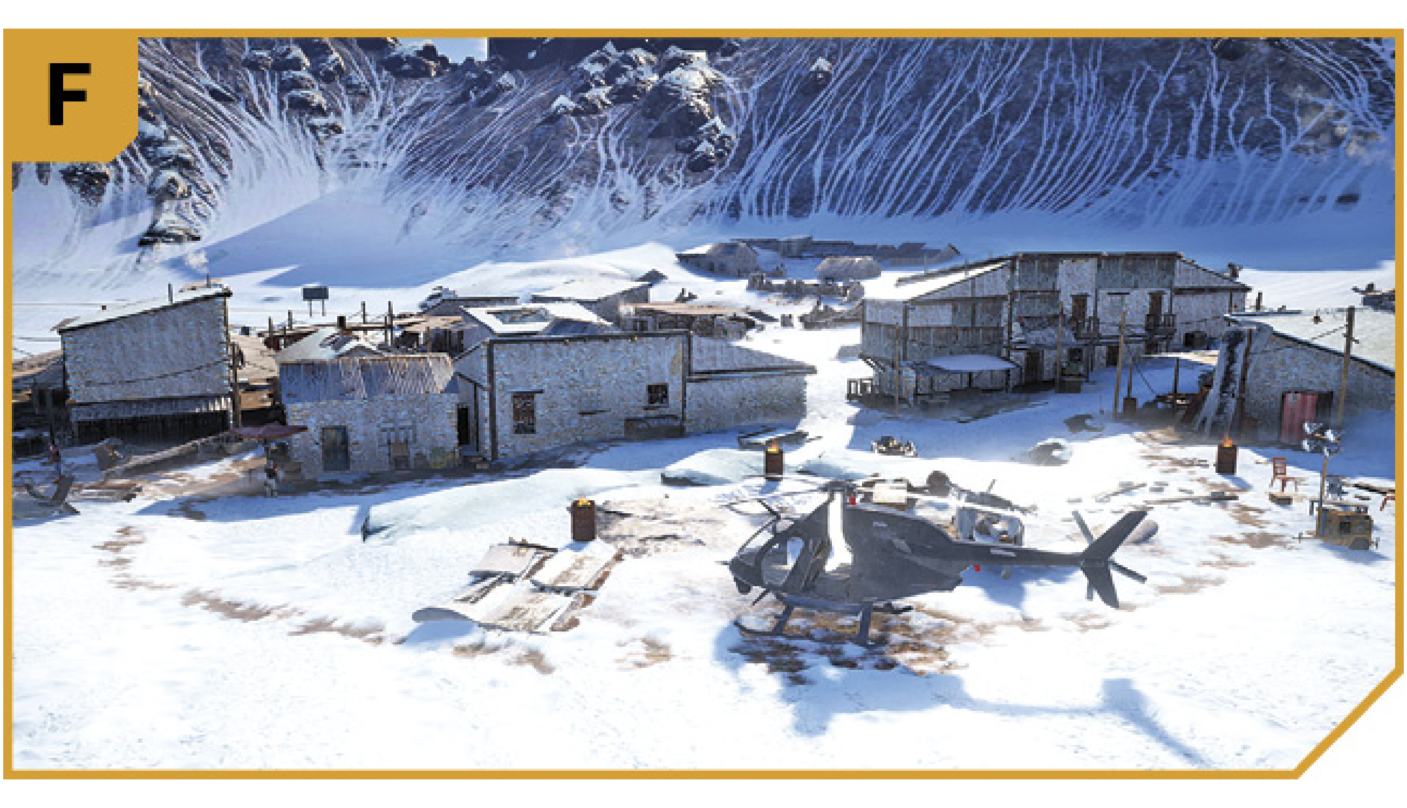
SOUTHWEST: RUSTING PLANE CEMETERY



The planes make good cover, and the perimeter of the row of buildings offer fewer foes. This effectively allows you to stealthily drop the two enemies here, then move north, and east through the path between the buildings near the helipad. From here, you have a visual of both foes and can remove them.

An even better plan involves climbing the snow bank at the workshop (west edge), onto the roof of the workshop (halfway along the west perimeter of the mission area), and sniping the targets from this direction. This is an easy couple of kills, after which you can flee in any direction, or to the chopper.

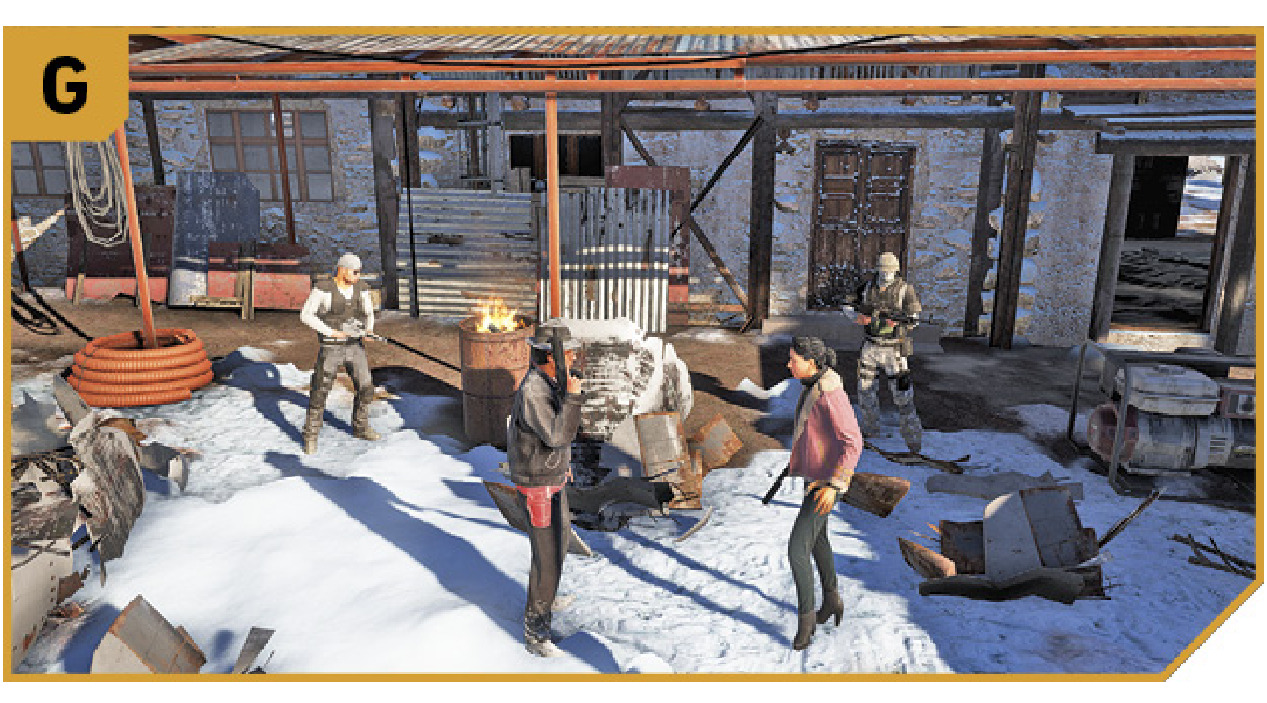
NORTHWEST: HELIPAD



Use the chopper as an extraction location, or to create a distraction, though the latter isn't really needed given the straightforward clearing of foes you can easily accomplish from any direction.

Enter from here, and you don't have a particularly good visual of the targets until you move to B, but you can sneak down the alleyways toward the target, and lob in a grenade if you like.

● TARGET: LA CABRA AND PERUVIAN NEGOTIATOR



La Cabra has made a somewhat fatal error; she's chatting to the negotiator in perhaps the most dangerous location an enemy has ever stood in! The place is lightly-guarded, when one enemy is shot (by you), the other can be quickly dropped, even with a slow-reloading sniper rifle, before they take cover. The area of mangled metal and slush is open to points A, B, C, D, and E. And just for extra fun, there's a generator at the feet of the target that you can shoot and explode. In fact, it's very difficult not to kill both targets!

NUEVO MONDO: OTHER TACTICAL ADVICE

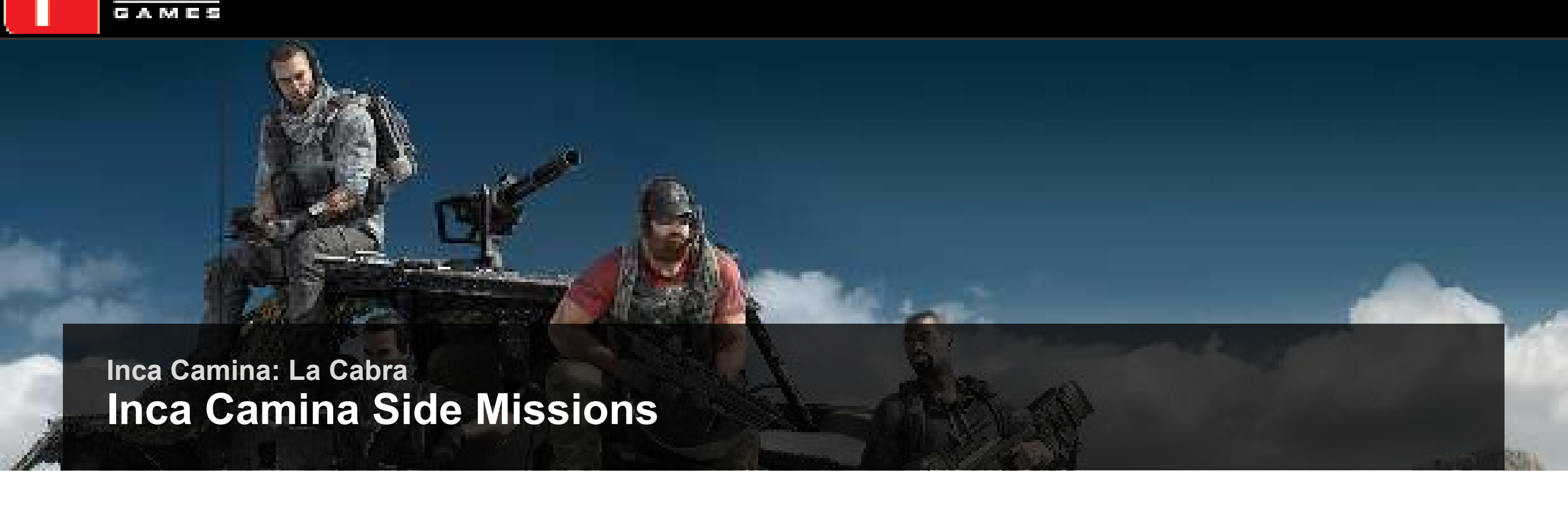
SOLO: This mission is as straightforward as parking well away from the enemy, on the mountain slopes to the east, then hiking west until you see the village sign and a half-buried light plane that has crashed in the northeast corner of the area (A). Send up a drone. Once the two foes are marked, use a sniper rifle and take out each with two quick shots (you have a direct line-of-sight). Then steal one of the parked SUVs by the main road (just south) to escape in.

In fact, you don't even need to reach the half-buried light plane at A; you can snipe around 200 meters away on the rocky hillside, then retreat up to the ridge without anyone even chasing you.

If you're wanting to challenge yourself a little more, make a thorough sweep of the area using stealth for as long as possible. Head in from E, clearing the two outer enemies in this area. Then head clockwise around to B, tackling foes on the outside of the target vicinity before moving in and completing the takedowns when you're finally spotted. Or, dash in using a truck with a minigun, and your team blasting from the windows.

CO-OP: Try any of the Solo plans, or try approaching from multiple insertion points (A, C, D, and E simultaneously for example) to see if you can sync shots, and drop foes in the quickest possible time. You can get all this done in about ten seconds if you're competent enough.

Or, try flying in, strafing the ground with chopper and teammate fire (though there are innocents you shouldn't hit), and remove both targets without needing to land.



Inca Camina: La Cabra

Inca Camina Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

FOOD PACKAGE RAID

OBJECTIVE

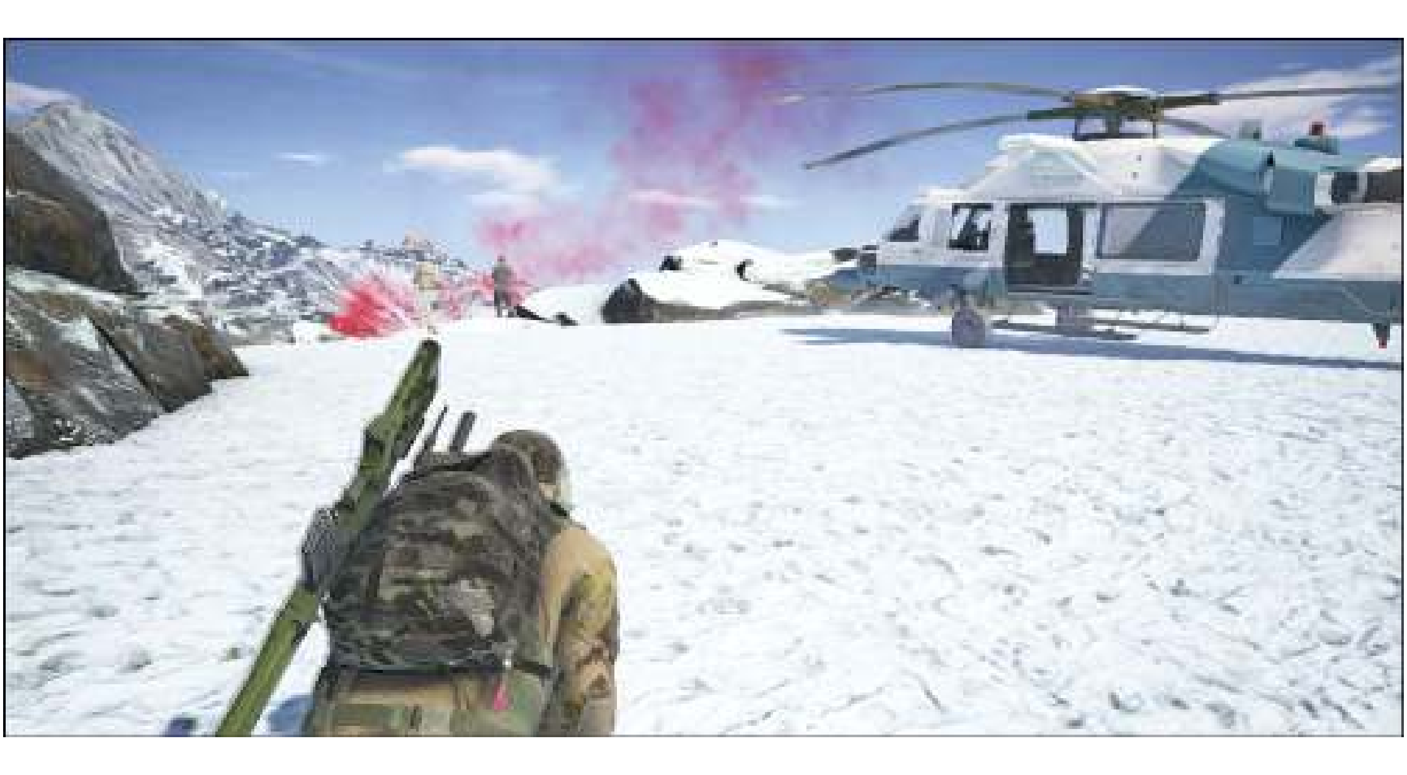
Steal the Helicopter

LOCATION

Northwest of Inca Camina Freight Yard

REWARDS

+2500 Food Parcels



Northwest of the Inca Camina Freight Yard, a helicopter is parked next to the railroad tracks. Five soldiers surround it including a veteran and lieutenant. With four Ghosts, this is a reasonable number of hostiles to easily overtake them and swipe their ride. Note that the captain goes for the cockpit once threatened, so take care of him first. It is also possible to divert the group with Diversion Grenades or the Flare Gun, if available. Fly the chopper southeast to a landing area west of Julpe Alto.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

Grab and intimidate the Sicario

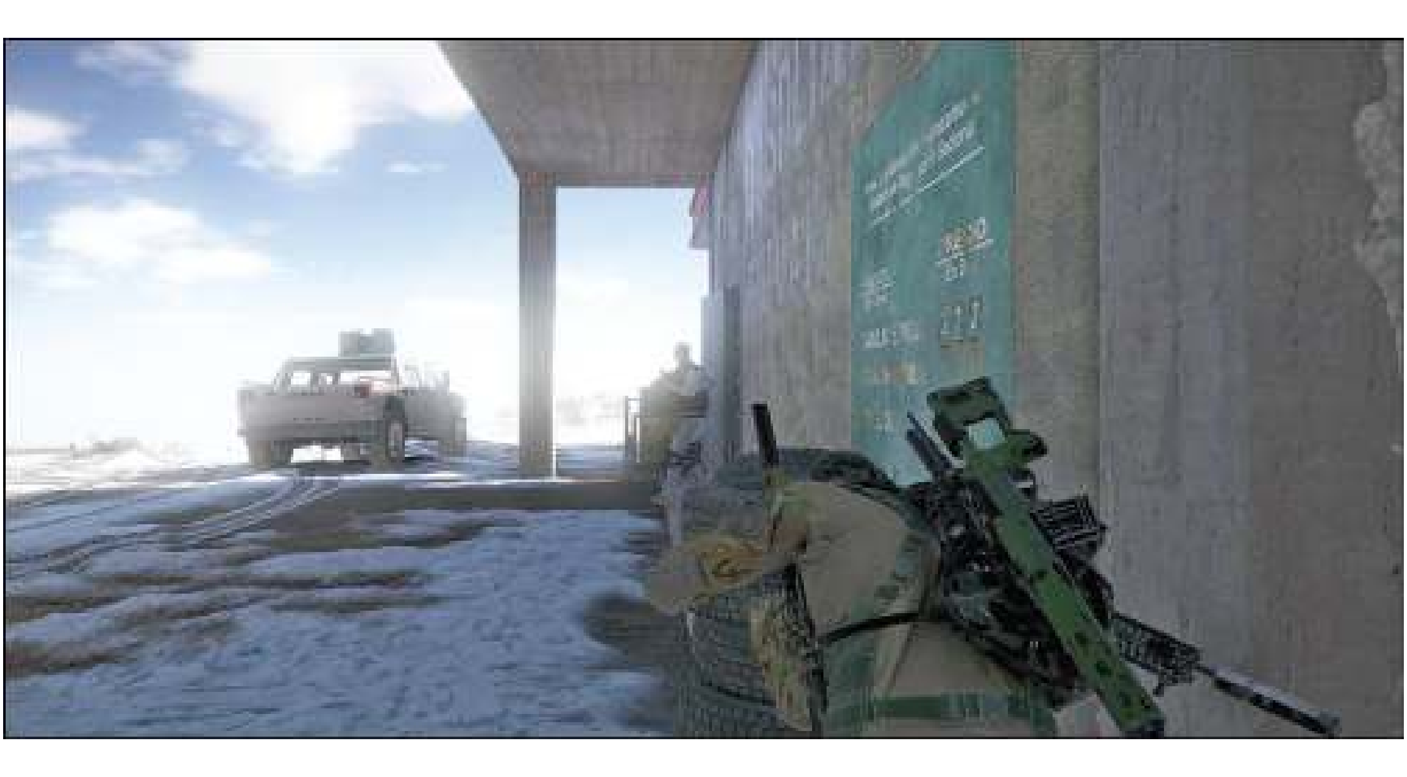
LOCATION

Gas Station Via-B Gas

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire

Approach Gas Station Via-B Gas, located southwest of the Inca Camina Alpha rally point, and recon the property. Six Santa Blanca cartel members join the target of this side mission. They tend to split up around the station, while the leader loiters inside. This allows you to use Sync Shots to eliminate the soldiers without alerting your target. The western cliffs give you a great vantage point over the hostiles. Be careful; if he feels threatened at all, the target jumps into his SUV and flees. If this happens, attempt to pull him out. Otherwise, use the nearby 4x4 to chase him down.



REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

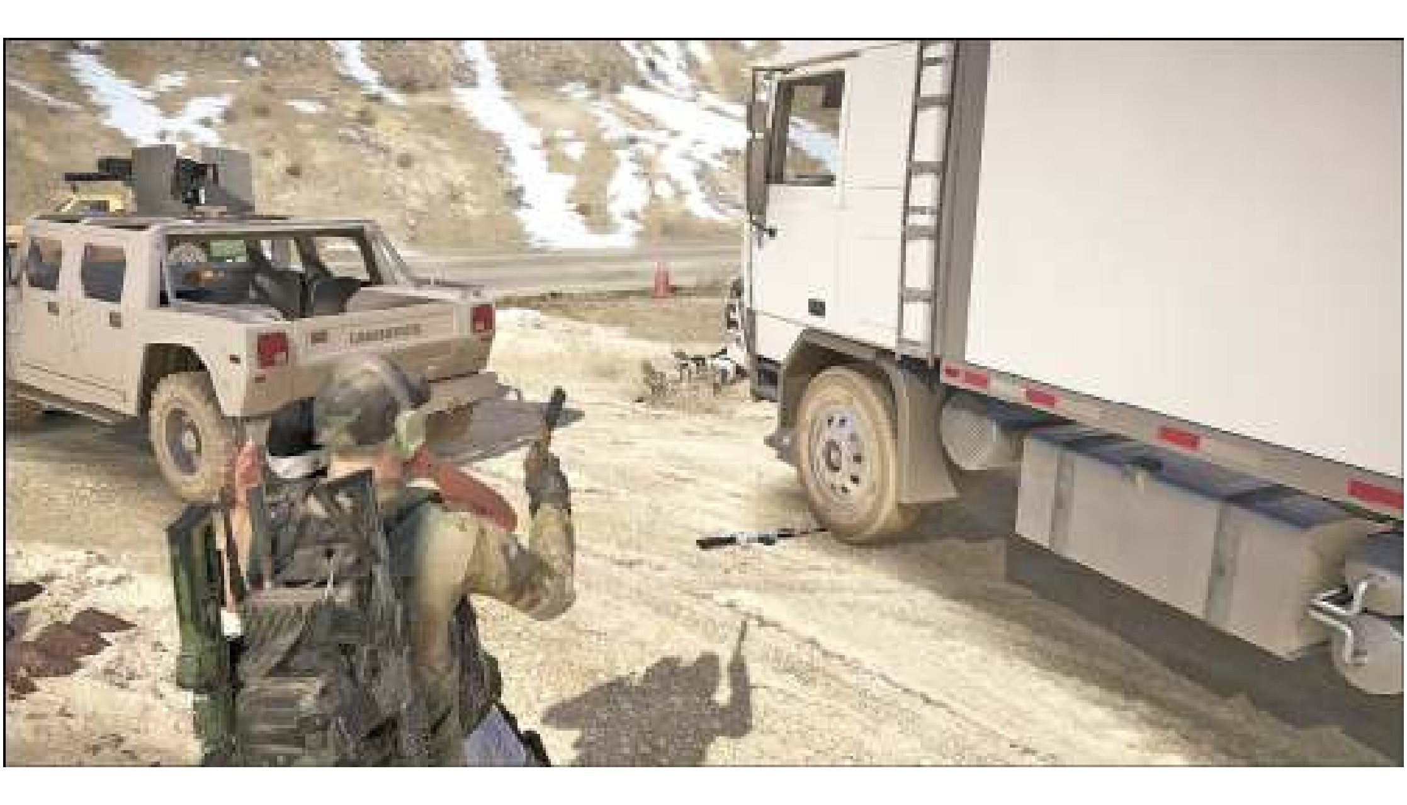
Grab and intimidate the Sicario

LOCATION

Nevado Llamiru Garage

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Anther sicario has been targeted at the Nevado Llamiru Garage. Five soldiers accompany him—typically four outside and one inside with the leader. Pull the two northern guys away and eliminate them away from the others. Move in and pick off the others before nabbing your target. Again, he has an SUV and truck nearby, that he uses to get away when alerted to enemy presence.

REBEL OP: HACK ANTENNA

OBJECTIVE

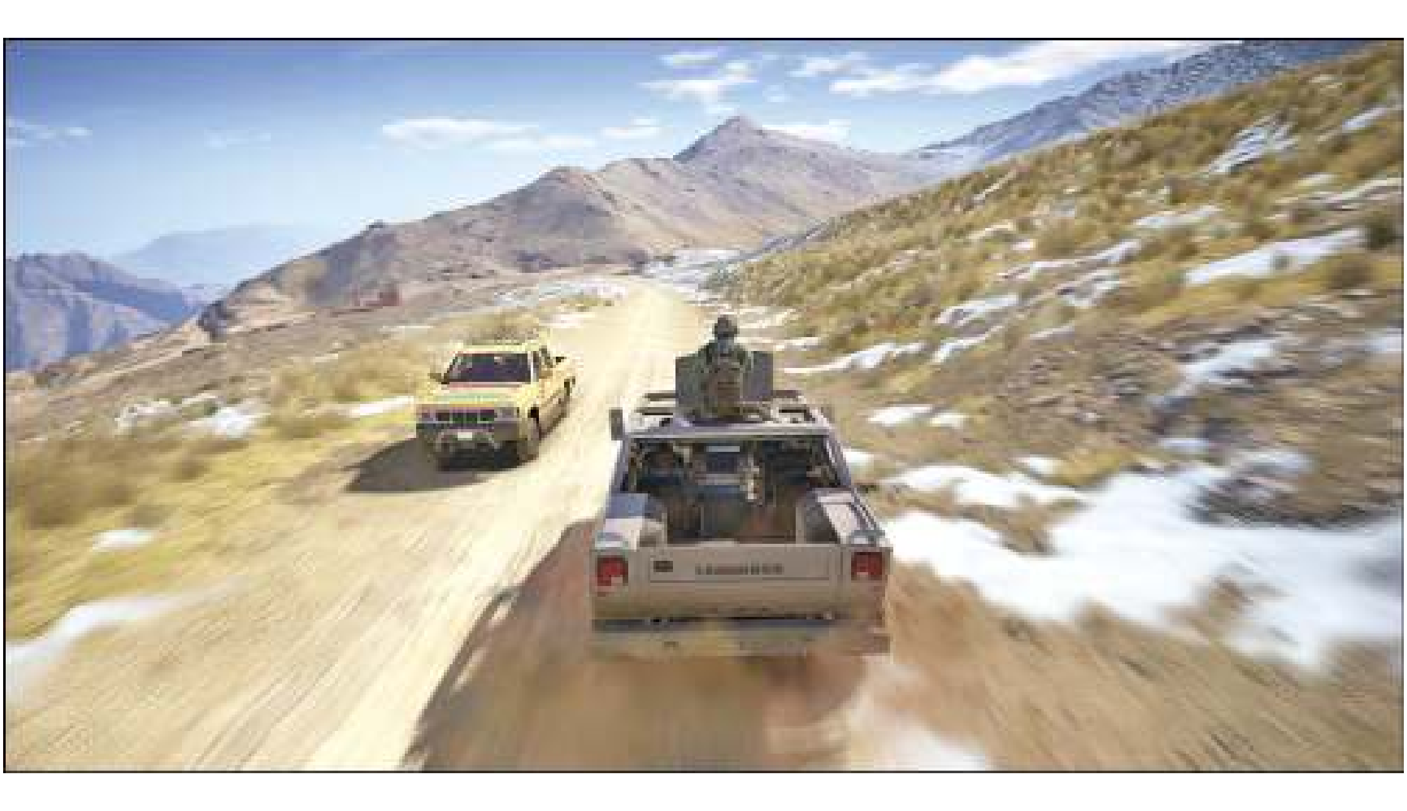
Deactivate the two antennas within 1:15

LOCATION

East of Nivado Llamiru Garage

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Drive to the first antenna, east of Nivado Llamiru Garage, and have your guys assault the lone hostile. The second antenna sits inside the walled-property of Sicario House. Sticking to the road leaves you plenty of time to reach the destination. Three men guard the area, so be ready for a fight when you arrive. Sprint for the transmitter while the Ghosts take care of them. Quickly finish them off after completing the mission or you may have reinforcements to deal with.

COMMS TOOL RAID

OBJECTIVE

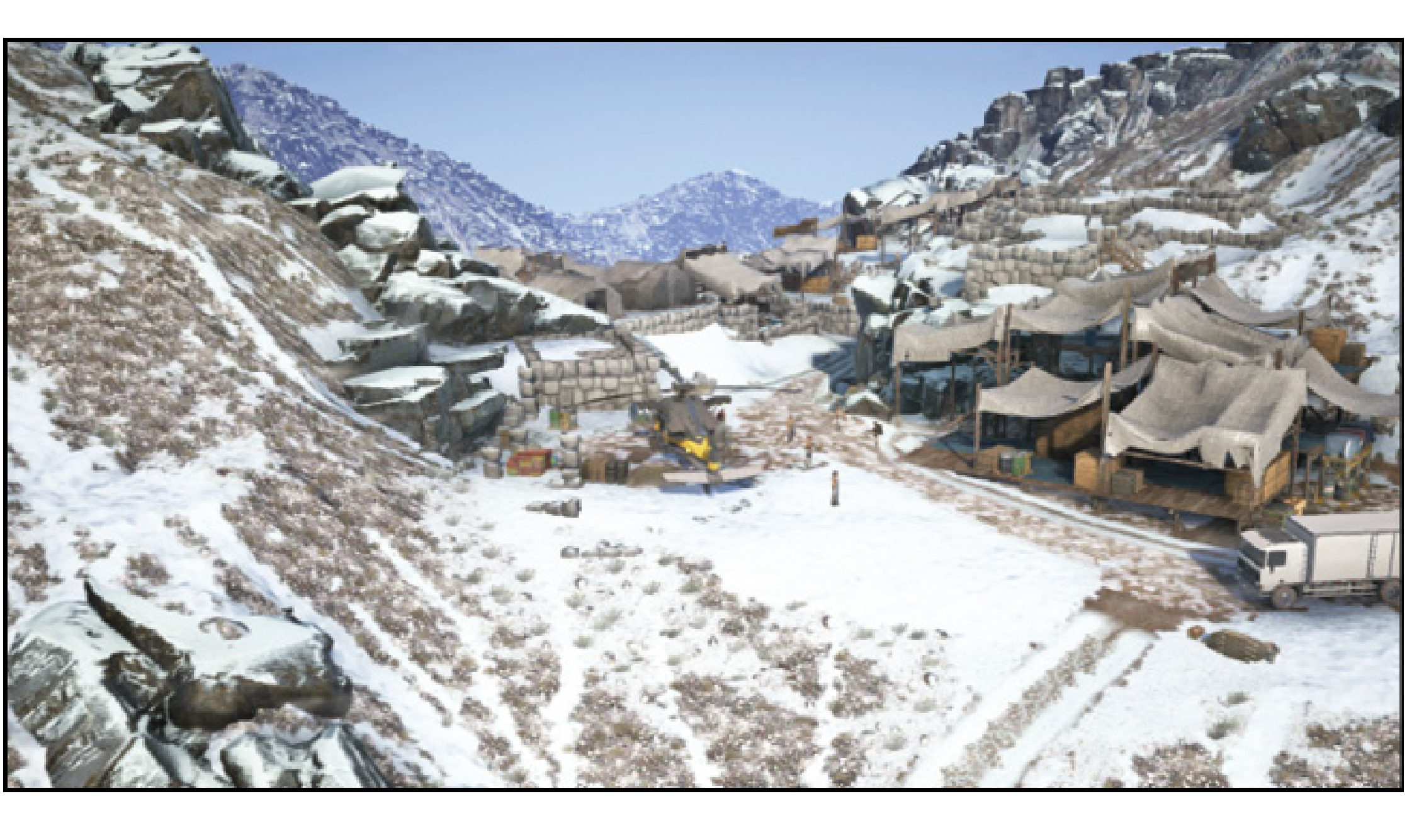
Steal the helicopter

LOCATION

Inca Ruins

REWARDS

+2500 Comms Tools



Head up to the snowy mountains of Inca Camina, where a helicopter loaded with comms tools sits on the south side of the Incan Ruins. Approaching from the Inca Road lessens the hostiles that must be dealt with. Recon the entire ruins before dealing with the threat. Watch the guys that patrol the grounds and when they are down the road a ways, pick off the soldiers that surround the chopper. Quickly steal the aircraft and fly to the far southeast corner of Inca Camina.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

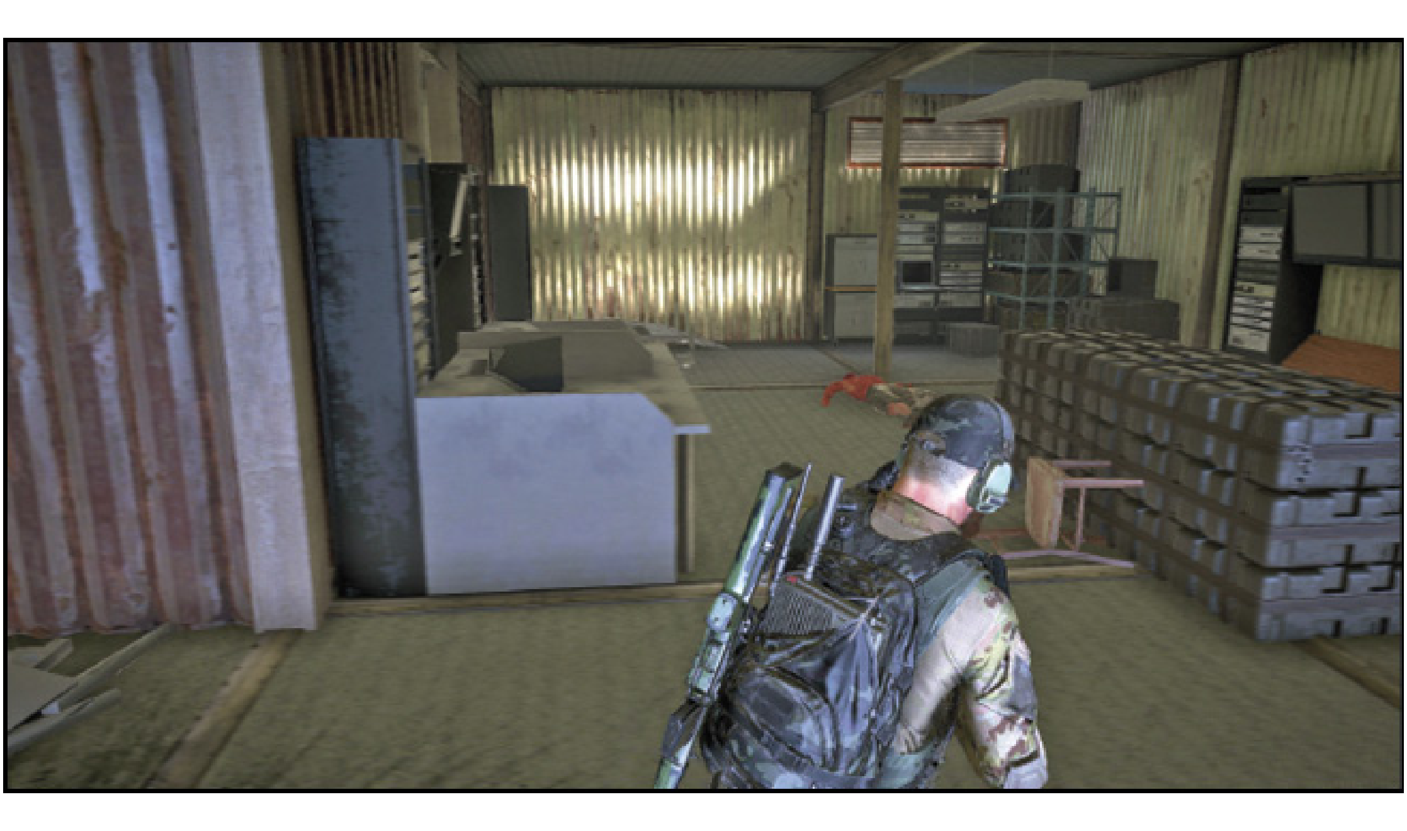
Blow up one of the station's entrances and then hack the network relay

LOCATION

West of Lookout

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



A network station has been setup on the top of a mountain, south of the Incan Ruins. The network relay sits in the southeast corner of the top level. Blow the second-floor entrance open and storm the facility. A 1:30 timer counts down the time before the computer must be hacked. From the entry point, turn right, climb up the corner stairs, and access the network relay in the opposite side.

REBEL OP: PARACHUTE DROP

OBJECTIVE

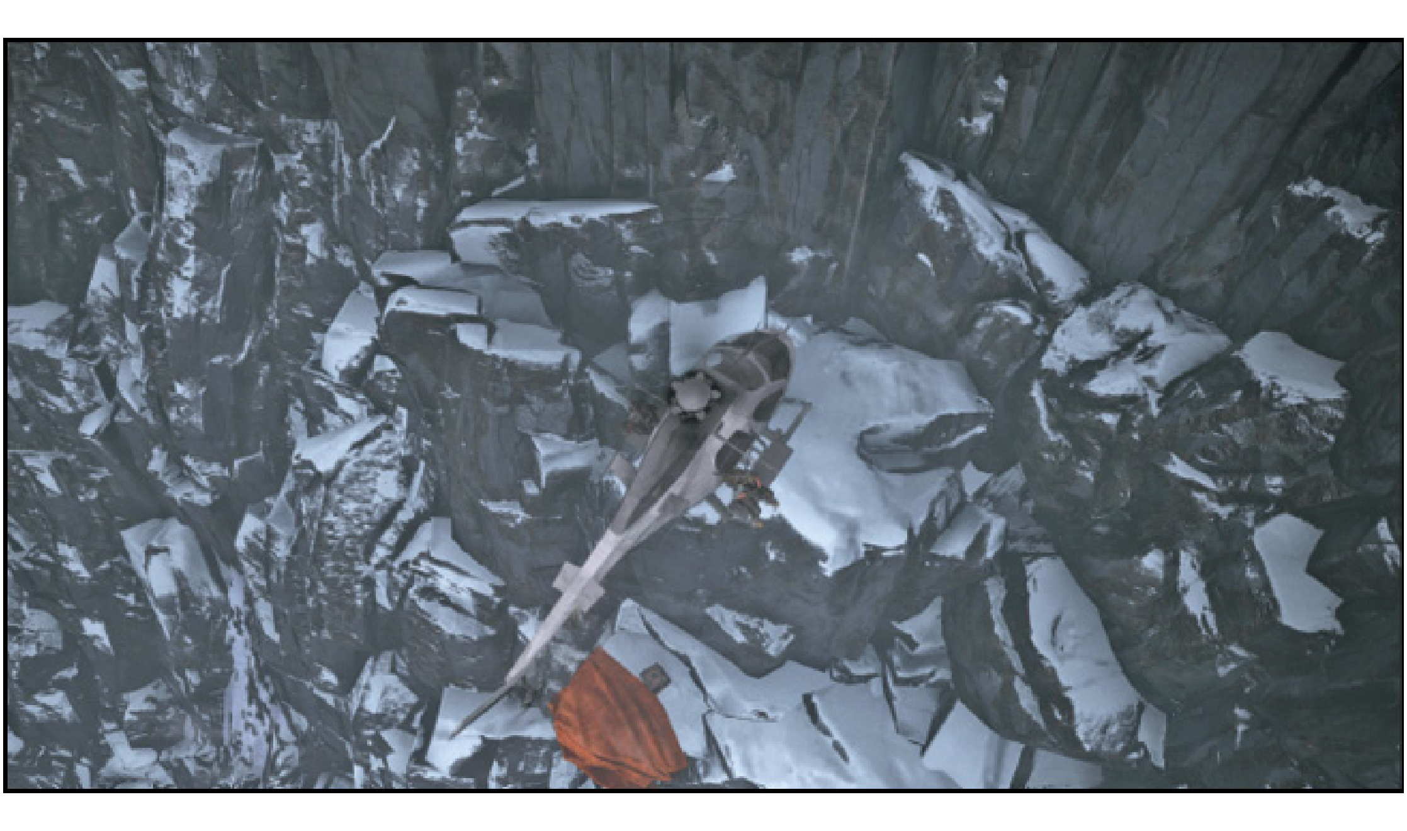
Tag the drop site supplies

LOCATION

North of Nevado Llamiru

REWARDS

Support Unlock/Upgrade – Rebel Recon



A supply drop has landed on the north side of the mountain, northwest of the Inca Camina Charlie rally point. A helicopter is parked next to the nearby network station. Swipe it and fly southwest until it pops up on the radar. It sits on a small ledge, making it tough to land a chopper. The ledge above gives you more room to maneuver or a parachute can be used to reach the supplies. Tag them to complete the mission. As long as you have a helicopter on the side of this mountain, take it to the peak to score a bonus.

REBEL OP: DEFEND RADIO

OBJECTIVE

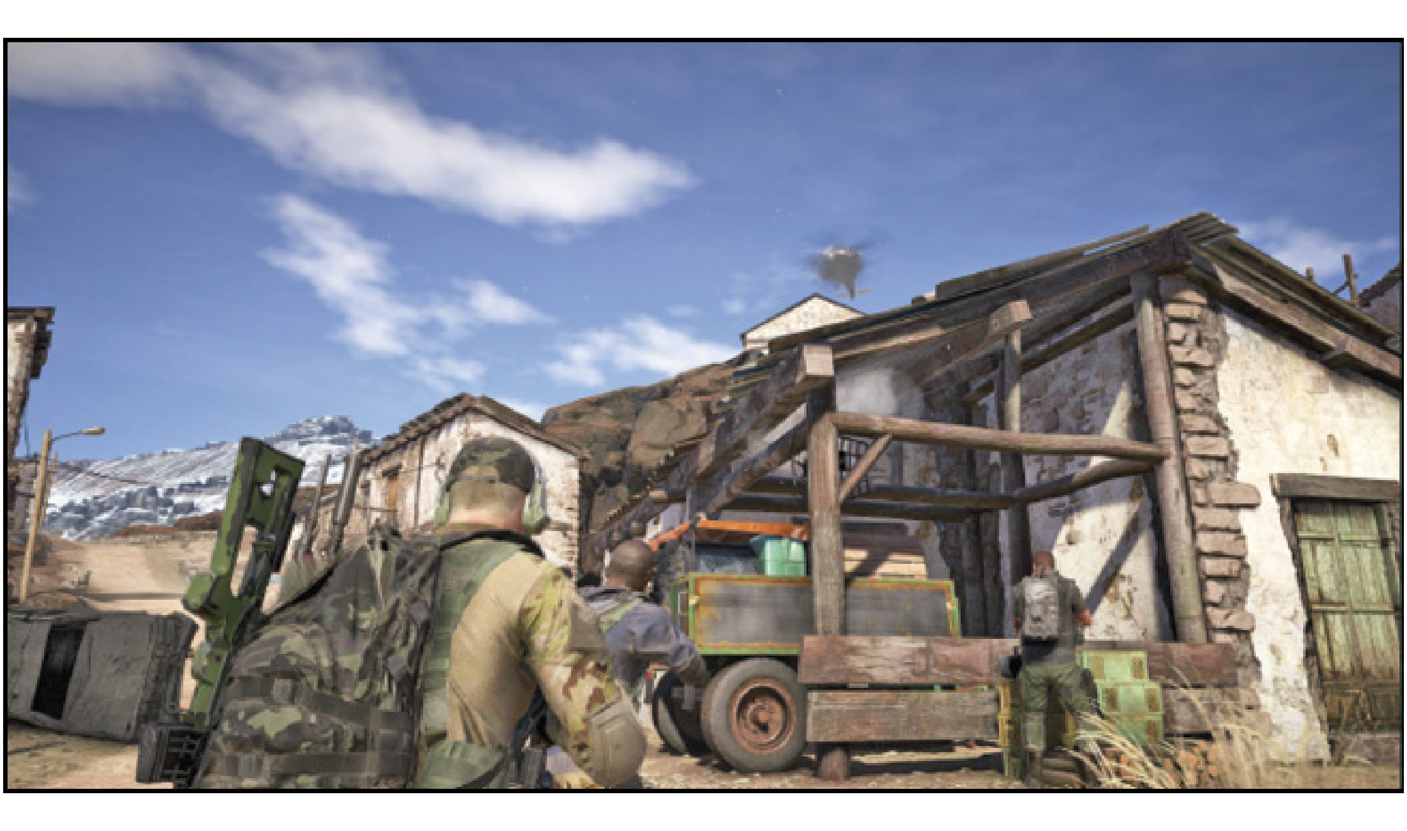
Start the radio and defend it

LOCATION

Julpe Alto

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike



In the middle of Julpe Alto, a radio sits at a three-way intersection. Once activated, hostiles attack from all around. If mines are available, place one on each road. Watch the radar and point your team in the right direction. A helicopter joins in part way through, so keep an ear out for its arrival. Defend the transmitter for the entire 2:40 to complete the optional mission.

GASOLINE RAID

OBJECTIVE

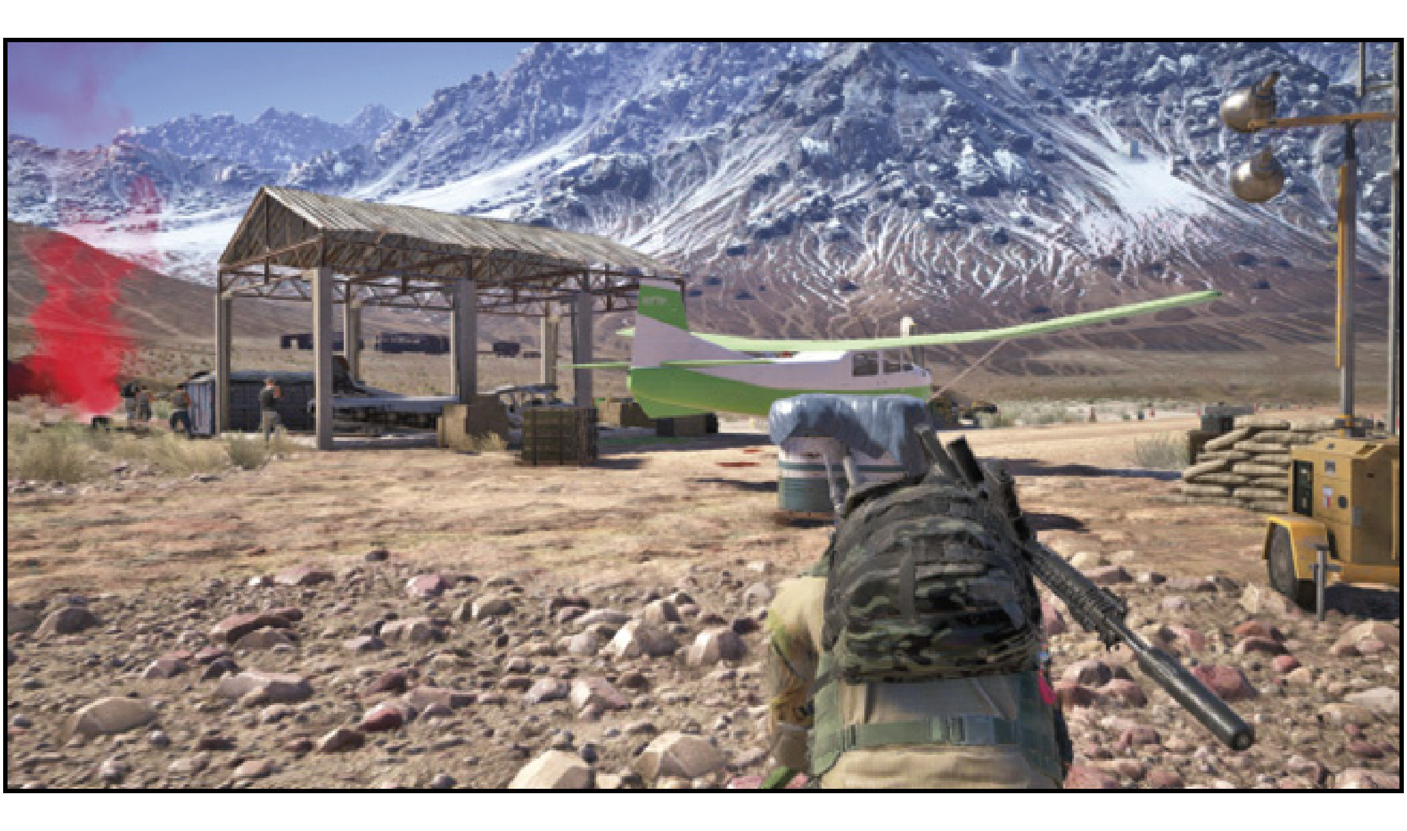
Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2000 Gasoline



South of Julpe Alto, a loaded airplane sits at the makeshift runway. The eastern rock ledges allow for a great vantage point as you recon the area. Six soldiers surround the plane. If one loiters behind the right shack, snipe him before he joins the others. The rest can be bum rushed or methodically picked off with diversion. Or, with a Flare Gun, they can all be moved to the south with one shot. Once it is clear, board the aircraft and fly it directly north just into Montuyoc province. You will need to swing out to the west to get a straight shot at the runway.

REBEL OP: HACK ANTENNA

OBJECTIVE

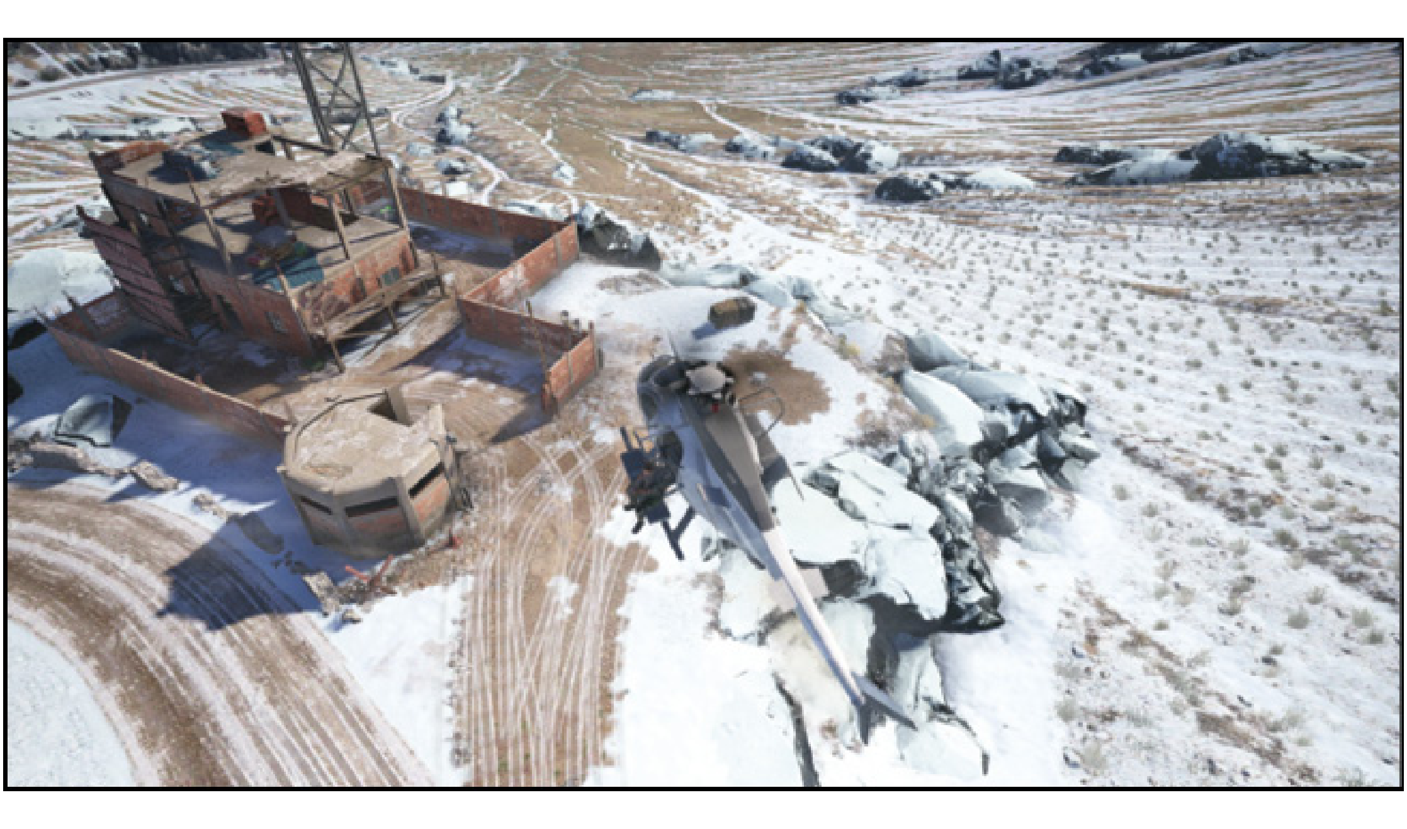
Deactivate the two antennas within 1:40

LOCATION

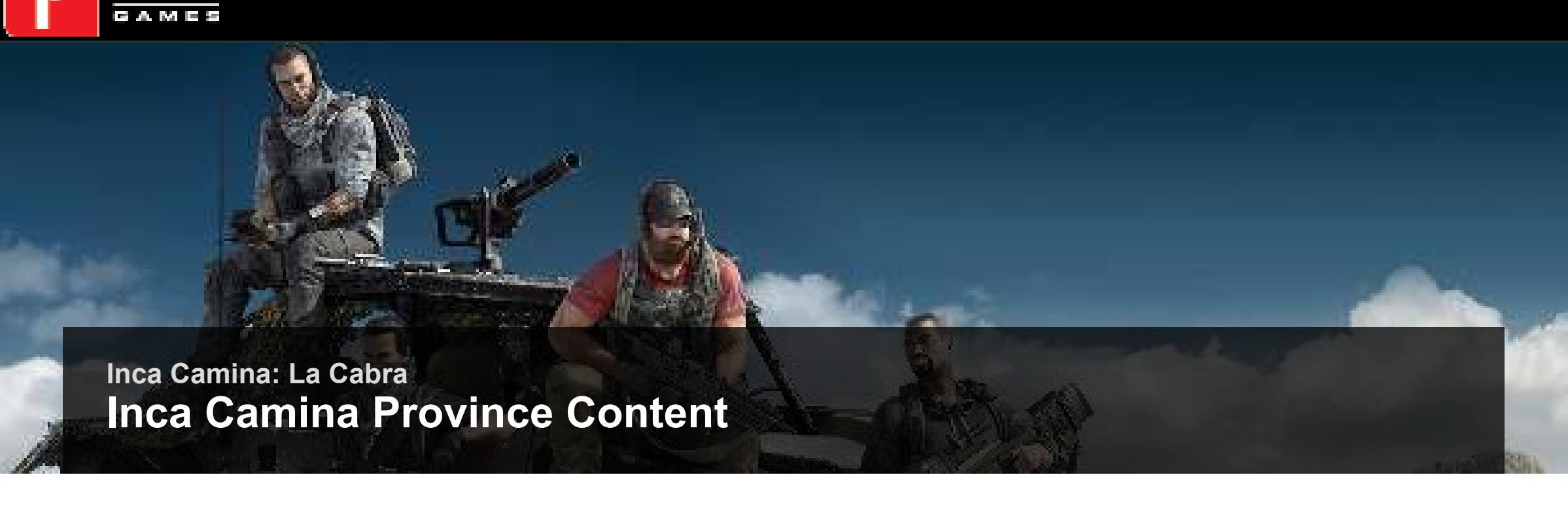
Archaeological Site

REWARDS

Support Unlock/Upgrade - Rebel Diversion



The antennas sit at the Archaeological Site and Checkpoint. Start just south of the former, activate the transmitter, and immediately hop on the nearby motorcycle. Within the 1:40 time limit, drive the bike down the road to the Santa Blanca's checkpoint—cutting off the final turn to save a few seconds. Quickly hop off at the destination and throw the second switch, leaving the three hostiles to your team. If the timer runs out, simply swipe their helicopter and retry the mission with a much faster trip between the two locations.

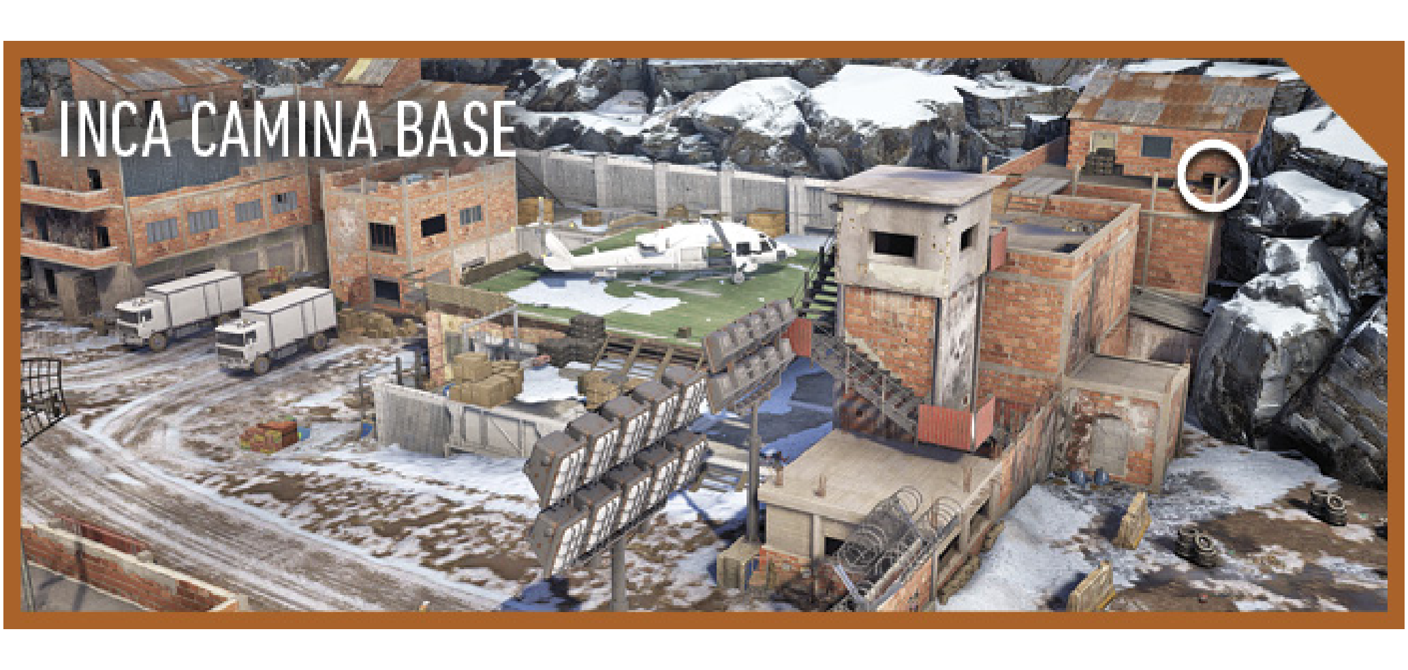


Inca Camina: La Cabra

Inca Camina Province Content

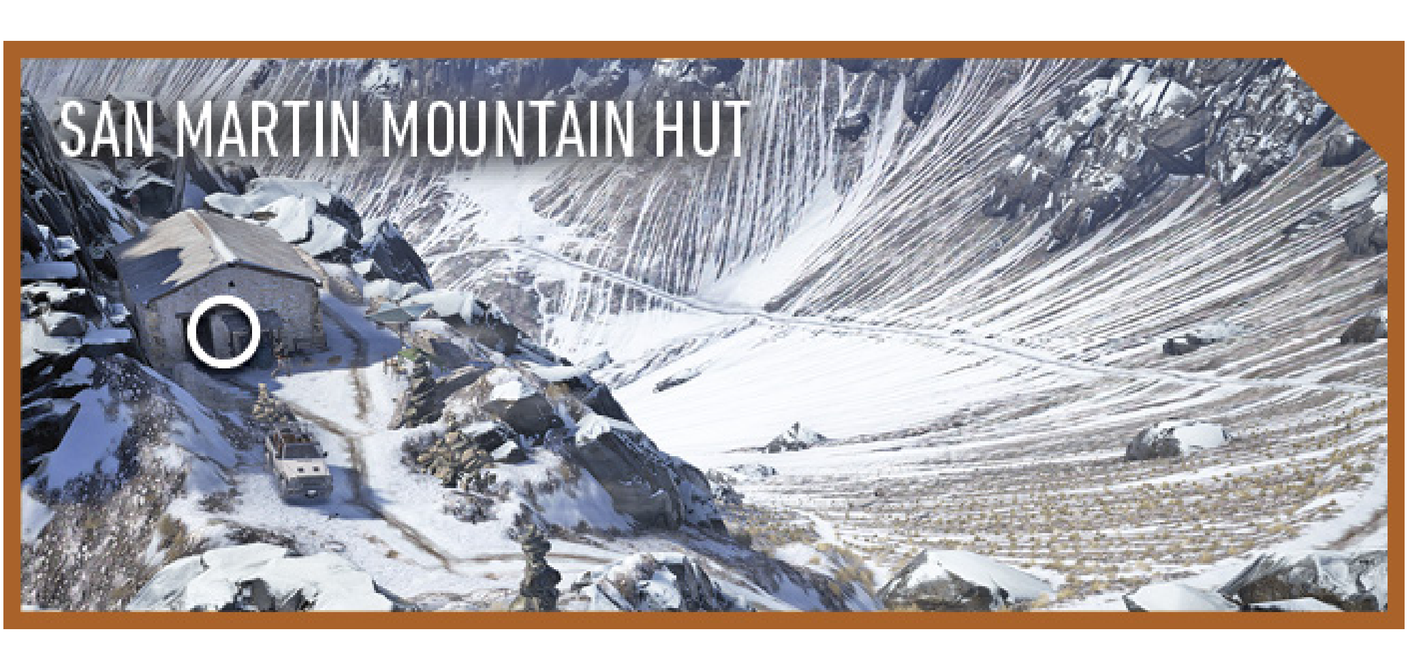
WEAPON CASES

WEAPON: 9X19VSN SUBMACHINE GUN



Inca Camina Base is located in the far north regions of the province, east of Inca Chaca, and it is heavily guarded, as well as loaded with goodies. Infiltrate the base at the main gate with an official vehicle or through one of the vulnerable entry points, such as the railroad tracks. Make your way into the brick building next to the watchtower in the northeast, climb to the rooftop, and cross over to the corner roof to find a Weapon Case.

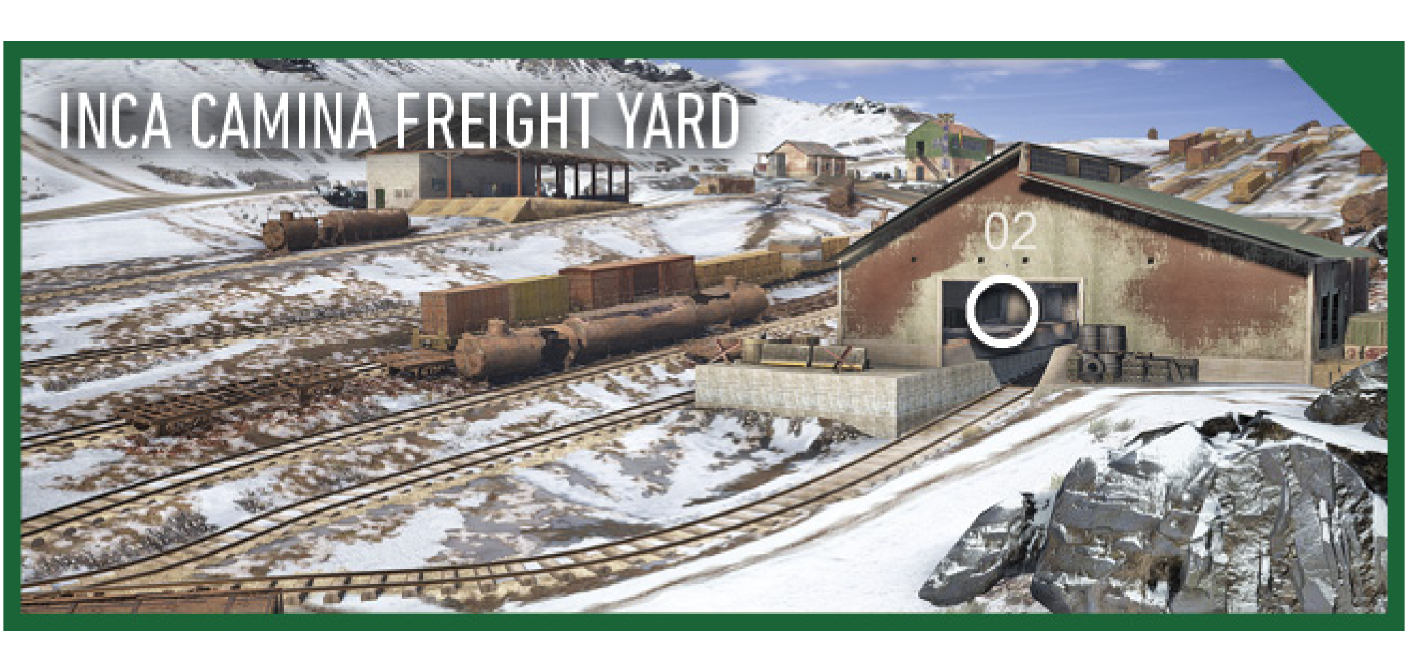
WEAPON: G2 ASSAULT RIFLE



Travel up to the San Martin Mountain Hut, located on the mountain, northwest of Nuevo Mondo. Do away with the handful of Santa Blanca soldiers that also visit the lodge before slipping into the house. The Weapon Case sits just inside the front door.

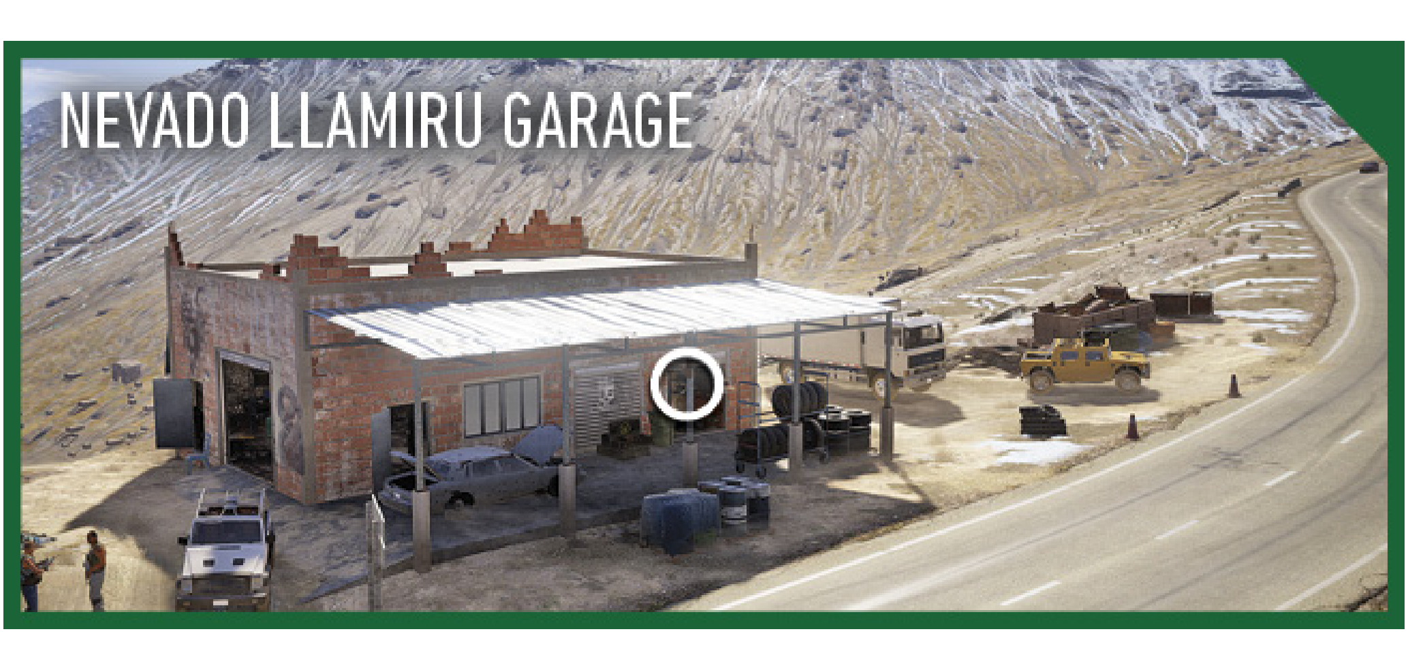
ACCESSORY CASES

ACCESSORY: 7.62X51 AMMO BOX (200 LMG)



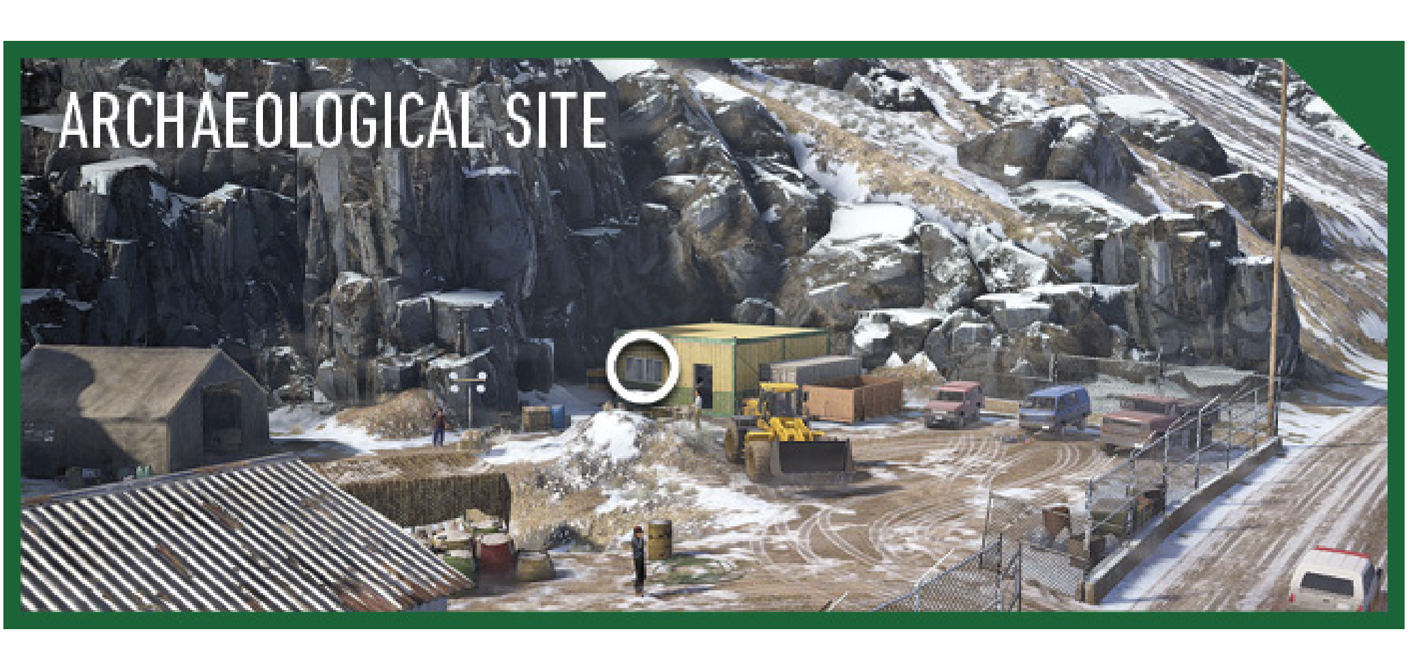
At the Inca Camina Freight Yard, search the freight storage facility, located on the outside passing loop. An Accessory Case sits on the manager's desk in the corner office.

ACCESSORY: COMPENSATED BUTTSTOCK (ASSAULT RIFLE)



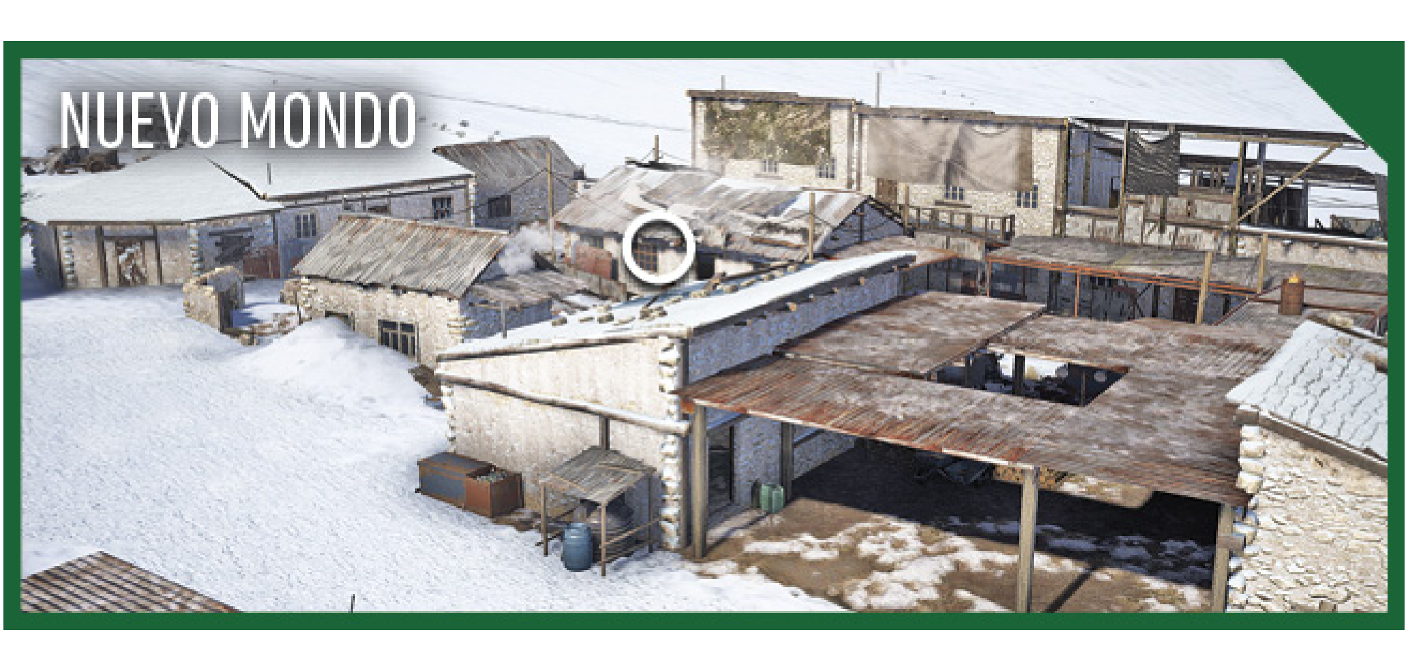
Visit the Nevado Llamiru Garage near an intersection, east of the Inca Camina Bravo rally point to find a Rebel Op: Guns for Hire optional mission. Once the sicario has been taken care of, grab the Accessory Case off the metal shelf in the garage.

ACCESSORY: G28 SCOPE (SNIPER RIFLE)



Pay the archaeological site a visit southeast of Julpe Alto. Search the manager's office in the back-right corner of the property to receive a new scope for your sniper rifle.

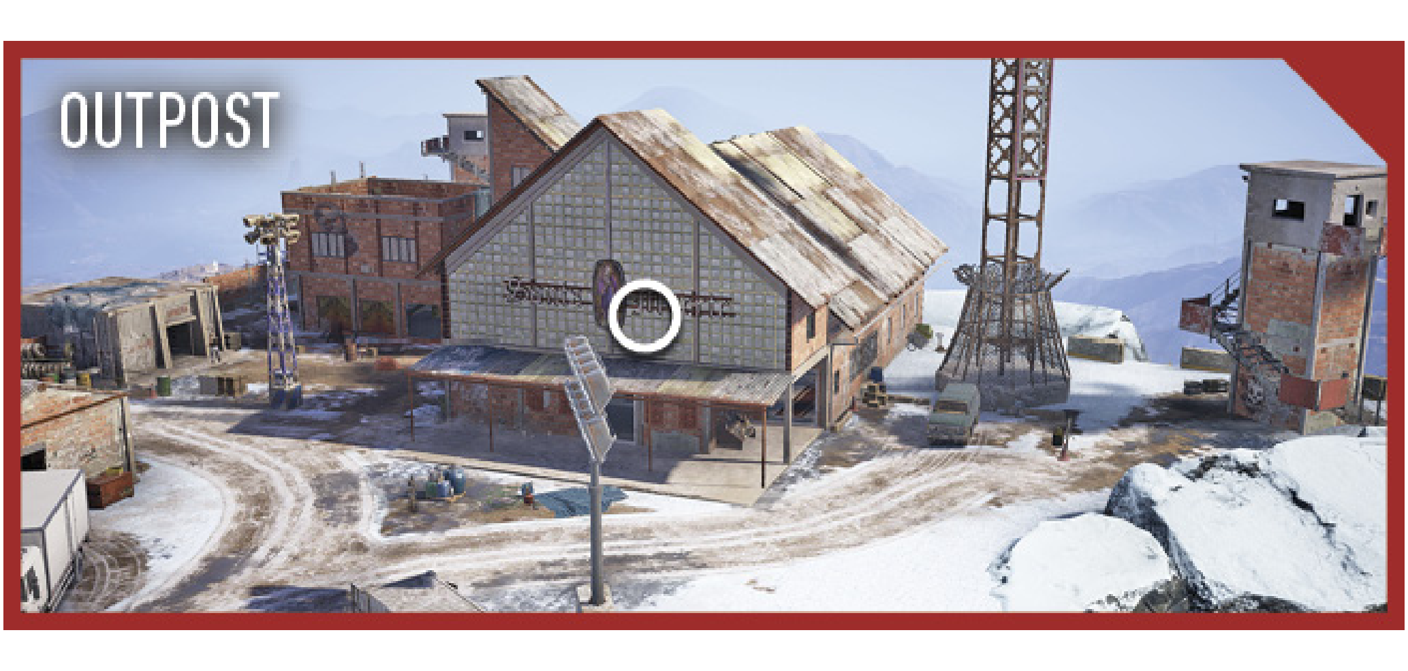
ACCESSORY: SUPPRESSOR (SHOTGUN)



At the shanty town of Nuevo Mondo, in far south Inca Camina, find the workshop with an airplane nose above the front door on the north side of the village. Step inside and collect the suppressor off the left metal shelves.

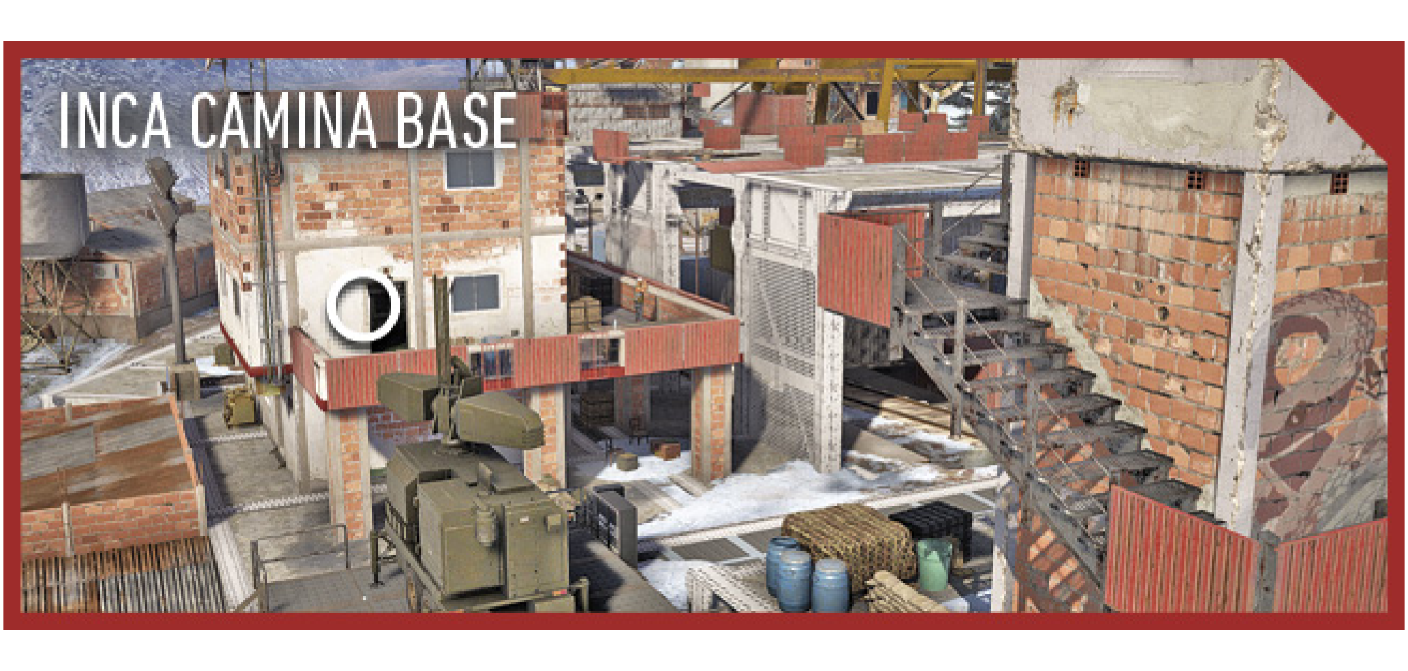
SKILL POINTS

SKILL POINTS: +3



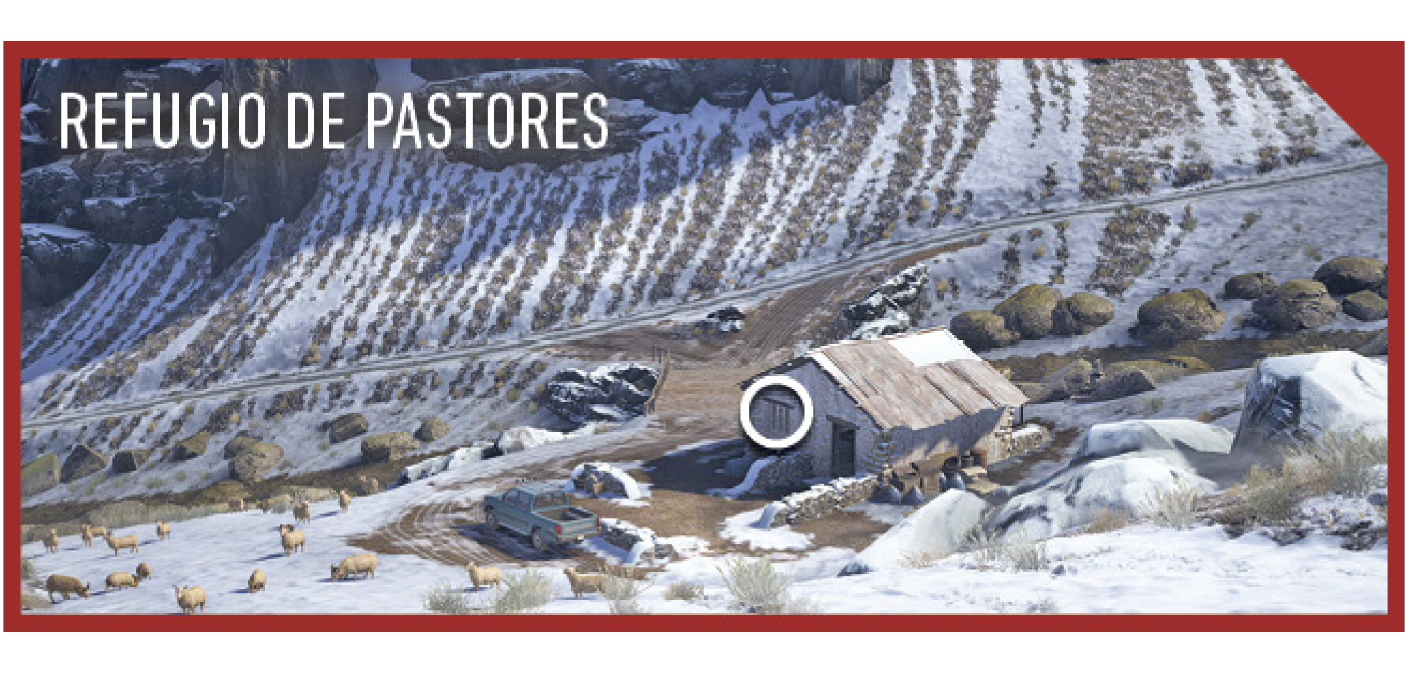
Find another Santa Blanca outpost near the northern border with Montuyoc province. Skill Points are available on a console table inside the upstairs office of the chapel. Take care of the snipers in the watchtowers before sneaking in from the east side.

SKILL POINTS: +1



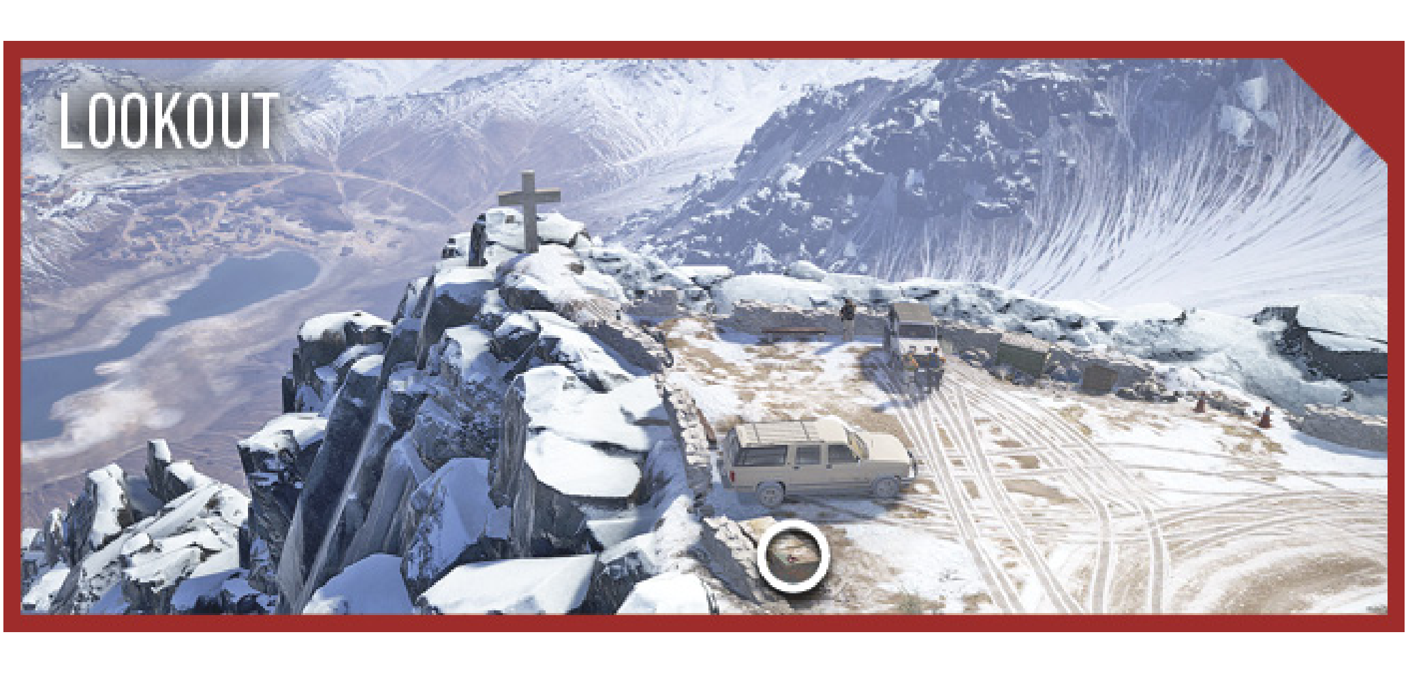
Sneak or fight your way into the well-fortified Inca Camina Base and find the HQ building in the center of the property. Collect the medal from the desk on the second floor.

SKILL POINTS: +5



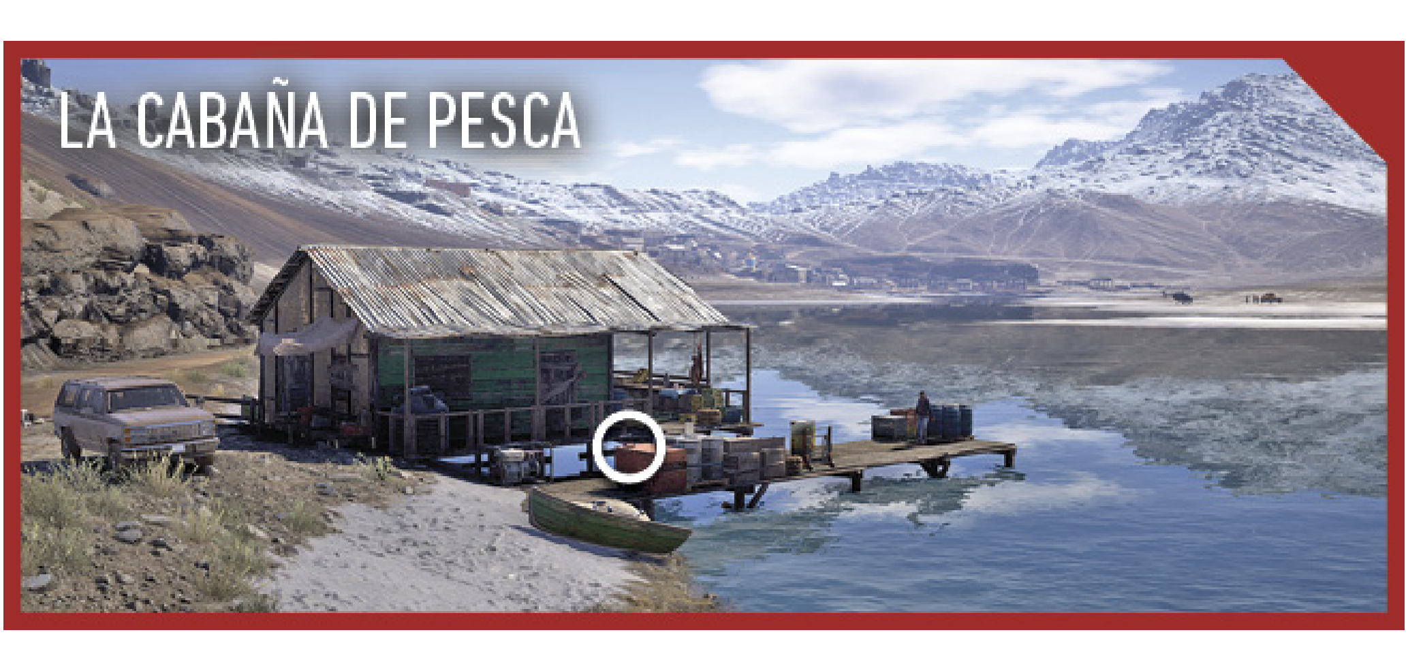
At the western Refugio De Pastores, find a lone house next to a small bridge. Collect a Skill Point off the corner cabinet inside.

SKILL POINTS: +1



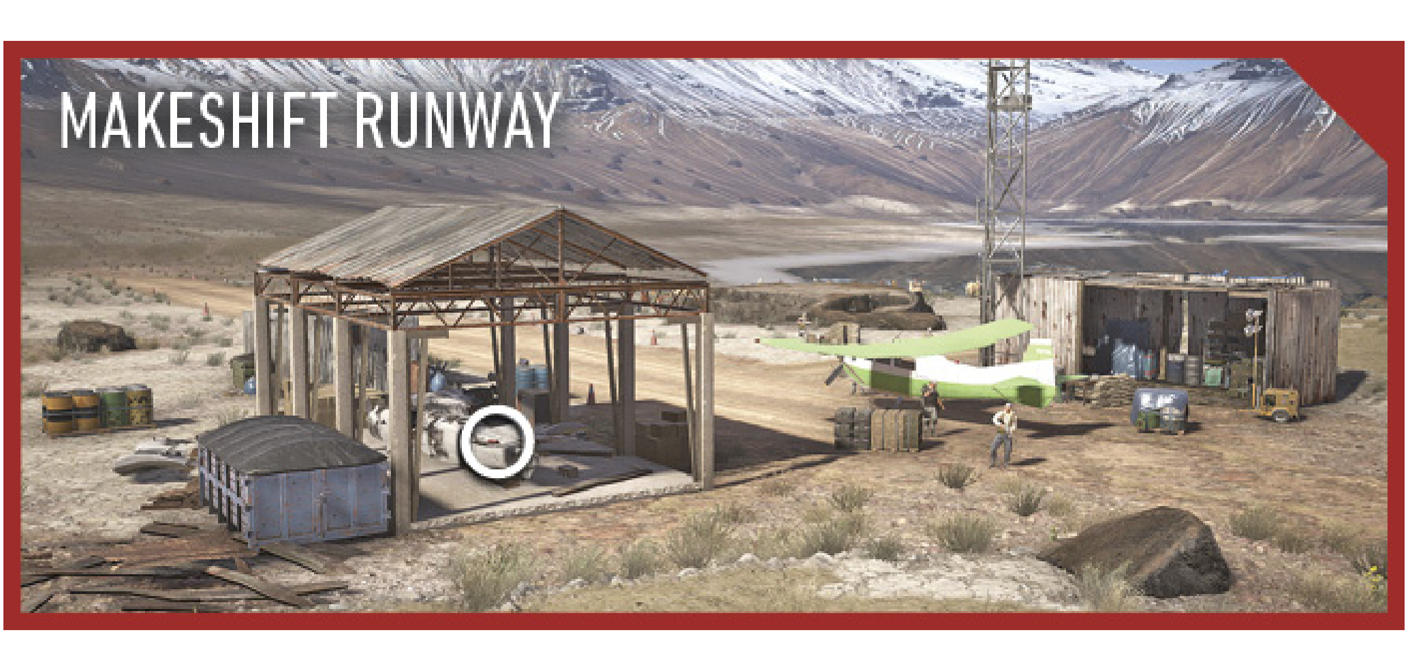
South of the Inca Ruins, a popular lookout has a great view of Julpe Alto. Take out the hostiles that visit the locale and grab the medal that sits on a metal container.

SKILL POINTS: +1



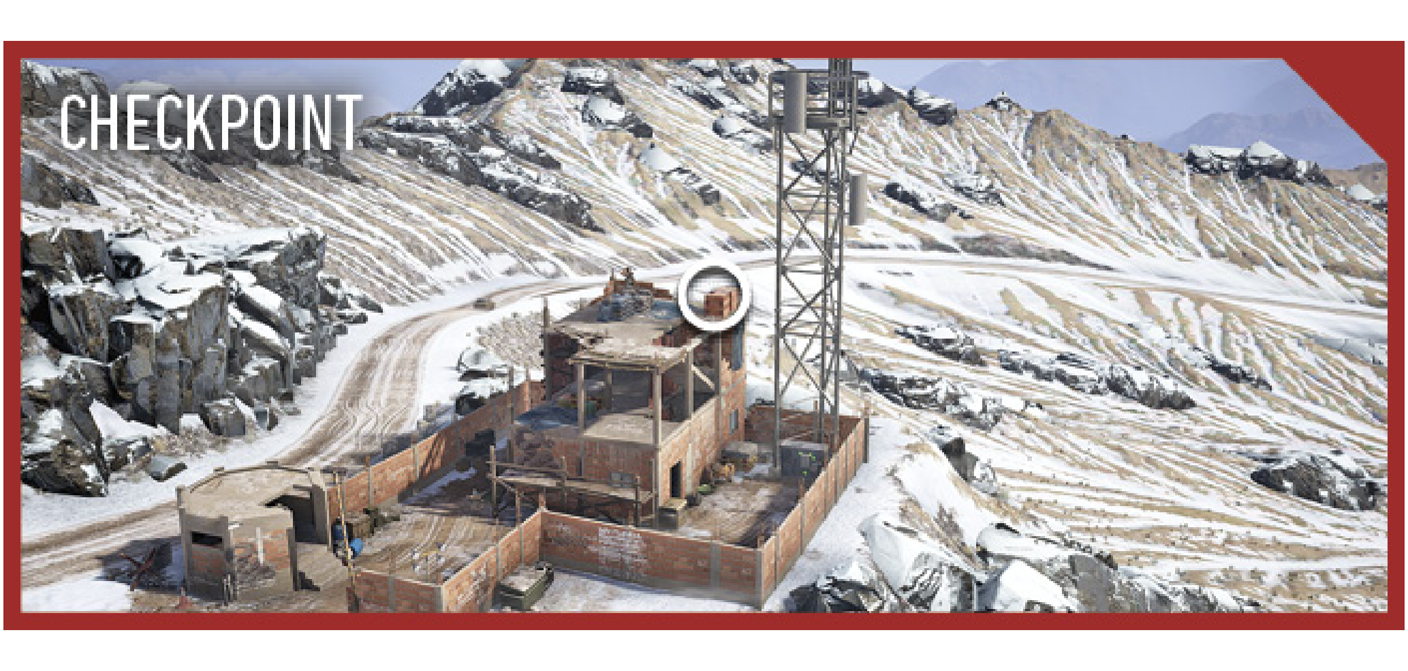
Visit the highest fishing spot in Bolivia northwest of Julpe Alto. Collect a Skill Point that is situated atop a red container on the pier.

SKILL POINTS: +1



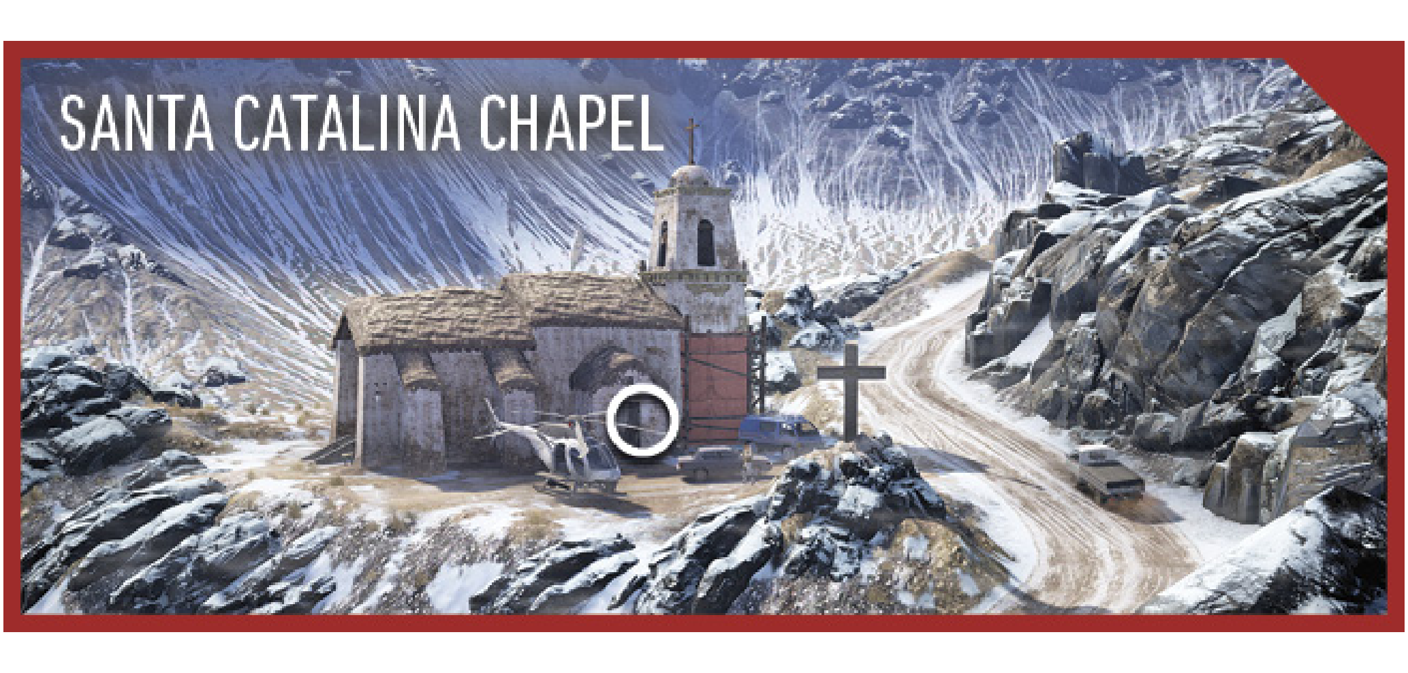
A makeshift runway has been constructed on the south side of Julpe Alto by the cartel. A loaded plane is your target in a Gasoline Raid side mission. Before stealing the aircraft, swipe a Santa Blanca commendation off the horizontal stabilizer of the nearby plane wreckage.

SKILL POINTS: +3



At the checkpoint in the far southeastern region of Inca Camina, eliminate the hostiles that man the post before entering the incomplete building. Climb the stairs to the top floor and nab the medal that sits atop the pallet of supplies.

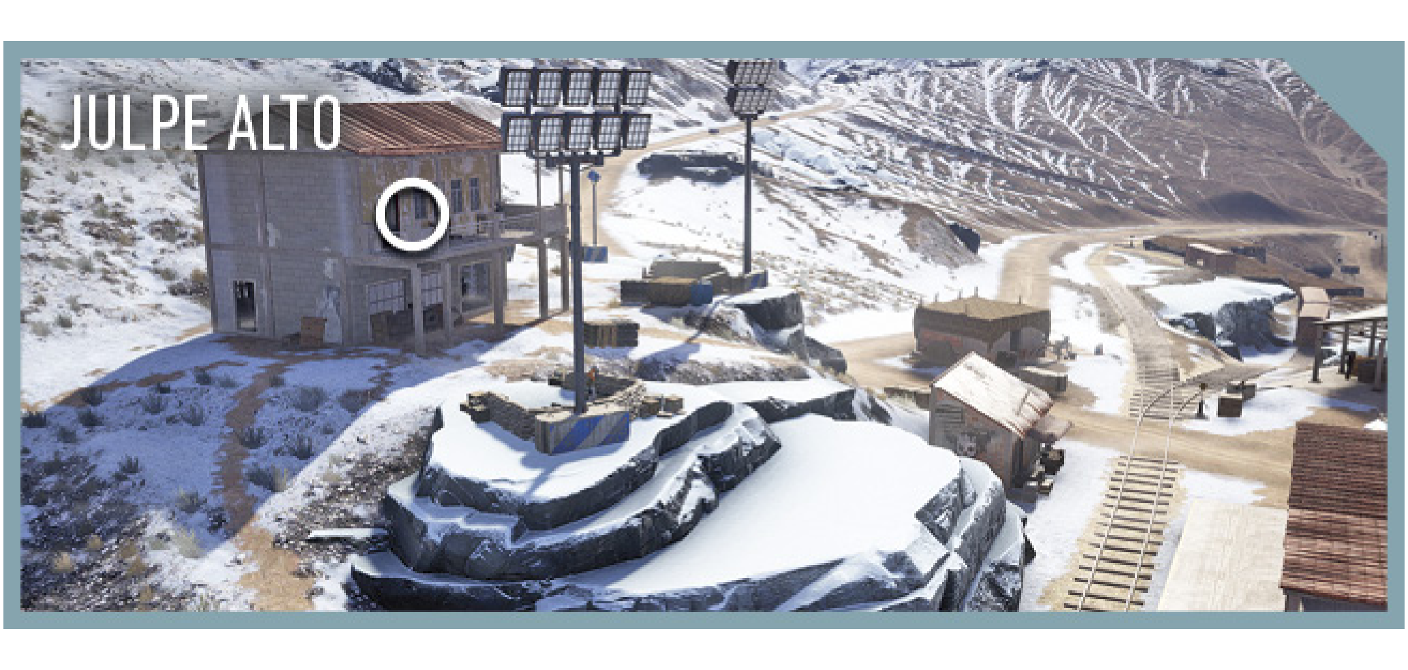
SKILL POINTS: +1



Sneak through the northern side door into the Santa Catalina Chapel that sits alone in the southeast corner of the province. A Skill Point sits on a cabinet just inside.

BONUS MEDALS

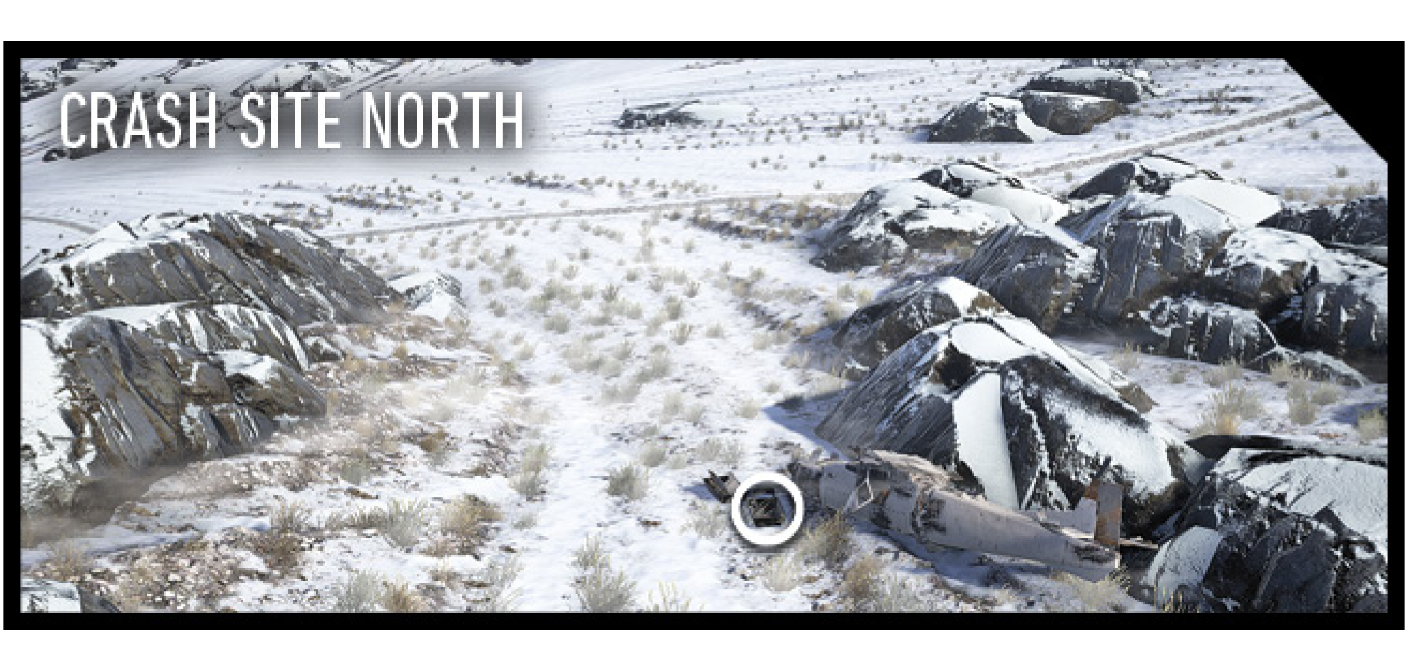
BONUS: BLEED OUT TIME



A small Santa Blanca outpost oversees Julpe Alto from the north. Infiltrate the house on the east side and ascend to the second floor, where a Bonus Medal rests on the bed.

KINGSLAYER FILES

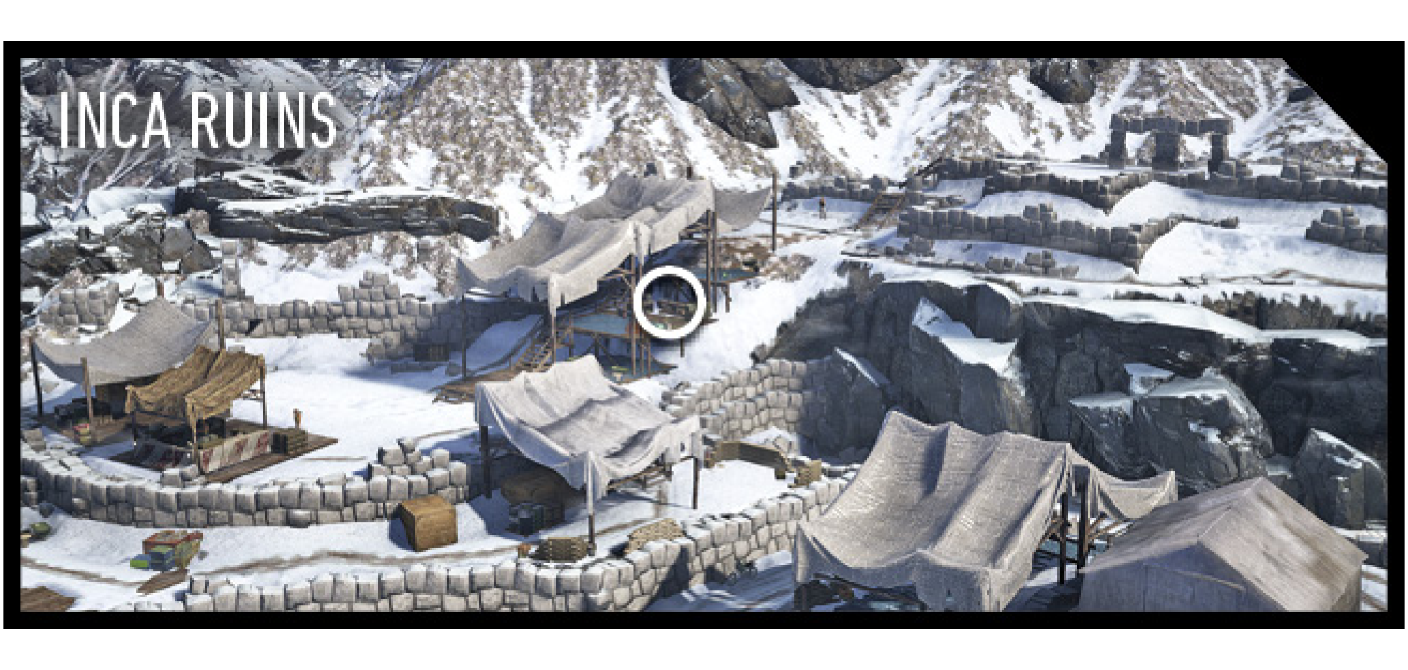
LEGEND



Follow the snowy path south from the western Refugio De Pastores until plane wreckage is spotted to the right. A legend sits inside a plastic tub next to the fuselage.

Nuevo Mundo: If you spend enough time in Camino Inca (Inca Trail), locals will tell you about a legendary village built in the mountains by people left homeless or displaced by the drug war. The village is called Nuevo Mundo and though no one is able to put it on a map, it is said that its inhabitants have built grand structures out of the wrecks of planes that have crashed in the Andes. If you overlook the mountains at night, you might see the light beams of those there trying to blind the pilots, so as to crash their planes.

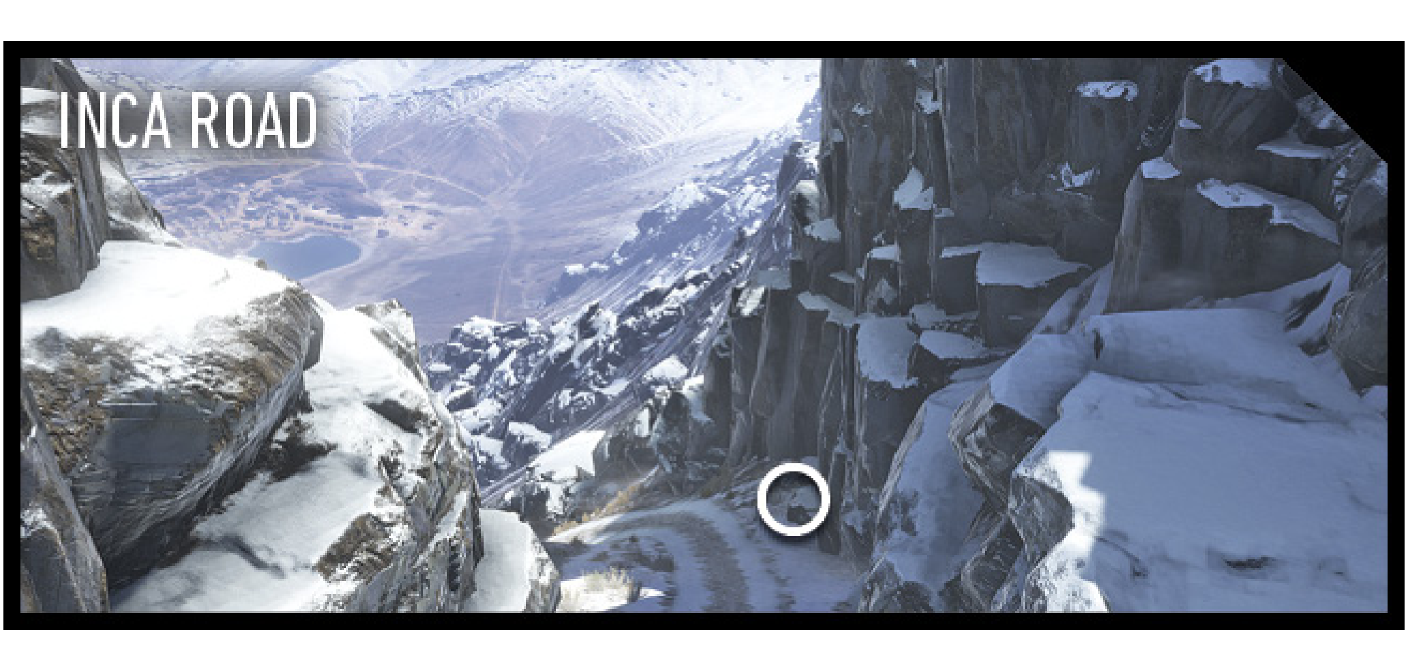
LEGEND



At the remains of an Incan settlement, search under the canopies in the northeast corner for a legend that sits atop a worktable.

Tiahuanaco: Tiahuanaco is a major Bolivian archeological site and the heart of the Tiahuanaco Empire that ruled over the region between 300 and 1000 AD. It is composed of different types of temples organized on a geometrical and astronomical pattern. The level of technological advancement and the means used to build these structures remain a mystery to archeologists and scientists. The most famous monuments are the Gateway of the Sun, the Kalasasaya temple, the Akapana pyramid, and the subterranean temple.

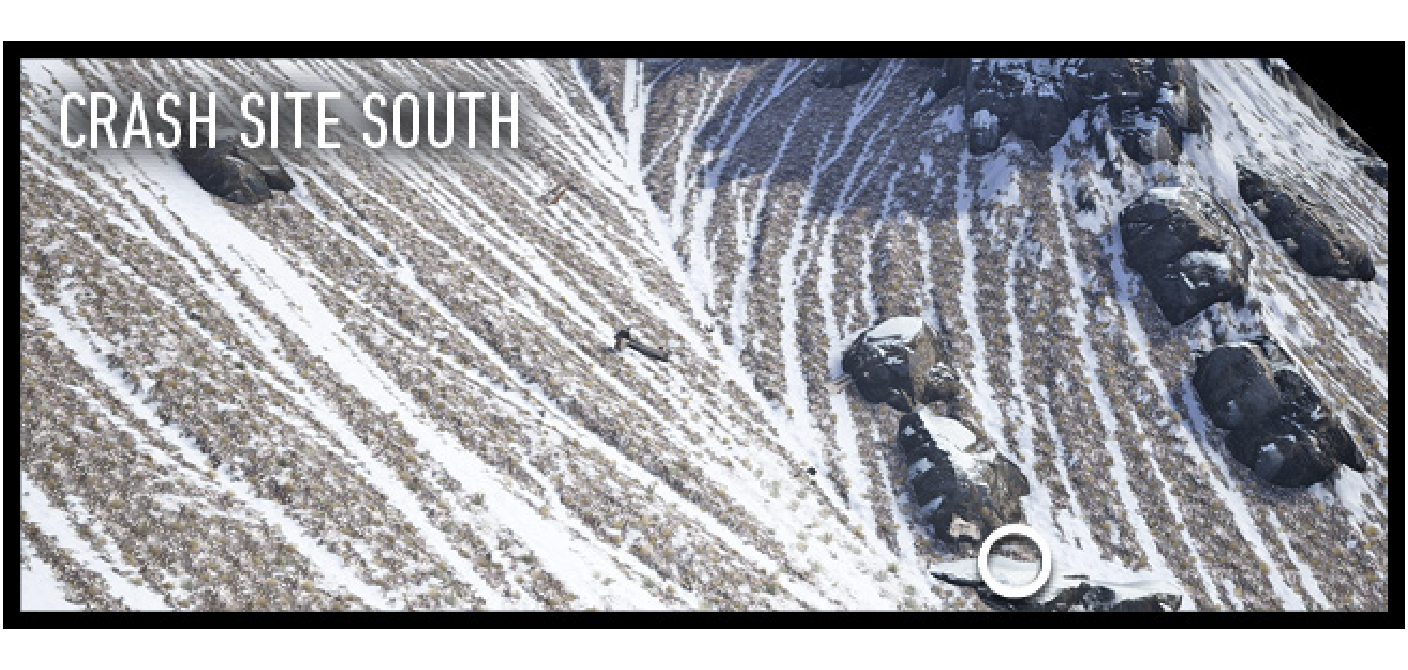
LEGEND



Drive southeast from the Incan Ruins until a legend is seen on a rock next to the road. Hop out and collect it for the Kingslayer Files.

Camino del Inca: The Inca Trail refers to a wide pre-Columbian road system that extended from southern Colombia to northern Chile, including Ecuador, Peru, and Bolivia. It connected all the regions of the Inca Empire and was centered in El Cuzco, the capital town. It was more than 40,000 kilometers long, at altitudes ranging between 2,000 and 5,000 meters. After the Spanish conquest, the Inca Trail was gradually abandoned. These days, only a few short sections have survived, mainly used by indigenous peasants or trekkers.

LEGEND

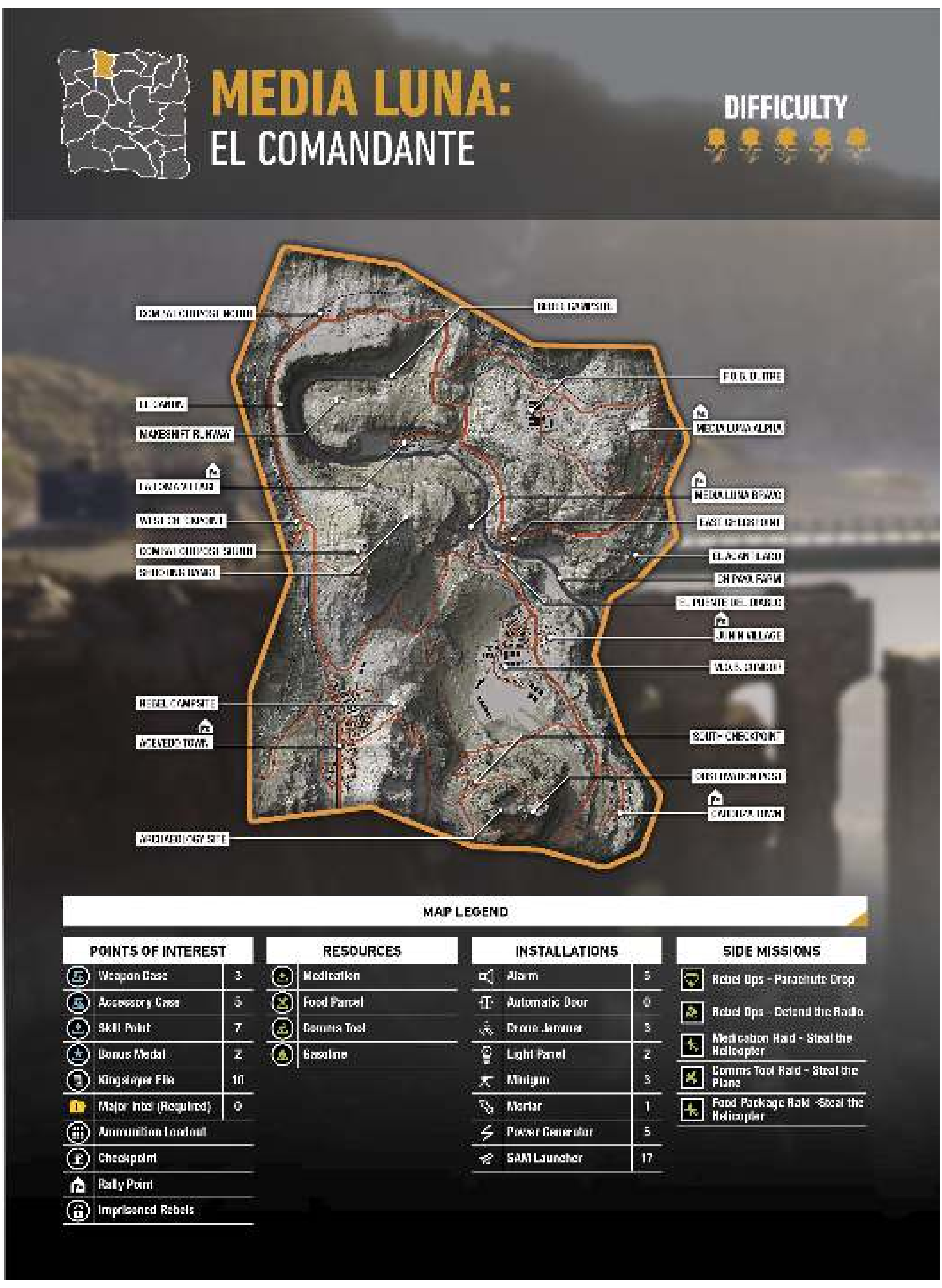


Search directly to the west, down the hill, from the San Martin Mountain Hut to find an airplane crash site. Pick up the altitude meter that sits near the fuselage.

Quantu Legend: According to popular belief, the Illimani and Illampu mountains, the highest peaks of Bolivia, are two fallen kings turned into rock by the Earth Goddess. In ancient times, Illimani and Illampu waged a ferocious war on the Altiplano and died in combat, but their sons sought revenge, and the war continued until both sons died as well. Pachamama was so upset that she punished the fathers, making their stars crash on earth, where they formed what are now the Illimani and Illampu mountains.

Media Luna: El Comandante

Media Luna: El Comandante


MEDIA LUNA:
EL COMANDANTE
DIFFICULTY
COMMS OUTPOST NORTH
REBEL CAMPSITE
POZO BUITRE
EL CAÑON
MAKESHIFT RUNWAY
MEDIA LUNA ALPHA
LA LOMA VILLAGE
MEDIA LUNA BRAVO
WESTERN CHECKPOINT
EAST CHECKPOINT
COMMS OUTPOST SOUTH
EL ACANTILADO
SHOOTING RANGE
CHIVAS FARM
EL PUENTE DEL DIABLO
JUNIN VILLAGE
REBEL CAMPSITE
ACEVEDO TOWN
SOUTH CHECKPOINT
OBSERVATION POST
CARDOZA TOWN
ARCHAEOLOGY SITE
MAP LEGEND

POINTS OF INTEREST	
Weapon Case	3
Accessory Case	5
Skill Point	7
Bonus Medal	2
Kingslayer File	10
Major Intel (Required)	0
Ammunition Loadout	
Checkpoint	
Rally Point	
Imprisoned Rebels	

RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline

INSTALLATIONS	
Alarm	5
Automatic Door	0
Drone Jammer	3
Light Panel	2
Minigun	3
Mortar	1
Power Generator	5
SAM Launcher	17

SIDE MISSIONS
Rebel Ops - Parachute Drop
Rebel Ops - Defend the Radio
Medication Raid - Steal the Helicopter
Comms Tool Raid - Steal the Plane
Food Package Raid -Steal the Helicopter

In this rich rural province, La Unidad has settled her main air base.

Content	Number in Province
Main Missions	3
Side Missions	5

- **Operation: Security**
- **Chief: El Comandante**
- **Ecosystem: Canyon**

Media Luna consists of several canyons located at the foot of the eastern mountains. The vegetation is lush due to heavy rains. The economy is based on coffee growing and cattle breeding.

The small town of Acevedo is the capital of Media Luna. It is also the center of cattle breeding with slaughterhouses and a station to ship animals. The villages of La Loma, Junin, and Cardoza focuses on coffee farming and ranching.

This peaceful province was spared by the Santa Blanca. The absence of the cartel and the presence of a good communication network were reasons for the Unidad commander, General Baro, to install its air base and one of the two main bases of its special forces in the province. The province is now totally under Unidad control.

Since the construction of the air base, helicopters take off every day to fly over the provinces controlled by the Santa Blanca.

MIGUEL DE LOS MONTEROS, AKA EL COMANDANTE

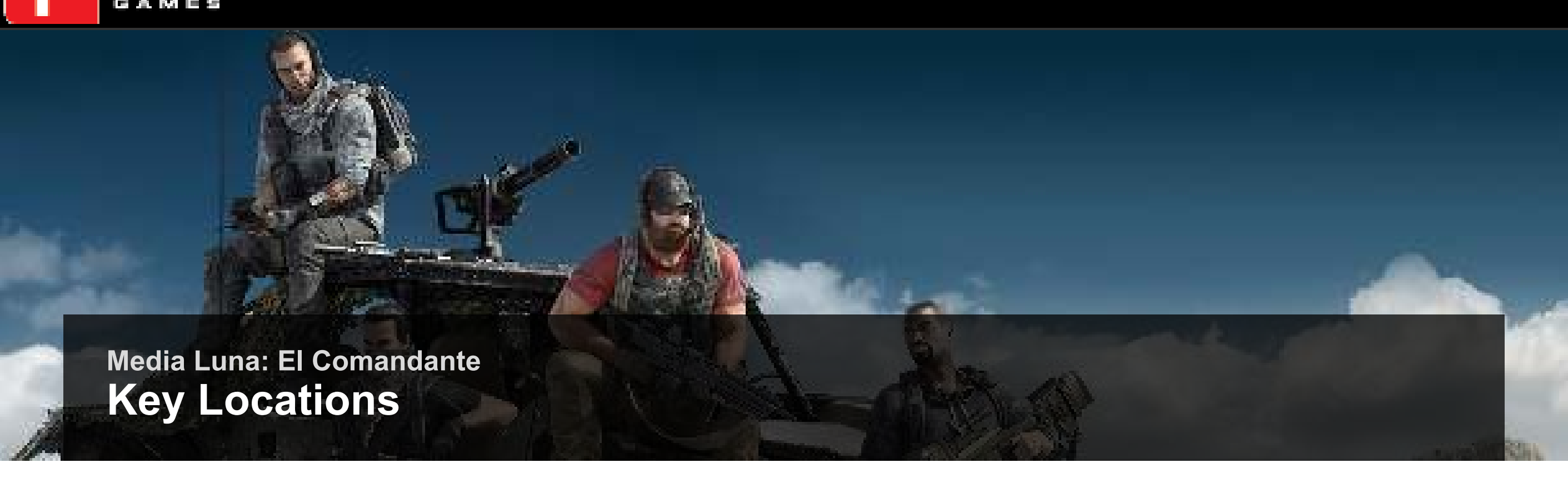
Born: 23/07/1984 in Rancho Savala, Bolivia

Cartel Position: Unidad Commander

An ambitious and impatient guy coming from a poor Bolivian family, El Commandante wants the control of the drugs for the Bolivians too. He thinks Bolivians should take the control of the coca production and the cocaine production, and avoid the extreme violence of the Mexican cartel and the stupid cults of La Santa Muerte. That's why he's started to work secretly with The Santa Blanca, to get closer to them, in order to take over and become the new Buchon.

UNLOCKABLE CONTENT

You can access this Province's Main Missions by either playing the Beta, or being a Season Pass owner.



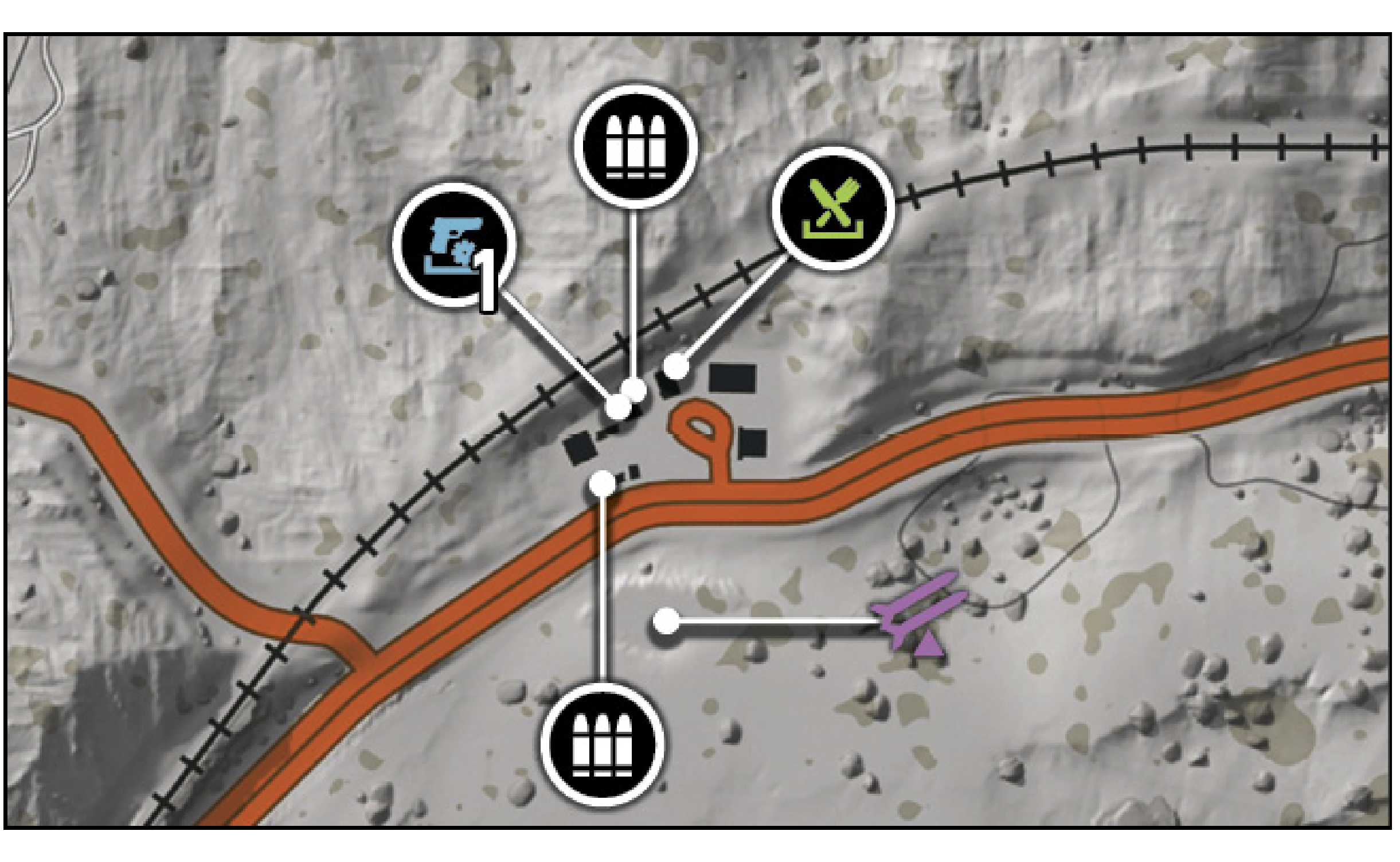
Media Luna: El Comandante

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

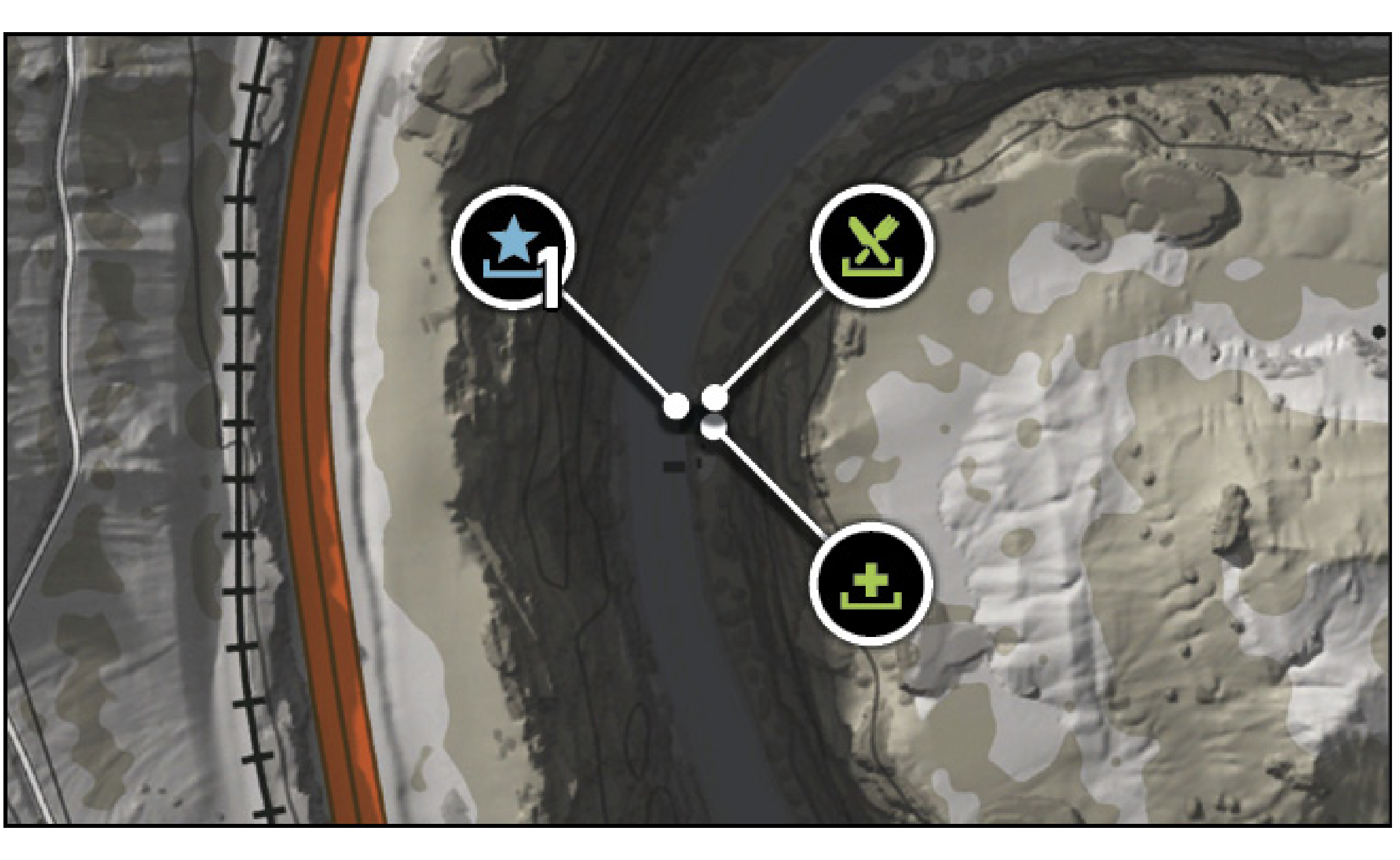
COMBAT OUTPOST NORTH

Maintenance hub for Unidad vehicles.



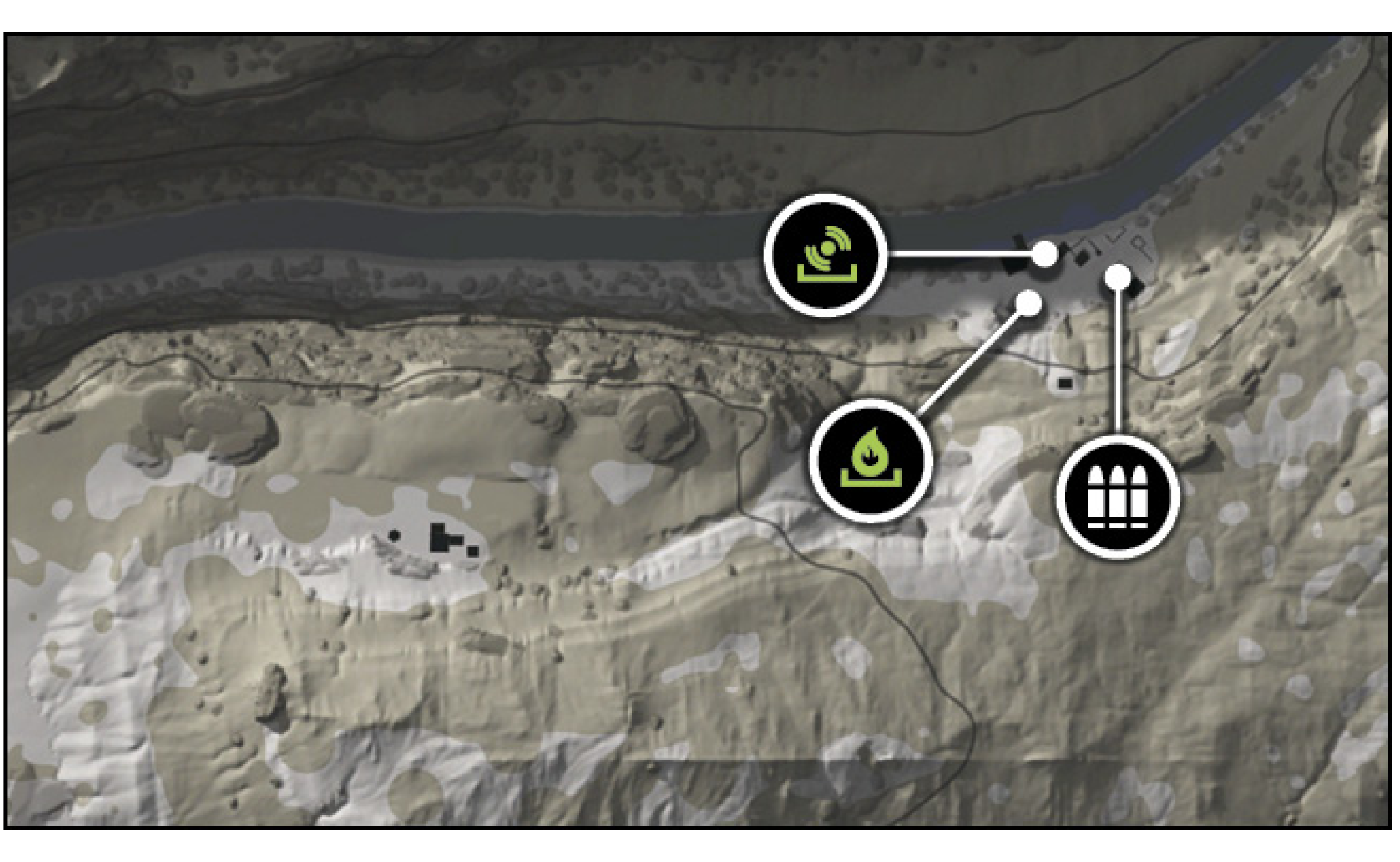
EL CAÑON

A rebel hideout.



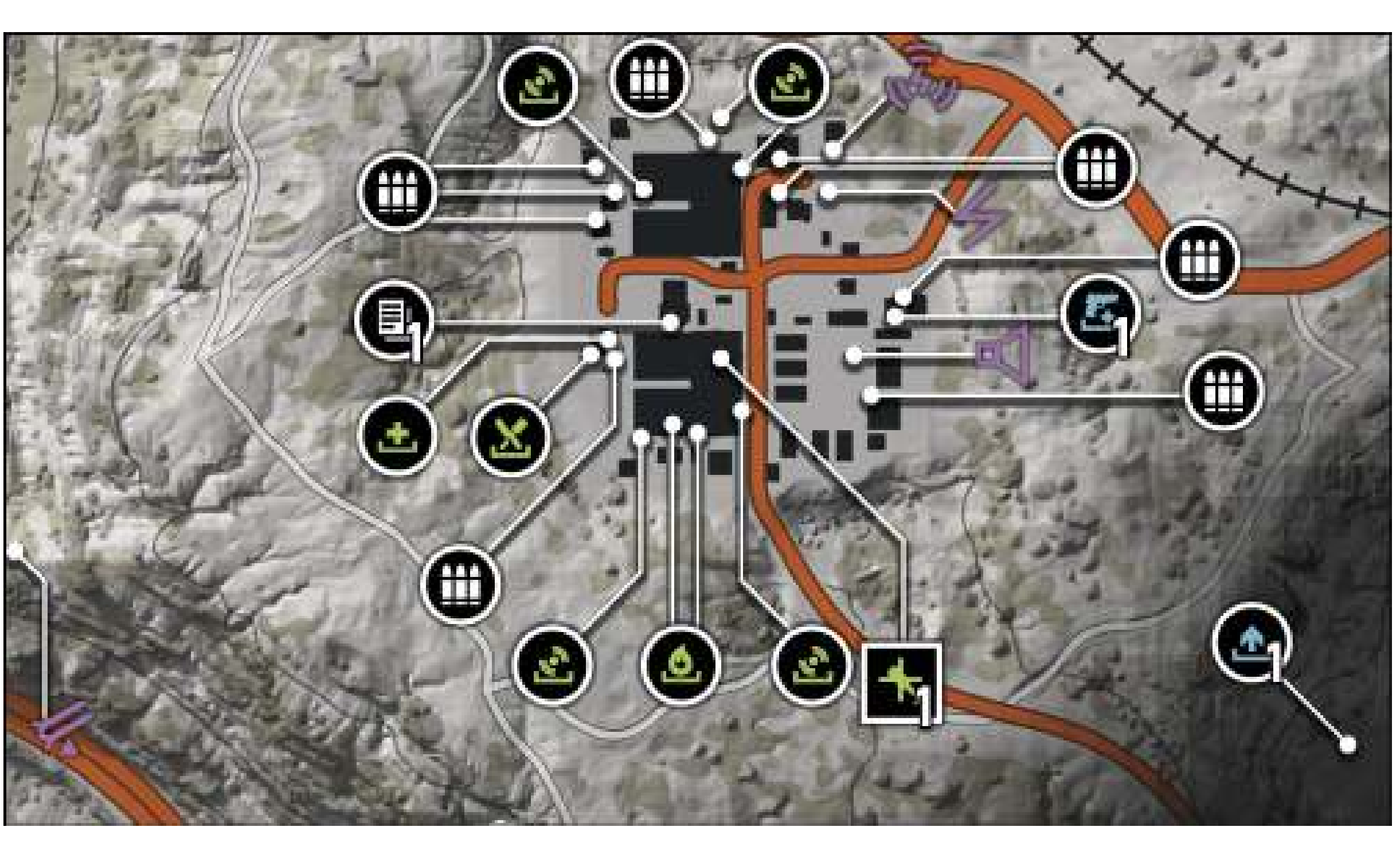
MAKESHIFT RUNWAY AND REBEL CAMPSITE NORTH

A runway improvised by the rebels and temporary rebel campsite.



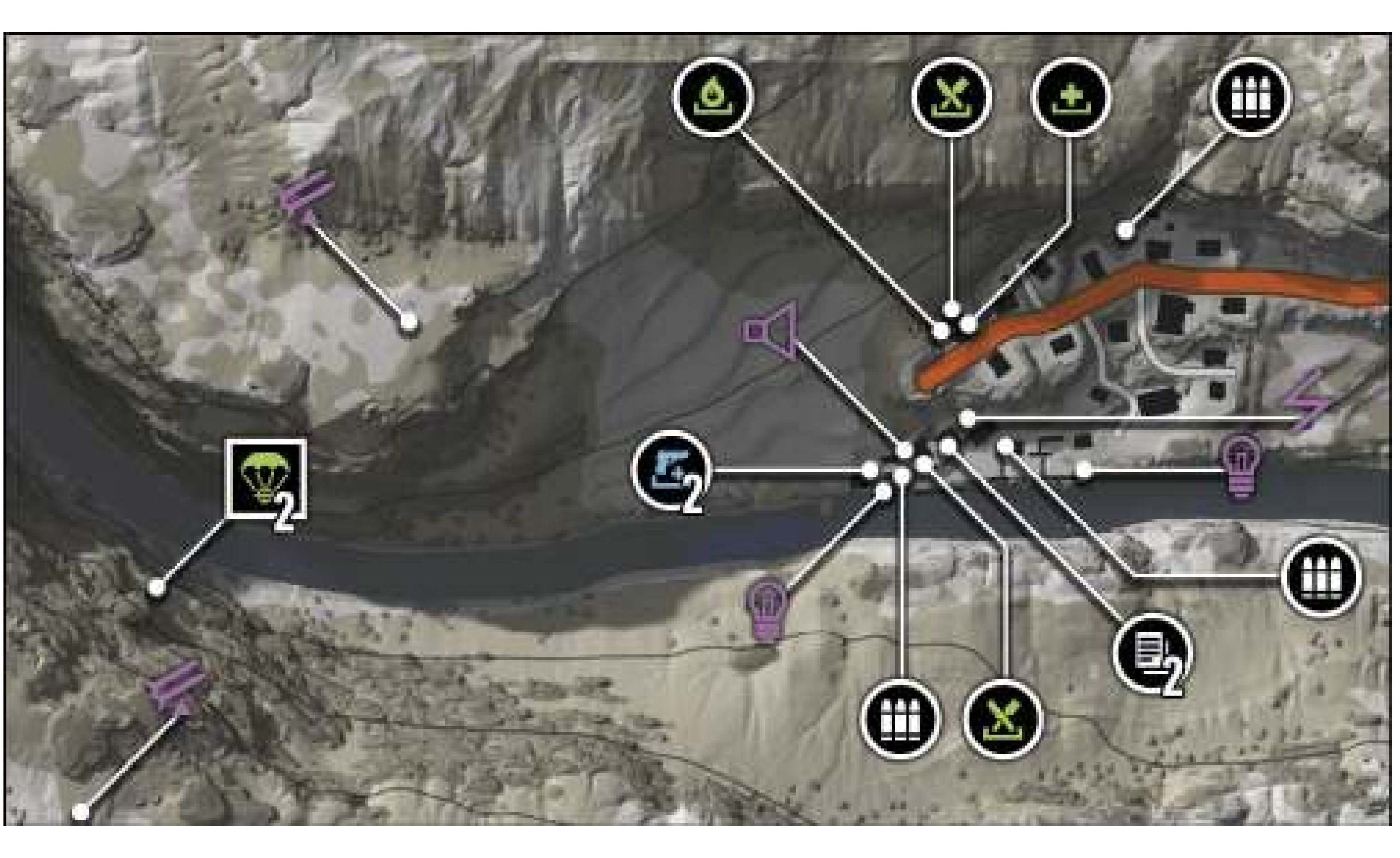
F.O.B. BUITRE

A base for Unidad helicopter patrols.



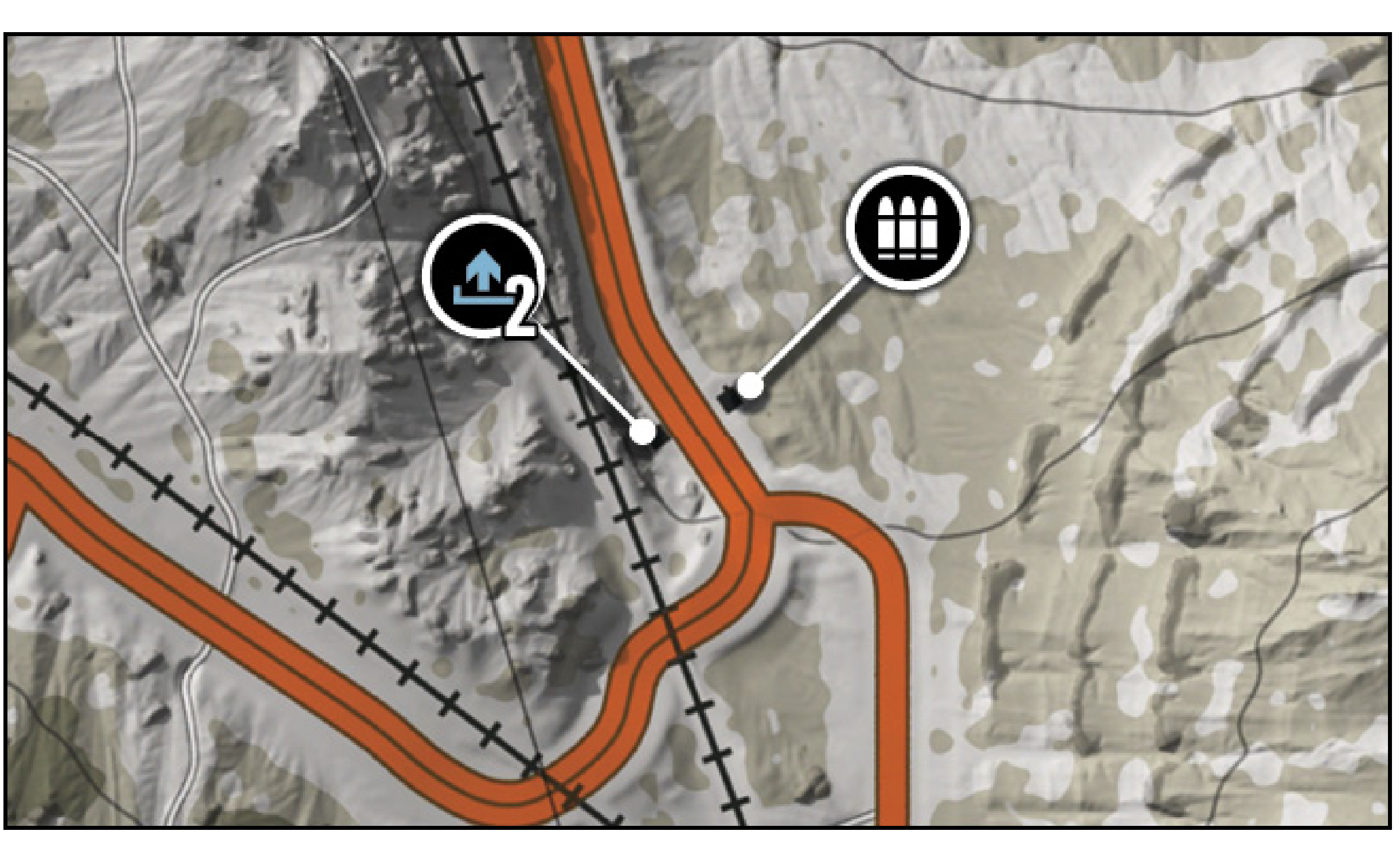
LA LOMA VILLAGE AND A COMBAT OUTPOST

A remote coffee farmers' village and a base that controls navigation in the canyon.



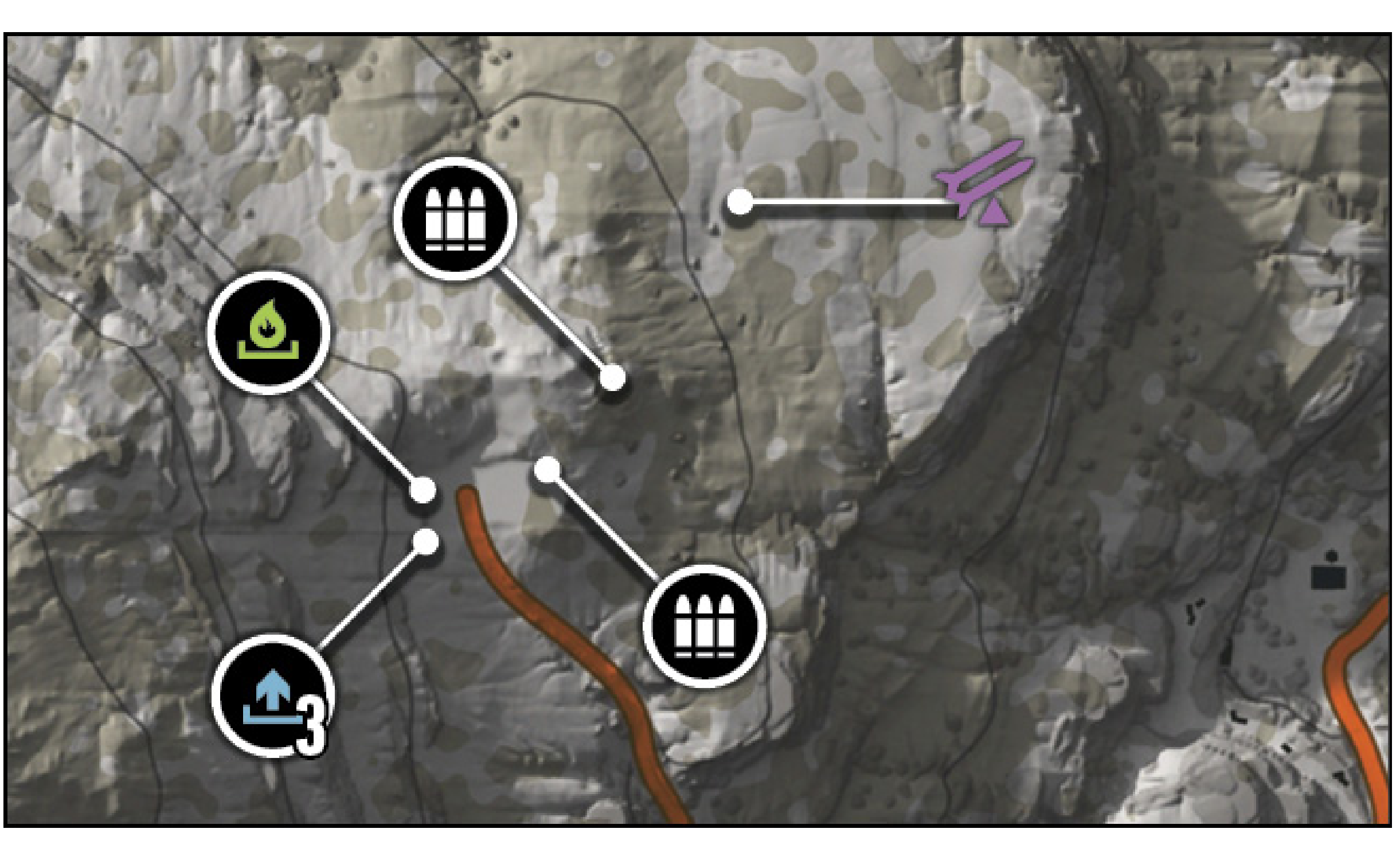
WEST CHECKPOINT

Controls the road to Koani.



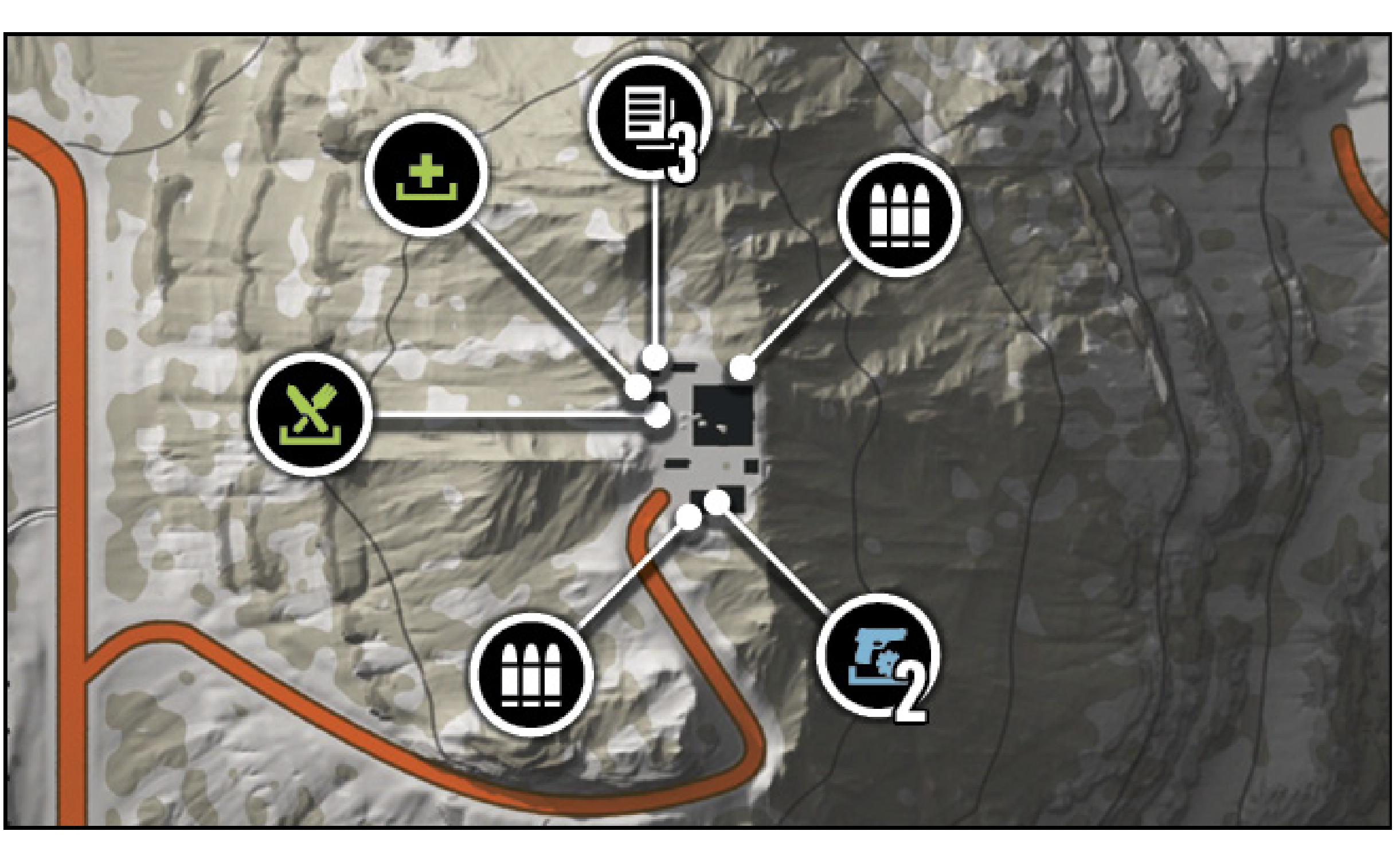
SHOOTING RANGE

Unidad tests heavy weapons here.



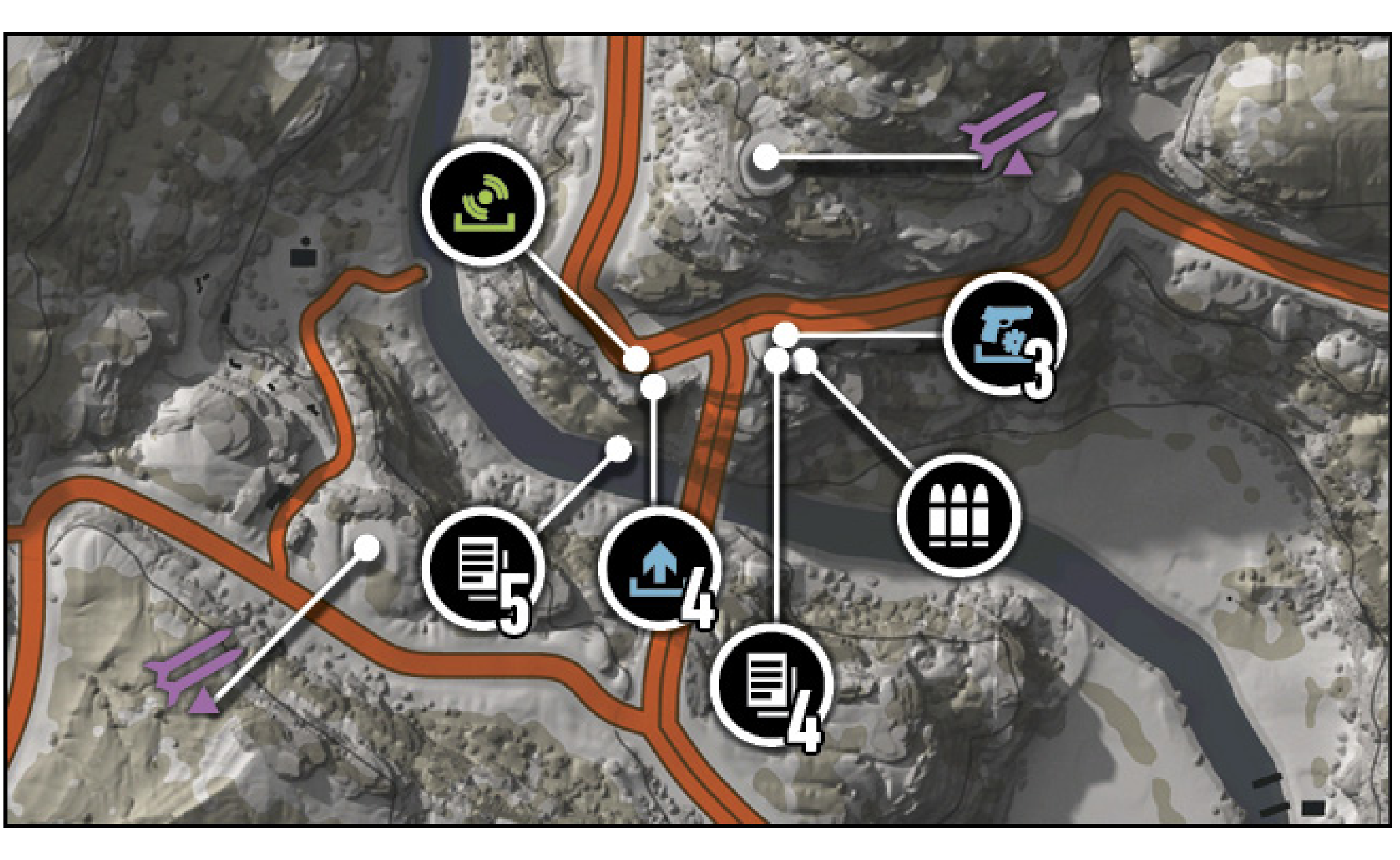
COMBAT OUTPOST SOUTH

Guards the road to spot rebel infiltrators.



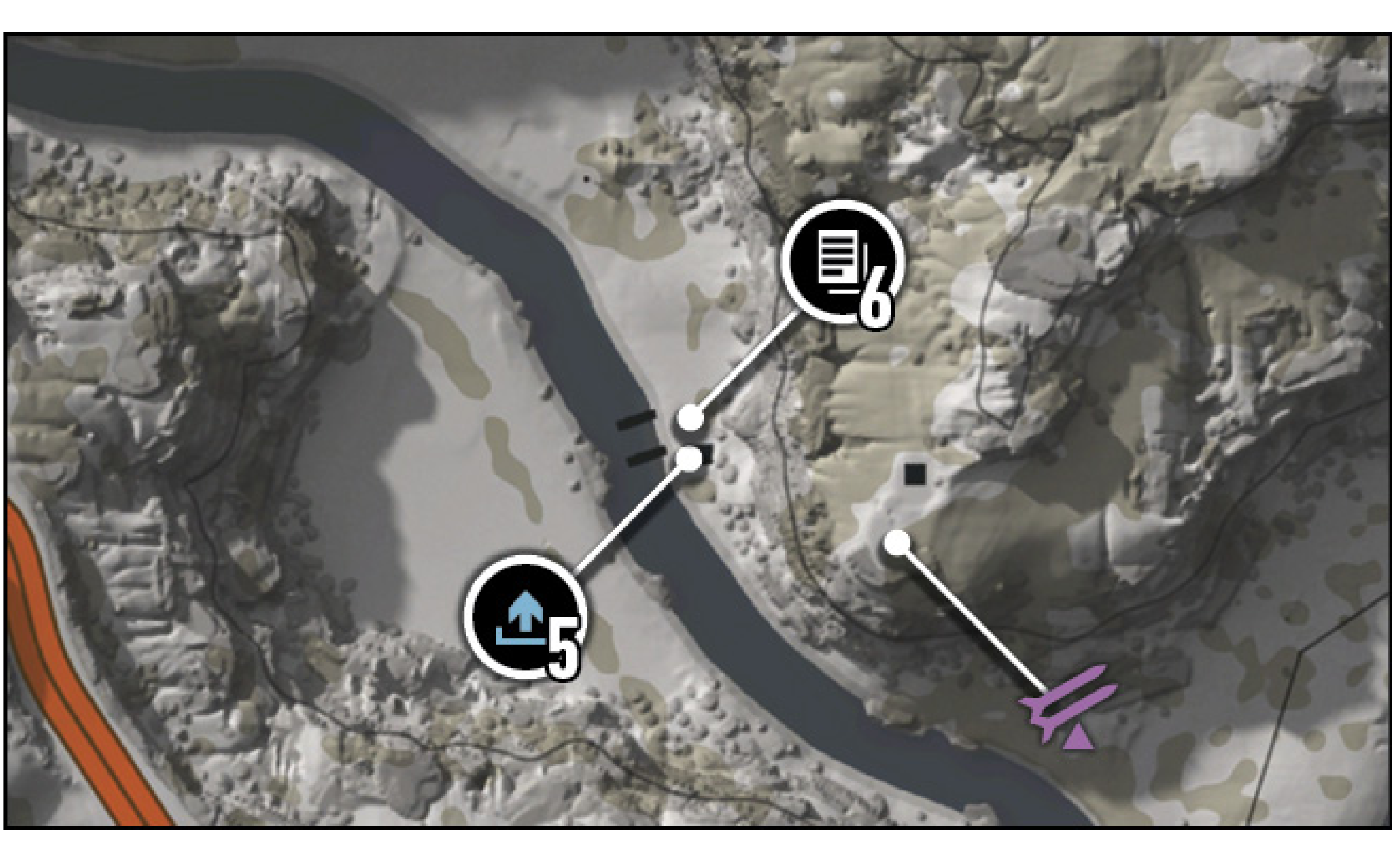
EAST CHECKPOINT AND EL PUENTE DEL DIABLO

Controls road traffic near a ruined bridge.



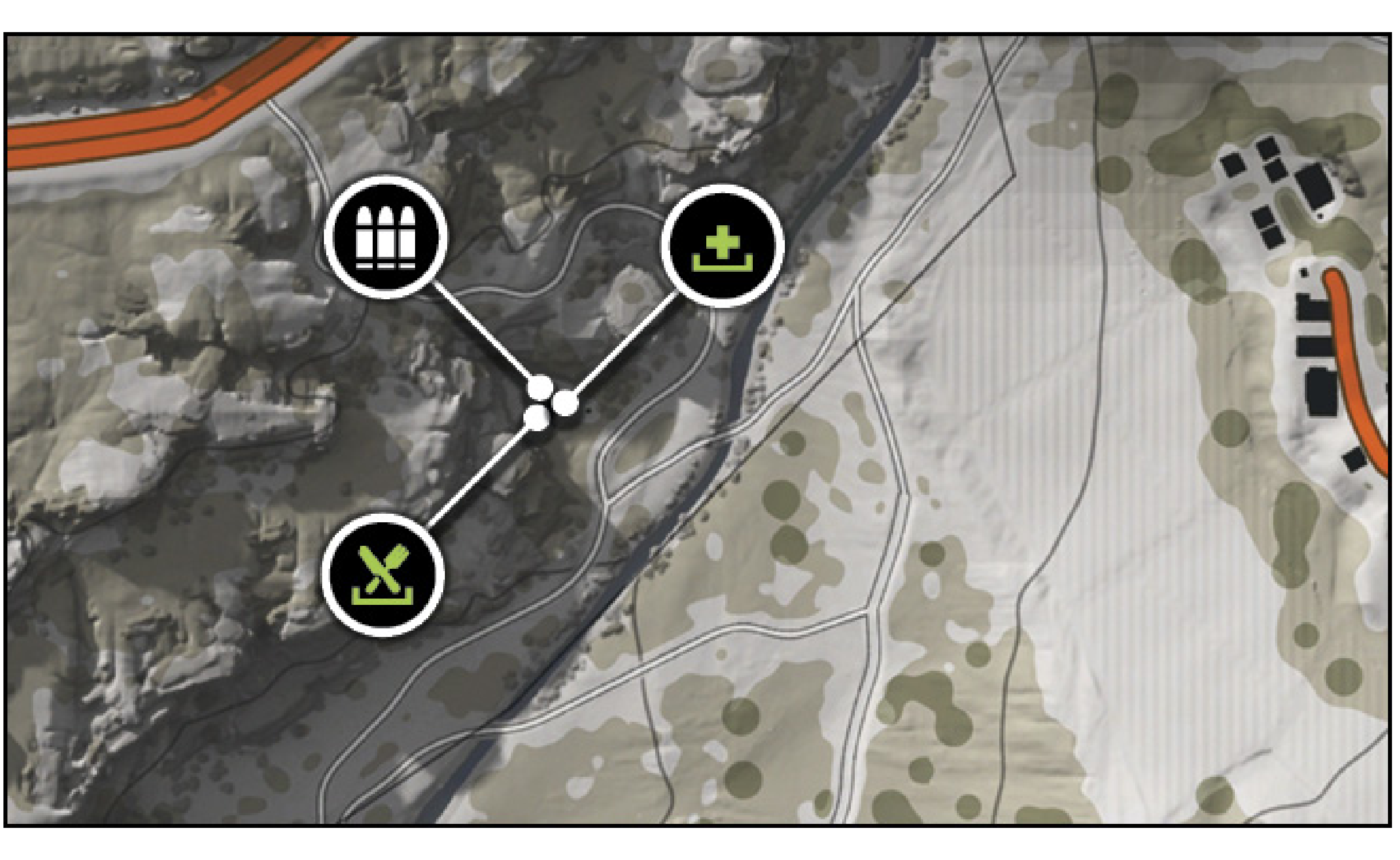
CHIPAYA FARM

A coffee farm.



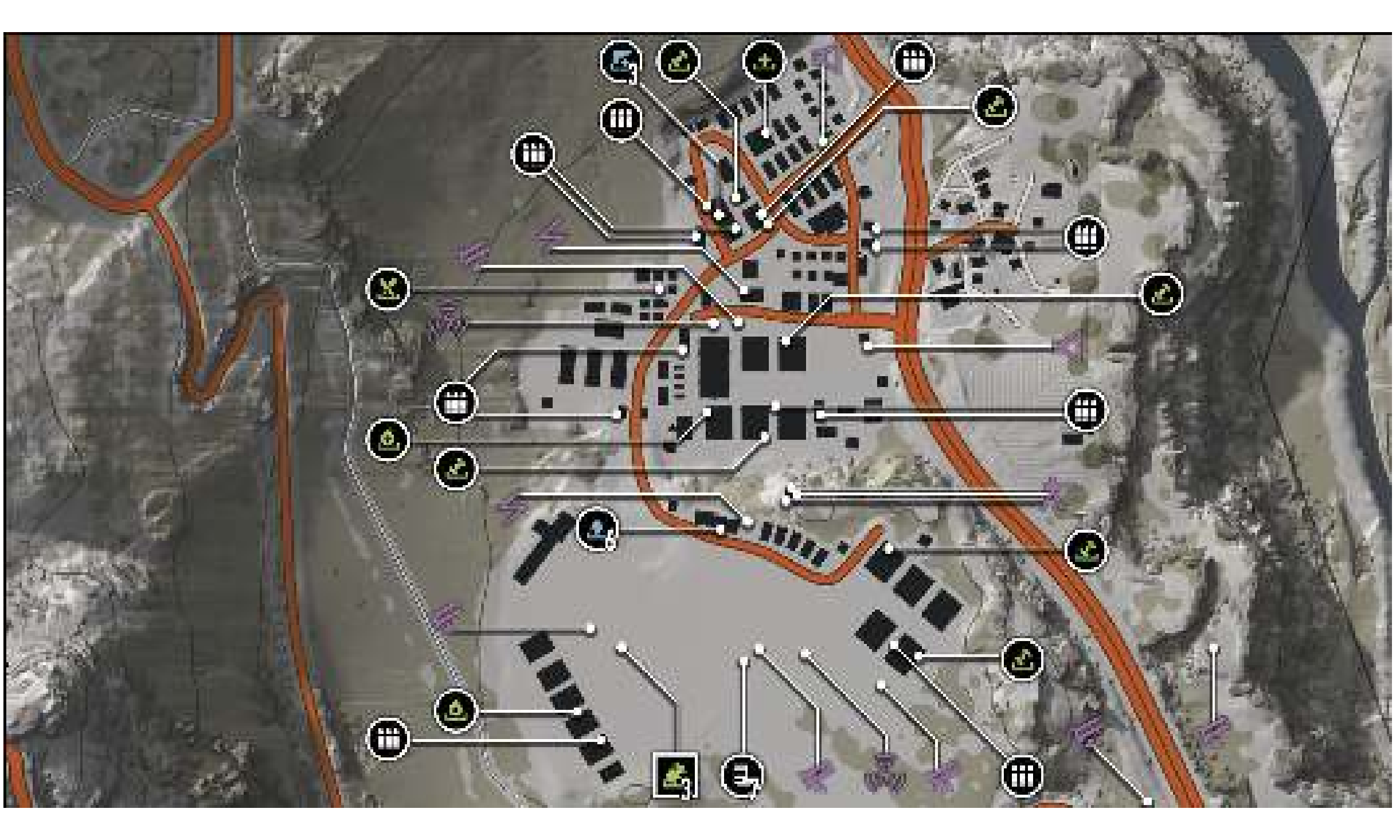
EL ACANTILADO

A rebel hideout now controlled by hostiles.



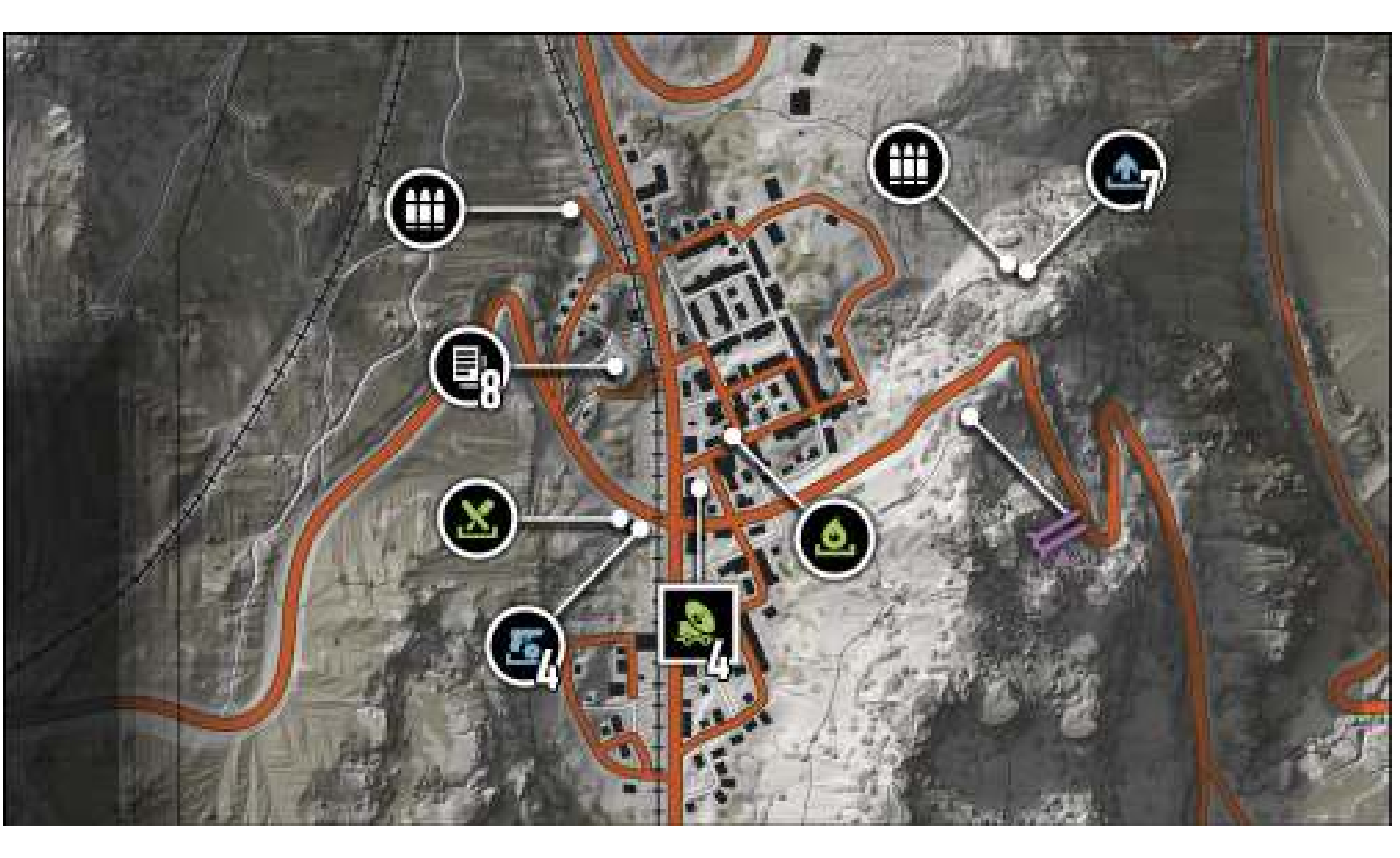
M.O.B. CONDOR AND JUNIN VILLAGE

The Unidad airport and main heliport as well as a new village built to trade with the base.



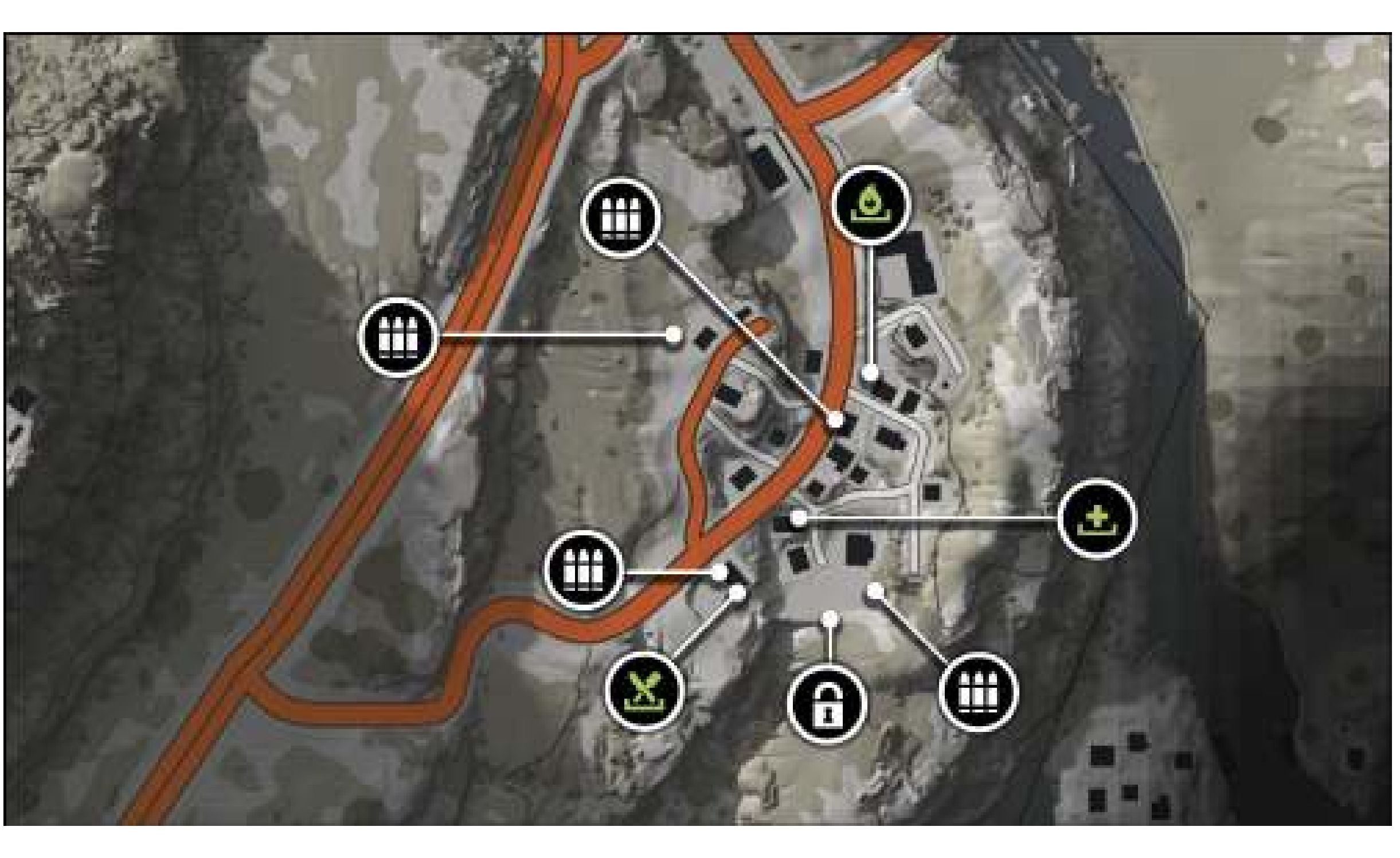
ACEVEDO CITY AND A REBEL CAMPSITE SOUTH

The center of beef breeding in Media Luna and A temporary rebel campsite.



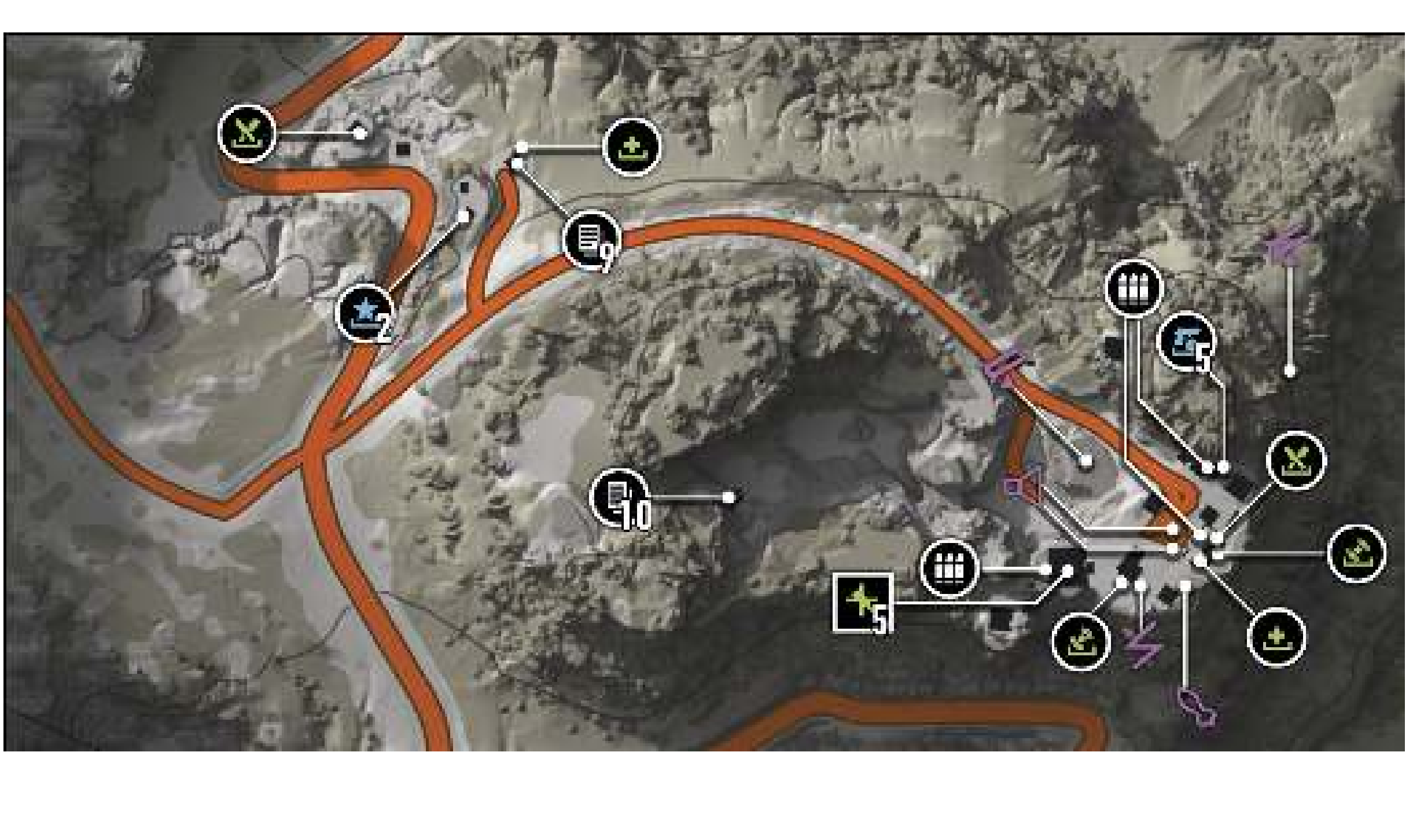
CARDOZA TOWN

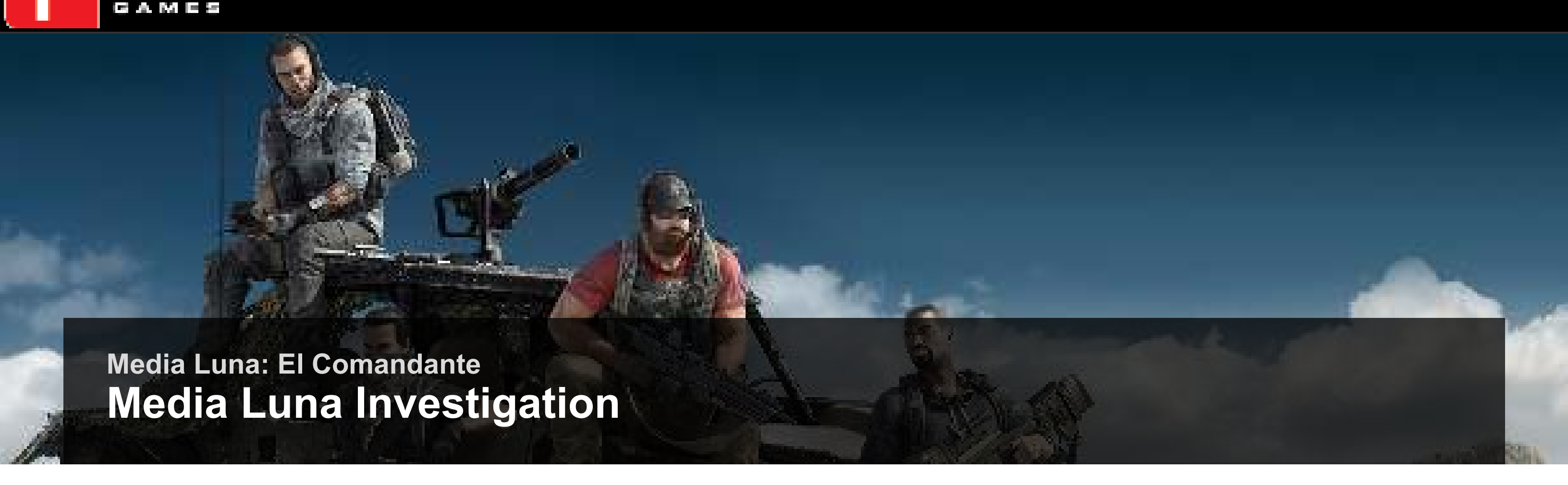
A coffee-farmer and cattle town.



SOUTH CHECKPOINT, ARCHAEOLOGY SITE, AND UNIDAD OBSERVATION POST

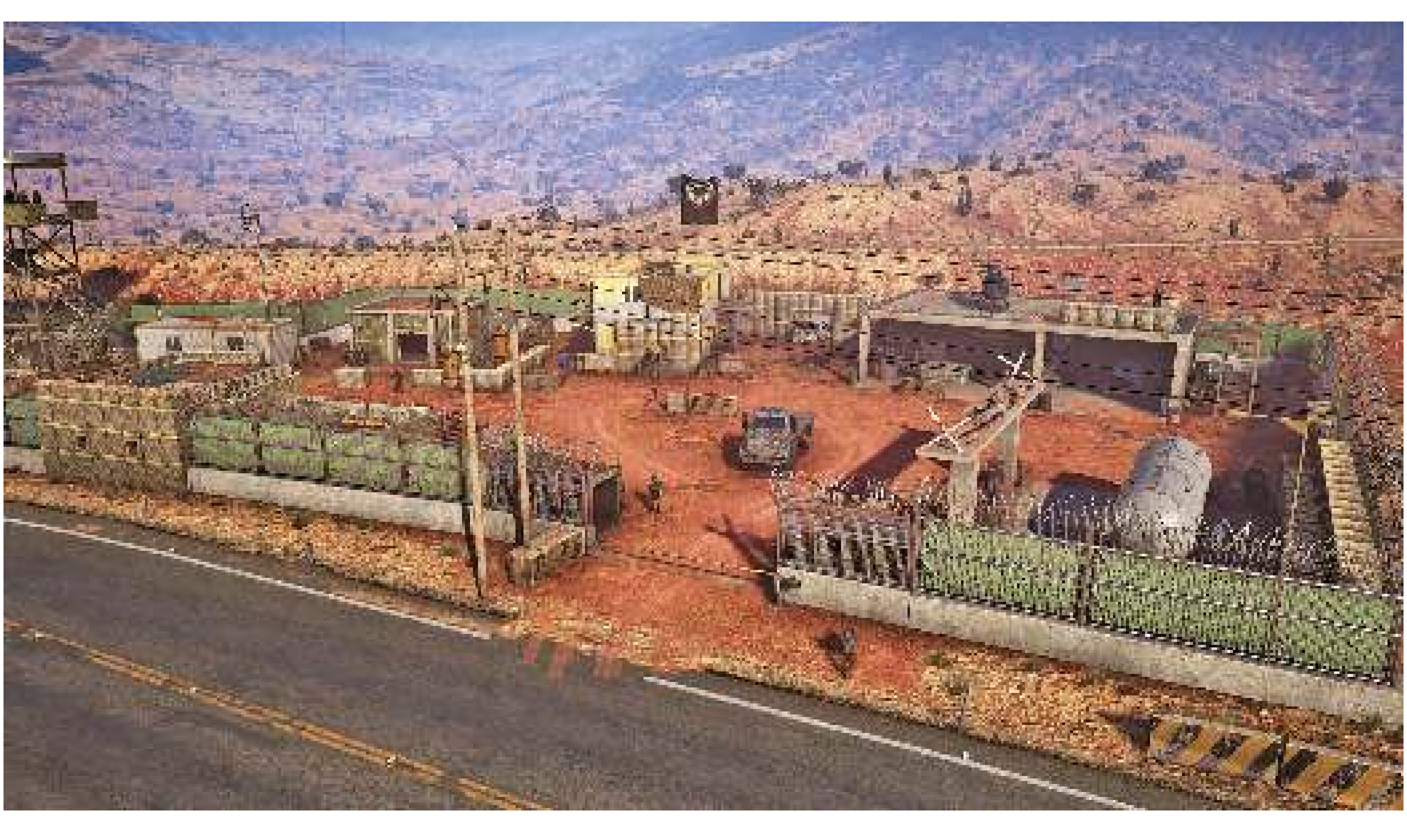
The checkpoint controls road traffic, a small camp was used for an archaeological dig, and a Unidad post acts as their communication relay.





Media Luna: El Comandante

Media Luna Investigation



OBJECTIVES

- **Interrogate a captain at the Unidad base**

LOCATIONS

- **Combat Outpost**

REWARDS

- **+ 1,000 XP**

BRIEF

The secret alliance between Unidad and Santa Blanca is extremely hazardous to both our operations and those of Katari's rebels. We need to obtain intel that will help us drive a wedge between the anti-narcotics unit and the cartel.

MISSION ACCESS

Mission unlocks after receiving a call from Bowman upon entering the province.

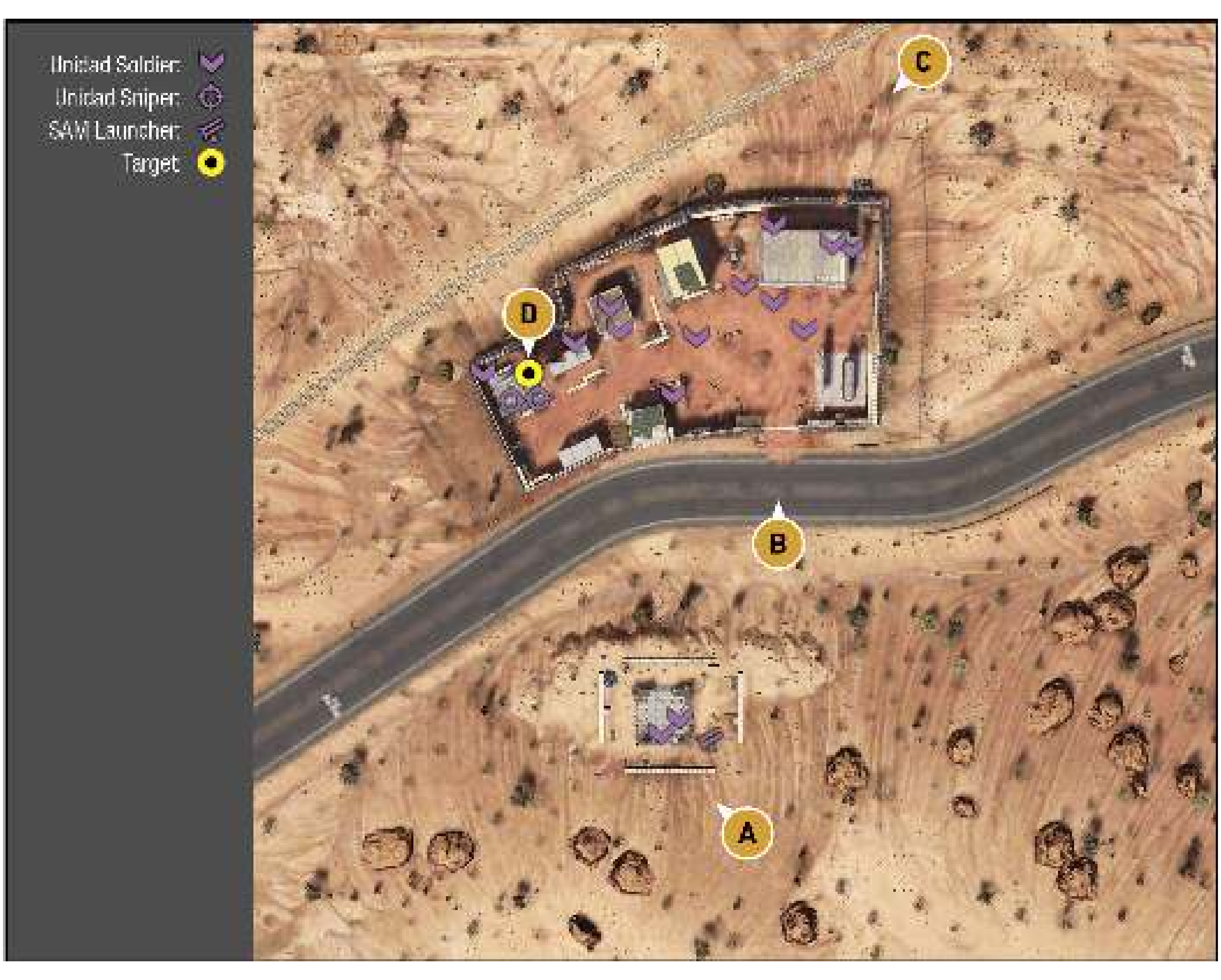
OH CAPTAIN, MY CAPTAIN

Up in the northwest corner of the province is a small Unidad outpost bristling with weaponry (including a SAM site) and upwards of 16 additional foes inside the base, all well-armored, and including two snipers at the tower where the captain is located. You need to physically grab the captain, interrogate him, and then back away. And Unidad don't play around.

CAUTION: UNIDAD DON'T PLAY

The enemies here aren't your usual cartel scum; they're well-armed, well-armored, seek swift retribution, and reinforcements can't be stopped. The SAM site to the south means helicopter infiltration is more difficult, and the enemy enjoys sending additional patrols until you're dead. Get stuck in one position for too long, and you'll be overwhelmed. So get to the captain before it all kicks off.

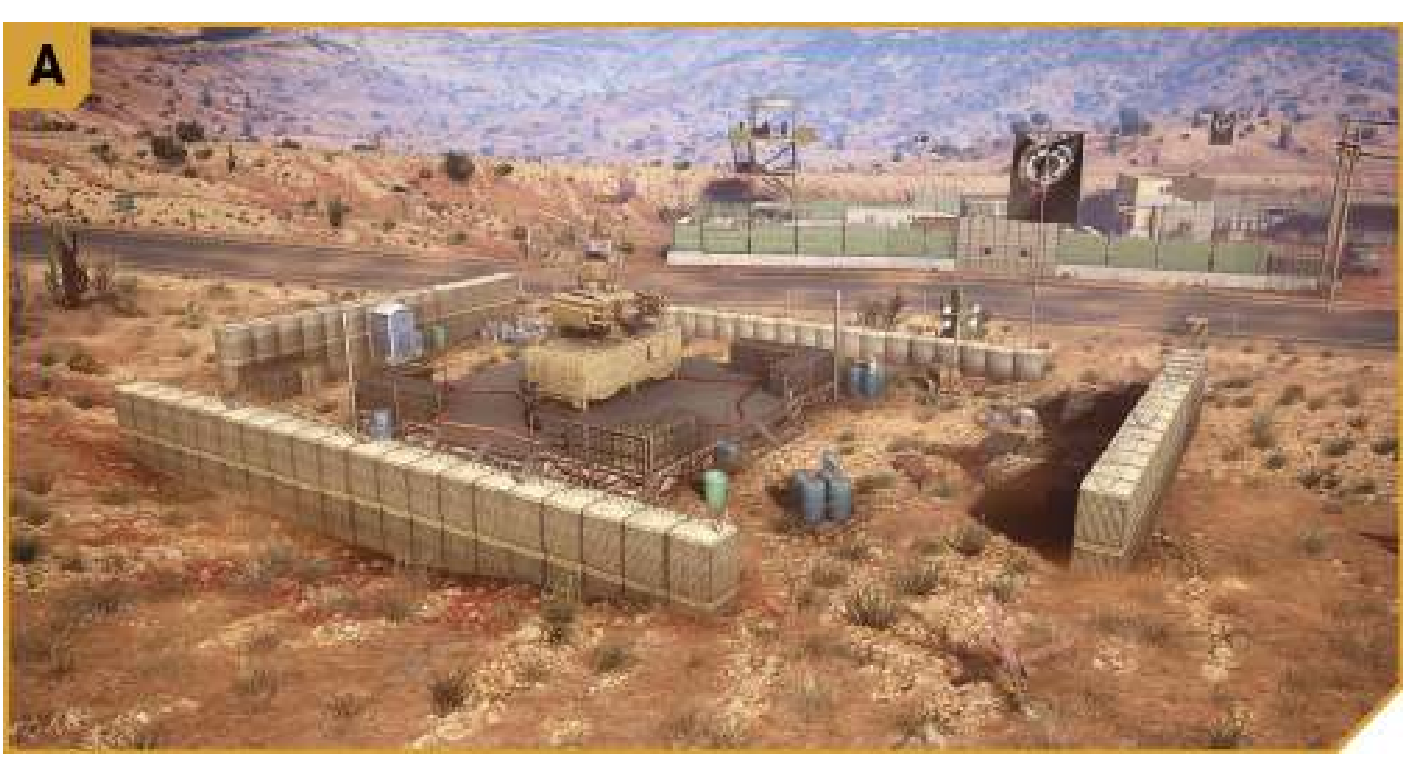
COMBAT OUTPOST: RECON



TACMAP

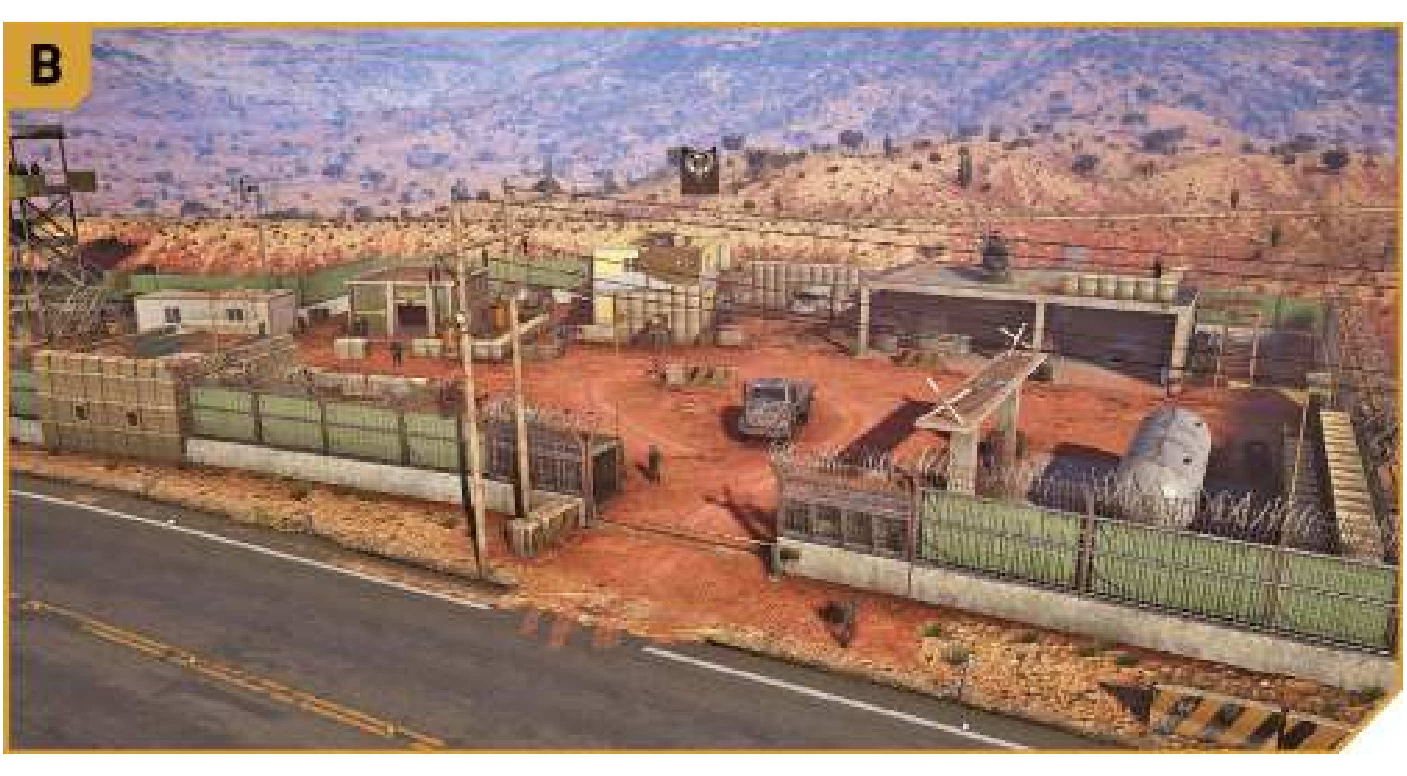
For a small Unidad combat outpost, the sheer number of foes makes this mission among the most difficult you've encountered. The trick is actually getting to the captain, who remains atop the sniper tower, without the entirety of the Unidad forces and reinforcements—which you can't combat indefinitely—overpowering you and taking you down. However, the outpost has a few buildings to take cover in, a large propane tank to the east for creating a distraction, and a roof helipad for a quick getaway.

SOUTH: SAM SITE



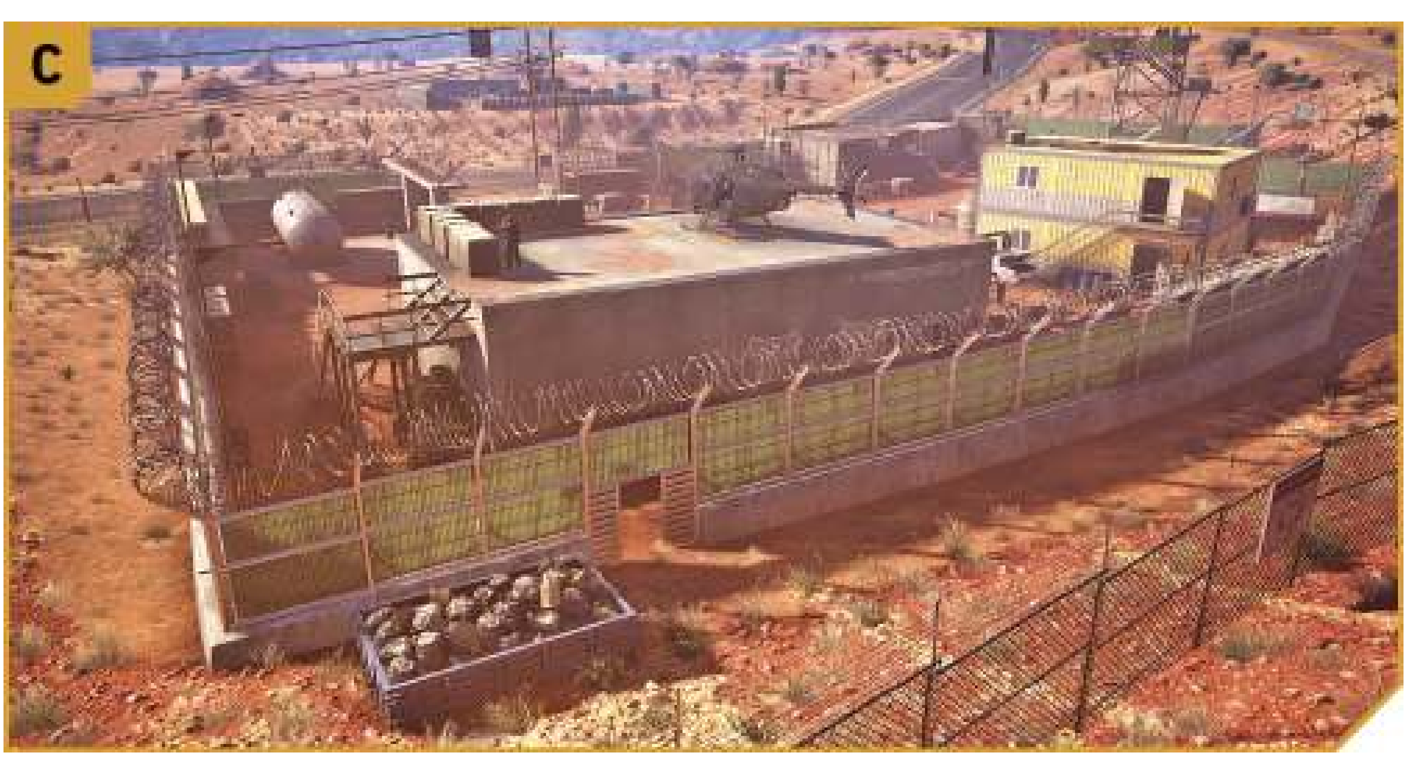
If you want to utilize a helicopter, bring down the two foes in the scrub to the south of the road, who are manning the SAM launcher. This isn't necessary (it's more helpful during Co-op missions), as you can dodge incoming missiles, but the position is good if you're trying to coax foes away from the sniper tower and want to create a little distraction (so in Solo, place teammates here while you sneak in elsewhere).

CENTER: MAIN ENTRANCE



The entire base has an impenetrable perimeter, except at C. This means the only other way in (aside from flying) is through the main gates. Immediately on your right are a gas station and propane tank. There are explosive barrels dotted about, too. A charge in gets you killed, as does driving inside most unarmored vehicles. But once it all kicks off, one possible play is to use large trucks to block the entrance and mines to stop reinforcements from coming in, if you can get this done under enemy fire.

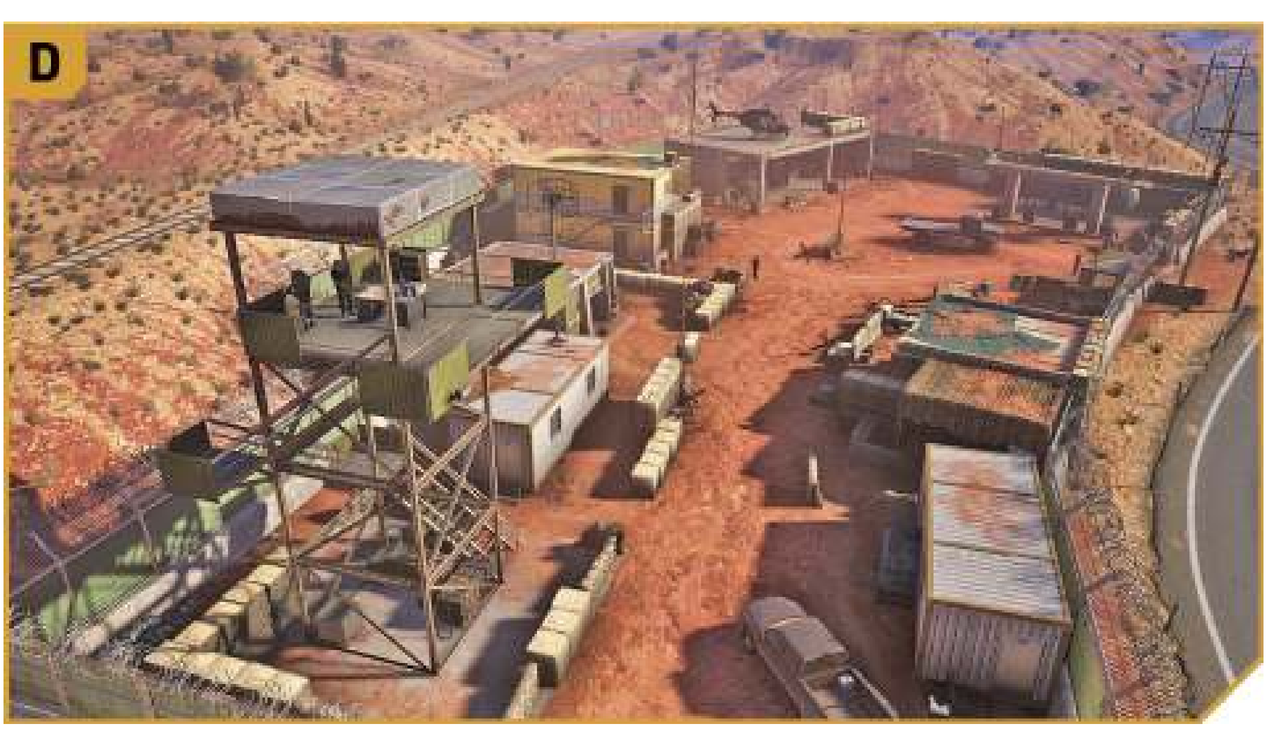
NORTH: TRAIN TRACKS AND DUMPSTER ENTRANCE



The north tracks are elevated enough to allow you to drop the two snipers on the tower (stand first west than "C" indicates on this guide map) on either side of the captain without anyone else seeing exactly what's going on (as long as you stay low and back away before you're spotted). This neutralizes the main long-range foes in the base easily. Couple this with the tactic of sending your teammates to the SAM site or main entrance, and you can then sneak in via C and complete this mission.

The area at C itself is a small entrance in the otherwise impenetrable perimeter. Head around the outer fence, sneak in, and creep along the north side of the base and up the sniper tower. In order for you not to be discovered, attempt a variety of distractions (grenade, drone, teammates attacking the SAM site or entrance).

● TARGET: CAPTAIN AND SNIPER TOWER



If this captain ran away, he'd be much easier to interrogate! Alas, he remains atop this sniper tower, forcing you up to the top. The trick is to reach and grab him after you've shot both snipers, during the window of time you or your teammates have created by using a distraction elsewhere, and before the enemy sends in so many foes your squad can't cope.

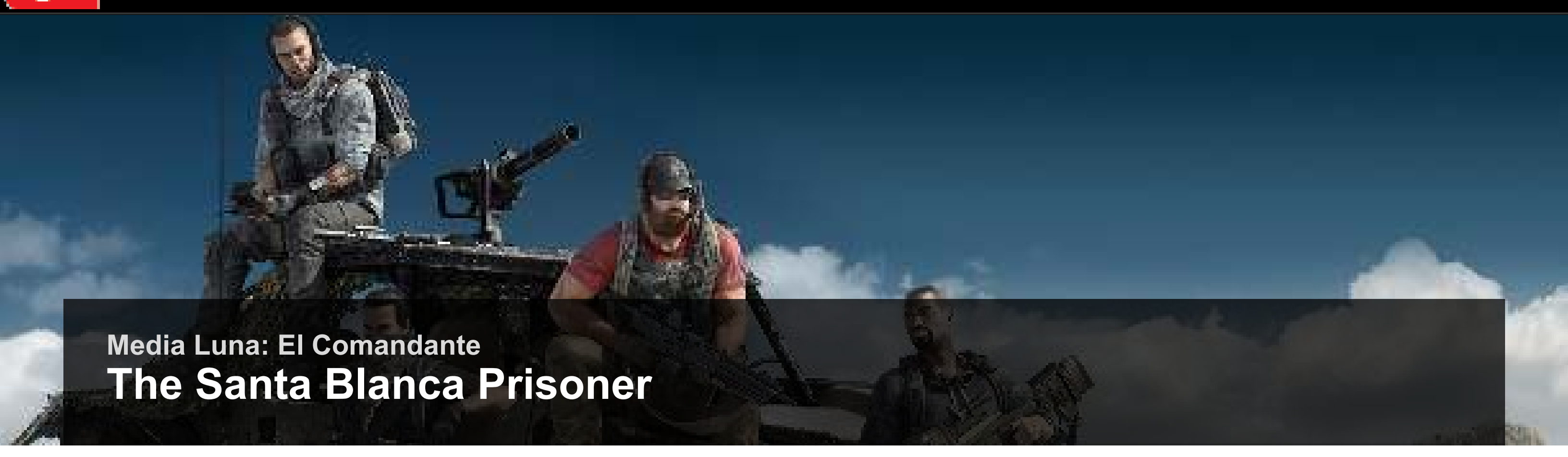
Try chatting under fire and you'll be struck and killed. The mission ends when you finish interrogating the captain, after which you still need to leave the vicinity, which is likely to be under heavy fire. Flee via C, the helipad (assuming there's a working helicopter), or to a vehicle and out the main entrance, depending on how bad the situation has gotten.

COMBAT OUTPOST: TACTICAL ADVICE

SOLO: Approach from west of C, heading south from the scrubland north of the outpost. When you're in position (able to see the target and snipers, but not foes down inside the base), send up your drone to tag everyone, and order your team to attack via A or B. Call in a few favors using Rebel Support, too (Guns for Hire and Distraction are both good choices). Drop both snipers atop the tower without being spotted. Enter via C, creep along the north perimeter, up the sniper steps, and grab the captain. Interrogate, and flee to the closest vehicle, the helipad, or out the way you came.

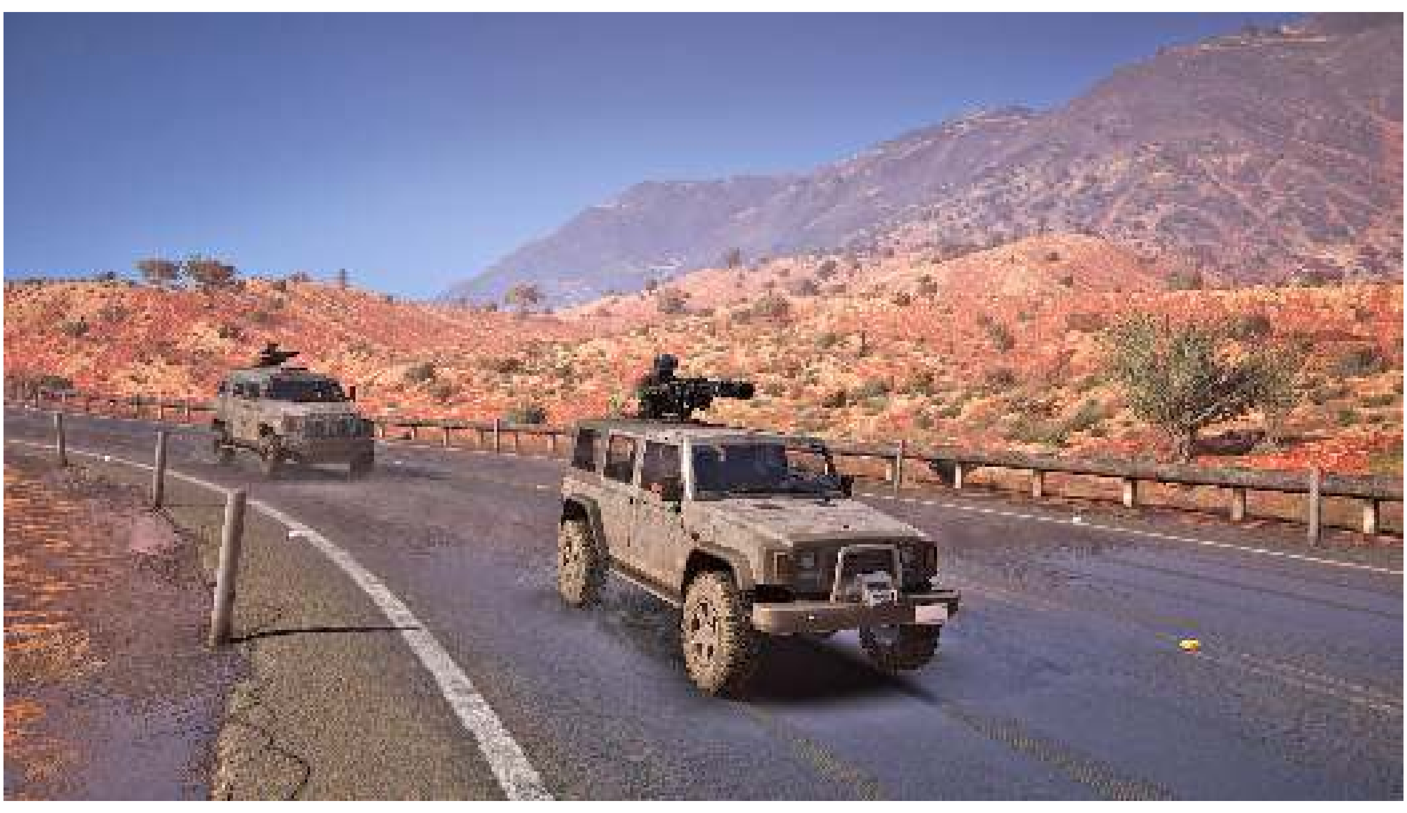
Or careen through the main entrance in an armored truck, or perhaps something a little thinner, driving it all the way to the foot of the sniper tower. While your team start mowing down foes inside the base, sprint up to the top of the tower and blast both snipers with a shotgun. Lob grenades down from here, and interrogate the captain when you get a chance.

CO-OP: The first Solo plan is a good one to try, with your teammates playing the role of distractors (have two distract and two storm the base from C in case one is tagged en route to the captain).



Media Luna: El Comandante

The Santa Blanca Prisoner



OBJECTIVES

- **Reach the convoy's location**
- **Grab the prisoner**
- **Take the prisoner to Acevedo village**
- **Interrogate the prisoner**
- **Leave the area**

LOCATIONS

- **Prisoner Convoy**

REWARDS

- **+ 1,000 XP**

BRIEF

El Comandante's Santa Blanca prisoner is being moved via convoy to a new location. Intercept the convoy, rescue the prisoner, and give him a message to take back to the cartel.

MISSION ACCESS

Complete Media Luna Investigation to access this mission.

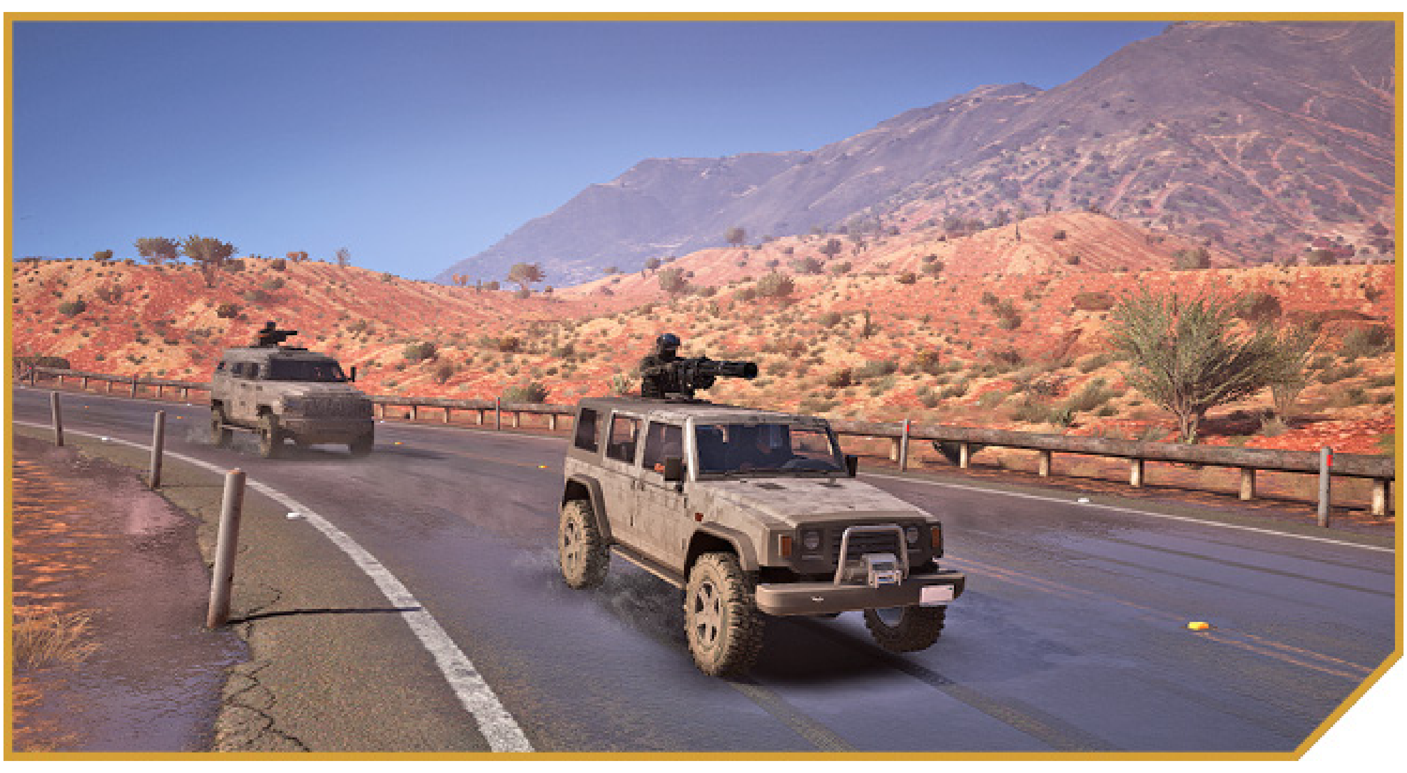
PRISONER SWAP

A cartel prisoner is being moved along the main road that loops around the west and northern parts of the province. Your plan of attack is similar to those of convoy strikes you've done previously, albeit with a bit of forethought. The prisoner needs to be rescued (not killed), bundled into a vehicle, and taken to a neutral location (the village of Acevedo), where you interrogate him and give him the message to take back to his men. El Comandante's days are numbered.

CAUTION: APC, YOU KNOW ME

You can't just turn up in a van and expect to shunt the two high-armored Unidad vehicles off the road. Make sure your ambush takes place away from enemy forces. The vehicle you use to take down the prison vehicle should be hefty; the military Landrock SUV is a good choice (the one with the armor plating).

PRISONER CONVOY: RECON



TACMAP

One armored SUV drives in front of an armored truck. Take too long engaging them, and (as always) Unidad will send reinforcements of increasing severity until this mission fails. So make your first interaction count. The lead vehicle has three foes, as does the prisoner vehicle. Both have miniguns.

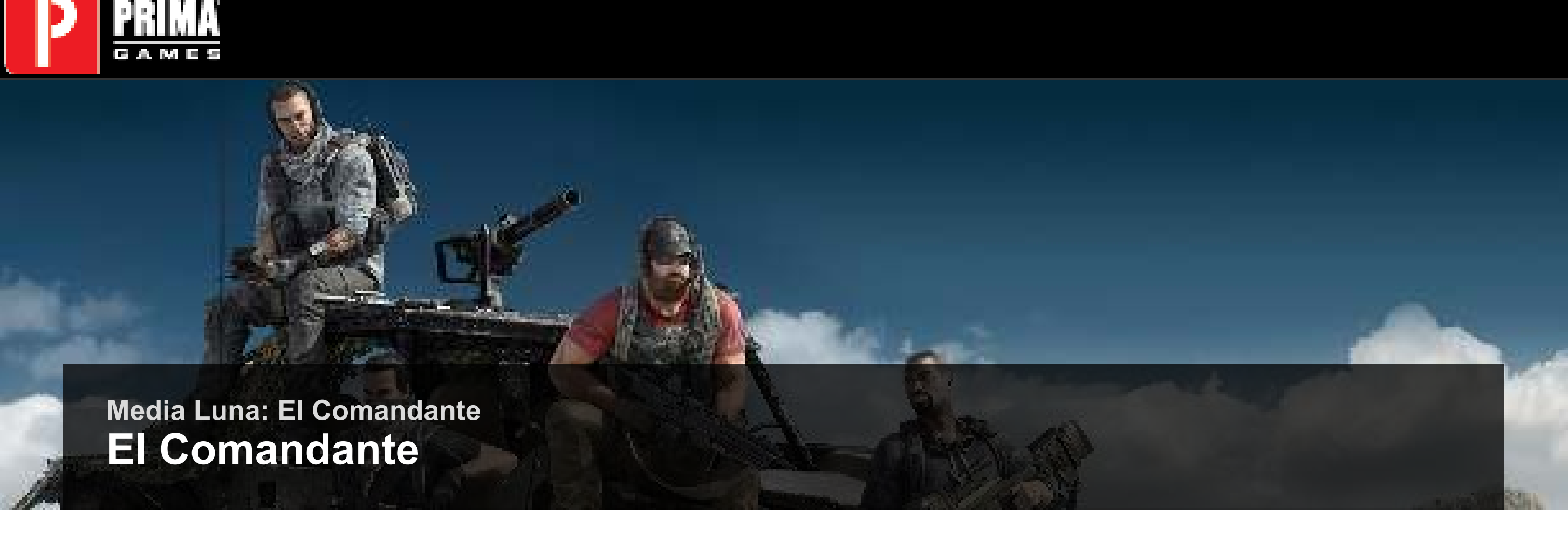
PRISONER CONVOY: TACTICAL ADVICE

SOLO: CO-OP Set up an ambush, away from any Unidad or cartel base or enemies, ideally with a couple of vehicles parked across the road. Train your weapon on the driver of the prison vehicle, and tag him from range. Repeat with the minigun operator atop the prison vehicle. You can throw C4 or a mine on the lead vehicle as it slows down or passes if you wish, but the main plan is to get into the prison vehicle and drive it away. Or, if the vehicle isn't in good condition, grab the prisoner from the vehicle and stow him in your own armored carrier.

Or, if you have a strong enough vehicle, use it to ram the prison vehicle off the road, fishtailing it so it stops, ideally jamming it into some scenery so you (or a teammate) can quickly neutralize the driver and minigun operator.

You may wish to ambush the convoy close to the village of Acevedo so you have fewer kilometers to travel.

Head to Acevedo, parking near the indicated fountain, remove the prisoner from the vehicle, and quickly interrogate him. Don't park too close to the cluster of cartel nearby, or you'll start an unnecessary firefight. After the prisoner agrees to your demands, release him, and immediately leave the village and the mission area to complete the mission. Take care not to run the prisoner over in your haste to leave.



Media Luna: El Comandante

El Comandante

OBJECTIVES

- Kill El Comandante
- Identify the body

LOCATIONS

- M.O.B. Condor

REWARDS

- + 1,000 XP
- +5 Skill Points
- Assault Rifle: El Comandante

BRIEF

Santa Blanca has learned of El Comandante's treachery and is sending a force to take him out. We need to get to him first and ID him before Santa Blanca makes him—and his crimes—disappear. Get to El Comandante, kill him, and confirm his ID.

MISSION ACCESS

This is a ULC Mission. Complete Main Mission: The Santa Blanca Prisoner in Media Luna Province to access this mission.

COMMAND AND CONTROL

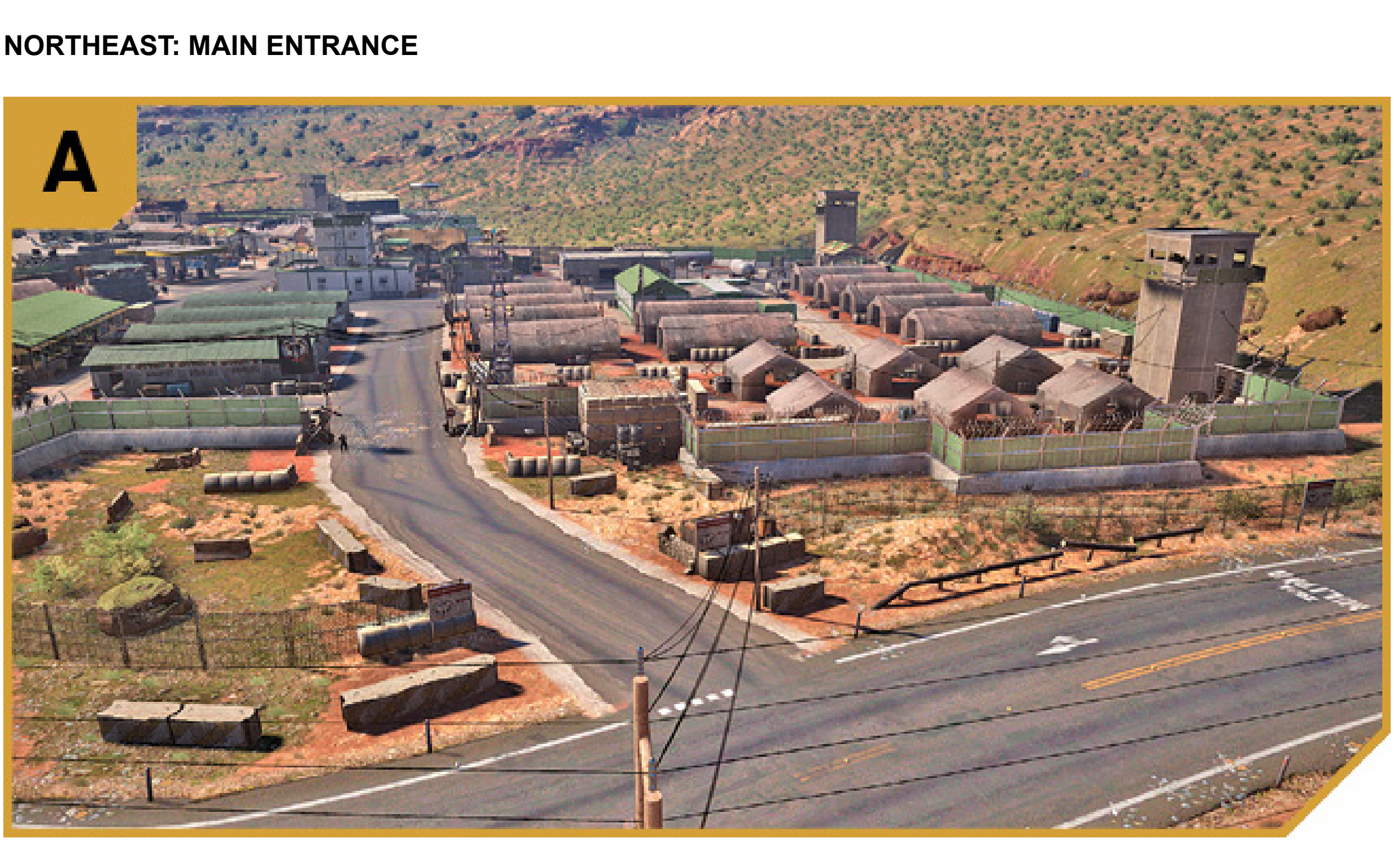
About a click south of Media Luna Alpha is the biggest Unidad base in the province, if not the country. You're here to find El Comandante, kill him, and ID his corpse. Of course, you're not the only ones here.

CAUTION: UNIDAD DON'T PLAY (AND NEITHER DOES THE CARTEL)

If you check the base, you'll see it has probably the largest number of installations ever encountered: three SAM launcher, two drone jammers, nine (!) alarms, and two generators cover the base, from the main barracks (north) to the airfield (south). But, in fact, these installations don't really matter; the cartel and Unidad are attacking each other as you arrive at this location, meaning Unidad reinforcements are incoming no matter what you do.

M.O.B. CONDOR: RECON

NORTHEAST: MAIN ENTRANCE



Expect a fierce firefight to be erupting as you drive along the main road bisecting the base and the trading village of Junin to the east. There's little time for subtlety; you need to get into this base, and this is the closest point to the HQ building where El Comandante is. There are four ways in at this point. You can:

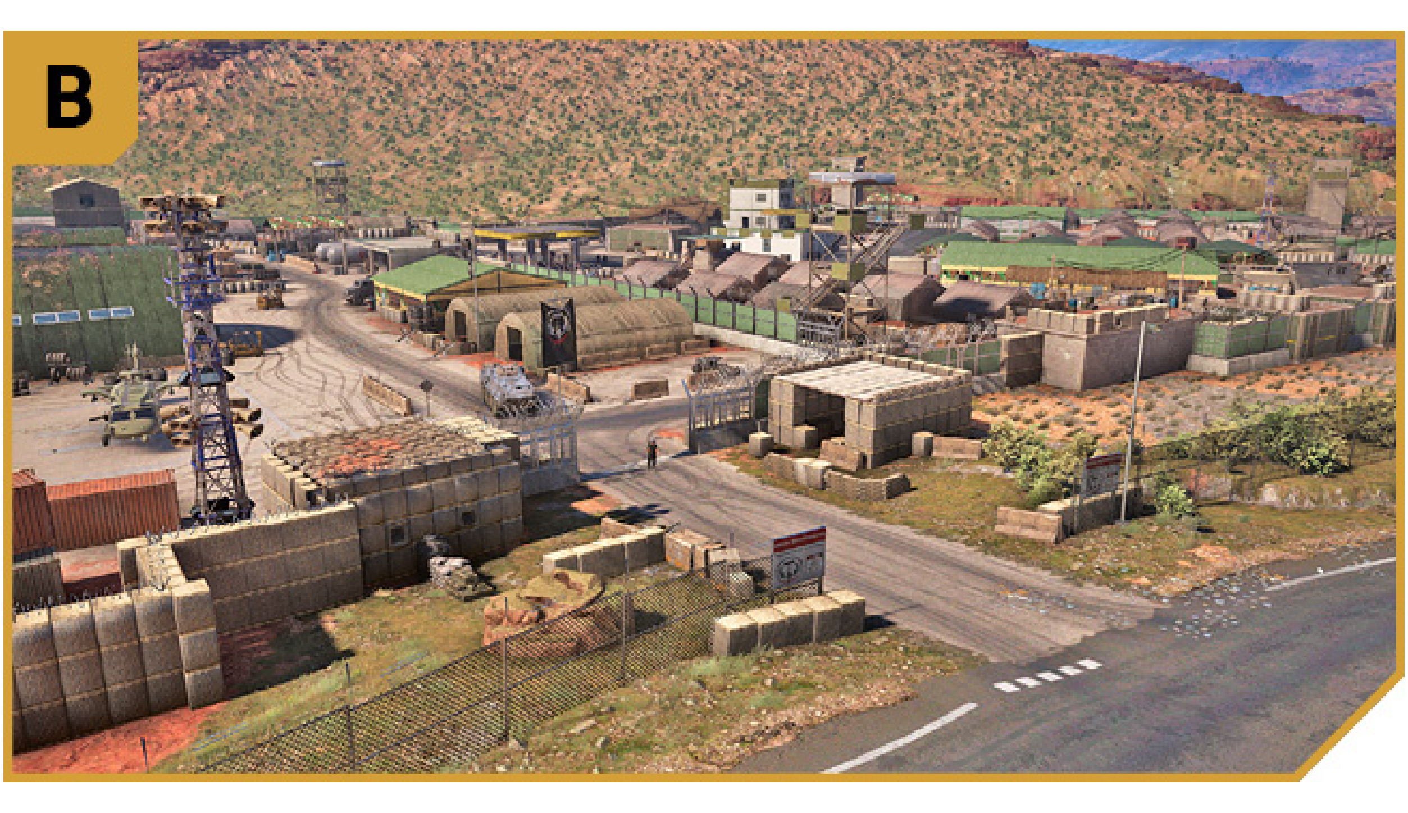
Drive in, using the main road that ends directly at the HQ building.

Rush on foot, stepping through the entrance, then the doorway on the right (north) side leading to a row of barracks tents and a small hospital building. This allows for a more tactical view of the HQ building, and the possibility of surrounding and storming it from all sides, as the only foes in this area (aside from at the HQ) are engaged in attacking the cartel or atop the sniper towers to the north.

Rush on foot, heading to the pile of tires before the entrance, and through a doorway, which also leads into the barracks area.

Rush on foot, or bike, or vehicle, and drive northward, between the wire outer fencing and metal walled fence of the base. This allows you to drive between the two perimeter walls in a counter-clockwise direction, all the way to D (and that's the only reason to do it!).

EAST: MAIN ENTRANCE

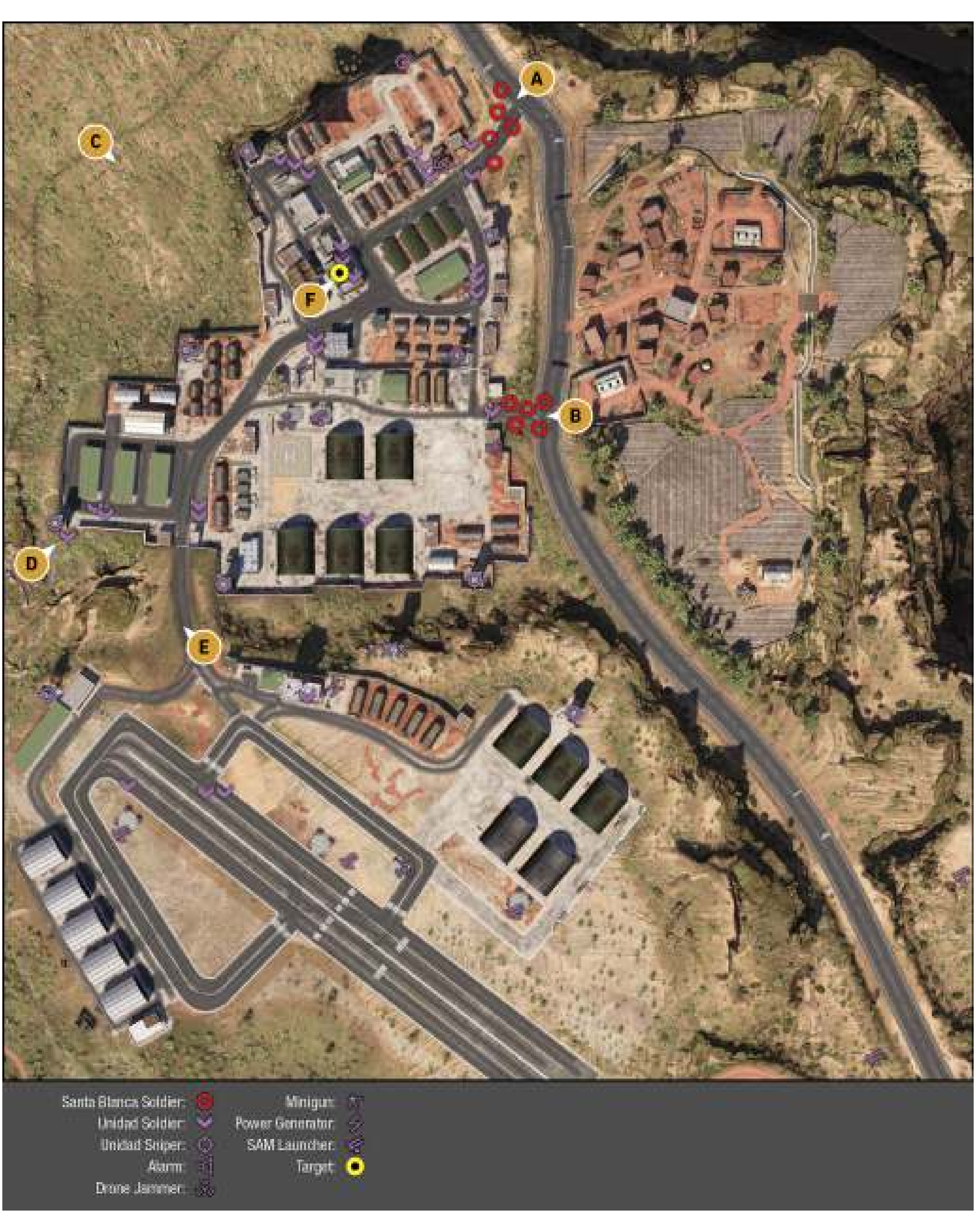


Just like at the northeast entrance, expect parked vehicles, cartel members engaging in a fierce firefight, and Unidad forces moving in to prevent the insertion.

However, this main gate has fewer infiltration possibilities than A; you can only head west through the open gates, or south between the two perimeter walls to reach E or D (the latter of which isn't really recommended).

Once inside this gate, you're on the north side of the hangars, with some of the finest Unidad vehicles to hijack, including an APC and gunship. The only problem with the helicopter is the SAM launchers (there are three of them), which can cause trouble when you're airborne, but the weaponry can neutralize them at the expense of a quicker in-and-out operation.

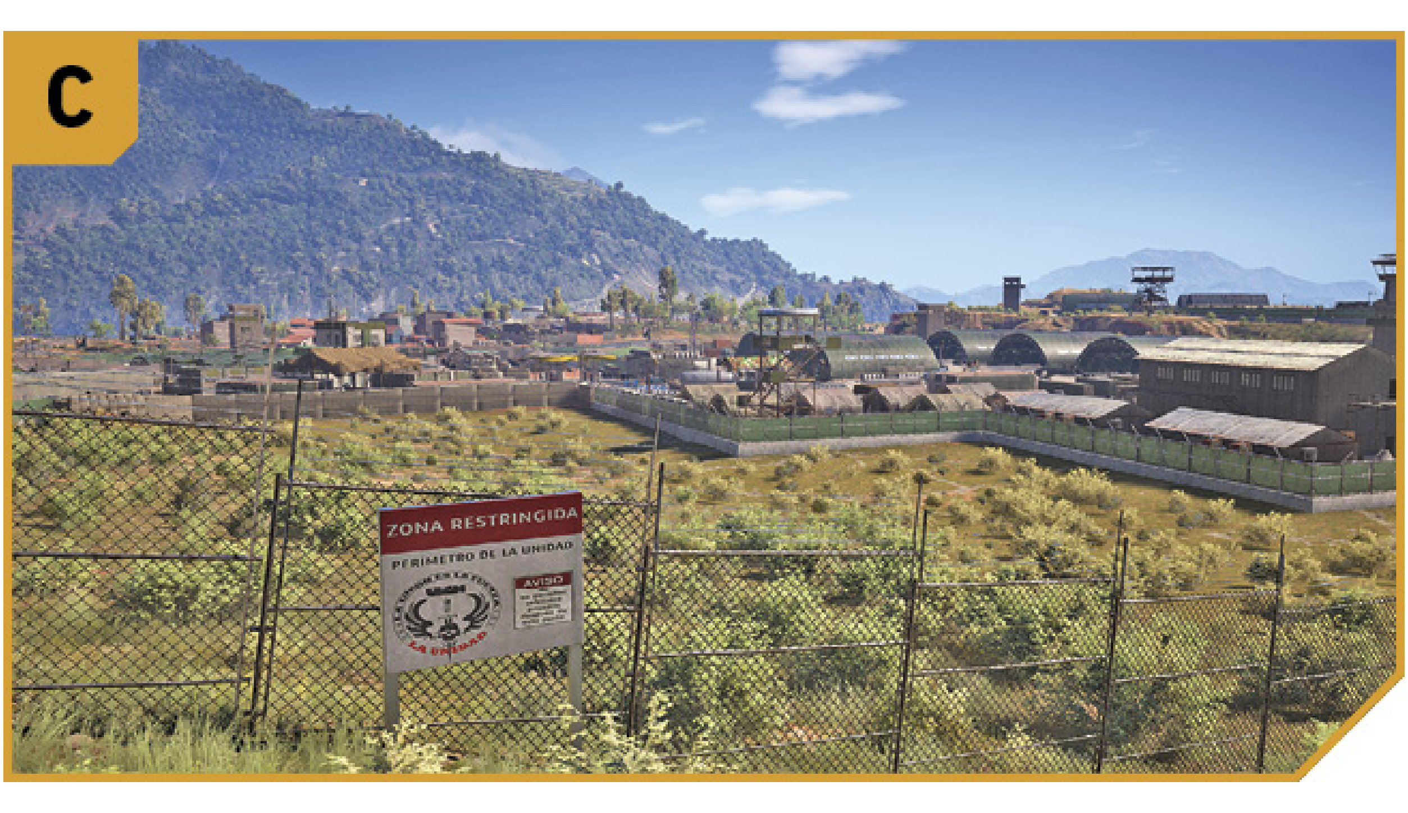
M.O.B. CONDOR: RECON



TACMAP

A massive mobile operations base, "Condor," has a huge airfield to the south, a hangar with some interesting gunships to steal in the center, and a small city of barracks, assault courses, and other structures clustered in the northern area. However, completely surrounding the almost impenetrable chain-link fencing is an outer wire fence, effectively doubling the effort it takes to get in here (though the outer fence is destroyed if you run through it with a vehicle). An initial recon reveals your options are basically limited to brute force, a rush through the main entrances, or a helicopter landing and infiltration from just inside the fencing.

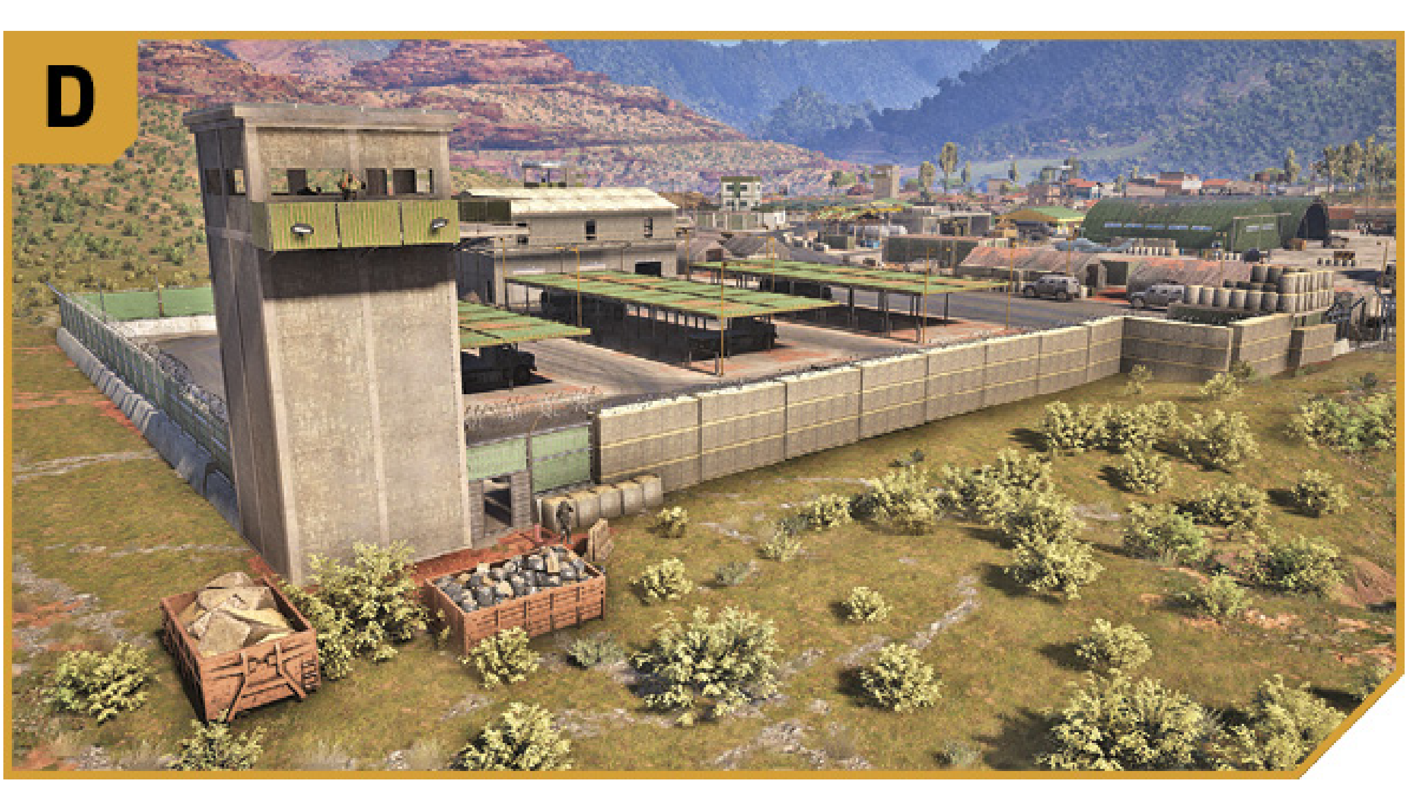
NORTHWEST: PERIMETER FENCING



This barbed-wire and chain-link fence runs the entire perimeter of the base, around the south side of the airport, and the only accessible areas are the main gates at A and B. You can't climb it, but you can drive through it in a vehicle. However, as the inner perimeter wall is much sturdier, there are limited reasons why you should demolish this fence—foremost, to get to D or E.

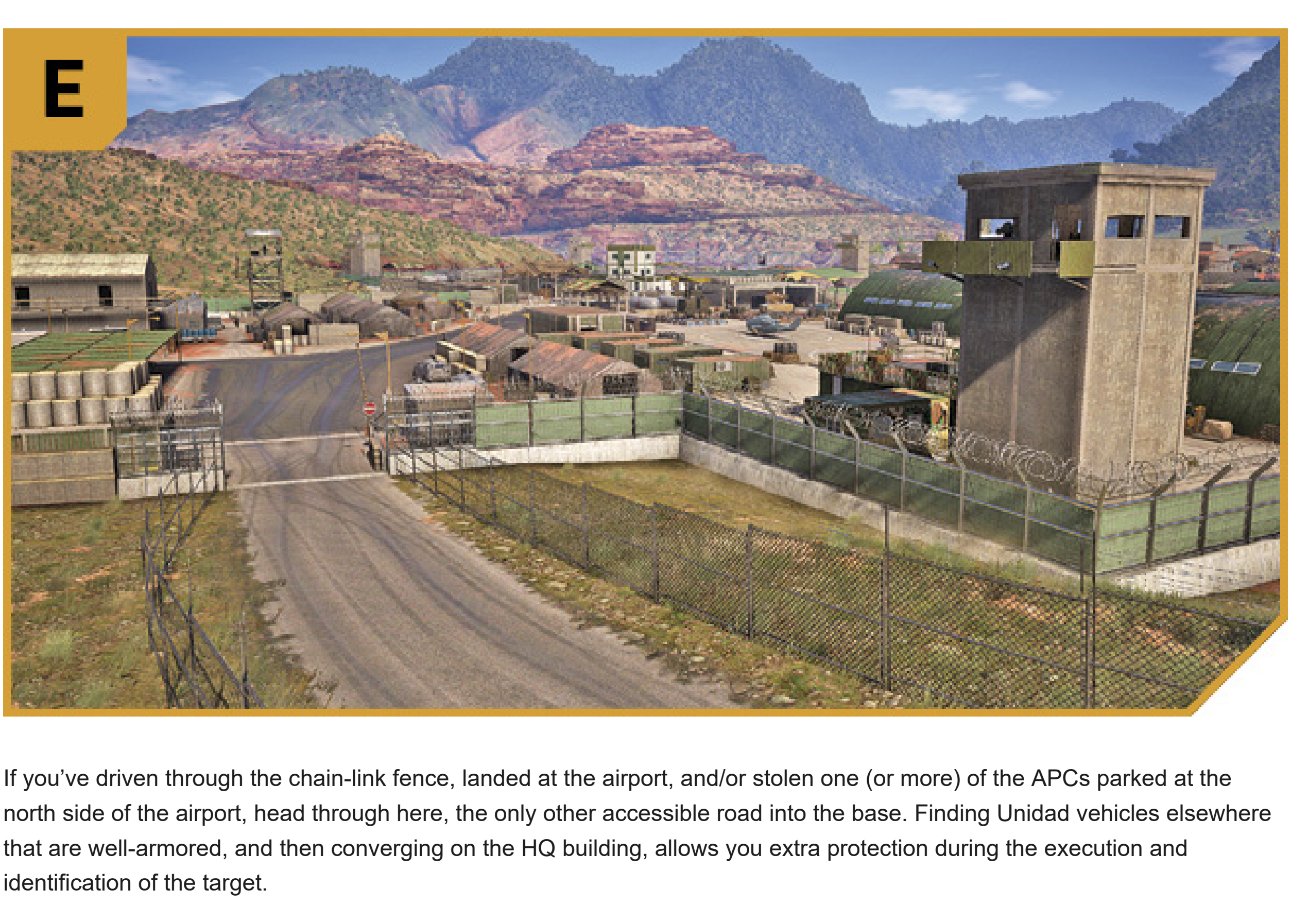
The other reason to move to the hillside surrounding the base is to study the topography and learn exactly where the HQ building is in relation to the other structures.

SOUTHWEST: INFILTRATION POINT



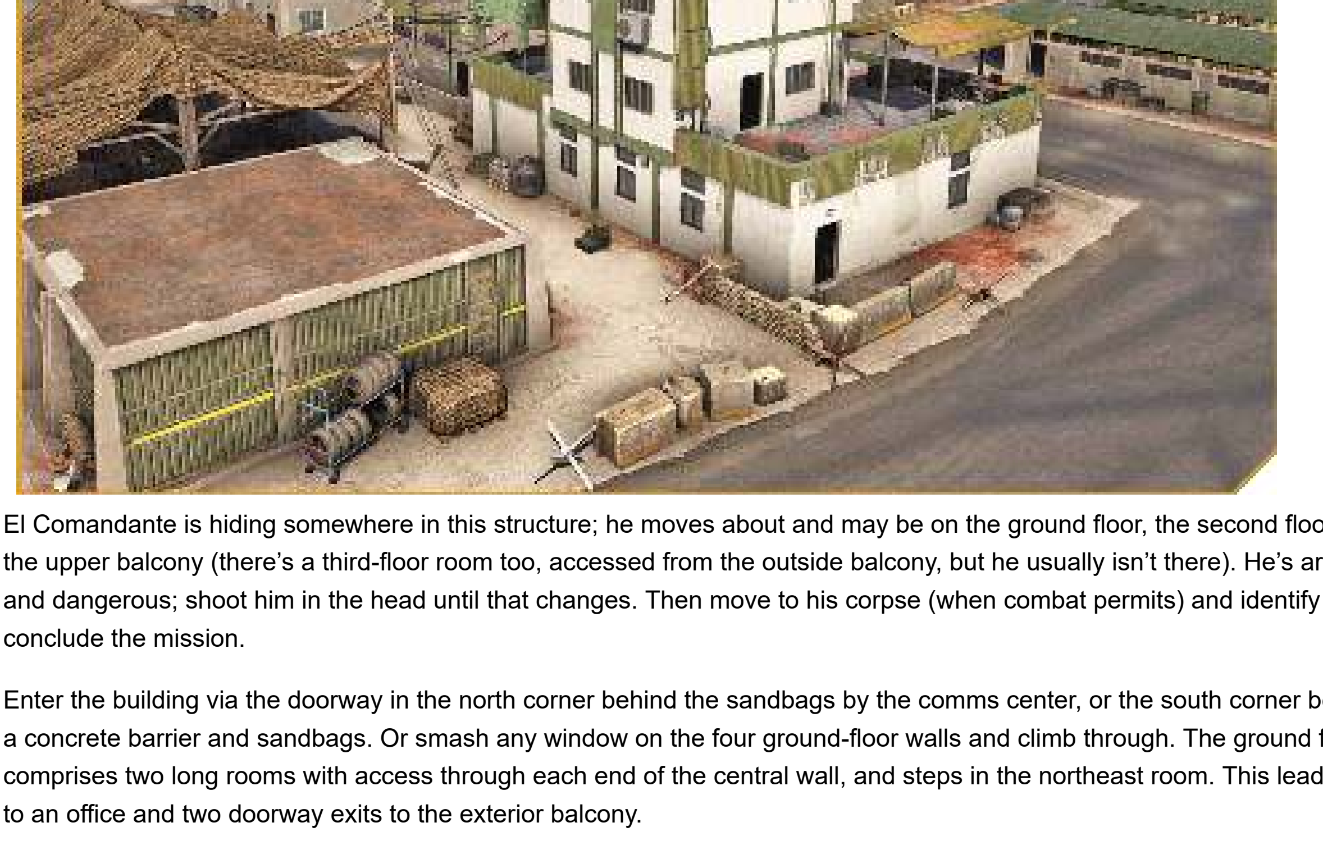
Head here on foot if you've moved between the two perimeter fences at some point, or used a vehicle to smash through the chain-link fence elsewhere. Though this is well away from the HQ building, it's worth considering, as there are few foes (just watch for snipers atop the towers), and the doorway leads into the truck parking lot, where you can easily find a vehicle to speed through the base and park near the HQ building.

SOUTH: AIRPORT ROAD



If you've driven through the chain-link fence, landed at the airport, and/or stolen one (or more) of the APCs parked at the north side of the airport, head through here, the only other accessible road into the base. Finding Unidad vehicles elsewhere that are well-armored, and then converging on the HQ building, allows you extra protection during the execution and identification of the target.

● TARGET: EL COMANDANTE (HQ BUILDING)



El Comandante is hiding somewhere in this structure; he moves about and may be on the ground floor, the second floor, or the upper balcony (there's a third-floor room too, accessed from the outside balcony, but he usually isn't there). He's armed and dangerous; shoot him in the head until that changes. Then move to his corpse (when combat permits) and identify him to conclude the mission.

Enter the building via the doorway in the north corner behind the sandbags by the comms center, or the south corner behind a concrete barrier and sandbags. Or smash any window on the four ground-floor walls and climb through. The ground floor comprises two long rooms with access through each end of the central wall, and steps in the northeast room. This leads up to an office and two doorway exits to the exterior balcony.

M.O.B. CONDOR: TACTICAL ADVICE

SOLO: Figuring out El Comandante's location is quite a task in itself, but as this has been done, try the easiest method—brute-force insertion with a heavy vehicle. Drive an APC or military-style truck or SUV in through A, all the way to the HQ building. As you arrive, look at both entrances and see which has the most foes. Feel free to strafe the area with vehicular weapon fire. Then get out, lob in a flashbang, and storm the HQ building, staying inside and moving quickly from room to room until the target yields. Leave using the same vehicle.

Other options include approaching from a different direction by vehicle (B or E).

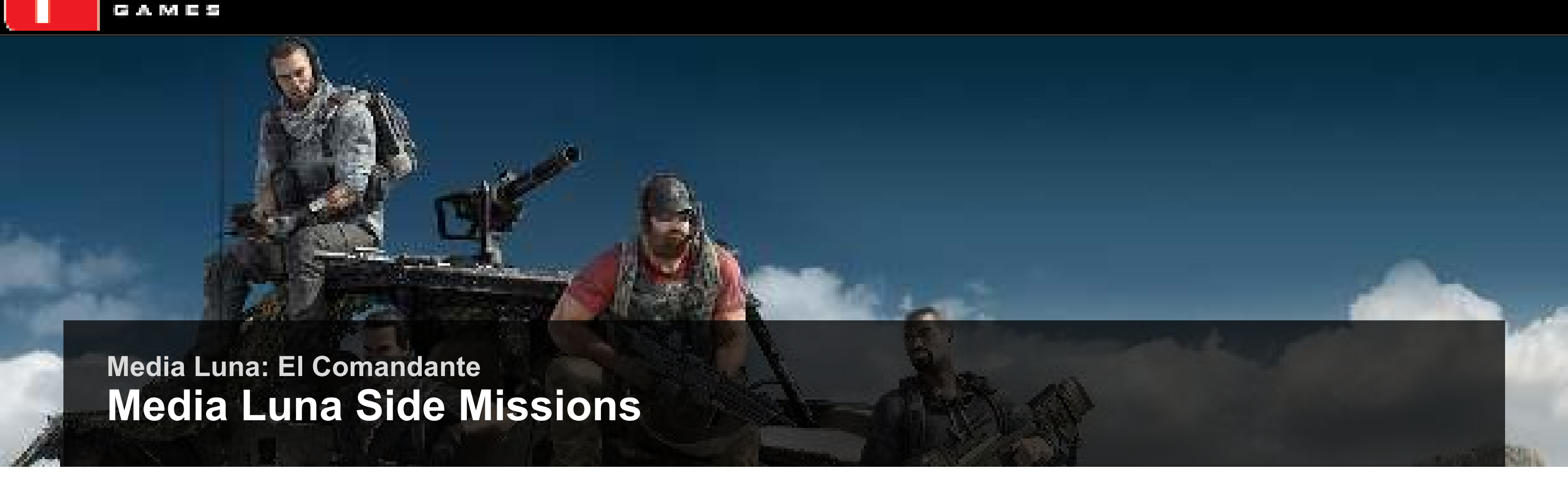
If you're on foot, head through the doorway on the right (north) side of the entrance at A, dart through the barracks, around to the area north of the HQ building, then close in, storming the HQ with flashbangs. When the target is down, pick a nearby Unidad vehicle and escape in it.

Other options include approaching from a different direction on foot (from D).

The only other option is to land on a nearby flat-roofed building (either of the armories just southwest of the HQ building) by helicopter, storm the building, and climb back up to escape in it afterward.

Or parachute onto the balcony of the HQ building.

CO-OP: With three friends, you have the additional option of approaching in a convoy, from the same or different directions. With this extra vehicular muscle, you can wipe out enemies, park in a defensive line, storm the HQ building from the north and south doorways at the same time, and leave little room for El Comandante to get the upper hand.



Media Luna: El Comandante

Media Luna Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

MEDICATION RAID

OBJECTIVE

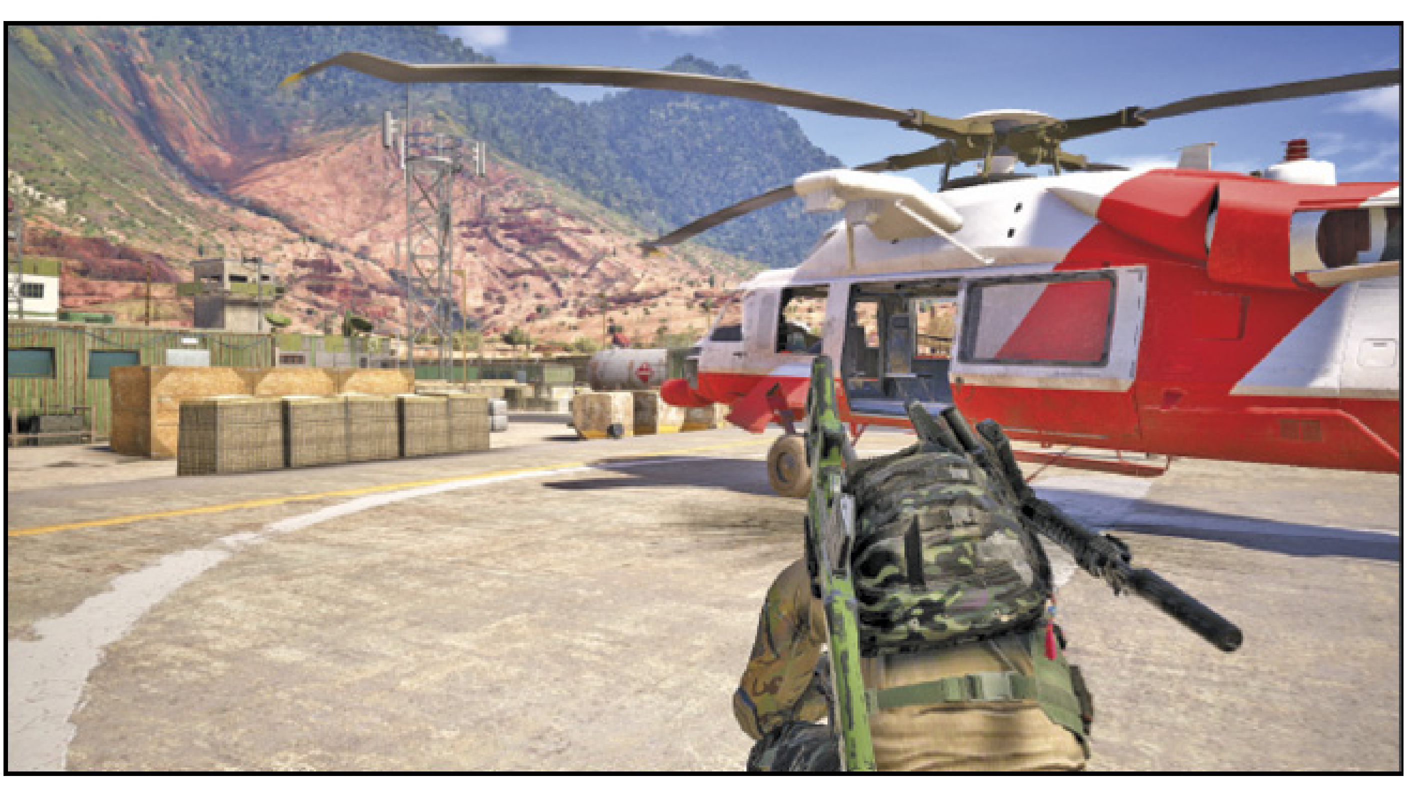
Steal the helicopter

LOCATION

F.O.B. Buitre

REWARDS

+2500 Medication



Your Medication Raid objective is the helicopter parked at the F.O.B. Buitre in northern Media Luna. A SAM Launcher sits west of the base and en route to the rebel landing area, so dispose of the weapon before attempting this side mission. Your next goal is to infiltrate the fort. A drone jammer prevents the normal recon, but cliffs and hills allow for a partial surveillance of the base. Mark as many soldiers as possible and deal with the snipers in the watchtowers first. Stealthily move through the buildings and eliminate as many Unidad troops as you can. Deactivate the jammer if you get the chance, and be sure no one remains in the towers or near the desired chopper. Board the aircraft and fly it west to the Rebel Campsite at the bottom of the canyon. Beware of a SAM Launcher to the base's west, ready to shoot you down if you get too close. Make a wide berth to the right and approach the landing area from the north.

REBEL OP: PARACHUTE DROP

OBJECTIVE

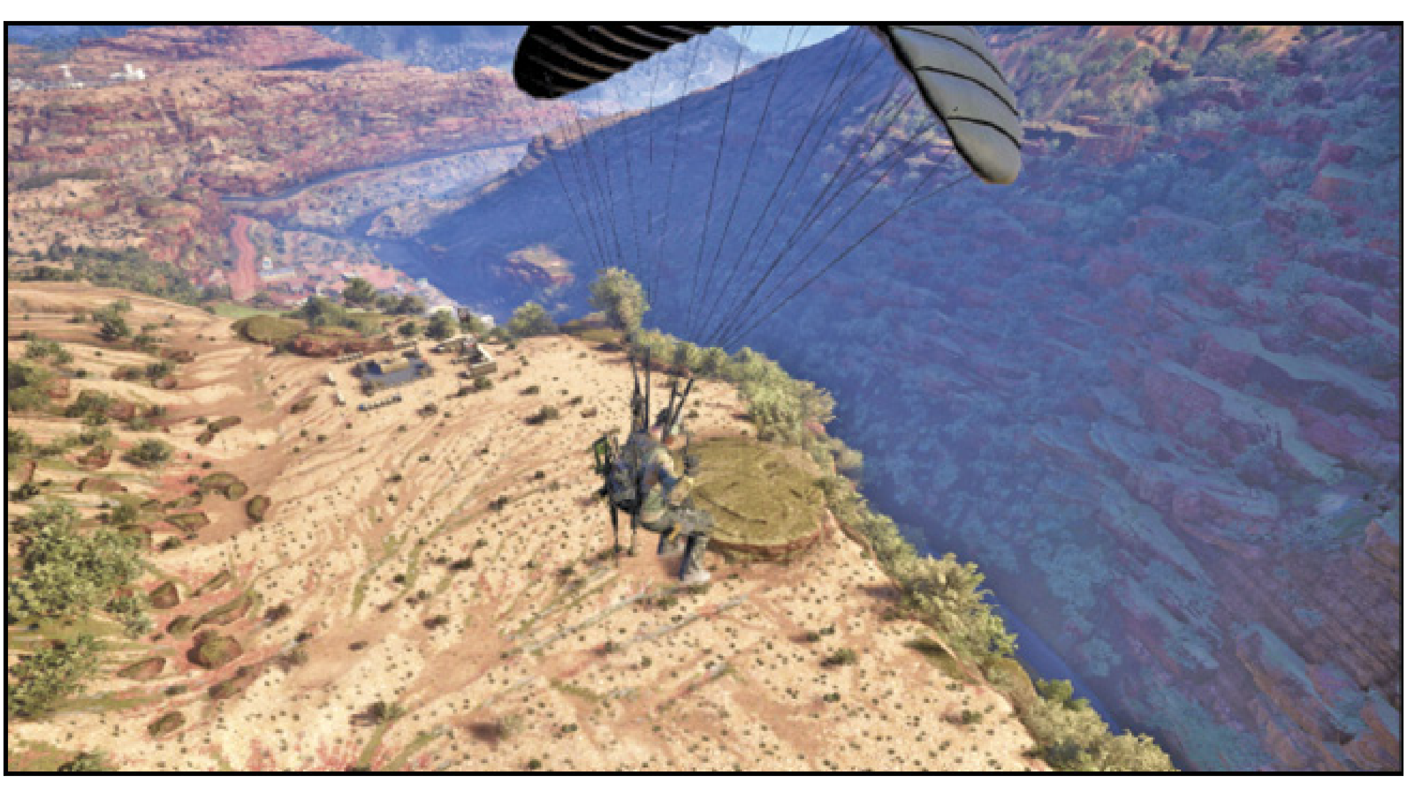
Tag the drop site supplies

LOCATION

West of La Loma Village

REWARDS

Support Unlock/Upgrade – Rebel Recon



A supply drop sits on a small ledge on the canyon's south side, southwest of La Loma Village. SAM Launchers are across the river to the north and just to the south, making this mission difficult. It's possible to climb down from above, but you risk falling to your death. The best option is to destroy the two launchers, grab the helicopter from the rebel's runway to the north, and tag the supplies. However, if too much time passes, the surface-to-air missile system comes back online and shoots you down. One way to avoid getting shot down is to take the chopper straight up into the air and then jump out before they get a chance to fire. Guide the parachute to the ledge to reach the destination.

COMMS TOOL RAID

OBJECTIVE

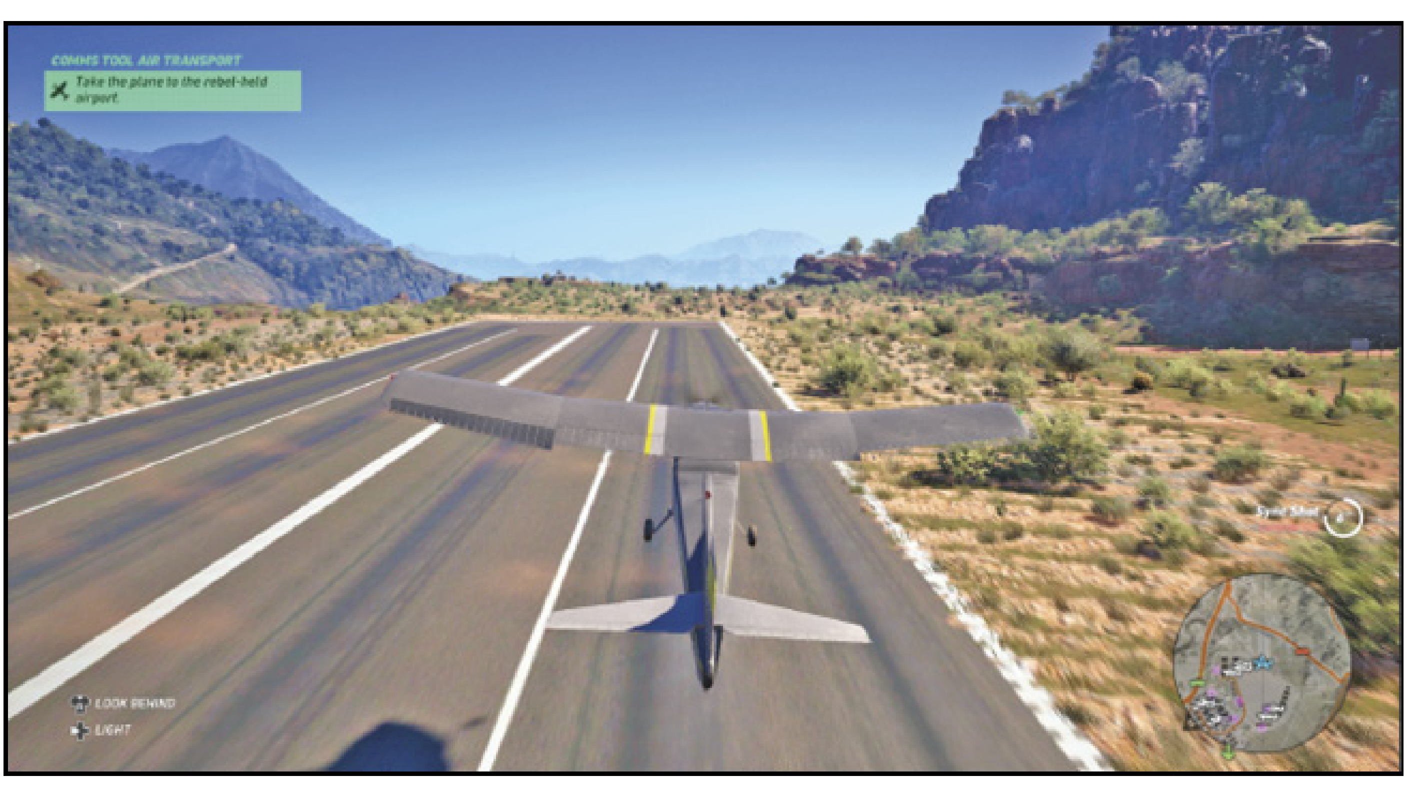
Steal the plane

LOCATION

M.O.B. Condor

REWARDS

+2200 Comms Tools



The plane sits on the runway at M.O.B. Condor, an extremely well-fortified Unidad base. Sneak in through the southern main entrance and follow along the wall to the south. Keep an eye out for snipers as you move into the airfield. Cut through the hangars until you reach the runway, east of the targeted airplane. Set up Sync Shots and take down four of the six troops. Sprint toward the last two guys and gun them down before boarding the aircraft. Immediately take off and fly east into Tabacal before heading north. Make a wide berth around the forward operating base before turning west toward the rebel makeshift runway. Keep it low and tilt the plane left and right to avoid incoming missiles.

REBEL OP: DEFEND RADIO

OBJECTIVE

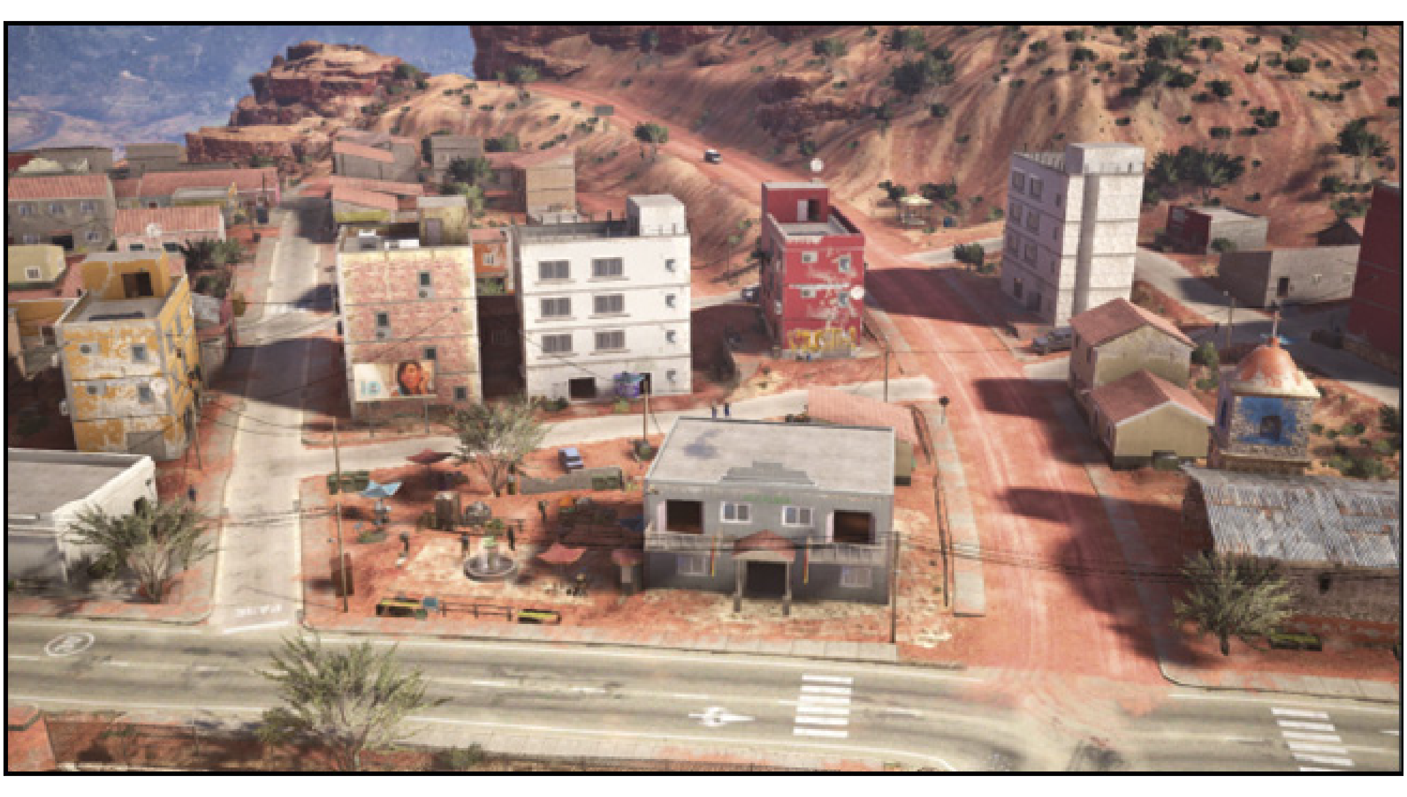
Start the radio and defend it

LOCATION

Acevedo City

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



The radio sits next to the town hall with roads surrounding the block. The main thoroughfare runs in front of the building, which brings in a fair amount of vehicle traffic, so place mines on the main street if available. Call in support, rally your troops, and start the radio to bring up a 2:40 timer. Glance at the radar to spot enemy positions, keeping in mind that a sniper may attack from the north or southeast building. A flash of light alerts you to his impending gunfire. Duck in or around the town hall when hurt and use the ammo crate next to the transmitter to top off your weapons.

FOOD PACKAGE RAID

OBJECTIVE

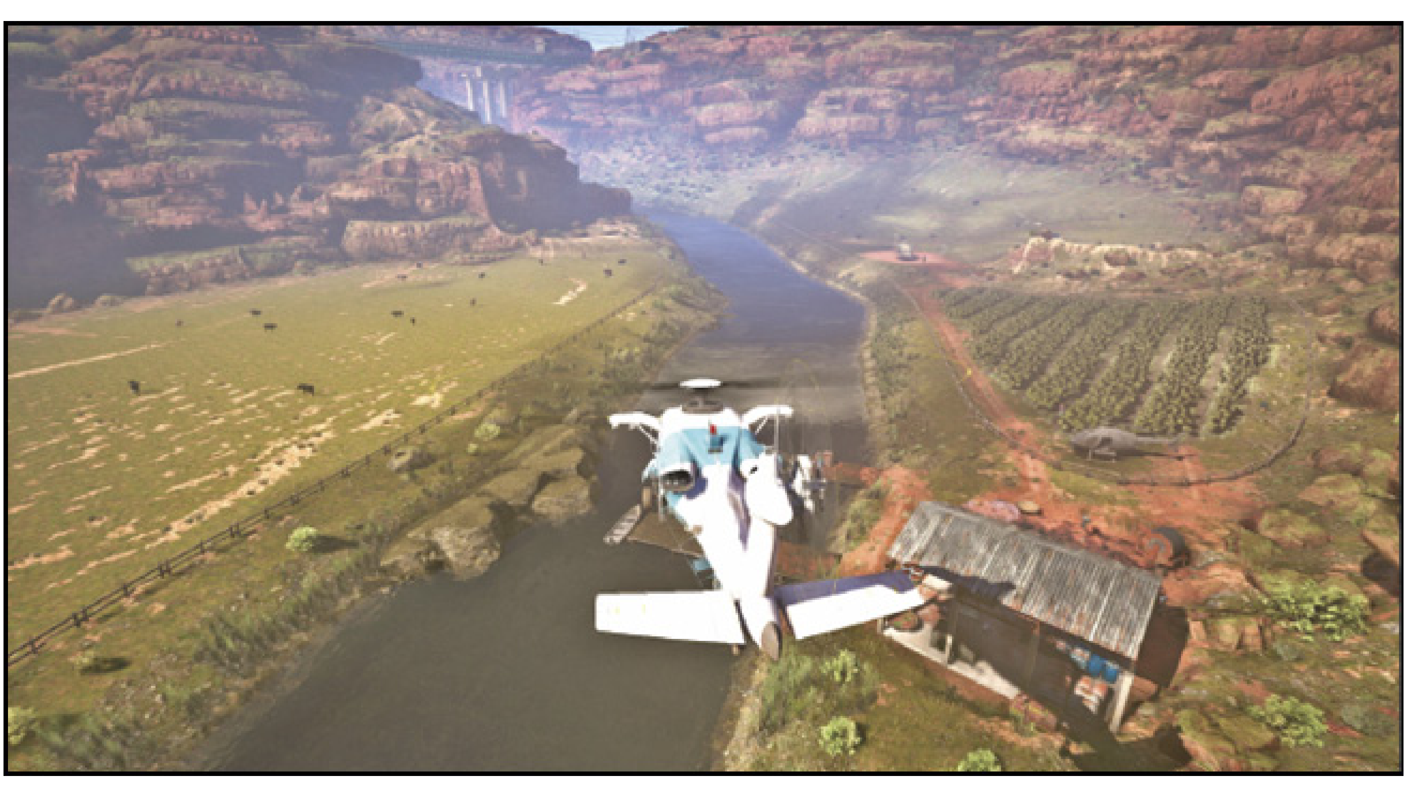
Steal the helicopter

LOCATION

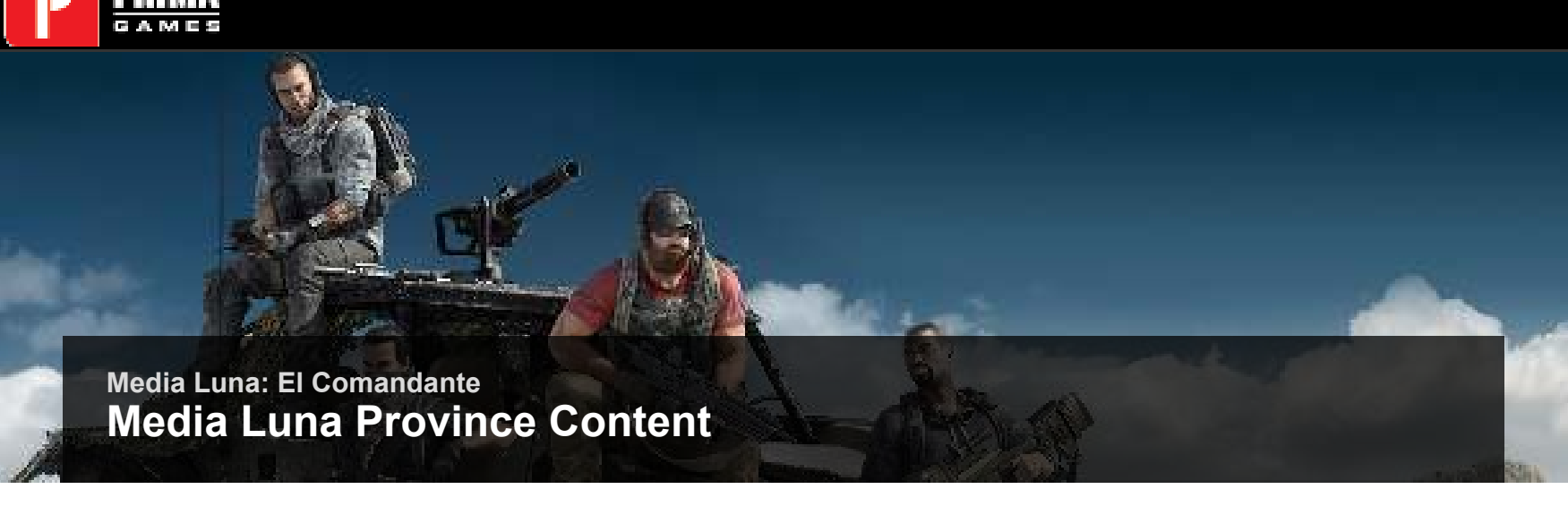
Unidad Observation Post

REWARDS

+2500 Food Parcels



At the Unidad Observation Post in far south Media Luna, a chopper sits ready to deliver a load of food parcels. Without using an aircraft, the helipad is accessible in three ways: moving through the post, following the outside of the base's western wall, or by climbing the rocks from the road below. Eliminate the snipers in the nearby towers before taking down the three soldiers guarding the chopper. Fly the helicopter east and then north, remaining at a low altitude as you pass the Unidad operating base—tilting to avoid incoming missiles. Once past Junin Village, dive into the narrow canyon and follow it northwest, west, north, and back to the east before landing at the rebel campsite.

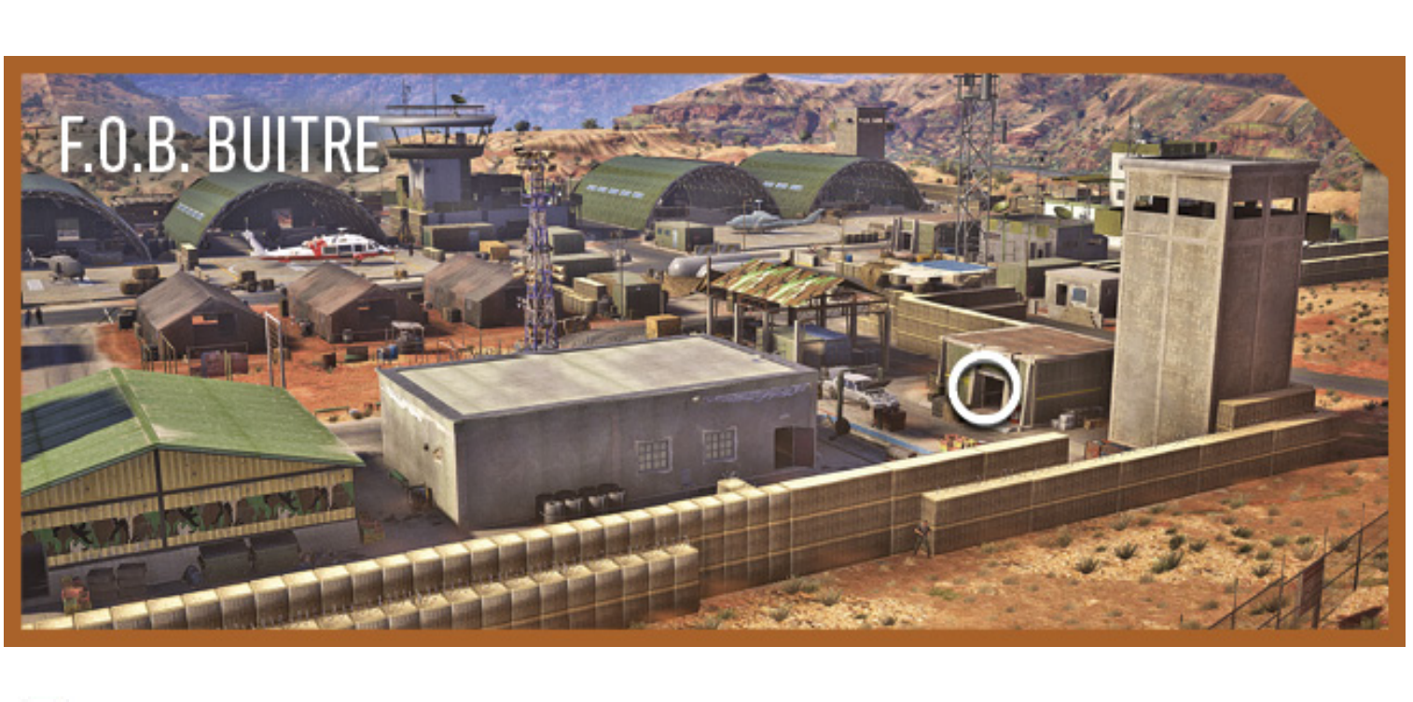


Media Luna Province Content

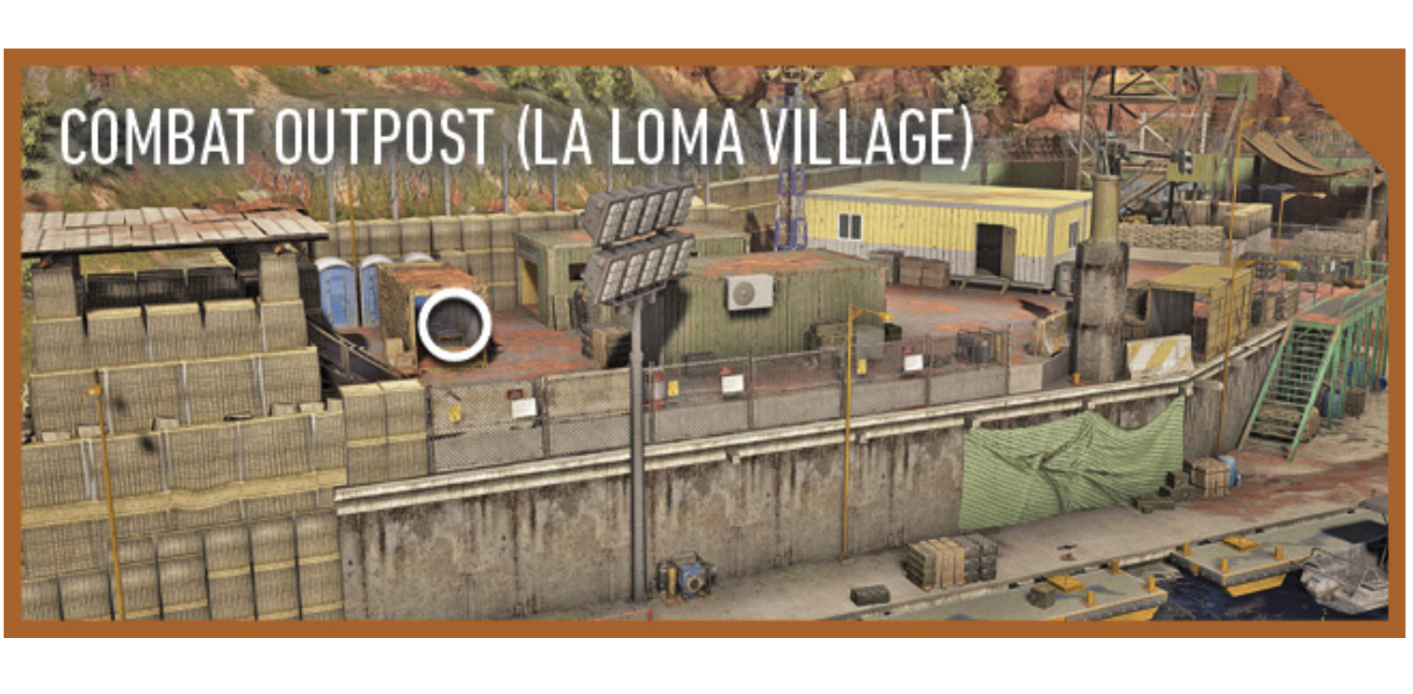
WEAPON CASES

WEAPON: VECTOR .45 ACP SUBMACHINE GUN

Steal the Unidad vehicle at the south gate and drive it inside and to the right to the garage. Quickly hop out and duck inside the building before being made. Sneak out the back and move into the nearby armory, where a new weapon awaits. Be careful as a soldier may be inside.

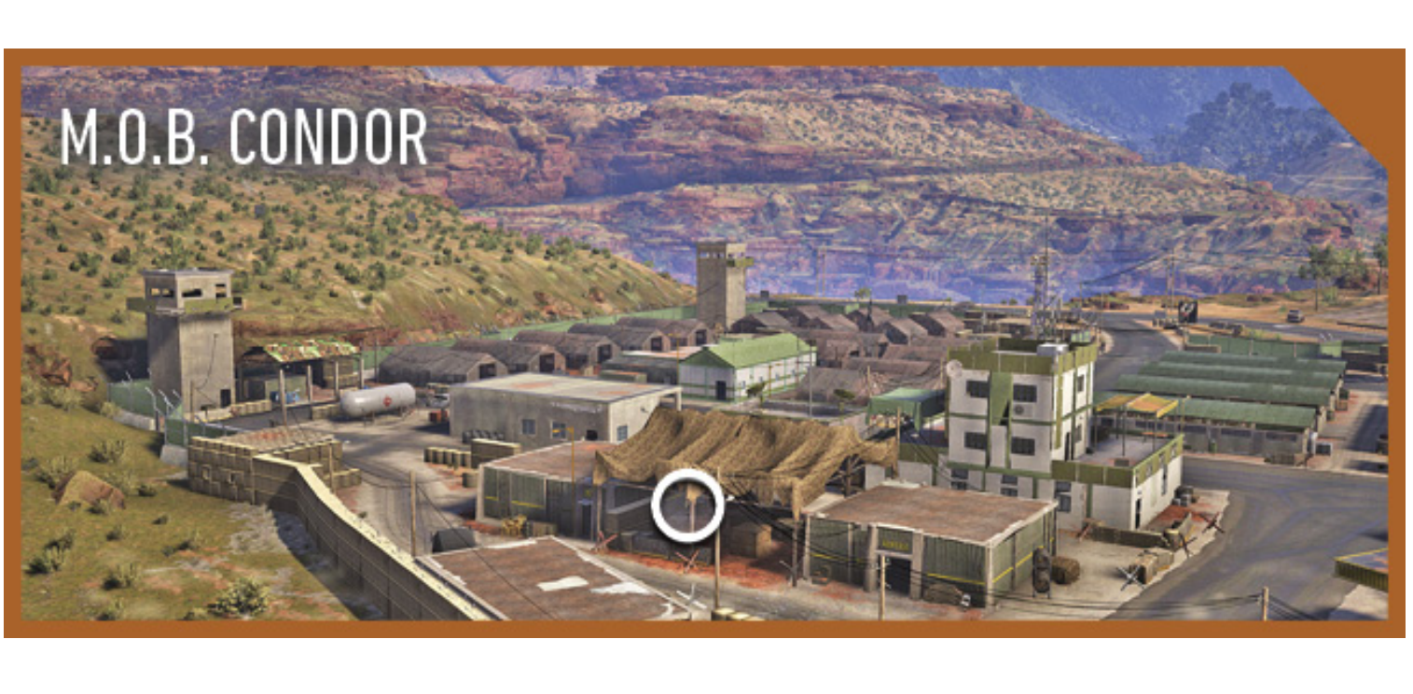


WEAPON: ACR ASSAULT RIFLE



A Unidad Combat Outpost sits on the water, next to La Loma Village. It is accessible from the village and the river. Park a boat west of the base and use the drone to recon the area. Eliminate the snipers in the watchtower and bunker before moving into the base. Take out soldiers along way as you climb the stairs, turn left, and make your way to the open, camouflaged storage container. A Weapon Case sits inside.

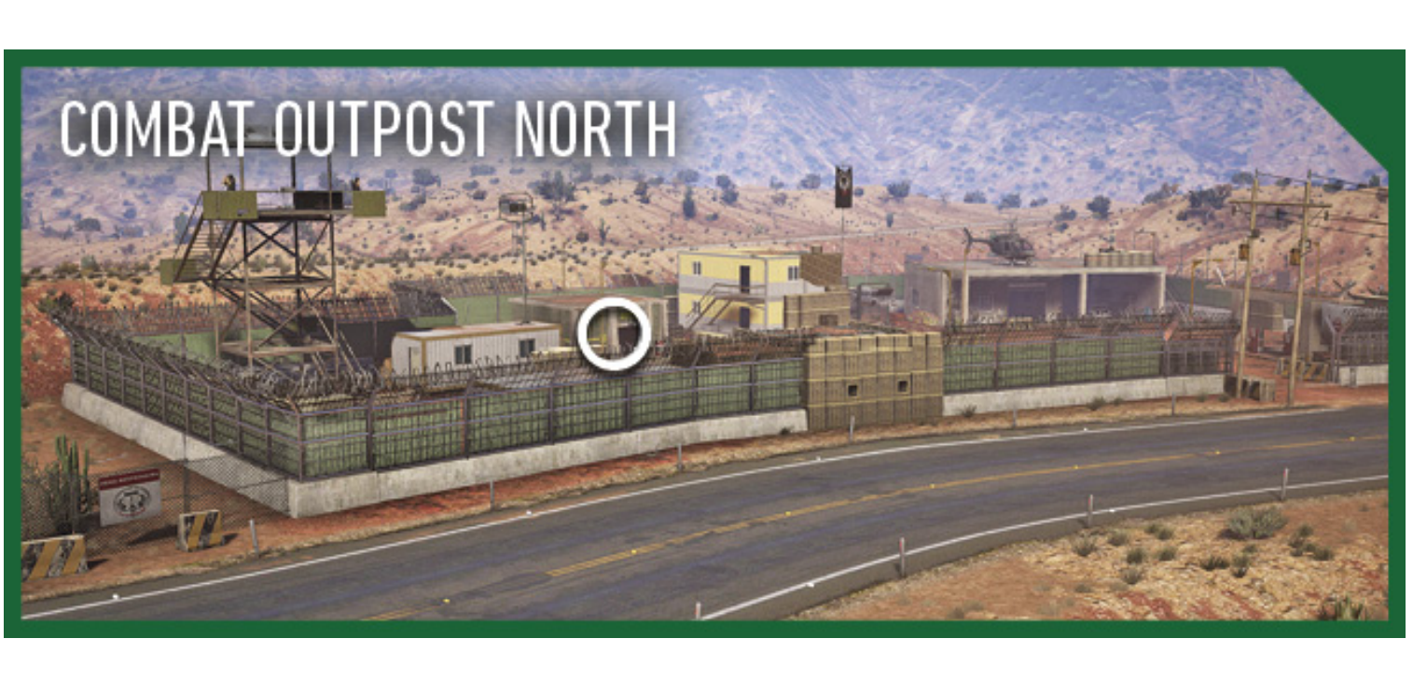
WEAPON: 6P41 LIGHT MACHINE GUN



The Unidad's main operating base alone explains why Media Luna deserves a five-skull difficulty rating. A barbed-wire wall surrounds the entire property with three guarded gates. A separate barbed-wire fence covers the area that roads do not, discouraging any infiltrations from the wilderness. There are a couple pedestrian entrances, one near the northwest watchtower and another next to the southwest tower. Soldiers patrol the entire grounds with nine alarms available. On top of that, a drone jammer keeps you from getting a good reading on enemy positions. Use line of sight to mark as many men as you can as you sneak in through the northwest doorway and go right. The weapon case sits between two armories under a camouflage canopy, not far from the entry point.

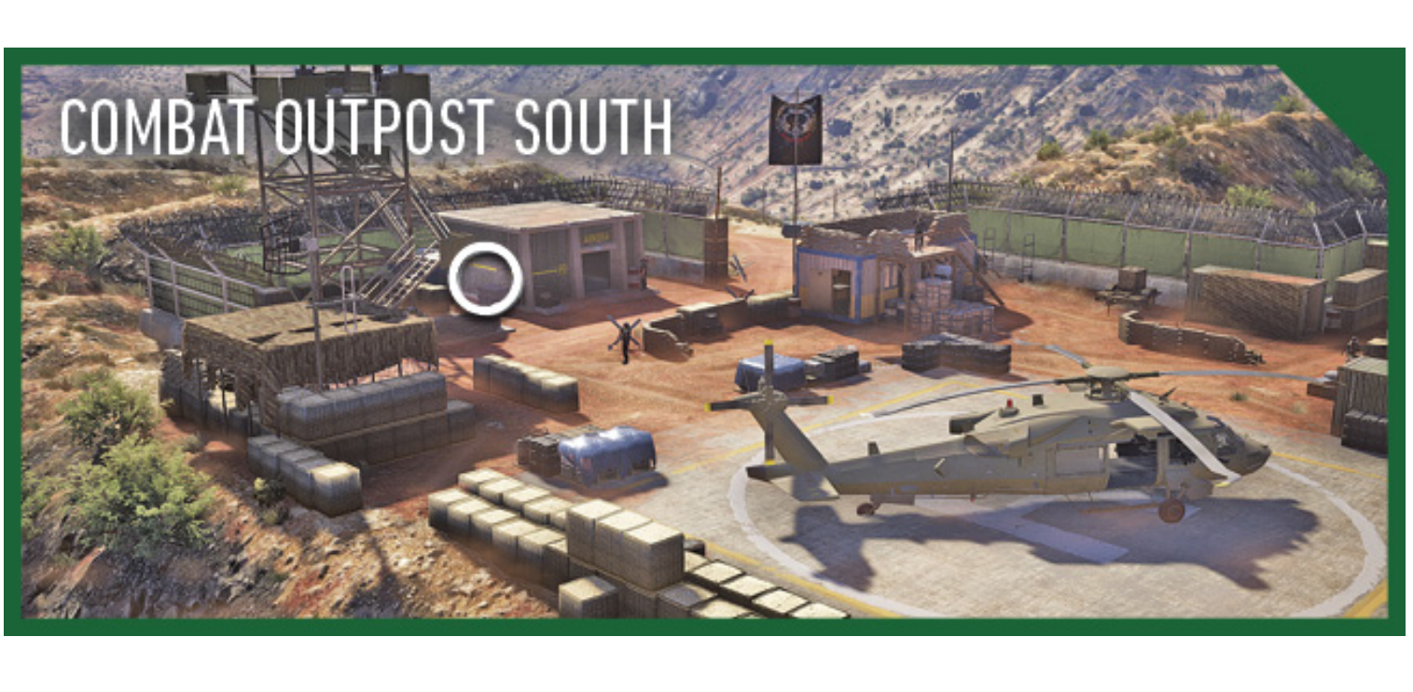
ACCESSORY CASES

ACCESSORY: FOLDED BUTTSTOCK (ASSAULT RIFLE)



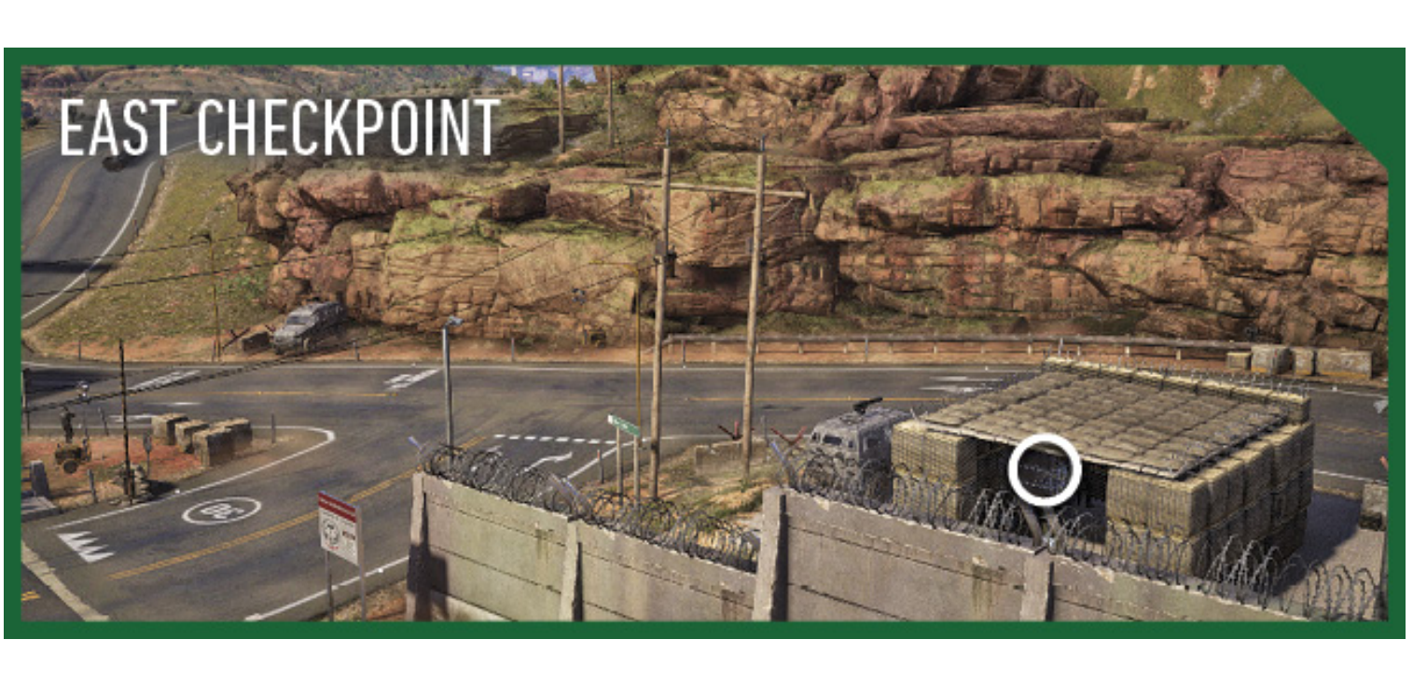
A small Unidad Combat Outpost in the northwest corner of the province is well protected with SAM launchers, watchtower, and high fencing. The main gate is wide open for entry, but a small doorway in the back right of the base allows for a stealthier approach. Sneak along the back wall and slip into the armory to get the weapon accessory.

ACCESSORY: EXTENDED (20 – SNIPER RIFLE)



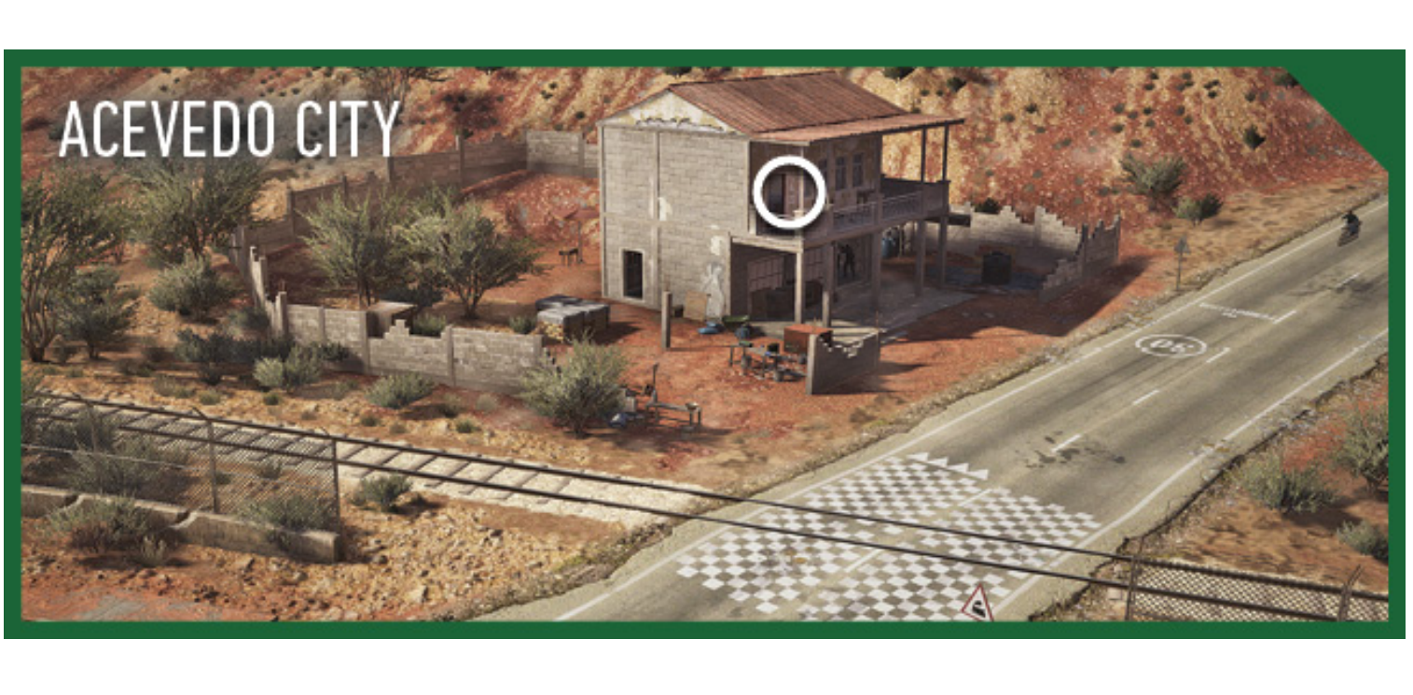
Drive up to the Combat Outpost at the top of the hill, north of Acevedo. The armory sits just inside the gate. Find the Accessory Case siting on a stack of supplies on the east side of the building.

ACCESSORY: EXTENDED (25 – SUBMACHINE GUN)



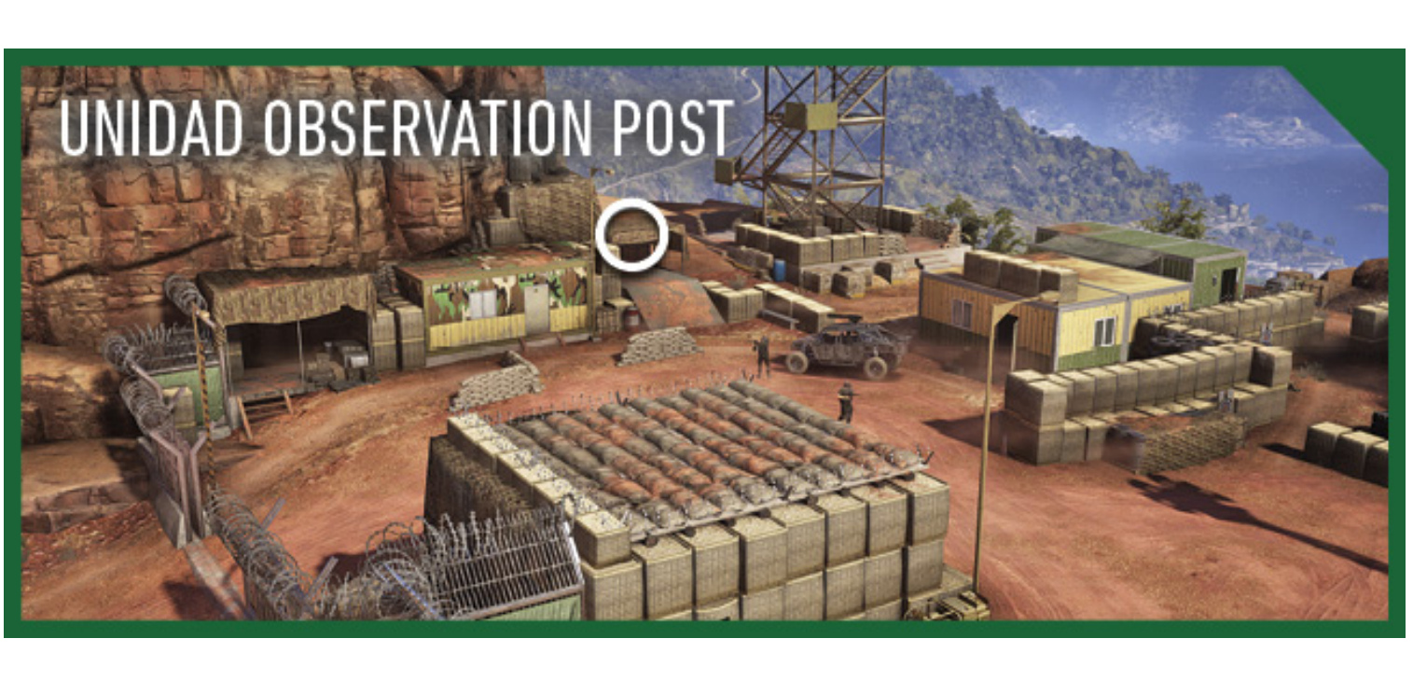
The Unidad control a checkpoint on the north side of the bridge, east of the Media Luna Bravo rally point. Search the bunker on the right to find an Accessory Case on the left metal shelves.

ACCESSORY: RUS RED DOT & G33 SCOPE



Visit Acevedo City and find a two-story concrete home of the Santa Blanca cartel. An Accessory Case rests upstairs on a small cabinet.

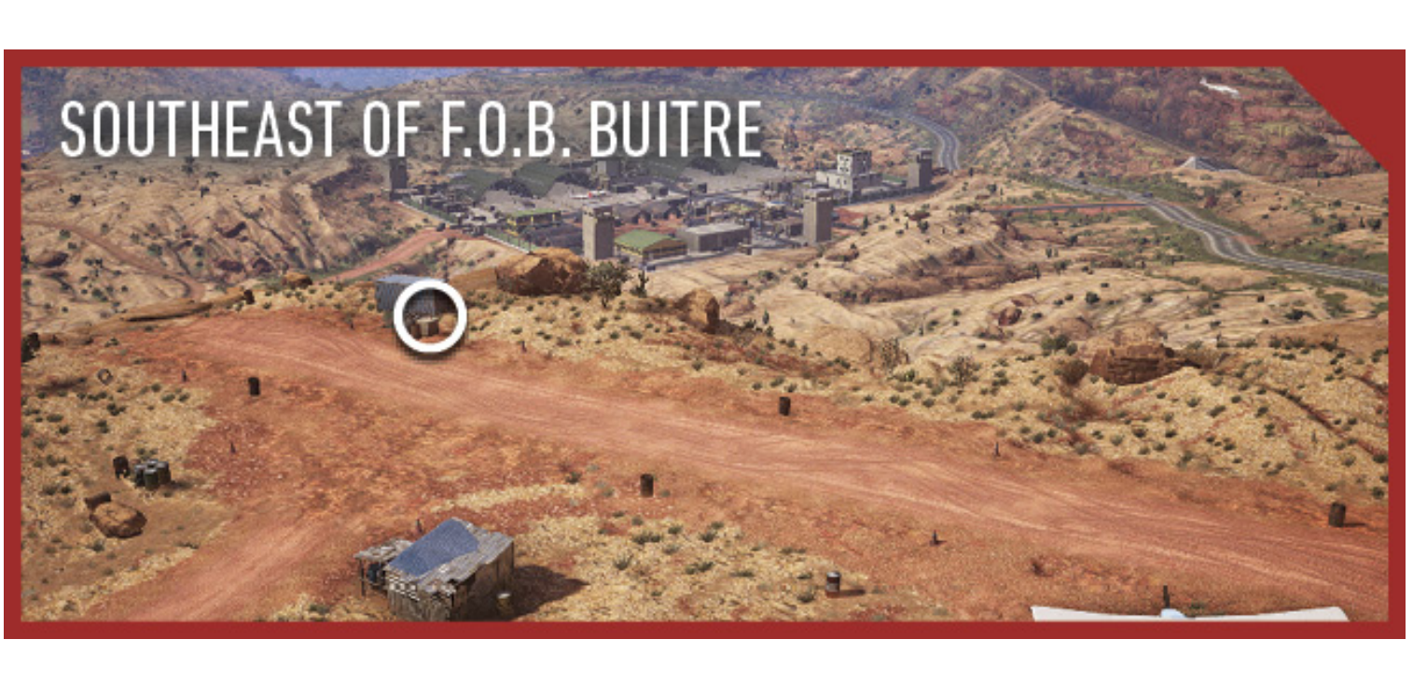
ACCESSORY: EXTENDED (30 – SUBMACHINE GUN)



Travel to the Unidad Observation Post built on a plateau in southern Media Luna. Cautiously enter the base and search under the camouflage canopy on the north side. The submachine gun accessory sits on a pallet of crates.

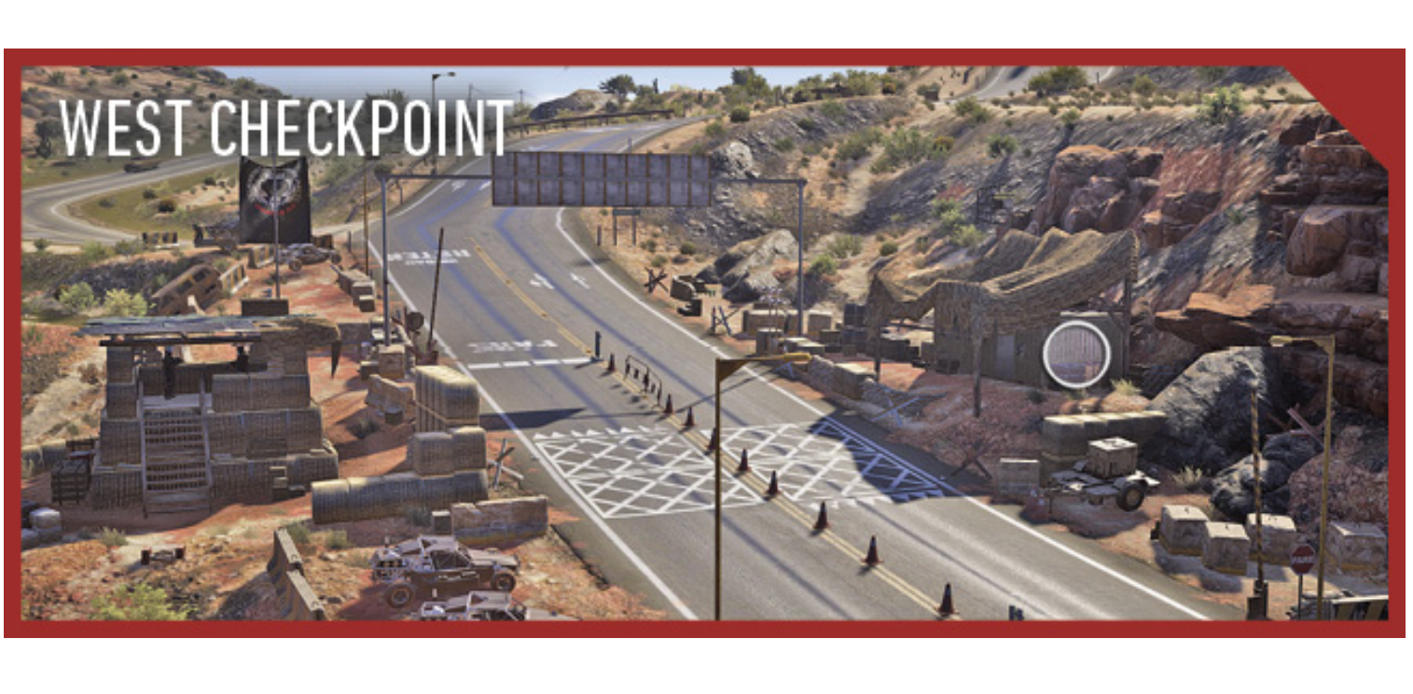
SKILL POINTS

SKILL POINTS: +3



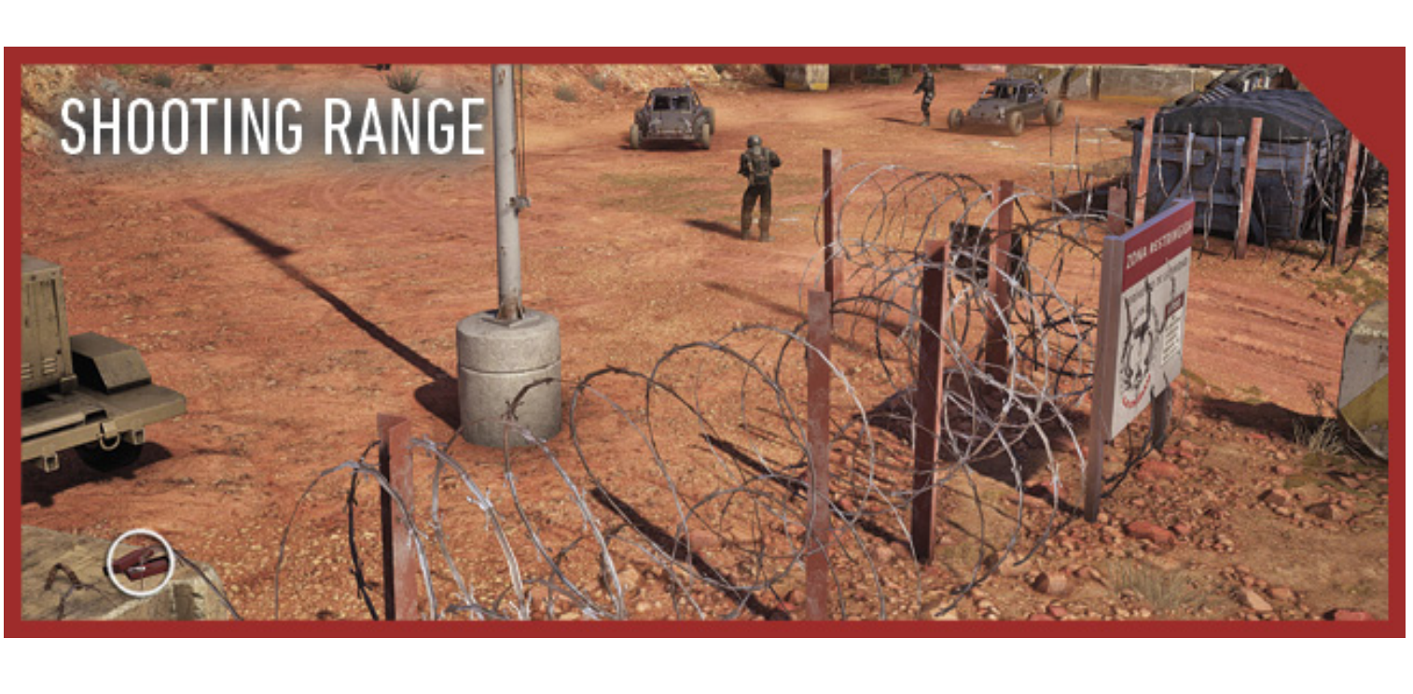
Drive up the windy road, southeast of F.O.B. Buitre to find a runway atop the plateau. Search near the storage container on the west side to find a medal sitting on a cement block.

SKILL POINTS: +3



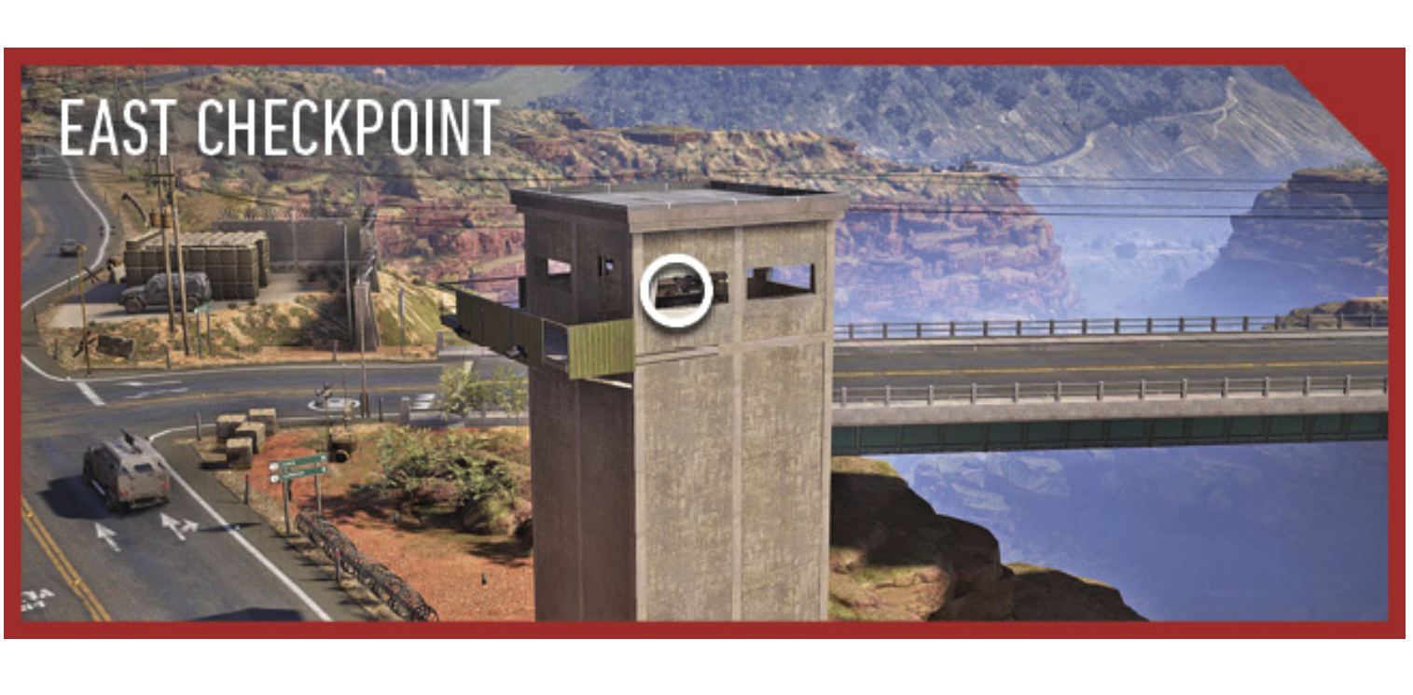
A checkpoint on the west border controls the traffic to Koani. On the west side of the road, Skill Points sit on a pallet of crates next to the shack.

SKILL POINTS: +1



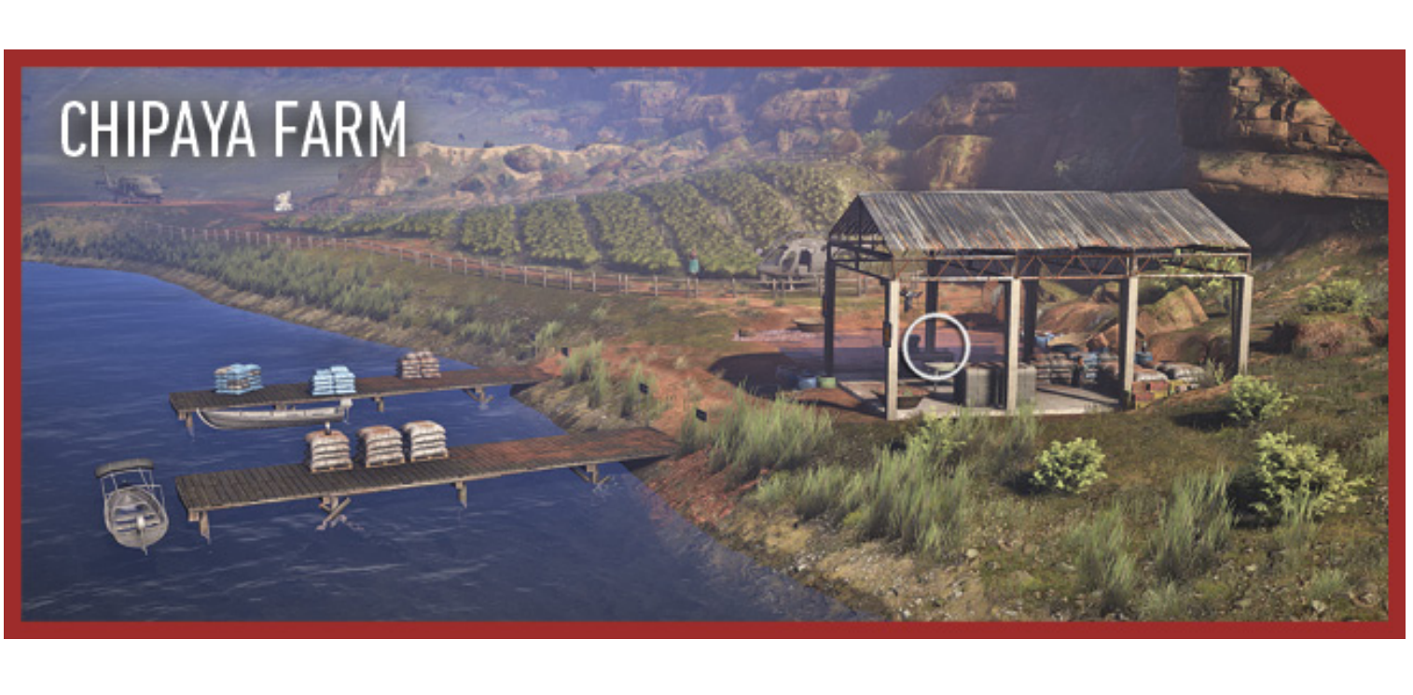
A Unidad shooting range sits on the side of a hill, west of the Media Luna Bravo rally point. A Skill Point sits on a barricade to the left from the entrance.

SKILL POINTS: +1



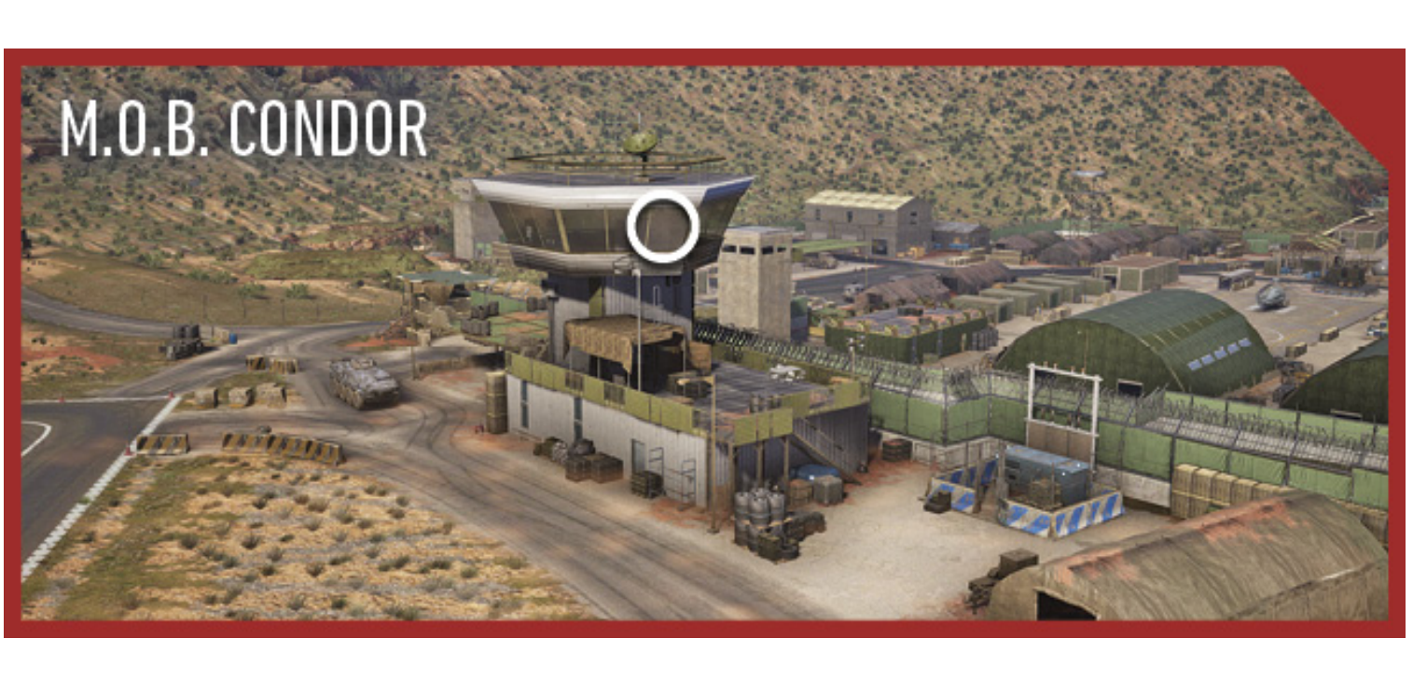
Drive to the Unidad checkpoint east of Media Luna Bravo and enter the tower. Keep an eye out for soldiers as you ascend to the top, where a Skill Point rests on the desk.

SKILL POINTS: +1



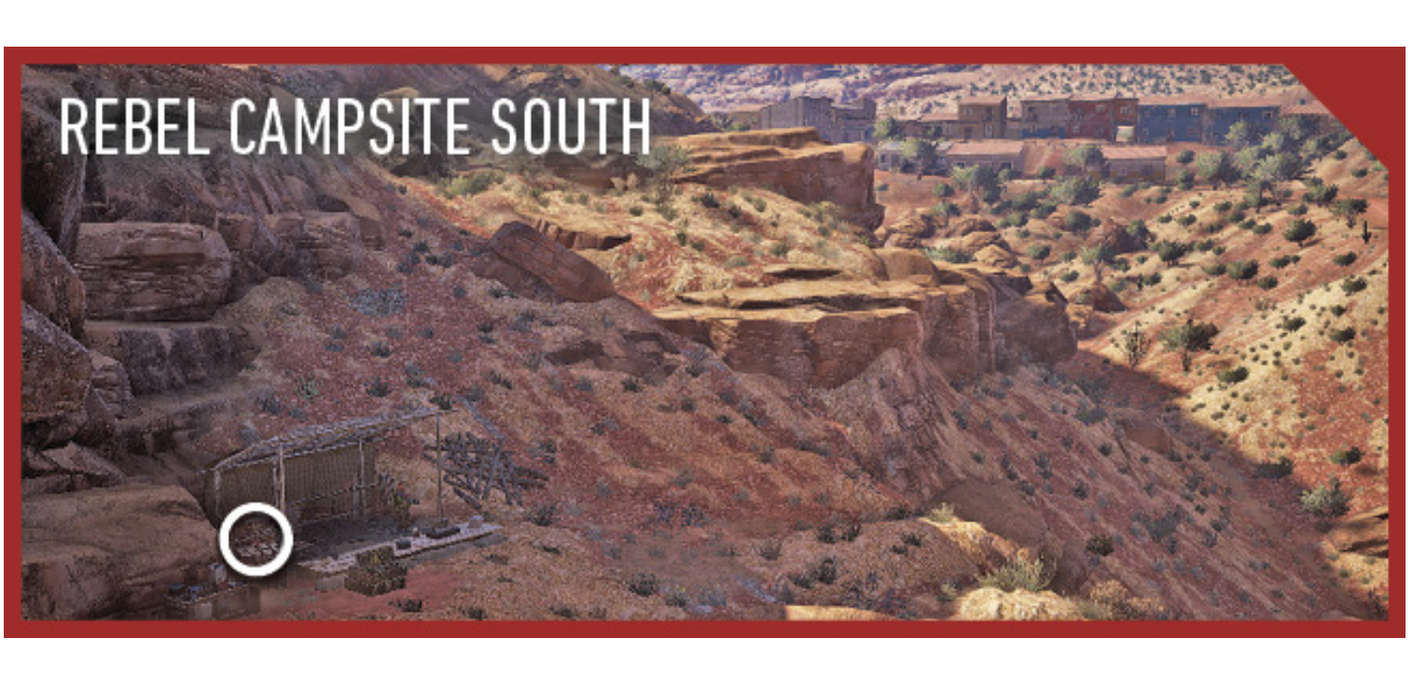
Head down into the canyon and find the Chipaya coffee farm northeast of Junin Village. Avoiding the Unidad who patrol upstream from the property, search inside the wall-less structure to find a Skill Point next to the coffee maker.

SKILL POINTS: +5



Infiltrate the M.O.B. Condor airfield and cautiously approach the air control tower. Take care of the guard and climb to the top, where a commendation is found on the filing cabinets.

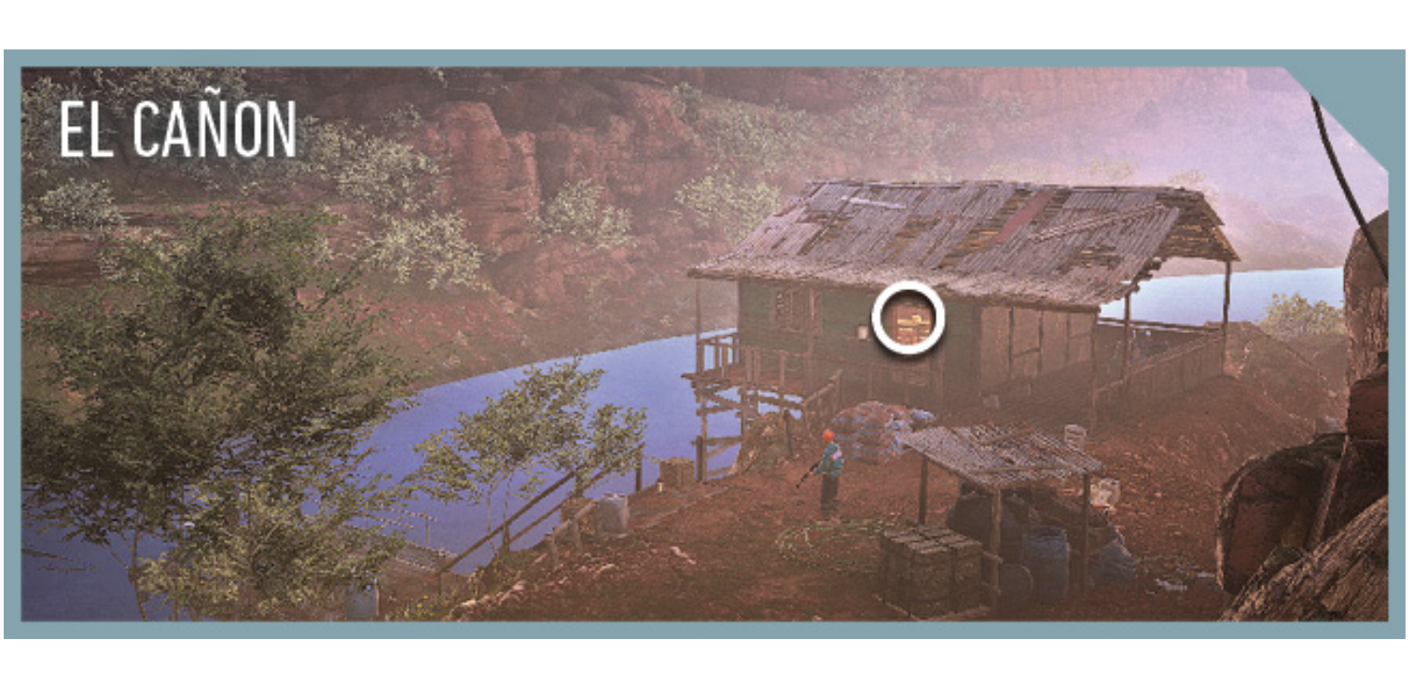
SKILL POINTS: +1



East of Acevedo, at the base of a cliff, find a small shelter that acts as a temporary campsite for the rebels. Grab the Skill Point that sits on the nearby crates.

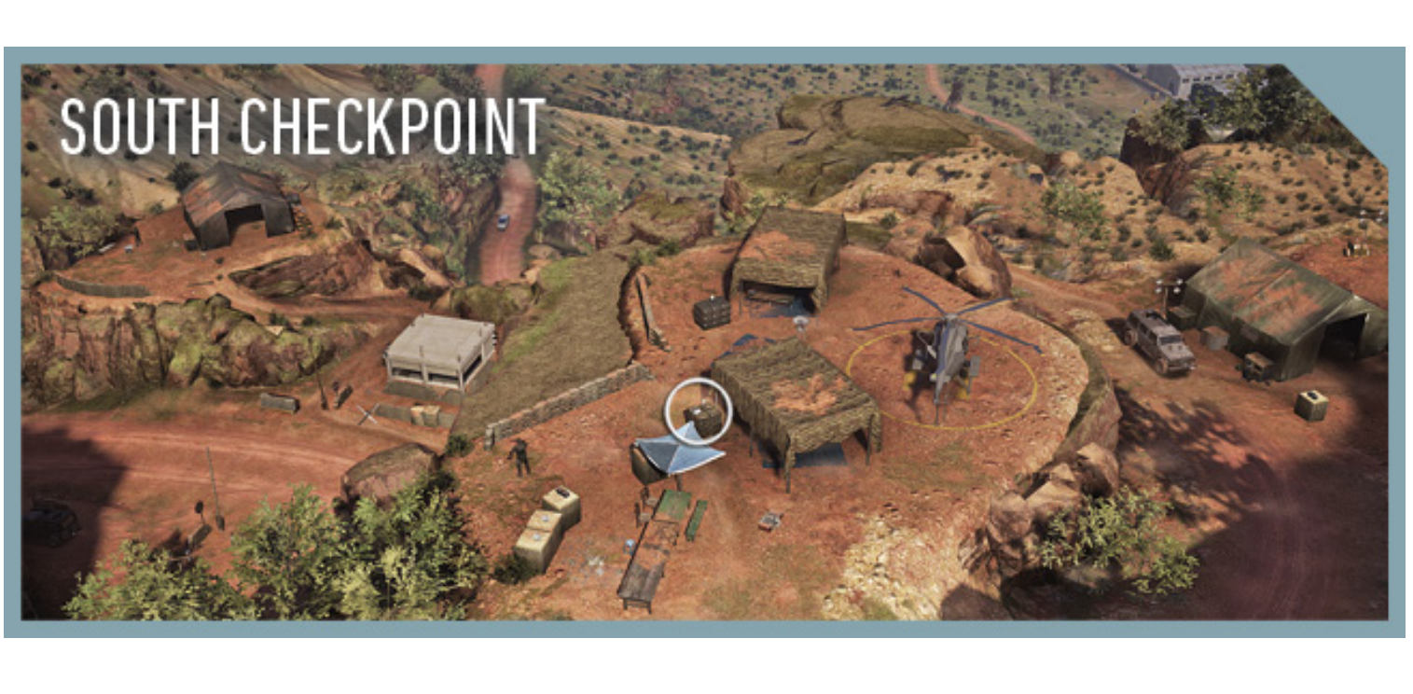
BONUS MEDALS

BONUS: MARK AREA



Descend into the canyon farther east or fly a helicopter down to the river. Find a small cabin sitting next to the water, on the far west side of the canyon. Kick the door in and grab the Bonus Medal inside.

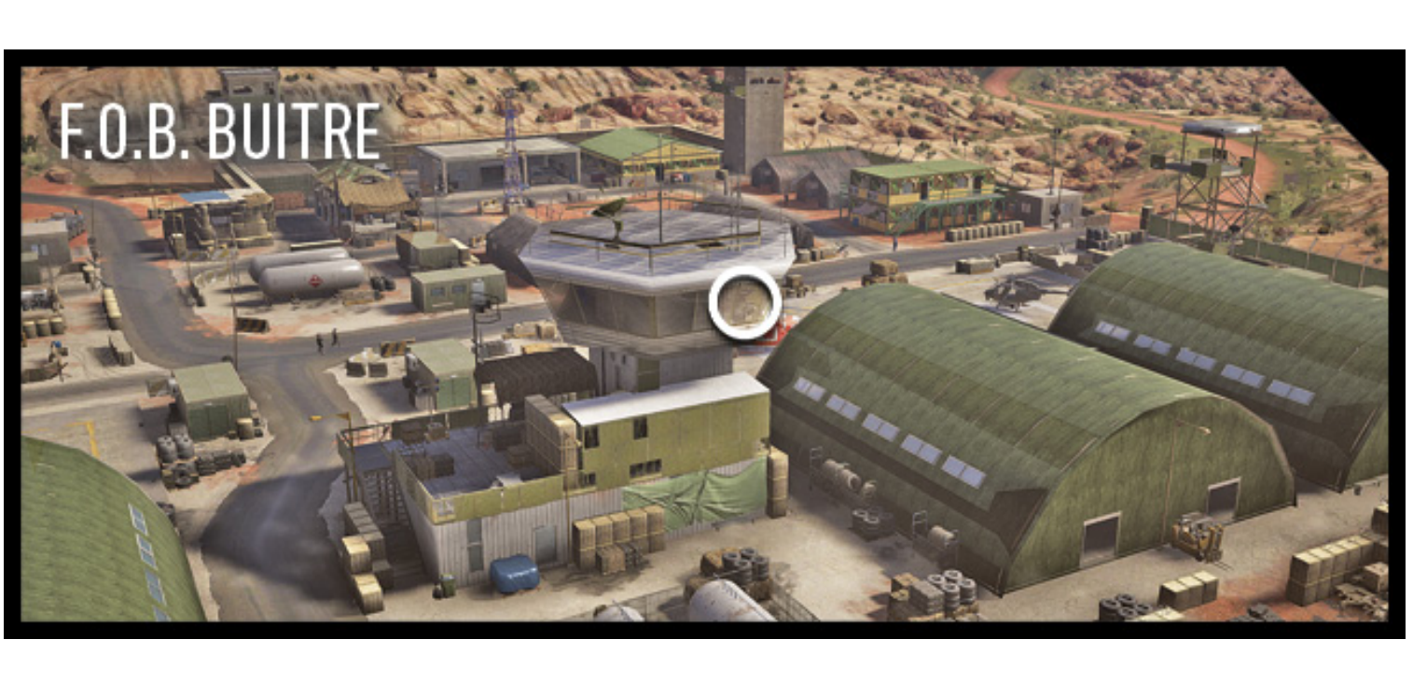
BONUS: FLARE GUN



At the southern Unidad checkpoint, located south of their M.O.B., follow the dirt road up to a small plateau. A Bonus Medal is available atop a pallet of crates near a helicopter.

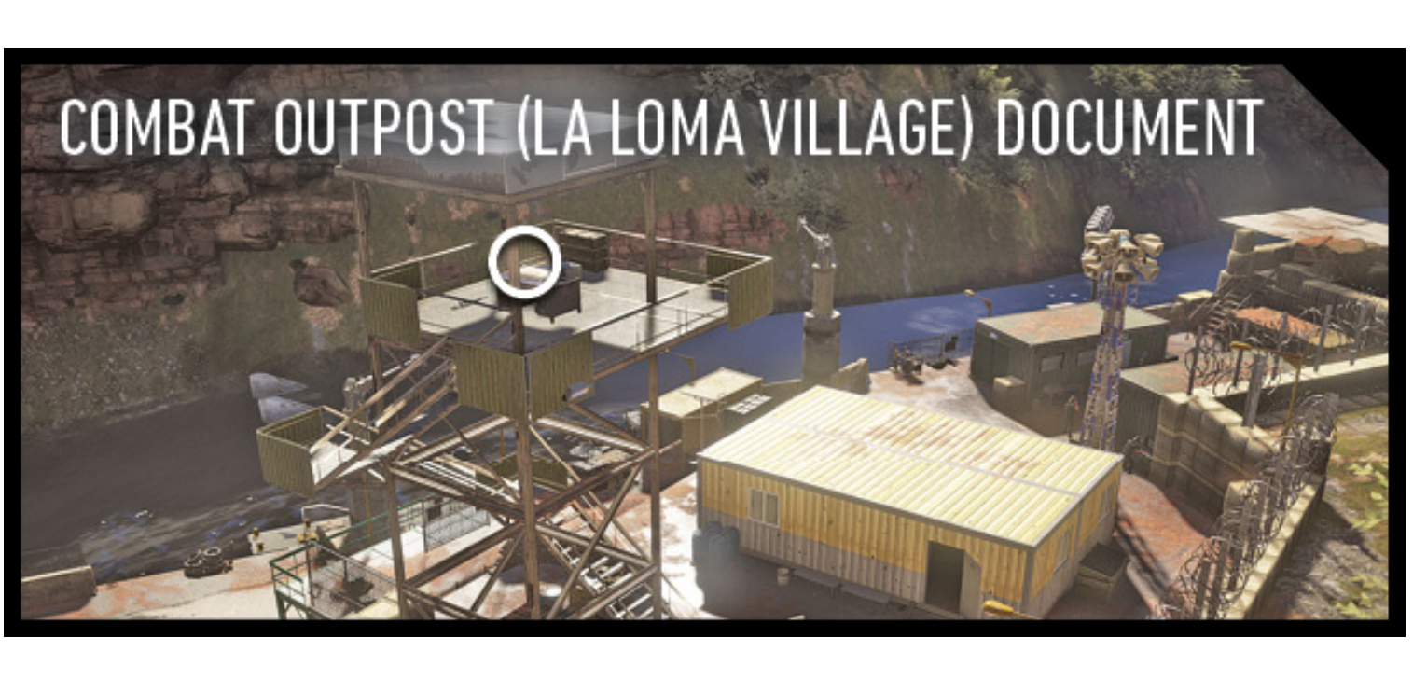
KINGSLAYER FILES

DOCUMENT



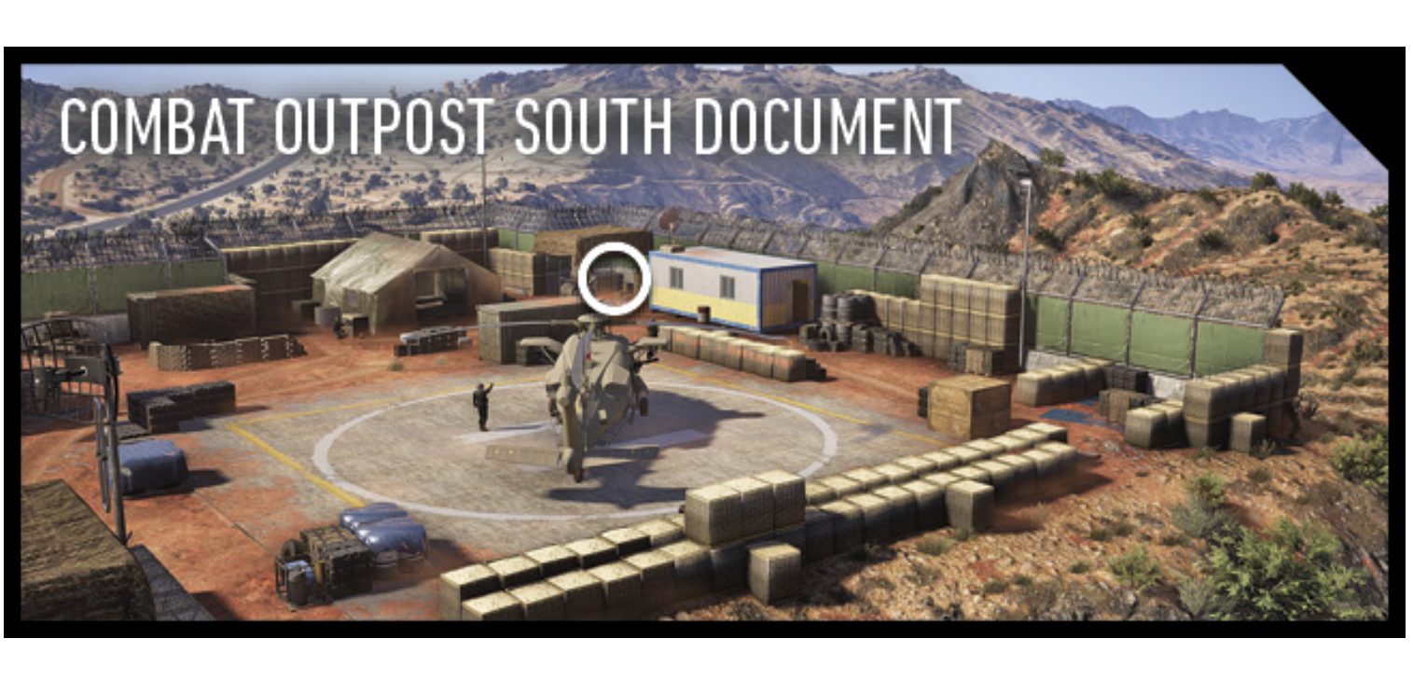
Use an official Unidad vehicle to get inside the base and quickly duck into a building to avoid being detected. Watch the radar as you sneak through the fort toward the air traffic control tower. Ascend to the top of floor and collect the document off the controller's desk.

DOCUMENT



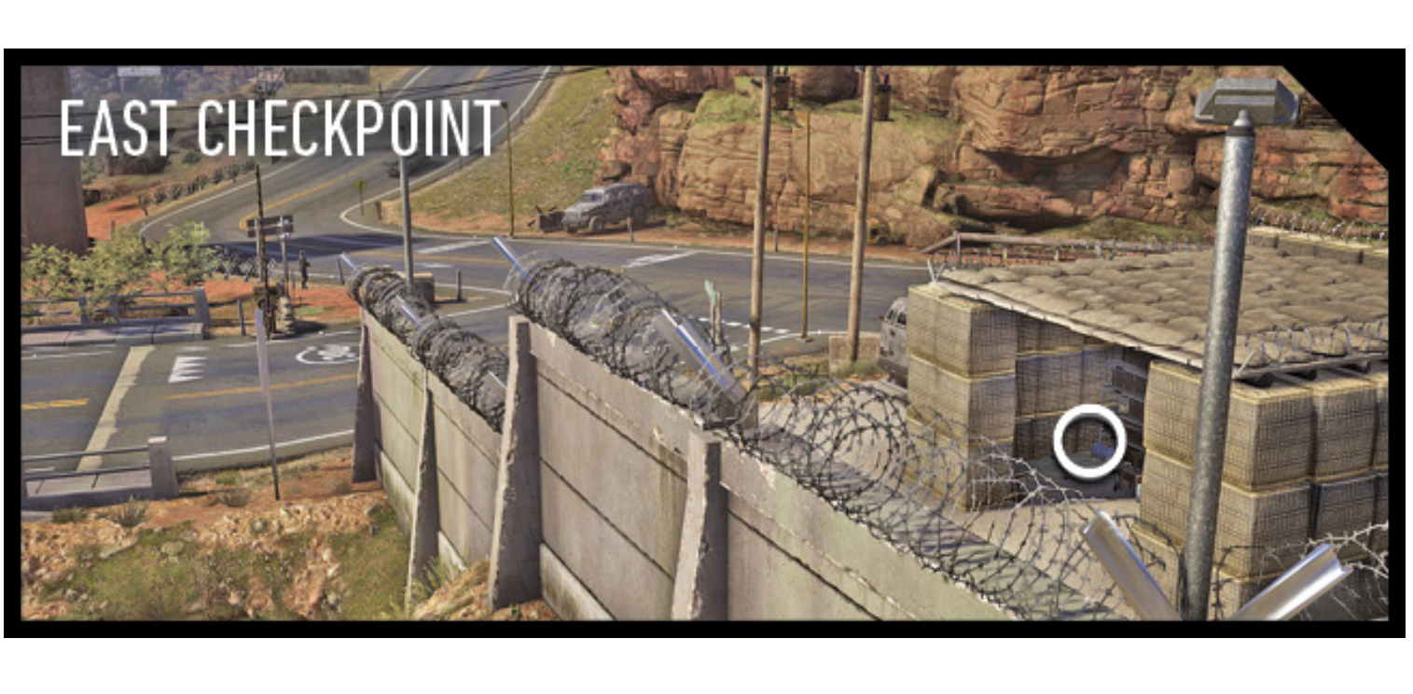
Fight or sneak your way into the Combat Outpost next to La Loma. Take out the snipers before moving to the watchtower on the east side. Climb to the top to find a recording on the corner of the desk.

DOCUMENT



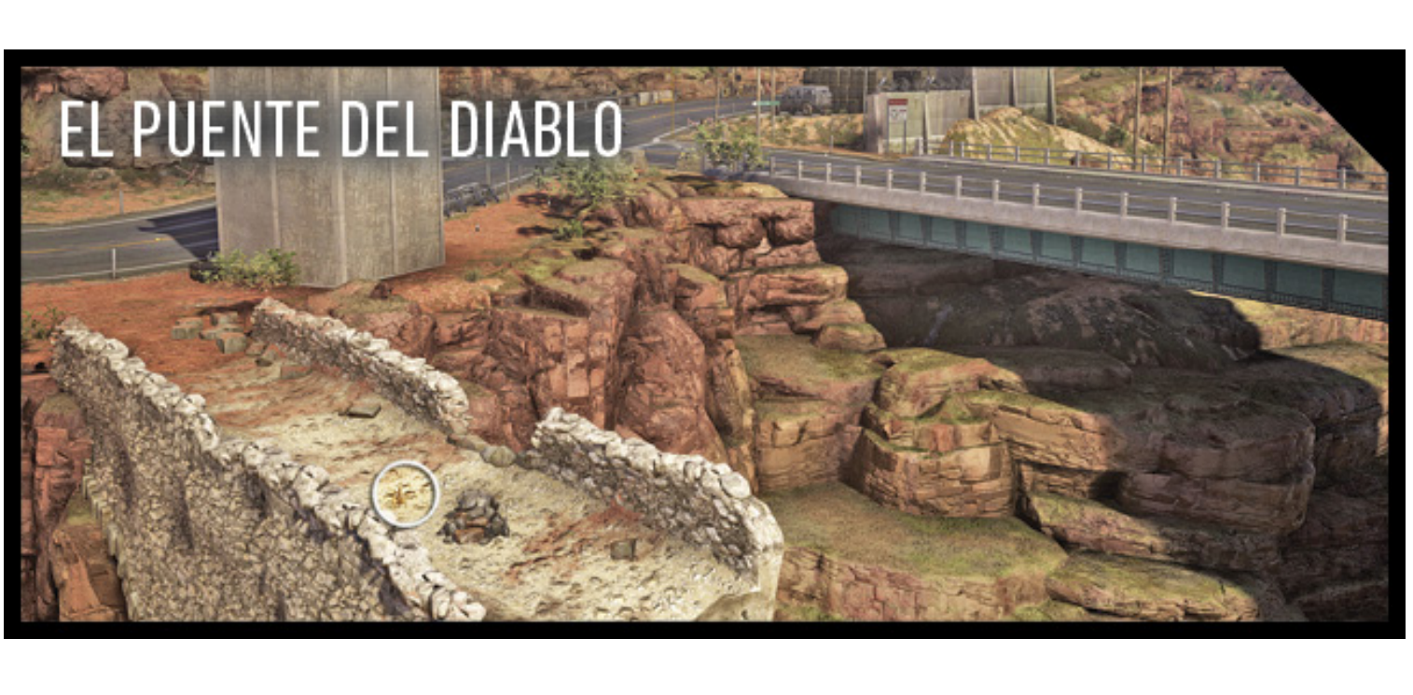
Infiltrate the Unidad base through the main gate or from the east and sneak over to the northwest corner. A file rests on a pile of ammo crates underneath a canopy.

DOCUMENT



Infiltrate the Unidad checkpoint, east of Media Luna Bravo rally point, and enter the bunker on the right of the bridge. Collect the item that lies on the floor, next to the cot.

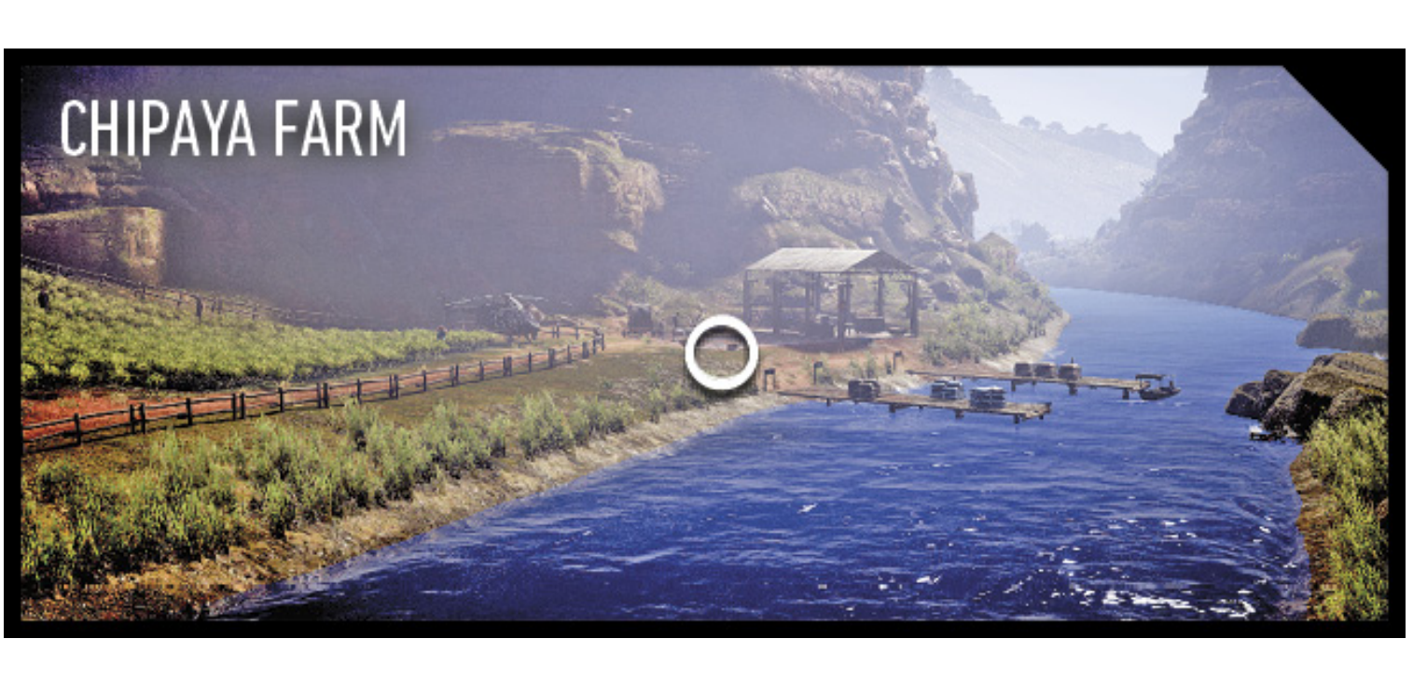
LEGEND



Just south of the Unidad's checkpoint tower, east of Media Luna Bravo, a ruined bridge spans only part way across the river. Walk to the other end and pick up the legend.

The Devil's Bridge: As the legend goes, a young man was long ago requested to gather a large sum of money as a dowry to marry the girl he loved. When he finally rounded up the money, he rushed to join his lover, but got blocked by a river. So he made a pact with the devil: the devil agreed to build a bridge in exchange for his soul. However, as the bridge was nearly over, the young man changed his mind and summoned God to chase the devil away. Since then, an unfinished bridge stands over the river.

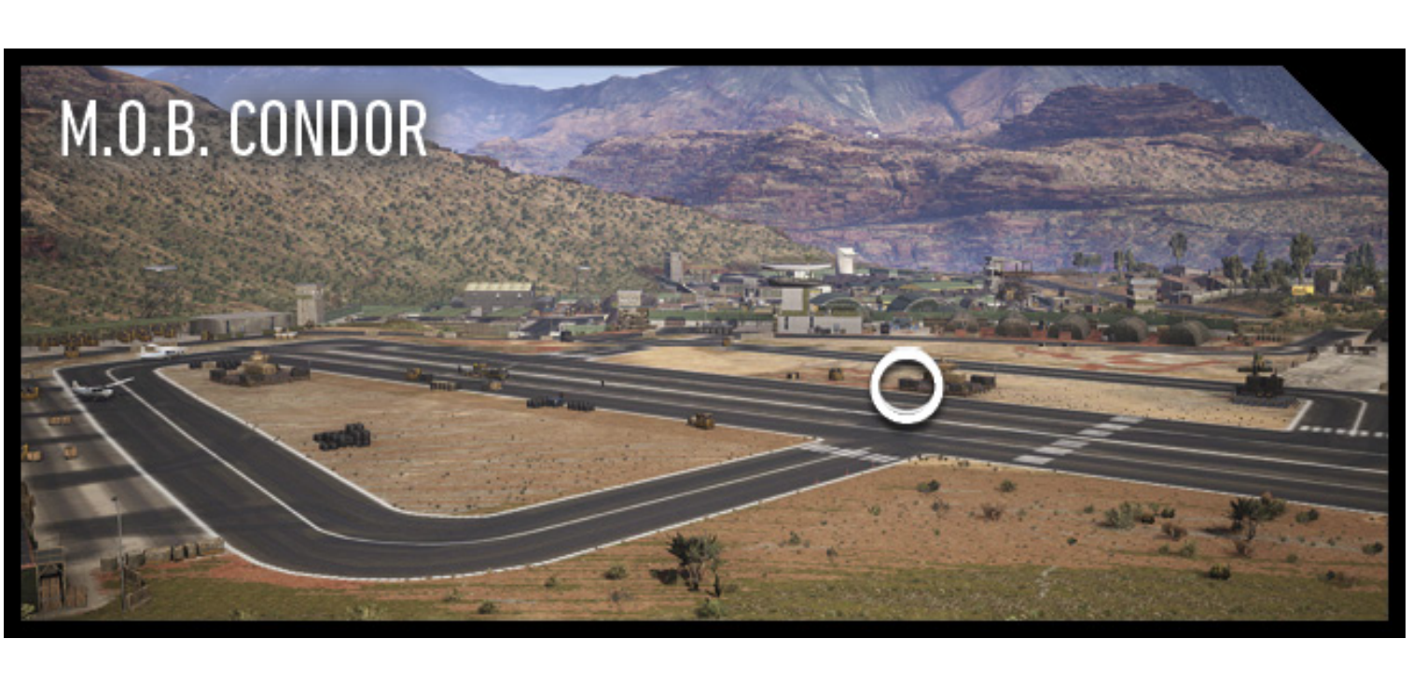
LEGEND



At the bottom of the canyon, northeast of Junin Village, find a small coffee farm next to the river. A legend lies on a blanket just south of a helicopter. Note that nearby Unidad troops may be close enough to spot you, so deal accordingly.

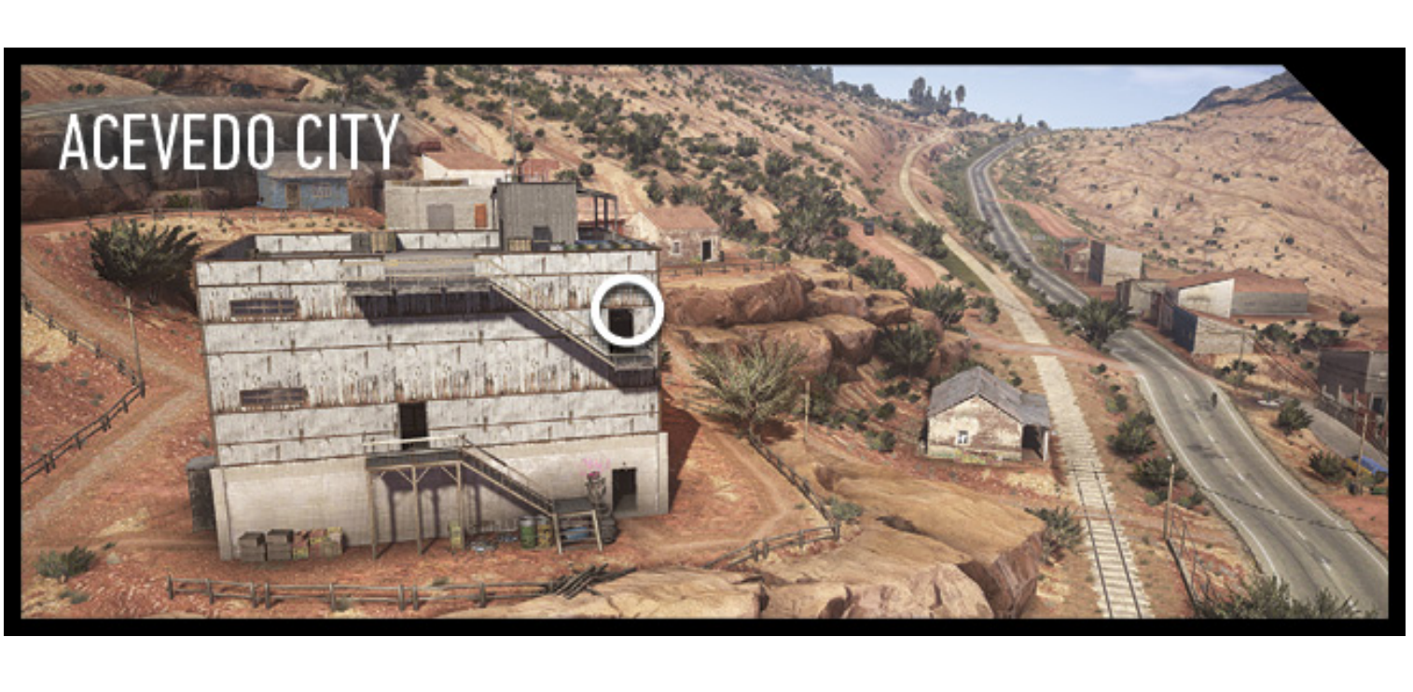
Illapa: Illapa was the god of thunder and rain in Inca mythology. He is considered one of the most powerful gods of the Inca pantheon, along with Inti, the Sun god. He was often represented as a man wearing shiny clothing, a sling, and a club. Ancient Incas believed that Illapa brought rain by drawing water from the Milky Way and pouring it over the earth. Thunder was the sound of his sling, and lightning was believed to be the gleam of his clothes.

DOCUMENT



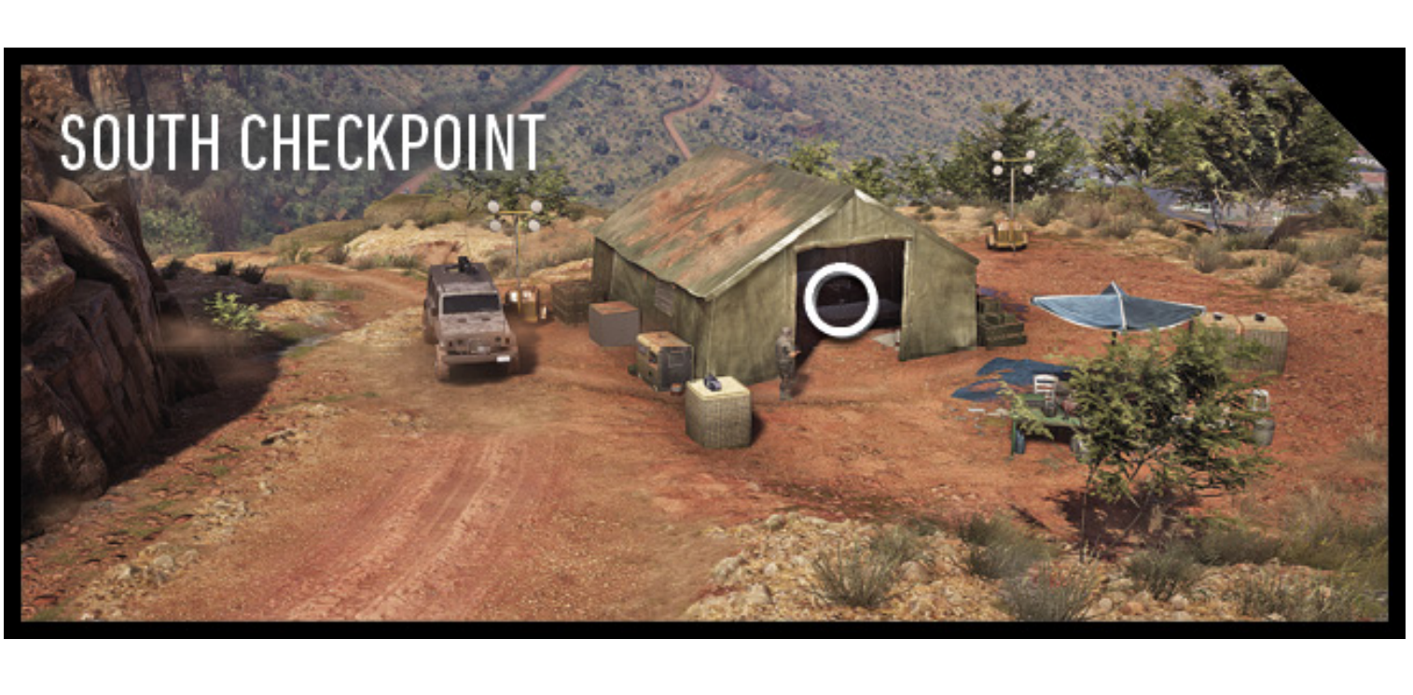
Infiltrate the well-defended M.O.B. Condor airfield and find the SAM Launcher between the runway and northern passing loop. A document rests on a stack of ammo cases nearby.

DOCUMENT



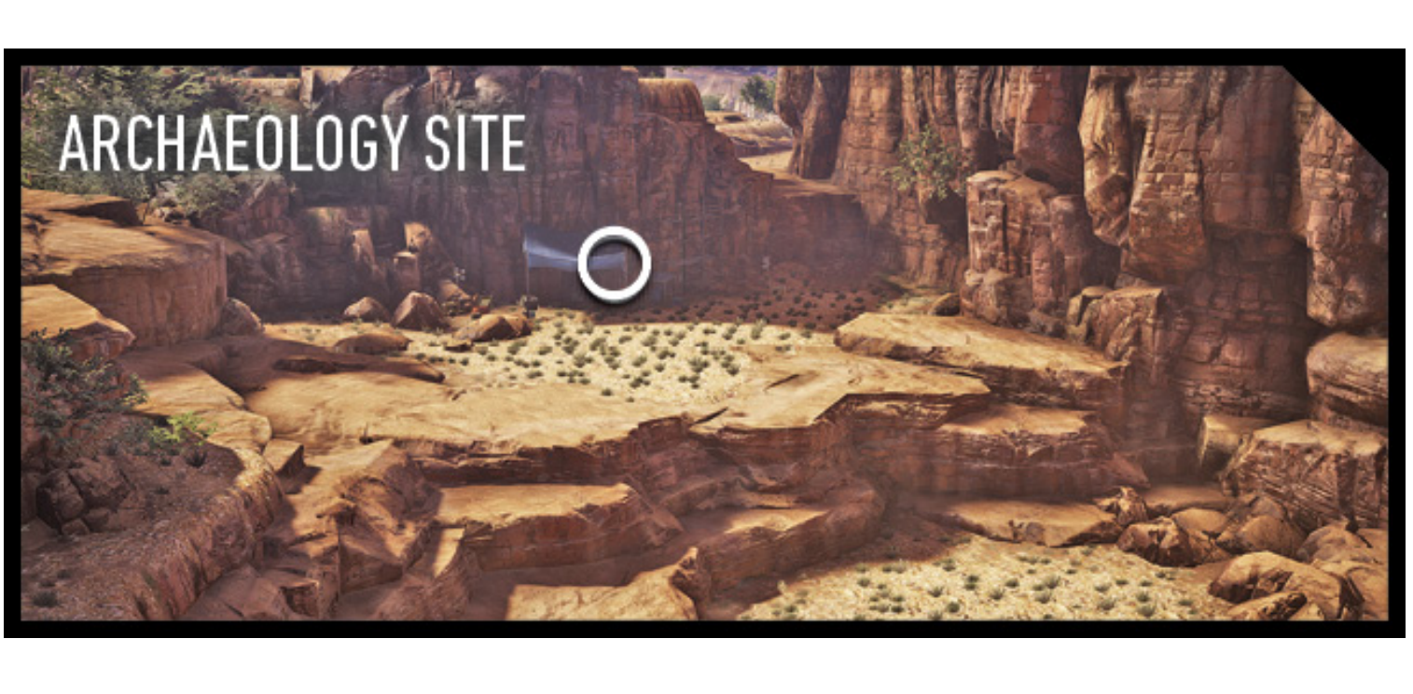
On the west side of the city, a big warehouse looms over the railroad tracks atop a small plateau. Enter the building and climb to the third floor via the interior or exterior steps. Collect the briefcase that sits on a red container.

DOCUMENT



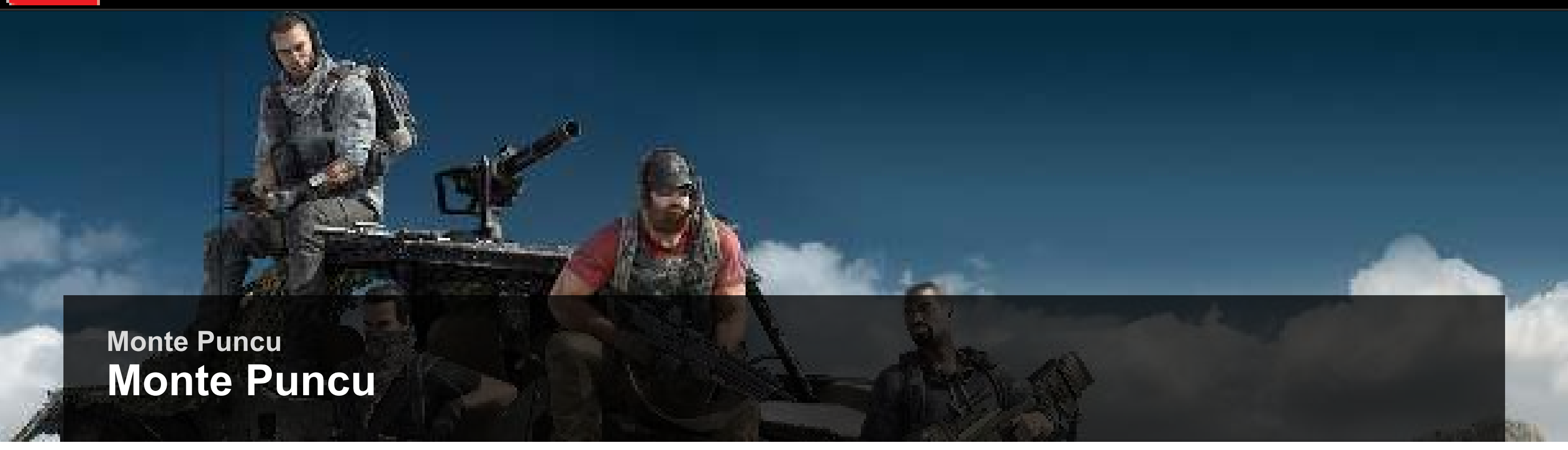
From the southern Unidad checkpoint, follow the spiraling dirt road up to a tent. A document lies on the corner of a mattress inside.

LEGEND



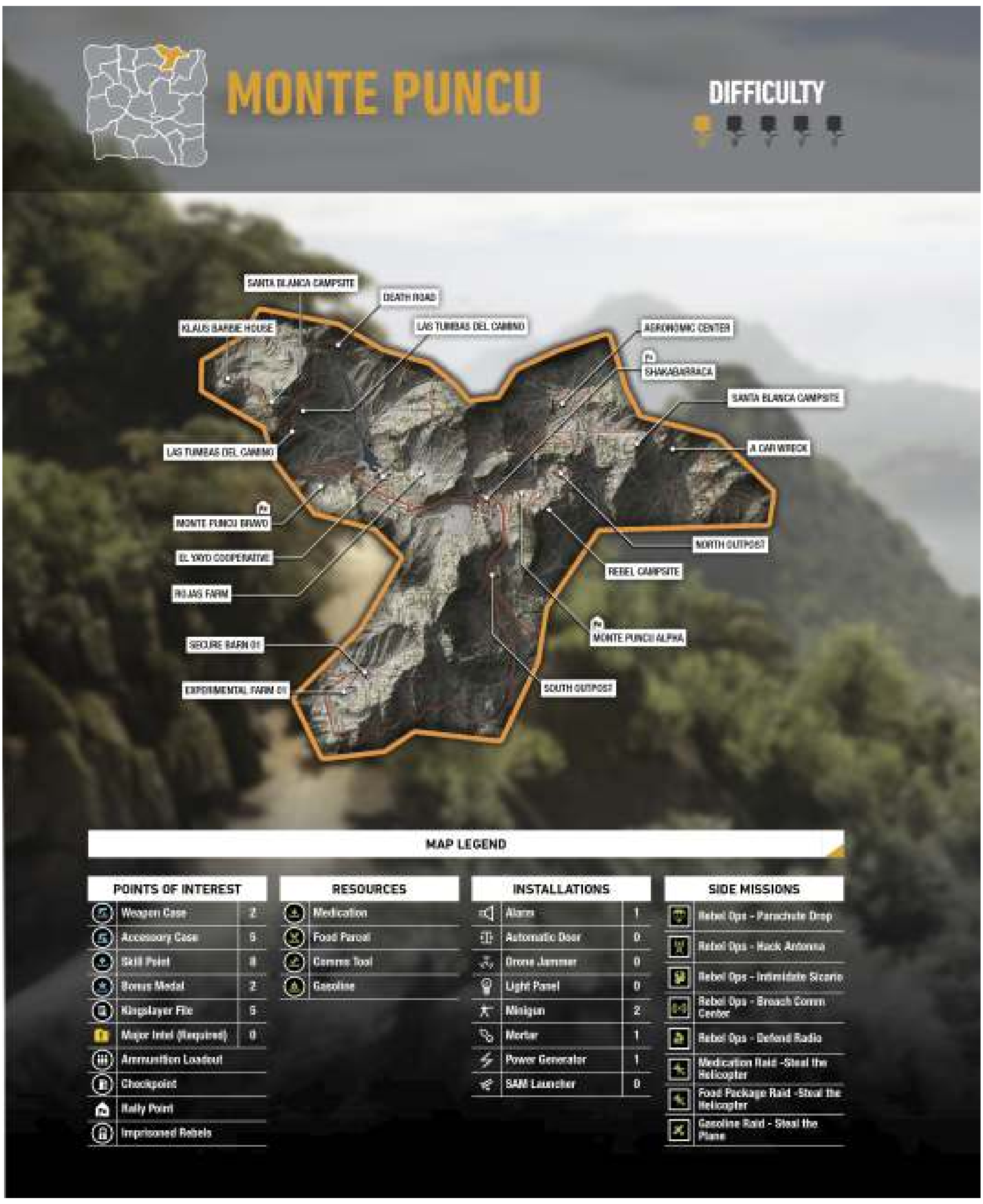
Hike the cliffs west of the Unidad Observation Post in southern Media Luna to find a small Archaeology Site. A legend rests under the lone tent.

Inca Dynastic War: The sling was the traditional weapon used by Inca warriors during the Dynastic War which divided the Inca Empire between 1527 and 1532. Following Emperor Huayna Capac's death, two of his sons, Huáscar and Atahualpa, waged a war over who would succeed him. The conflict resulted in Atahualpa killing his brother and conquering the emperor title in 1532. His reign was shortened by the Spanish conquistadores led by Pizarro, who captured and executed him in 1533, marking the end of the Inca Empire.



Monte Puncu

Monte Puncu


MONTE PUNCU
DIFFICULTY
SANTA BLANCA CAMPSITE
DEATH ROAD
KLAUS BARBIE HOUSE
LAS TUMBAS DEL CAMINO
AGRONOMIC CENTER
SHAKABARRACA
SANTA BLANCA CAMPSITE
A CAR WRECK
LAS TUMBAS DEL CAMINO
MONTE PUNCU BRAVO
EL YAYO COOPERATIVE
NORTH OUTPOST
REBEL CAMPSITE
ROJAS FARM
SECURE BARN 01
MONTE PUNCU ALPHA
EXPERIMENTAL FARM 01
SOUTH OUTPOST
MAP LEGEND
POINTS OF INTEREST
Weapon Case 2
Accessory Case 5
Skill Point 8
Bonus Medal 2
Kingslayer File 5
Major Intel (Required) 0
Ammunition Loadout
Checkpoint
Rally Point
Imprisoned Rebels
RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline
INSTALLATIONS
Alarm 1
Automatic Door 0
Drone Jammer 0
Light Panel 0
Minigun 2
Mortar 1
Power Generator 1
SAM Launcher 0
SIDE MISSIONS
Rebel Ops - Parachute Drop
Rebel Ops - Hack Antenna
Rebel Ops - Intimidate Sicario
Rebel Ops - Breach Comm Center
Rebel Ops - Defend Radio
Medication Raid -Steal the Helicopter
Food Package Raid -Steal the Helicopter
Gasoline Raid - Steal the Plane

In the province where coca was first produced, Santa Blanca experiments with newer varieties.

Content	Number in Province
Main Missions	1
Side Missions	10

- **Operation: Production**
- **Chief: None**
- **Ecosystem: Yungas**

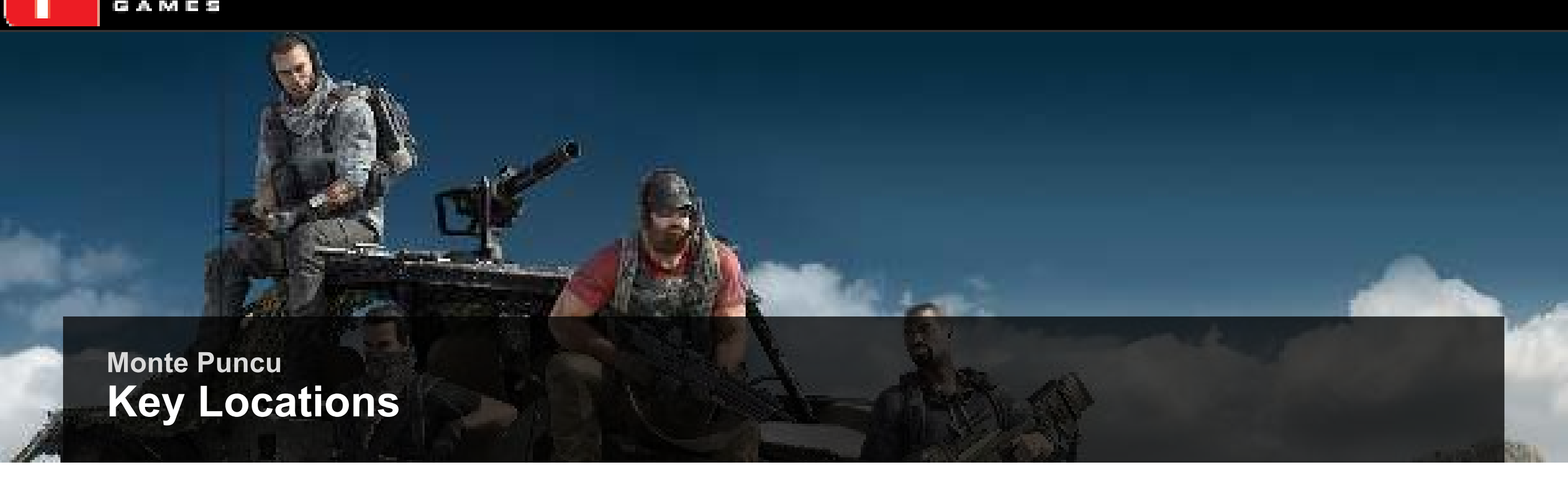
Monte Puncu is a province of the Yungas, a mountainous zone covered by a very dense jungle. The mountainous area and the jungle make it very tough to circulate in. Roads are narrow, steep and dangerous. The province is crossed by the death road, a road constructed on the slope of the mountain.

The human activity is focused on coca and coffee culture. The fields occupy the bottom of valleys or clearings carved in the jungle on the slope of the mountain. The village of Chaca Barraca cultivated coffee before the Santa Blanca arrival.

After taking control of the province, the Santa Blanca gathered the Cocaleros and proposed to buy their production at a fair price. El Yayo assisted at this meeting and convinced the Cocaleros to work for the cartel.

Finally, the Santa Blanca gathered coffee plantation owners and advised them to abandon this type of culture to focus on coca. Most owners accepted, convinced by El Yayo's arguments. The few that refused rapidly ran away. Families found refuge at La Paz and men joined the Rebellion. As retaliation, their farms were burned.

Today Monte Puncu is the province that produces the biggest amount of coca. This is because of the actions of Santa Blanca to modernize the coca culture, such as recruiting agronomists to raise its returns. In less than a year they have transformed the traditional Cocaleros farms into experimental farms with the latest agricultural innovations.



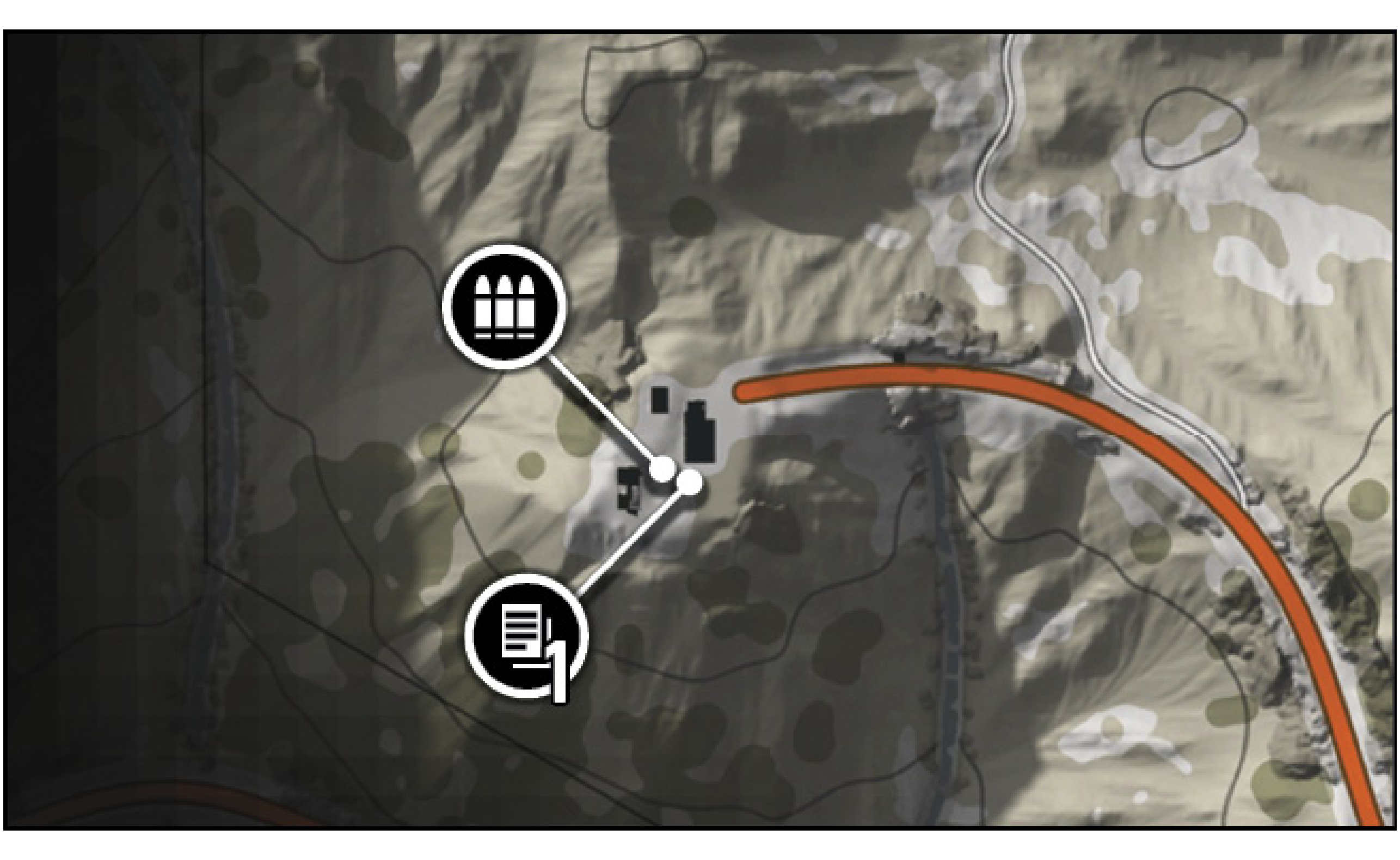
Monte Puncu

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

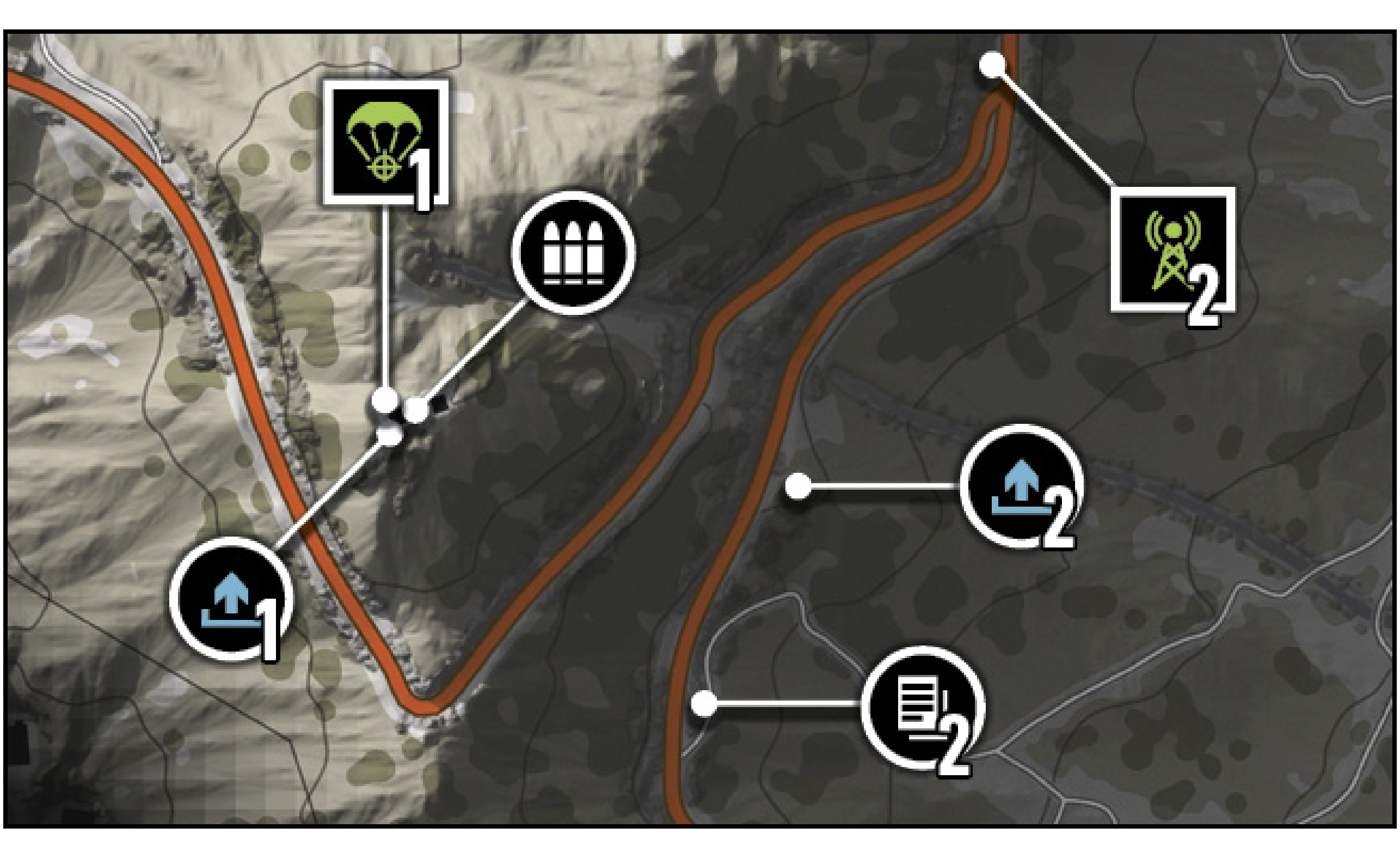
KLAUS BARBIE HOUSE

The home where the war criminal lived in hiding.



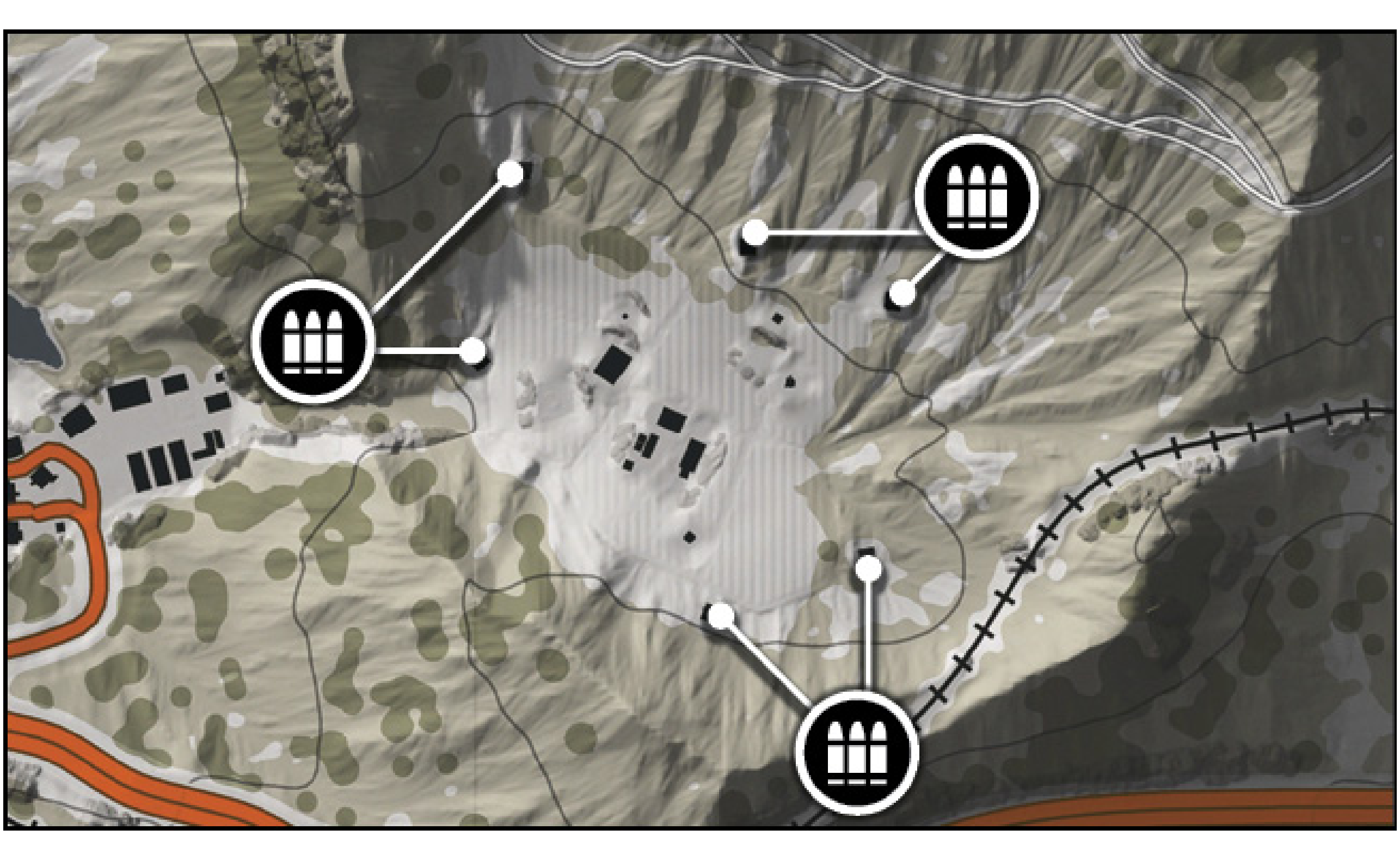
SANTA BLANCA CAMPSITE AND LAS TUMBAS DEL CAMINO

A temporary Santa Blanca camp and a burial site for victims of the Death Road.



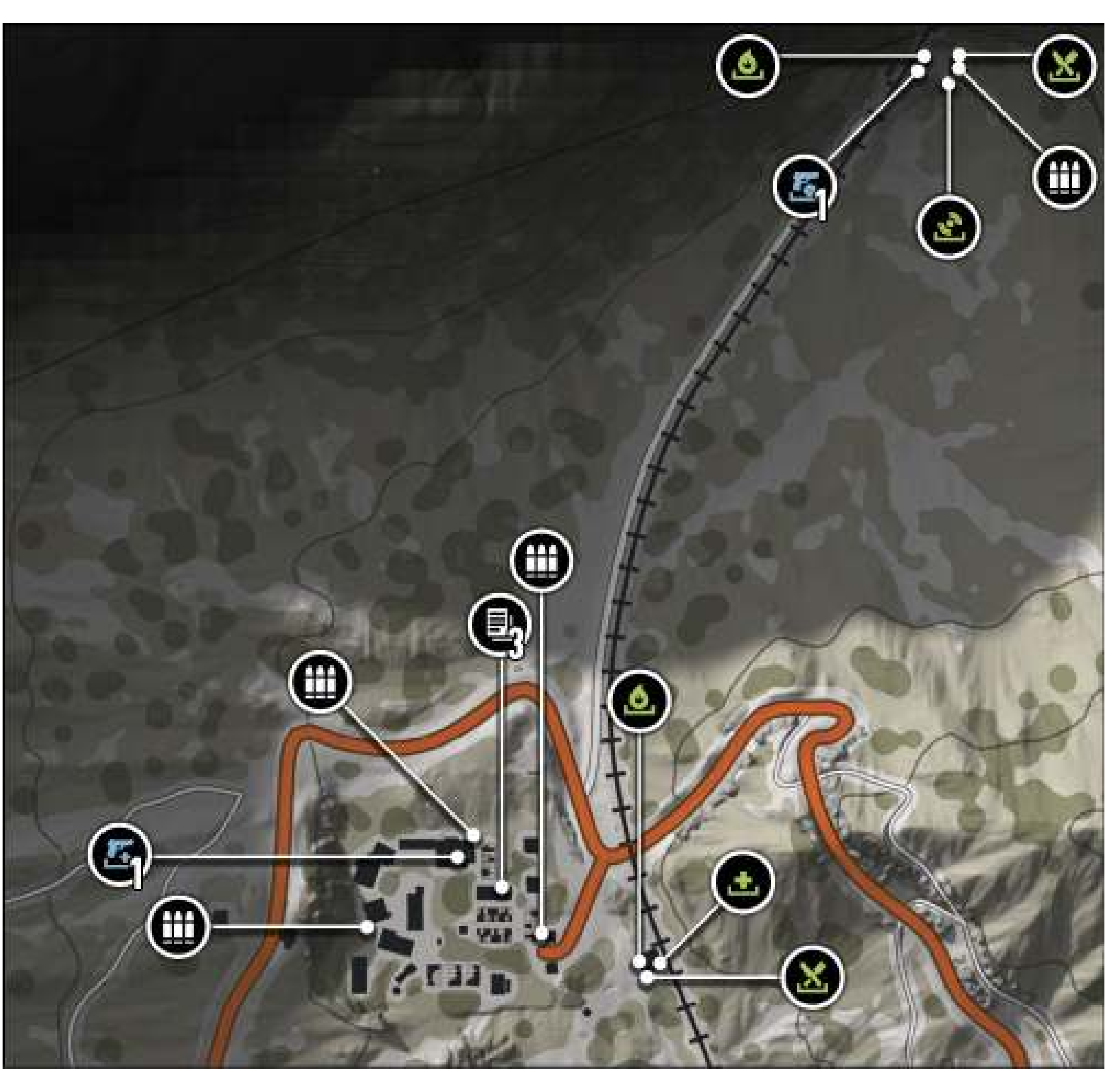
ROJAS FARM

A traditional cocalero's family farm.



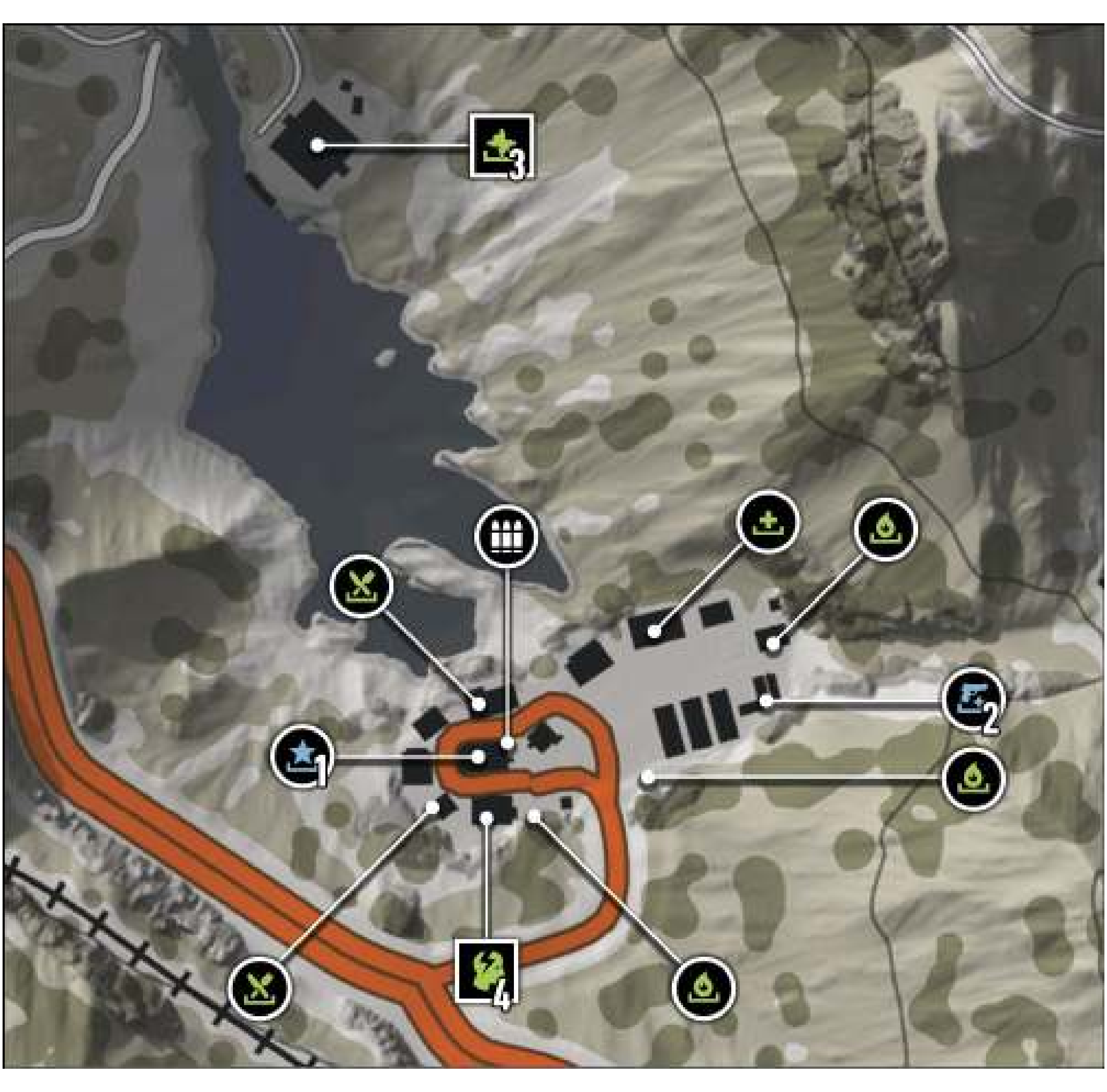
AGRONOMIC CENTER

Built by the SNPC to improve the coca farming.



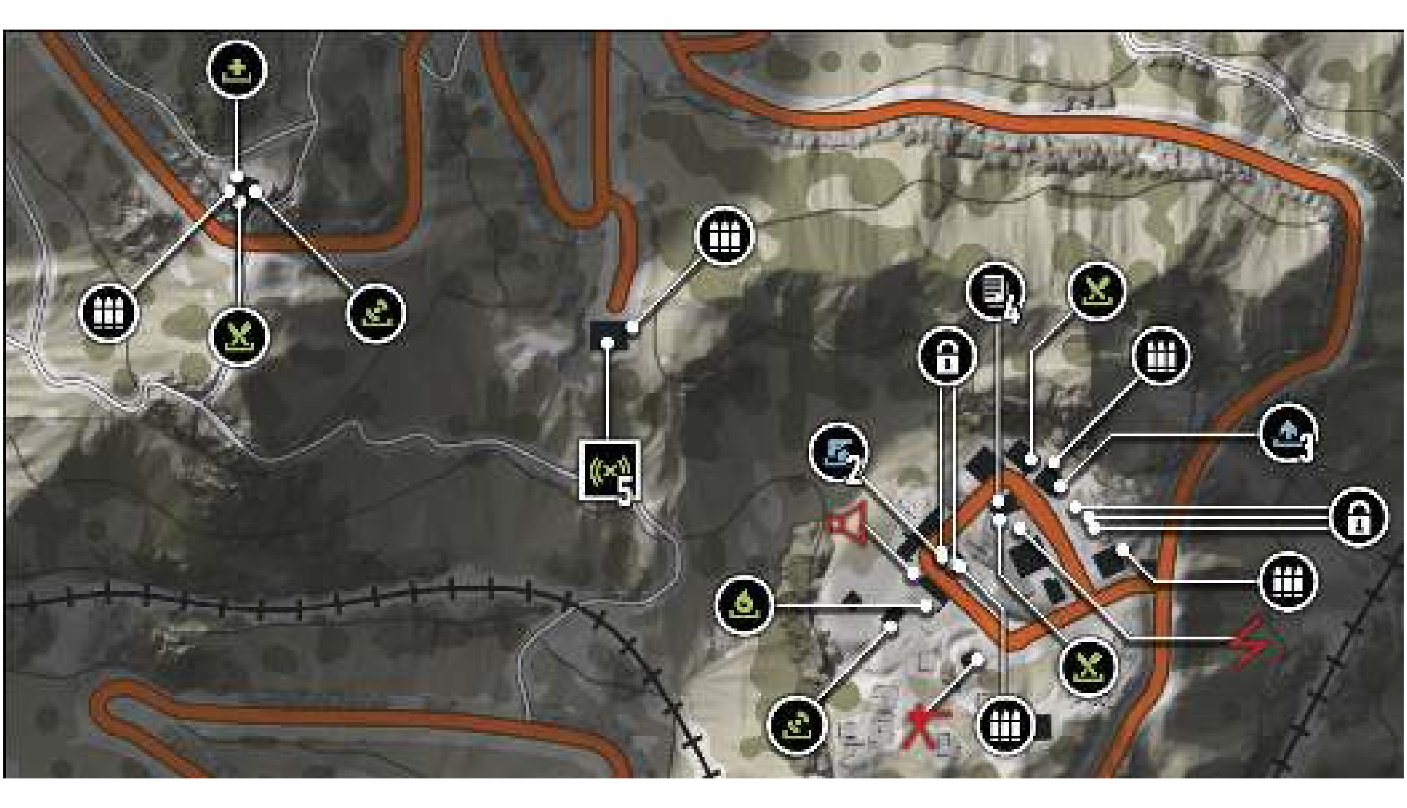
EL YAYO COOPERATIVE

A cocalero cooperative founded by El Yayo 30 years ago.



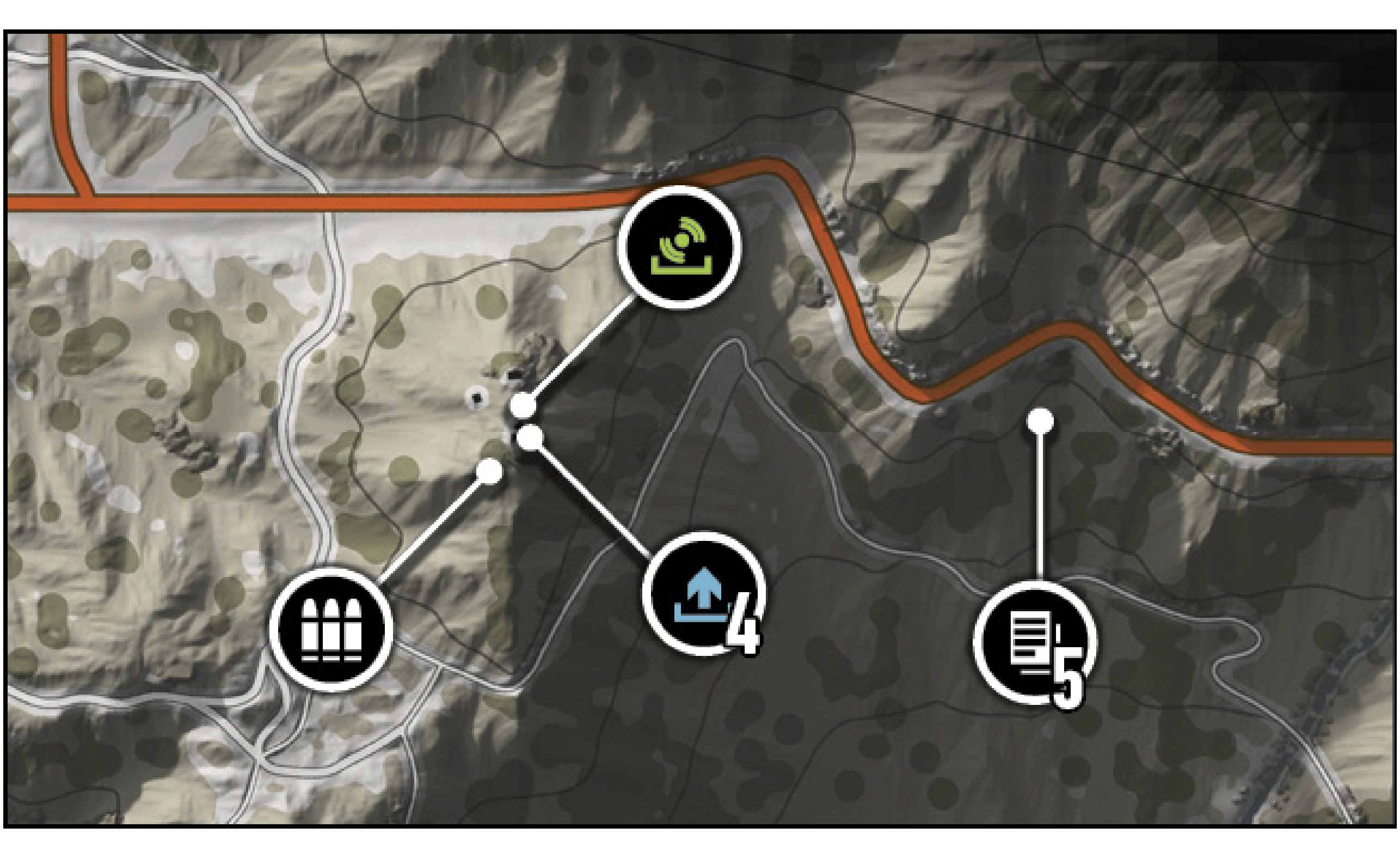
LA CUMBRE AND NORTH OUTPOST

A rebel hideout now controlled by hostiles and a prison for cocaleros hostile to the cartel.



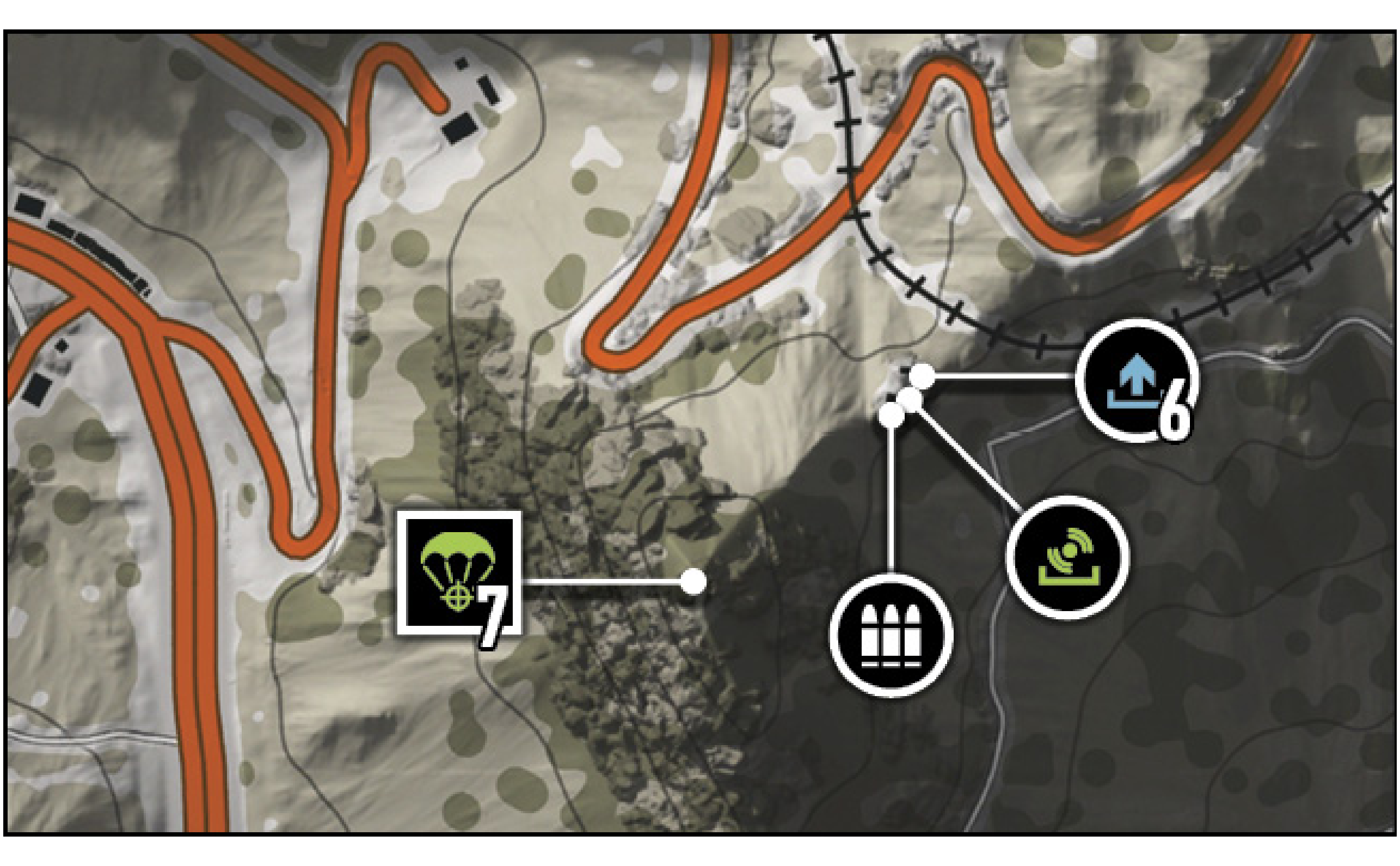
NORTH REBEL CAMPSITE AND A CAR WRECK

A temporary rebel campsite and the remains of a car crash.



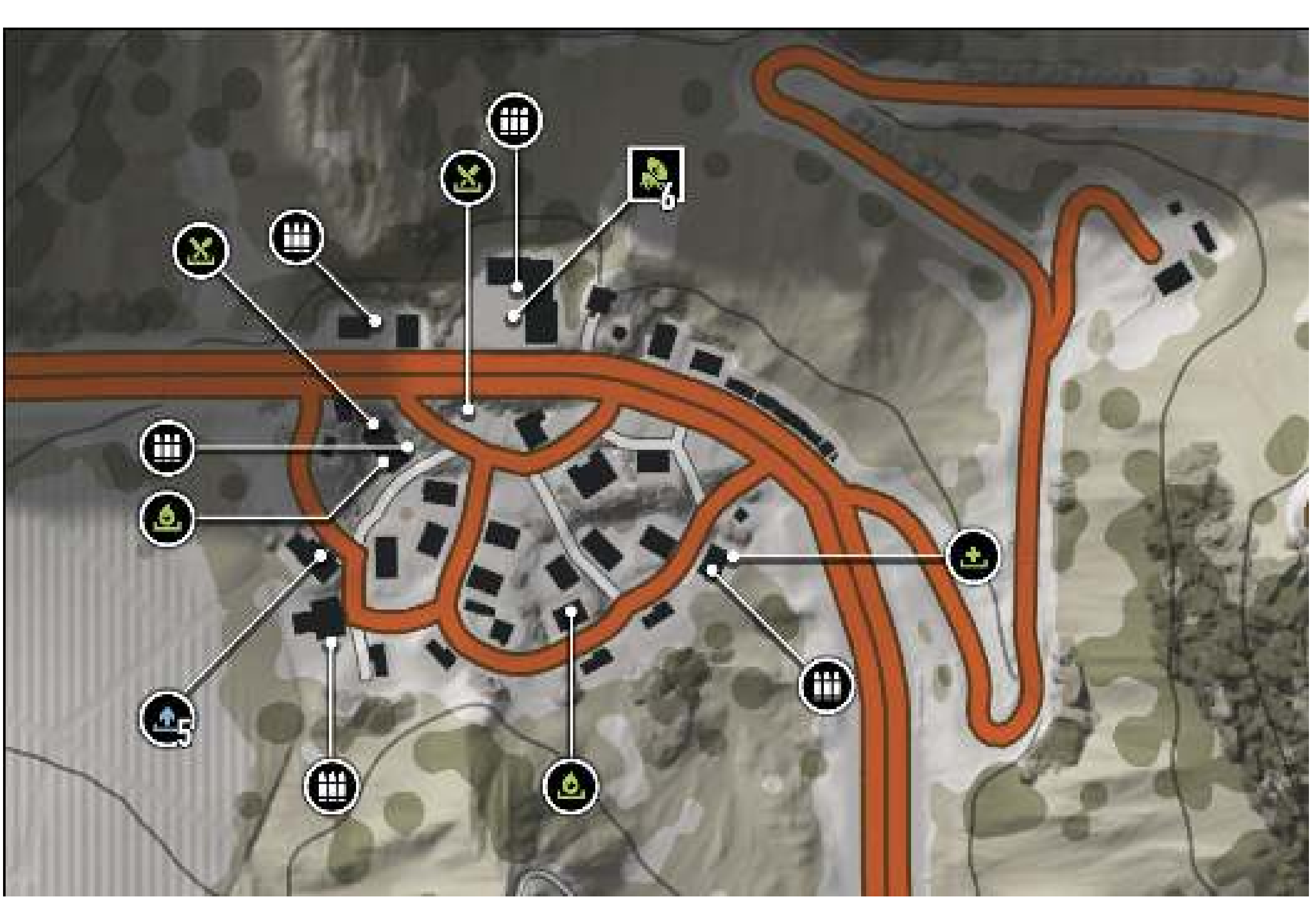
SOUTH REBEL CAMPSITE

A temporary rebel campsite.



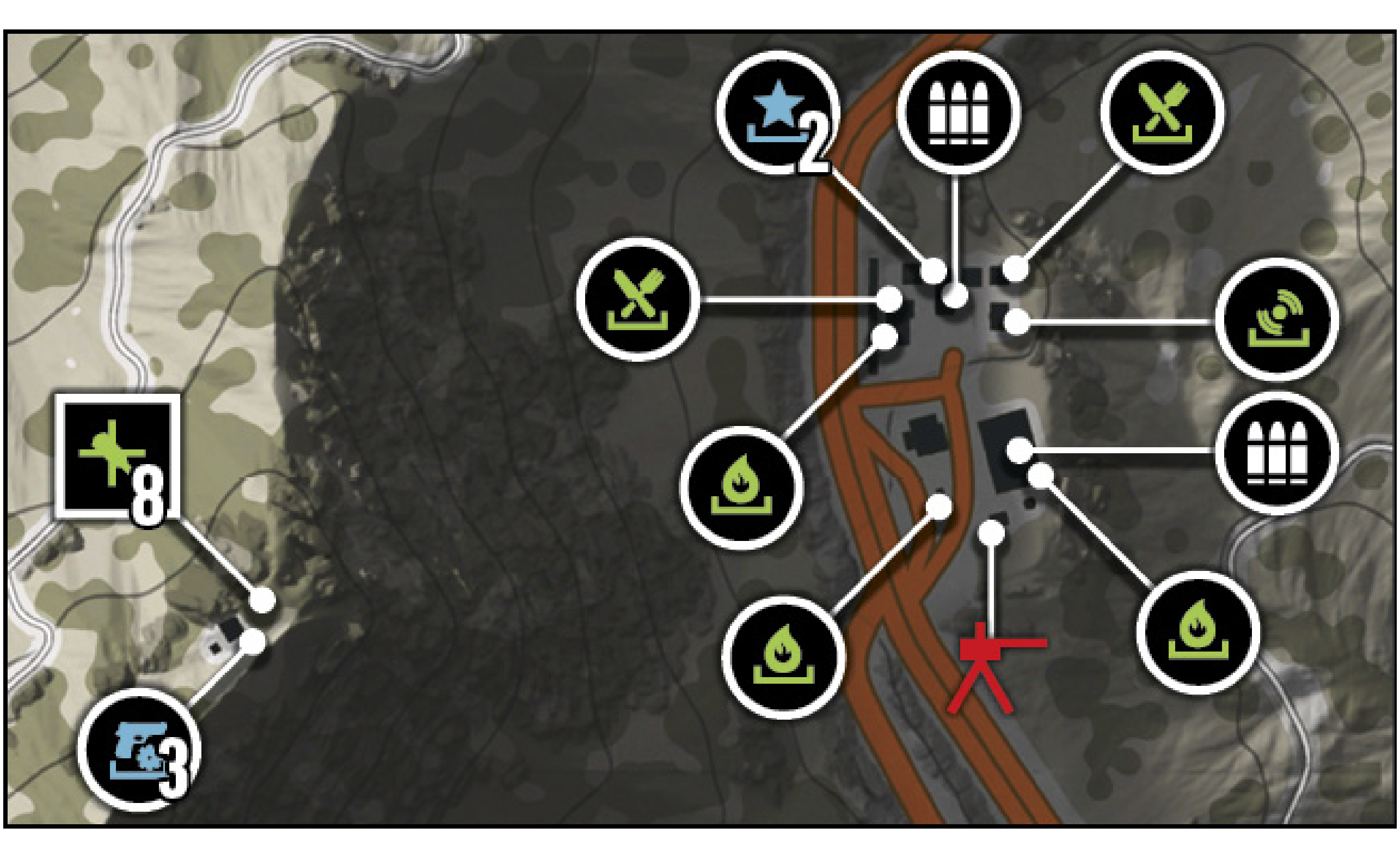
CHACA BARRACA VILLAGE

A cocalero village, now occupied by the cartel.



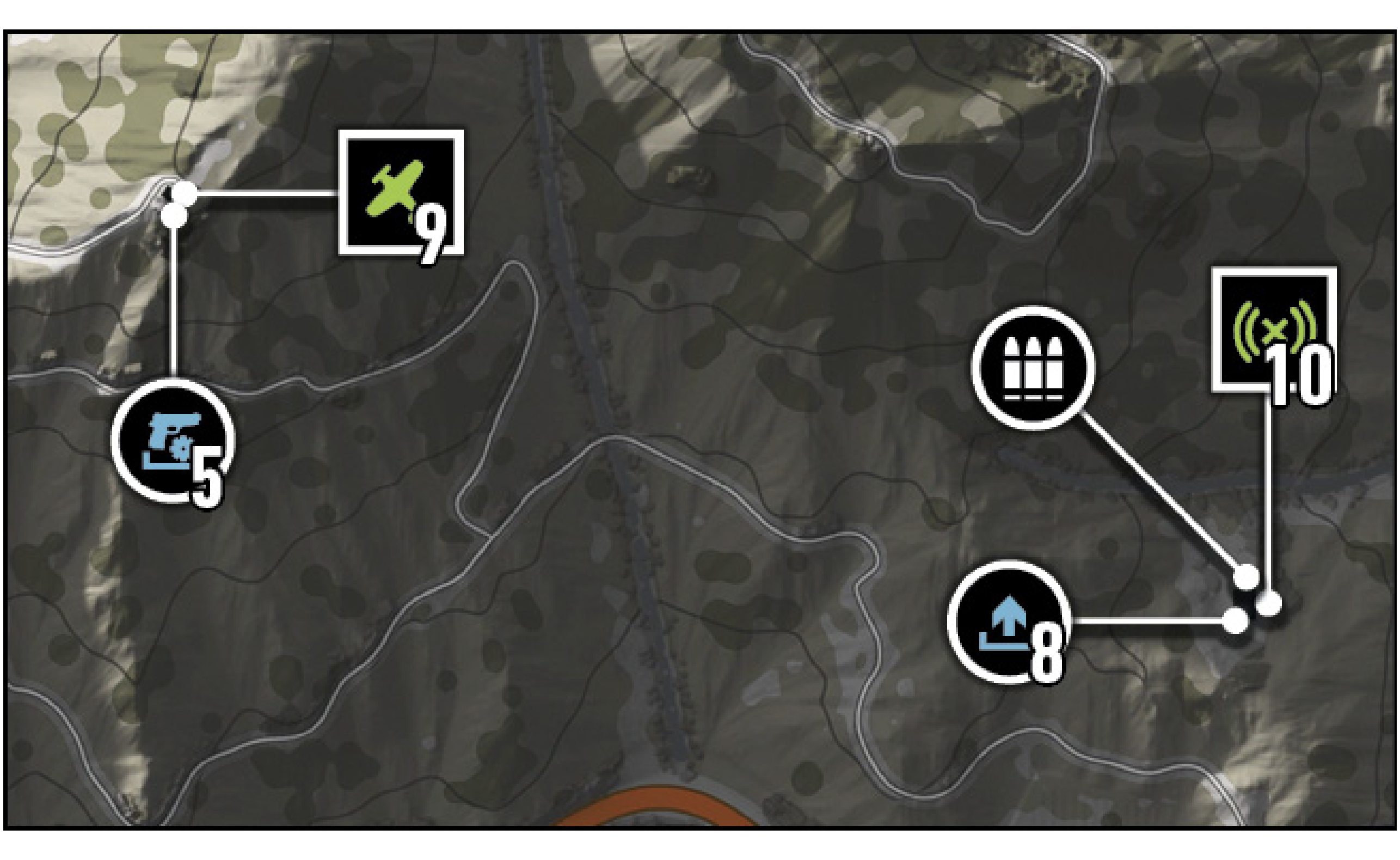
SOUTH OUTPOST

A relay for cartel vehicles and convoys.



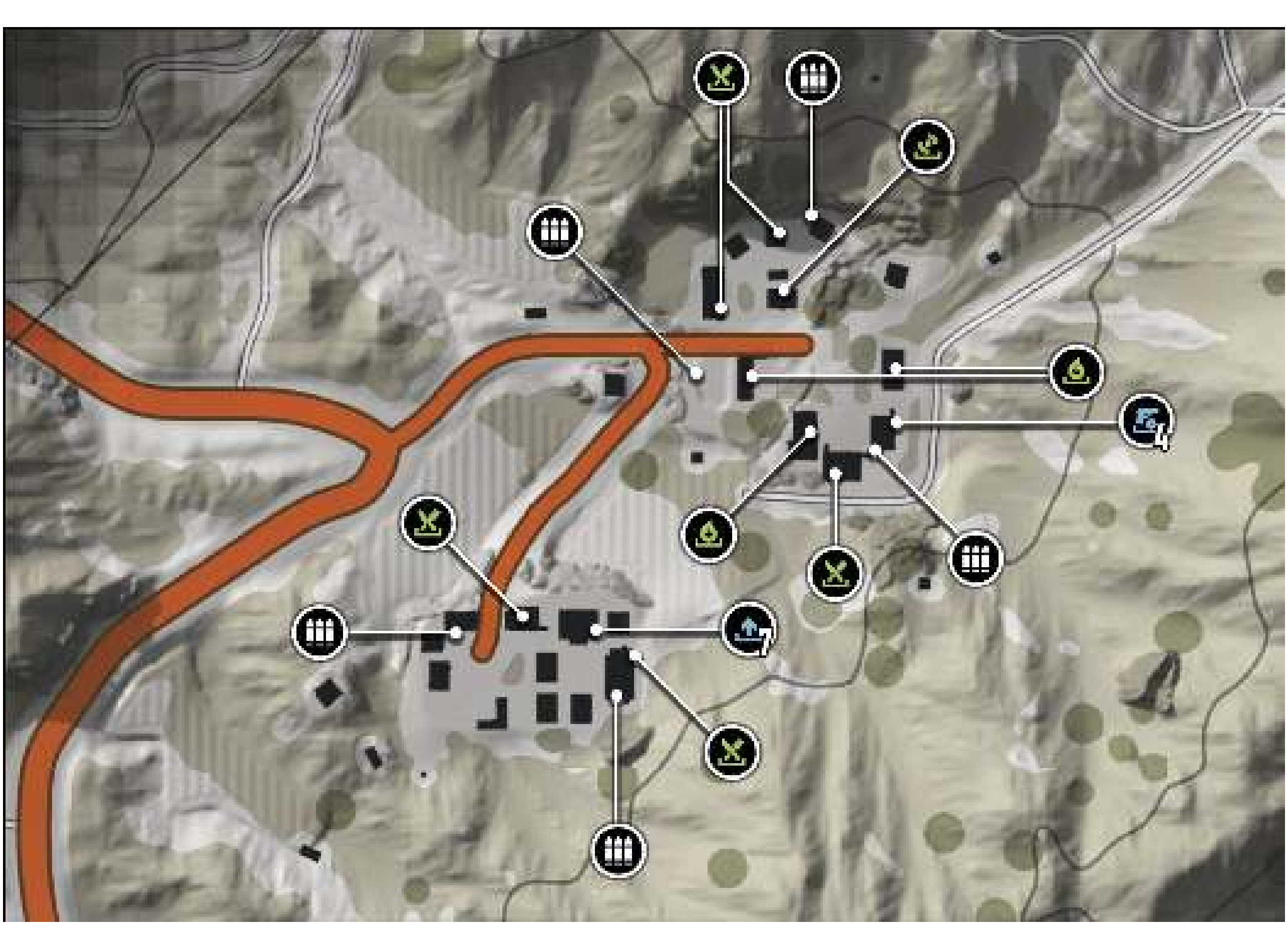
CARTEL RUNWAY

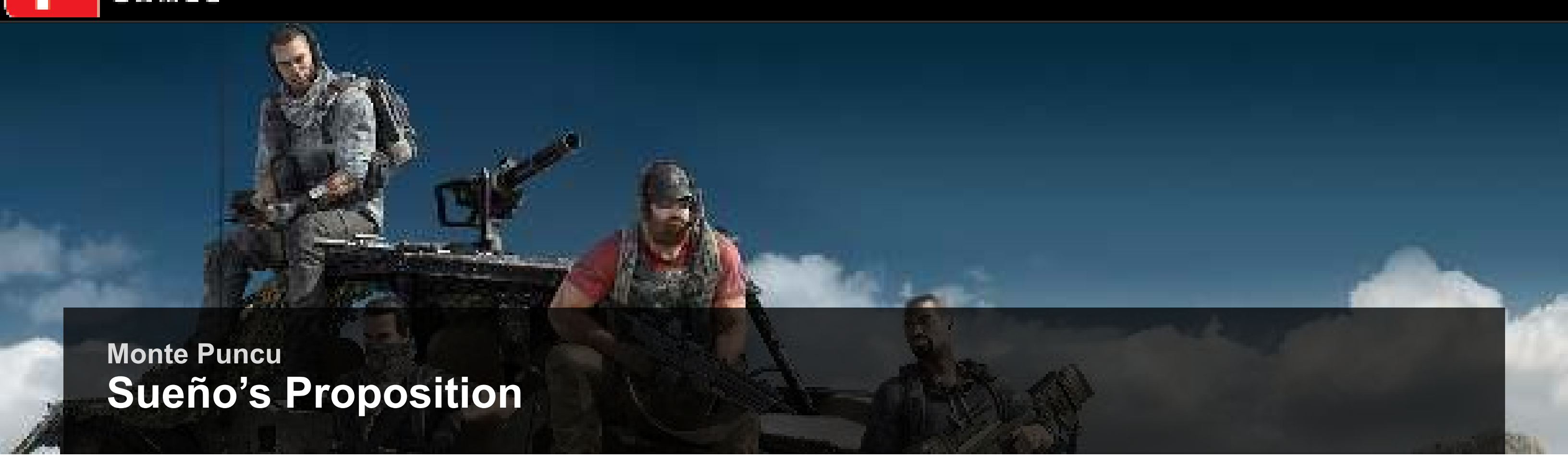
The cartel has constructed a runway on the top of a hill.



EXPERIMENTAL FARM 01 AND SECURE BARN 01

The cartel tests new coca-farming techniques at an experimental farm, while a nearby barn stores their dried coca leaves.





Monte Puncu

Sueño’s Proposition

OBJECTIVES

- **Reach the RV**
- **Answer the phone**

LOCATIONS

- **Agronomic Center**

REWARDS

- **+ 350 XP**

BRIEF

Sueño’s put the word out that he wants to negotiate. Though it’s possible we’ve hurt him so much that he wants to talk peace, it’s more likely he’s planning an ambush. Two can play that game. Go to the meet. If Sueño turns up, kill him.

MISSION ACCESS

This is an optional mission that occurs toward the end of your game. Complete one of the four Operations to access this mission.

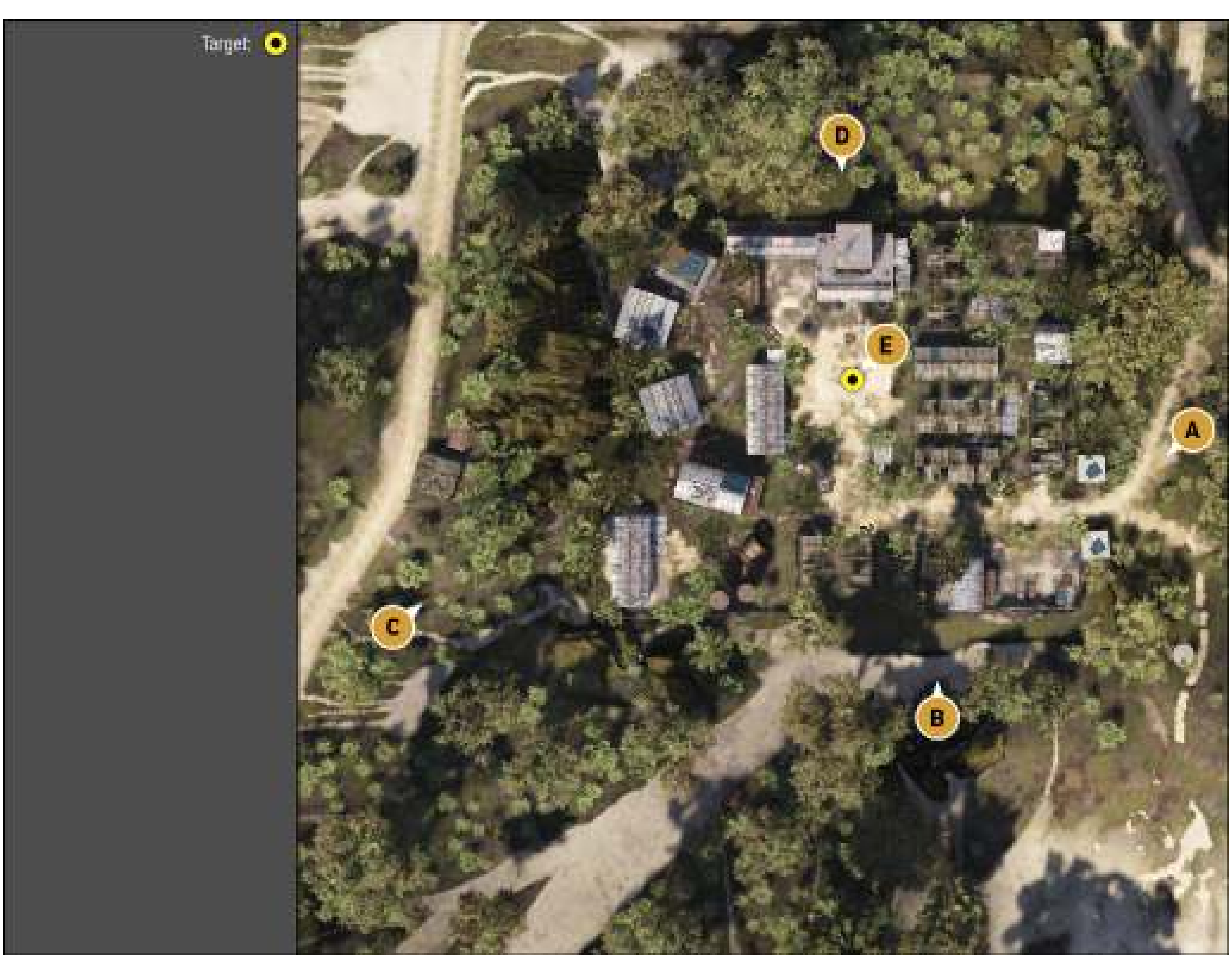
NO AGRO AT THE AGRONOMIC CENTER

With no boss, only a few scattered locations, and just this single mission to complete in Monte Puncu, you spend most of your time finding and securing assets for the rebel forces. That is, until Sueño reaches out and attempts a meeting. Head up to the remote agronomic center. The place is quiet. Too quiet?

MOST RECON: LEAST RECON

This might be the only time when a location you’re attempting to breach has absolutely no hostiles within its grounds whatsoever. You’re right to be careful or suspicious, but rest assured, the only sparring you’re about to do is the verbal kind, when you chat with El Sueño on the radio.

AGRONOMIC CENTER: RECON



TACMAP

Though this location might contain foes when the mission isn’t active, the place is empty when El Sueño calls this meeting, not only of cartel forces, but any workers or civilians. On top of completing this mission, make sure you secure the rebel supplies dotted around.

EAST ENTRANCE: ROAD

Use this to enter the base if you’re heading here in a ground vehicle. There are no defenders at all, and you can enter and park at the objective. Note the mission area extends out to the railroad, where you can find supplies.

SOUTH PERIMETER: FENCE

A dilapidated fence runs from A all the way along the south side of the base. It’s climbable, both in and out. There are no adversaries to worry about.

WEST PERIMETER: FENCE AND HILLSIDE

Access over the fence running north to south on this side of the base is hindered somewhat by the rock outcrops, but it’s a simple matter of hopping over.

NORTH PERIMETER: FENCE

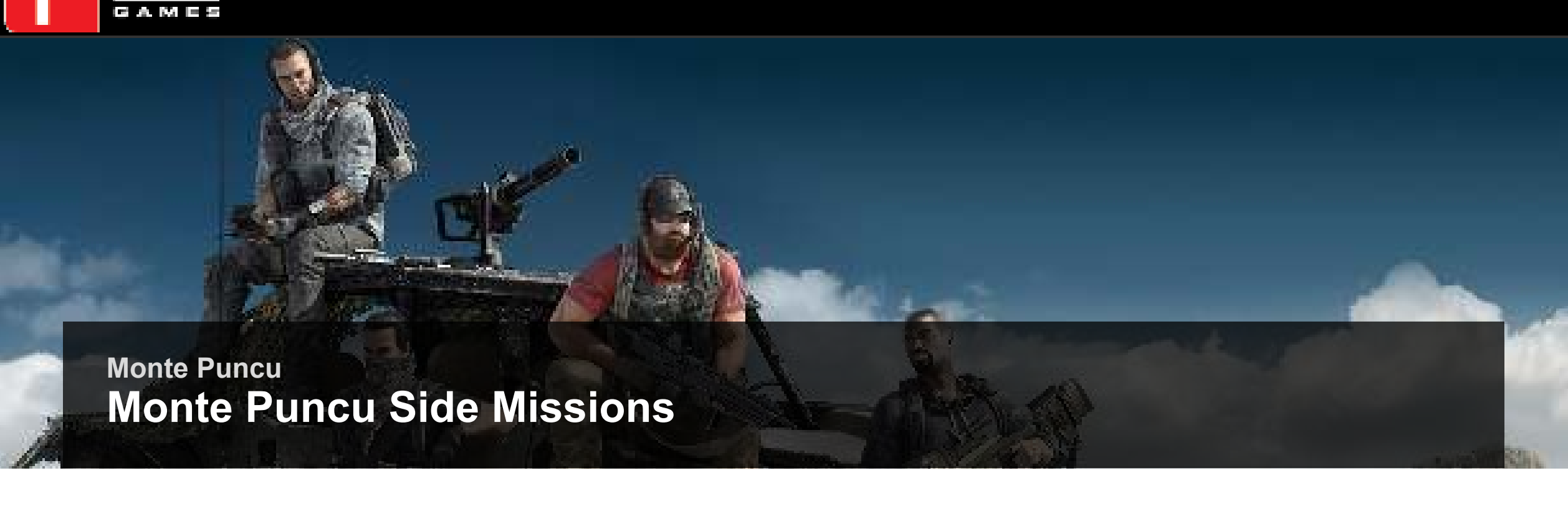
This is the shortest route into the base, via hopping the badly sagging fence running along the perimeter here. You’re able to reach the HQ building, which offers the best defensive opportunities and views of the entire mission area—if you needed defenses, that is.

TARGET: EL SUEÑO’S PRESENT

Your mission calls for you to meet El Sueño at his RV. Instead, four brand-new luxury sedans are parked on the main courtyard (which is also a good place to land a helicopter if you came here by air). Are these booby-trapped? No, they’re a “gift” from a man increasingly worried about his standing.

AGRONOMIC CENTER: OTHER TACTICAL ADVICE

SOLO: CO-OP: When you reach the courtyard, there’s a phone ringing. Answer it, and El Sueño begins to bargain with you. He wants to end the bloodshed, and wants to hire you. The four cars are a signing bonus. Why not put your skills to work for Santa Blanca? You decline the offer, call Bowman, and the mission concludes. The cars are yours, though.



Monte Puncu

Monte Puncu Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: PARACHUTE DROP

OBJECTIVE

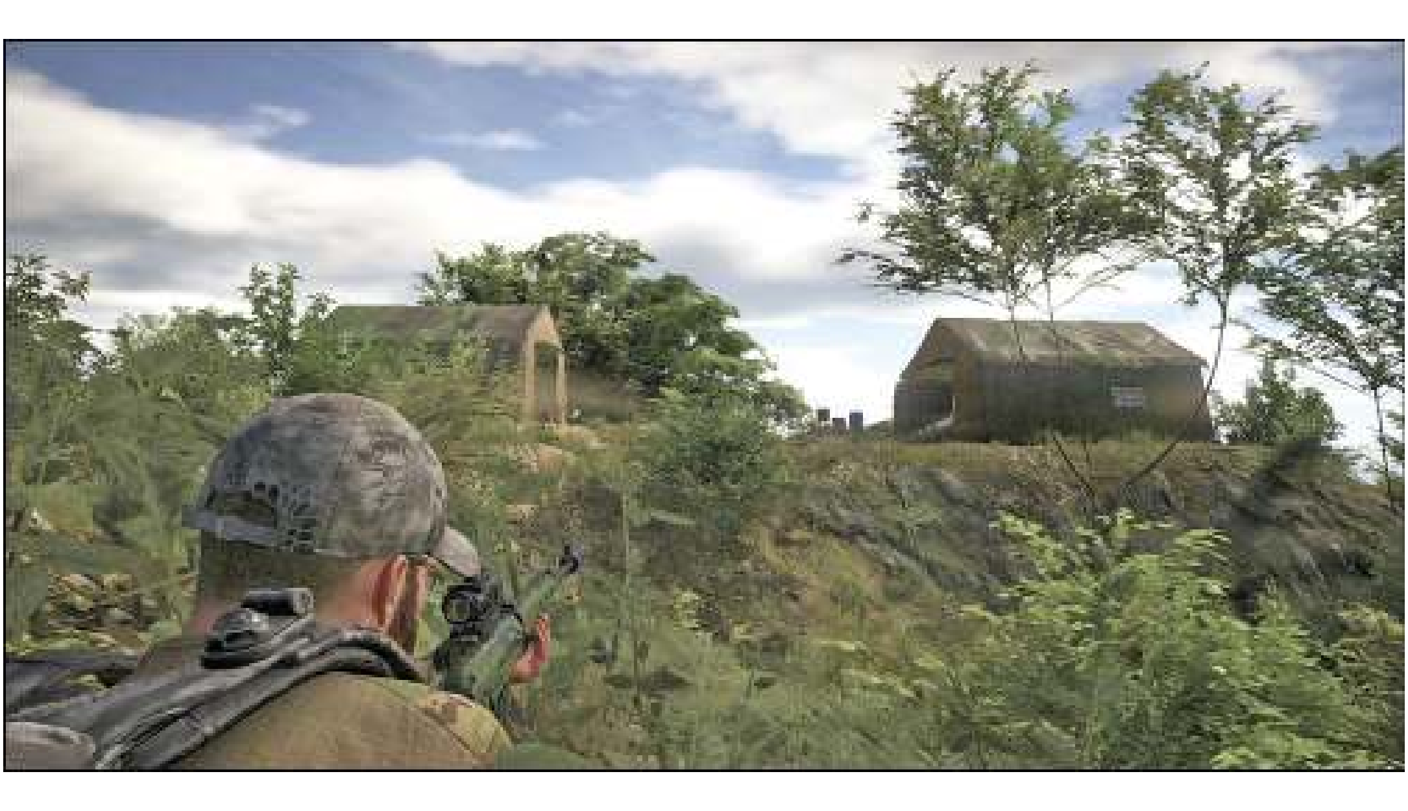
Tag the drop site supplies

LOCATION

Santa Blanca Campsite

REWARDS

Support Unlock/Upgrade – Rebel Recon



East of the Klaus Barbie House, the cartel has setup a temporary campsite at the top of a hill. It is accessible from the northwest and north. Hike toward the peak until a notification pops up on your HUD, signifying a nearby supply drop. Stop short and use synchronized shots to eliminate the three soldiers at the camp. Tag the supplies next to the tent to complete the mission.

REBEL OP: HACK ANTENNA

OBJECTIVE

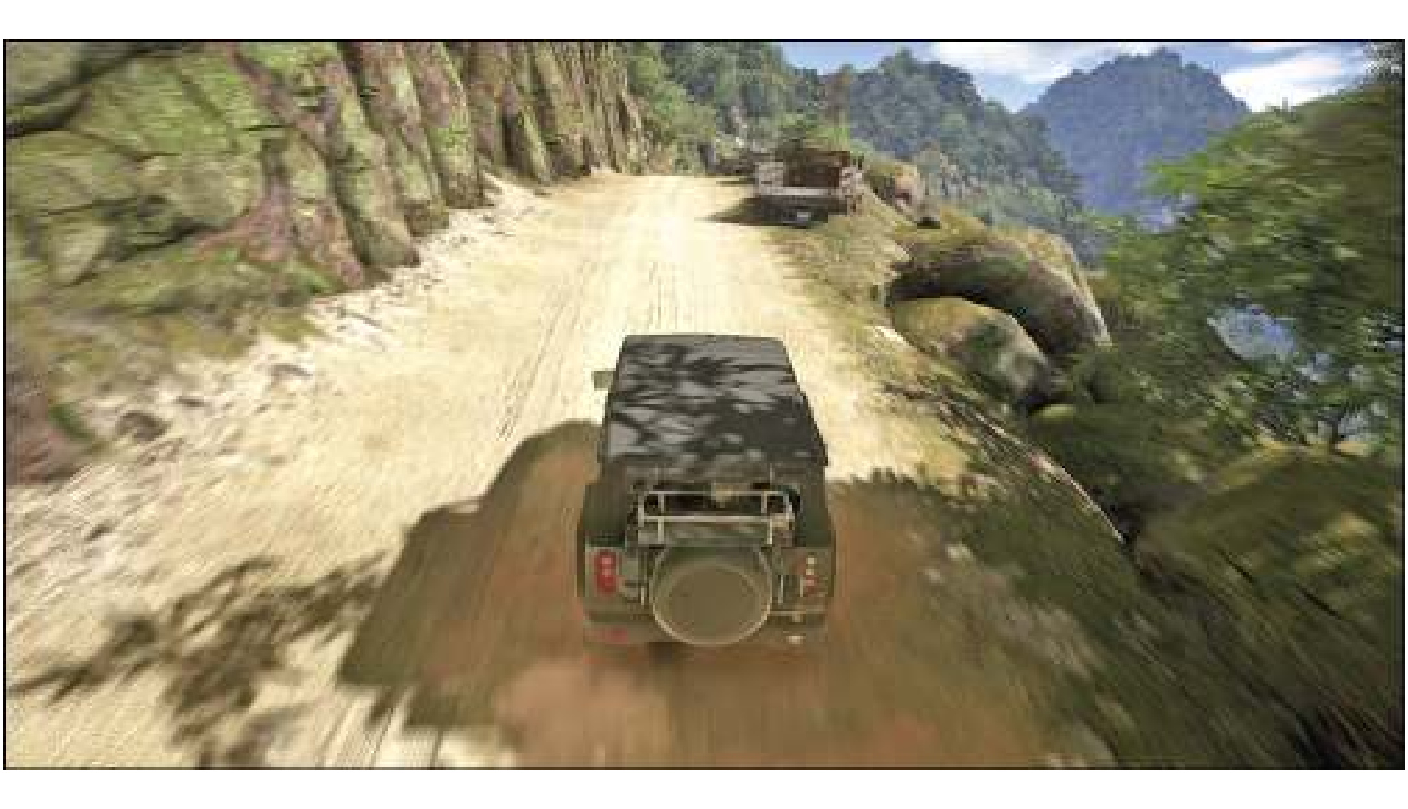
Deactivate the two antennas within

LOCATION

North of Las Tumbas Del Camino

REWARDS

Support Unlock/Upgrade - Rebel Diversion



Just north of Las Tumbas Del Camino, at the split in the path, an antenna overlooks the dangerous road that runs alongside the mountain. The second antenna is located to the east, next to “Death Road”. Deactivate the first transmitter to begin the 2:40 timer and immediately jump into the nearby 4x4. Do not let the memorials and crashed vehicles discourage you; just keep it steady without any sudden turning. Keep an eye on the road and gently weave around oncoming cars and pedestrians on the side of the road.

MEDICATION RAID

OBJECTIVE

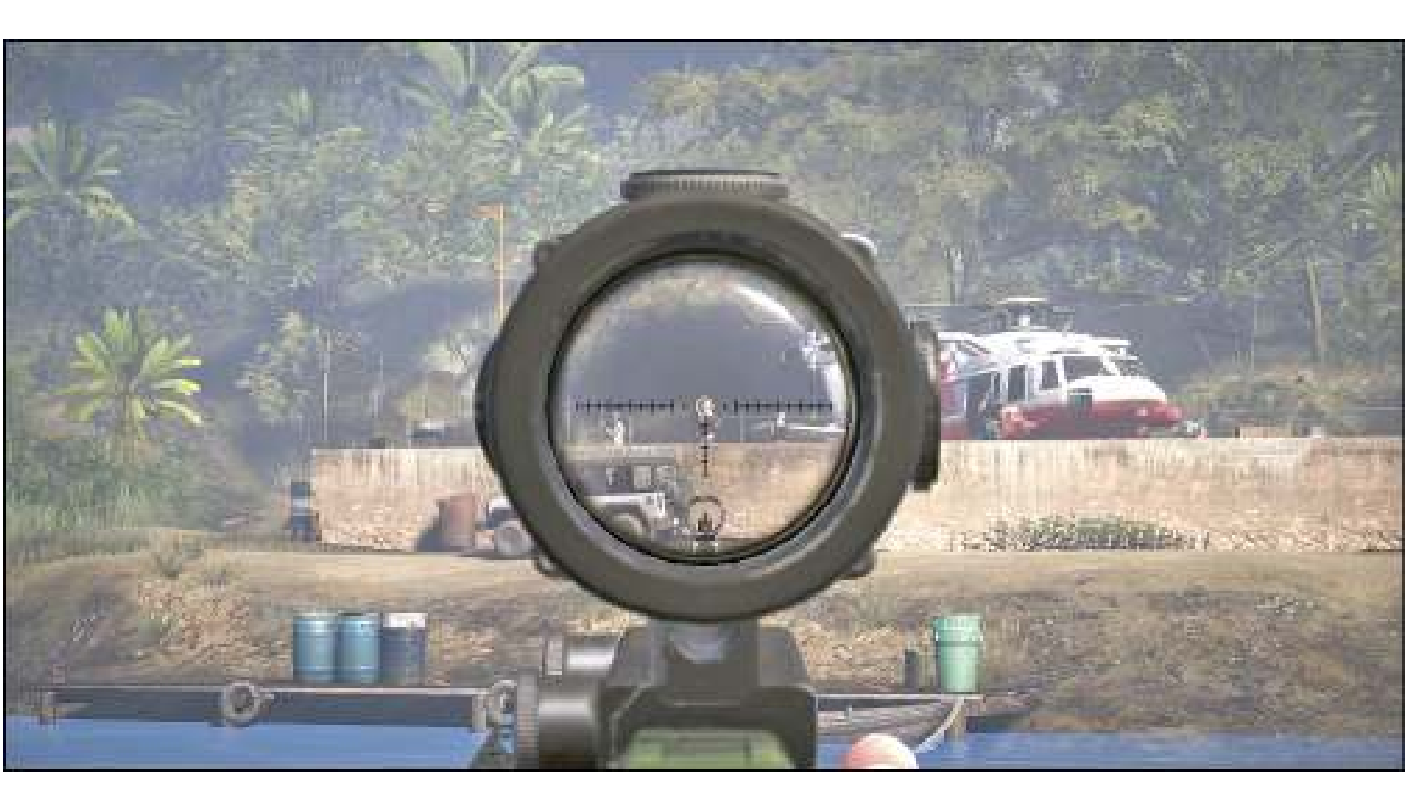
Steal the helicopter

LOCATION

North of El Yayo Cooperative

REWARDS

+3500 Medication



Head west out of El Yayo Cooperative and run up the west side of the lake to get a good view of the helipad, perched on the north side of the lake. Send your drone into the air and survey the pad. Six soldiers guard the helicopter including a veteran, heavy, and the lieutenant. Mark these three with Sync Shots and then engage with a headshot to one of the soldiers. If these four were on one side, the remaining two may not notice their comrades are gone. Swim over to the platform and finish them off, swipe the chopper and fly northeast to a clearing just past the Agronomic Center.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

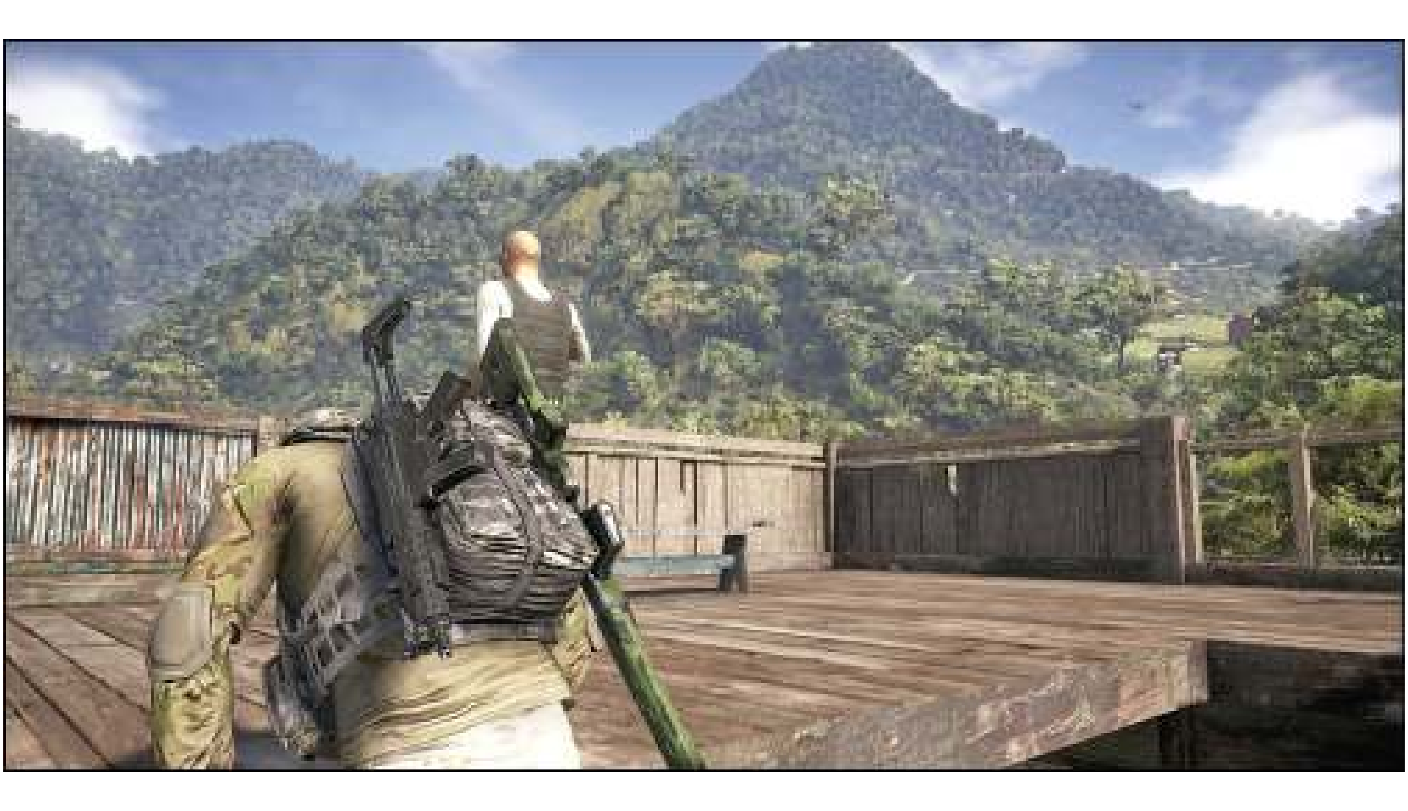
Grab and intimidate the Sicario

LOCATION

El Yayo Cooperative

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Approach El Yayo Cooperative from the southwest until notified of a nearby sicario leader. He hangs out alone on top of a house on the south side. More soldiers are found in the lower floors as well as in and out of the surrounding buildings. You only need to take out a few of them though. If two guys keep watch on the west roof, snipe them first. Another soldier has a good view of the leader’s position from the corner of that same west house. Grab and pull him out of sight before knocking him out. Now it is safe to go after the leader’s shanty. With help from your team, eliminate the guys inside the house as you ascend to the roof. Grab and intimidate your target without fear of being detected.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

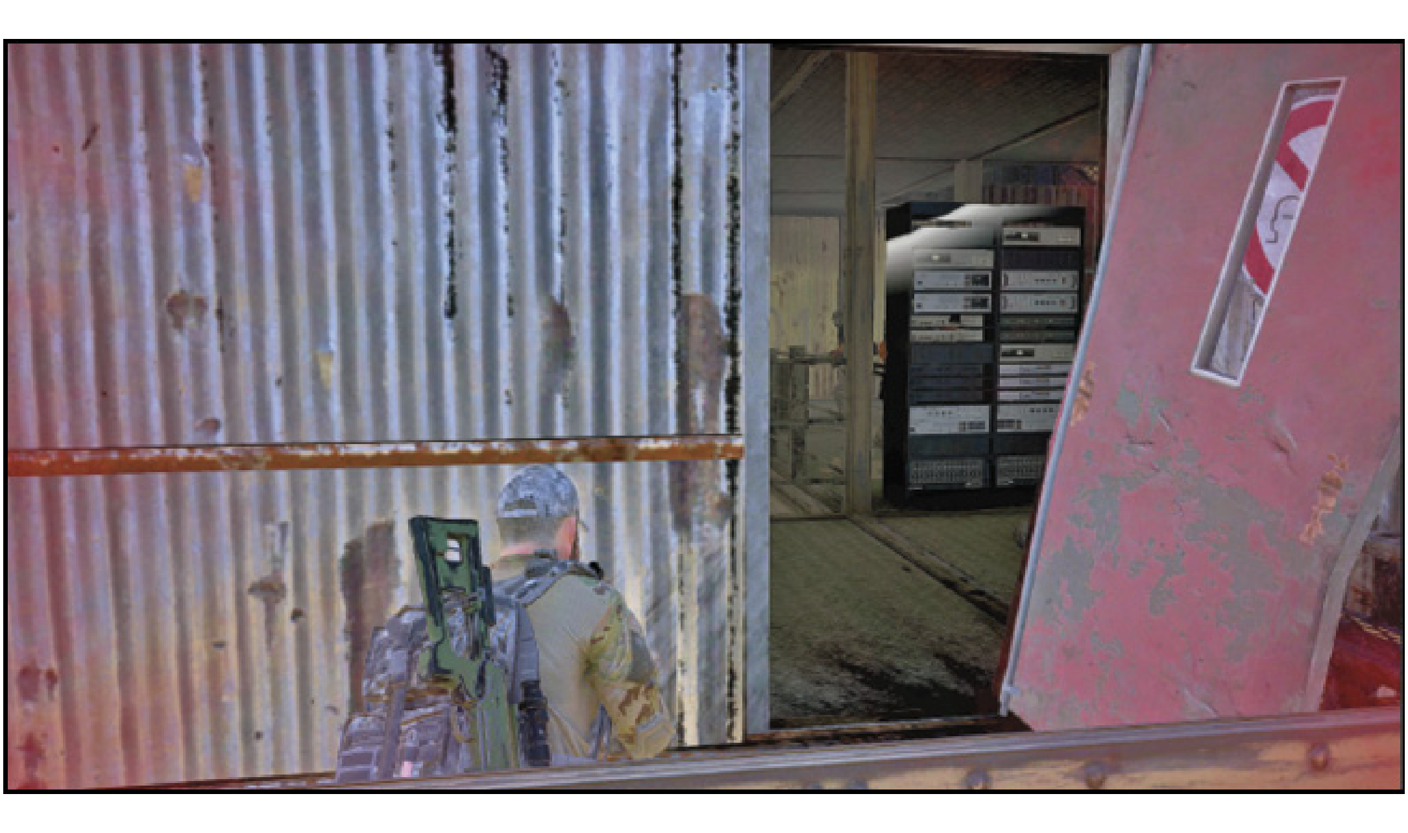
Blow up one of the station’s entrances and then hack the network relay

LOCATION

Northwest of North Outpost

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Another network station presents another Rebel Op side mission, northwest of the north Santa Blanca outpost. The relay is found on the second floor, next to the railing. Conveniently, there is an entry point very close by. This is good as miniguns have been setup on the first and third floors. Use the steps on the north side to access the door on the second story. Blow it open, clear out the enemy inside and hack the computer.

REBEL OP: DEFEND RADIO

OBJECTIVE

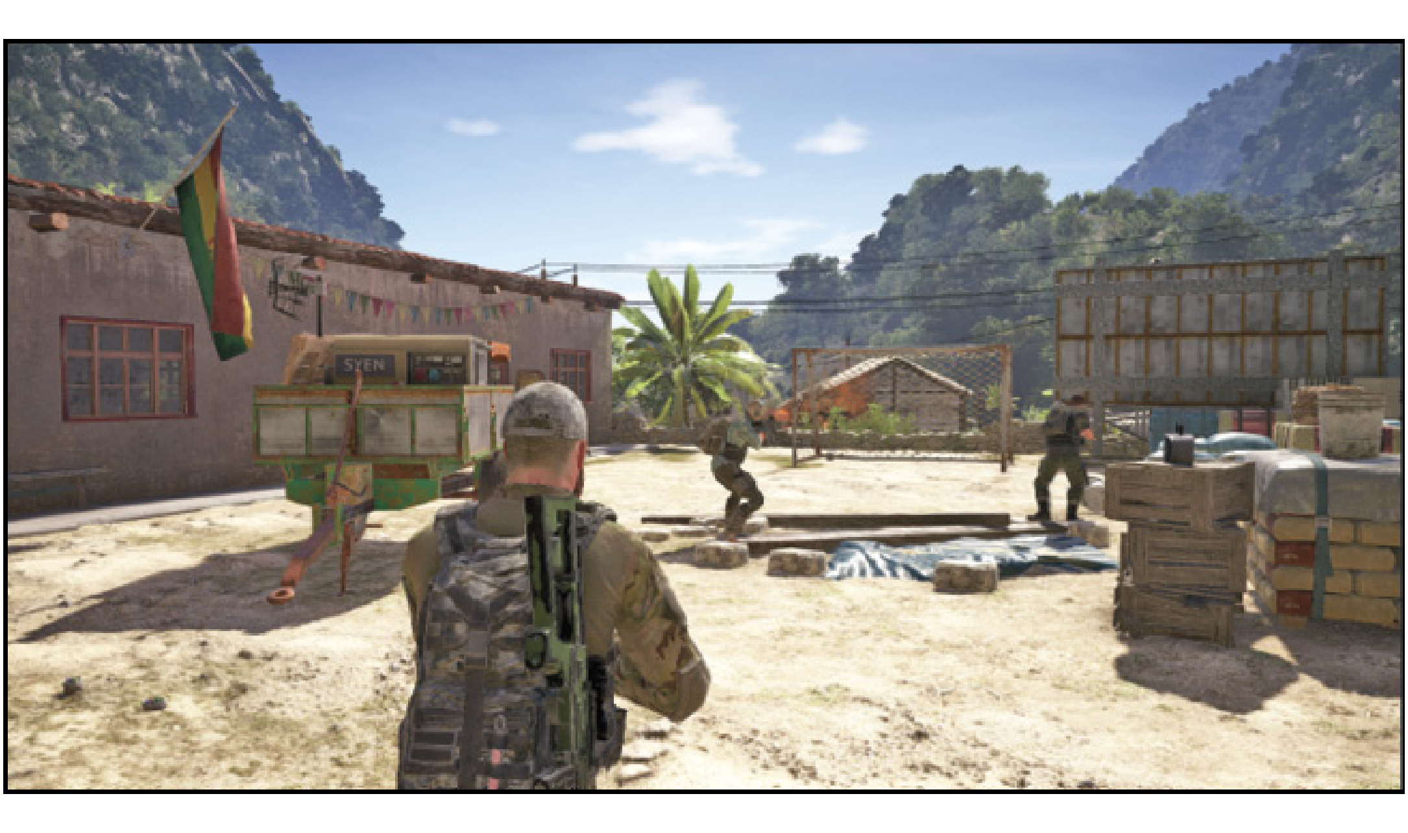
Start the radio and defend it

LOCATION

Chaca Barraca Village

REWARDS

Support Unlock/Upgrade – Rebel Mortar Strike



On the north side of Chaca Barraca, find a radio in the local schoolyard. It sits on the highway, so expect a whole lot of Santa Blanca traffic. If you have mines available, place them along the road to lessen the onslaught. Call in rebel support and activate the radio. This begins a three-minute timer, which represents the length of the radio broadcast. Defend the transmitter for the full time without allowing it to lose all of its health to successfully complete the mission. The school protects your back and left side, while the Santa Blanca attack from the west and along the thoroughfare. Ready Frag Grenades for enemy vehicles and keep your team relatively close.

REBEL OP: PARACHUTE DROP

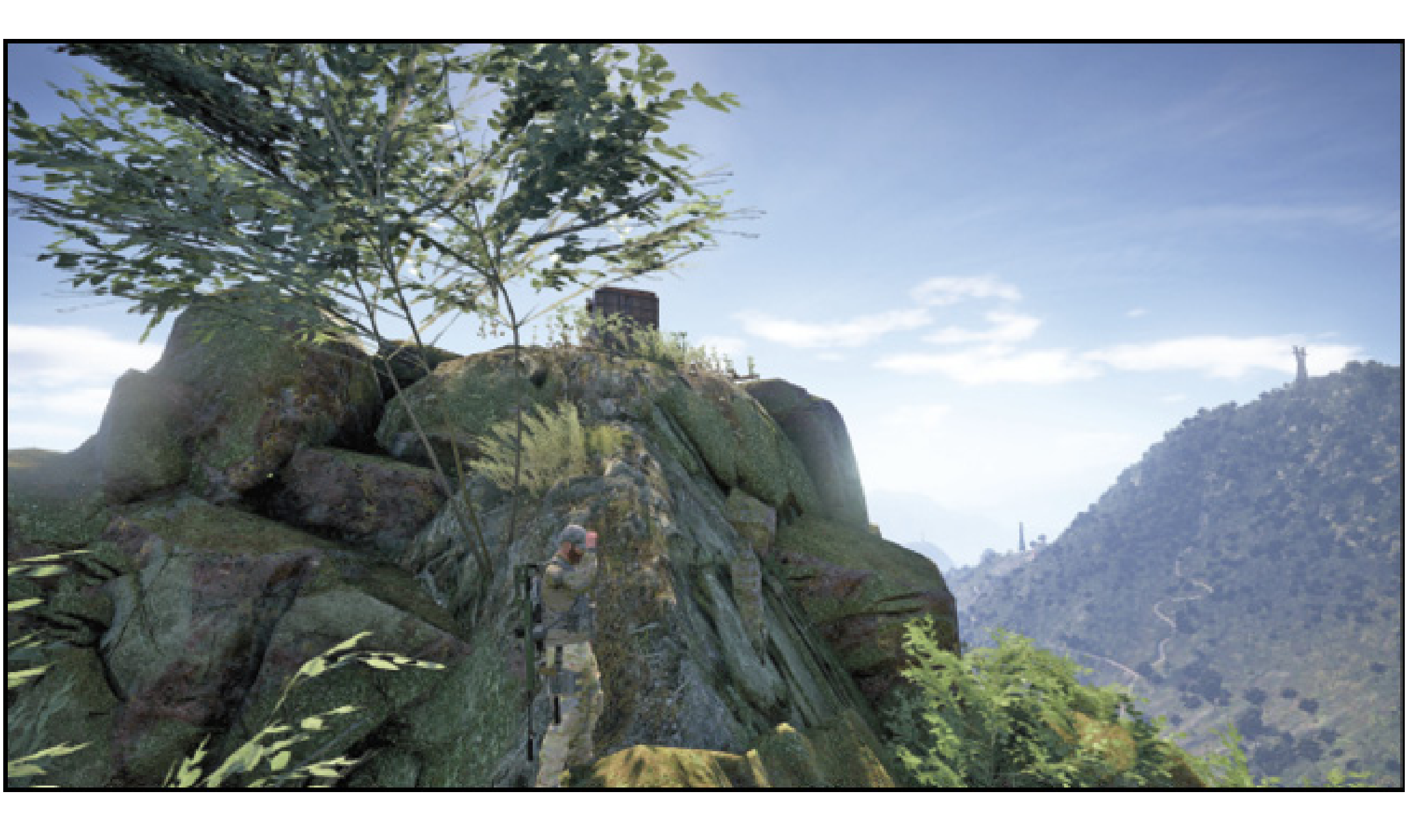
OBJECTIVE

Tag the drop site supplies

LOCATION

Southeast of Chaca Barraca Village

REWARDS



A supply drop has come to rest atop a mountain peak, a short distance southeast of Monte Puncu Alpha. It can easily be reached by helicopter, but hiking is also a viable option. Head southeast from the rally point to the road and follow it to just before the railroad tracks. Follow the ridge south through the vegetation. When you reach the big rocks, move around to the right until you can climb to the top, where the supplies just needs to be tagged.

FOOD PACKAGE RAID

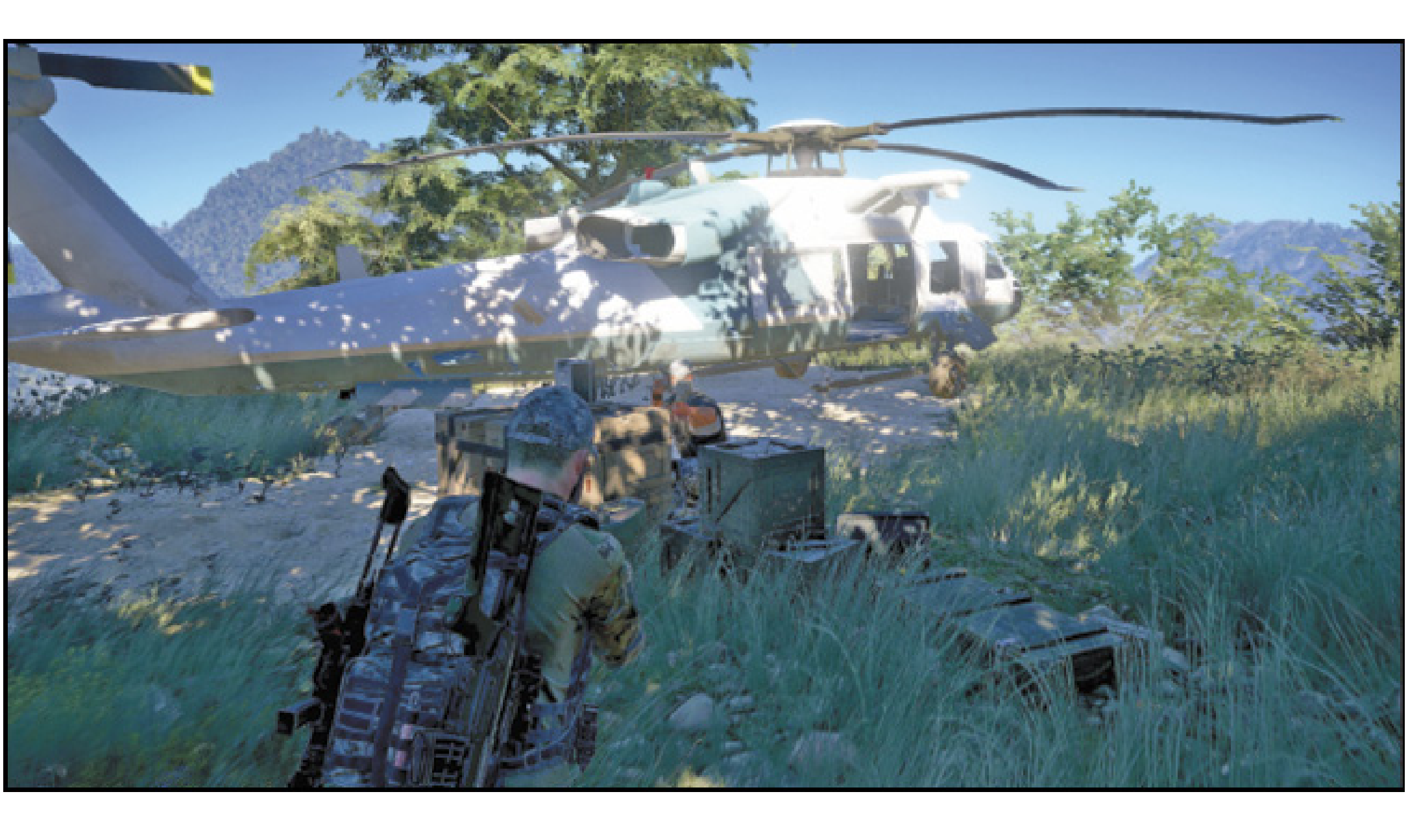
OBJECTIVE

Steal the helicopter

LOCATION

West of South Outpost

REWARDS



From Chaca Baracca, cut through the nearby farm and follow the rock path until a notification indicates a nearby food drop. Head north until you pick up a trail and follow it toward the objective marker, where a watchtower overlooks a helicopter. Take care of the sniper atop the tower first and then change your focus to the soldiers on the other side. Use your drone to mark the six enemies, including a veteran and lieutenant. From behind the tower, toss a Diversion Grenade to the side to draw the nearest guy your way. Quietly drop him out of sight. This can be repeated until the remaining foes can all be killed at once with synchronized shots. Keep track of the captain’s location, since he attempts to flee in the chopper once you are detected. With them out of the way, fly northeast into Espiritu Santo and hand the supplies off to the rebels.

GASOLINE RAID

OBJECTIVE

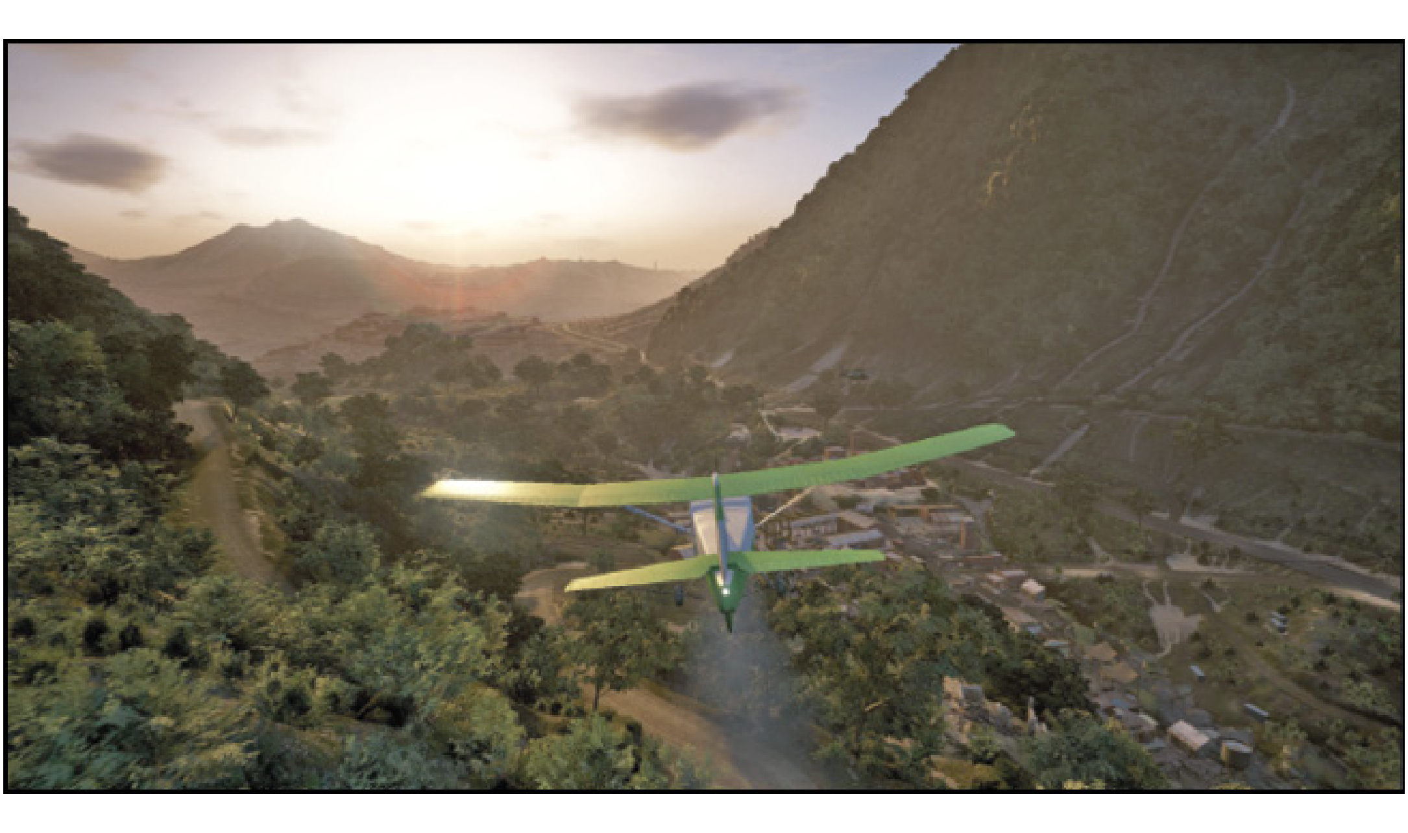
Steal the plane

LOCATION

East of Secure Barn 01

REWARDS

+2000 Gasoline



The cartel has constructed a makeshift runway on the top of a mountain in southern Monte Puncu. Currently it holds a loaded plane with valuable gasoline. Trails lead up to the location from Secure Barn 01. At the base of the cliff, use the drone to recon as much of the airstrip as possible. Two soldiers hang out at the far end, while five others guard the airplane—including a veteran and heavy. If you have two Sync Shots, use them on the distant duo. They may not influence your escape, but it is better to remove them from the equation anyway. Occasionally, one of the guys takes a walk down the runway. If so, snipe him from a distance. Once ready again, use synchronized shots to reduce the opposition even further. Finish the remaining enemies off before boarding the airplane and flying through Tabacal into Media Luna province. If you have flown in Media Luna, you know that SAM Launchers litter the landscape. Head north before making a straight flight west to the rebel-held runway. Keep it low and watch out for incoming missiles.

Support Unlock/Upgrade – Rebel Recon

+2500 Food Parcels

REBEL OP: BREACH COMM CENTER

OBJECTIVE

Blow up one of the station’s entrances and then hack the network relay

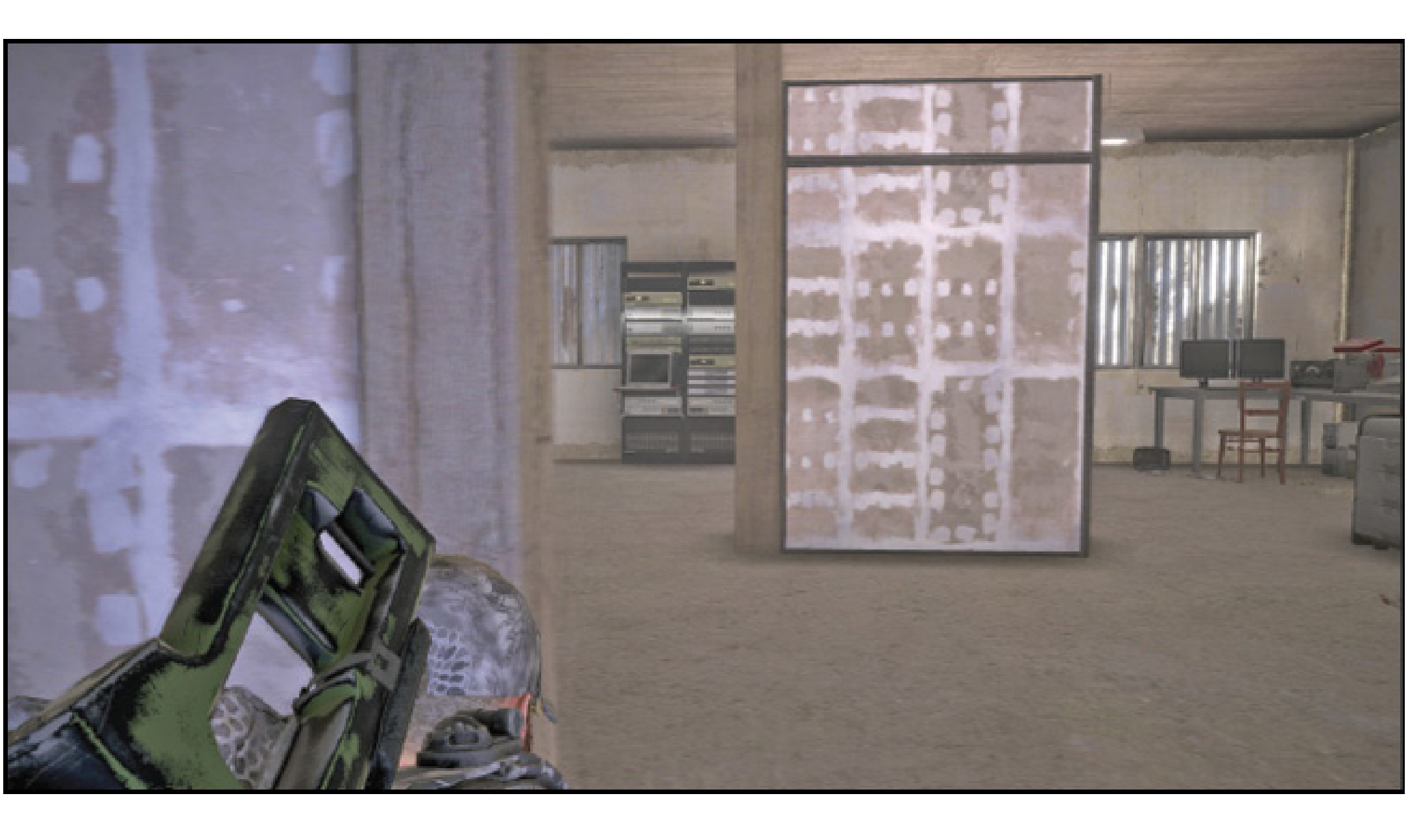
LOCATION

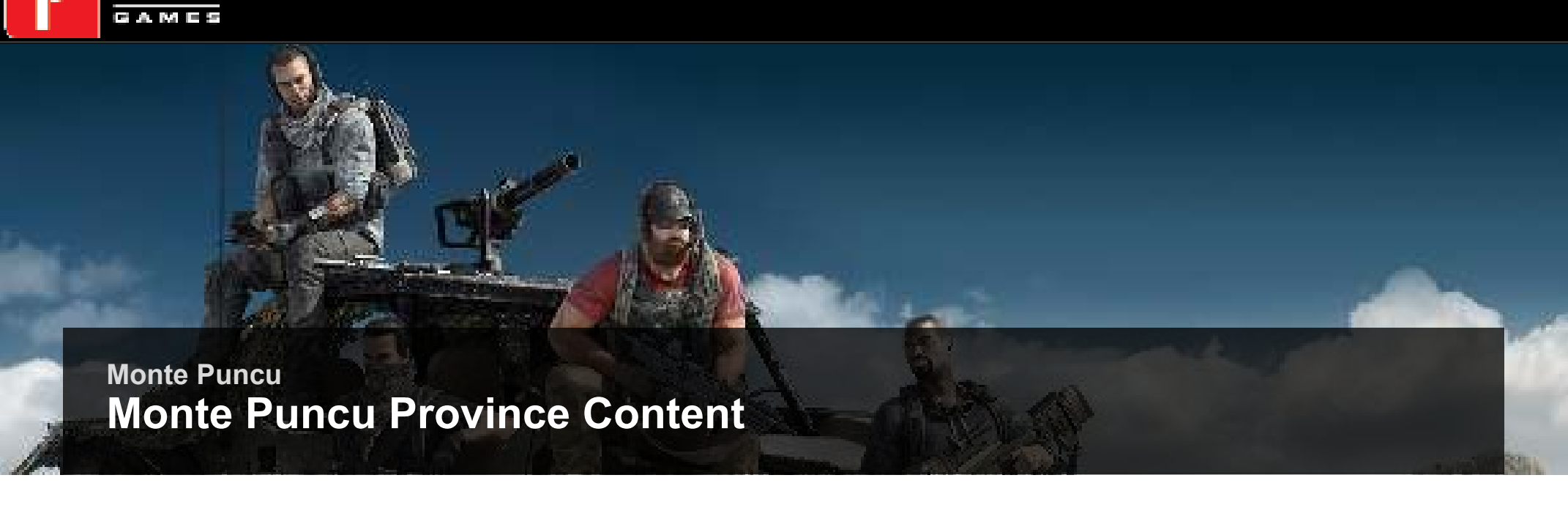
Southeast Monte Puncu

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off

In far northeastern Monte Puncu, look for a network station perched on the side of the mountain. There are only two entry points, both on the ground level. The network relay sits against the west wall on the third floor. Detonate the south entrance and sprint straight up the steps. Run left through the second floor until you reach the next stairs directly above the first. At the third floor, peek around the corner and clear out the remaining threat before accessing the computer on the opposite wall. Before fleeing the station, collect the Skill Points off the nearby copier.



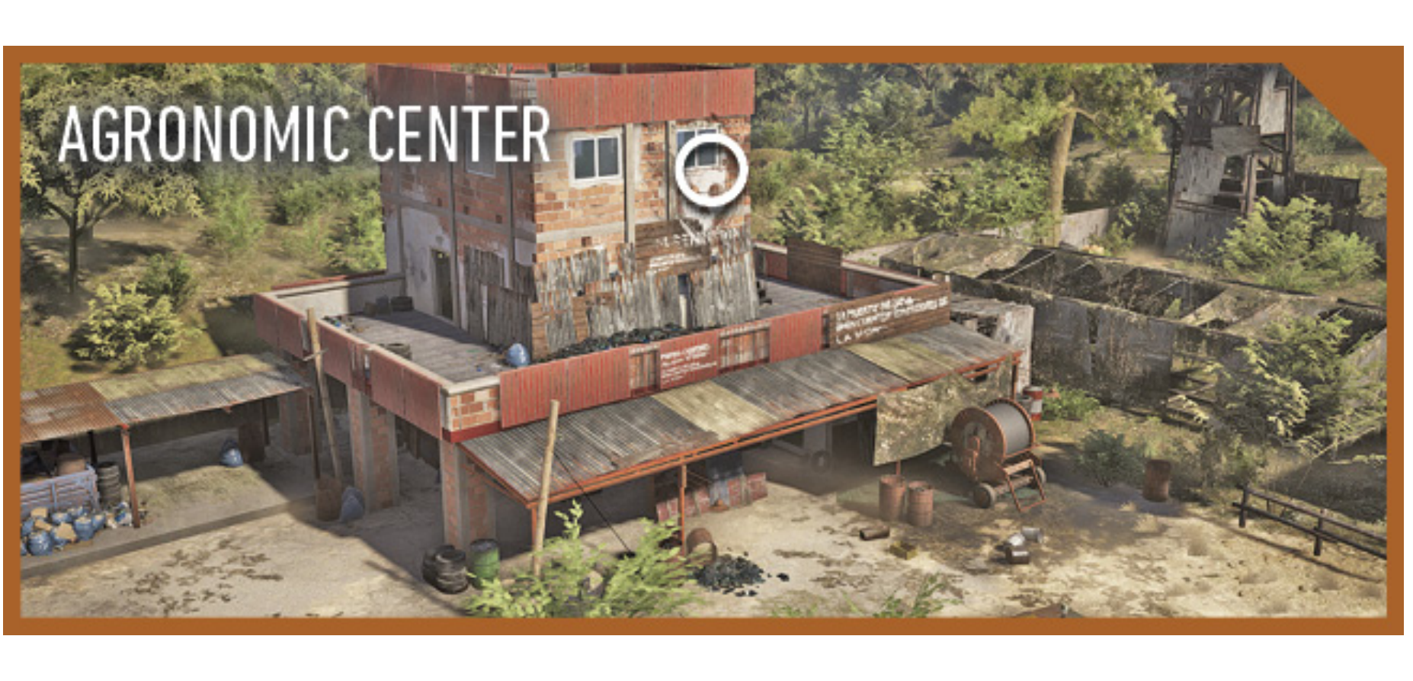


Monte Puncu

Monte Puncu Province Content

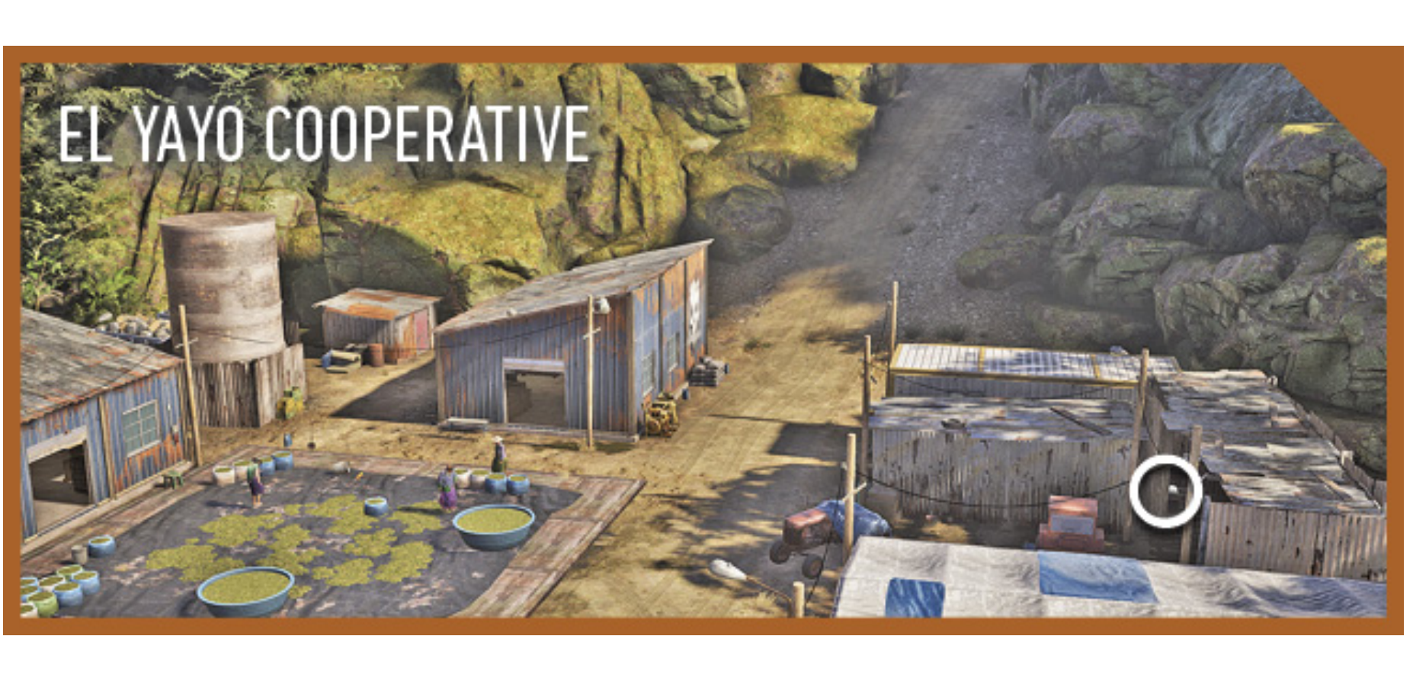
WEAPON CASES

WEAPON: R5 RGP ASSAULT RIFLE



Head north to the Agronomic Center, or what's left of it, and find the old HQ building on the north side. A Weapon Case sits in the corner of the third floor.

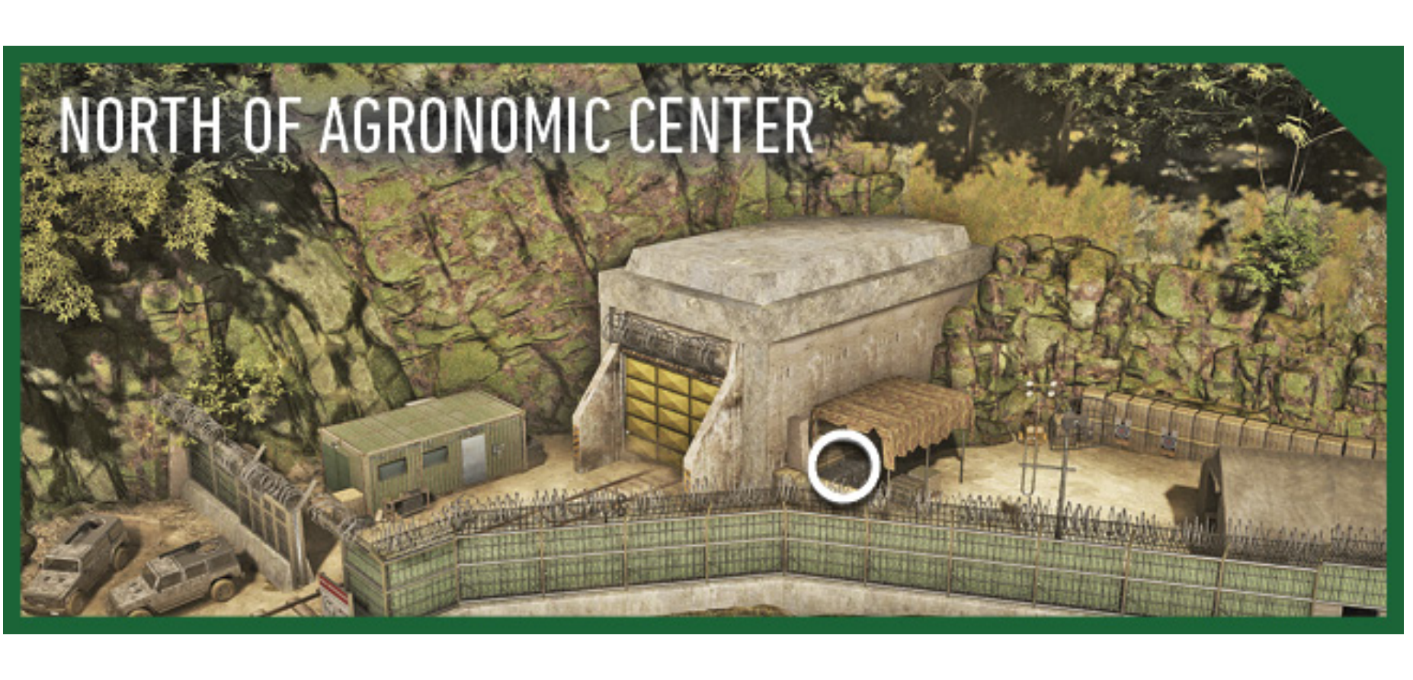
WEAPON: L115A3 SNIPER RIFLE



Enter the Yayo Cooperative from the east and move around the two tractors on the left. Grab the sniper rifle that is tucked into a corner, inside a metal shed.

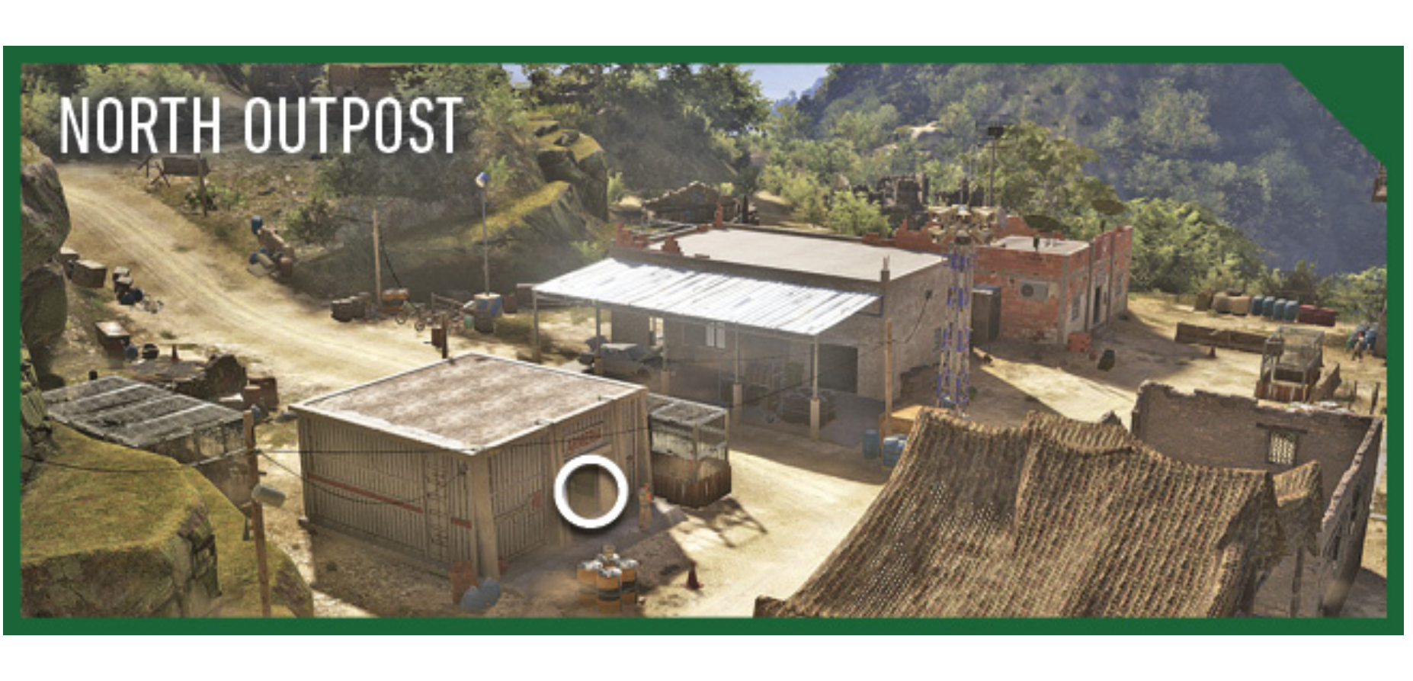
ACCESSORY CASES

ACCESSORY: COMPENSATOR (LIGHT MACHINE GUN)



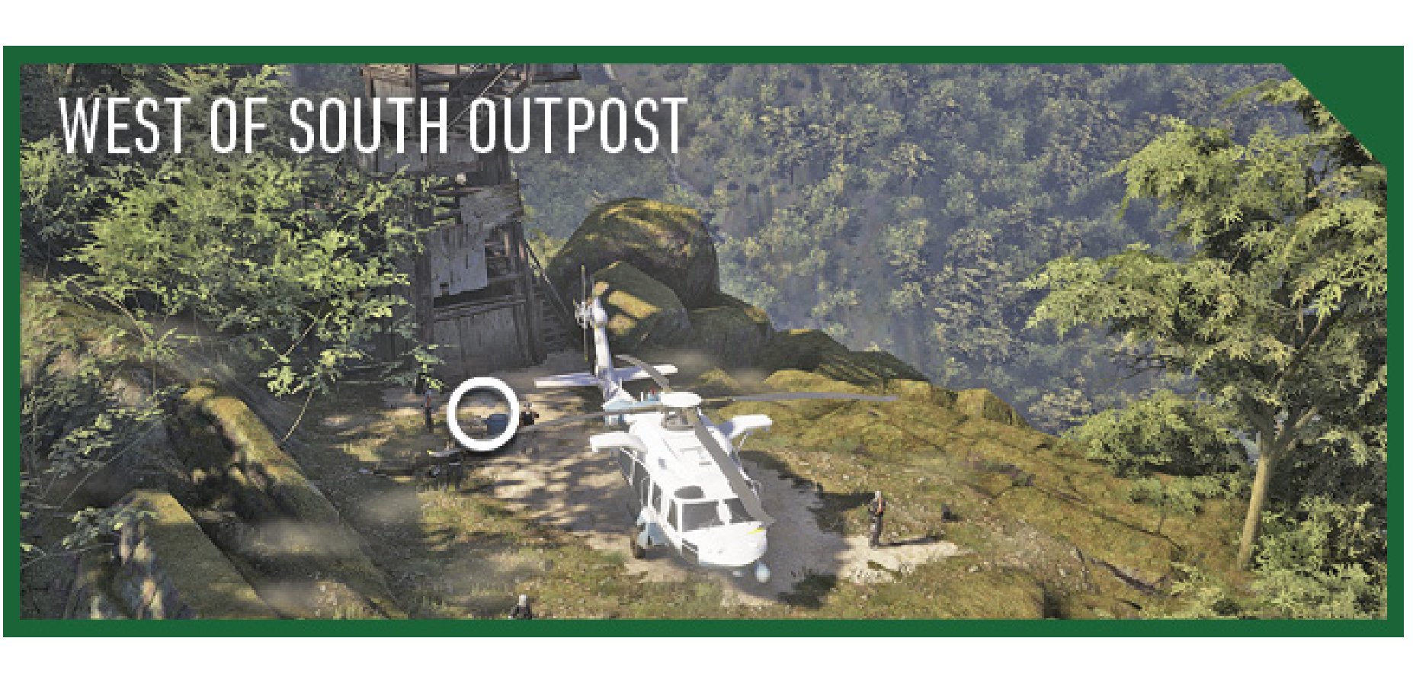
From east of the Agronomic Center, follow the tracks north until they come to an end. Sneak inside the fence and collect an Accessory Case that sits under the canopy ahead.

ACCESSORY: FOREGRIP V4



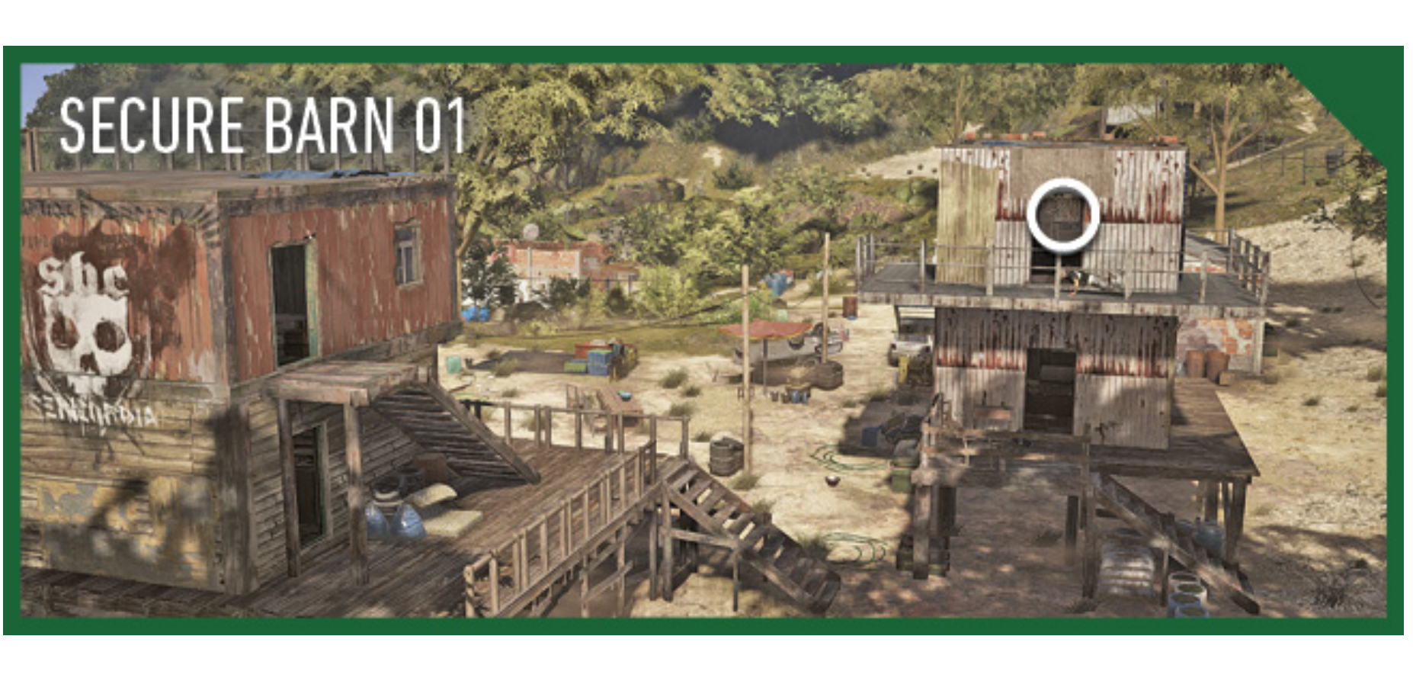
A Santa Blanca outpost resides on a hill to the northeast of Chaca Barraca Village. Find the armory on the west side, inside the loop, at the base of the cliff. The Accessory Case is just inside on the right shelf.

ACCESSORY: EXPS & G33 SCOPE (ASSAULT RIFLE)



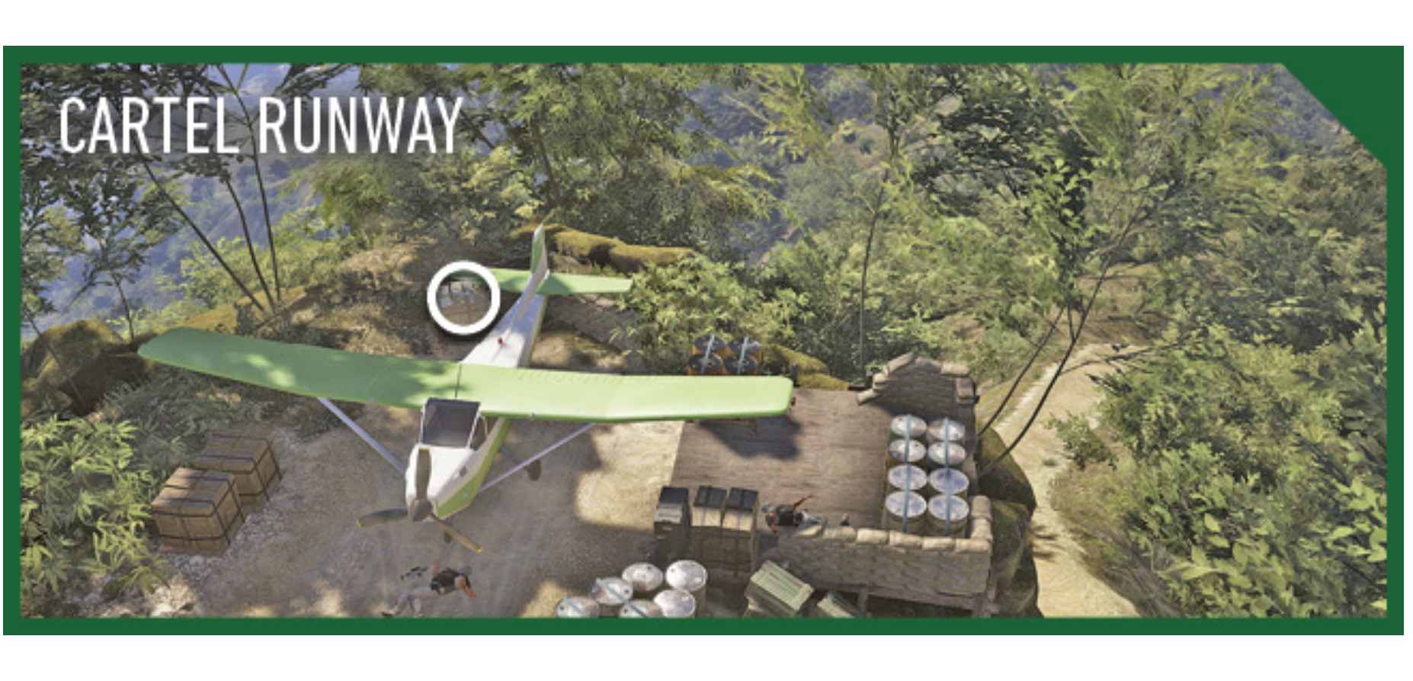
West of the southern Santa Blanca outpost, at the top of the ridge, a helicopter has been loaded up with food parcels. Before swiping the supplies from the cartel, nab a scope for your assault rifle as it rests on a nearby pallet of crates.

ACCESSORY: COMPENSATOR V2 (ASSAULT RIFLE)



Sneak into the secure barn area from the east and enter the two-story shanty, south of the brick, storage barn. Cautiously, take the outside steps up to the second floor and collect the compensator from the bedside cabinet.

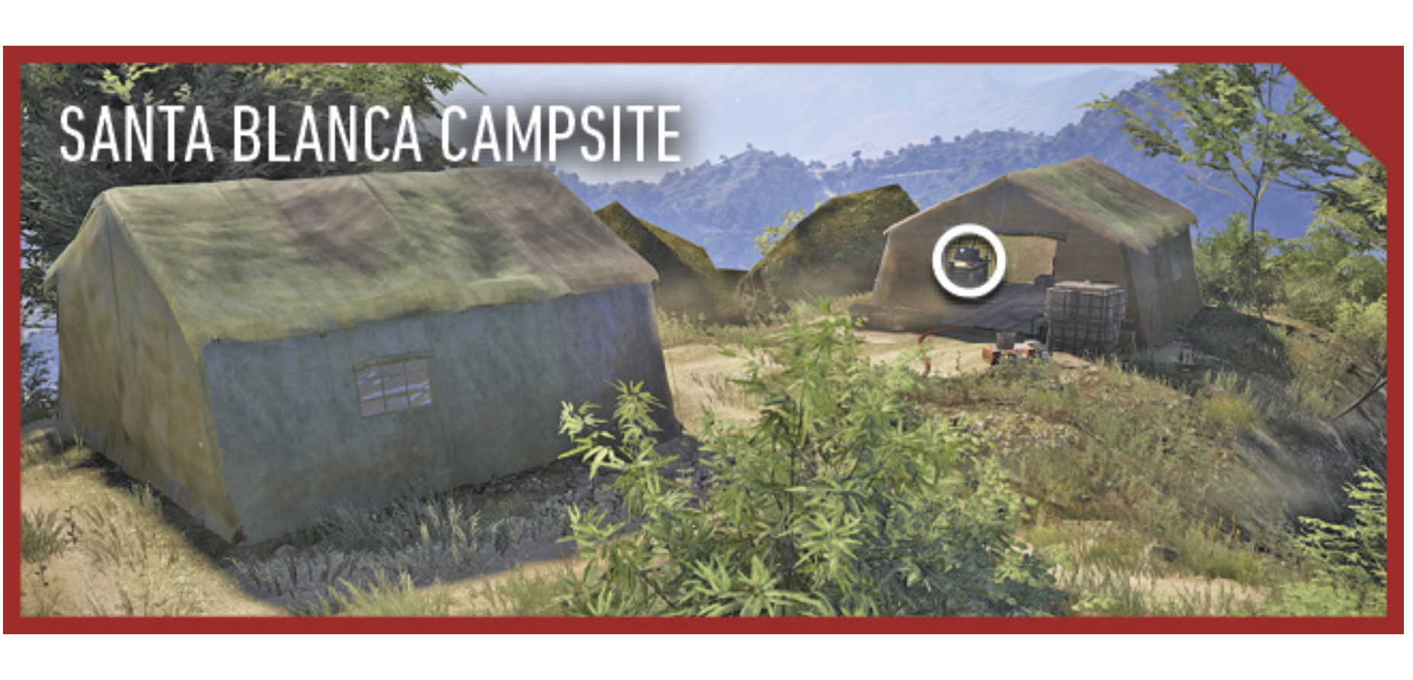
ACCESSORY: DIGITAL SCOPE



The cartel has built a runway atop a mountain in southern Monte Puncu. Follow the trail from Secure Barn 01 to reach the site. A Gasoline Raid side mission is available at the airstrip. Before swiping the plane, collect the scope that is found next to the tail.

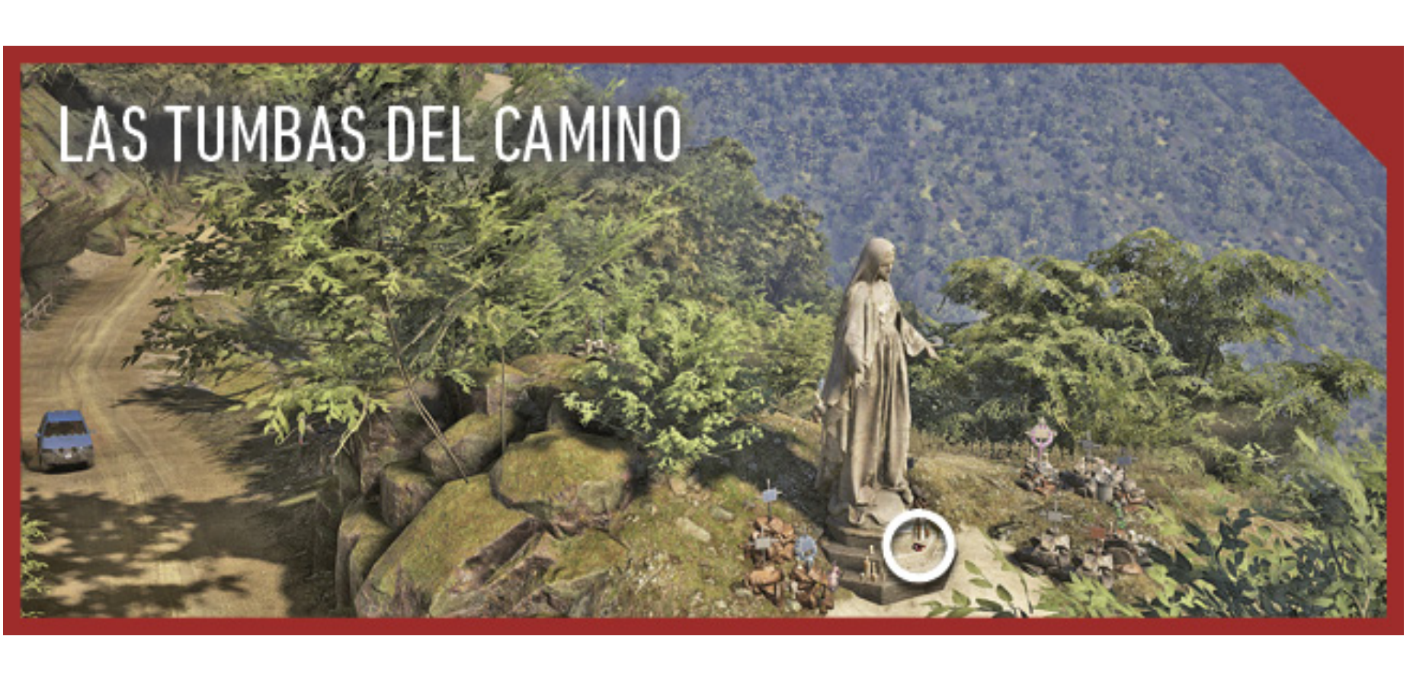
SKILL POINTS

SKILL POINTS: +3



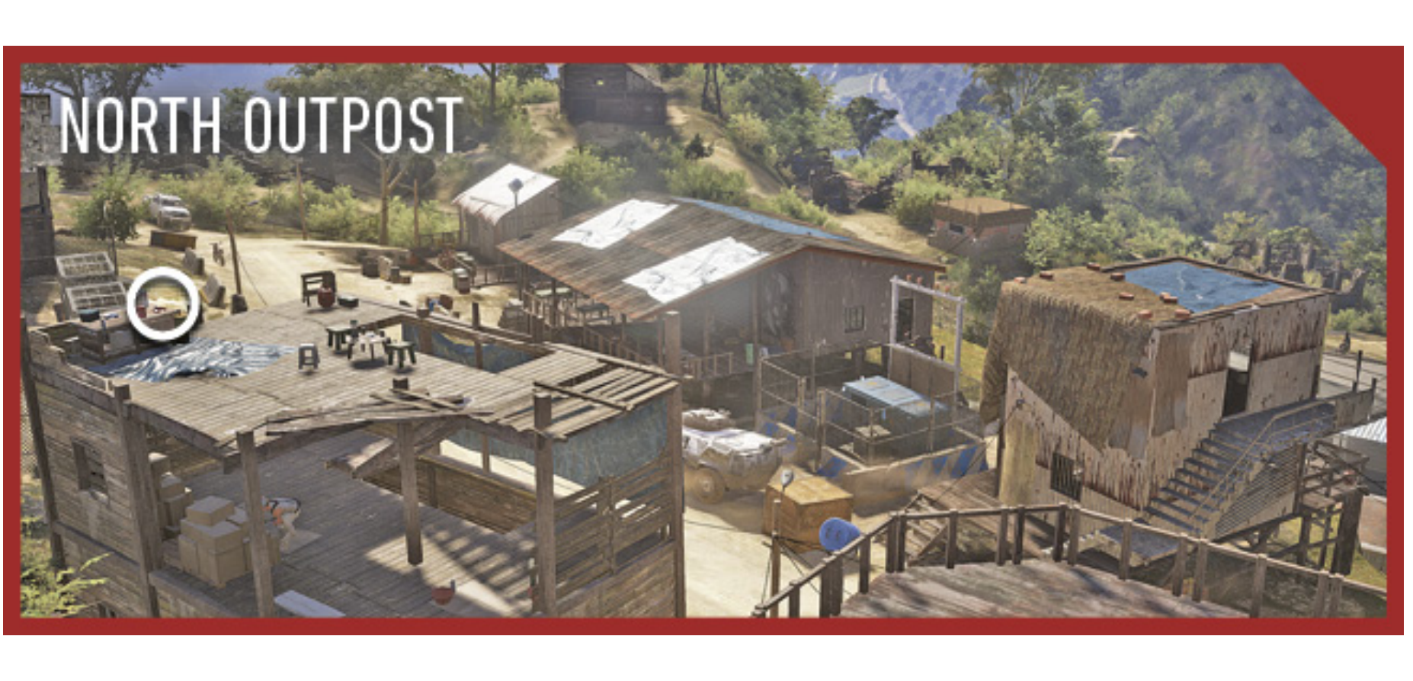
East of the Klaus Barbie House, Santa Blanca have setup a temporary campsite at the top of a hill. Run up the northwest side to reach the site. Snipe the three soldiers that occupy the camp before entering the right tent, where Skill Points are found atop a table.

SKILL POINTS: +1



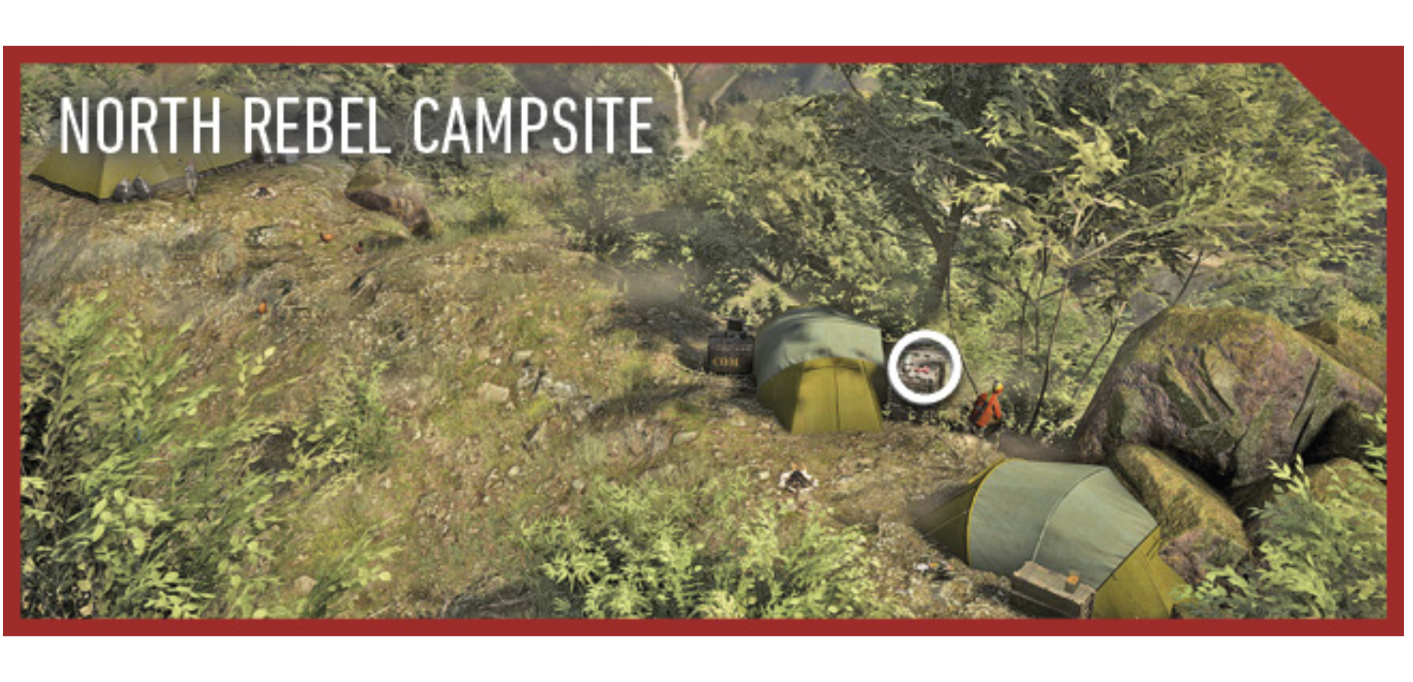
Drive north on the narrow dirt road, east of the Santa Blanca Campsite. Look for the dirt path that leads up to a statue. A Skill Point rests at its base.

SKILL POINTS: +1



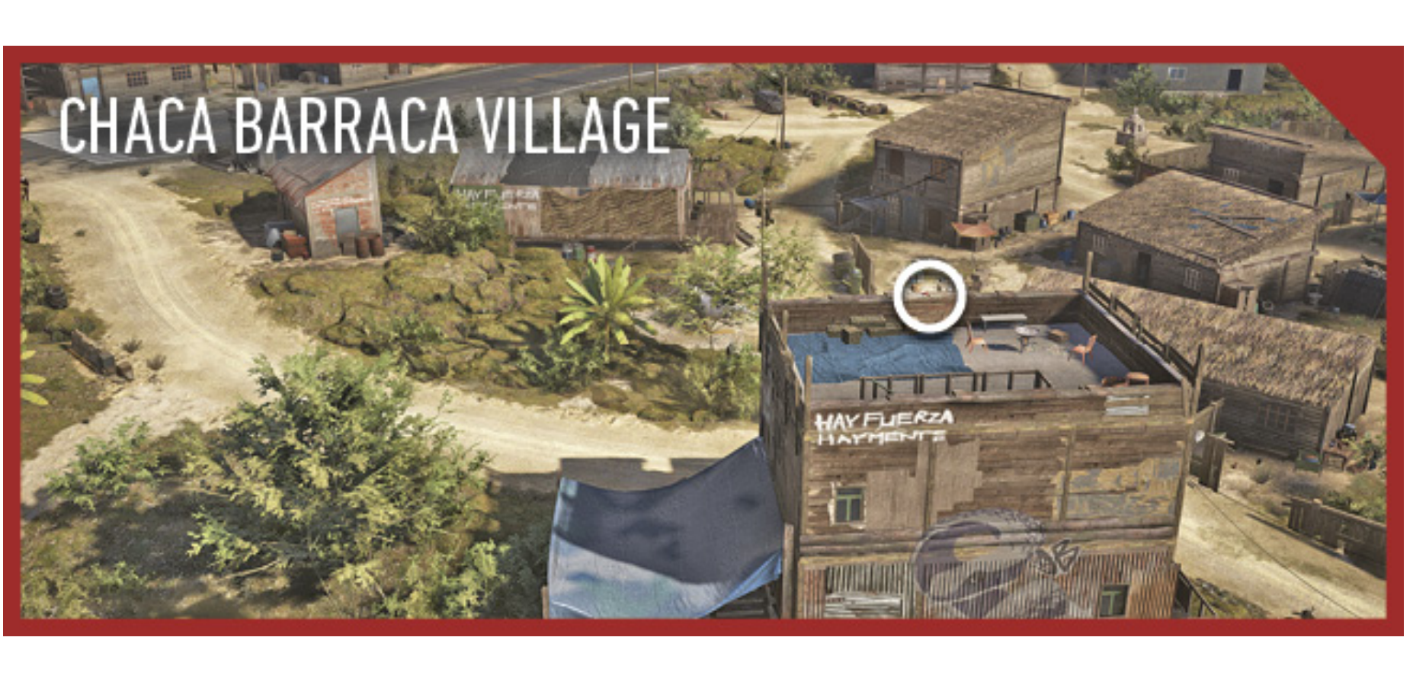
On the upper portion of the outpost, look for the two story home with the blue tarp draped over the front. Take the stairs up to the top floor and grab a medal off the workbench.

SKILL POINTS: +1



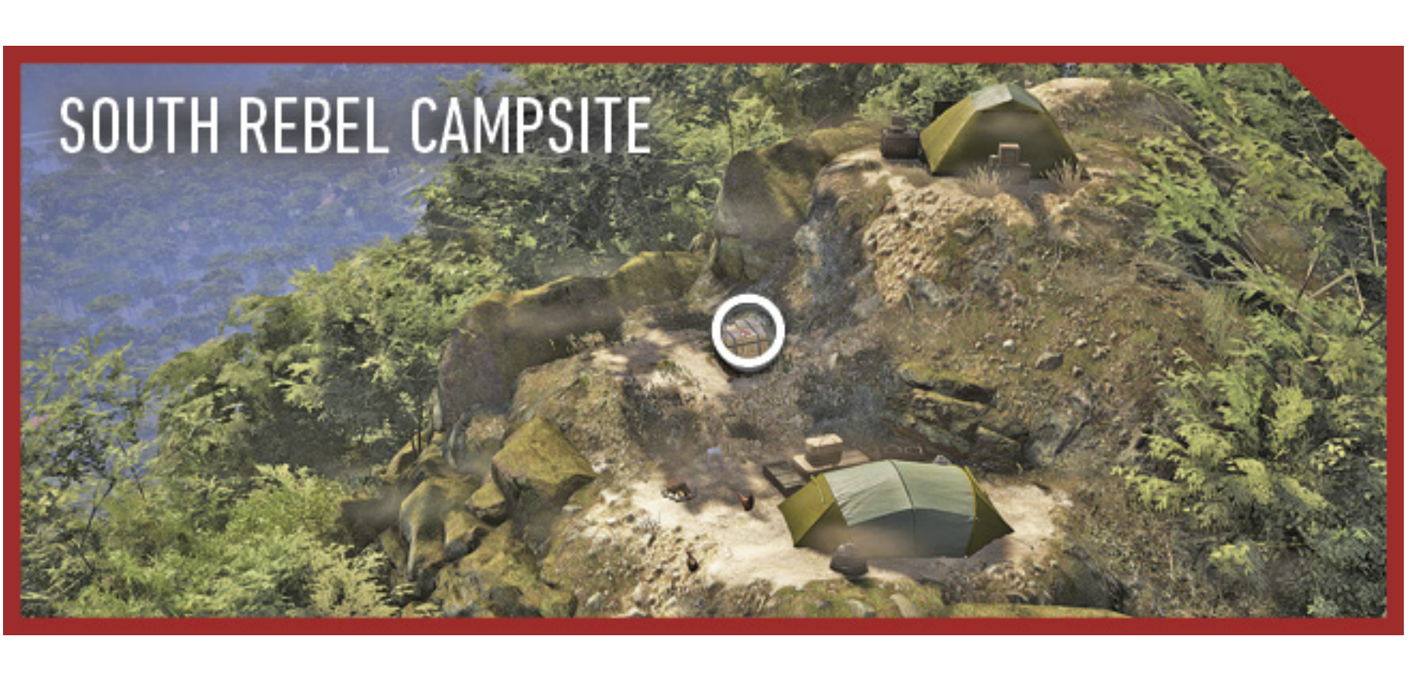
Find the northern rebel campsite atop a hill, northeast of the north Santa Blanca outpost. A Skill Point is found next to the middle tent.

SKILL POINTS: +5



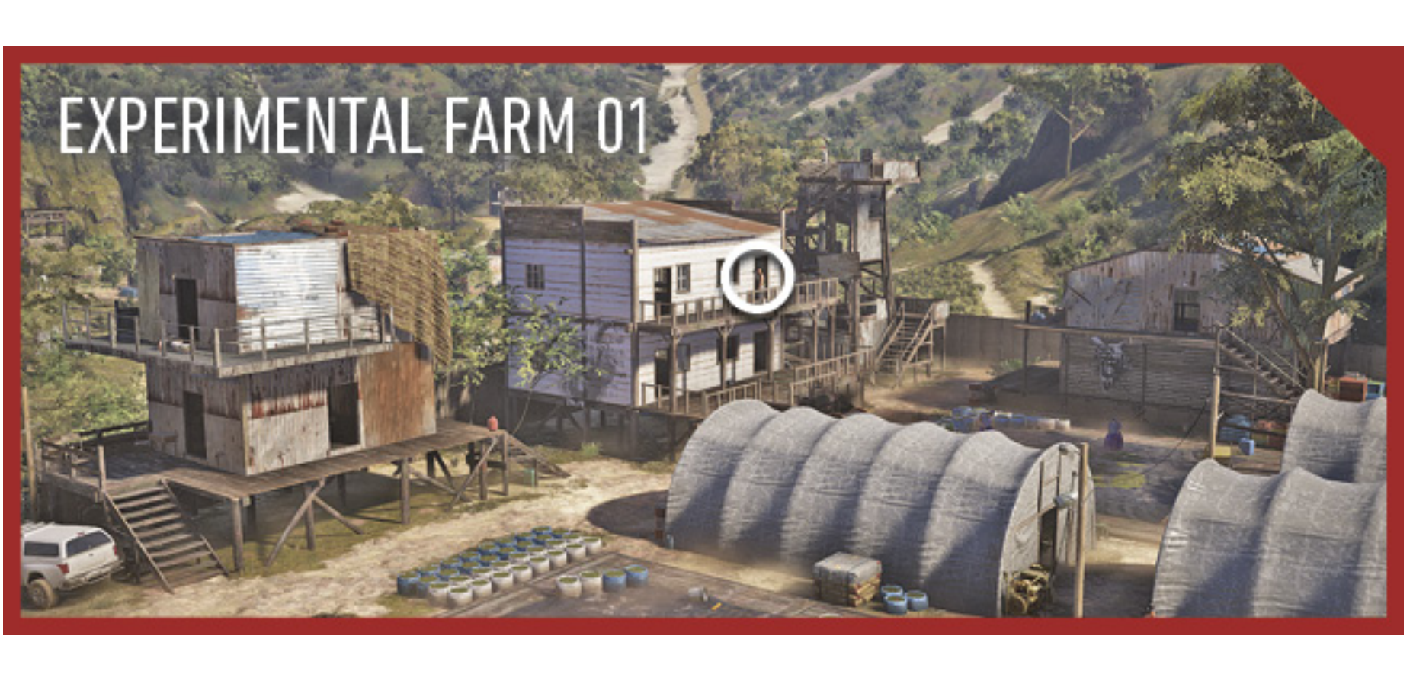
Look for the largest house in southwest Chaca Barraca that butts up against the neighboring farm. Climb the stairs to the roof and collect the Skill Points that rest on the ledge.

SKILL POINTS: +1



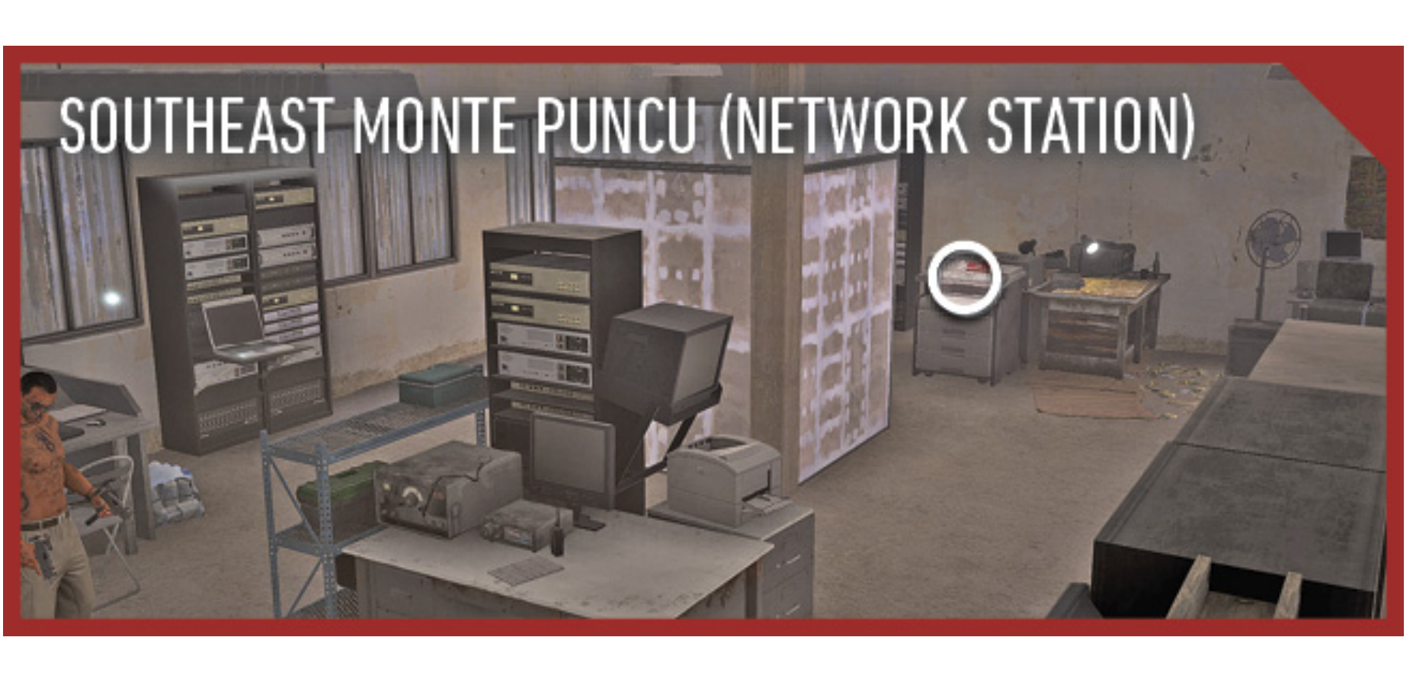
Climb up to the southern rebel campsite, located on the side of the mountain, east of Chaca Barraca Village. The Skill Points sits on a pallet of supplies between the two tents.

SKILL POINTS: +1



Travel to the Experimental Farm in far southwest Monte Puncu and spot the two-story, white living quarters on the north side. Utilize the external stairs to reach the second floor and collect the Skill Point off the corner cabinet.

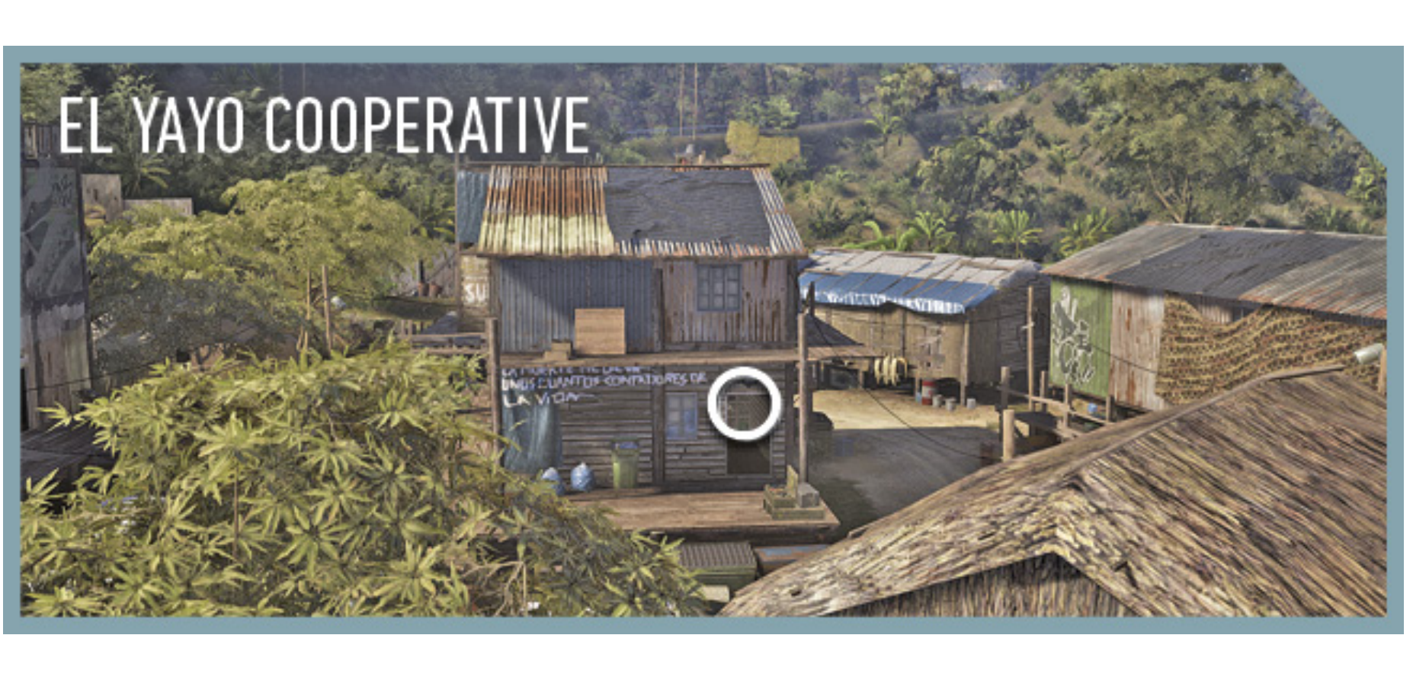
SKILL POINTS: +3



A network station is built on the side of a mountain in far southeastern Monte Puncu. A network relay inside must be hacked to weaken Santa Blanca's communications. After completing the Rebel Op side mission, collect the Skill Points off the third floor copier.

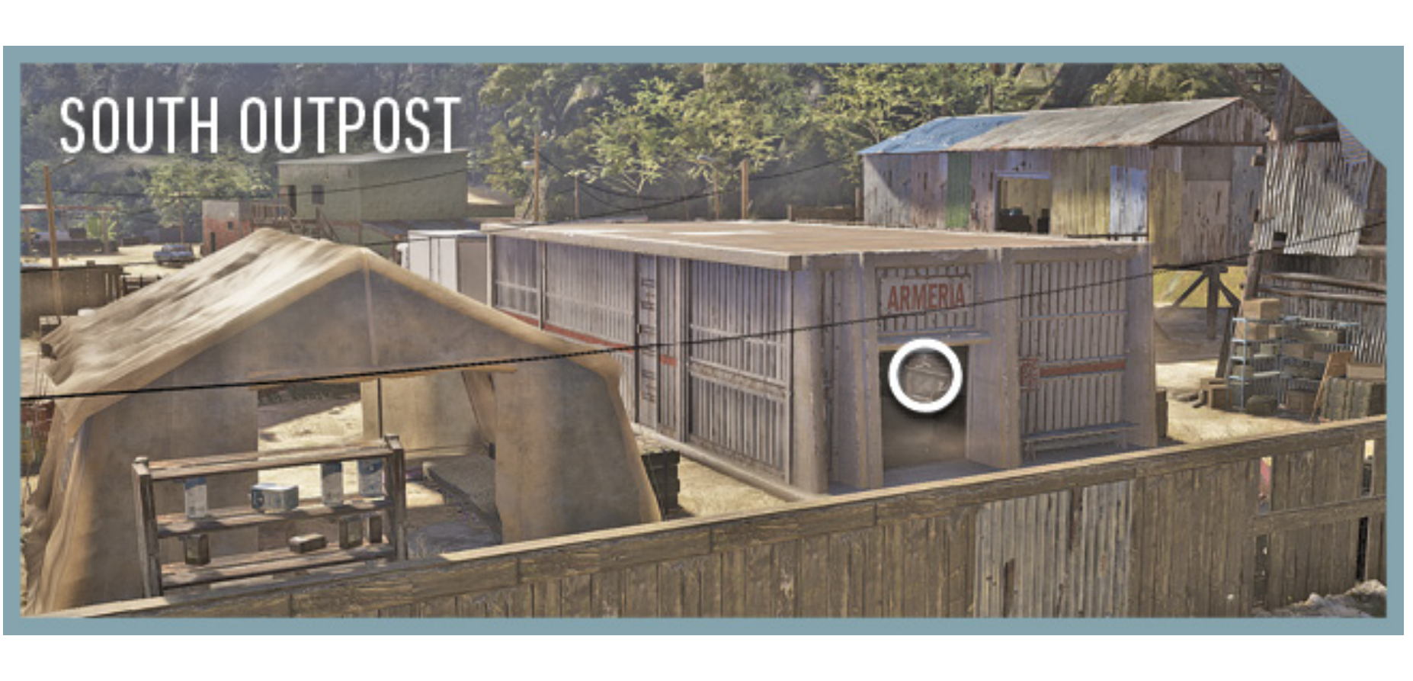
BONUS MEDALS

BONUS: FRAG GRENADE



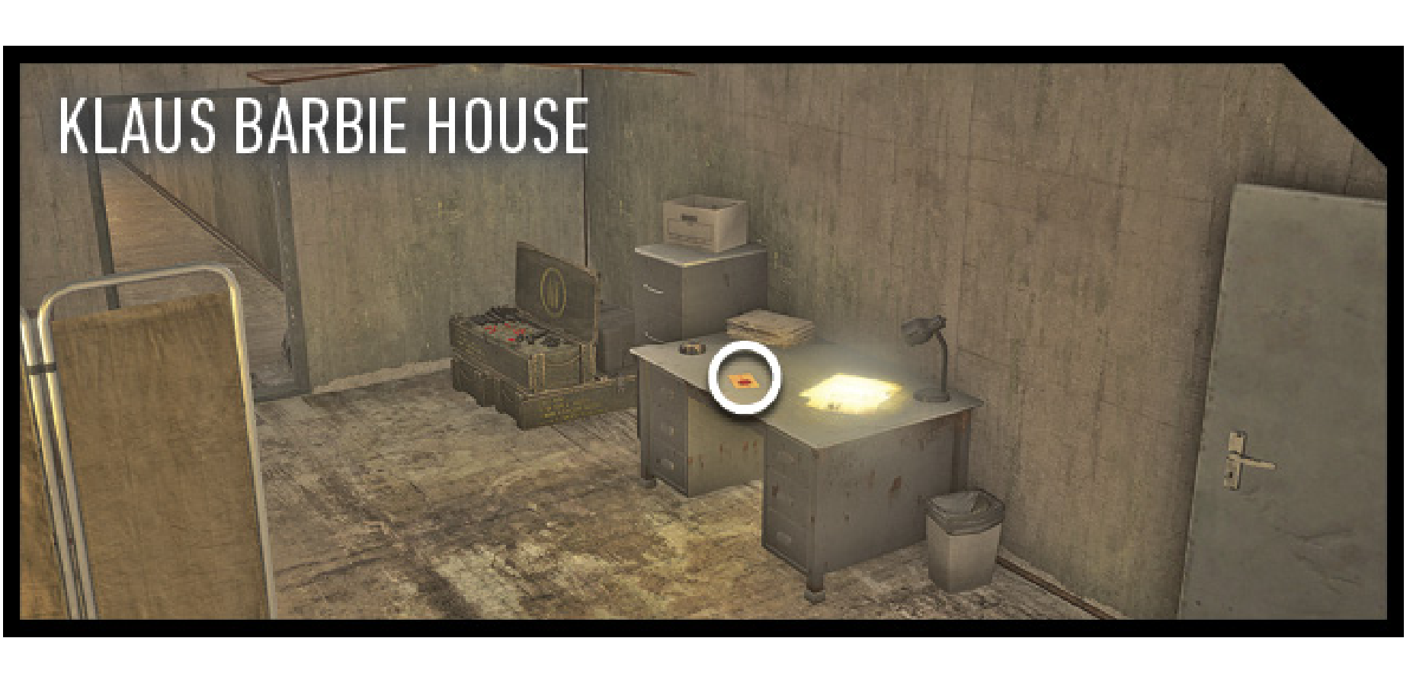
Santa Blanca occupy the west side of El Yayo Cooperative, so use caution as you sneak through the area. Enter the central home and collect a Bonus Medal off the metal shelves.

BONUS: SPEED



The southern Santa Blanca outpost resides on the side of the highway, south of Chaca Barraca Village. A Bonus Medal rests on a workbench inside the spacious armory on the north side of the base.

LEGEND

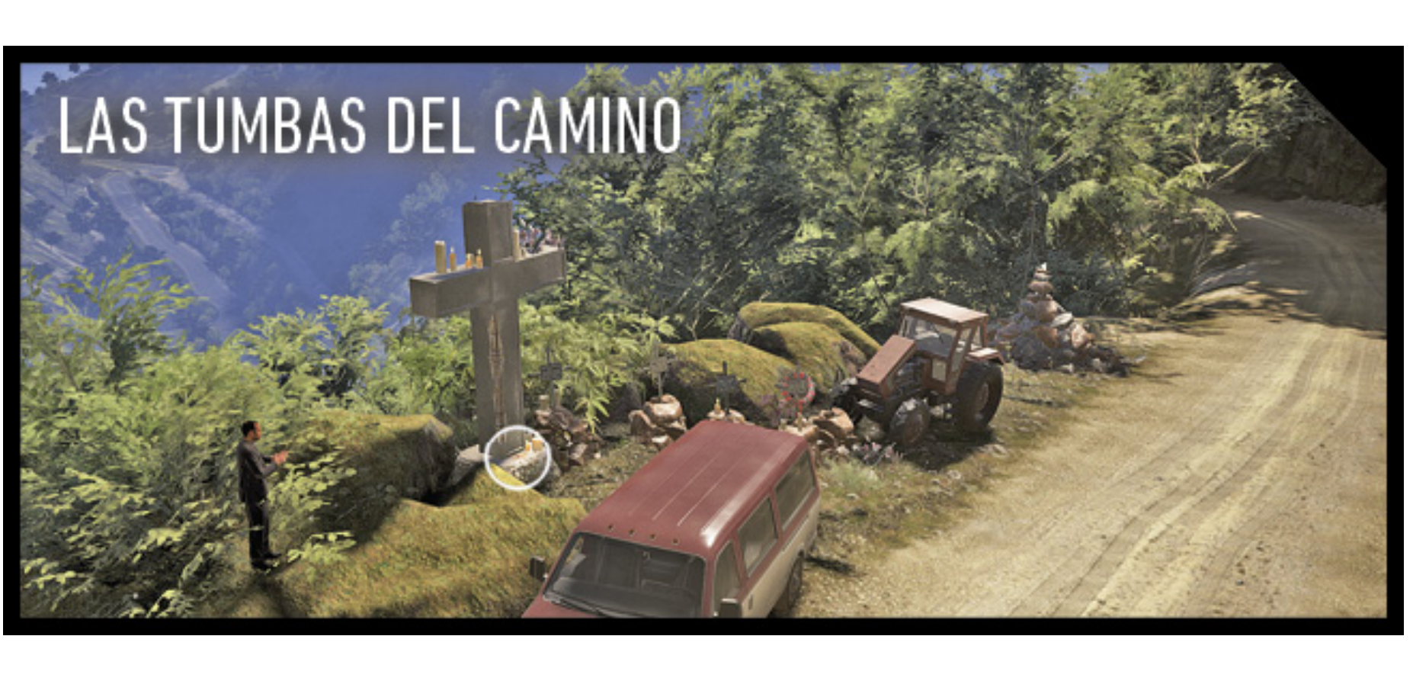


KINGSLAYER FILES

At Klaus Barbie House, located in the northwest corner of Monte Puncu, enter the decrepit building in the southeast corner. Descend the stairs into the basement and collect the legend off the desk in the next room.

Klaus Barbie: Klaus Barbie is an infamous Nazi officer known for hunting members of the French Resistance and sending Jewish children to death camps during Word War II. When the war was over, he started to work as a secret agent for the US and later had to escape to Bolivia. Once there, he started dealing guns and drugs, playing a key role in various military regimes. During the 1980's, he was finally extradited to France and sentenced to life for his crimes. He died in prison in 1991.

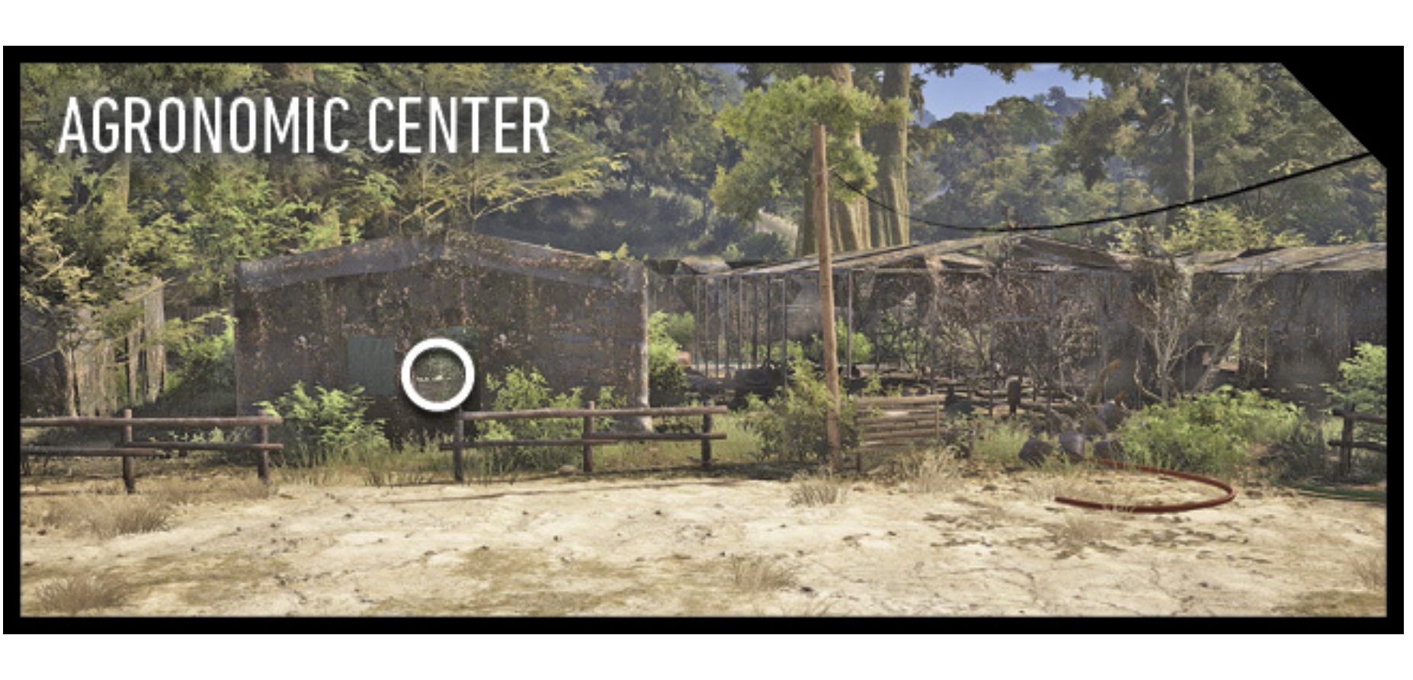
LEGEND



In northwest Monte Puncu a narrow dirt road runs along the side of the mountains. It is a dangerous path as evidenced by the numerous memorials on the side of the road. East of the Santa Blanca Campsite, it is referred to as Las Tumbas del Camino. Stop at the group of crosses and collect the legend that sits at the base of the biggest one.

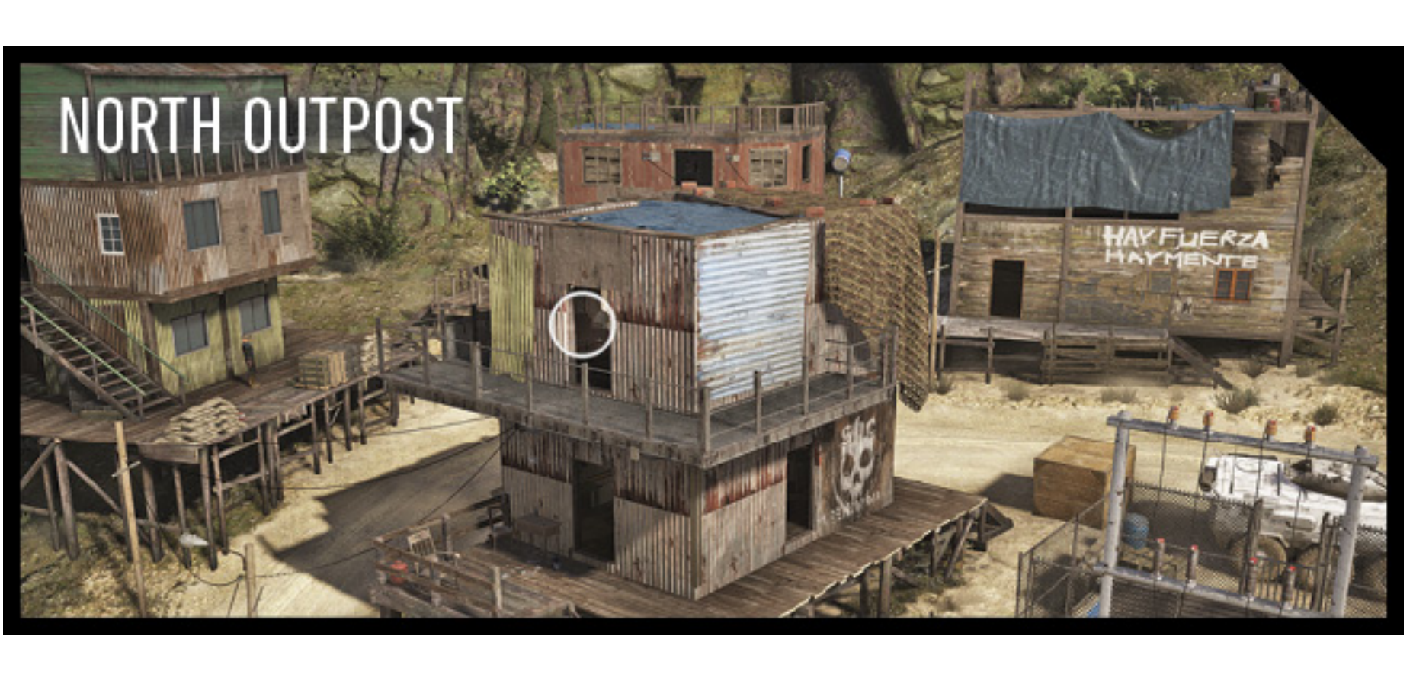
The Death Road: The Death Road is a 50 km road connecting La Paz to the northern tropical area of Yungas. Built in the 1930s, it soon turned into a major transit route. However, the slippery and narrow slope is considered one of the most dangerous roads in the world: an average of 200 people fall into the precipice each year, most of them truck drivers and bus passengers. A safer road was constructed, but the Death Road is still used by some old trucks and tourists.

DOCUMENT



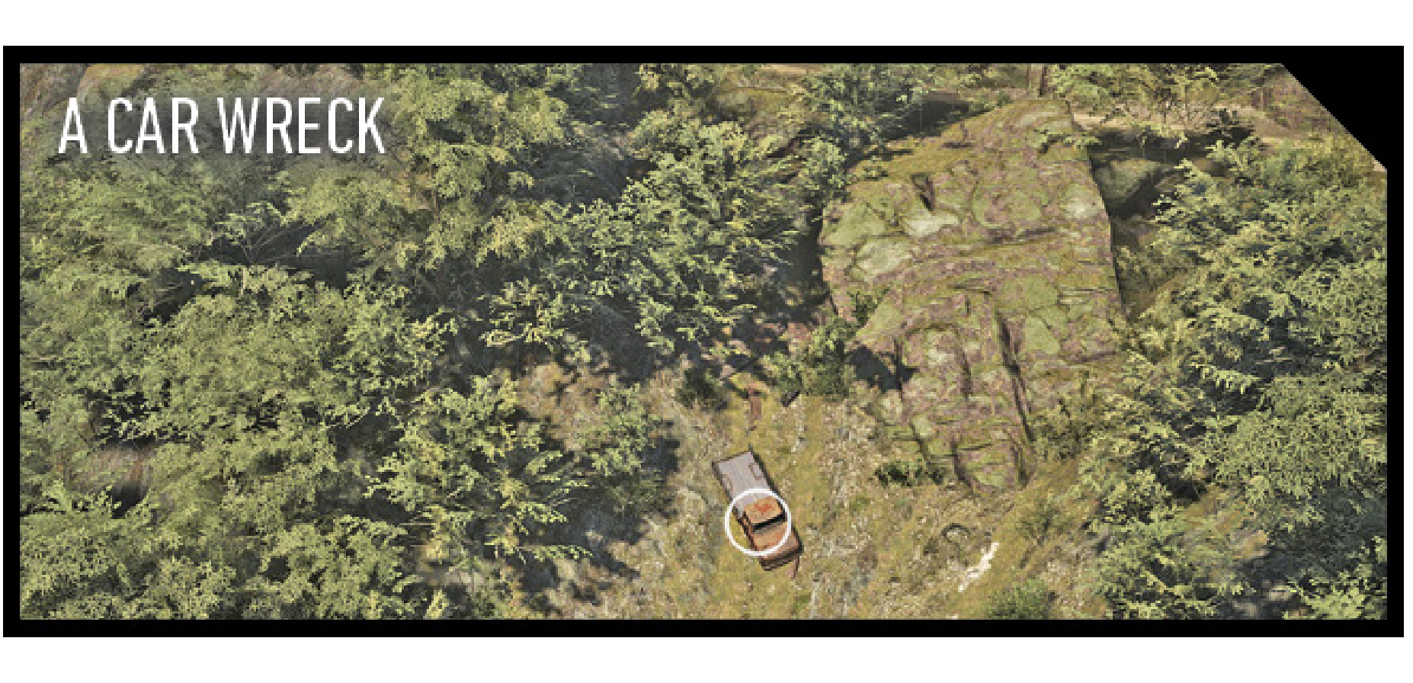
On the east side of the Agronomic Center, a group of long tents have seen better days. Enter the one in the best shape to find a document lying on the ground.

DOCUMENT



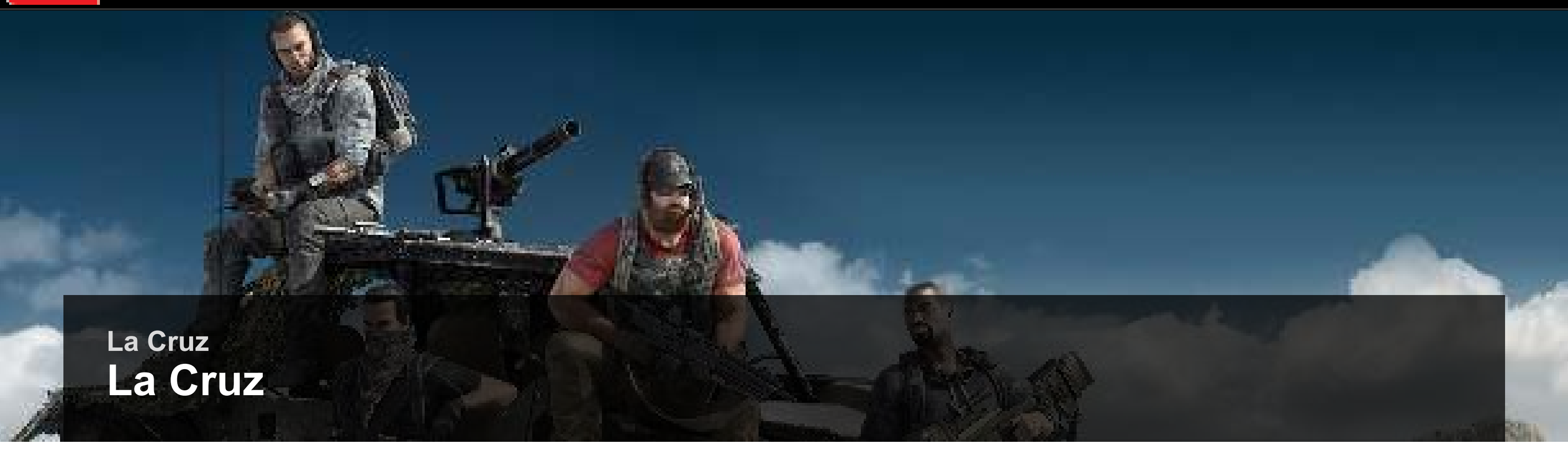
At the north outpost, sneak up the hill and head upstairs in the shanty just north of the power generator. A recording lies on the striped couch.

LEGEND

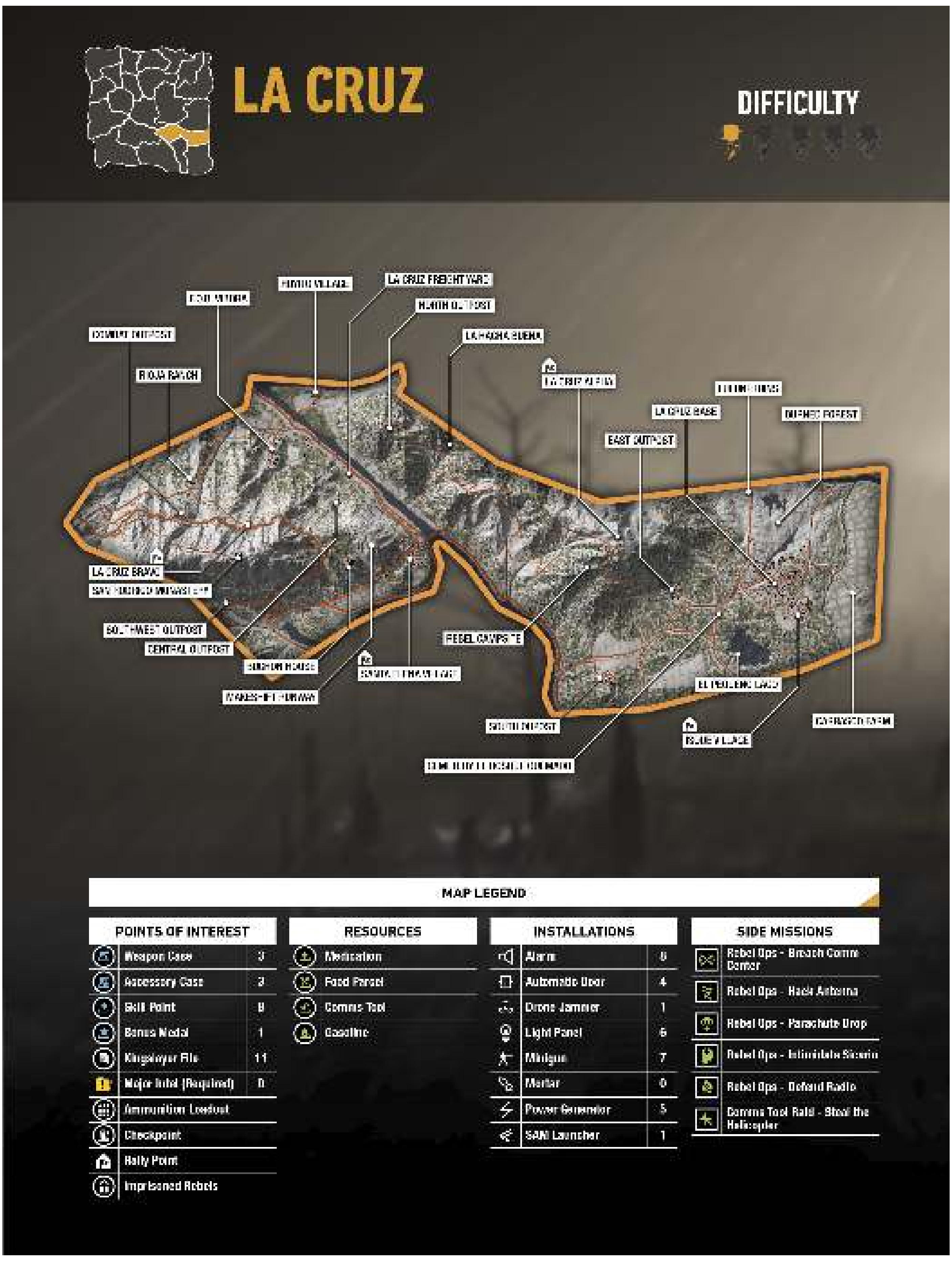


As you drive the precarious mountain road in northeastern Monte Puncu, keep an eye out for downed trees along the right side. Run down the hill to find a truck with a legend inside the cab.

Vehicle Blessing: Bolivian roads are very dangerous. It is common to take all kinds of vehicles to church for consecration, to bring about holy protection. The most frequently visited place is the cathedral of Copacabana, on the shores of Lake Titicaca: people gather there every Sunday while the priest leads the blessing ritual by pouring holy water on the decorated vehicles.



La Cruz


LA CRUZ
DIFFICULTY
COMBAT OUTPOST
RIOJA RANCH
LA CRUZ FREIGHT YARD
NORTH OUTPOST
LA HACHA BUENA
LA CRUZ BASE
EAST OUTPOST
BURNED FOREST
LA CRUZ BRAVO
SAN RODRIGO MONASTERY
SOUTHWEST OUTPOST
CENTRAL OUTPOST
MAKESHIFT RUNWAY
REBEL CAMPSITE
SOUTH OUTPOST
ISQUE VILLAGE

MAP LEGEND

POINTS OF INTEREST	
Weapon Case	3
Accessory Case	3
Skill Point	8
Bonus Medal	1
Kingslayer File	11
Major Intel (Required)	0
Ammunition Loadout	
Checkpoint	
Rally Point	
Imprisoned Rebels	

RESOURCES
Medication
Food Parcel
Comms Tool
Gasoline

INSTALLATIONS	
Alarm	8
Automatic Door	4
Drone Jammer	1
Light Panel	6
Minigun	7
Mortar	0
Power Generator	5
SAM Launcher	1

SIDE MISSIONS
Rebel Ops - Breach Comm Center
Rebel Ops - Hack Antenna
Rebel Ops - Parachute Drop
Rebel Ops - Intimidate Sicario
Rebel Ops - Defend Radio
Comms Tool Raid - Steal the Helicopter

To improve her image, the cartel created a false NGO to help this province struck by forest fires.

Content	Number in Province
Main Missions	1
Side Missions	8

- **Operation: Influence**
- **Chief: None**
- **Ecosystem: Forest Valley**

The province of La Cruz offers a rugged relief covered with thick forests in the eastern part and fertile fields for its western part. Rio Uruqui is the western border. The activities of the inhabitants are focused on forestry and soybeans in the east and cereals and cattle breeding in the west.

The village of Isque is dedicated to forestry, while the village of Santa Elena is focused on livestock and cereal crops. An ancient monastery, San Rodrigo, built on a mountain has been abandoned for 50 years.

The province of La Cruz was not part of the plan of the Santa Blanca, so it had been spared by the Mexicans. However, an event has put it into the hands of the cartel. A large forest fire devastated the province and the village of Isque burned almost entirely. Several people died in the tragedy and hundreds across the province ended up homeless, their houses having burned.

This natural disaster marked the Bolivian opinion and Sueño saw an opportunity to improve the image of his cartel among Bolivians. The Bolivian state struggled to help the victims of the disaster, but the cartel created from scratch an NGO: Santa Esperanza Blanca. With the help of millions of cartel dollars, a village of tents was put up to provide a first refuge. Then a modern hospital was built with prefabricated buildings. Doctors and nurses took care of the population for free.

This operation was a great success. The people of the province now see Mexicans more positively. In neighboring provinces, sick people start to move to qualify for free care in hospital.

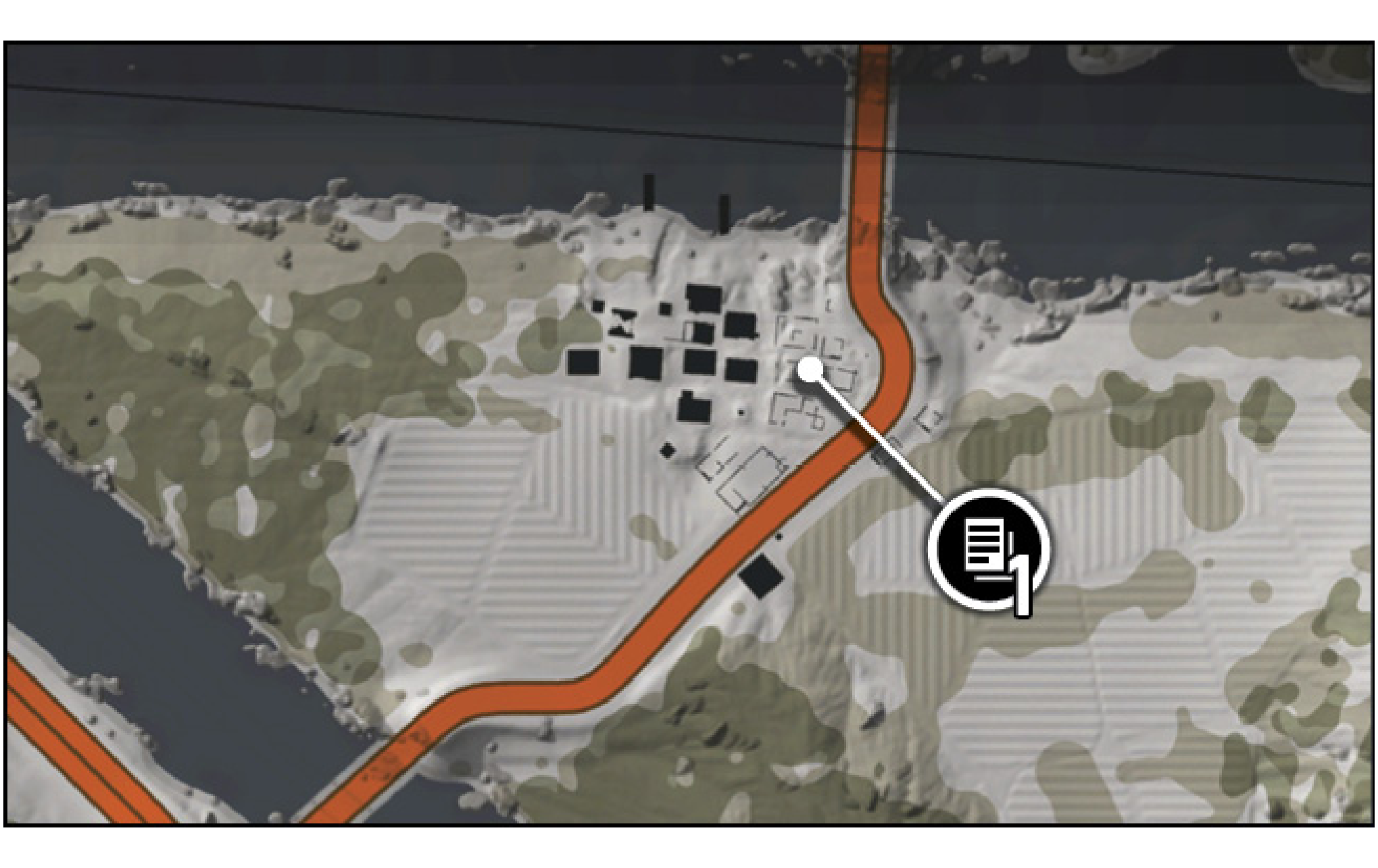
La Cruz

Key Locations

Please note, Resources are shown on the maps in possible locations. As they are being used by all factions, they are often in constant movement and it is possible you will see differences in their locations in game.

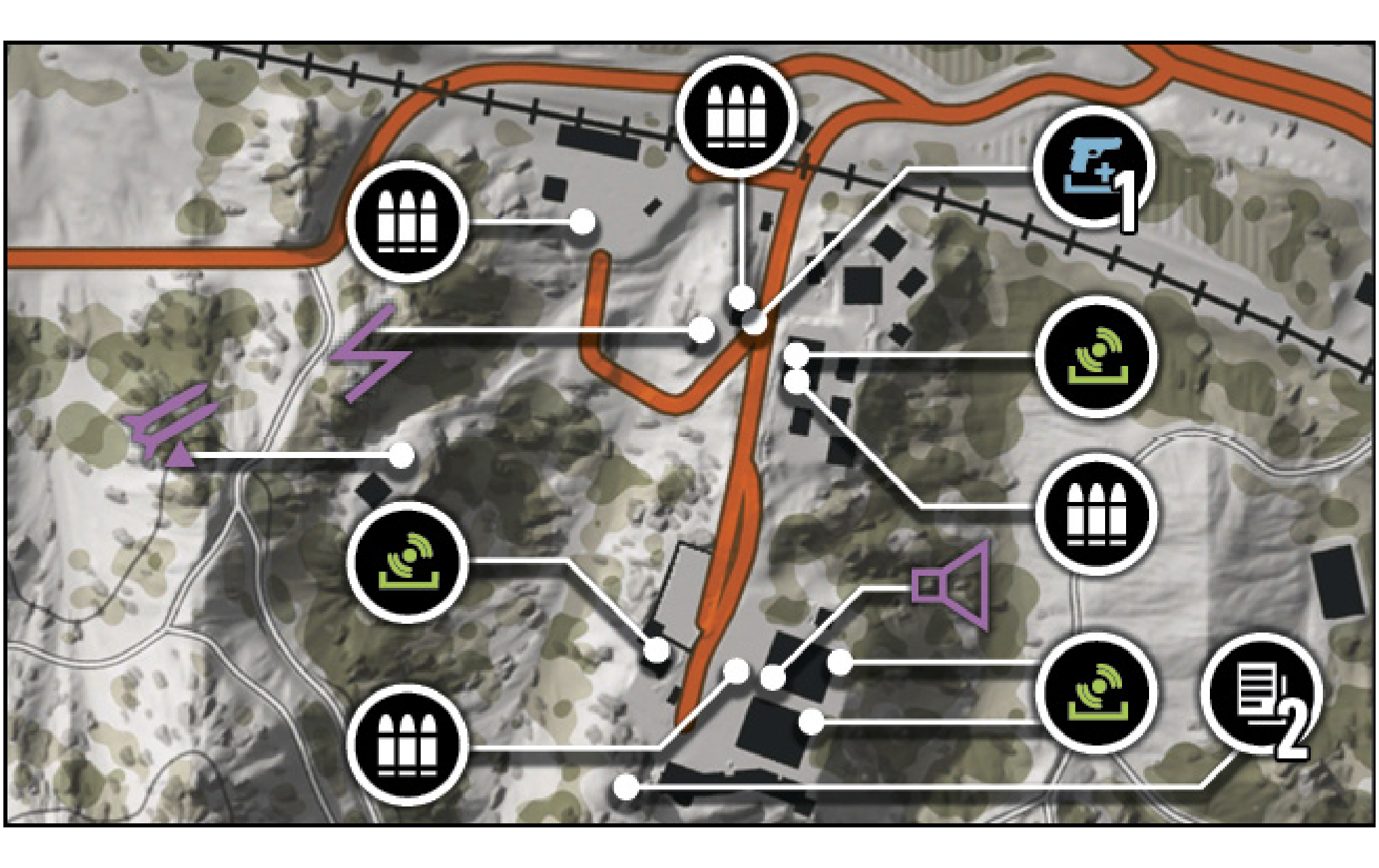
HOYITO VILLAGE

A village ravaged by a huge forest fire.



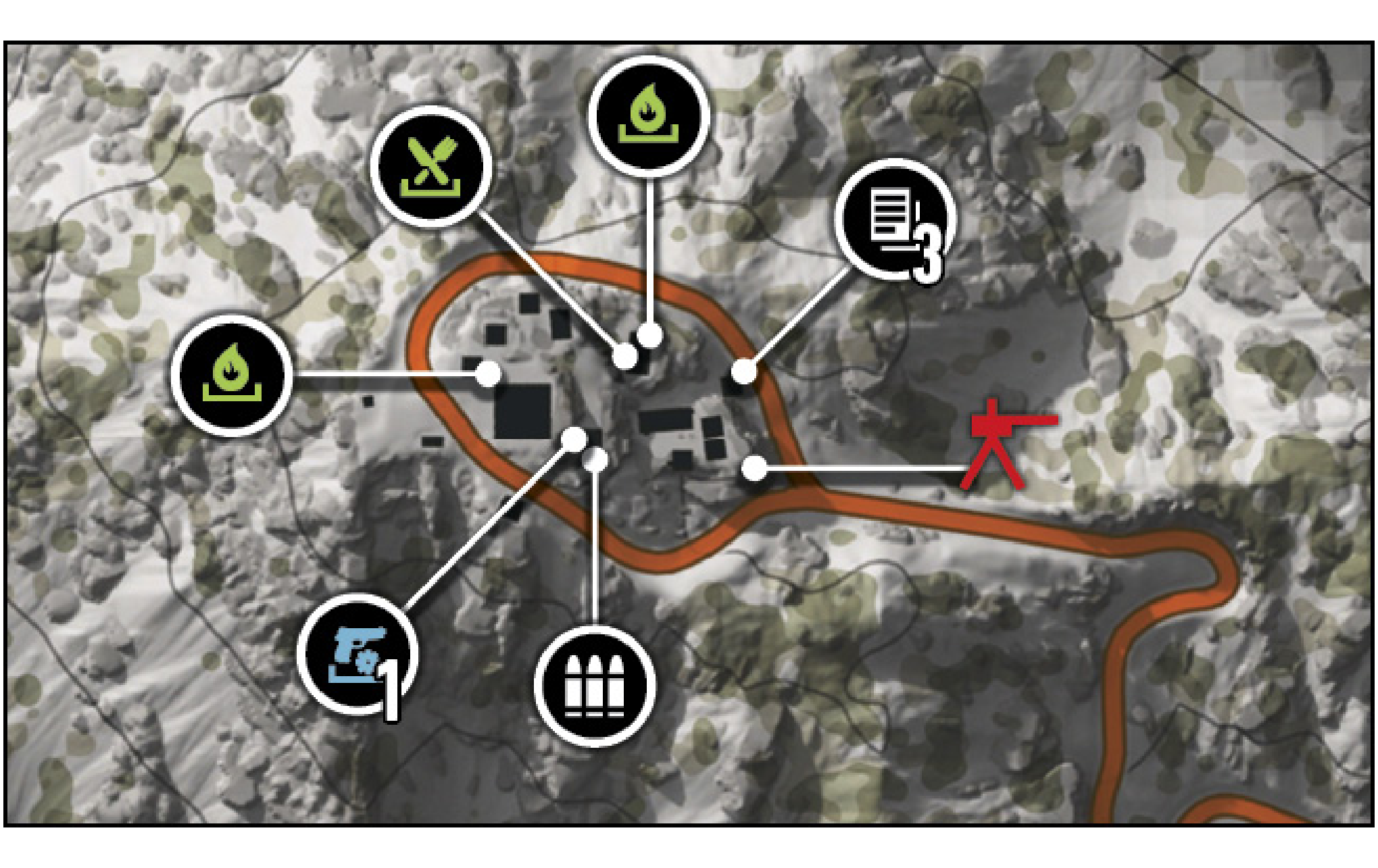
F.O.B. VIBORA

Coordinates the campaign against the rebellion.



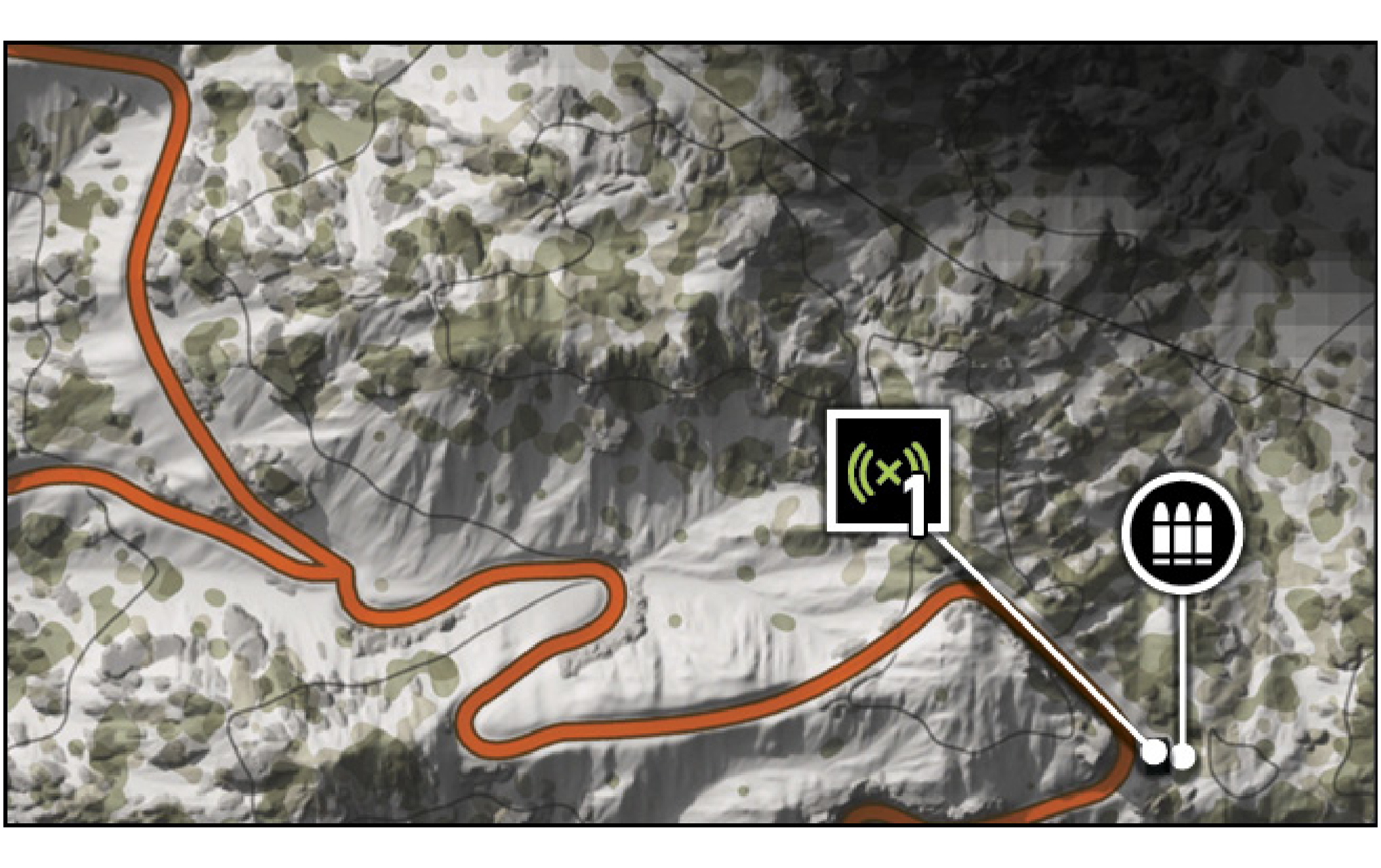
NORTH OUTPOST

Propaganda Center.



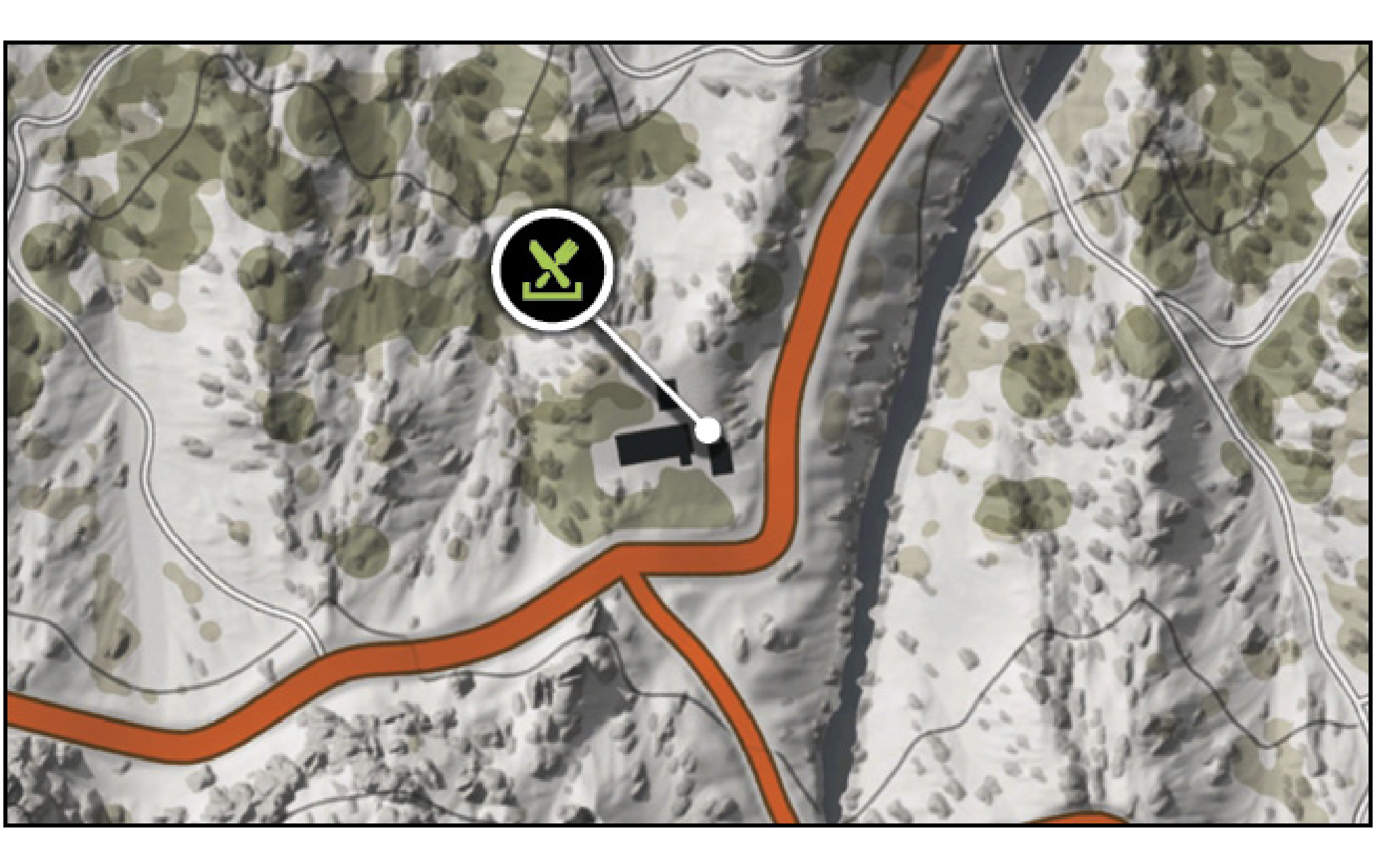
LA HACHA BUENA

A lumberjack camp.



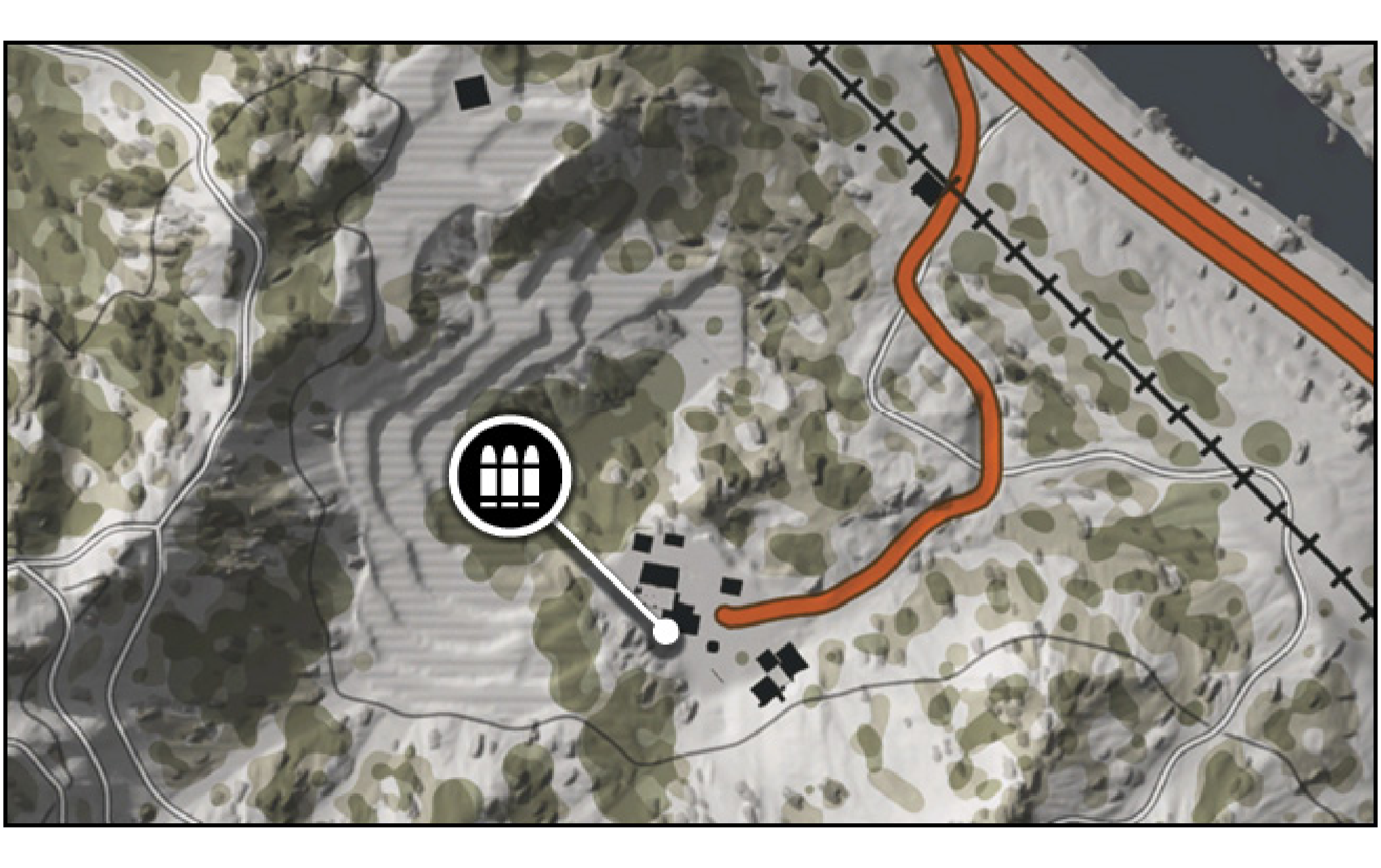
RIOJA RANCH

A cattle breeding ranch.



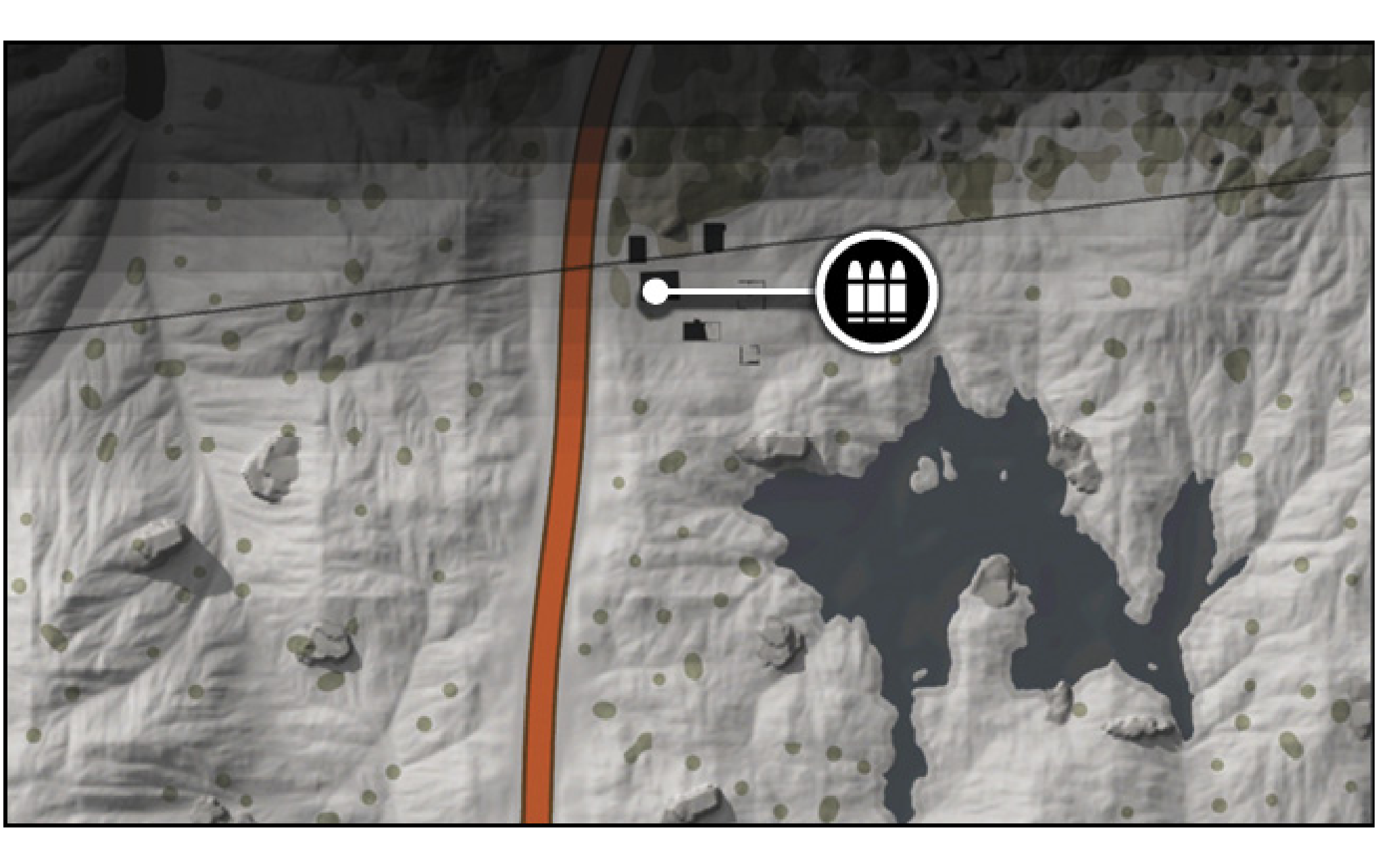
CENTRAL OUTPOST AND LA CRUZ FREIGHT YARD

An outpost is now a relay for the cartel’s vehicles near an abandoned freight yard.



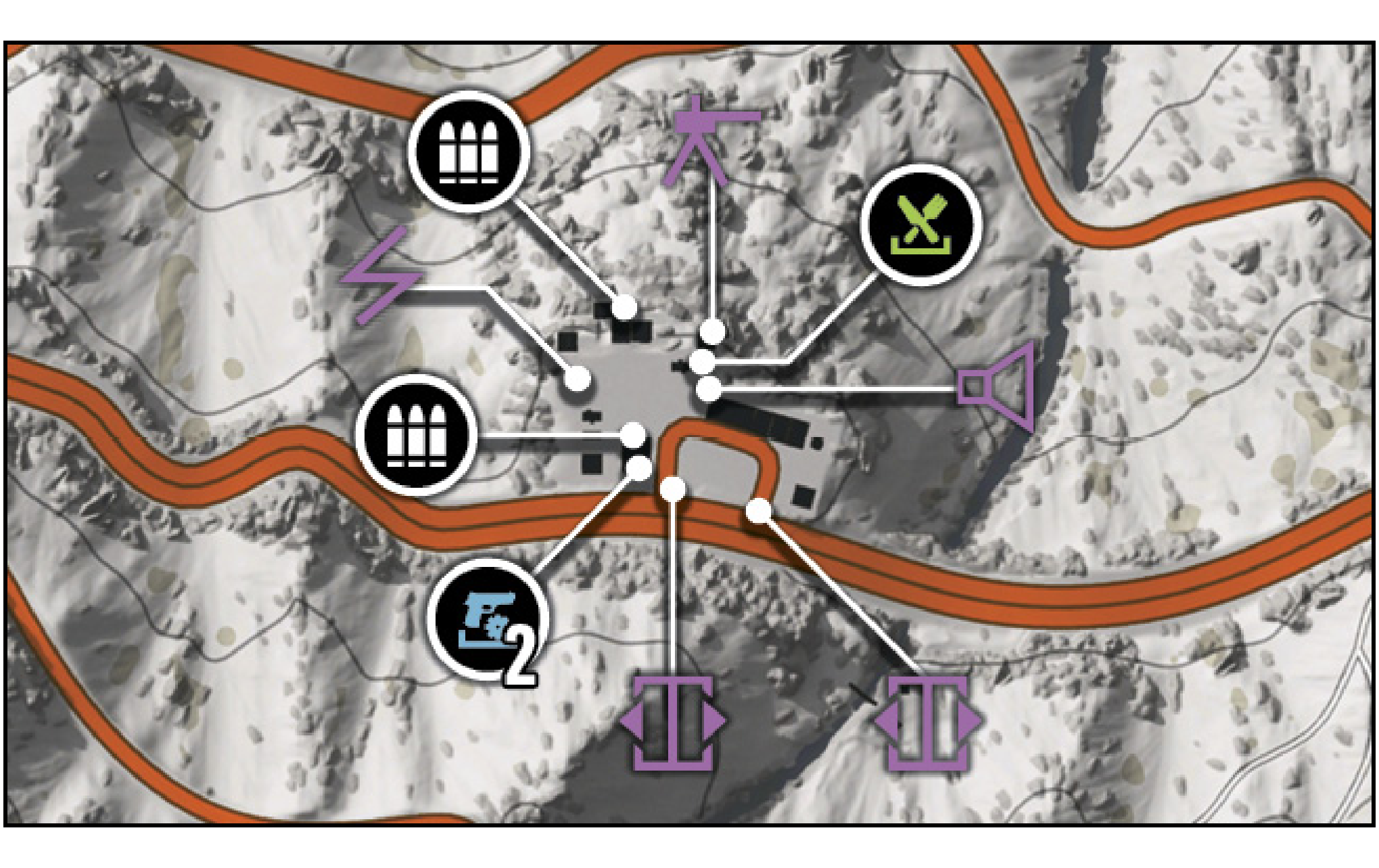
LULUNI RUINS

A burned, abandoned village.



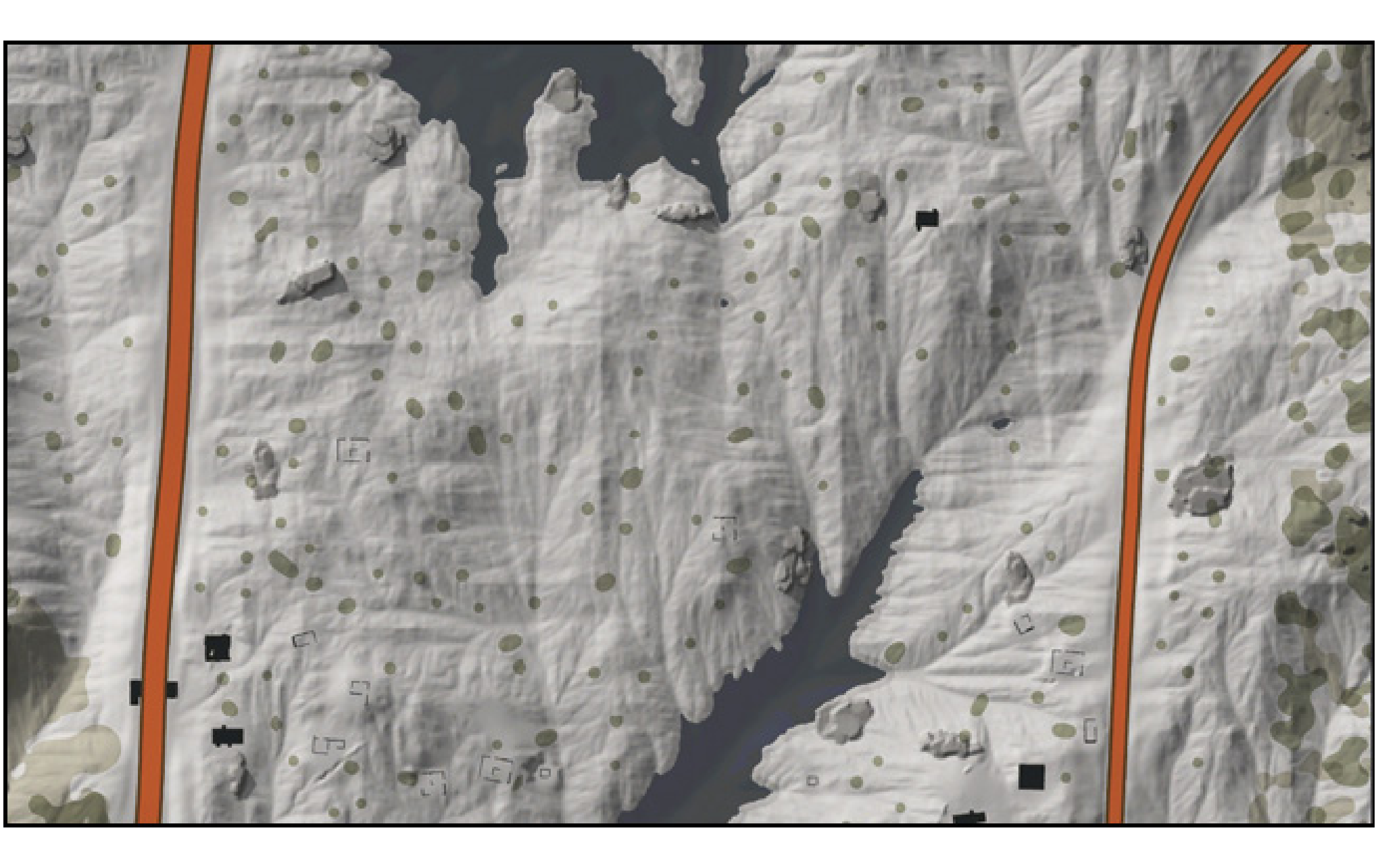
COMBAT OUTPOST

Intercepts rebel infiltration from Itacua.



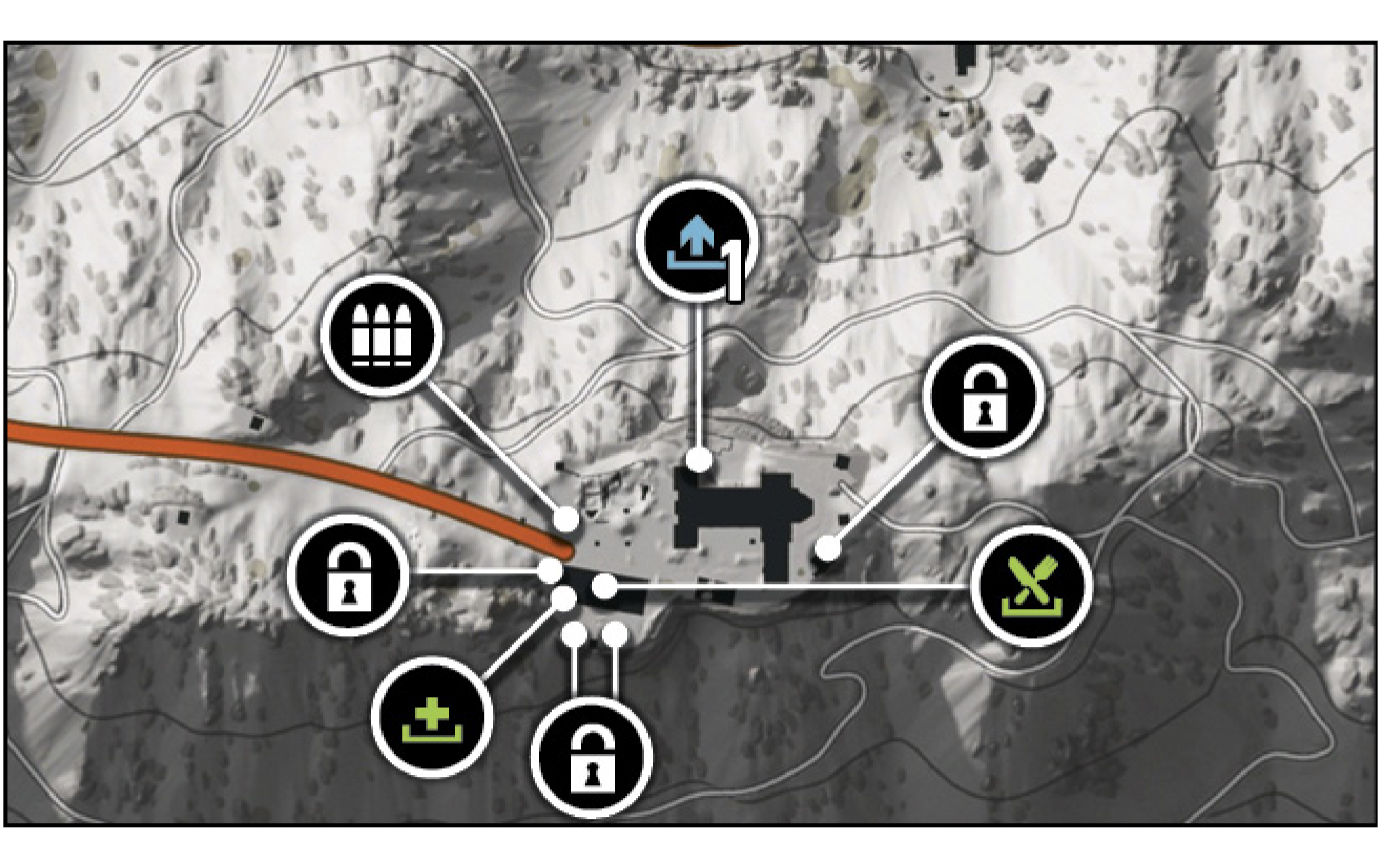
BURNED FOREST

A huge forest fire ravaged the province last year.



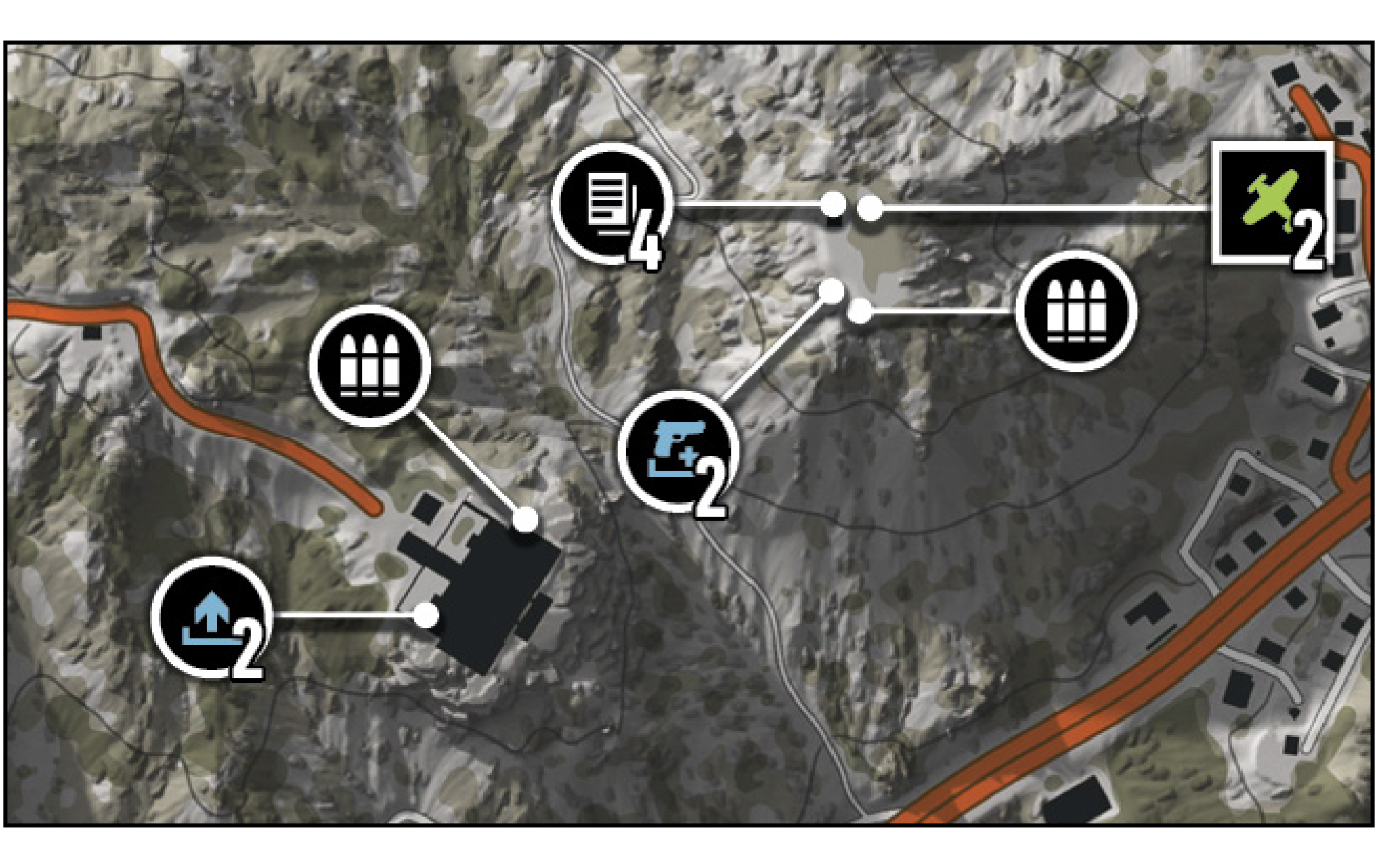
SAN RODRIGO MONASTERY

A rebel-fortified position besieged by the cartel.



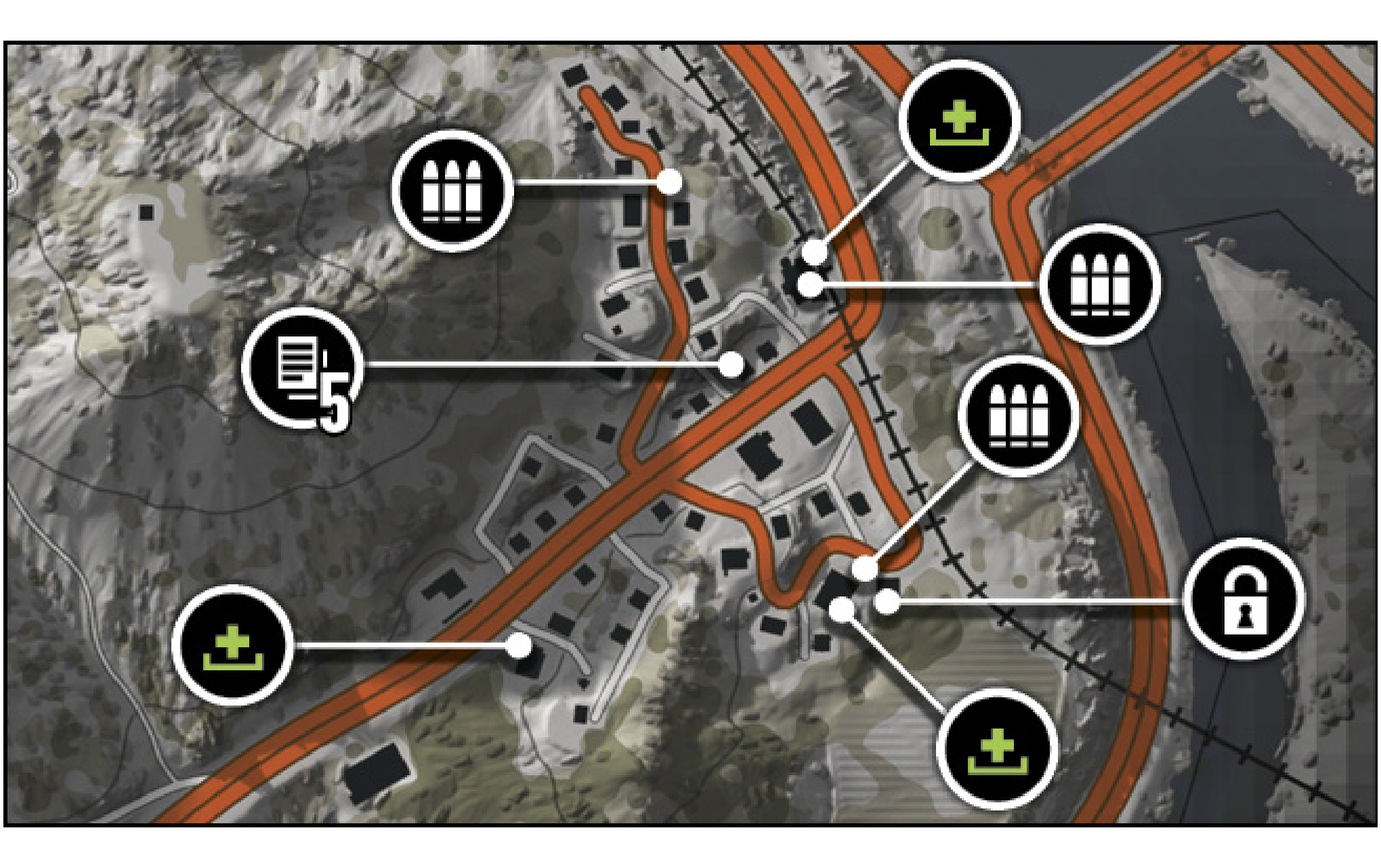
BUCHON HOUSE AND MAKESHIFT RUNWAY

La Plaga’s Hacienda and a runway improvised by the cartel.



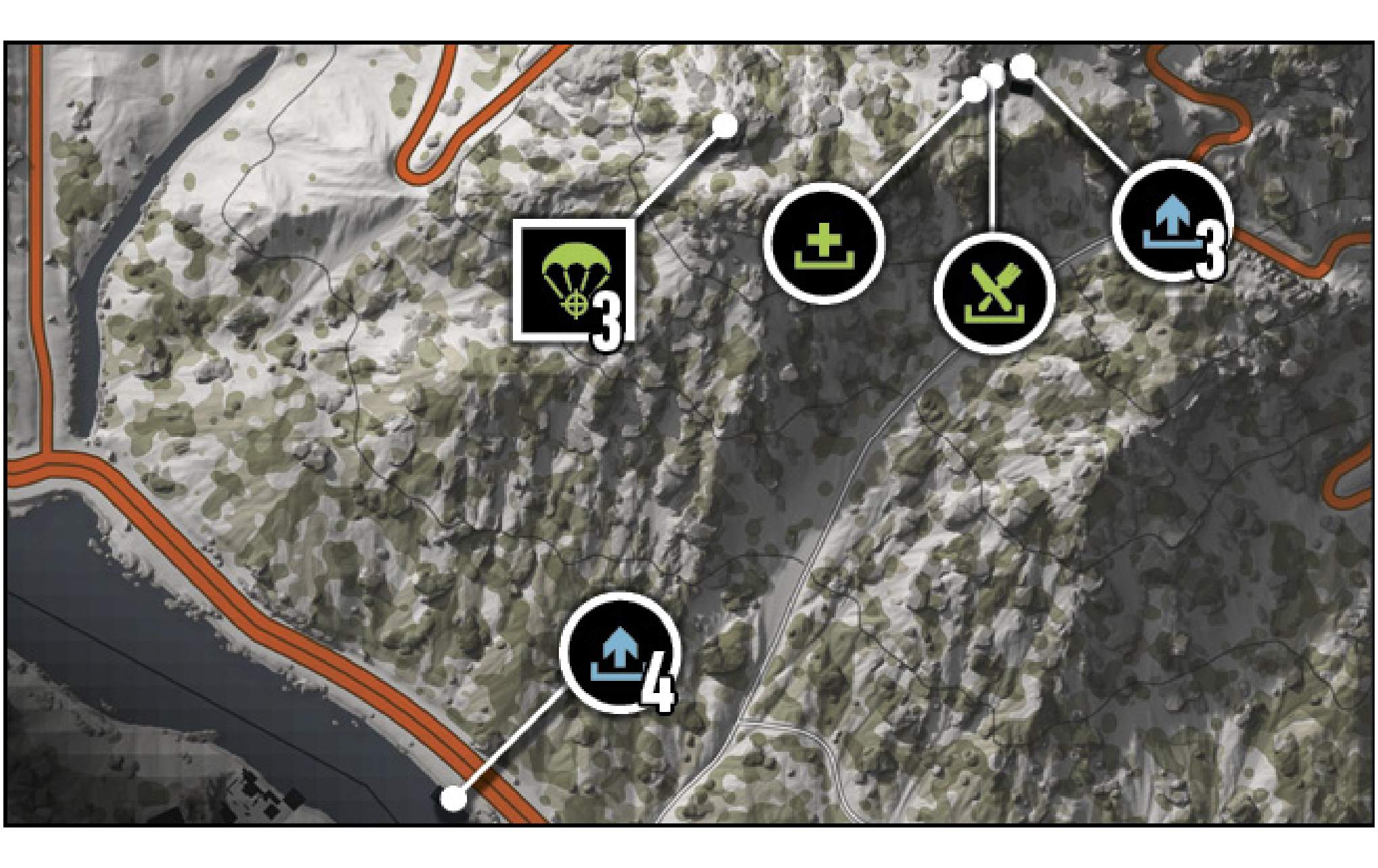
SANTA ELENA VILLAGE

A farm village occupied by the cartel.



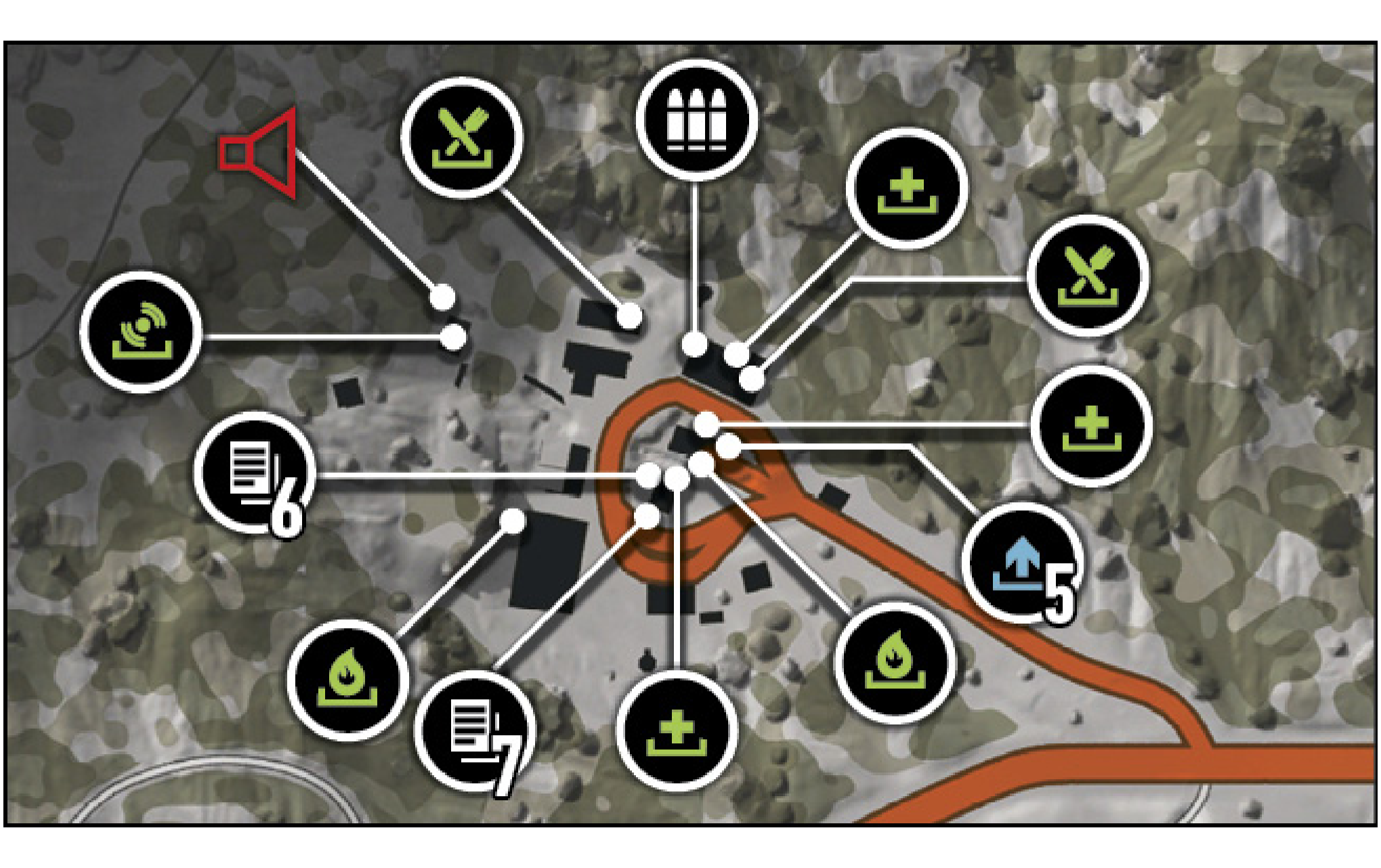
REBEL CAMPSITE

A temporary rebel campsite.



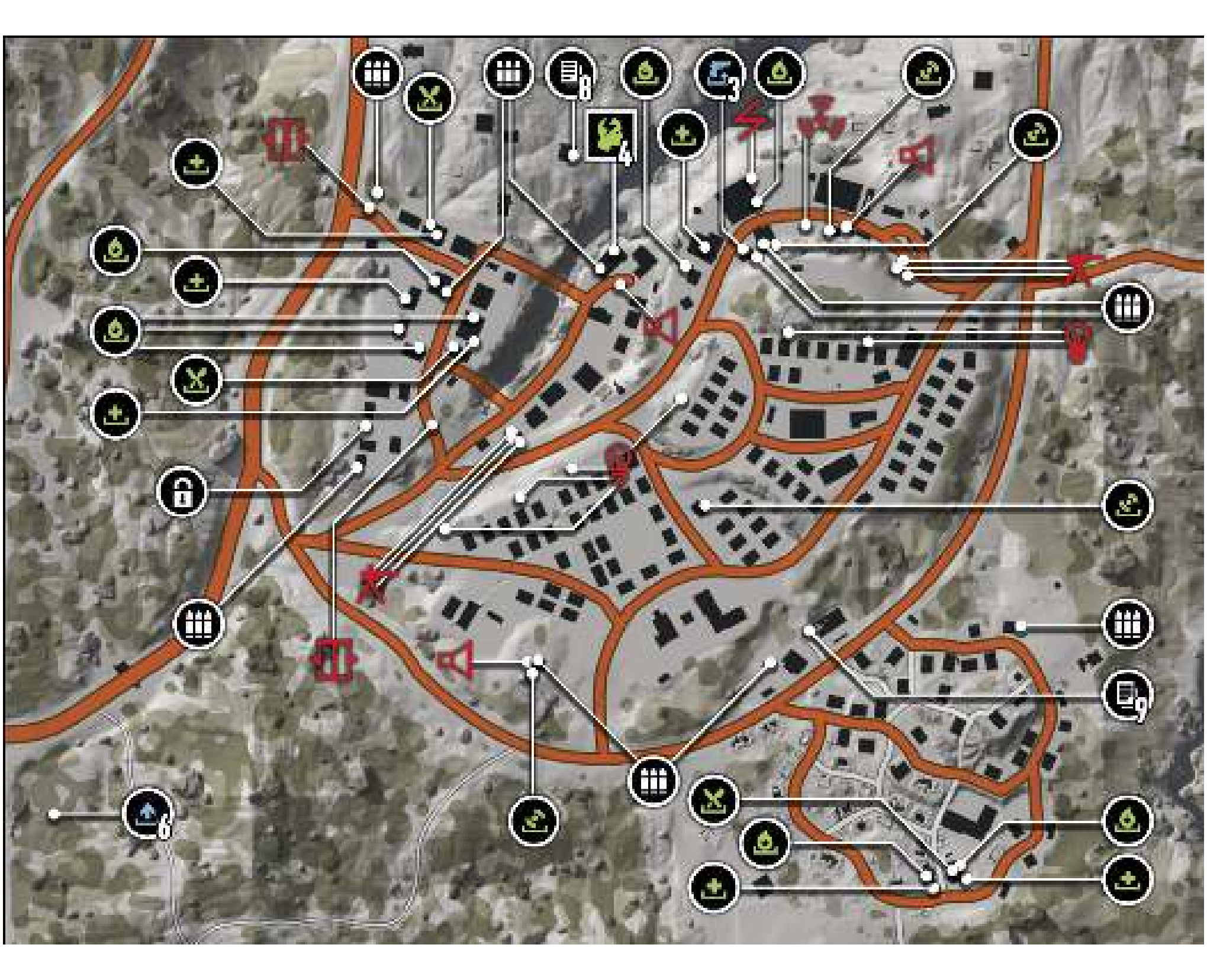
EAST OUTPOST

Patrol vehicles start from here.



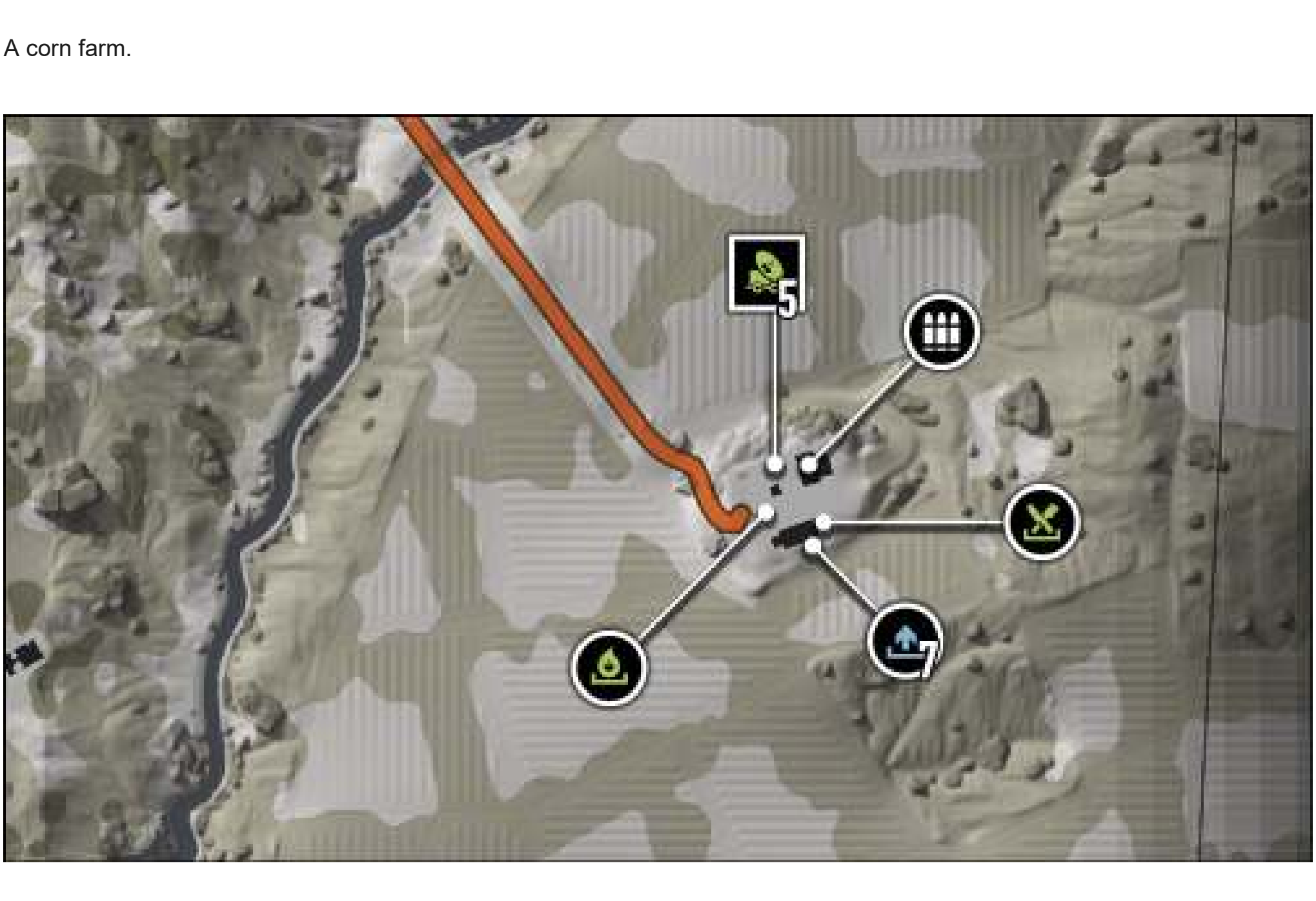
LA CRUZ BASE, ISQUE VILLAGE, AND CEMETERY EL BOSQUE QUEMADO

Bolivian refugees live at the base in a tent village north of a village that was partially burned by the huge forest fire. Victims of the forest fire are buried at the nearby cemetery.



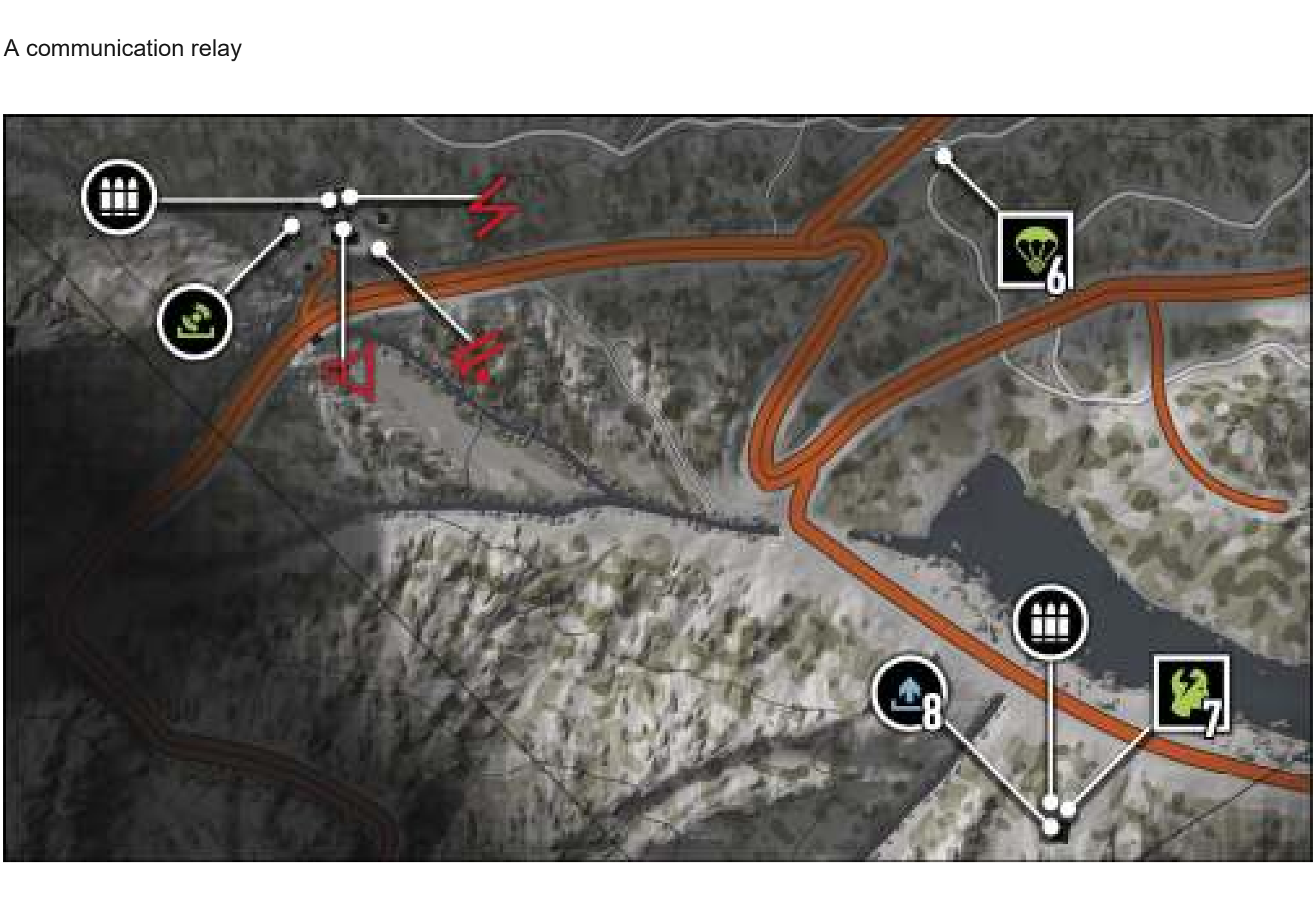
CARRASCO FARM

A corn farm.



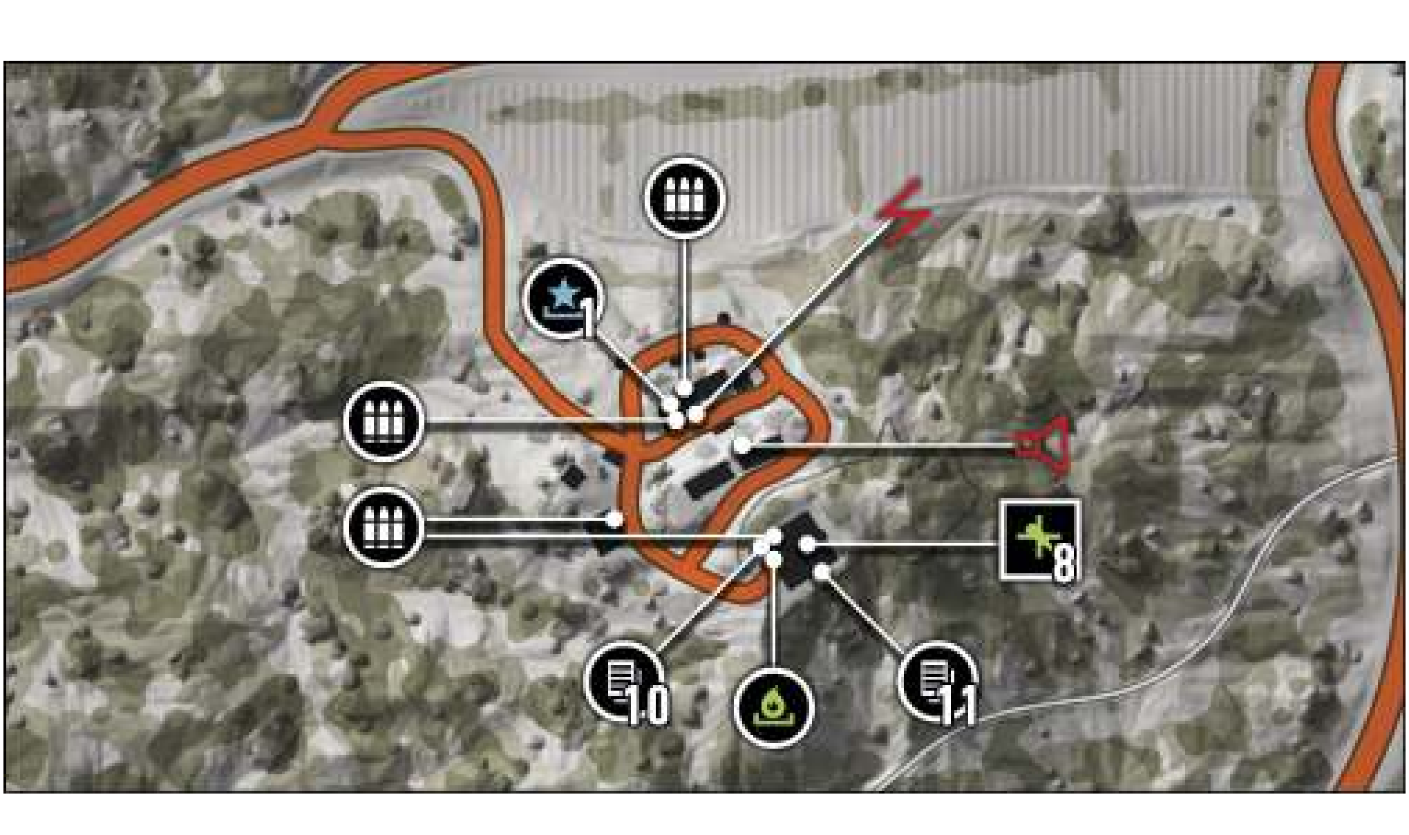
SOUTHWEST OUTPOST

A communication relay



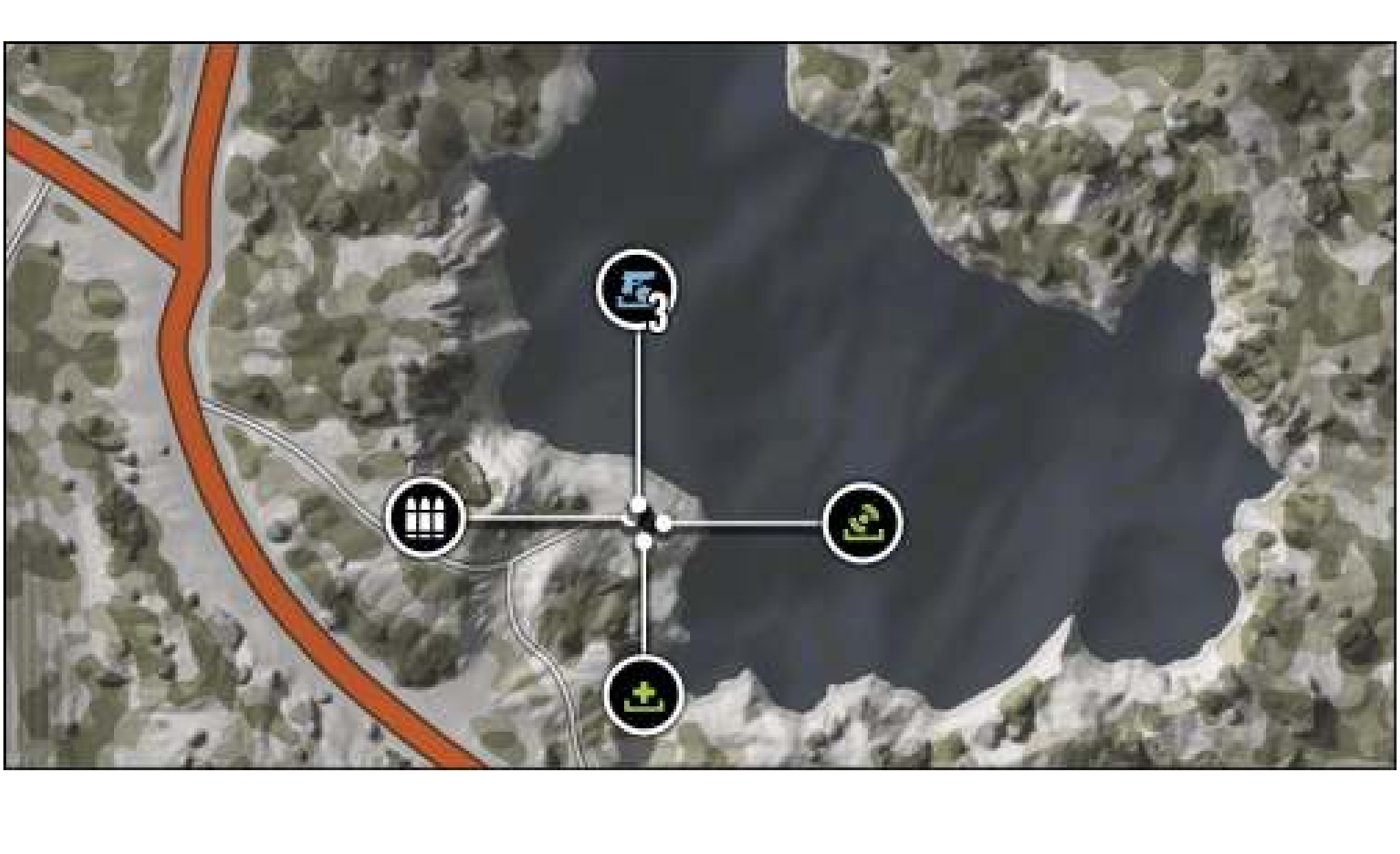
SOUTH OUTPOST

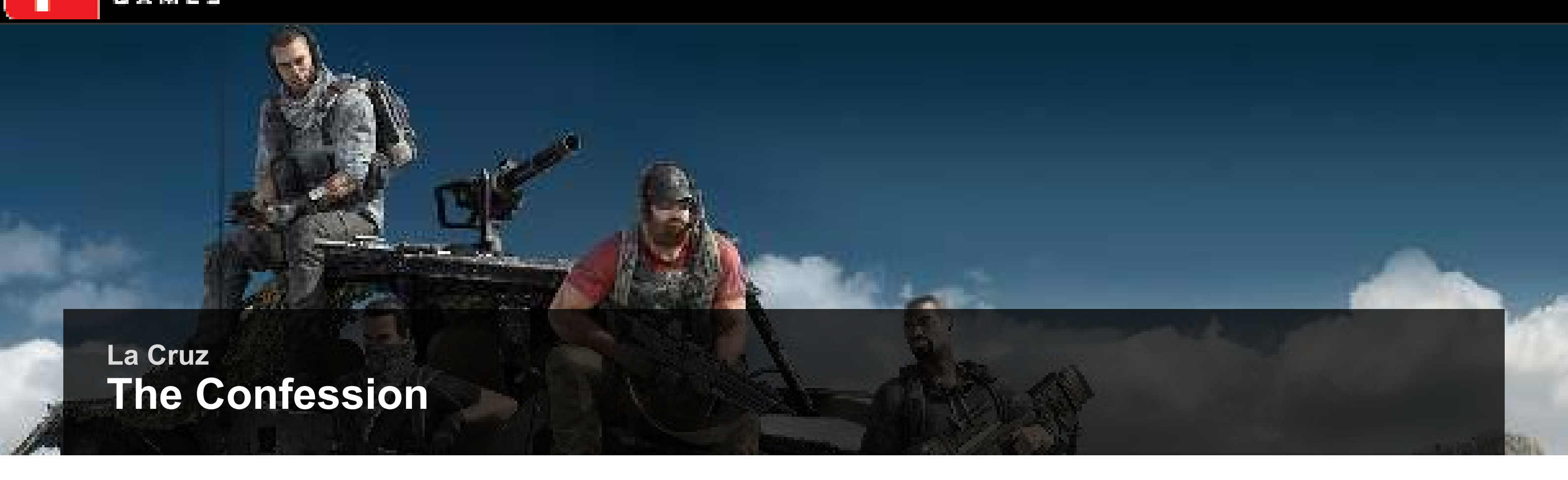
Monitors road traffic.



EL PEQUEÑO LAGO

A rebel hideout now controlled by hostiles.





La Cruz

The Confession

OBJECTIVES

- **Recover Sandoval's confession**

LOCATIONS

- **La Cruz Base**

REWARDS

- **350 XP**

BRIEF

El Sueño's made contact. He's offering to give us Special Agent Sandoval's recorded confession. This is probably a trap, but we can't afford not to check it out. Head to the RV and recover any media you find.

MISSION ACCESS

This is a special mission. Complete all four Operations and Sandoval's Remains (San Mateo Province) to access this mission.

JUST FOR THE RECORD

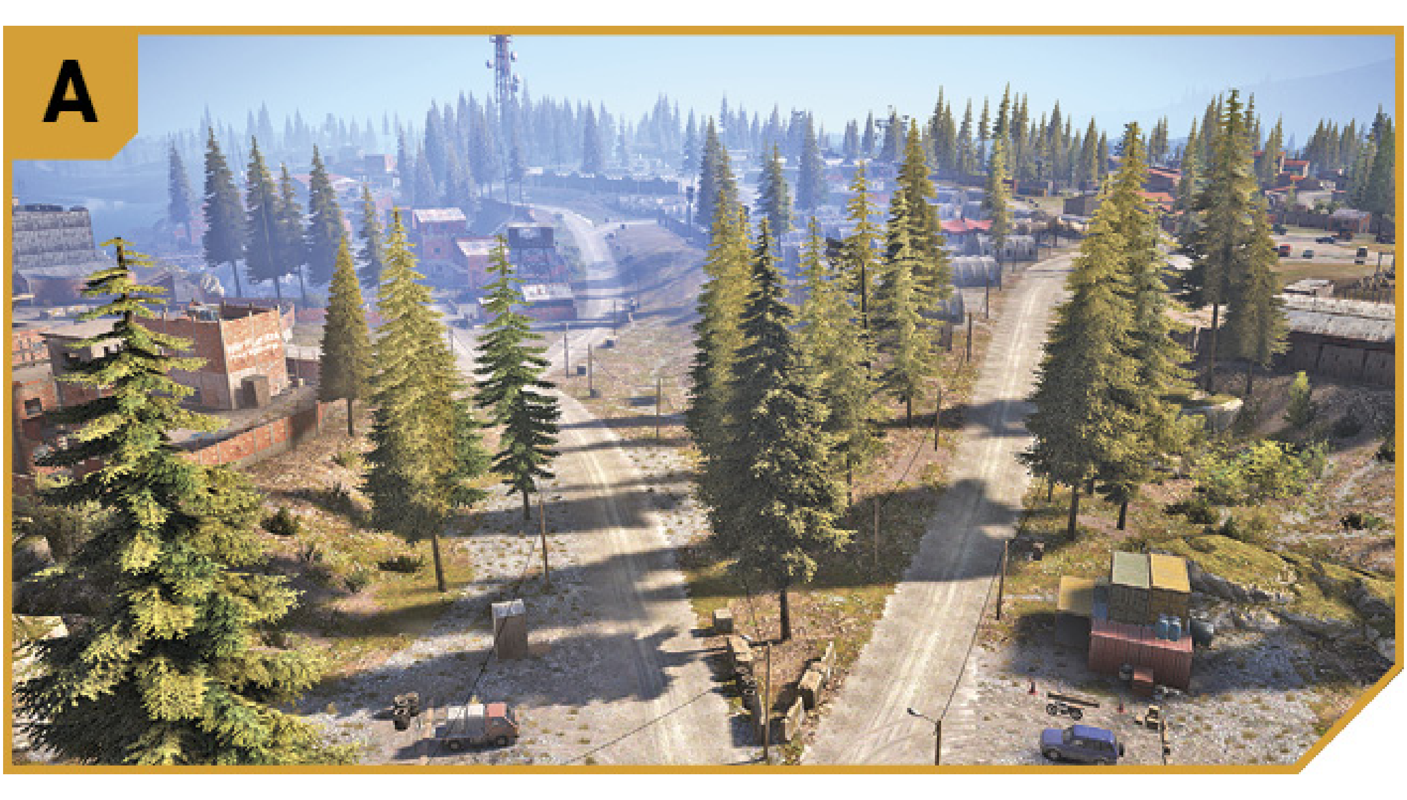
After receiving a call from El Sueño himself, you're told to visit a Bolivian refugee base about two clicks east of La Cruz Alpha. Surprisingly, El Sueño mostly keeps to his word; though the base has a good deal of cartel troops, the majority are on the north side of the settlement, well away from a lone comms center building where the confession is located. The mission is simply a matter of gathering the confession and listening to it.

LA CRUZ BASE: RECON

TACMAP

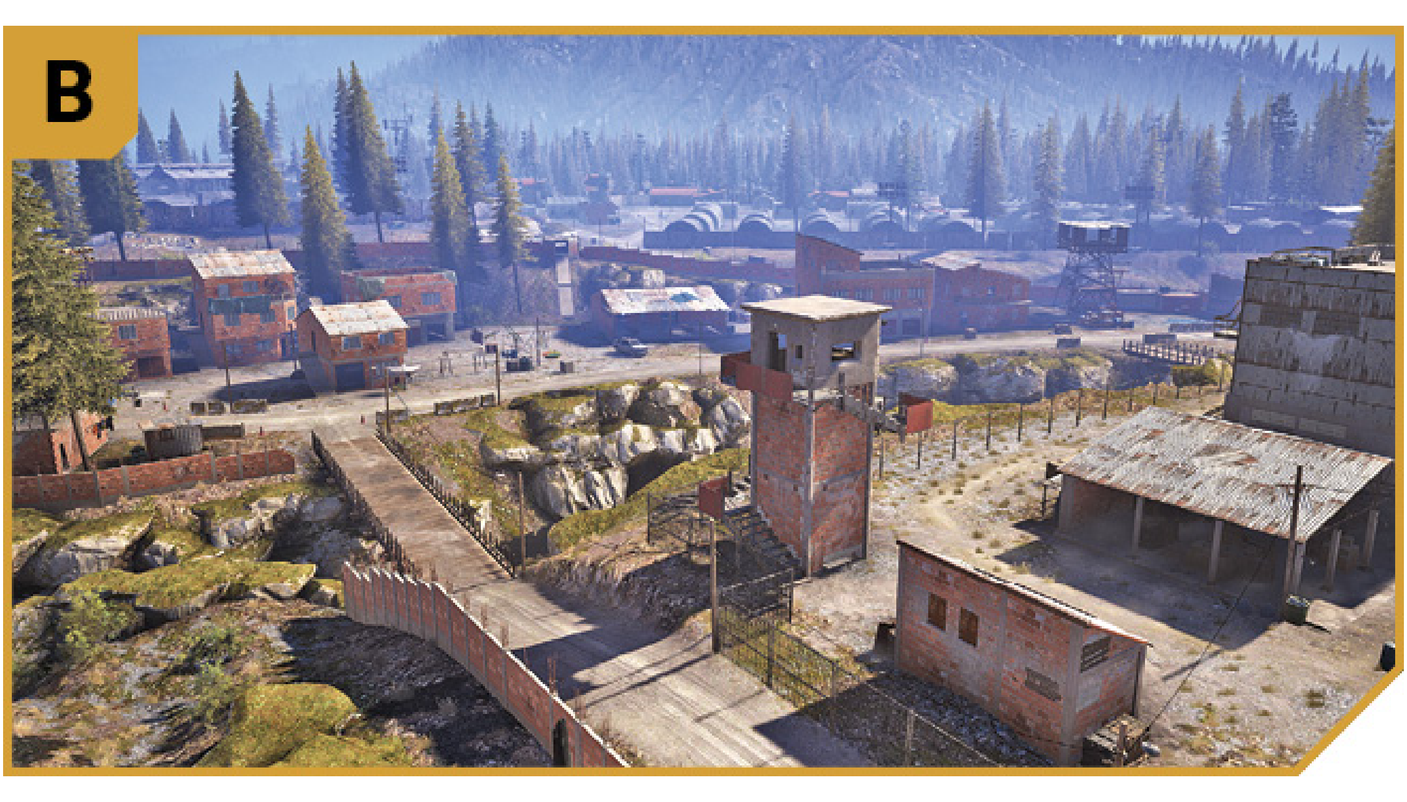
The center of this tent city is where the recording has been left, inside a lone comms center surrounded by (mainly empty) tents. There's a significant but not overwhelming cartel presence to the north and a few scattered foes to the south, but none of these are mission-critical.

WEST: MAIN ROAD



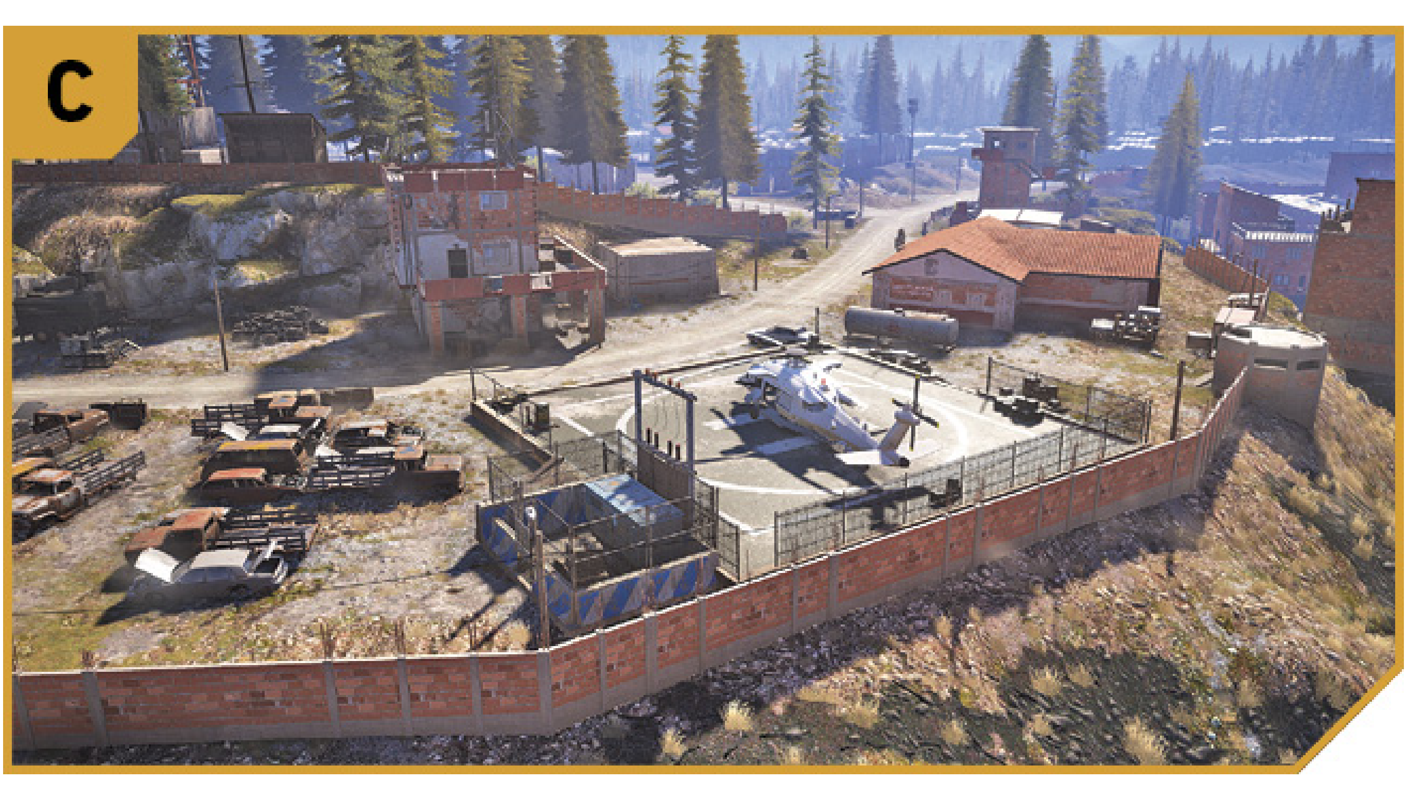
This offers quick and easy access from the main road to the west, into the base, and it's a short drive to the comms center and target recording from here. Or you can drive (or sneak) into the cartel base and start removing foes, though it's better to shut down the generator at C first.

NORTHWEST: CARTEL BRIDGE



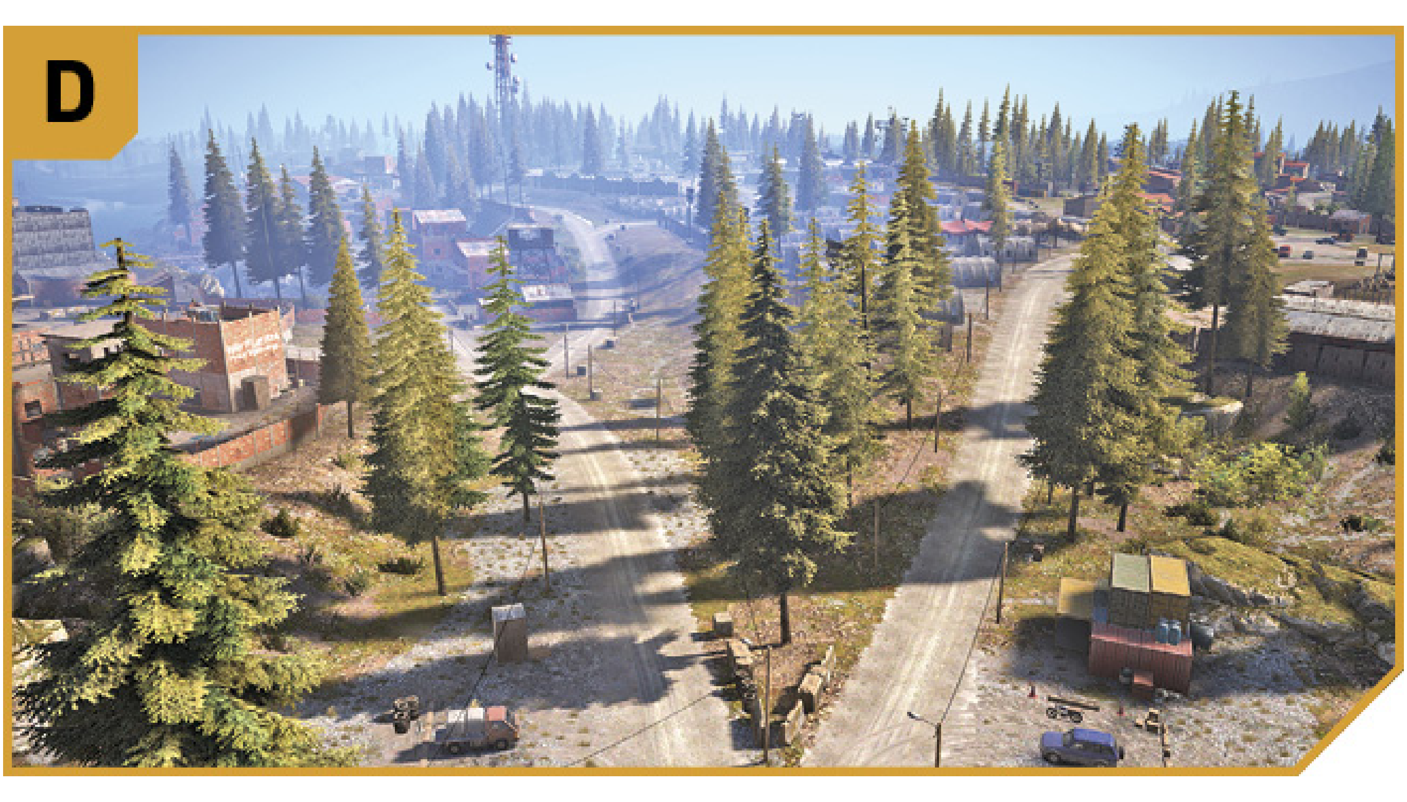
This river bridge links a large warehouse yard to the northwest with the rest of the main base (an HQ building, alarms, minigun and sniper towers, and access to C). Expect resistance if you use this route, which is not recommended for this mission.

NORTH: HELIPAD AND GENERATOR



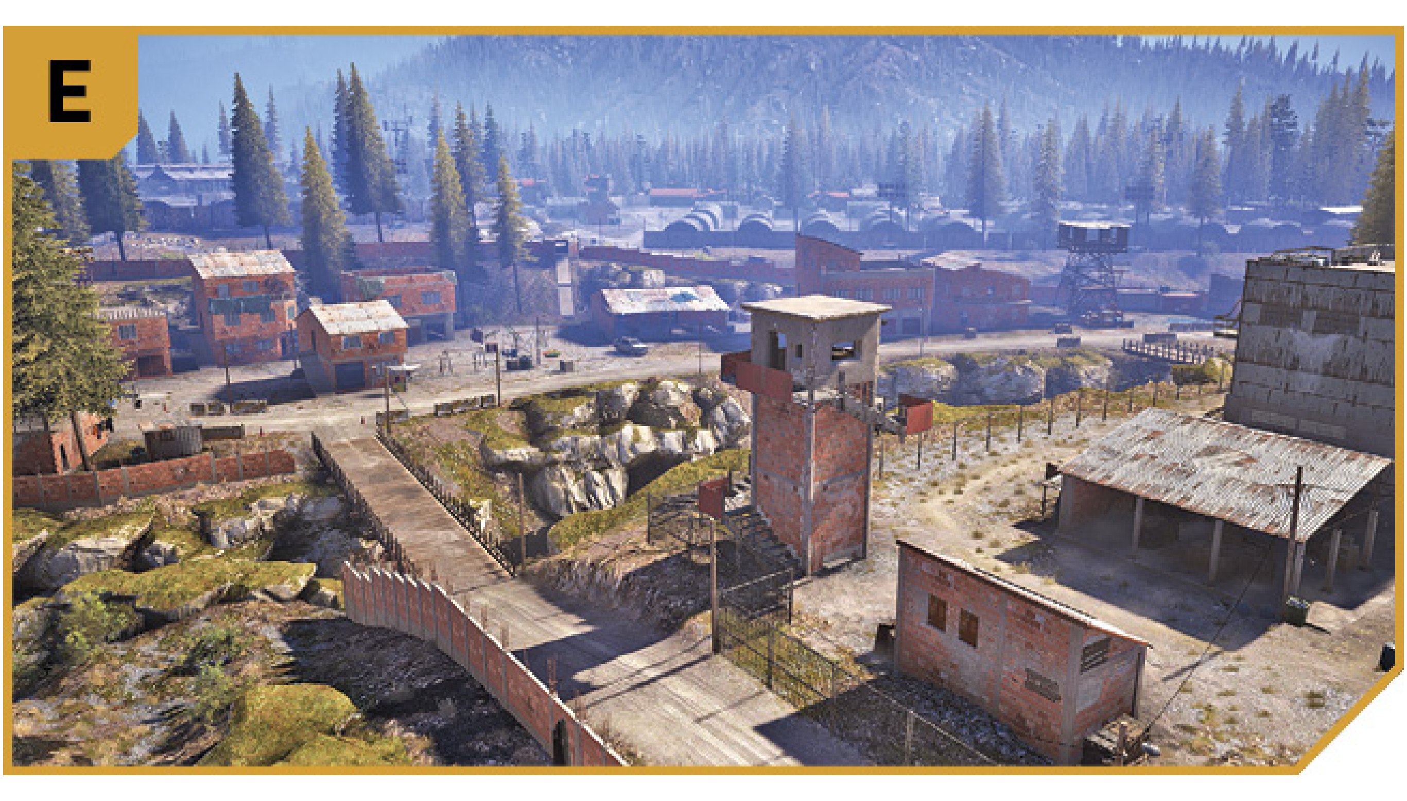
If you must engage the enemy, make sure no further reinforcements arrive. Instead of finding every alarm, shut the generator down next to the helipad. A solid brick and barbed-wire wall prevents you from infiltrating, so head east a few meters, stand on the pile of bricks, and climb through the open window into the mechanic's garage. You're across from the drone jammer; now work your way westward if you want to neutralize the area.

NORTHEAST: MAIN ROAD CHECKPOINT



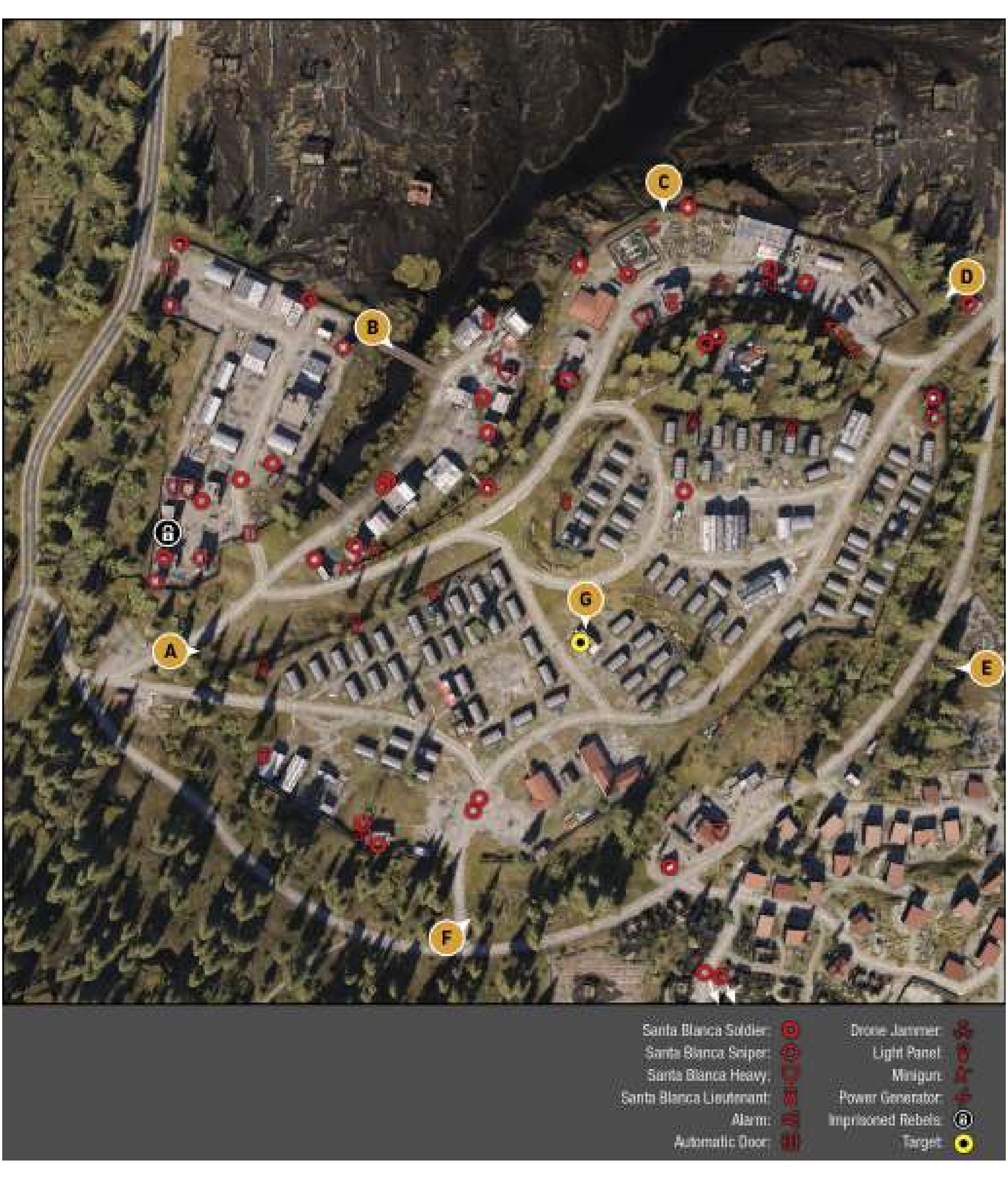
A sniper and a couple of checkpoint foes crop up if you head southwest down this road, though you can easily drive past them without being spotted. Head west if you want to clear the base itself, which is not mission-critical in the least.

SOUTHEAST: ROCKY GROUND AND TREES

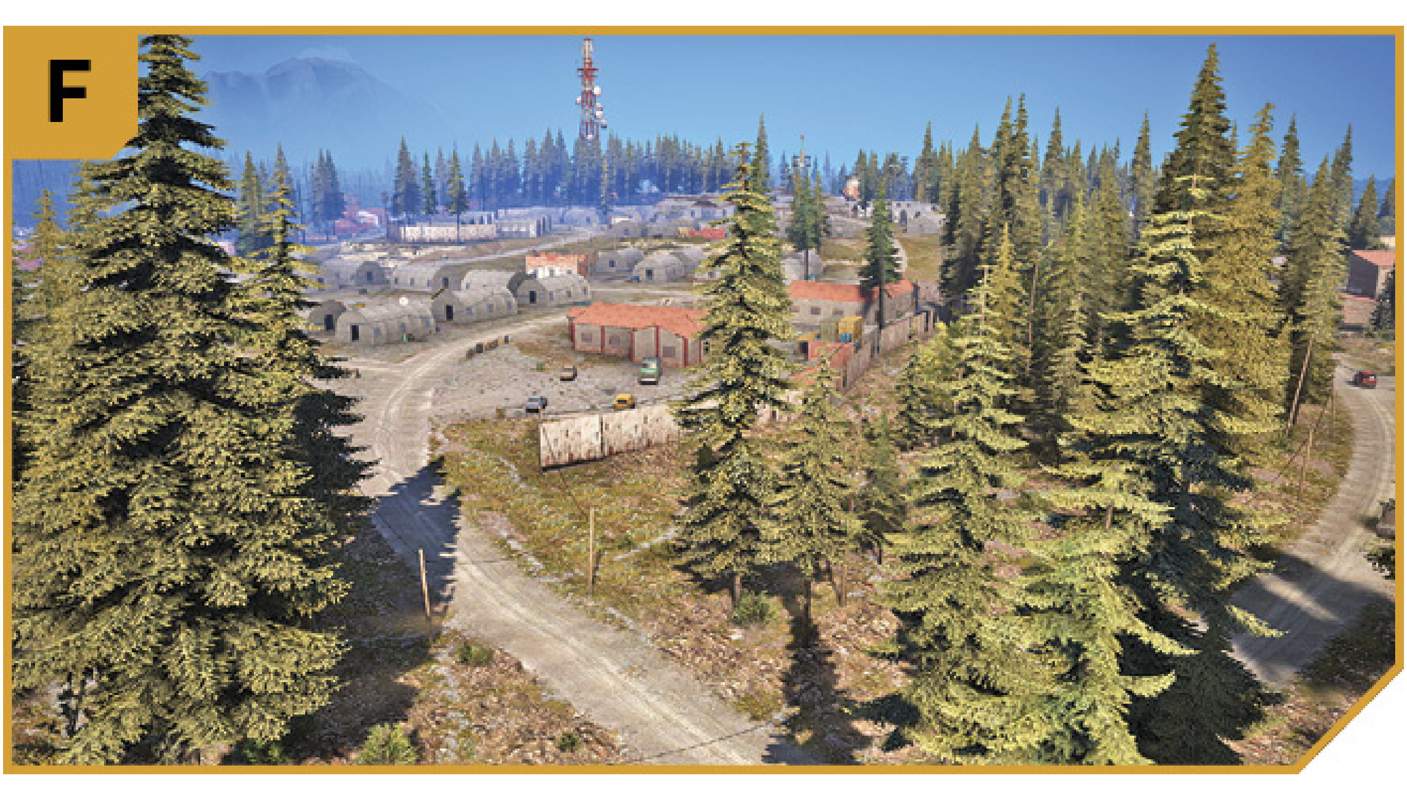


Head here from north of Isque village to avoid encountering any foes. Then move along the metal fence heading southwest, close to a small compound and HQ building with one or two foes near a small gas station. Ignore them and head north to the target.

LA CRUZ BASE: RECON

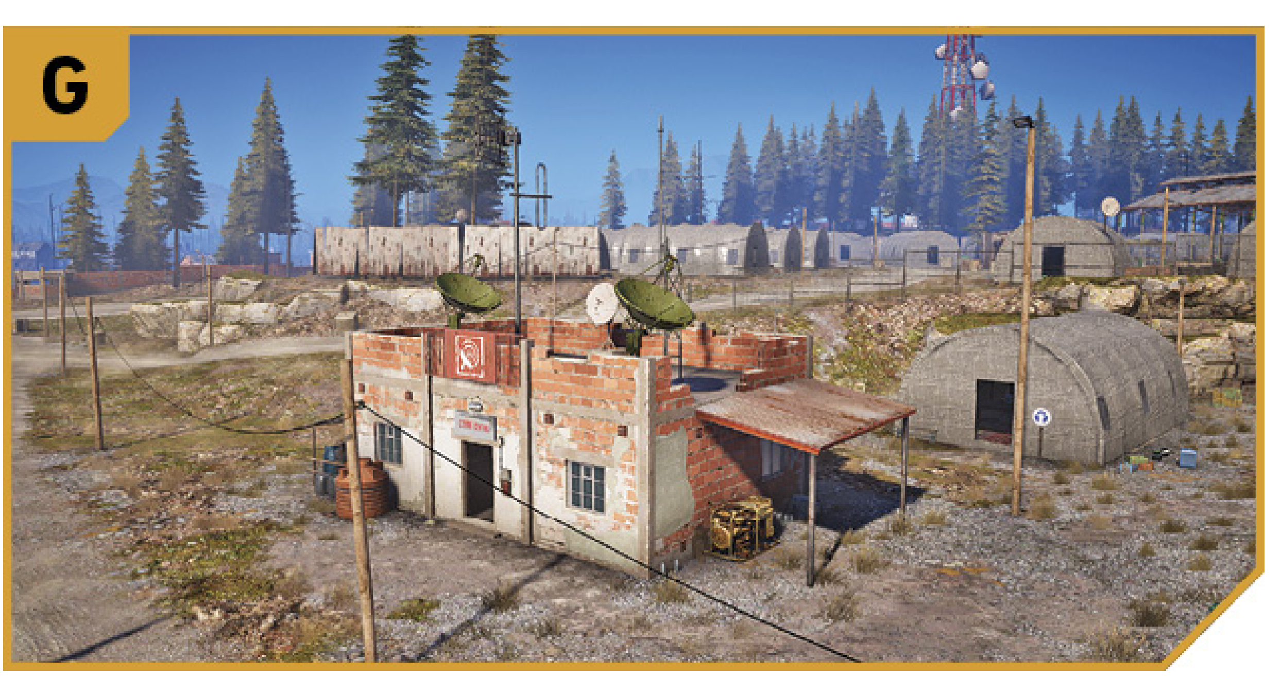


SOUTH: MAIN ROAD



This offers relative safety if you're journeying around from A or E. Head up this road, pausing to wipe out the cartel stragglers to the north and northwest if you wish, and make for the target.

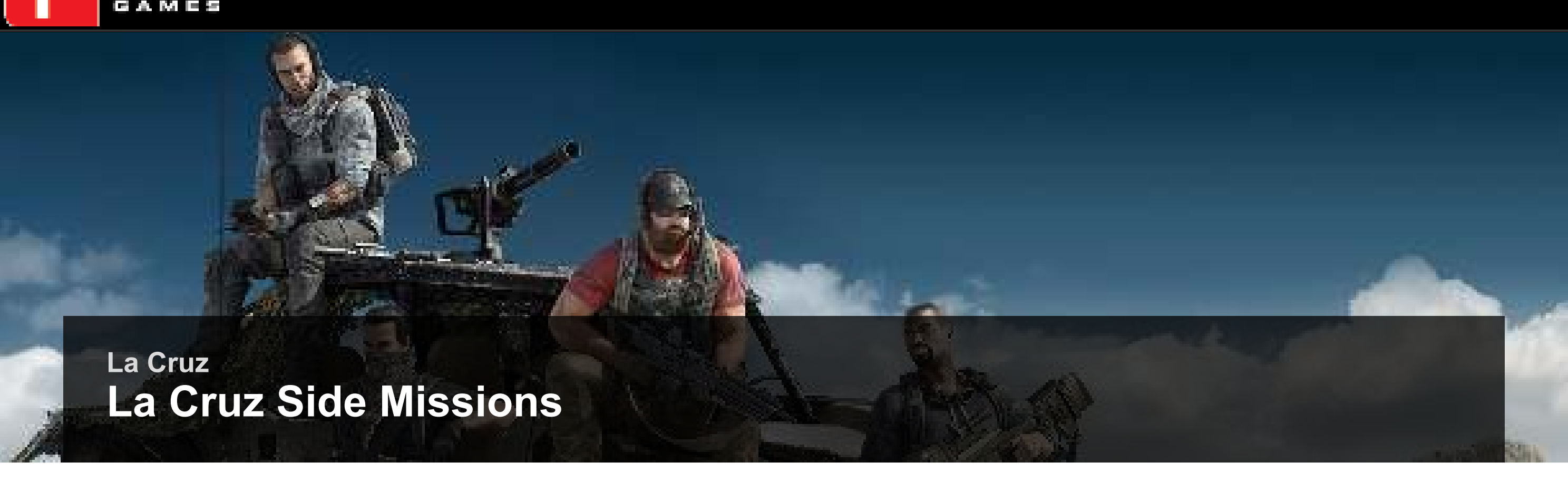
TARGET: COMMS CENTER



This comms center has no booby-traps, nearby foes, or other ambush-related traps to worry about. Simply arrive, head inside to retrieve the recording, and then listen to it as the mission concludes.

LA CRUZ BASE: OTHER TACTICAL ADVICE

SOLO: CO-OP: In terms of completing the objective, drive a vehicle, land a helicopter, or maneuver on foot to the lone comms center building and recover the recording. The shocking revelations automatically play as this short mission concludes.



La Cruz

La Cruz Side Missions

See the Key Locations maps for the exact locations of Side Missions and Province Content.

REBEL OP: BREACH COMM CENTER

OBJECTIVE

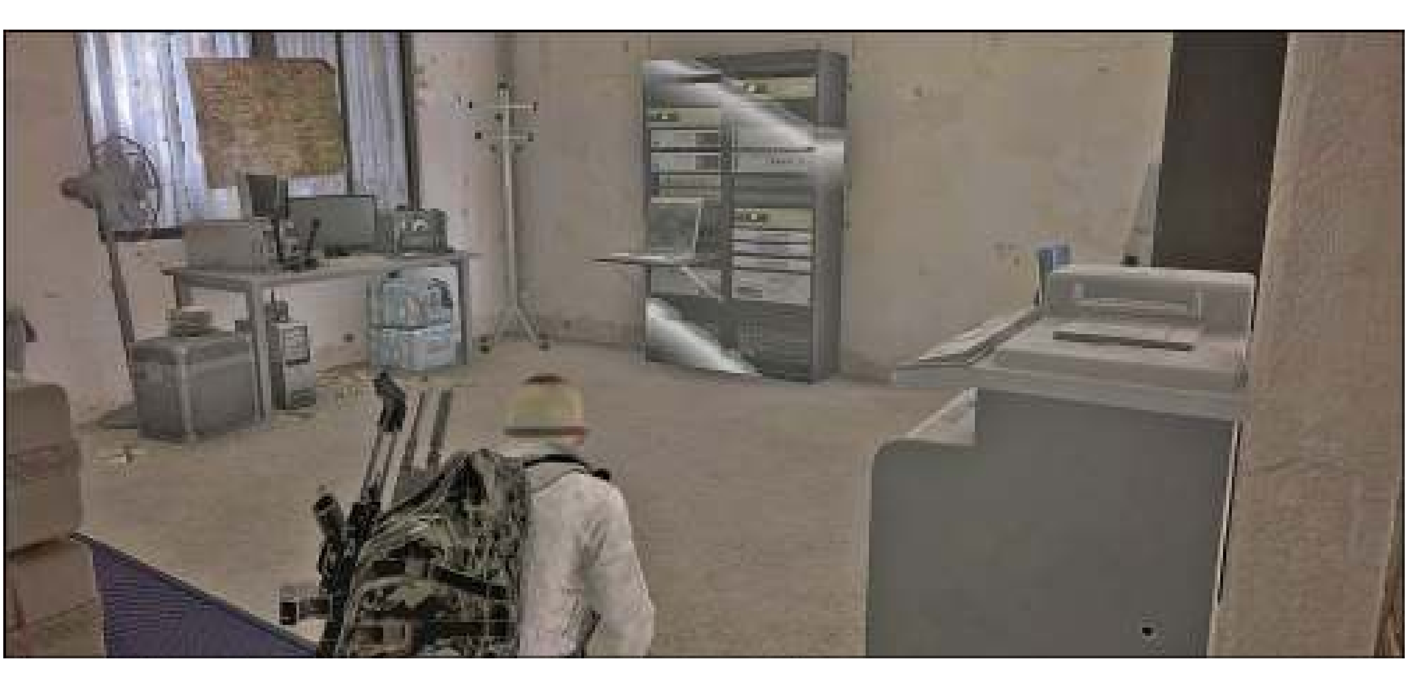
Blow up one of the station's entrances and then hack the network relay

LOCATION

Southeast of La Hacha Buena

REWARDS

Support Unlock/Upgrade - Rebel Vehicle Drop Off



Travel to the network station southeast of La Hacha Buena. A network relay rests against the north wall on the second floor of the building. There is an entry point on this floor, but it is only accessible from a narrow balcony. Instead, explode the south door and sprint up the stairs. The 60-second timer does not leave much time for dawdling. Ready yourself for a gunfight as you near the second-story. Peek around the corner and clear out the hostiles as you move toward the north wall.

FOOD PACKAGE RAID

OBJECTIVE

Steal the plane

LOCATION

Makeshift Runway

REWARDS

+2500 Food Parcel

Wedged between the Buchon House and Santa Elena Village, the cartel has constructed a makeshift runway at the top of a hill. A loaded plane rests at one end as five soldiers stand guard. Look for one or two to patrol up and down the airstrip, leaving them open to covert takedowns. Eventually, remaining troops can be eliminated with Sync Shots, so finish them off. Before stealing the airplane, collect the Weapon Case at the far end and document under the canopy. Pull back hard as you take off to avoid the fence and fly southeast toward Libertad, where a rebel runway is ready for your arrival in the farmlands of La Cruz.

REBEL OP: PARACHUTE DROP

OBJECTIVE

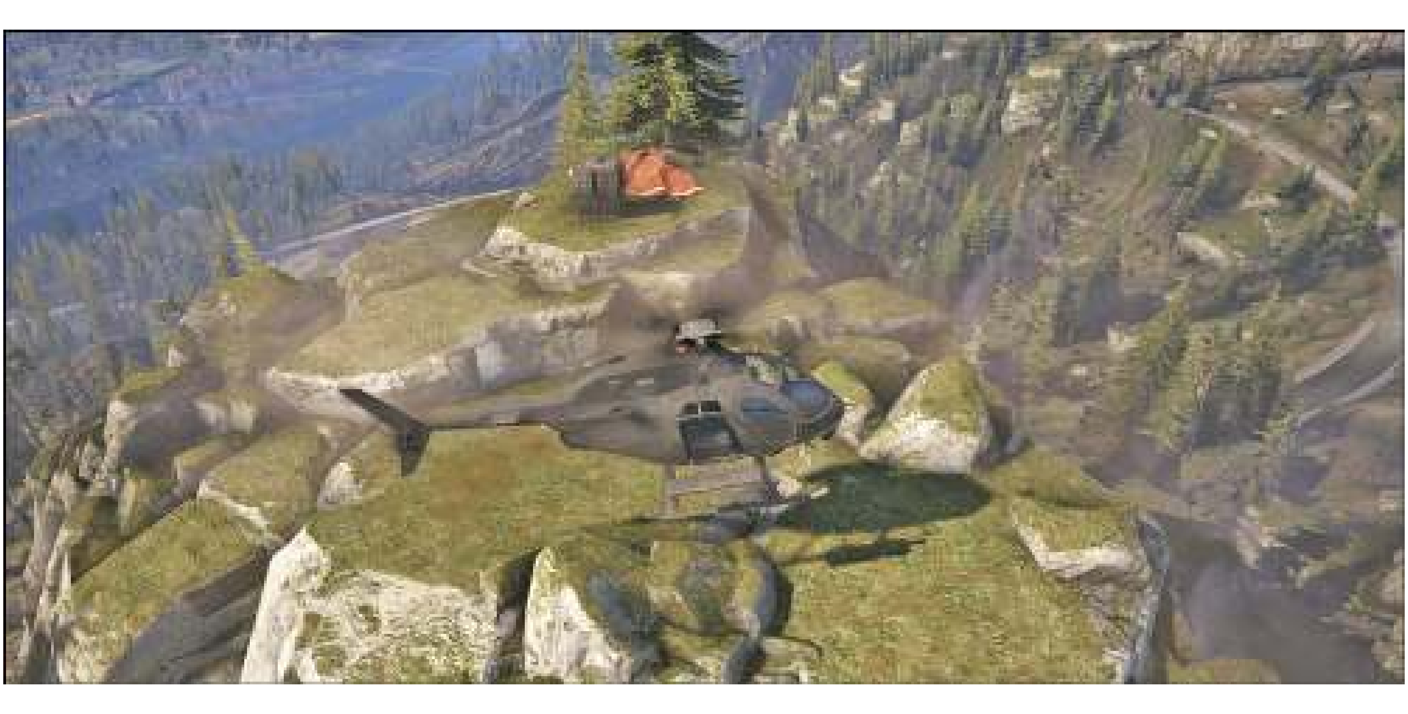
Tag the drop site supplies

LOCATION

West of Rebel Campsite

REWARDS

Support Unlock/Upgrade – Rebel Recon



Southwest of La Cruz Alpha rally point, a plateau rises above the Rebel Campsite. It is here that a supply drop has come to rest. Take advantage of the helicopter parked at the rally point and fly it to the top of the mountain, setting it down near the supplies. Tag them to unlock or upgrade the Rebel Recon skill.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

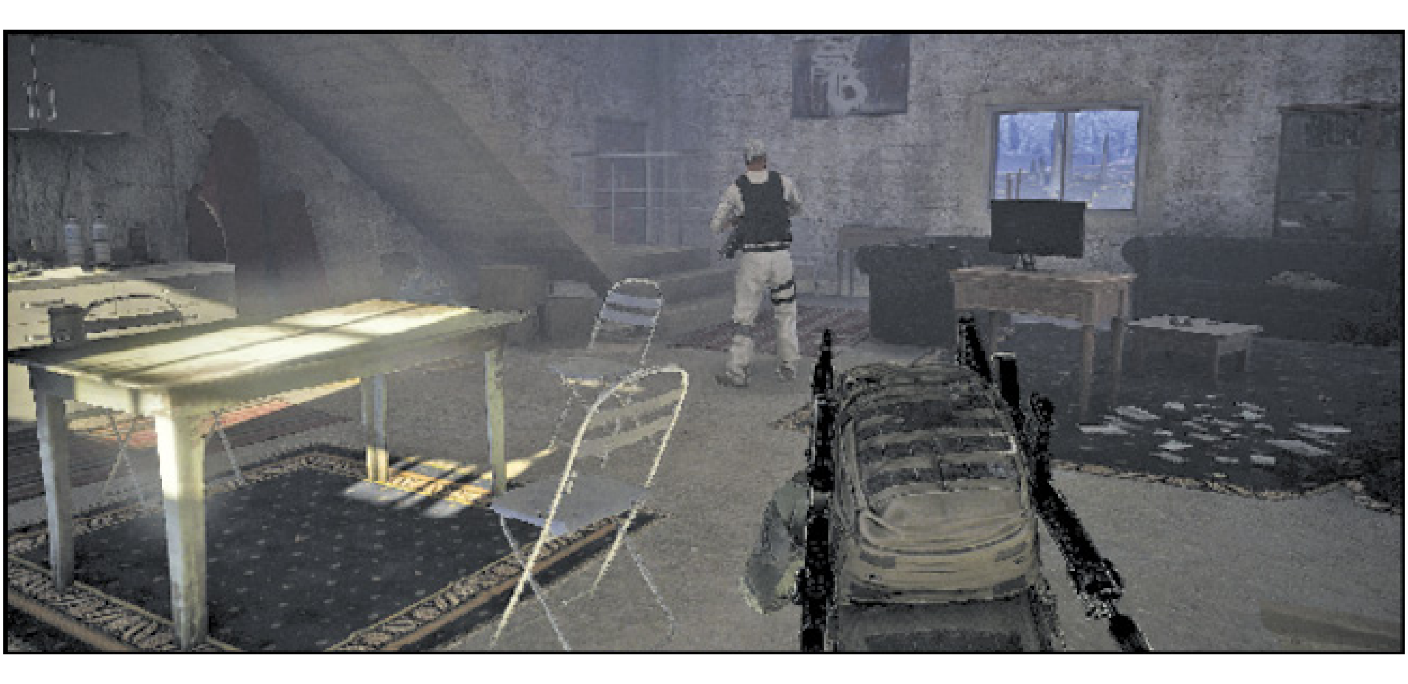
Grab and intimidate the Sicario

LOCATION

La Cruz Base

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Start your approach of La Cruz Base from the Burned Forest to the north. It is possible to grab and intimidate the target in this Rebel Op mission without any confrontations. Move south between the defensive wall and waterway and take out the soldiers inside the bunkers if they threaten to detect your presence. Continue right along the brick wall, following it until just before the bridge, as it comes to an end. Step around the barrier and hug the inside as you move behind the sicario leader's house. Cautiously peek around each corner as you move around to the front of the home. If nobody spoils your stealthy infiltration, you should be able to enter through the front doorway and sneak up behind the target. Grab and intimidate him to complete the side mission. Remember, regularly using the drone for recon helps keep enemies from getting the jump on you.

REBEL OP: DEFEND RADIO

OBJECTIVE

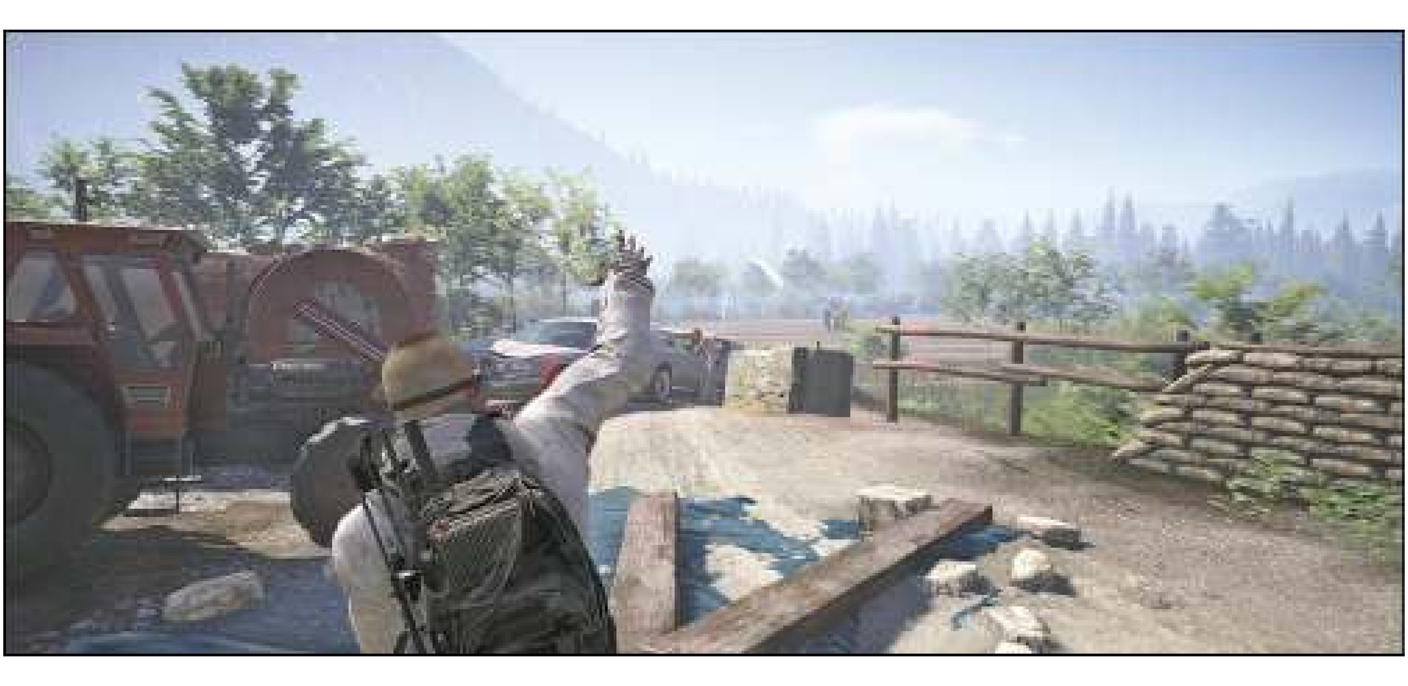
Start the radio and defend it

LOCATION

Carrasco Farm

REWARDS

Support Unlock/Upgrade - Rebel Mortar Strike



At Carrasco Farm, east of Isque Village, a radio sits between a rock wall and pallets of barrels. Only one road leads to the ranch, so place a mine or two near the entrance. Call in support and activate the device to begin the 2:20 timer. Enemies primarily approach from the west, but regularly glance at the radar to prevent sneak attacks.

REBEL OP: HACK ANTENNA

OBJECTIVE

Deactivate the two antennas within 2:20

LOCATION

Southeast of San Rodrigo Monastery

REWARDS

Support Unlock/Upgrade - Rebel Diversion

Southeast of the San Rodrigo Monastery, find an antenna at the three-way intersection. Activate the switch, hop into the 4x4, and drive downhill to the highway on the right. Follow it through the village, but do not continue around the left turn. Instead, cut off the 180-degree turn by jumping down to the lower road. Keep your speed up across the bridge and slide onto the dirt path. Dive out of the vehicle as you reach the second antenna and throw the lever.

REBEL OP: INTIMIDATE SICARIO

OBJECTIVE

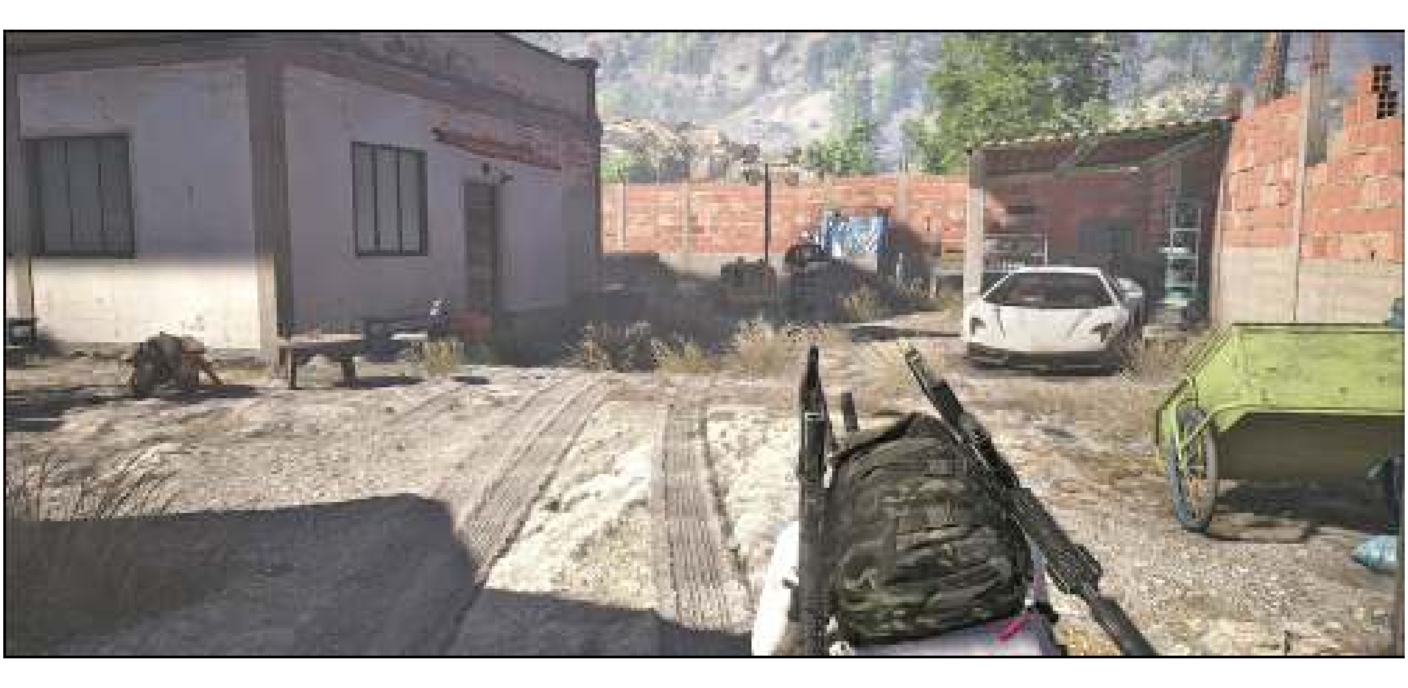
Grab and intimidate the Sicario

LOCATION

West of Nupucu, Flor De Oro

REWARDS

Support Unlock/Upgrade - Rebel Guns for Hire



Travel to southern La Cruz, west of Nupucu, Flor De Oro, to find a sicario leader held up nearby. A chalet, surrounded by barbed-wire wall, sits at the base of a mountain. An opening on the backside and the driveway provide the only ways onto the property. Seven soldiers accompany your target along with a sports car. Once your presence has been detected, the captain makes a break for it in the vehicle. Look for enemies on the upstairs terrace and outside the wall and deal with them first since they are out of view from the others. If a narco is spotted inside, enter through the back door and take him out. More can be lured outside the wall or into the house. Once the remaining soldiers can be eliminated with Sync Shots, finish them off before rushing the boss.

COMMS TOOL RAID

OBJECTIVE

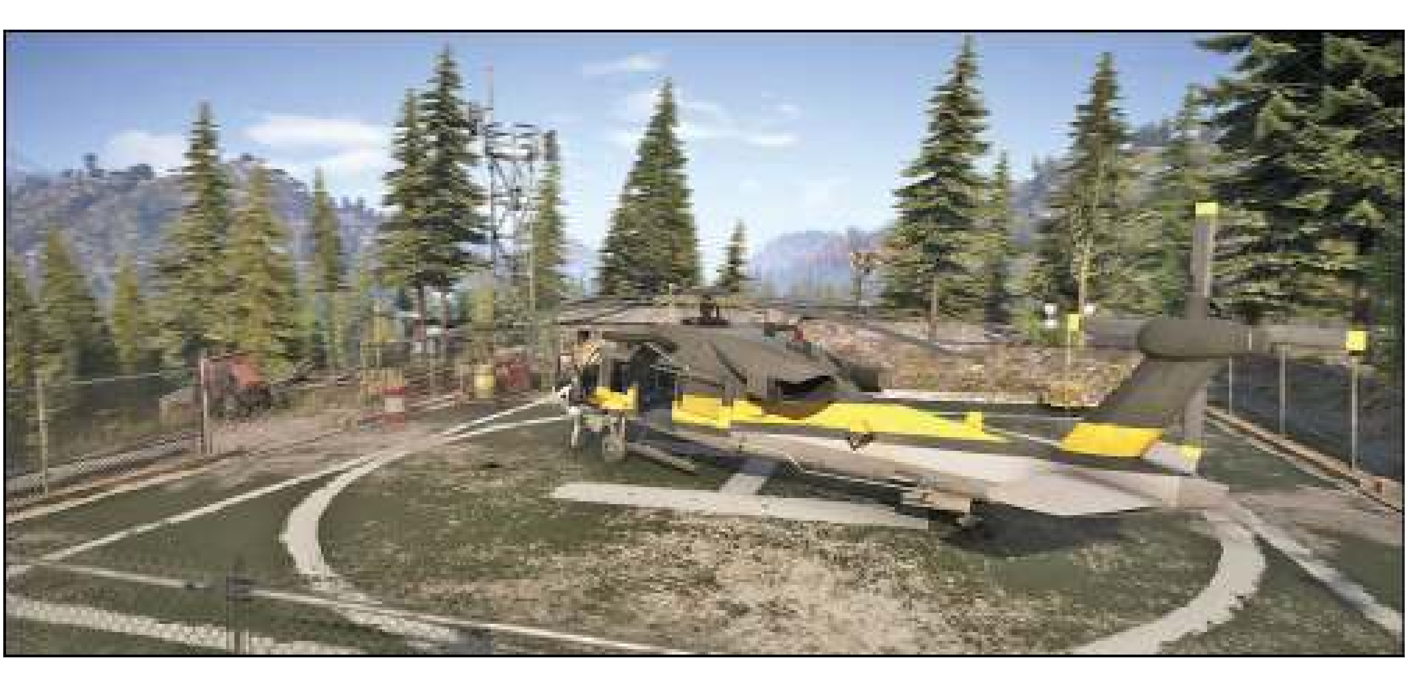
Steal the helicopter

LOCATION

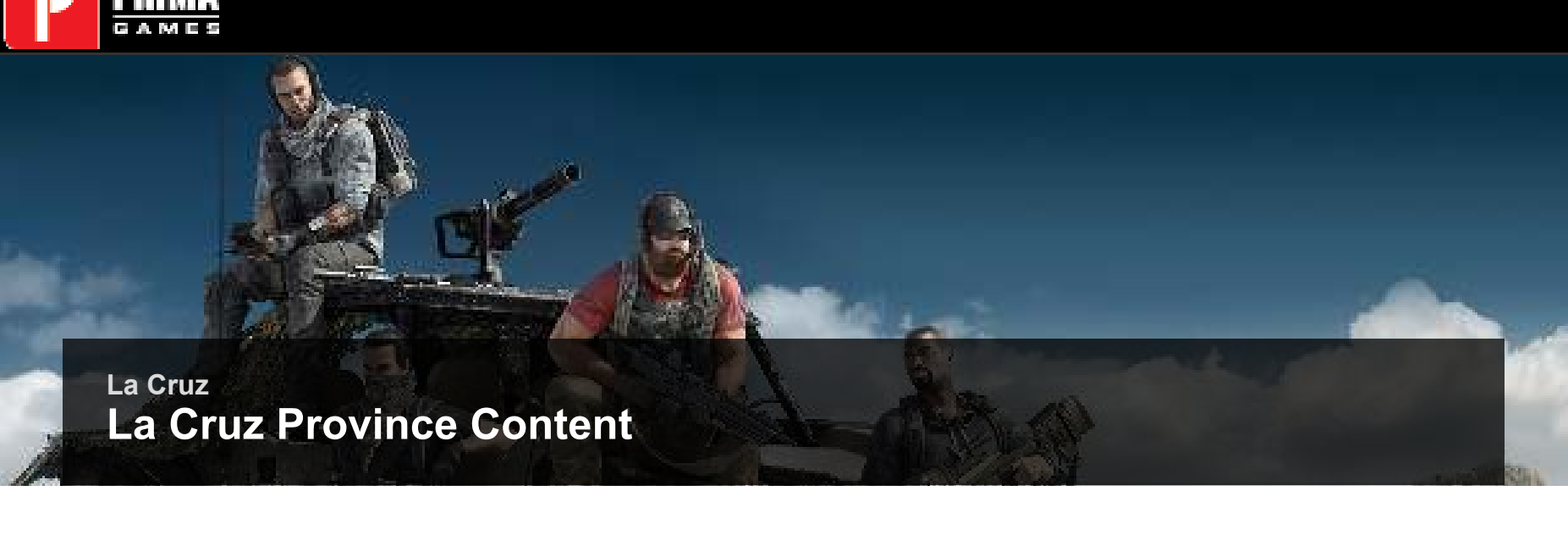
South Outpost

REWARDS

+2500 Comms Tool



In eastern La Cruz, near the southern border, a Santa Blanca outpost holds a chopper full of comms tools. Six soldiers guard the helipad with more patrolling the nearby base. If available, the simplest approach is to send the group away with a flare shot. Otherwise, Sync Shots can be used to reduce the numbers. Just be sure that one of your initial targets is the lieutenant, since he swipes the helicopter if spooked. Once the helipad is clear, collect two documents for your Kingslayer Files and immediately board the aircraft. Fly a short distance to the east to the landing strip.

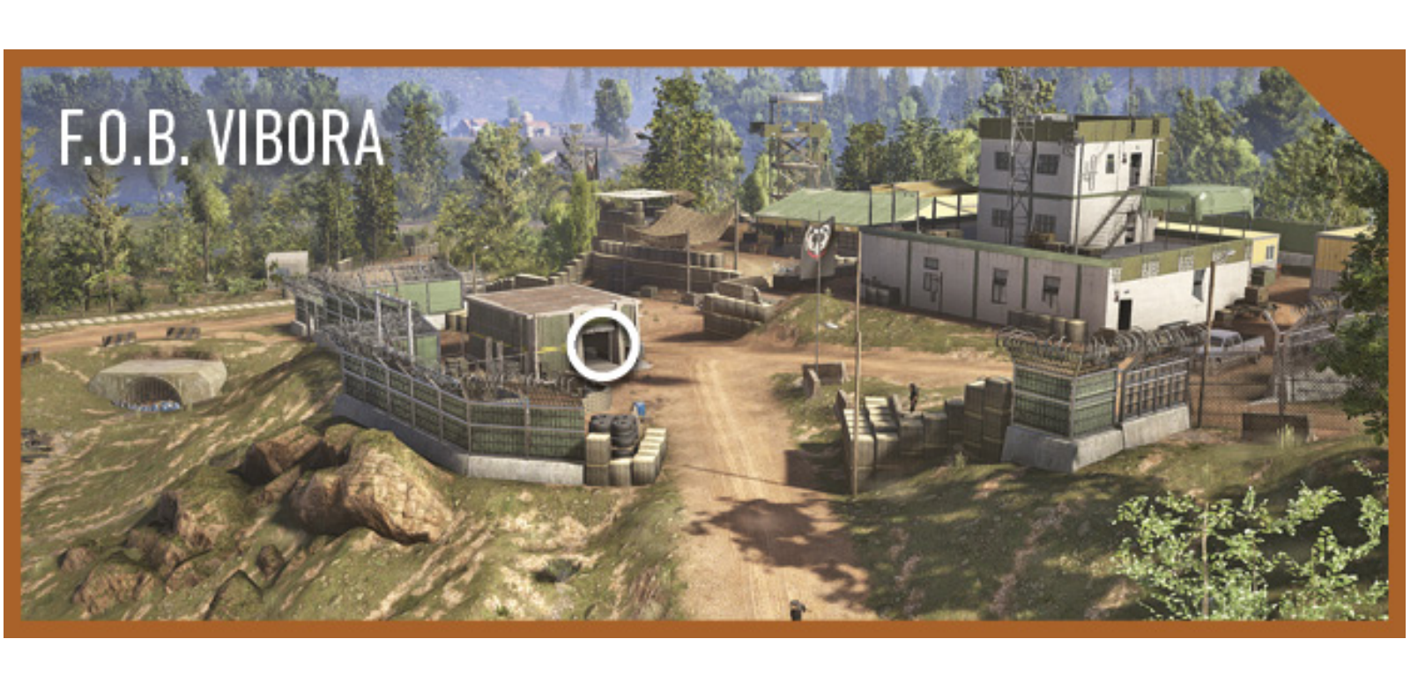


La Cruz

La Cruz Province Content

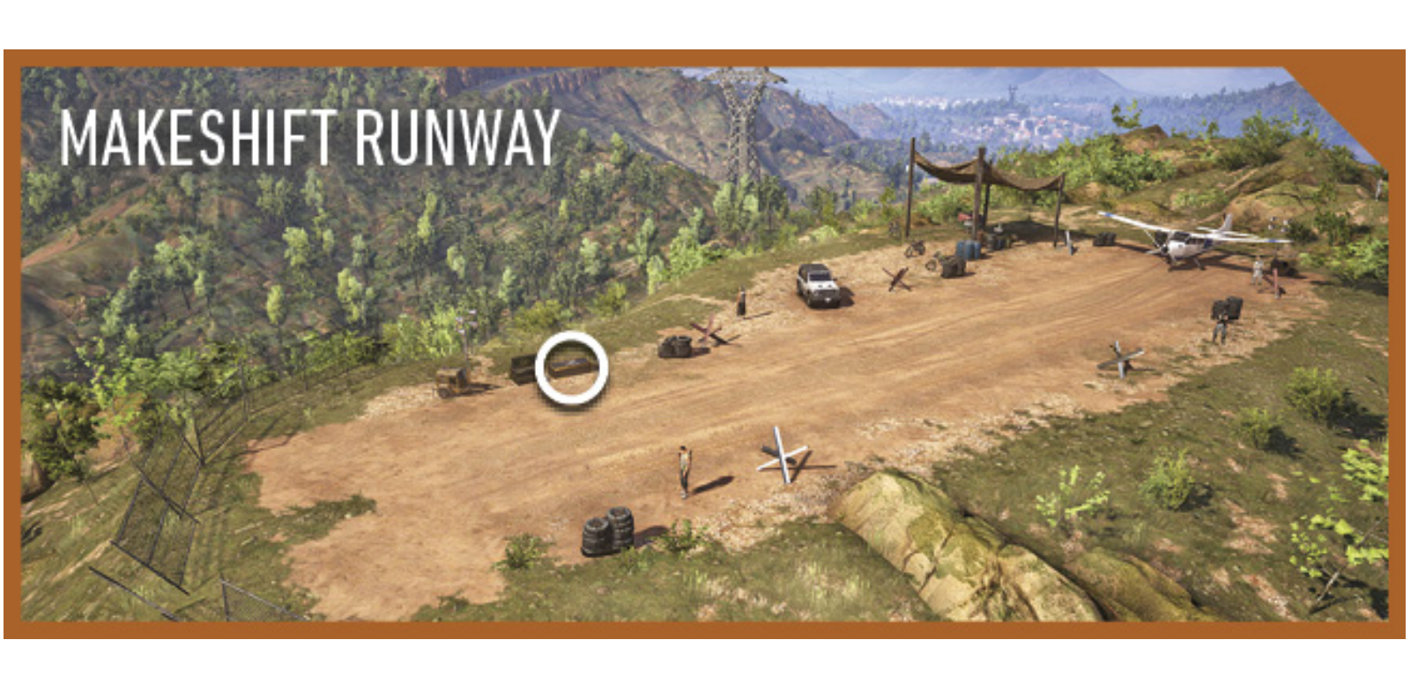
WEAPON CASES

WEAPON: SPAS-12 SHOTGUN



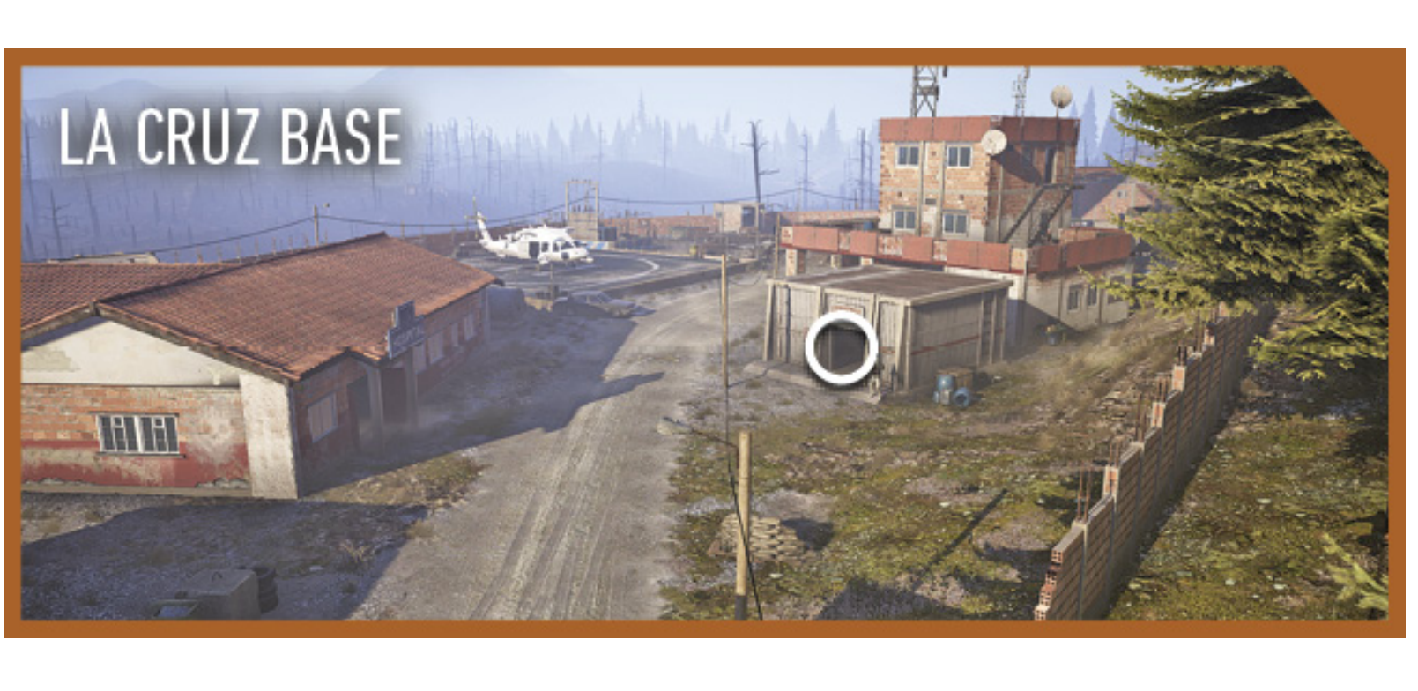
Look out for watchtowers and bunkers as you infiltrate the Unidad forward operating base. A vehicle opening on the west side allows for the shortest time inside the walls. Slip into the armory, located in the northern region west of the HQ building, and grab the shotgun from the Weapon Case.

WEAPON: M1891 SNIPER RIFLE



The cartel has built a runway on the top of a hill just west of Santa Elena Village. A plane loaded with supplies begs to be stolen. After wiping out the soldiers who guard the airstrip, but before you take the chopper, open the Weapon Case at the far end of the runway.

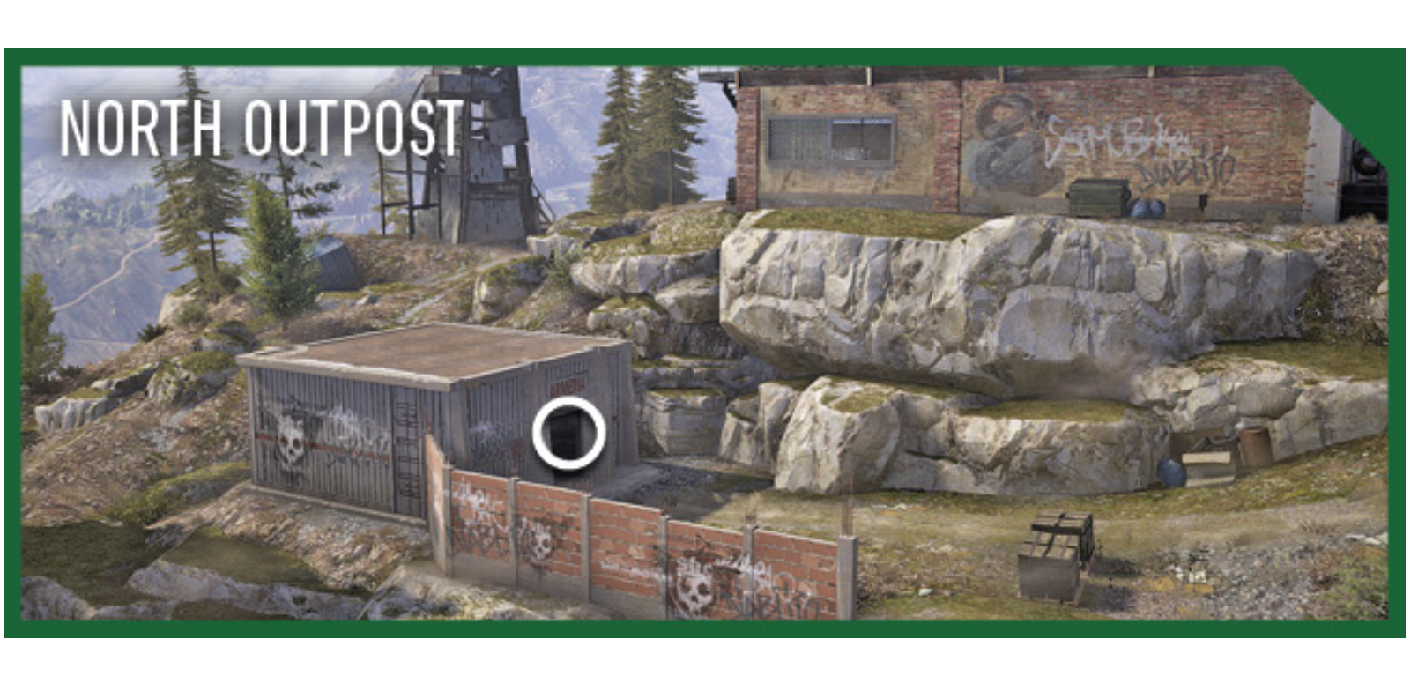
WEAPON: P90 SUBMACHINE GUN



Hug the wall as you infiltrate La Cruz Base from the north, east of the water—eliminating any soldiers inside the bunkers. Recon the area to find enemy locations before slipping around the wall as it comes to an end. Now hug the inside of the wall before cutting through the hospital. Sneak into the armory straight ahead to find a Weapon Case against the left wall.

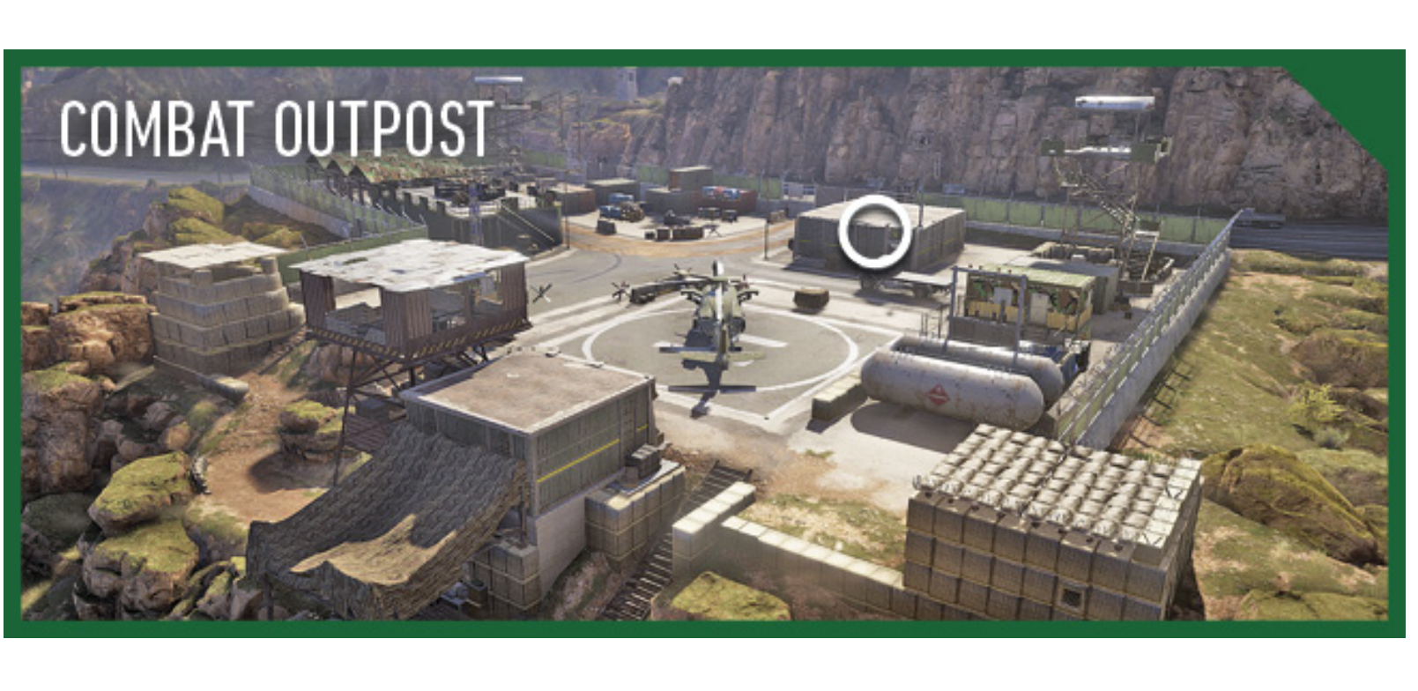
ACCESSORY CASES

ACCESSORY: FOREGRIP V3



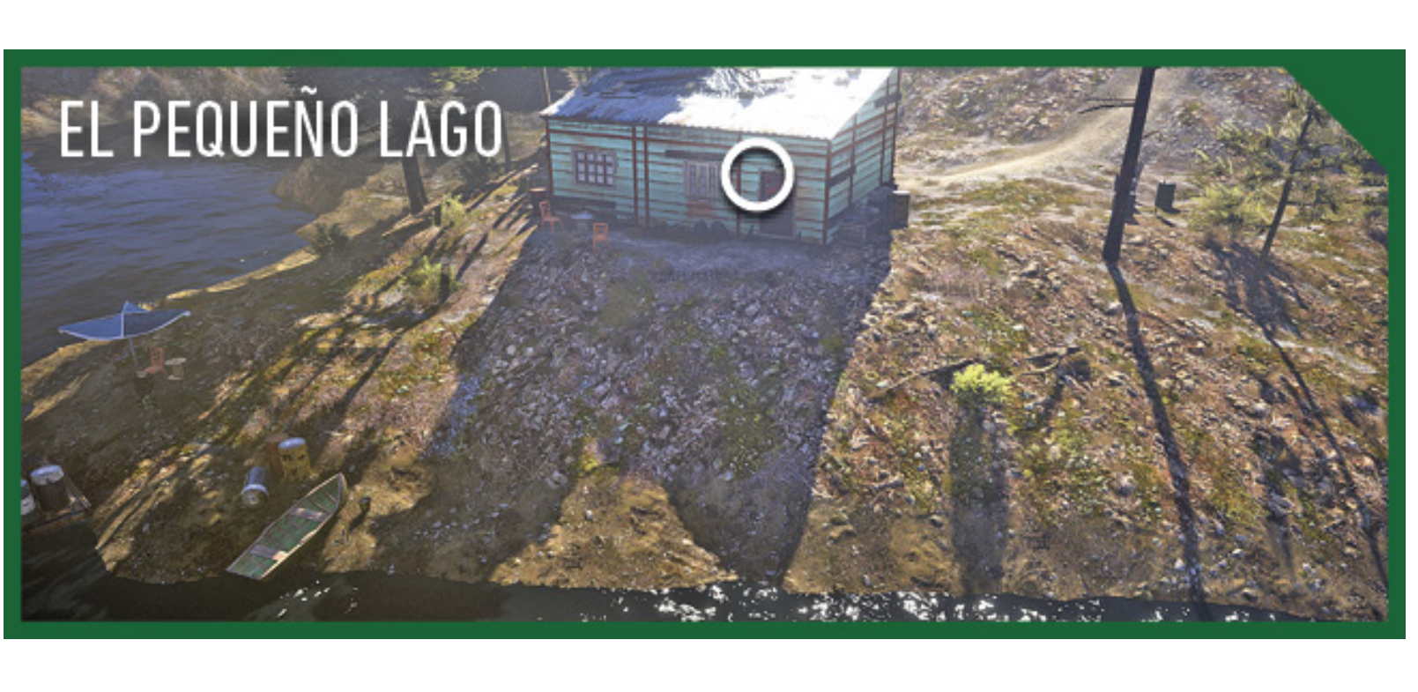
A Santa Blanca outpost is based at the top of a hill, east of Hoyito with an access road leading up from the east. Dispense of the sniper in the watchtower and soldier on the nearby helipad before approaching the south side of the base. Step into the armory, which is located just east of the helicopter, and grab the case off the shelf.

ACCESSORY: 5.56 PMAG MAGAZINE (30 – ASSAULT RIFLE)



The Unidad Combat Outpost is accessible from the main road with an official vehicle or along the entire north side on foot. Take care of the soldiers and snipers that man the towers and bunkers before proceeding inside. Search inside the armory, located next to the west vehicle gate, for a weapon accessory.

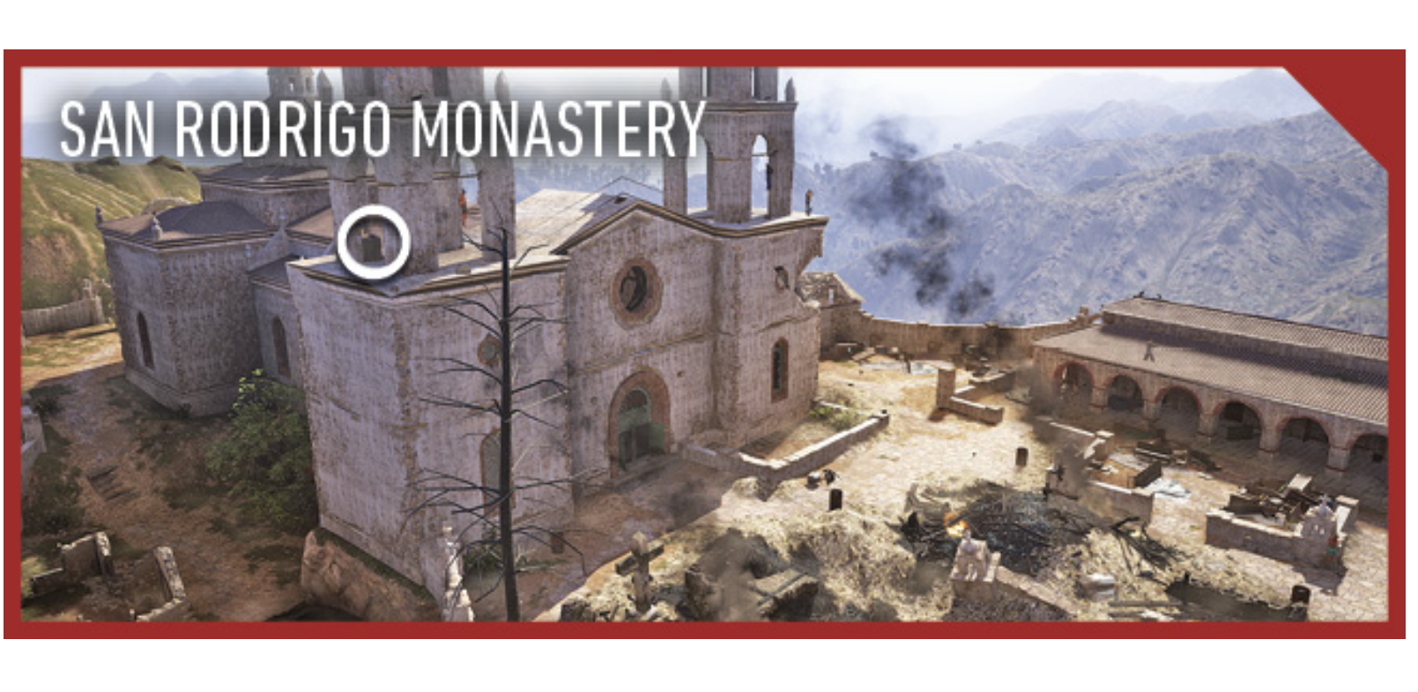
ACCESSORY: 7.62 X 39 MAGAZINE (50 – ASSAULT RIFLE)



Travel to the lake in southeastern La Cruz and kick open the door to the cabin that sits on the west shore. An accessory case rests on a chair inside.

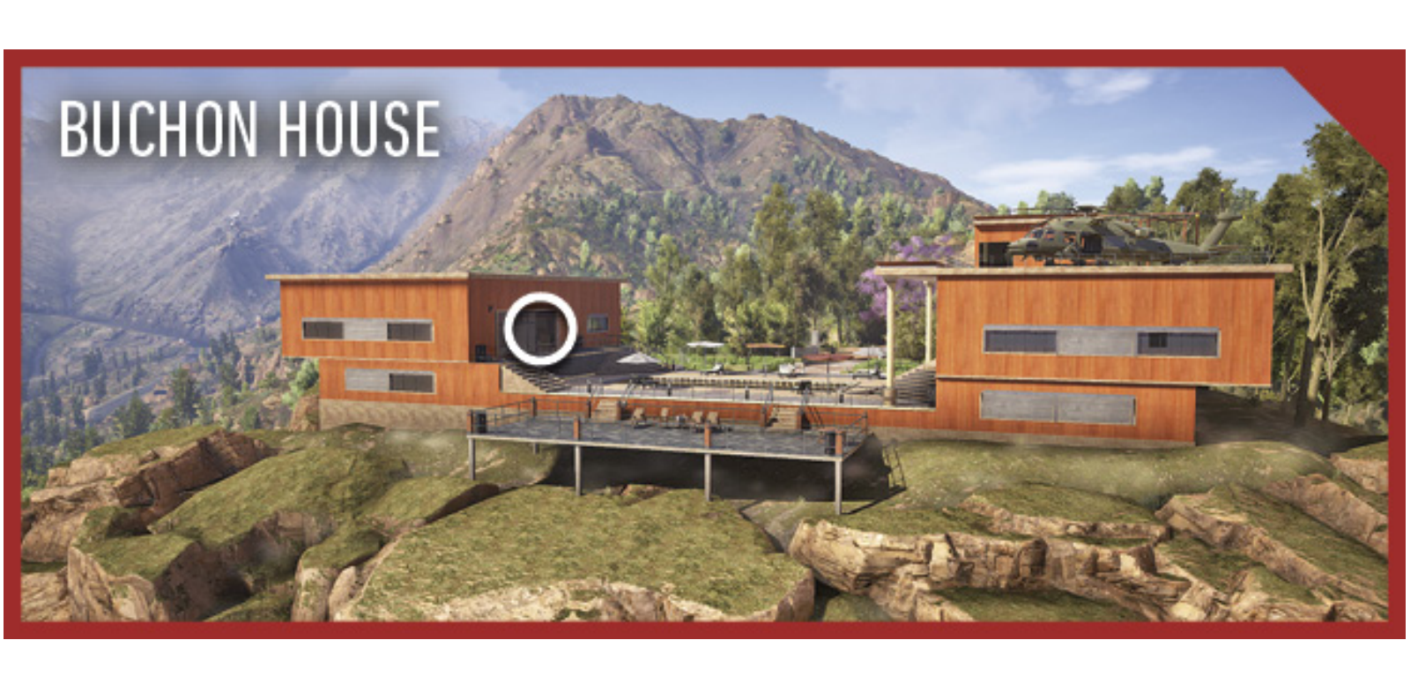
SKILL POINTS

SKILL POINTS: +3



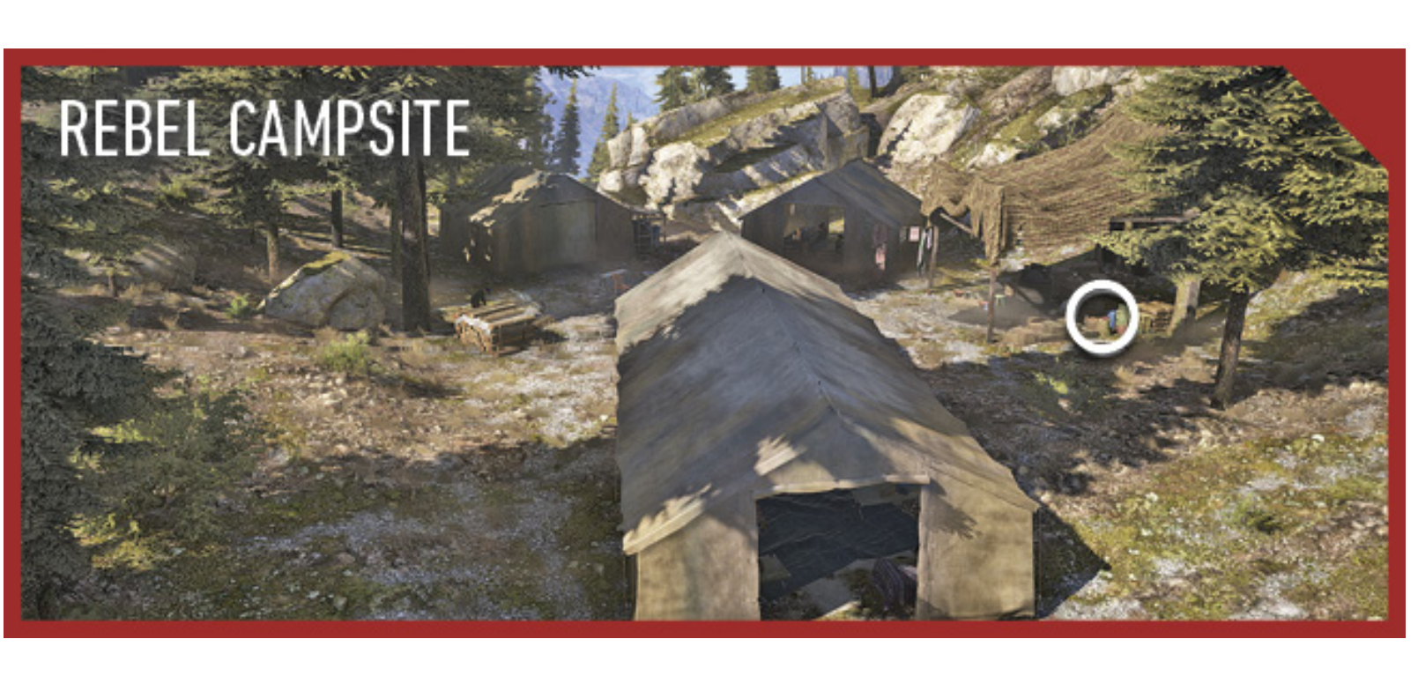
Travel to the San Rodrigo Monastery and infiltrate the chapel through the front door. Make an immediate right and climb the stairwell all the way to the top of the tower. Cross the roof to the north to find Skill Points sitting next to candles on a concrete block.

SKILL POINTS: +5



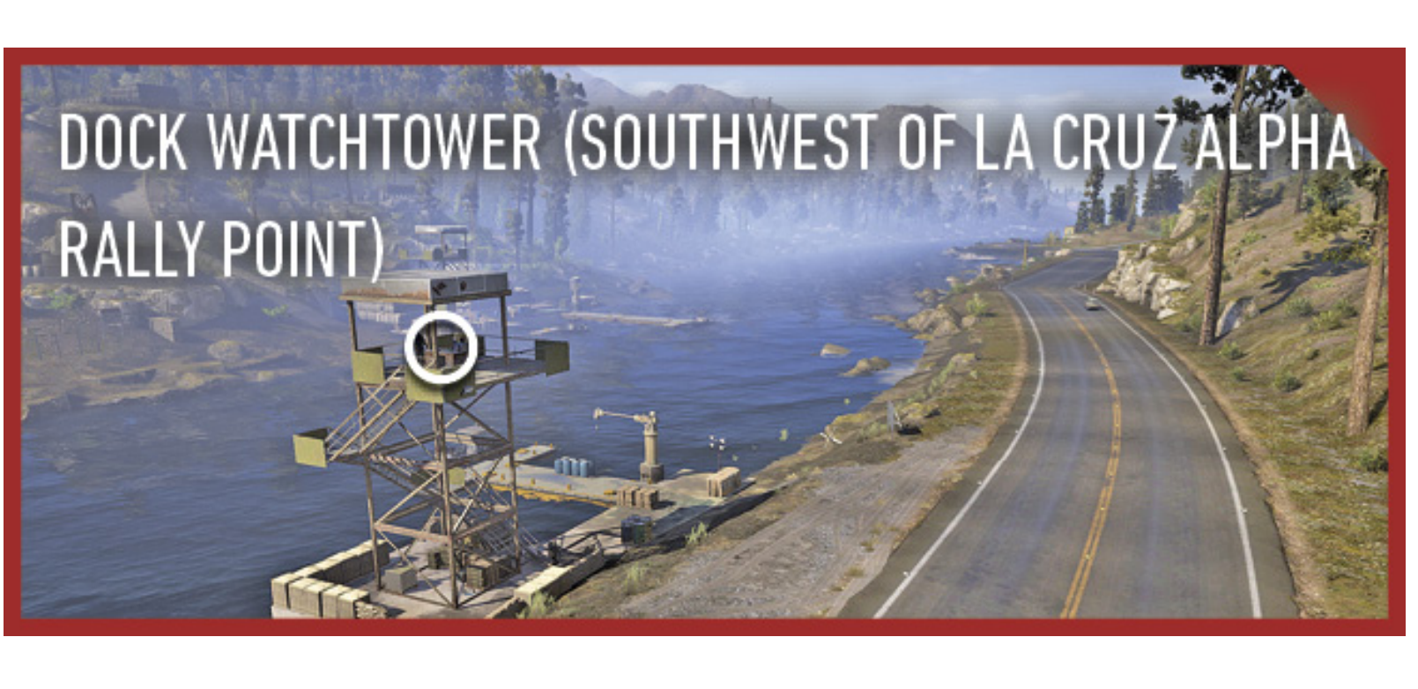
The Buchon House is accessible from all sides, including directly through the driveway and climbing up the rocky cliff. Once at the house, divert the sicarios' attention with the car alarm, Flare Gun, or Diversion Grenades. Sneak into the southern section of the house and nab the Skill Points from the master bedroom.

SKILL POINTS: +1



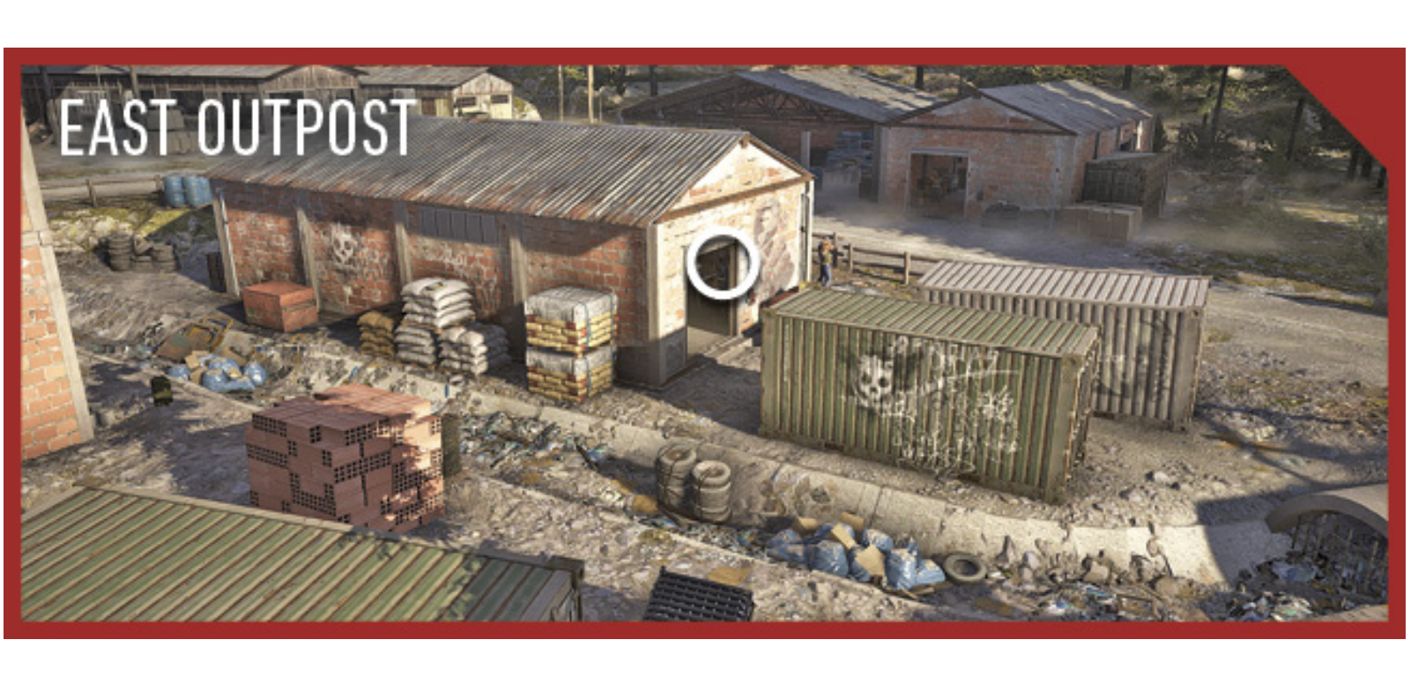
Visit the rebels at their campsite southwest of La Cruz Alpha rally point. Search under the camouflage canopy to find a Skill Point sitting atop a stump.

SKILL POINTS:+1



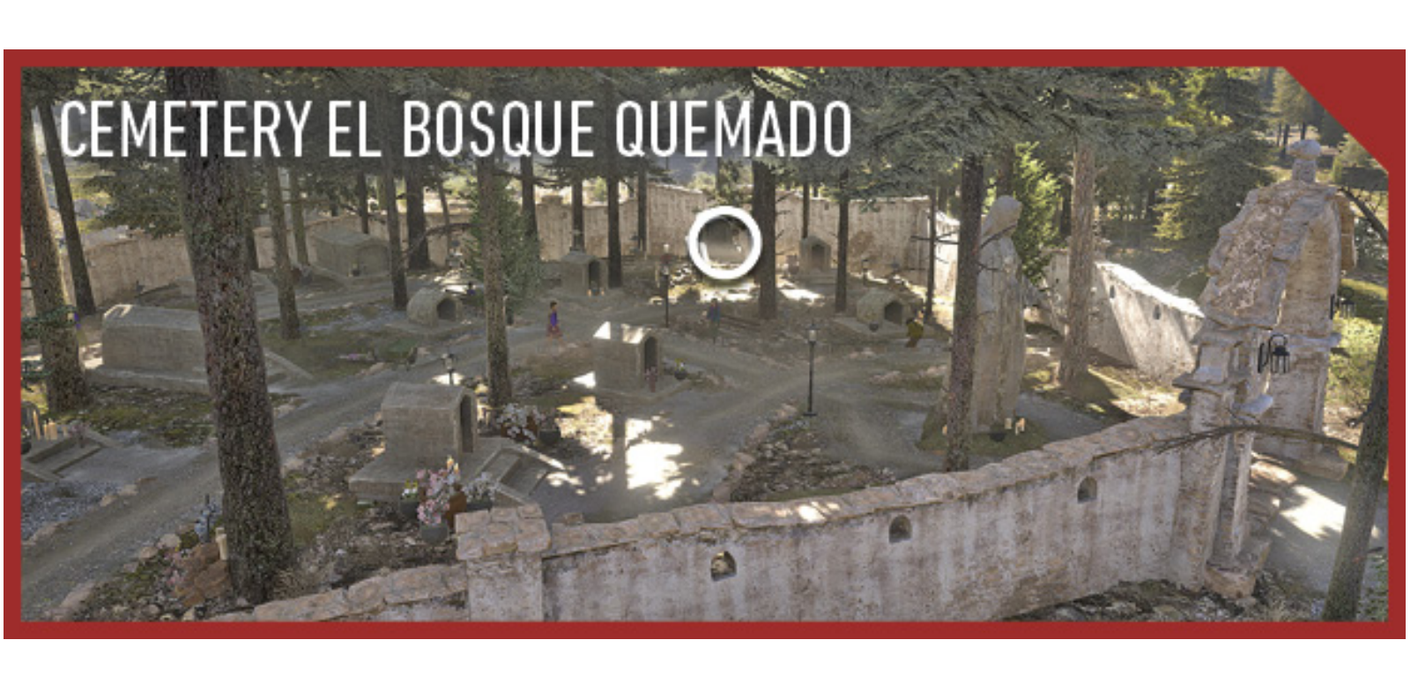
Across the river from the Unidad Combat Outpost in Flor De Oro, a watchtower oversees a dock. Climb the tower to find a Skill Point sitting on the desk.

SKILL POINTS: +1



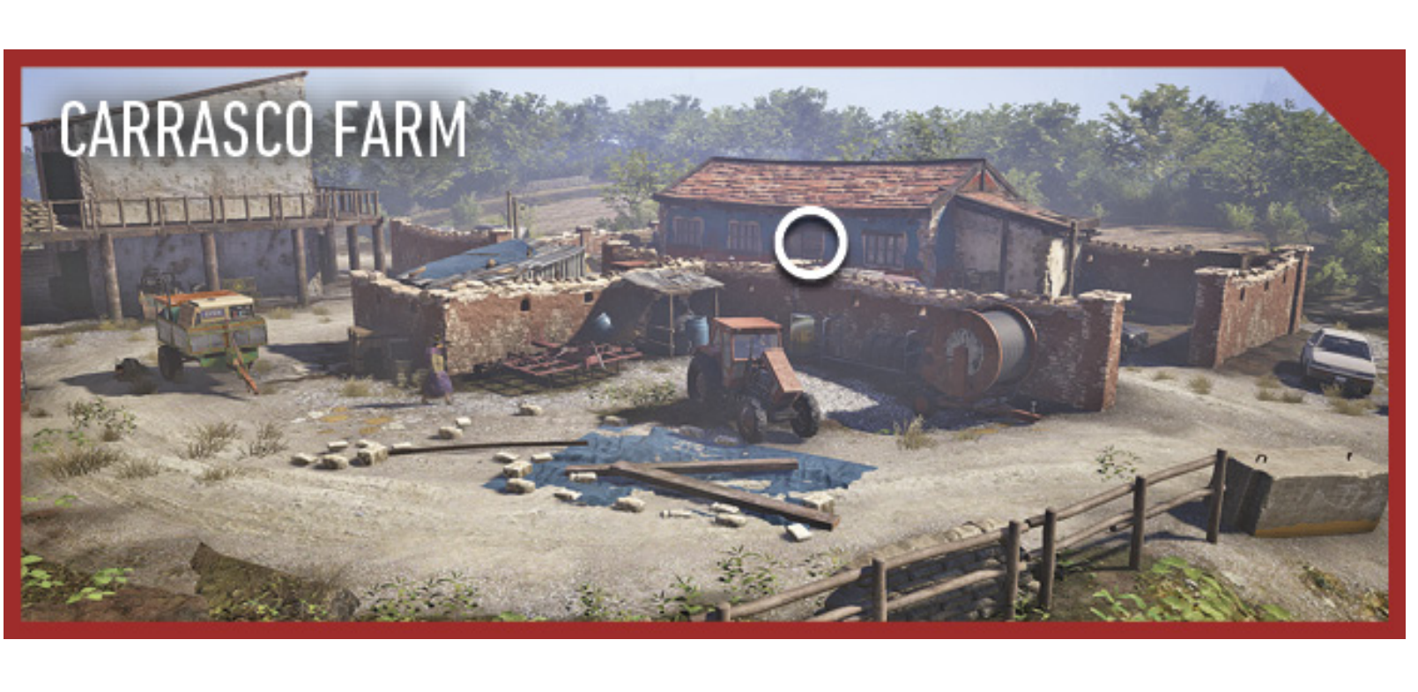
Infiltrate Santa Blanca's outpost west of La Cruz Base and find the storage building inside the loop. A Skill Point sits on the corner-shelving unit.

SKILL POINTS: +1



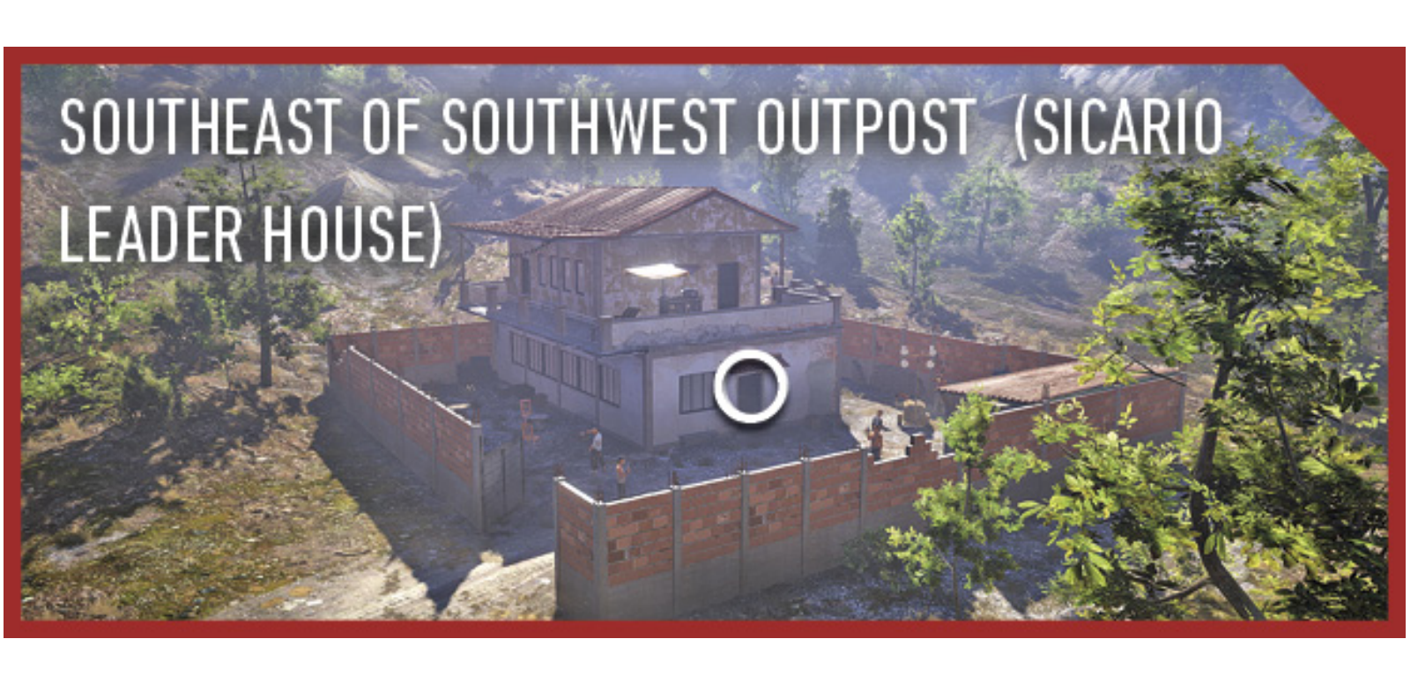
Southwest of La Cruz Base, a cemetery holds the victims of the devastating forest fire. A Skill Point sets atop the back-right monument.

SKILL POINTS: +1



Visit the usually peaceful Carrasco Farm, east of Isque Village. Enter the house on the right and grab the Skill Point on the small cabinet next to the back door.

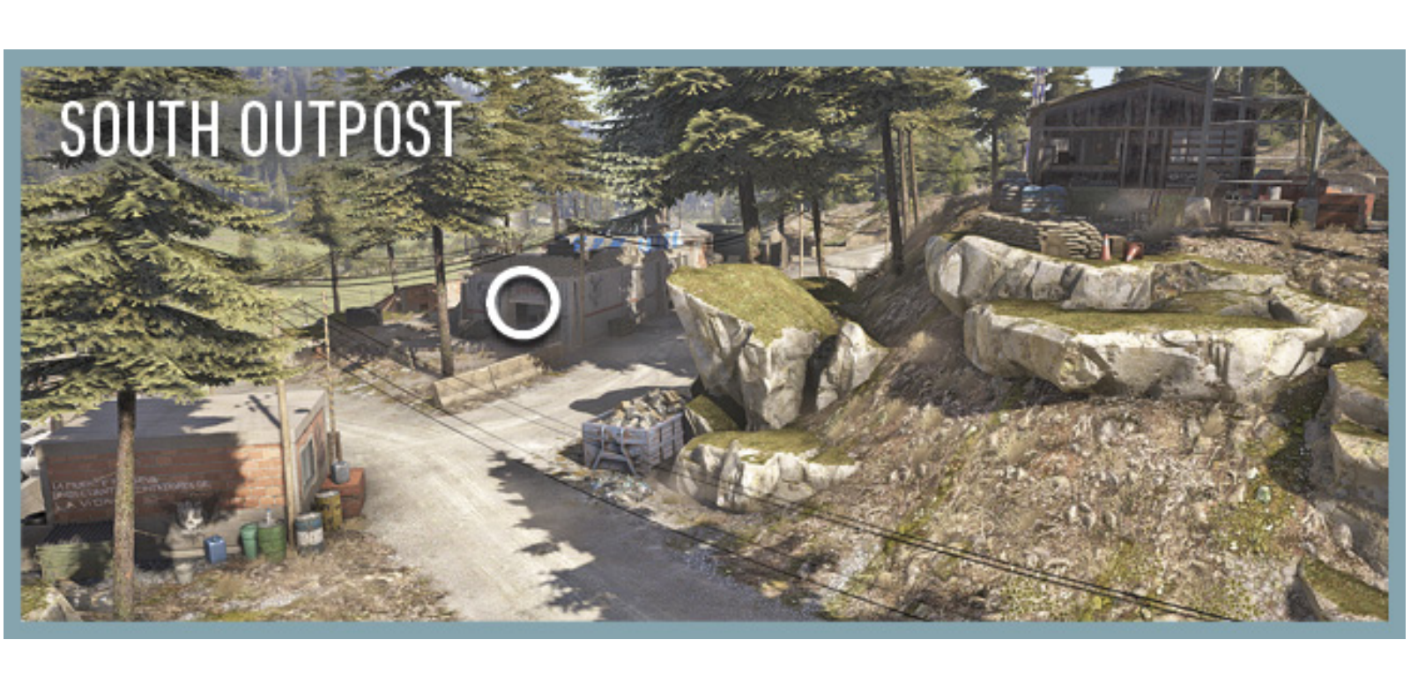
SKILL POINTS: +3



A sicario leader resides southeast of a Santa Blanca outpost, south of the monastery. Once he has been captured and intimidated, collect the Skill Points that sit on a desk just inside the north door.

BONUS MEDALS

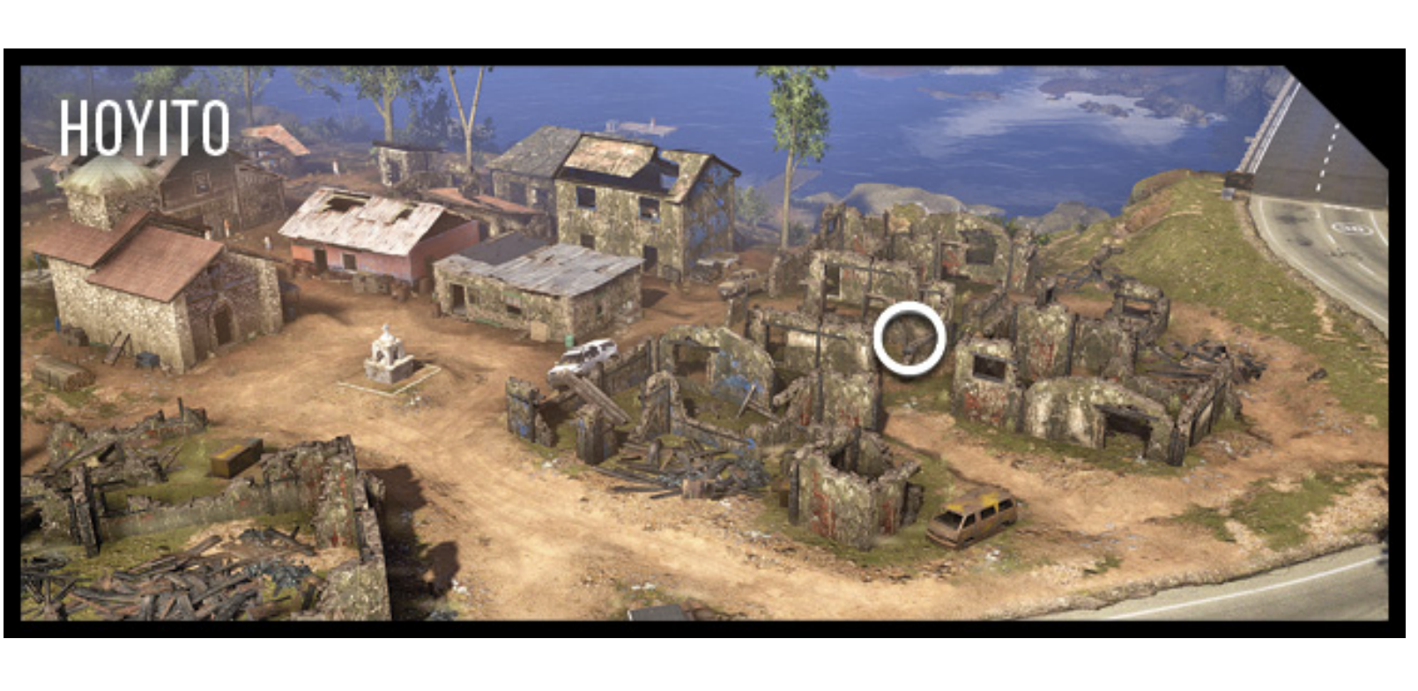
BONUS: DETECTION



Travel to the southwest corner of eastern La Cruz province to find another Santa Blanca outpost. Infiltrate the base from the west or south and cautiously make your way to the armory, located just inside the west vehicle entry point. Grab the Bonus Medal from the corner shelves.

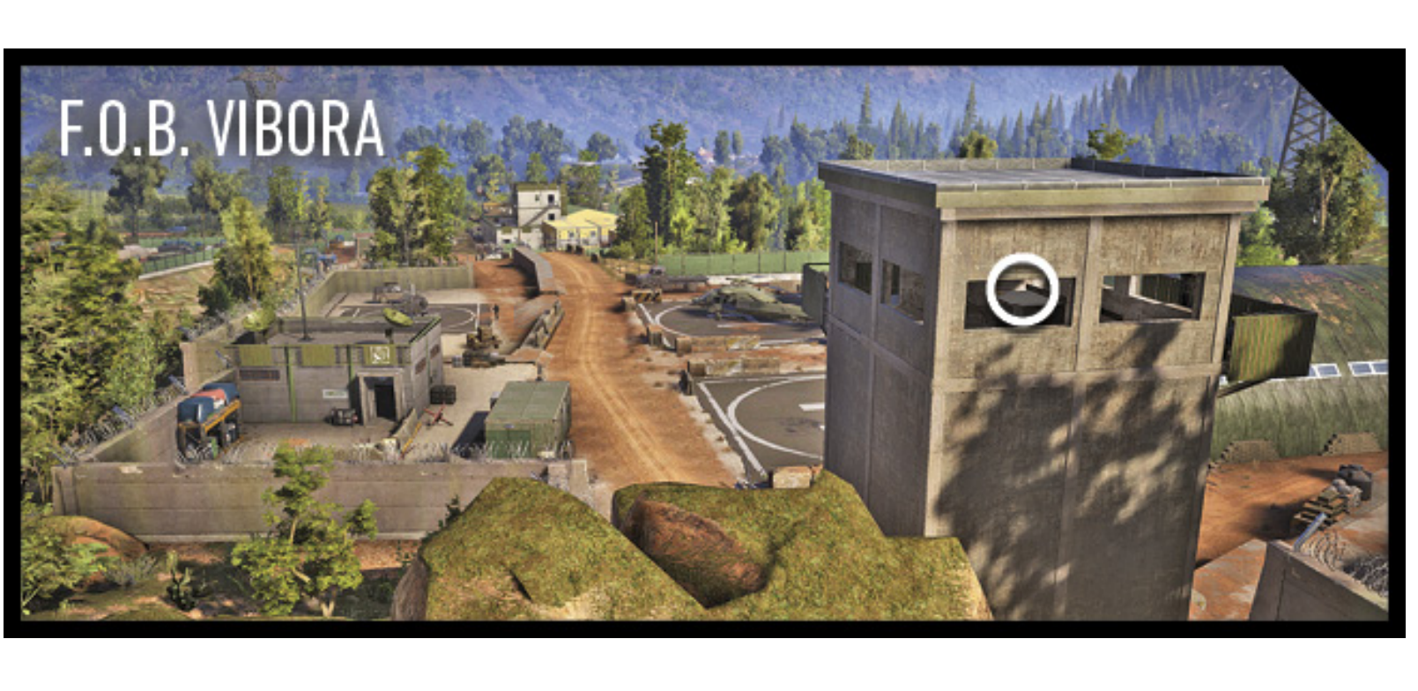
KINGSLAYER FILES

DOCUMENT



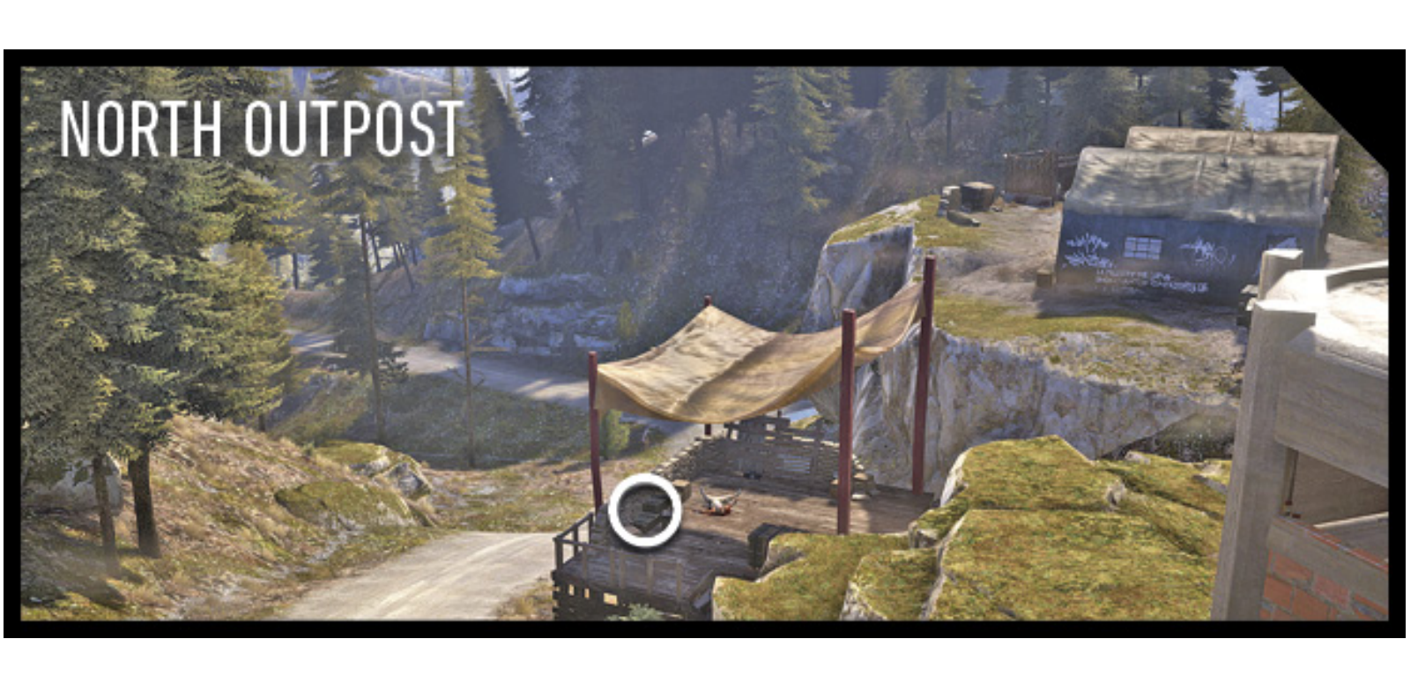
In northeast La Cruz, next to the Ocoro bridge, a village has been ravaged by the forest fire. It is one of the ruins that you find a document, resting on the ground.

DOCUMENT



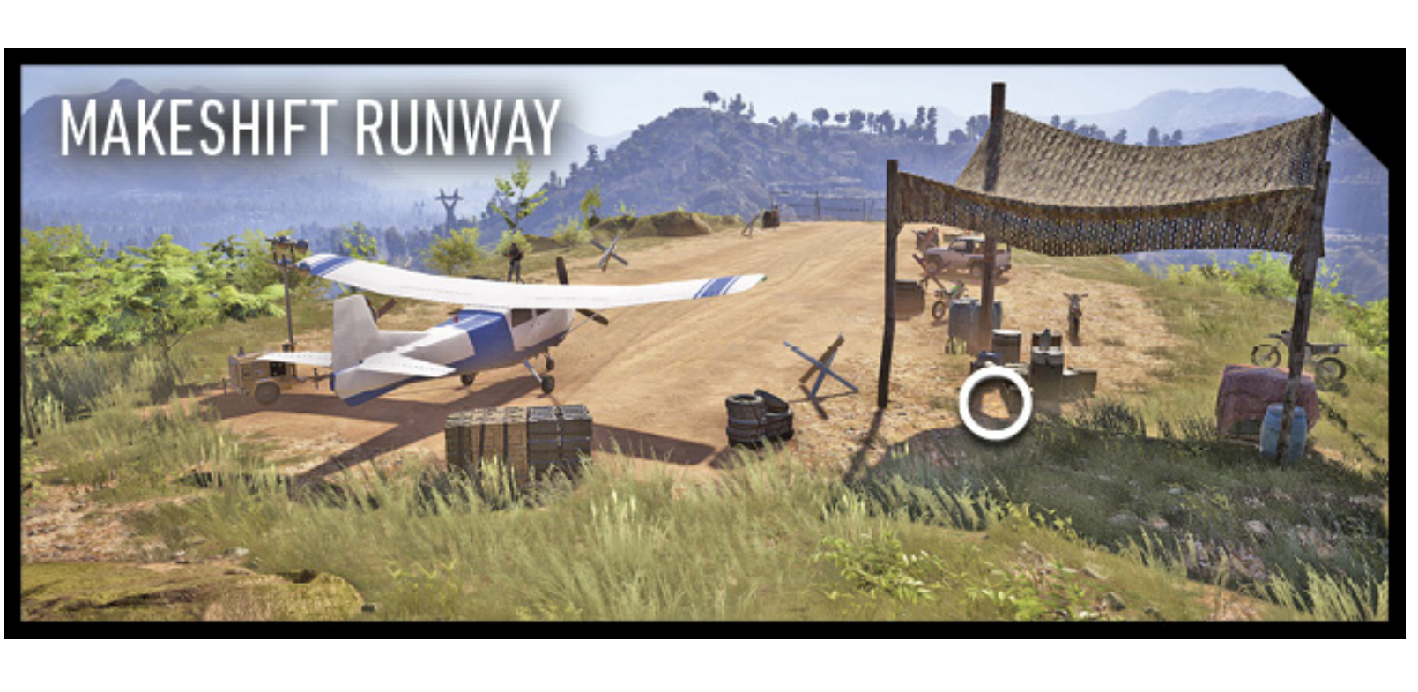
On the far south side of F.O.B. Vibora, a sniper stands guard from a watchtower. Climb to the top to find a file on the corner of the desk.

DOCUMENT



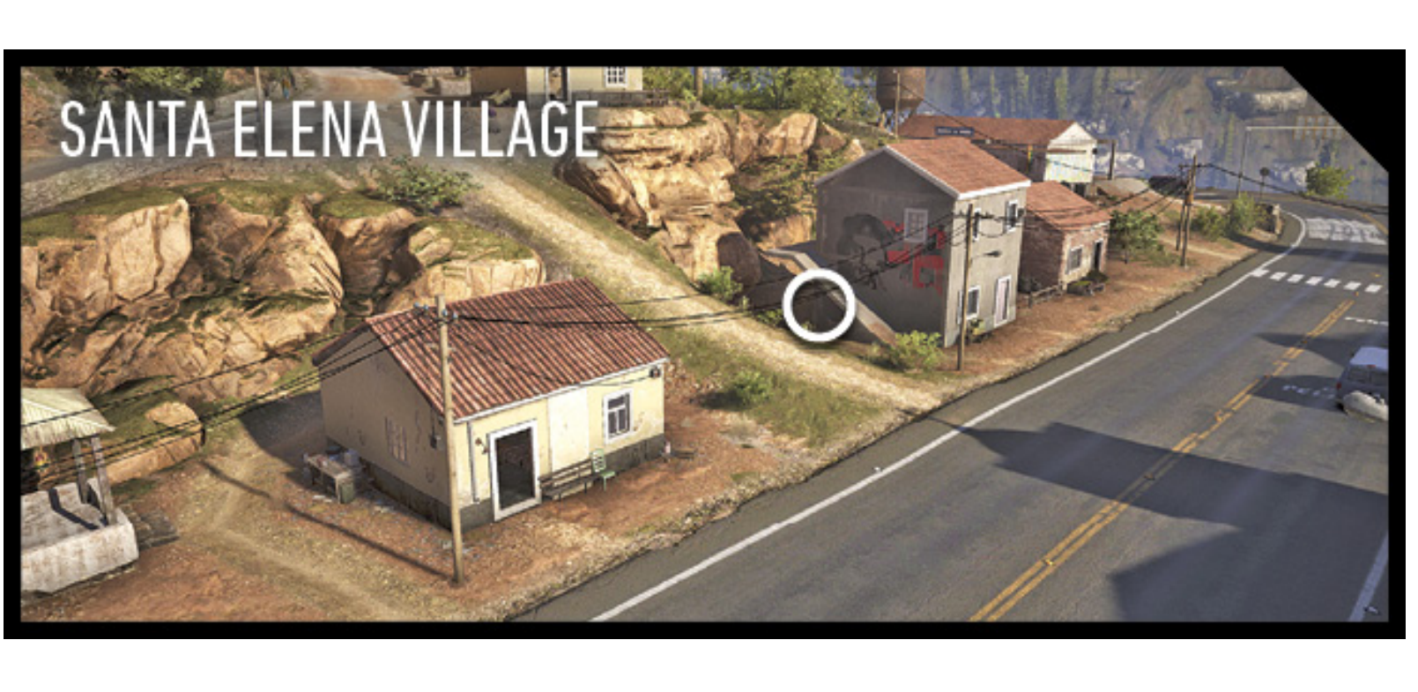
Approach the north outpost along the east road and head right at the fork. Climb onto the wood, canopied platform and pick up the newspaper that rests on the ammo case.

DOCUMENT



During the Food Package Raid side mission at the makeshift runway, west of Santa Elena Village, collect the file that lies on the ground near the plane.

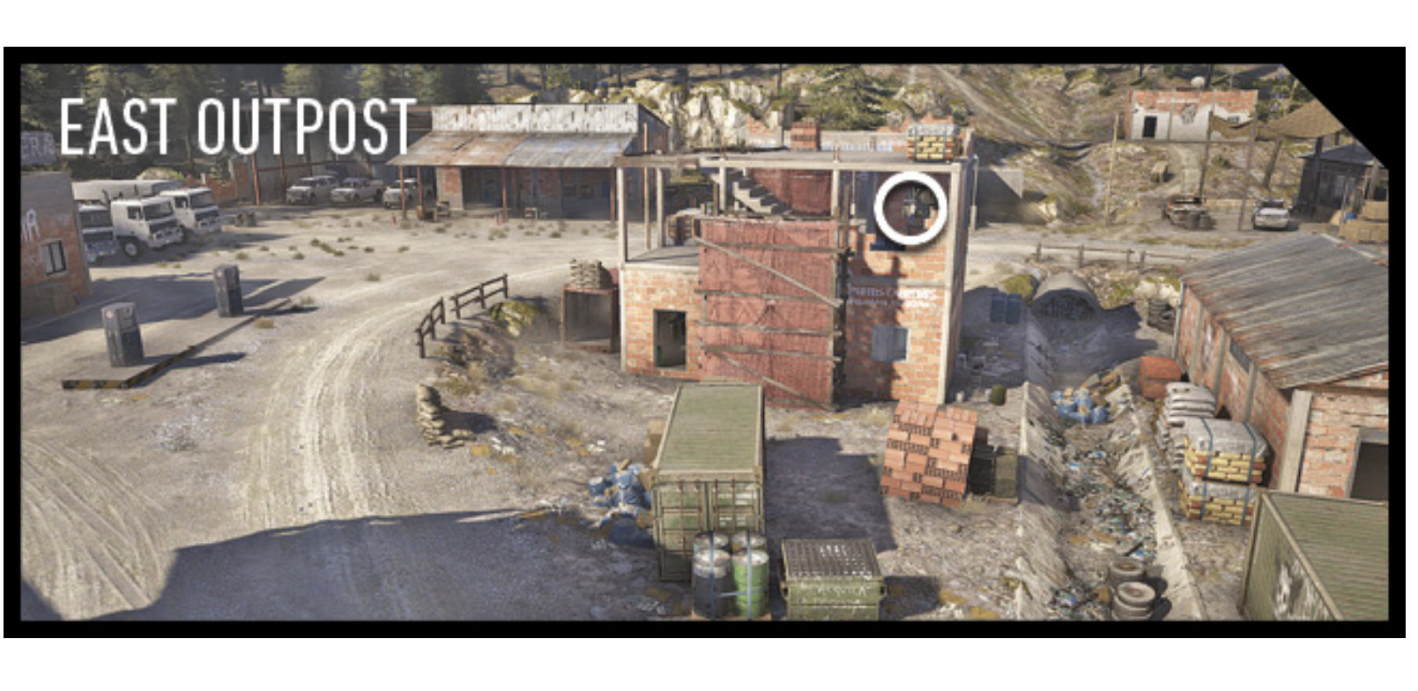
LEGEND



Take the highway into Santa Elena Village and stop just east of the small yellow house. A legend sits on a workbench under the exterior steps next door.

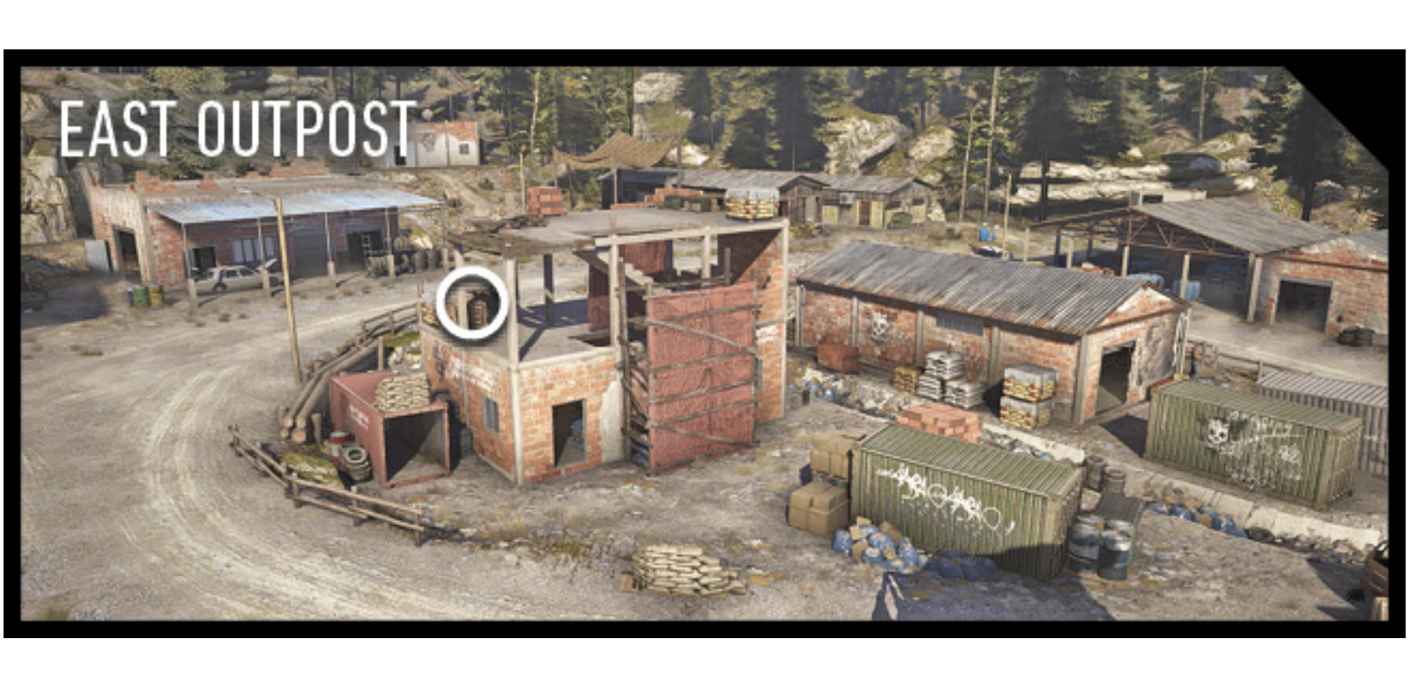
Che Guevara (1928-1967): Born in Argentina, Ernesto "Che" Guevara joined the Cuban revolutionary movement led by Fidel Castro in the late 1950s. After Castro took power in 1959, Che decided to promote the anti-imperialist and communist revolution throughout the world. After a failed attempt in Congo, he tried his luck in Bolivia. Che had some initial success in early 1967, but he was soon crushed by the US-backed Bolivian Army. Che was captured and executed in October. Since then, he has been a romantic icon of the Revolution.

DOCUMENT



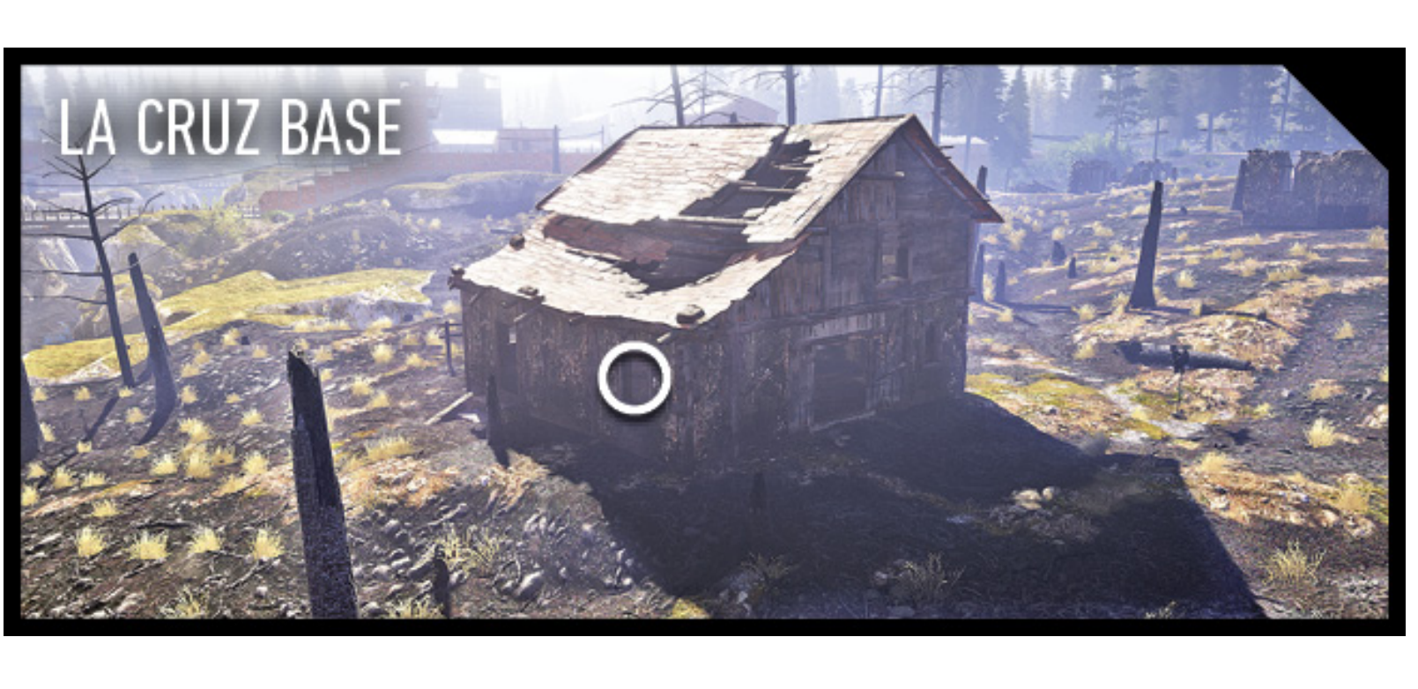
At Santa Blanca's east outpost, located west of La Cruz Base, find the brick building under construction inside the road loop. Keep an eye out for sicarios while climbing to the second floor where you find a recording in the corner on a wood table.

DOCUMENT



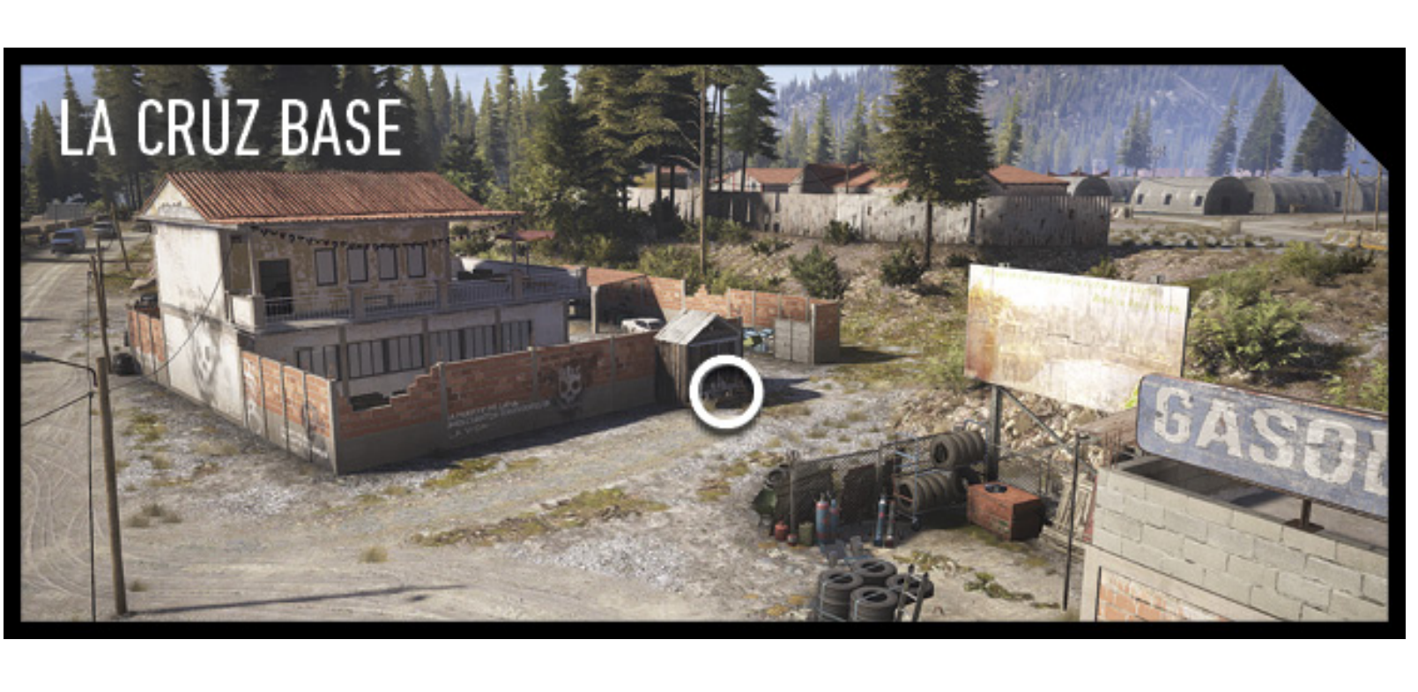
A tape recorder sits on a stack of pallets, just south of the previous document.

DOCUMENT



A forest fire decimated the area north of La Cruz Base, including a few old homes. Search the structure, just west of the water, to find a document sitting on a corner of a dining table.

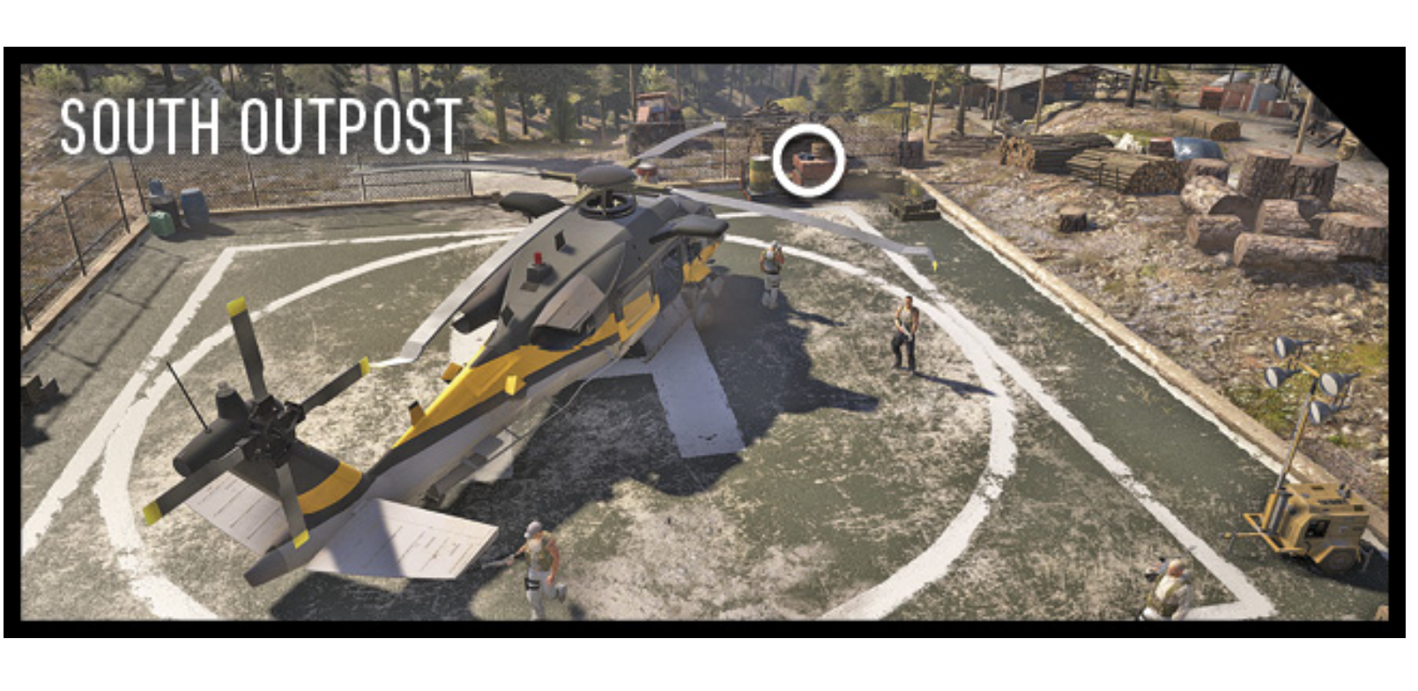
LEGEND



On the south side of La Cruz Base, find the gas station, across the street from Isque. A memorial has been placed against the brick wall to the west. Collect the legend that sits on the wooden platform.

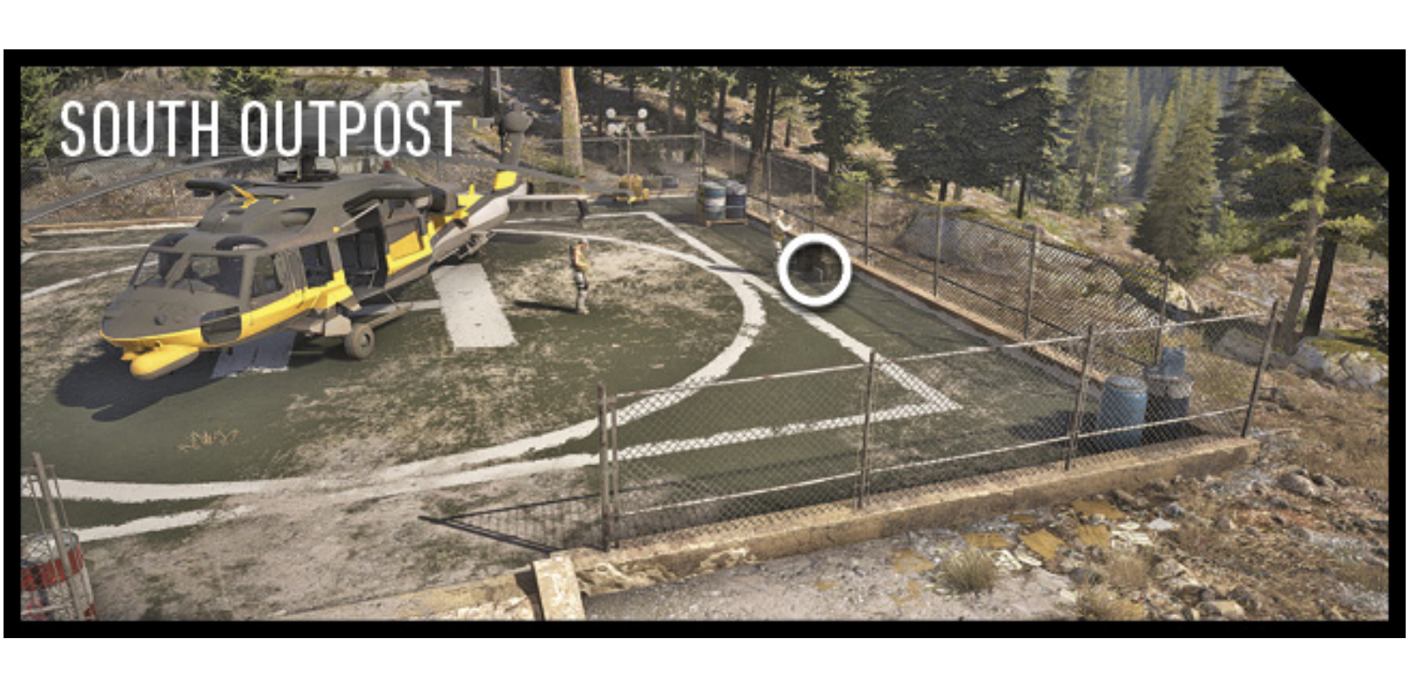
Jesús Malverde: Jesús Malverde is a folk saint and local hero in the Mexican state of Sinaloa. As far as the story goes, he was born Jesús Juarez Mazo in 1870 in Culiacán and earned a reputation as the "generous bandit," stealing from the rich and distributing to the needy before being hanged by the local governor in 1909. The expansion of the Malverde cult is allegedly linked to the rise of Mexican drug cartels in the '90s, which are deliberately associated with Malverde's image as a public relations strategy.

DOCUMENT



A helicopter loaded with comms tools is parked on the south side of the south Santa Blanca outpost. After clearing out the enemies on the helipad, but before taking off in the chopper, collect the cell phone off the red container in the west corner.

DOCUMENT

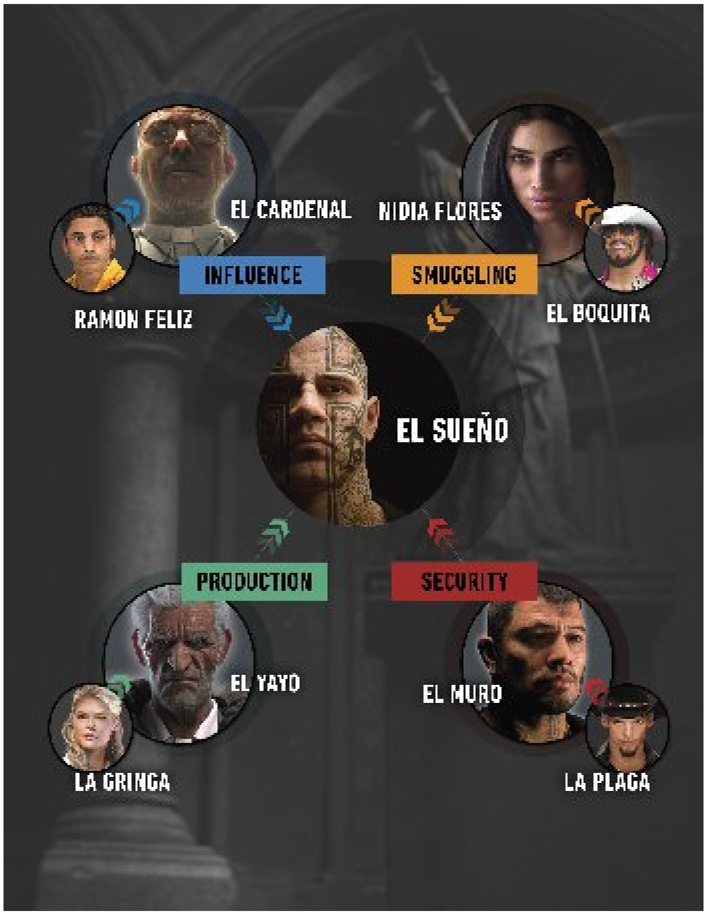


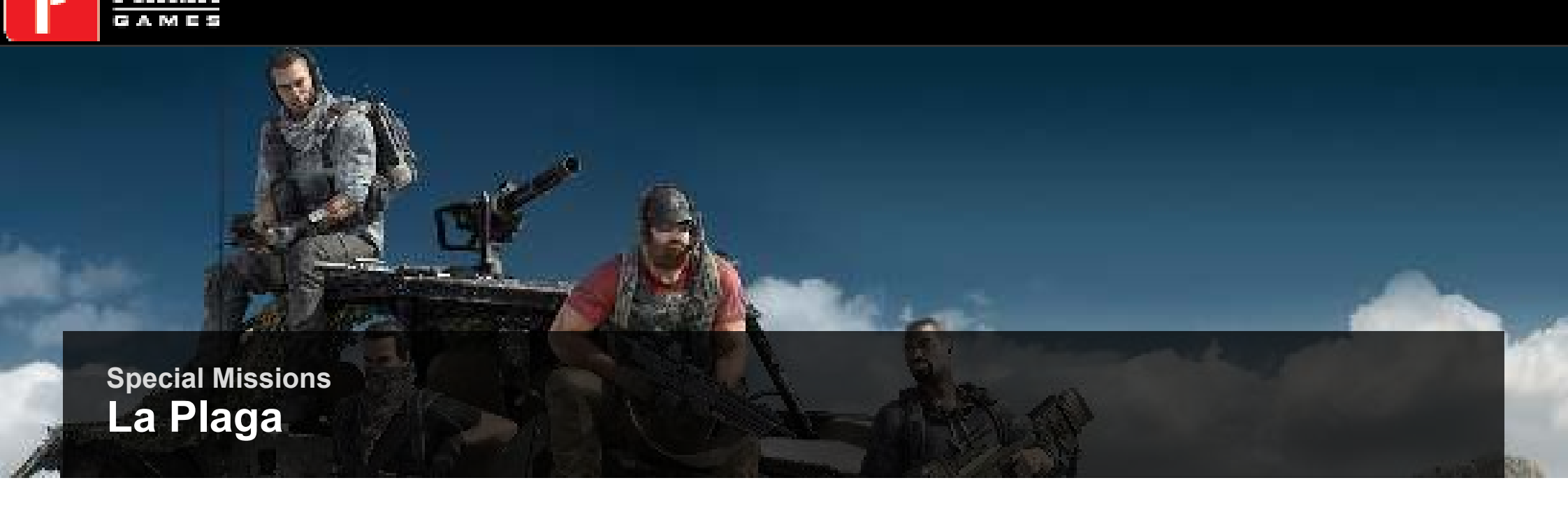
Before you steal the helicopter from the south outpost, pick up the briefcase that sits on the south side of the helipad.

Special Missions

Overview

To avoid spoilers, we've placed the special missions here in this chapter. Once you've made headway against the cartel in Bolivia, these missions take you further into the story.


EL CARDENAL
NIDIA FLORES
RAMON FELIZ
INFLUENCE
SMUGGLING
EL BOQUITA
EL SUEÑO
PRODUCTION
SECURITY
EL YAYO
EL MURO
LA GRINGA
LA PLAGA



Special Missions

La Plaga

MISSION ACCESS

Complete at least two of the following bosses: General Baro, Yuri y Polito, Carl Bookhart, or El Pozolero to unlock this mission.

OBJECTIVES

- **Locate La Plaga**
- **Kill La Plaga**

LOCATIONS (LA CRUZ)

- **Buchon House**
- **Outpost**

REWARDS

- **+ 350 XP**
- **+ 7 Skill Points**
- **+10,000 Medication**
- **Headwear: La Plaga's Hat**

DIFFICULTY

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BRIEF

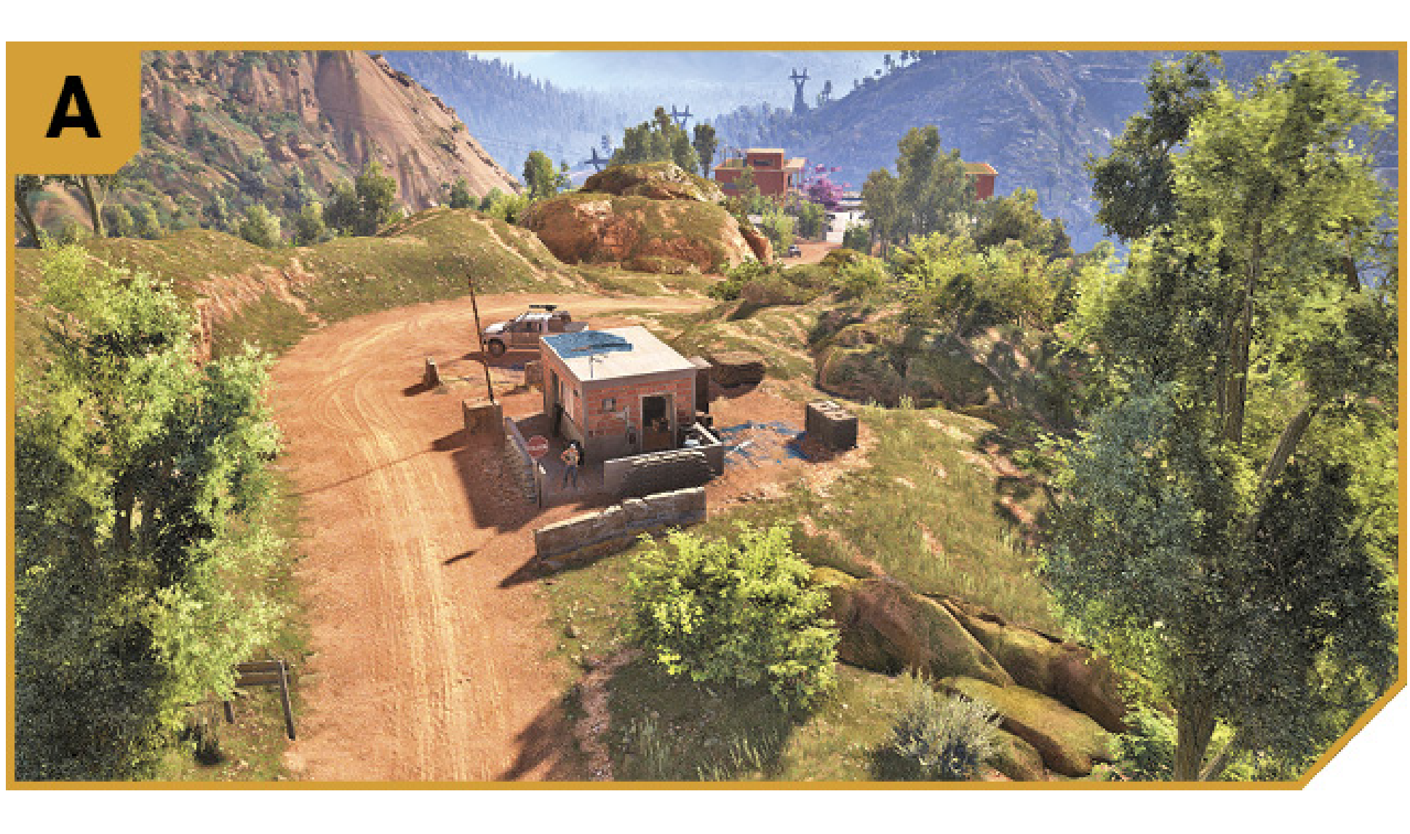
El Sueño has given El Muro a chance to atone for his failure by killing La Plaga. But El Muro can't bring himself to murder his brother. Instead, he plans on sneaking out of the country and taking La Plaga with him. Kill La Plaga before he gets away.

A PLAGUE ON BOTH YOUR HOUSES

This is a seemingly straightforward mission. You're to study La Plaga's buchon house, then clear it, killing La Plaga in the process. No miniguns, SAM launchers, or other installations hinder you. Though there are party-goers who should not be killed, by now you should know the difference between an unarmed reveler and a machine-gun-toting sicario. It's only when you battle down to the basement that you realize La Plaga has an escape route—a tunnel leading to an outpost north of here, where the final part of the battle concludes.

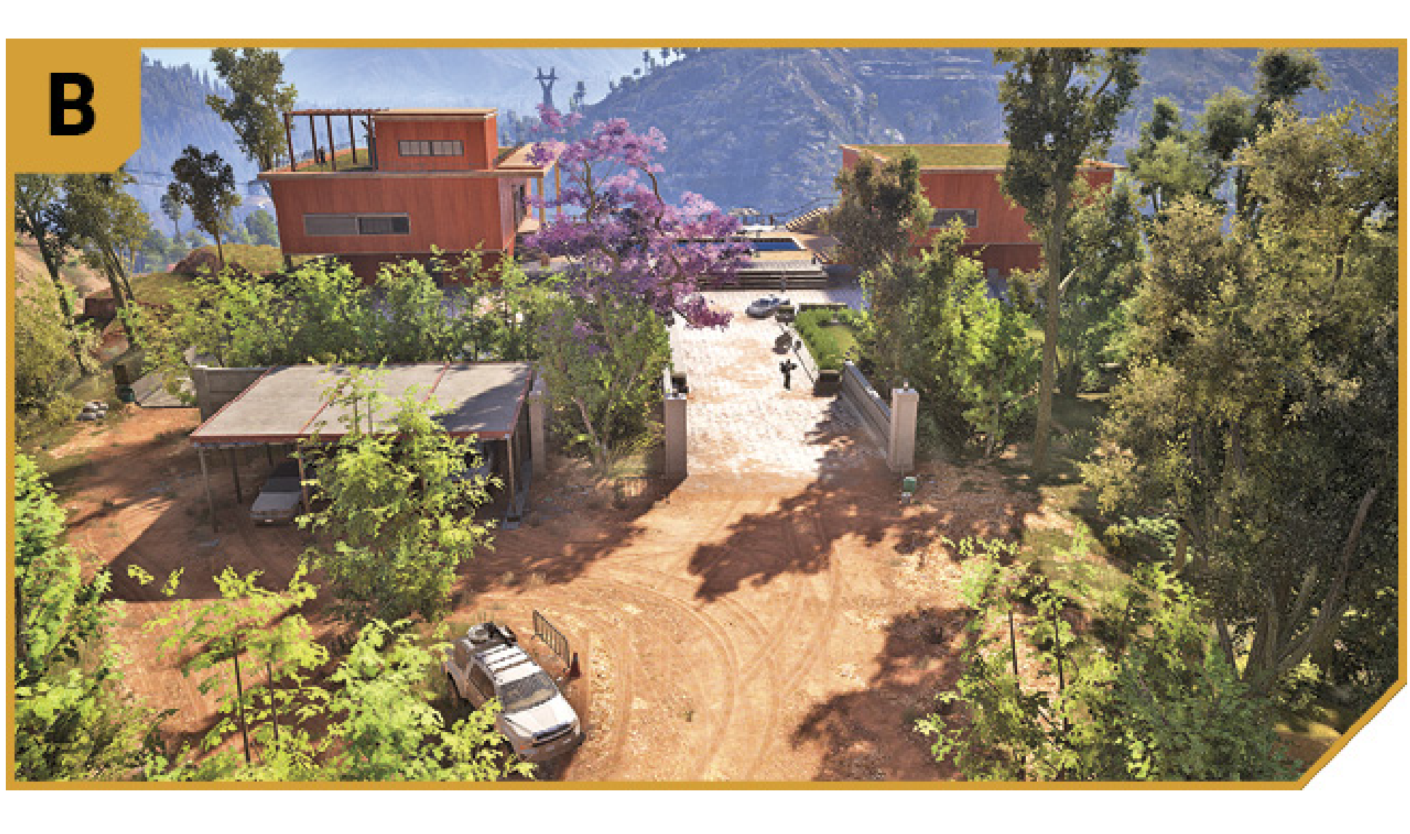
BUCHON HOUSE: RECON

BUCHON HOUSE NORTHWEST: CHECKPOINT



A couple of foes and a truck greet you if you take the main road to the buchon house. Dealing with these isn't a problem, though if you're caught by surprise, the main force of foes inside the compound may hear you, preventing a more clandestine approach.

BUCHON HOUSE WEST: ENTRANCE AND GROUNDS



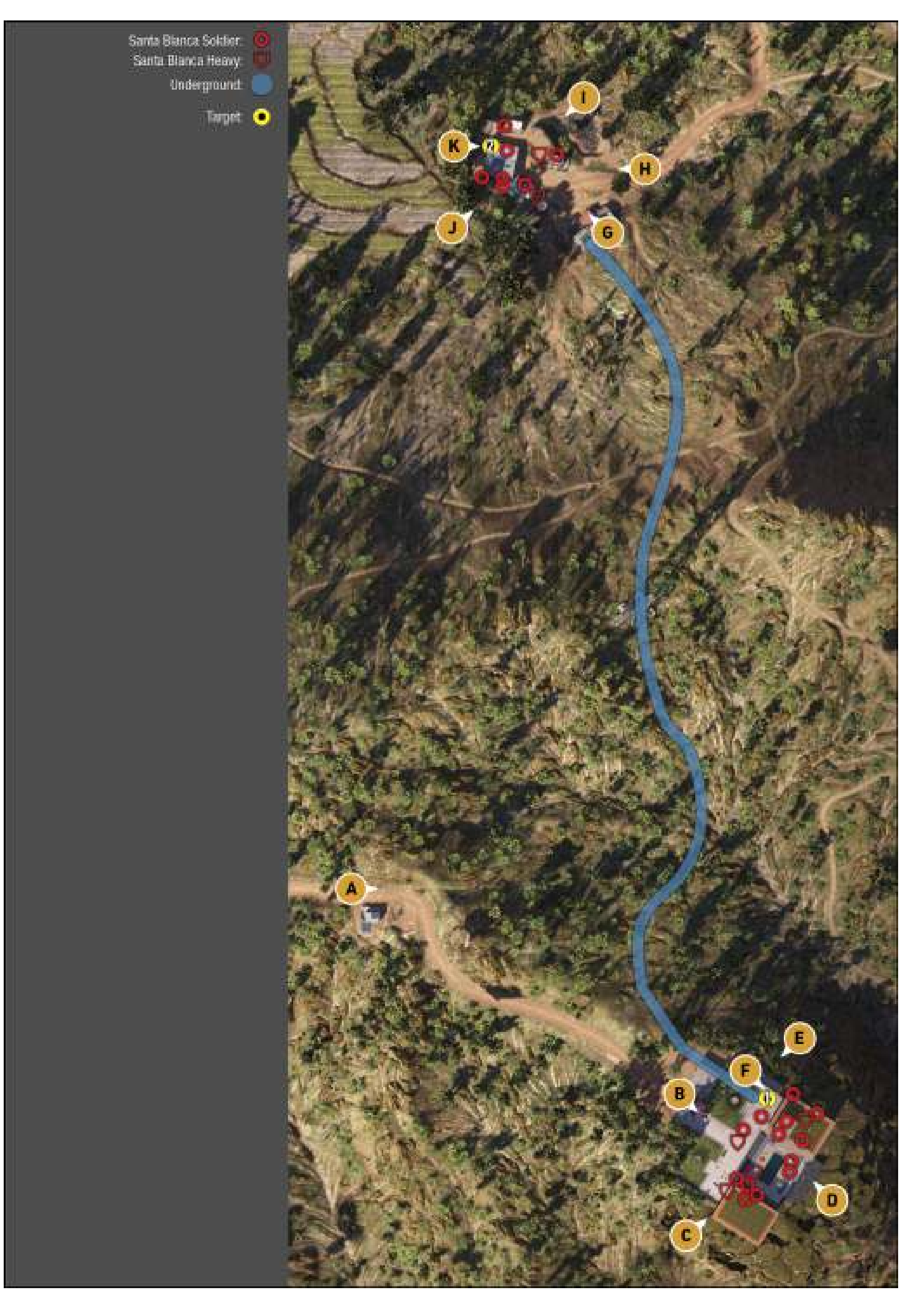
There's a stone-paved entrance with a parking area to the left (north) and underground to the right (south). Head straight for the house if you want a firefight. Creep north or south to reach E or C respectively, if you'd like to recon the place or try a stealthier approach.

The grounds sport a low hedge and formal gardens on each side. Creep in and crouch to hide; aside from this, there are few obstacles to use for protection. The north building contains foes who can see you from windows. There's a ground-floor open door on the northwest wall (facing the garden), near a basement garage slope. The garage door is sealed, and behind it is La Plaga; there's just the matter of needing to weave your way through the south section to get there.

The door leads into a ground-floor gym and stairs up to a main living area, which is also accessible from the main pool courtyard. A smaller living room includes stairs up to a roof office and helipad. This is a good place from which to fly to the outpost, as opposed to taking the tunnel, but the lip of the building prevents you from accurately tagging foes below (though grenades can work, despite the innocents you may kill).

The south building is your entrance to the basement and contains numerous foes. The only access to the living room and bedroom floor is via the pool courtyard. Head downstairs from here to a dining room (with windows you can smash from C) and a small barrel-storage room, then more stairs. These lead down to a recording studio, a concrete corridor linking to the foundations of the north building, and tunnel access. Head there to spot La Plaga, who drives off down the tunnel on a bike.

BUCHON HOUSE: RECON

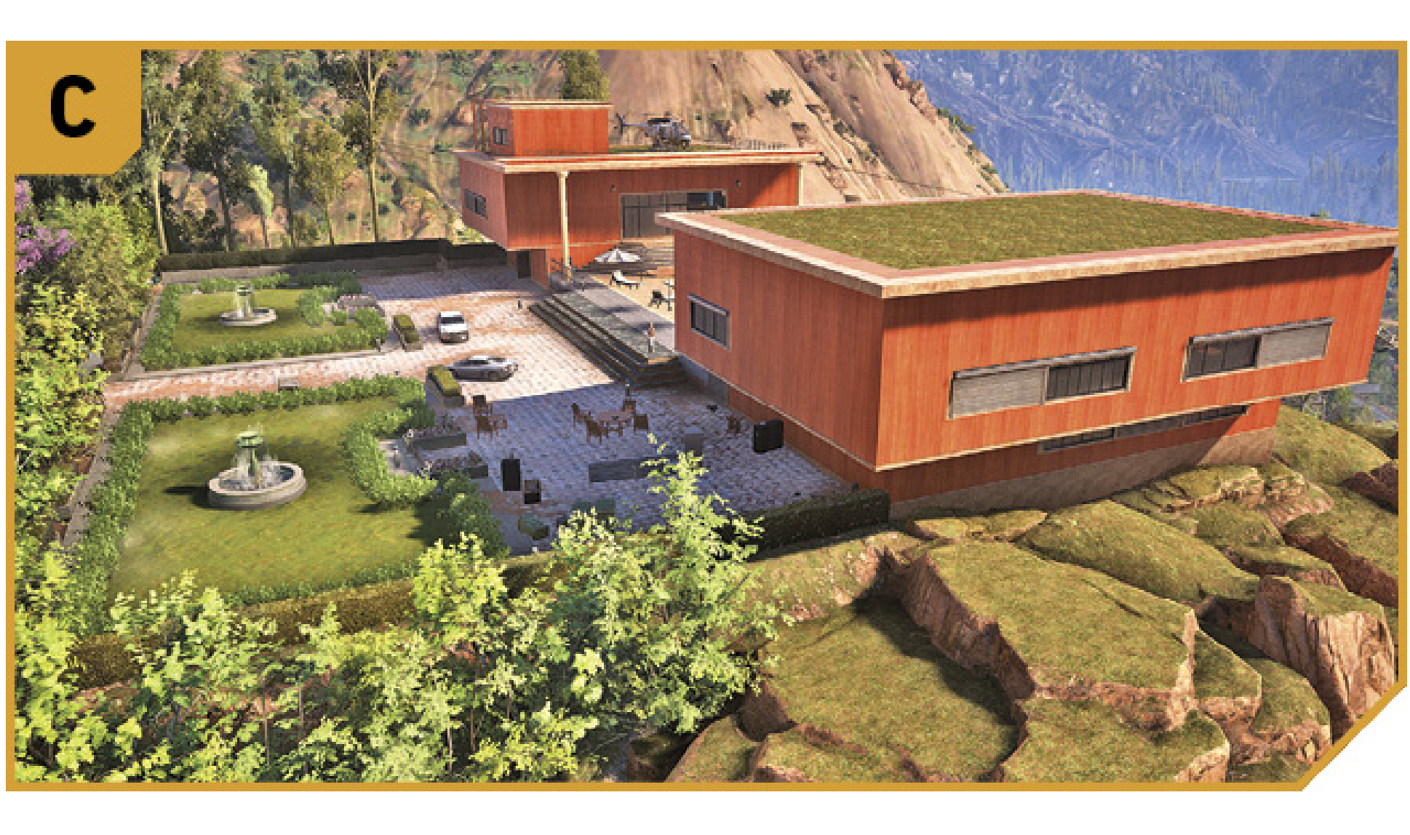


TACMAP

There are two entrances to this house, though one is just under a kilometer north of the main compound and only accessible via a tunnel from the basement of the buchon house. The mansion itself has around 16 foes, mainly located inside the multiple floors of each side of the house. The north section has three floors, as does the south section, but the south side has an additional basement that goes underneath the north section but doesn't link to it. So even though the guide map indicates that La Plaga's location is under the north section of the house at the start of the tunnel, you need to descend through the south section to get to it.

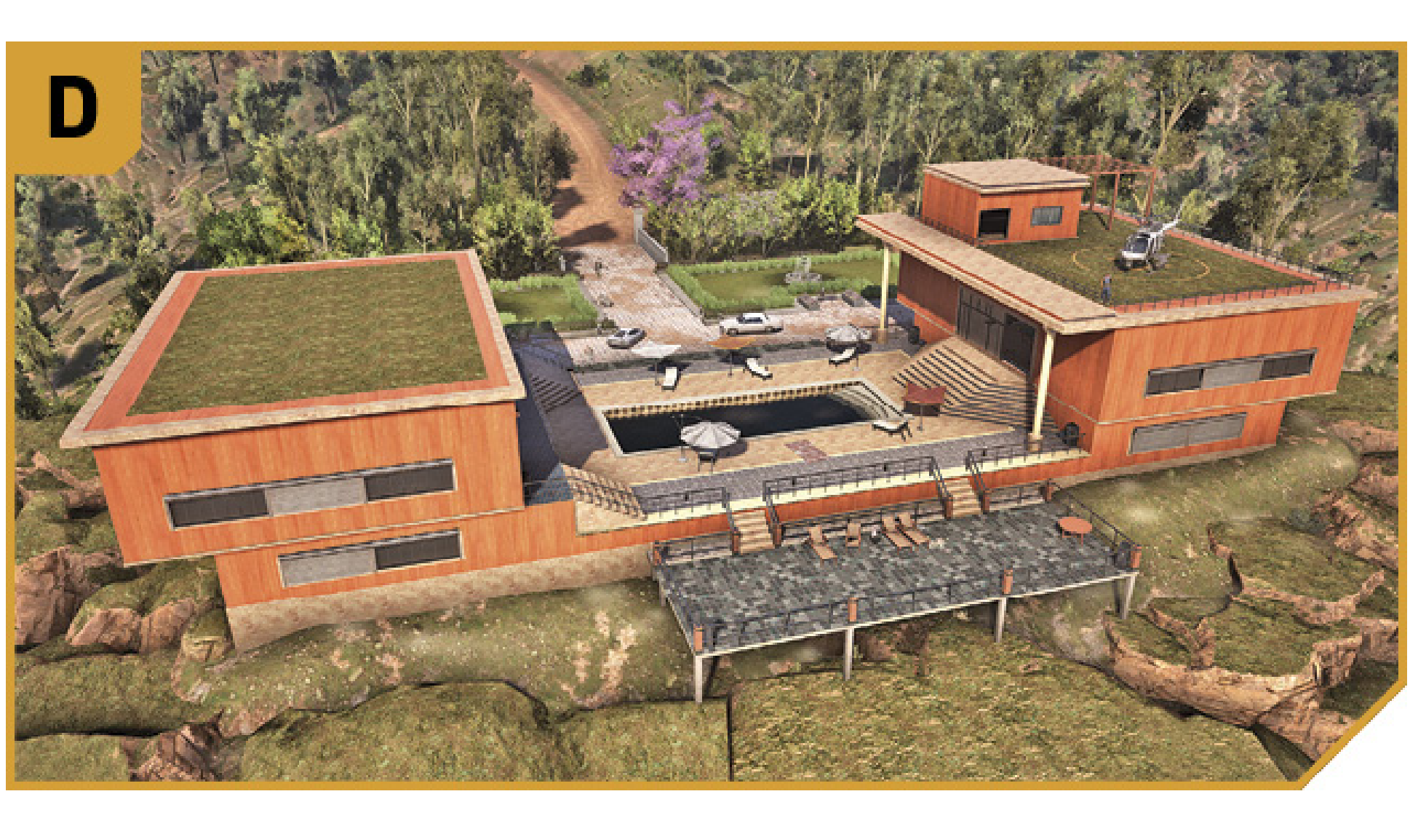
The tunnel is winding, usually traversed on a bike, and ends at the outpost to the north, which has its own cluster of foes to worry about (about nine of them). The tunnel is gated until La Plaga makes his escape, so although you can head here first, you can't infiltrate the tunnel from north to south (though you can divide your team in Co-op to tackle either end).

BUCHON HOUSE SOUTH: PERIMETER



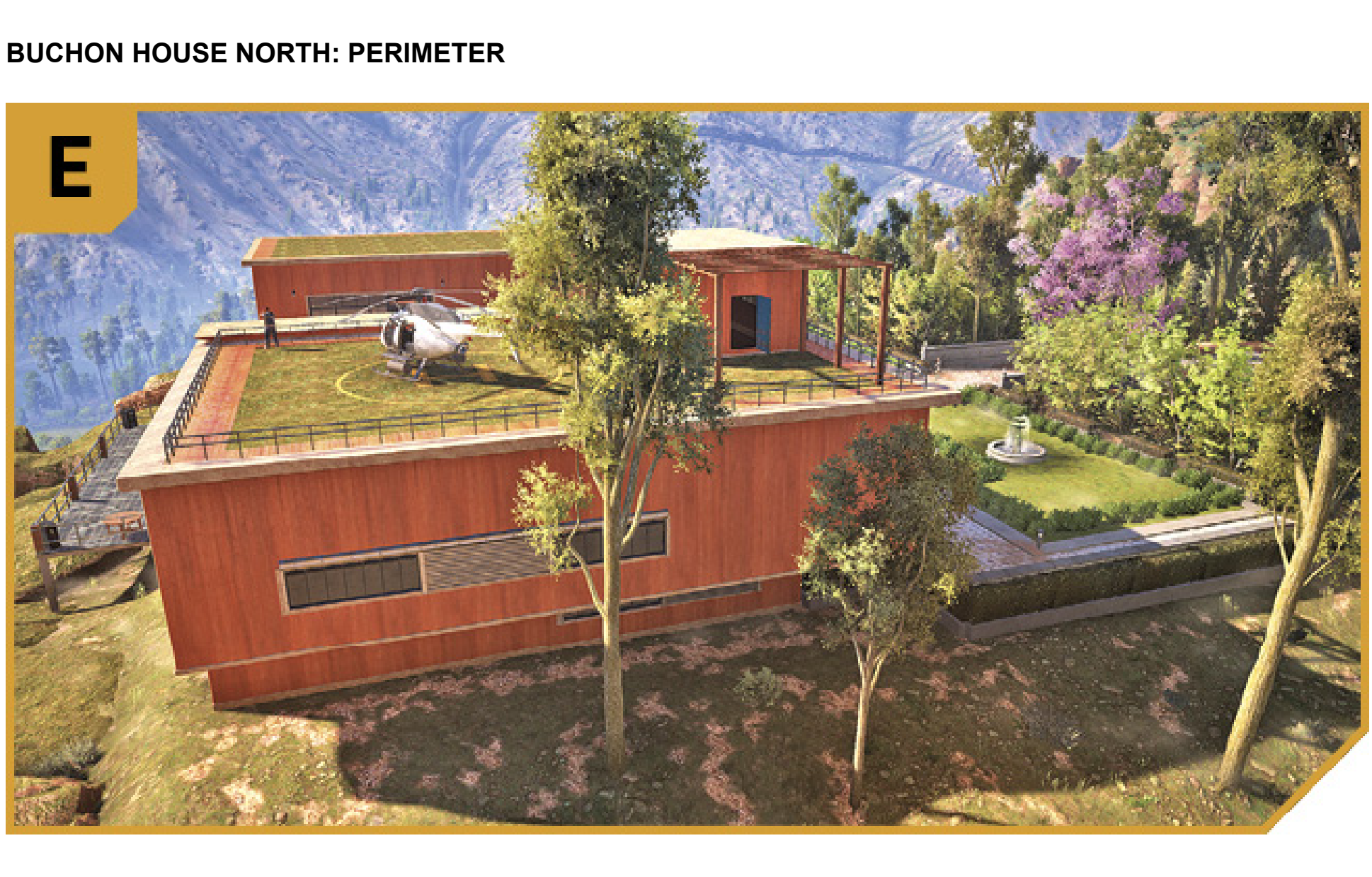
Sneak around to here from C, or through the formal garden. This offers quicker access down into the basement if you shoot out the windows on this side and climb through into the ground-floor dining room. You can also snipe foes looking out of windows on both floors from here.

BUCHON HOUSE EAST: PERIMETER



This offers an alternate route (via C or E) to the pool courtyard area. This creates crossfire and outflanking possibilities during Co-op, and also allows you to shoot foes atop the helipad roof to the north from a different angle. It's another way into either building too.

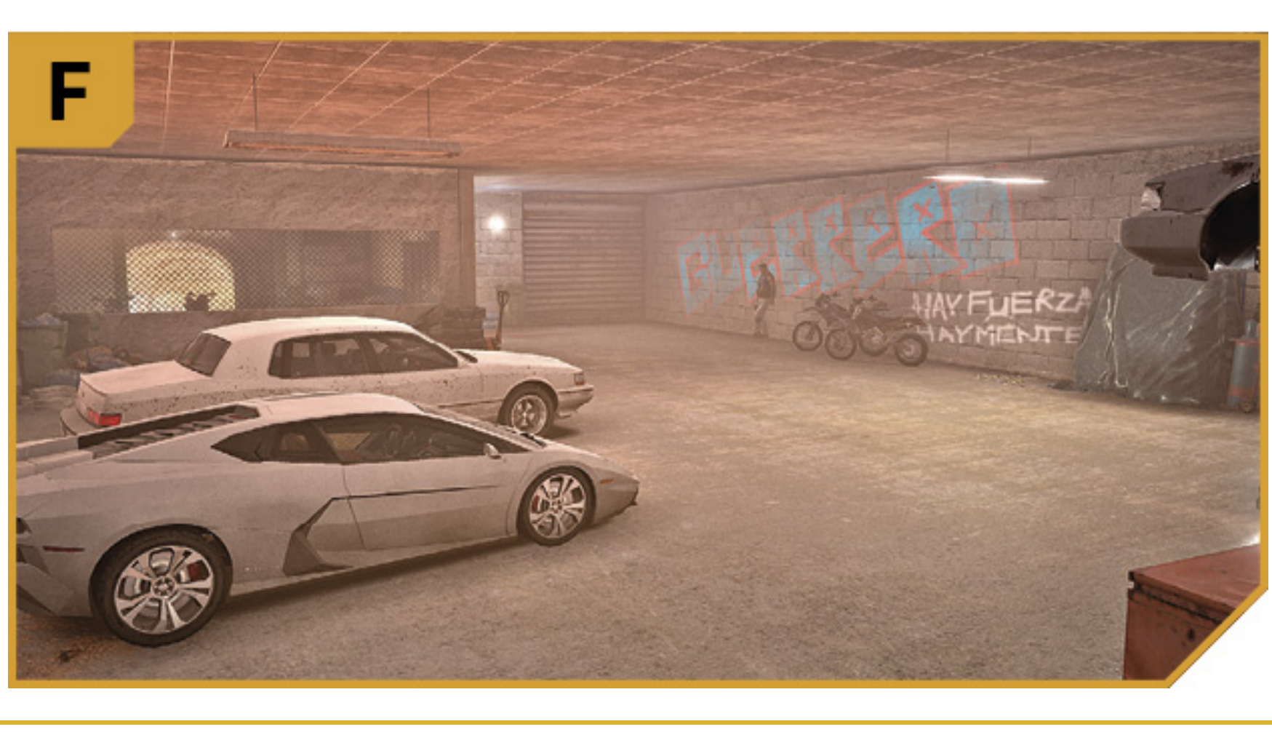
BUCHON HOUSE NORTH: PERIMETER



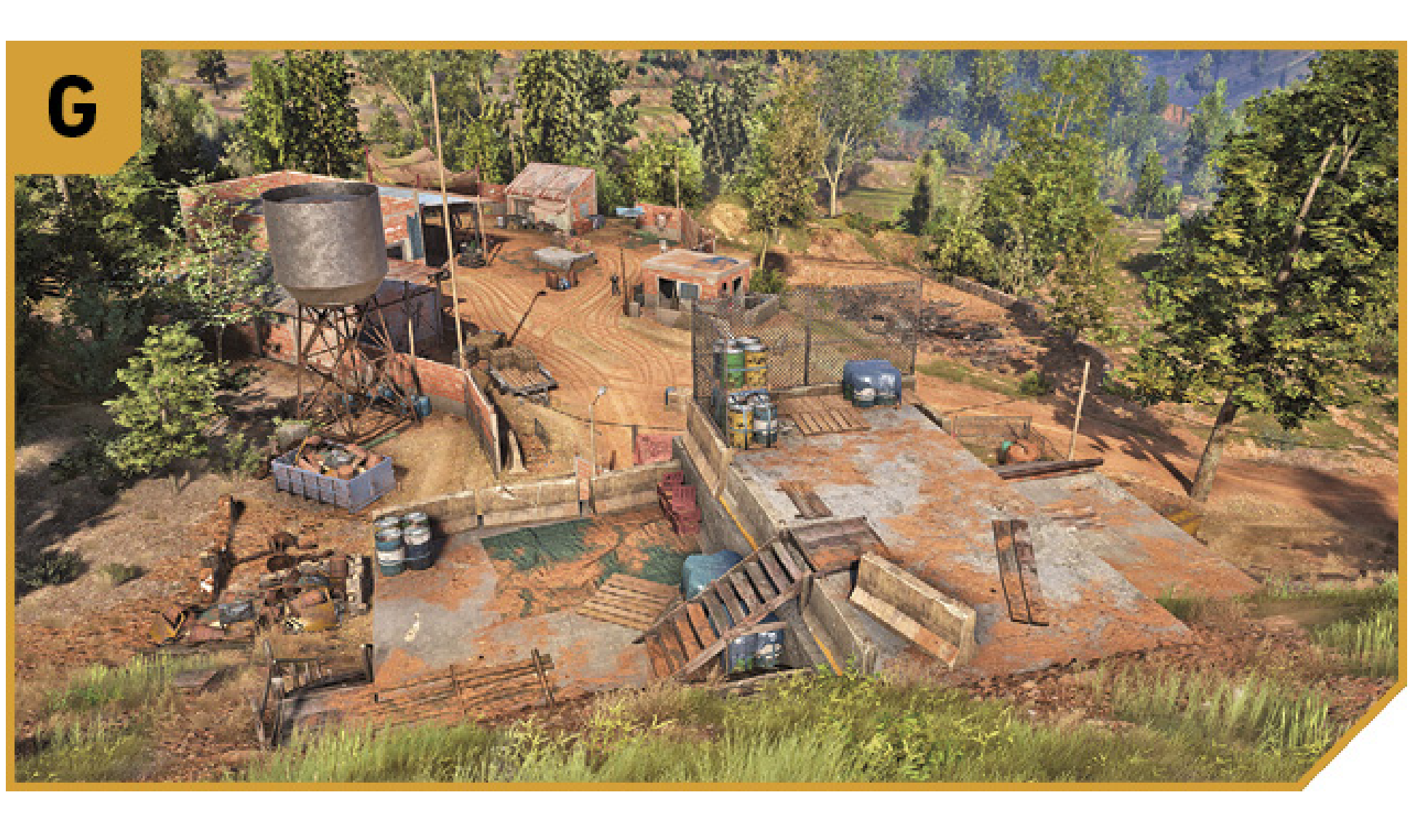
Head around here from B or D. There's a gym room window on this side you can smash but can't climb through due to the treadmills on the other side. Ignore this area unless you want a stealthy way to reach the open door on the northwest wall of the north building; hop over the hedge here to reach it.

◉ TARGET: LA PLAGA (BASEMENT)

The basement is only accessible via the south building stairs down. It consists of a recording room where horrific execution videos are staged, a connecting concrete passage, and a garage area with a couple of heavy-weapons dudes to down. La Plaga is usually on his bike and away; head after him by using a bike parked at this location. Or retreat up to the surface, tag the outpost about a click north on your Tacmap, and head to it via the hillside (using an off-road truck stolen from the grounds) or by the helicopter found on the roof of the north building. Or use your own means of transportation.

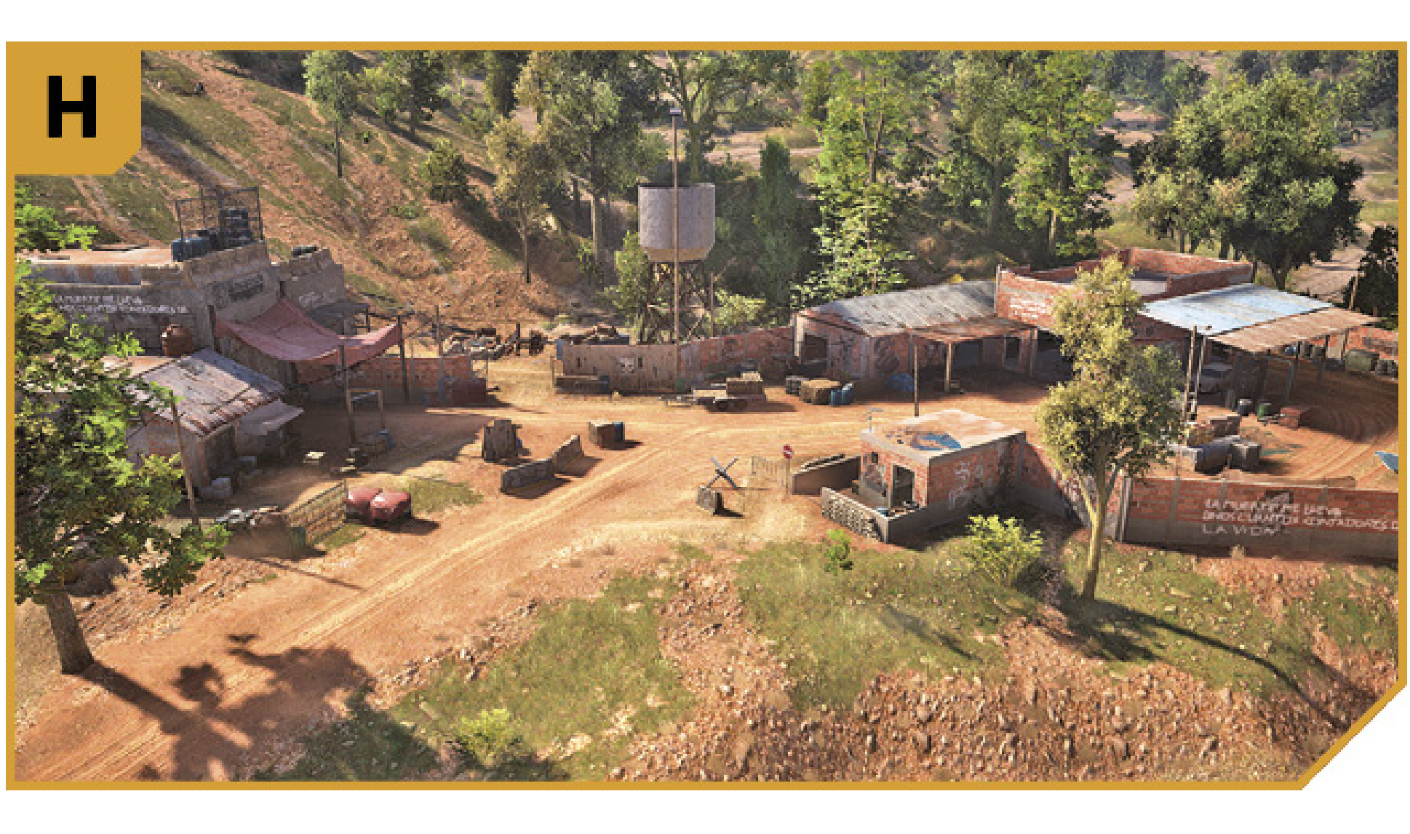


OUTPOST SOUTH: TUNNEL EXIT



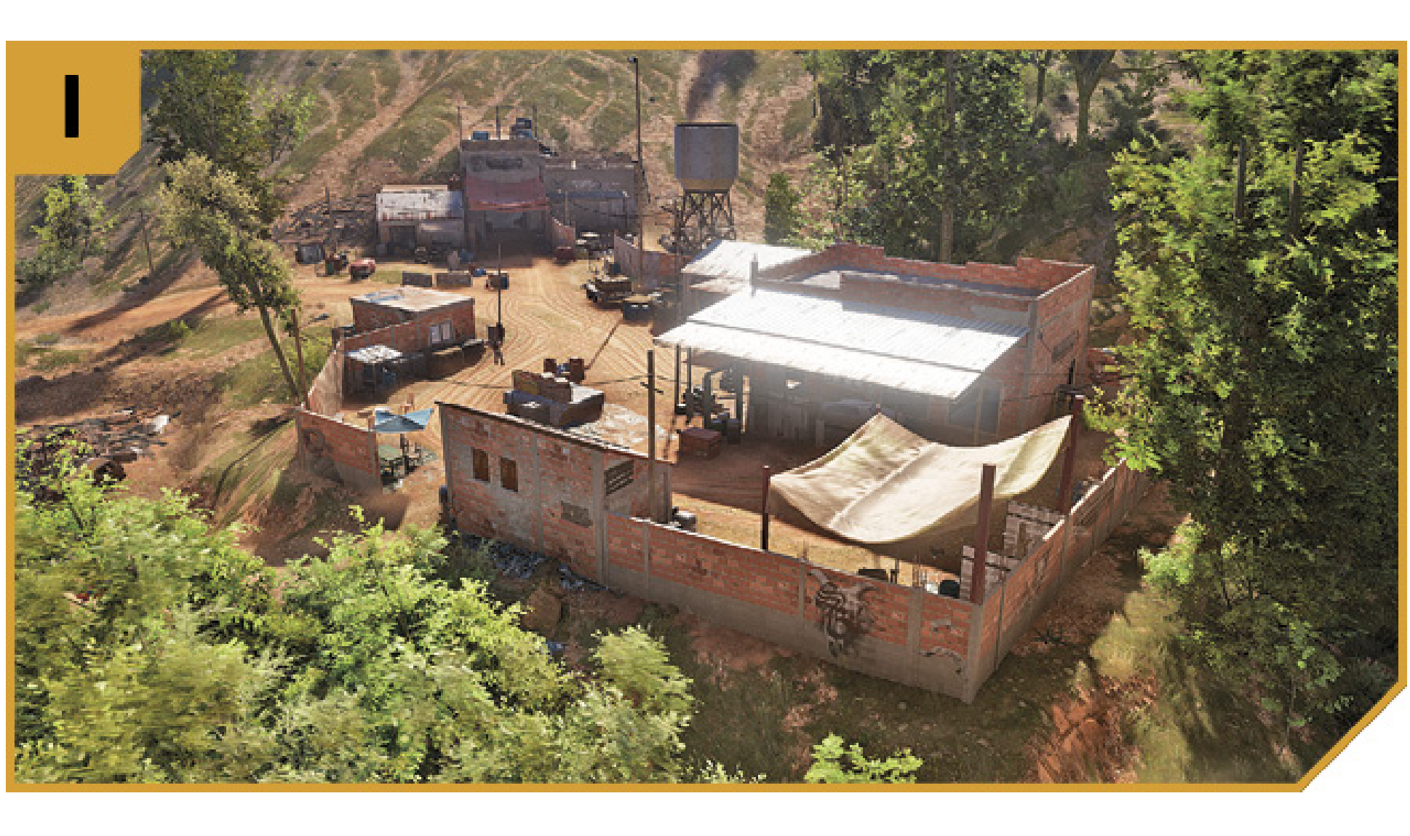
The exit from the buchon house tunnel brings you straight into the outpost, so use the concrete barriers as immediate cover. If you've traveled over the hill past the radio mast instead, you can use the top of the concrete tunnel exit as a sniping point, or run there after exiting. This offers cover and a view of most of the foes, enabling you to whittle down the enemies until only La Plaga is left. This can be done before or after you assault the buchon house.

OUTPOST EAST: MAIN ROAD



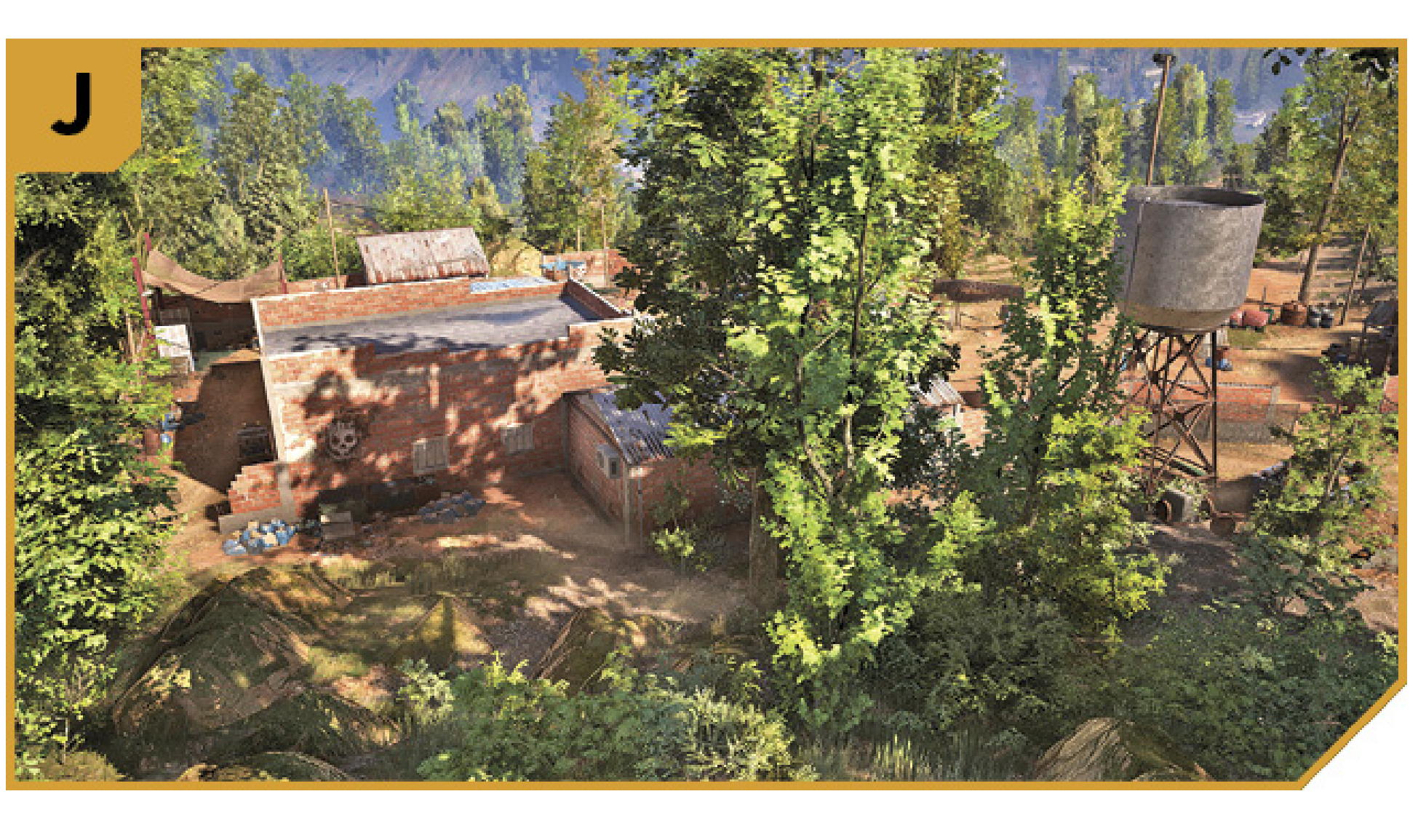
Just north of here along this road is a small checkpoint with a couple of foes, but as you normally approach this location after clearing the buchon house, the road likely isn't used. If you're attacking here first (or simultaneously), you can drive here and cause havoc, or better yet, peel off and sneak up to G or I and start removing foes from cover.

OUTPOST NORTH: INFILTRATION POINT



A small dirt path allows access into the main yard of the outpost, and the brick wall and brick shack enable you to seek cover if there's heavy returning fire. It's not a spectacular way to infiltrate, but it's good if you're trying to outflank while teammates attack from a different direction. Note the northwest corner of the yard has an impenetrable barbed-wire brick wall, but it makes good sneaking cover.

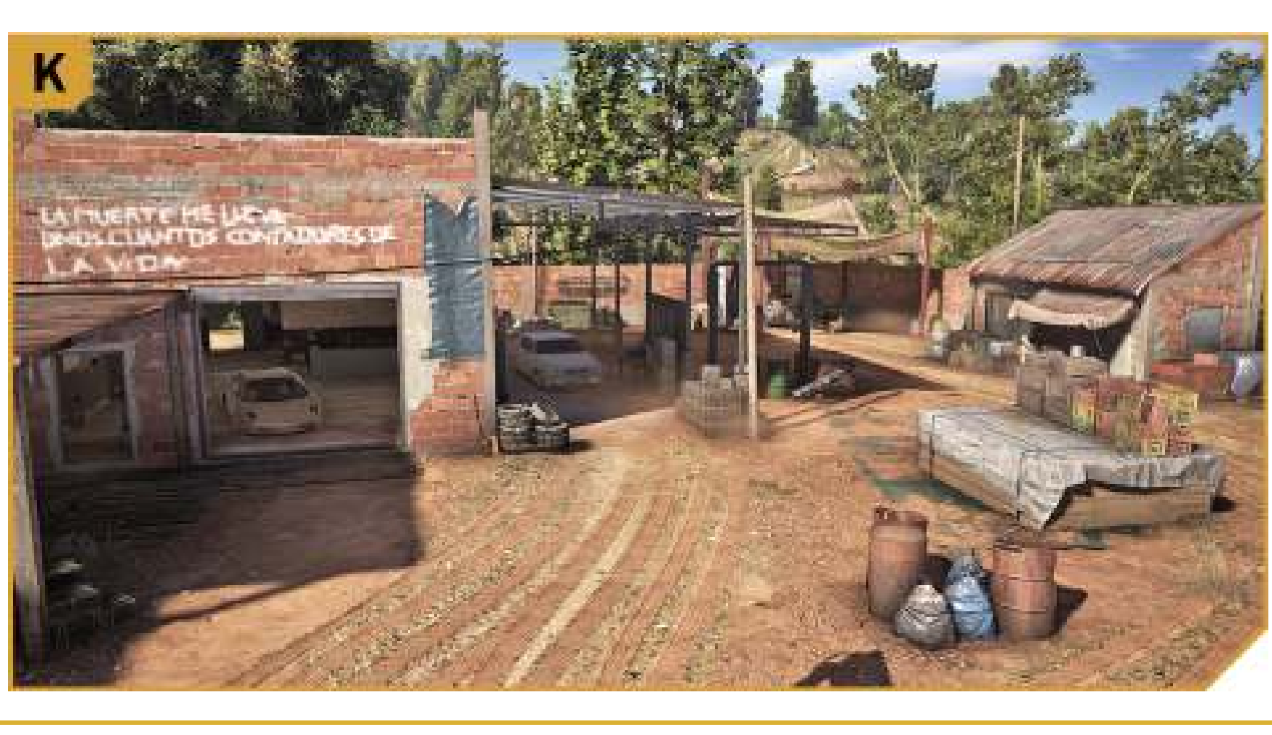
OUTPOST SOUTHWEST: INFILTRATION POINT



The southwest side of the outpost features a rusty water tower and a copse of trees you encounter before you reach the brick wall at the edge of the mechanic's garage where La Plaga makes his last stand. A break in the west-corner wall enables you to attack the yard and outflank the enemy. Or you can attack to the east of the water tower, around the open gate. There's good access to G here, too.

◉ TARGET: LA PLAGA (OUTPOST)

La Plaga drives out of the tunnel and usually takes refuge in the mechanic's garage. Shoot him, flashbang him and his cohorts, massacre everyone else, then melee-strike him to death. Just get this execution done!



BUCHON HOUSE: OTHER TACTICAL ADVICE

SOLO: For the most clandestine approach, start at B, creep around to C, shoot out the window and hop over into the dining room, then scurry down to the basement. At this point, it's time to progress using shotguns and mayhem. Bring out flashbangs as you storm the basement, clearing the area, and then follow La Plaga to the outpost. Scramble up to G and shoot the foes in the vicinity before dealing with the buchon himself.

Alternatively, back out of the residence and drive a vehicle over the hill to the north and down to the outpost. Or use the helicopter atop the north building to reach the outpost.

For greater mayhem, move from B across the formal garden and into the north building at the gym level, and work your way up the building to clear it. Flashbangs and close-assault weaponry are advised. Cross the pool courtyard and bring the pain to all foes until the buchon house is completely cleared. Then follow La Plaga to the outpost and kill him and the enemies there.

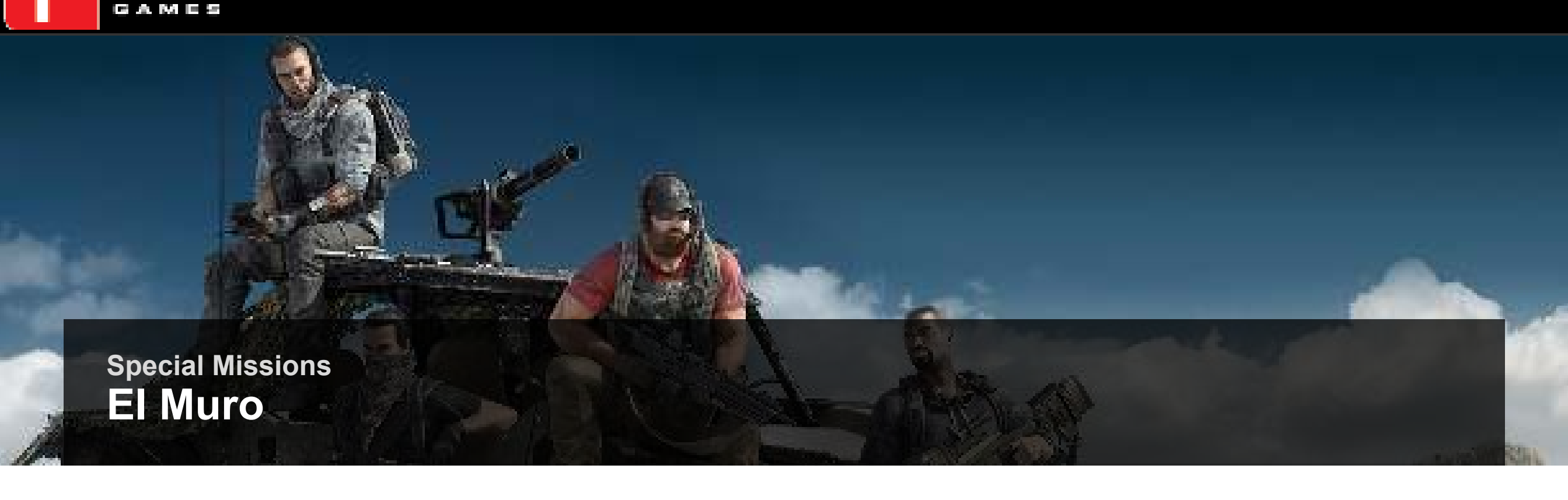
Or land your own helicopter on the roof of the south building, which allows you to shoot foes across at the north building before dropping down and forcing your way into the south structure.

Or send in an explosive drone via the rear of the outpost, and detonate it as close to La Plaga as you can.

CO-OP At both locations, it's helpful if you attack from multiple directions, though the plans to reach the basement of the buchon house are the same.

You should also attack from multiple directions when ridding the outpost of enemies. Note you can kill La Plaga and finish this mission at any time; you don't need to massacre everyone.

The biggest advantage of Co-op, coupled with the knowledge that La Plaga escapes to the outpost, is the ability to split your team into two forces. Send the first to the outpost to clear it, perhaps placing mines at the tunnel exit (G), while the other duo clears the buchon house. La Plaga won't even get into the outpost if you've already removed all foes and train your weapons at the tunnel.



Special Missions

El Muro

MISSION ACCESS

Complete Carl Bookhart, El Pozolero, General Baro, Yuri y Polito, and La Plaga to access this Mission.

OBJECTIVES

- **Locate El Muro**
- **Extract El Muro to San Mateo Alpha**

LOCATIONS (MEDIA LUNA)

- **F.O.B. Buitre (La Cruz)**
- **San Mateo Alpha (San Mateo)**

REWARDS

- **+ 350 XP**
- **+10 Skill Points**
- **+15,000 Medication**

DIFFICULTY

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BRIEF

El Muro has turned on El Sueño and the cartel kingpin wants him dead. El Muro has protected Sueño for many years, and he knows many of Sueño's secrets. Find El Muro and extract him before he slips out of the country or Sueño's people kill him.

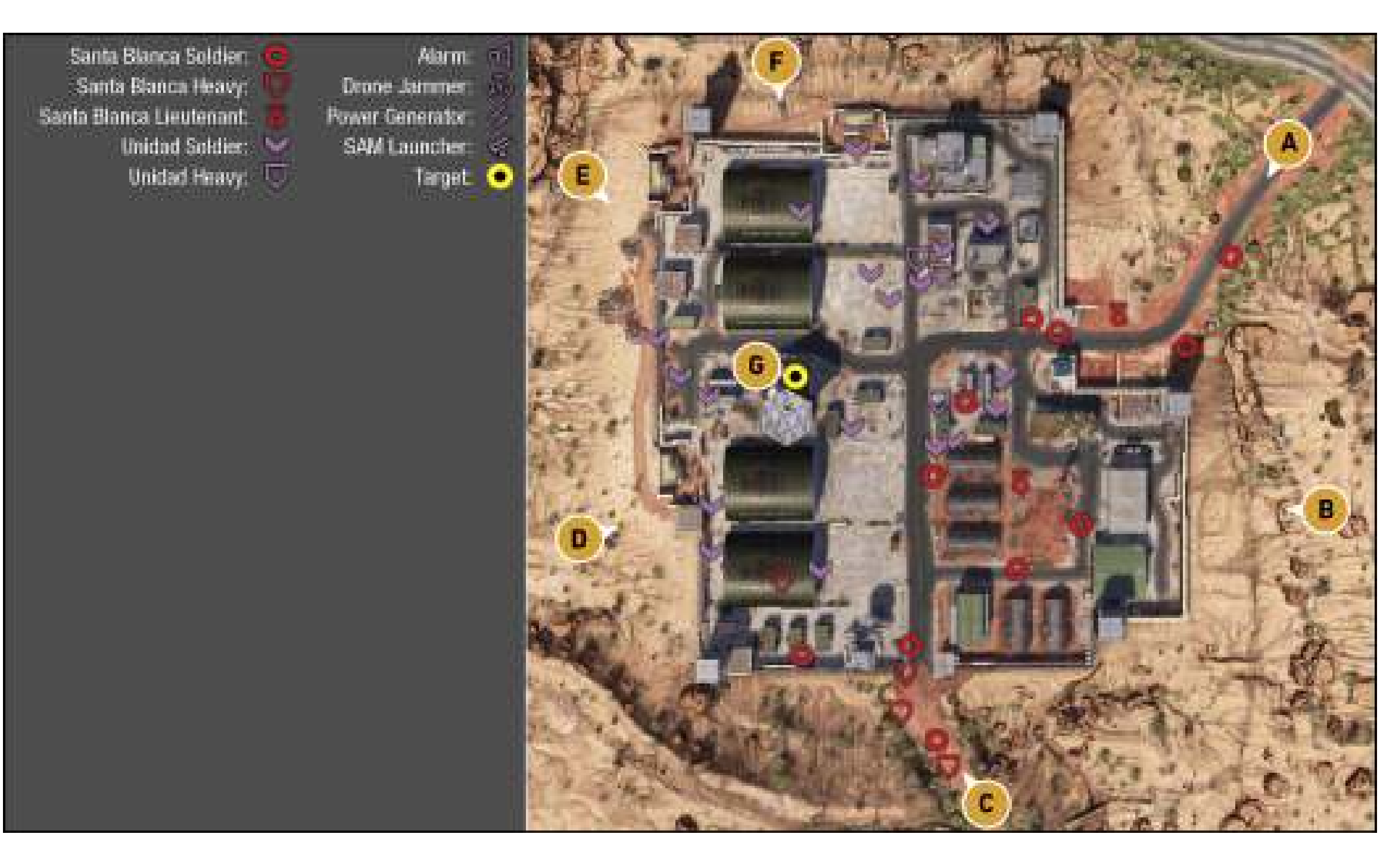
BUITRE FORCE

You're around 800 meters from this Unidad fortress if you begin this sortie at Media Luna Alpha. As you arrive, it's immediately obvious the cartel are engaging Unidad in a vicious firefight from the two main entrances (northeast (A) and south (C)), making stealth tactics secondary to immediate infiltration and extraction. However, approach from the wrong direction, and El Muro leaves; usually in an armored SUV or APC, meaning a fraught chase is in the cards. Only after you've collared El Muro can you extract him to the rally point in the neighboring province (to the south) of San Mateo.

CAUTION: UNIDAD DON'T PLAY (AND NEITHER DOES THE CARTEL)

Get ready to face a drone jammer, four alarms, and a power generator—the locations of which don't matter whatsoever during this mission, as the base is already being attacked—and reinforcements are arriving as you reach this besieged base. However, if you must check where the drone jammer and generator are, find them in the northeast corner of the base.

F.O.B. BUITRE: RECON

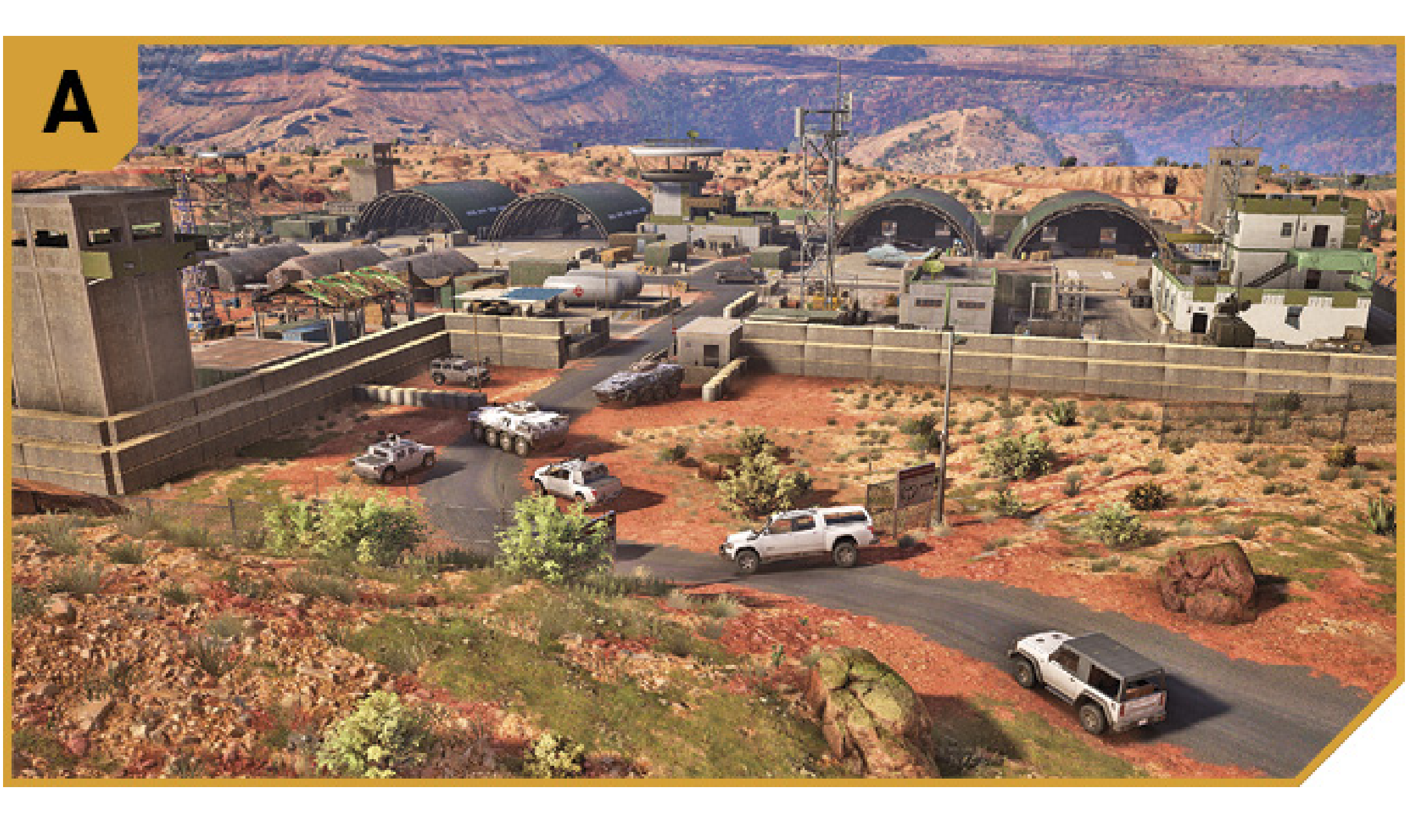


TACMAP

This relatively flat base features a set of buildings in each quadrant, though there's no time for sightseeing now the base is under attack. Northeast is the HQ building, comms and armory, drone jammer and generator. Southeast is an alarm tower, barracks, mess hall, and other sundry structures. The entire west side of the base features four huge hangars, helicopters (including a gunship!) and a control tower where El Muro appears from.

None of the sniper towers are currently manned, as the battle is waging primarily on the ground, aside from Unidad helicopters circling above, and raking the ground with machine gun fire.

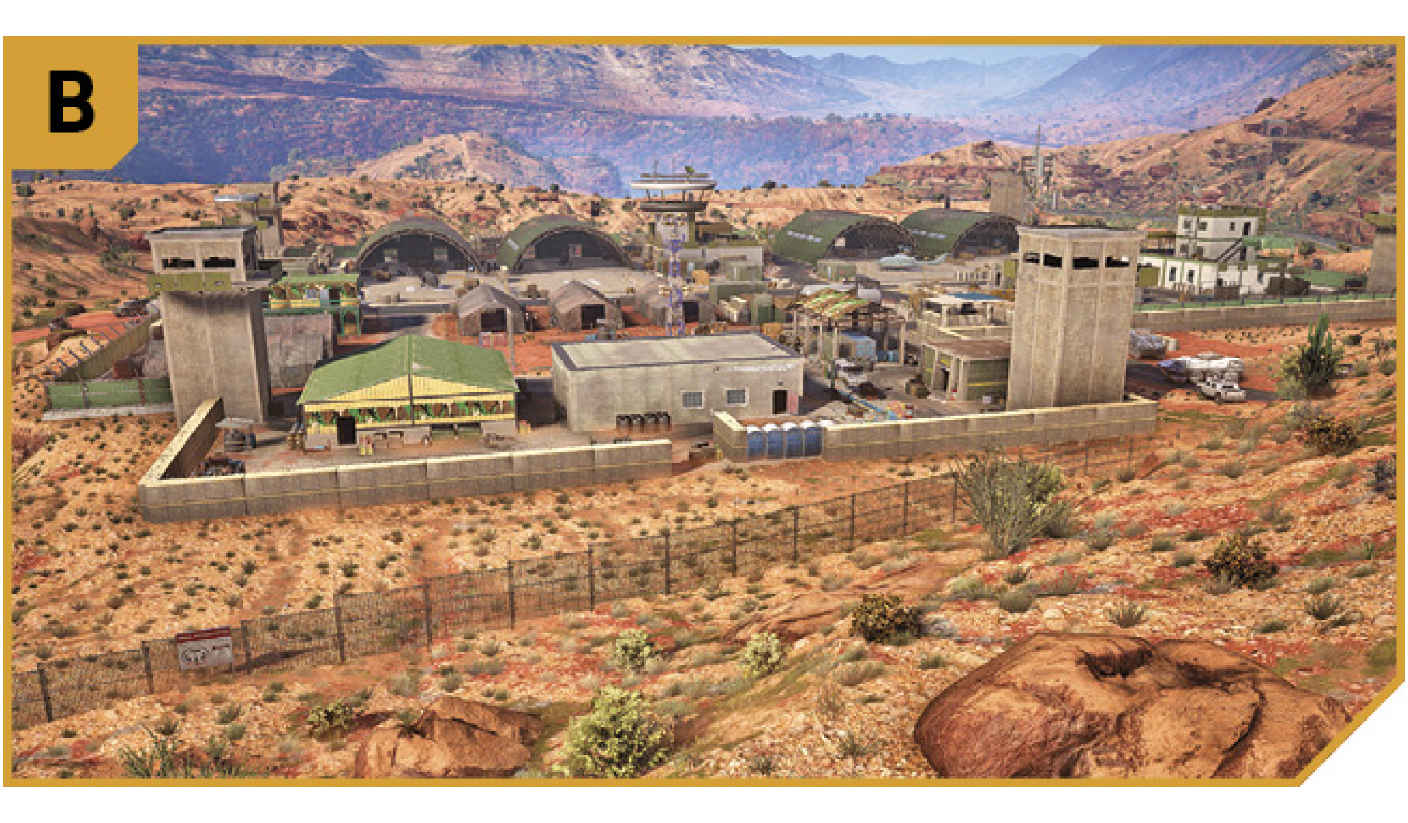
NORTHEAST: MAIN ENTRANCE



This entrance is a chokepoint filled with vehicles, cartel members launching an assault inside the base, and Unidad soldiers fighting back. It's a storm of bullets here, and assuming you survive to get inside, El Muro usually manages to escape before you can grab him. The only antic worth trying is the stealing of a vehicle (ideally an APC) and driving it into the base, directly at G, to stop El Muro (but not run him over!). Then get out, stow him, and escape.

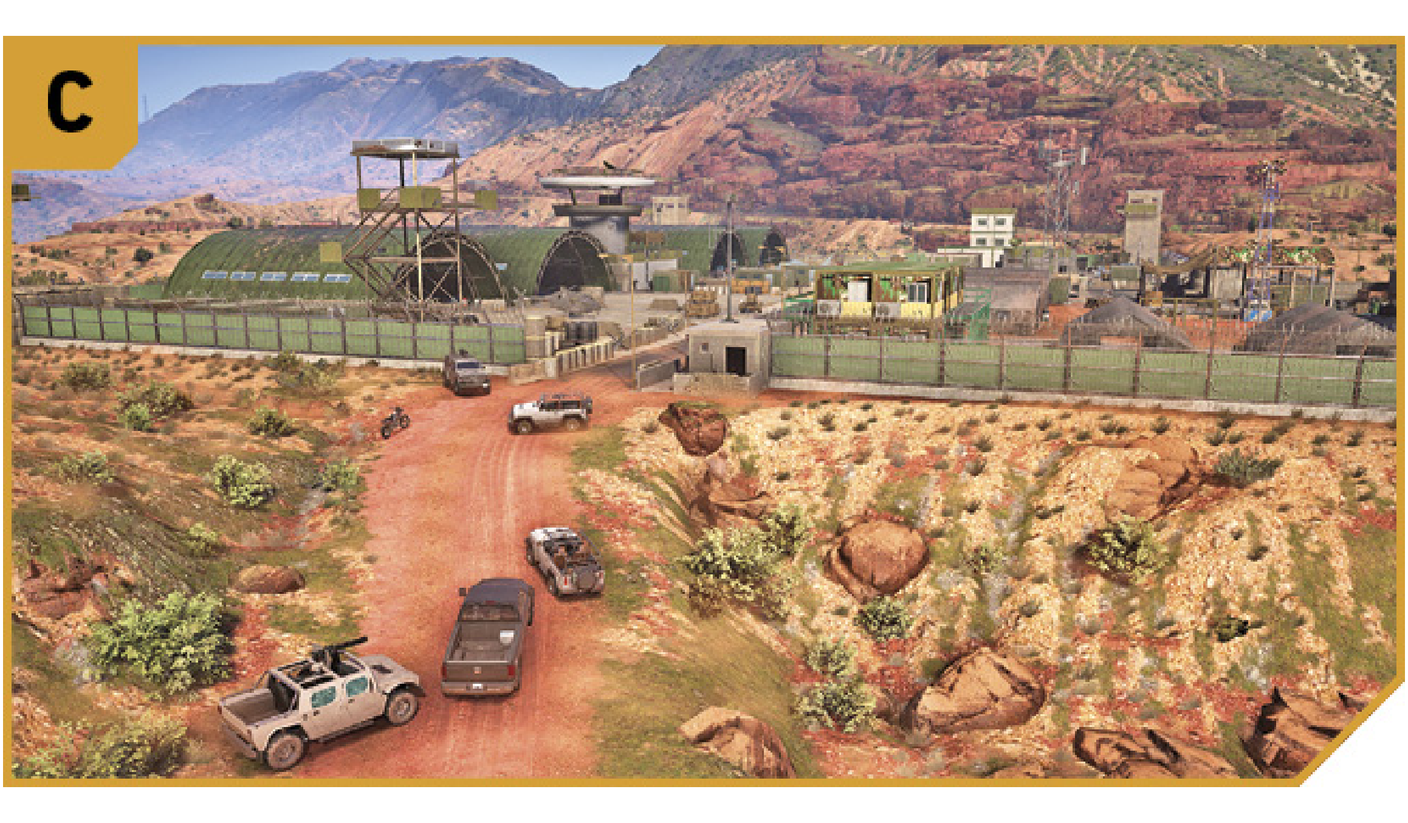
If you desperately need to use a drone, move to the northeast wall and lob a grenade so it explodes on the other side, at the drone jammer.

EAST: PERIMETER FENCE



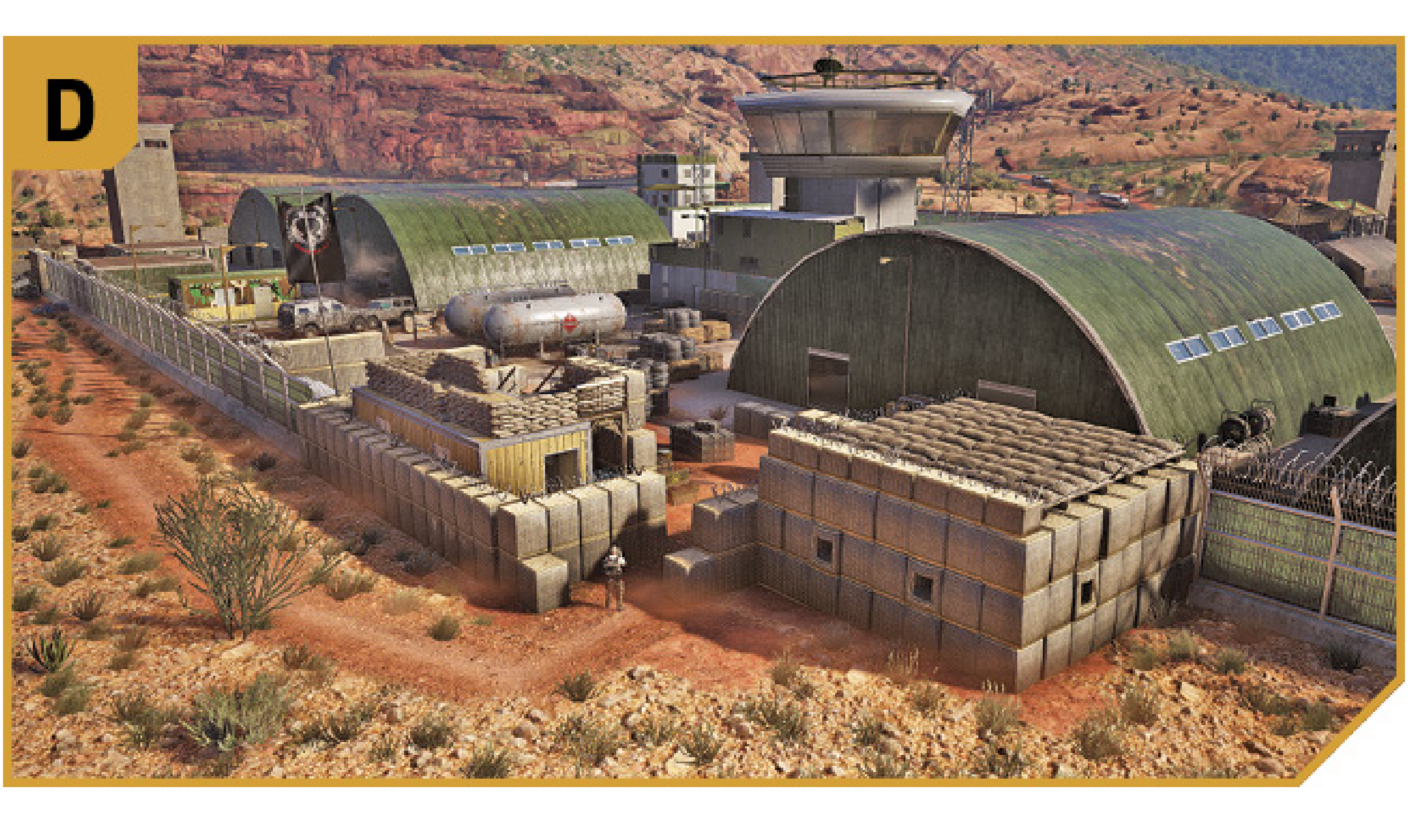
You can't get through the fence and secondary block wall from here (though you can move between both walls if you enter from A or C). This offers little help, though you can use your binoculars to check the control tower for El Muro's whereabouts.

SOUTH: MAIN ENTRANCE



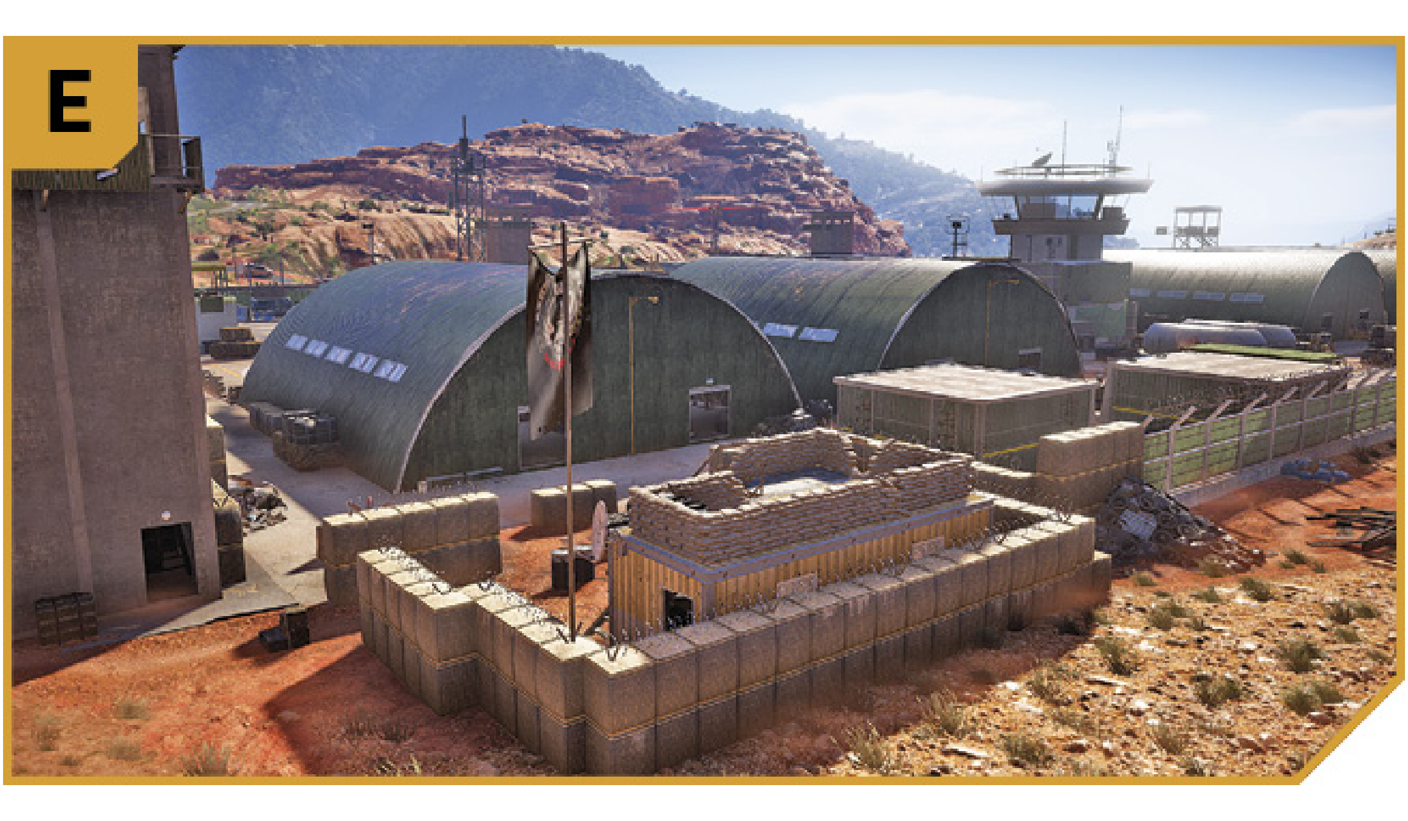
The fighting is almost as fierce at this location, which features groups of Cartel soldiers moving northwards up and into the barrack and hangar areas, and Unidad forces fighting back. This is just like A; heading in on foot is almost suicidal, so push through here in an armored vehicle, or find one (like the APC parked across from the hangar on the main road) if you need a vehicle to chase El Muro in. Note this is the route El Muro usually uses to escape (though he sometimes heads out of A, too), so soften up his vehicle with explosives. However, the other enemies usually detonate anything except C4 before you have chance to use it. Blocking the exit chokepoints with vehicles would be advisable, but there are too many enemies.

SOUTHWEST: WALL GAP INFILTRATION POINT



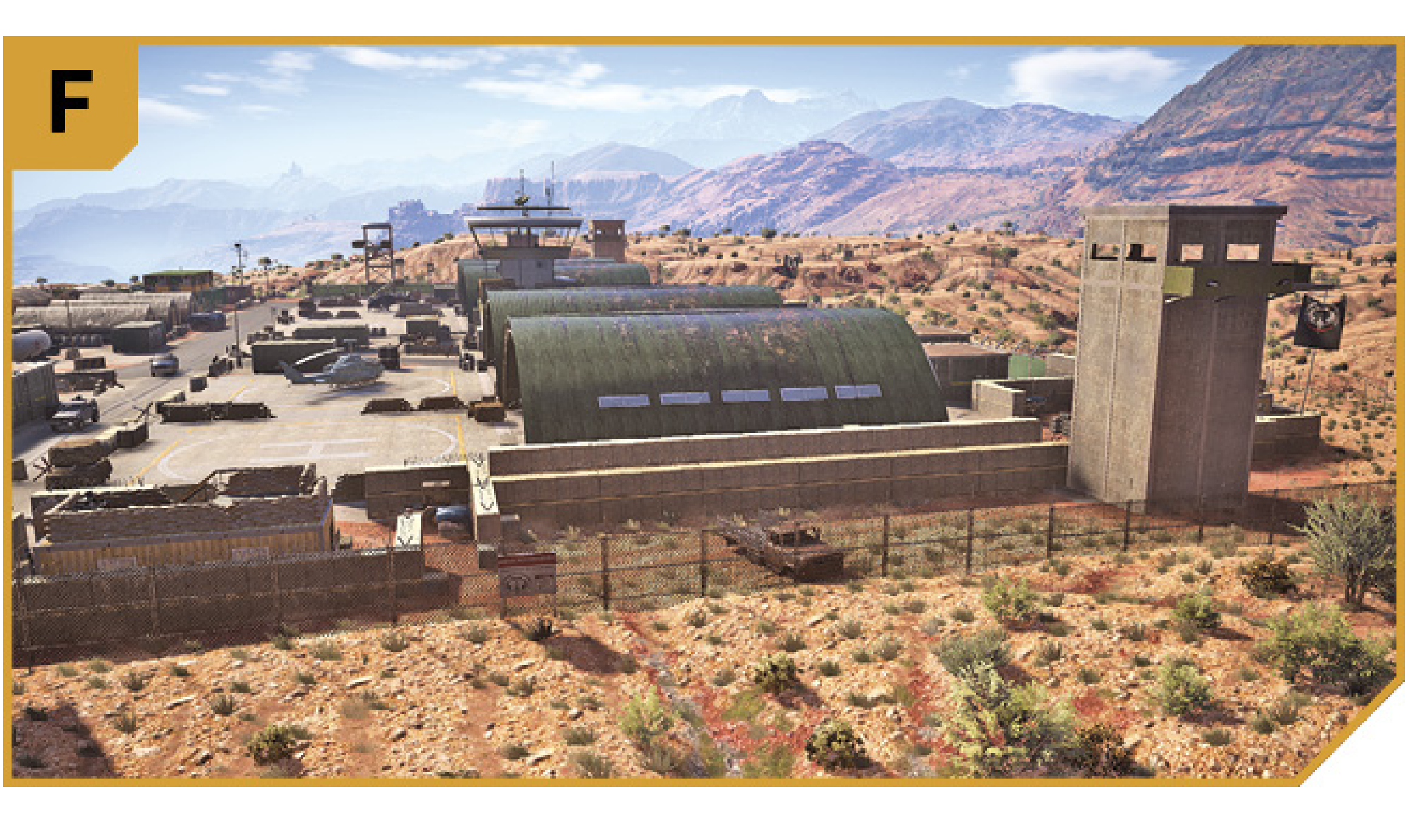
Enter through the gap in the block wall, turn left (north) and head directly for the steps down from the control tower to apprehend El Muro. Good work! Got there too late? Find a nearby vehicle and engage in pursuit.

NORTHWEST: WALL GAP INFILTRATION POINT



Enter via the gap in the block wall by the tire pile, turning south for a direct view of the parked vehicle El Muro may attempt to steal. Rush it, passing the hangar on your left, and apprehend your target. Or give chase if you're too late.

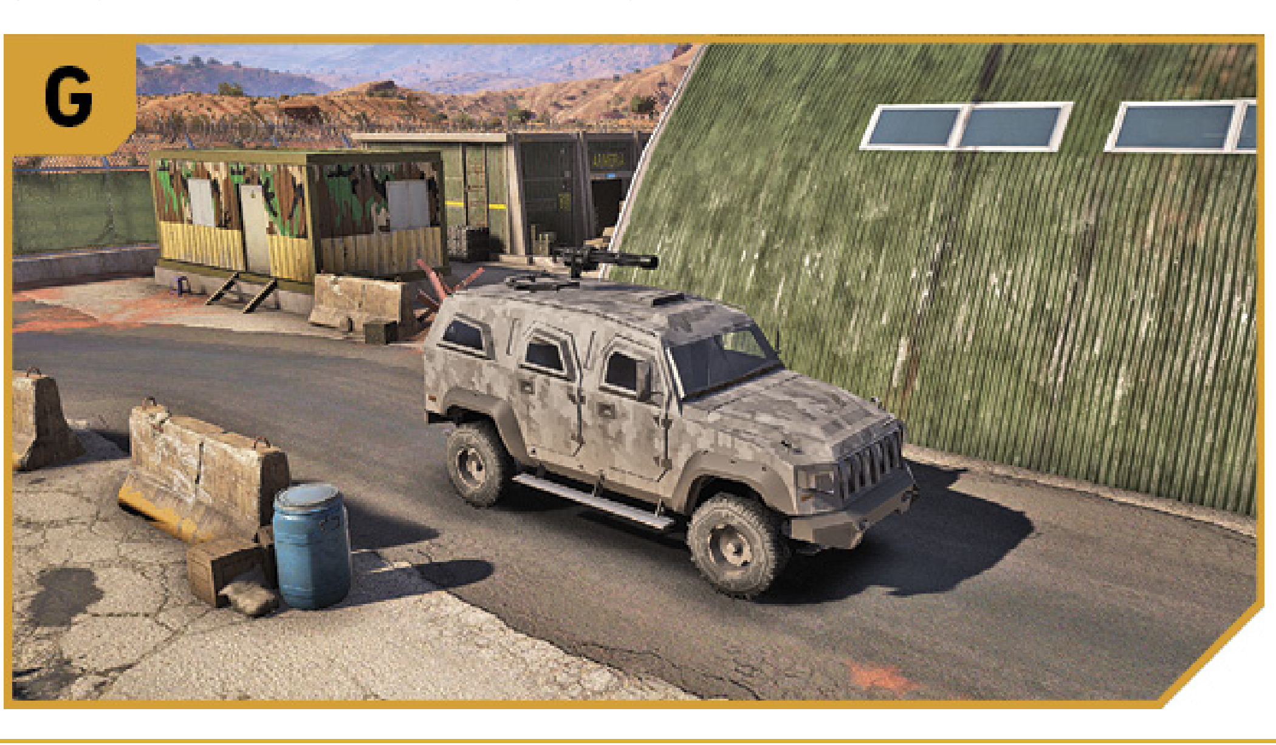
NORTH: PERIMETER WALL AND WALL GAP



While the rocky outcrops south of the road, but north of the initial fence provide little help, if you enter via E, then skirt around to the north (or head east), you can enter the helipad by the north hangar. It's only a short sprint to the gunship, allowing you to follow El Muro with superior firepower at your disposal.

◉ TARGET: EL MURO (AND ESCAPE VEHICLE)

This lunatic flees as soon as you hone in on his location, starting at the control tower and sprinting down the stairs to a waiting vehicle (usually an armored Unidad APC or SUV). He then crashes through the south (C) or sometimes the northeast (A) main gates, and flees. Should this happen, you must give chase before he leaves the combat area, or the mission fails.



F.O.B. BUITRE: TACTICAL ADVICE

SOLO: Despite the chaos, this one is pretty straightforward. If you want to grab El Muro before he has time to get into an armored vehicle, approach quickly from D or E, rushing the control tower, and grabbing the target before he reaches a vehicle. Approach from any other location, and there's usually no time to reach the target before he starts up his vehicle, and escapes, usually heading south past C.

Before the infiltration, start south of C, and drop some mines and C4, so you can soften up El Muro's vehicle before you head into the base. This doesn't always work, and you don't want to overdo it and destroy the vehicle, but it can help him slow down.

You could also try flying an explosive drone in, and detonating it close to El Muro's escape vehicle, so he has to find a different truck, allowing you more chances to grab him.

Is El Muro escaping? You could do worse than stealing the helicopter gunship, and flying after him, using the spectacular firepower of the craft to weaken El Muro's vehicle until it's too damaged and he leaves it, at which time you need to land, grab him, stow him in the gunship, and extract to the Rally Point.

CO-OP: With additional teammates with lightning-fast tactical brains, you have the added benefit of being able to encroach on El Muro from both D and E simultaneously, as well as dropping mines and C4 along the main road out of the base, just in case the grabbing goes awry. You can also prep C4 on the vehicle El Muro is running to, before he reaches it; just make sure he isn't outside the vehicle and exposed to the blast you're intending for his vehicle, or he dies.

EL MURO: RECON

TACMAP

The armored truck (or sometimes a Unidad APC) moves at speed and takes more damage than other vehicles, though you can slow it right down by shooting the tires out (SUV) or ramming, or detonating explosives (APC). Catch him before or after he drives by the large Unidad base, or you may have additional foes to worry about. When you reach the vehicle, simply engage it until El Muro leaves the vehicle, and stow him in an extraction vehicle (which could be the vehicle your team is using, a second vehicle, a helicopter including the gunship if you stole it from the base, or even the truck the general uses, with you driving instead).

EL MURO: OTHER TACTICAL ADVICE

SOLO: **CO-OP:** This gets a whole lot more simple if you ensure your takedown location isn't any other enemy stronghold. You cannot wave down the truck with your guns pointed at the driver; El Muro usually just runs you over. However, you can grab him from the SUV (this is possible, but difficult), but not the APC. Note the windows of both vehicles are bullet-proof, but you shouldn't be aiming at El Muro's head anyway—we want this guy alive!

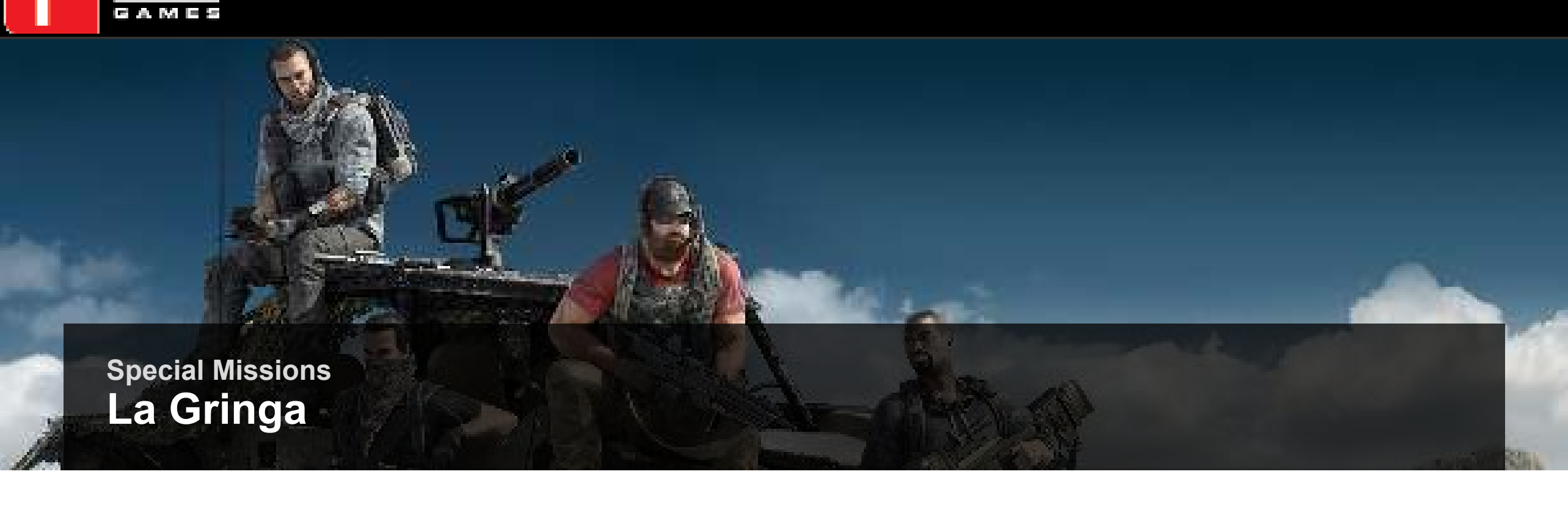
Or, you can ram him off the road (in Co-op, each player can use a vehicle to pin him more quickly, and from multiple sides), or bash the vehicle until it catches fire. You can also all ride in a stolen APC and ram the enemy vehicle while shooting at it (but not the driver). Or, you can attach C4 to the vehicle before it leaves the base, or place it on the road El Muro takes. Do the same with mines, though pre-planning is needed.

With Co-op friends, station one at the base to trigger the general fleeing, and the rest at a road junction, with a blockade of vehicles (stolen from the base prior to triggering the ambush), as well as C4 all ready to go, and mines ready to be placed (but not placed in case a civilian vehicle drives over it). Have a fourth Ghost fly in piloting a chopper, in case you want to air-lift El Muro to the Rally Point.

In Co-op, due to the distance and winding roads to the RP, you may wish to stop El Muro's vehicle, then bundle him into a helicopter for the extraction. Once you've extracted the target, the mission then continues.

EXTRACTION TO SAN MATEO ALPHA

The journey to the rally point in the next province south of La Cruz should be uneventful, as long as you speed through any Unidad checkpoints, exercise caution when driving the tank-like vehicle you're likely to be driving up the narrow dirt trails (as it's easy to flip on a tight turn), or you use a helicopter. Once El Muro is delivered to Bowman, the mission concludes.



Special Missions

La Gringa

MISSION ACCESS

Complete at least three of the following bosses: Madre Coca, Marcus Jensen, El Emisario, and El Wey to access this Mission.

OBJECTIVES

- **Locate La Gringa**
- **Talk to La Gringa**
- **Take La Gringa to the Rebel doctor (4:00)**
- **Protect La Gringa and the Rebel doctor (2:00)**
- **Extract La Gringa to Caimanes Bravo**

REWARDS

- **+ 350 XP**
- **+7 Skill Points**
- **Food Parcels: +10,000**

LOCATIONS (OCORO)

- **Pujio (La Gringa's House)**
- **Rebel Campsite (Caimanes)**
- **Caimanes Bravo (Caimanes)**

DIFFICULTY

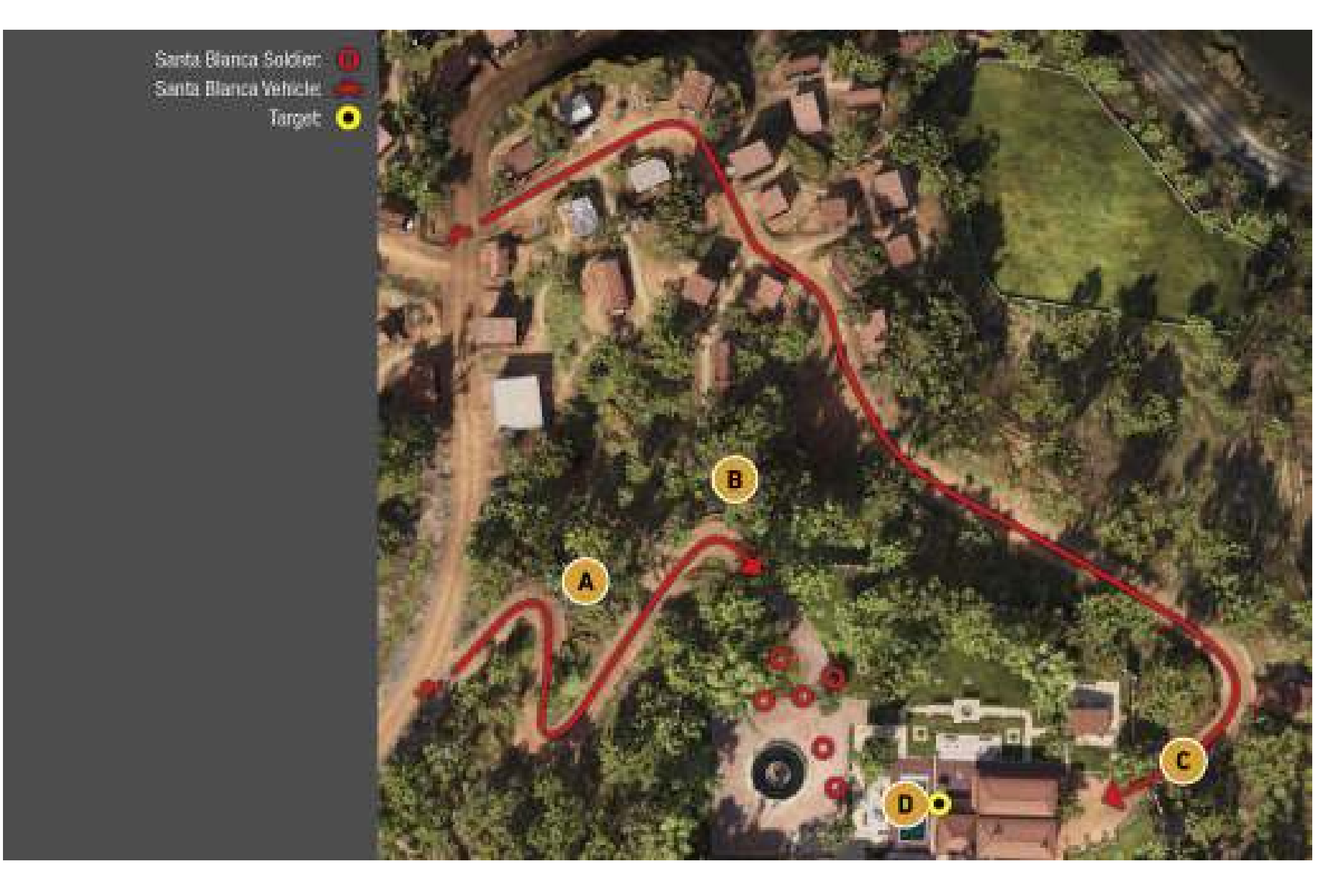
BRIEF

To keep up with demand, La Gringa has been forced to cut the purity of Santa Blanca's cocaine. El Sueño found out, and now he wants her dead. A crew is on the way to La Gringa's house to kill her. We need to get there first and extract her.

GETTING LA GRINGA OUT

La Gringa is holed up inside a mansion on the southern outskirts of the cattle village of Pujio, on the upper slopes, but below a large and steep scree slope, making infiltration more difficult. This is further exacerbated by the pickup truckloads of cartel thugs intermittently arriving at the compound to attack the defending Rebel forces. This situation is likely to become untenable shortly; so try for a swift extraction plan.

LA GRINGA'S HOUSE: RECON



TACMAP

The mansion is under attack as you arrive, with the bulk of the aggressors attacking from the northwest gate (B), though expect foes to drive up along both roads (B and C). The rest of the perimeter features a high white-washed wall running the entire length of the compound, with only one area short enough to hop over (the wall to the left of B, if you're facing southeast). La Gringa herself is down in the basement.

CAUTION: TOAST RECON

This mission features a large number of enemy troops attacking two different defensive locations, where you're playing the part of the defenders. Fortunately, the Rebels are here in force, so this is less about infiltration, and more about objective-completion, and then aiding the Rebels without compromising the ongoing rescue of La Gringa. Break off fighting, don't start any new battles, and don't obsess about killing every single foe, and you may just survive this.

MOST RECON: MULTI-PROVINCE PLANNING

The entirety of this mission takes place in both Ocoro and Caimanes provinces. It is wise to check out the first location (La Gringa's House) and the second location (Rebel Campsite) prior to starting this mission, so you have a good overview of the terrain and buildings without being in a dire combat situation.

MOST RECON: REBEL ROUSING

If ever there was a mission requiring some additional support from the Rebels, it's this one! Feel free to call upon their support both here, and during the defense of the Rebel Campsite in Caimanes Province.

NORTHWEST ROAD AND NORTHWEST ENTRANCE

When entering from this direction, expect the highest proportion of enemies, making this the less optimal of the two entrance gates. Note the lowest area of wall, which you can scramble over, and head south into the interior fountain area. Otherwise, it's best to drive in with guns blazing, attempting to knock down any foes and cull the rest with rapid-fire takedowns. Park near the swimming pool.

During the time one of you rescues La Gringa, have a Ghost place mines along the entrance road to impede incoming foes, but ensure you don't drive over them yourself!

This is one of two possible exits out from the compound. You can drive across the hill, ignoring the winding road, until you reach the main thoroughfare into Pujio.

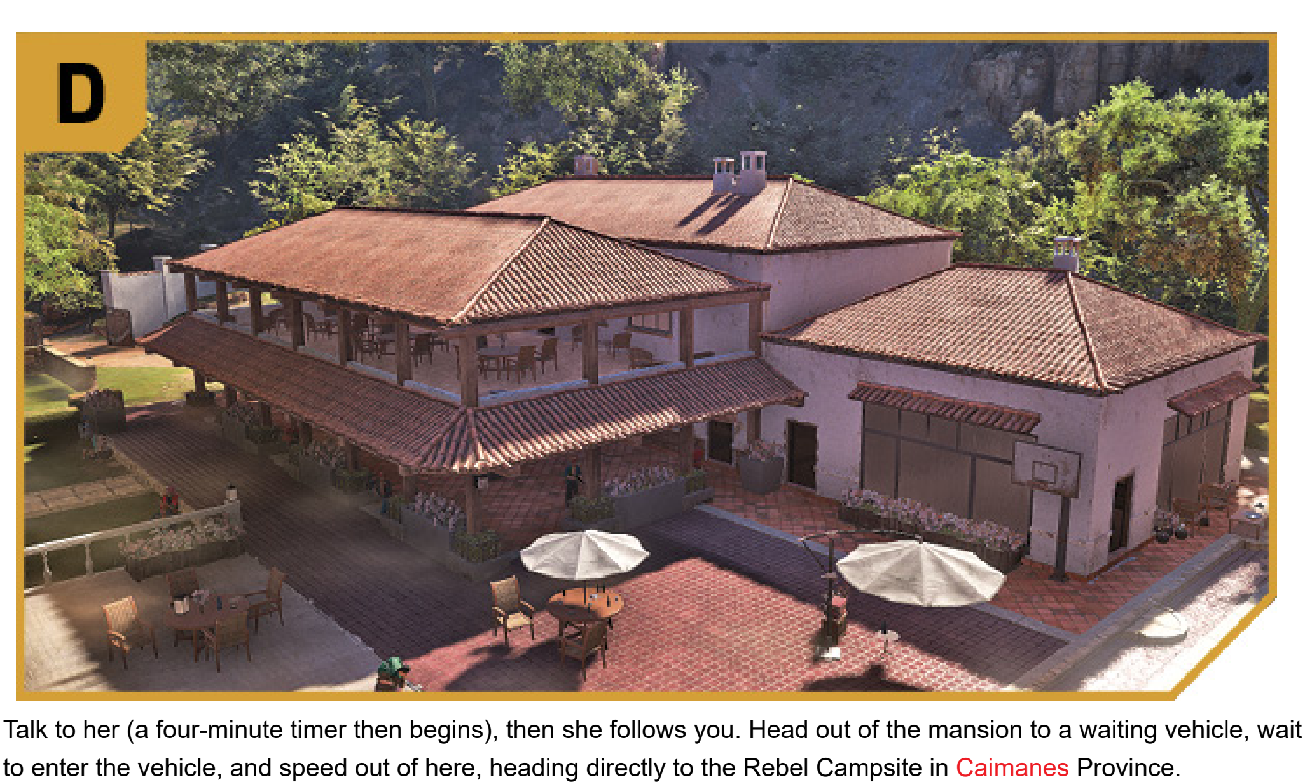
EAST ROAD AND ENTRANCE

This is the preferred entrance of the two to head through, as the highest concentration of friendly Rebel forces are in this area. That's not to say your vehicle won't get destroyed by incoming foes if you leave it unattended while you enter the mansion, so make sure your squad is defending the gates as soon as you enter them.

The road out of here is the preferable of the two as there are fewer foes to avoid, and you can quickly drive north, off the road just as you exit, down the hill, and join the main road heading right (east), along the river, to the second objective point.

TARGET: LA GRINGA'S HOUSE

This mansion has three entrances along the north wall, one by the basketball net and swimming pool to the west, and windows all around the ground floor to shoot out and leap through. However, it's simply a matter of finding the stairs down into the basement (the upper floor isn't necessary to investigate at all during this battle), heading down from the lounge area with the wall of windows overlooking the pool, and moving through the basement chambers in a counterclockwise loop to reach the badly-wounded La Gringa.



Talk to her (a four-minute timer then begins), then she follows you. Head out of the mansion to a waiting vehicle, wait for her to enter the vehicle, and speed out of here, heading directly to the Rebel Campsite in Caimanes Province.

LA GRINGA'S HOUSE: OTHER TACTICAL ADVICE

SOLO: Choose a well-armored truck (or call one in using the Rebel Support), and drive it to C. Have the rest of your squad guard it, so it's not a burning wreck when you exit. Dash to the basement interior of the mansion, find La Gringa, bring her back to the vehicle, and accelerate away. An alternative option is to bring a small helicopter and land it at C (this can be destroyed easily by the enemy, so ensure your squad is ready to defend it). Use the chopper to escape.

If you forego the helicopter, and if the vehicle you used to arrive in is destroyed, simply use one of the vehicles parked inside the mansion grounds. There's an SUV in the southwest corner near the fountain, or two cars just outside the east side of the mansion at C. All will do in a pinch.

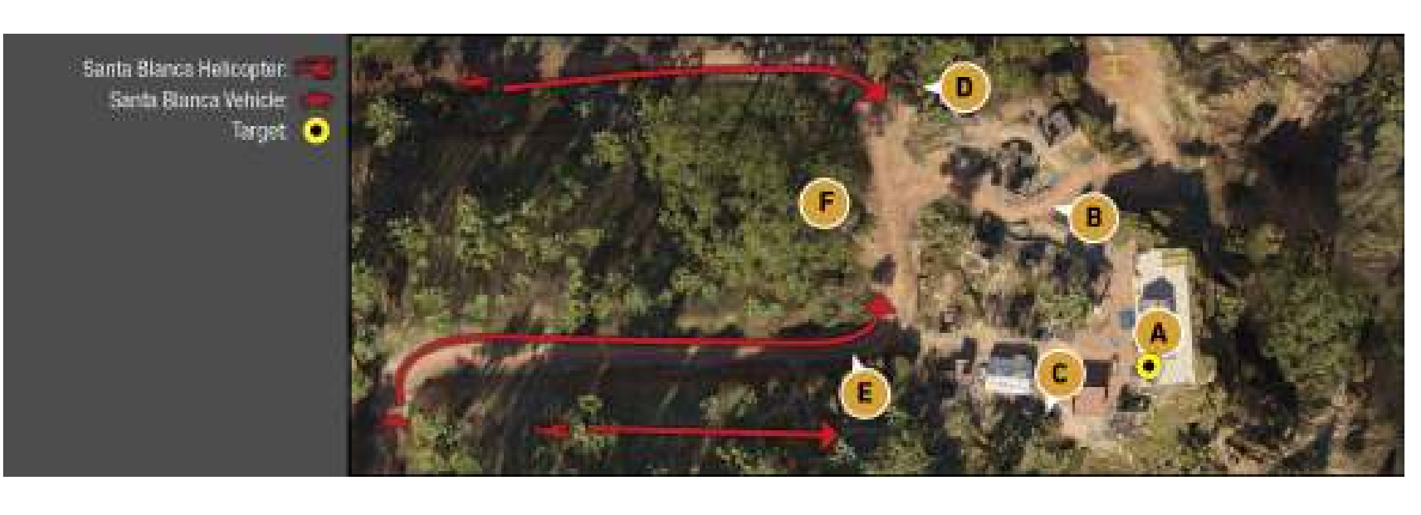
CO-OP: Solo plans work well here, though only one Ghost needs to find and rescue La Gringa, and bring her to the extraction vehicle. This allows the remaining three teammates to: defend the extraction vehicle from threats, or move it to a safer space, keep a helicopter airborne, and attack the enemies, or locate a second vehicle, and use it when driving to the campsite to attack any foes in vehicles following you.

Perhaps the best plan of all is for each Ghost to bring a separate vehicle in a convoy quartet, which don't all need to be driven in unison to the campsite. That way, you have additional spare vehicles to use in the forthcoming battle.

GETTING LA GRINGA OUT

Drive along the main road using GPS and a spot of off-roading to quickly reach the Rebel Campsite within the four minute timer. If you don't, she dies and the mission fails. If you make it, move into the stone building atop the small hill on the east side of the camp, where a Rebel doctor begins treating La Gringa. You now have two minutes to defend this camp from cartel attacks.

REBEL CAMPSITE: RECON



TACMAP

The enemy forces aren't insurmountable, and the base is reasonably secure, at least from foes attacking from the east (which is very steep). You also have great views of the roads where the enemy vehicles are driving in from, and can prepare for them accordingly. Note the minigun nest just northwest of the target building if you need to rake the foes' vehicles as they come in.

TARGET: REBEL DOCTOR (EAST BUILDING)

This is the building you need to defend. There are doorways on the east and west sides of the structure, so keep an eye on enemies sneaking in from both sides. Place a mine outside the east doorway in case the enemy tries to outflank you. Otherwise, move away from here; don't attract gunfire at this structure unless this is a last-ditch attempt to save La Gringa.

NORTH: MINIGUN NEST

The north end of the camp features sandbags and a minigun. The gun is optional, as you may find your own Loadout more effective. Train your weapons on the vehicles coming up the road that the rebels or your teammates haven't removed at D. Also check the helicopter parked here; this is a possible extraction vehicle, but can also be used to strafe the enemy thanks to the weaponry aboard.

SOUTH: GORGE EDGE

There's a steep gorge to the south, which usually means no foes ascend in this area. Use the remains of the buildings as cover, perhaps moving to the rock outcrop south of A, and drop foes as they appear along the road to the west.

NORTHWEST: WOODEN PLATFORMS

Quickly sprint to this area and cover the incoming road with mines. Then defend from atop this scaffold, which offers great views and cover, and you can also watch for enemies heading in along the other road to the southwest.

SOUTHWEST: ROCK OUTCROP

The rocks above the south road enable you to lob grenades or mines and generally lay waste to incoming enemy vehicles before they even have the chance to park. Just be careful dropping too many mines as you'll be using this road as an escape route!

THE BIG TREE

Between the two roads is an area of high ground under a big tree, where you can quickly move to engage any foes approaching by either road. This offers flexibility, as well as attacking enemies who are parking up and trying to storm the campsite.

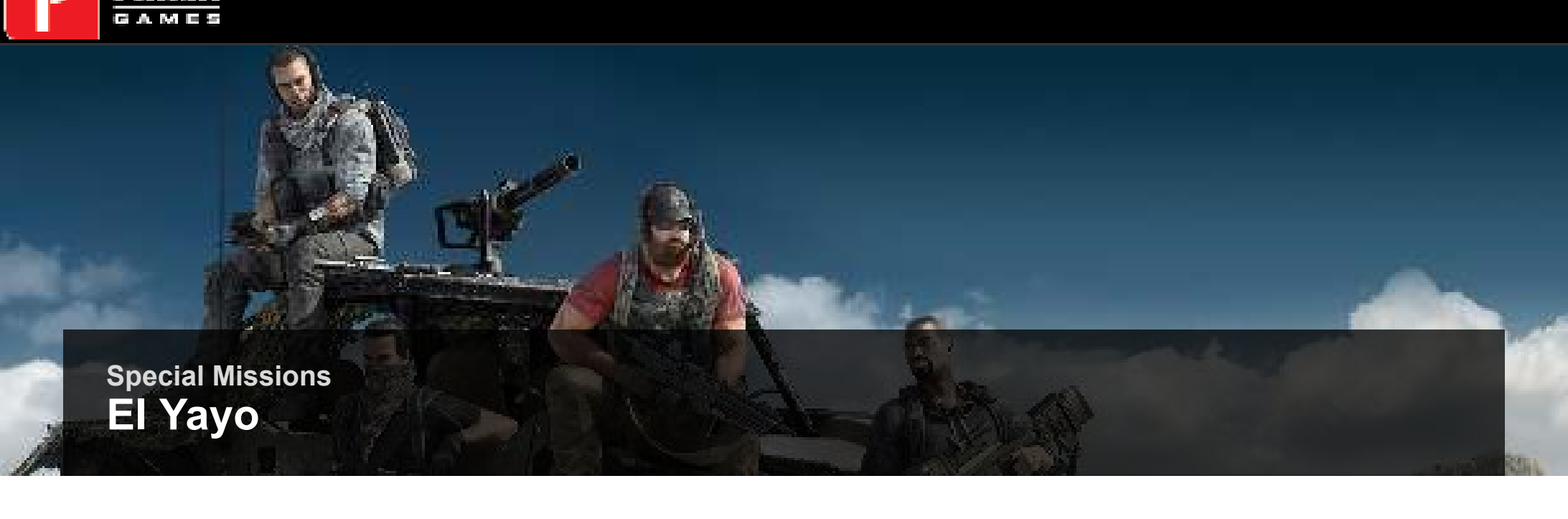
REBEL CAMPSITE: OTHER TACTICAL ADVICE

SOLO: Call on Rebel Support for mortars and additional troops as the two minutes begin. Send your team to C while you cover from B, or vice versa. When enemies park up, lob grenades and rake them with heavy weapons. Don't venture too far from the target building in case you need to race up to defend it. Give them everything you've got! One option is to use the nearby helicopter and have your team strafe enemies from the air. Extract La Gringa in any ground vehicle in good shape, a vehicle the Rebels supply you (after requesting it), or via chopper.

CO-OP: Solo plans apply, but you can spread out to the previously-indicated areas to ensure the enemy is caught in a hail of crossfire. Having Ghosts covering between B and C, one at D, one at E, and one flying a chopper, ensures all ground is covered. Then land and pick up La Gringa and fly her to the Rally Point.

TACTICAL FIELD CARE AT CAIMANES BRAVO

As soon as the two minutes are up, talk to La Gringa, allow her to follow you from her bed to a waiting vehicle, and extract her southwest, to Caimanes Bravo. Assuming you've done your job during the previous defending of the campsite, and you don't drive erratically (over a mine you previously placed or off a cliff side along the road) or pilot a chopper into a mountain, you should be able to rendezvous with Bowman unscathed. Then watch as she applies some tactical field care with a novel bedside manner.



Special Missions

El Yayo

MISSION ACCESS

Complete El Emisario, El Wey, Madre Coca, Marcus Jensen, and La Gringa to access this Mission.

OBJECTIVES

- **Locate El Yayo**
- **Grab El Yayo**
- **Extract El Yayo to Espiritu Santo Charlie**
- **Locate Chuwi and Rosa**
- **Extract Chuwi and Rosa to Espiritu Santo Charlie**

REWARDS

- **+ 350 XP**
- **+ 10 Skill Points**
- **+ 15,000 Food Parcels**

LOCATIONS (ESPIRITU SANTO)

- **Buchon House**
- **Espititu Santo Charlie**
- **Bahia Floresta**

DIFFICULTY

BRIEF

After he was caught cutting the purity of the cartel's cocaine, El Yayo was placed under house arrest. It's time to go get him. Expect heavy resistance. The guards have orders to kill El Yayo if he tries to escape.

LET'S TAKE EL YAYO LOW AND SLOW

Start at Espiritu Santo Charlie, and trek about one click south, through the jungle, and assault the small buchon house, taking care to reach El Yayo before cartel members gun him down. Drag El Yayo down to a waiting vehicle, and get him to the nearest rally point.

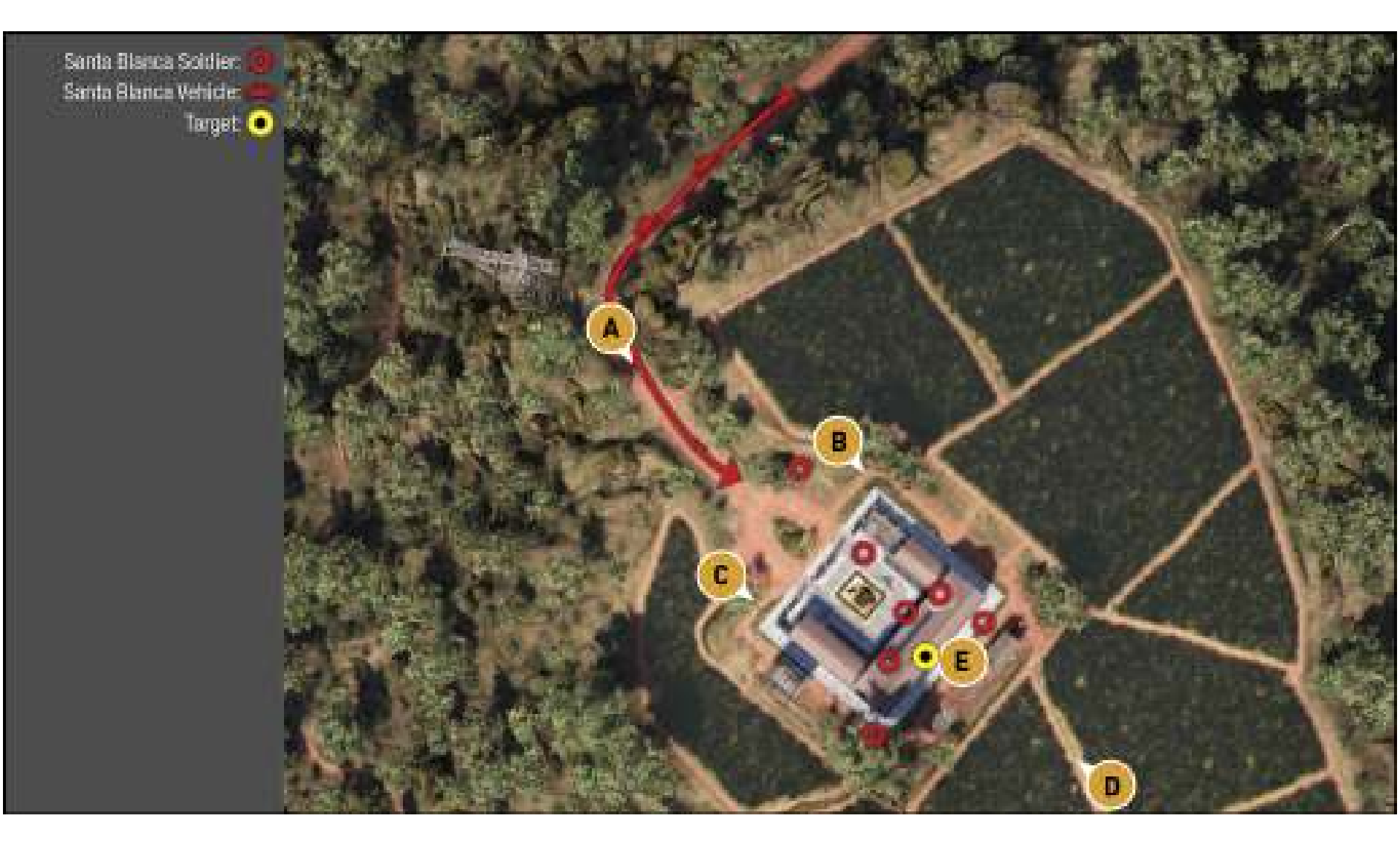
CAUTION: LOW AND SLOW. BUT NOT TOO SLOW.

Watch where you go. This mansion can be stormed relatively quickly, but assaulting it with guns blazing can easily get El Yayo killed by one of your stray bullets or when the cartel turns their guns on him once they've realized you're here. The trick is to reach El Yayo before this happens, so you can adequately protect him.

MOST RECON: HAVE YOU PACKED YOUR THERMALS?

Assaulting the buchon house at night, and using thermal vision rather than night vision to fully differentiate between scenery and enemies, allows you to pinpoint your enemy more easily, while they scramble in the dark.

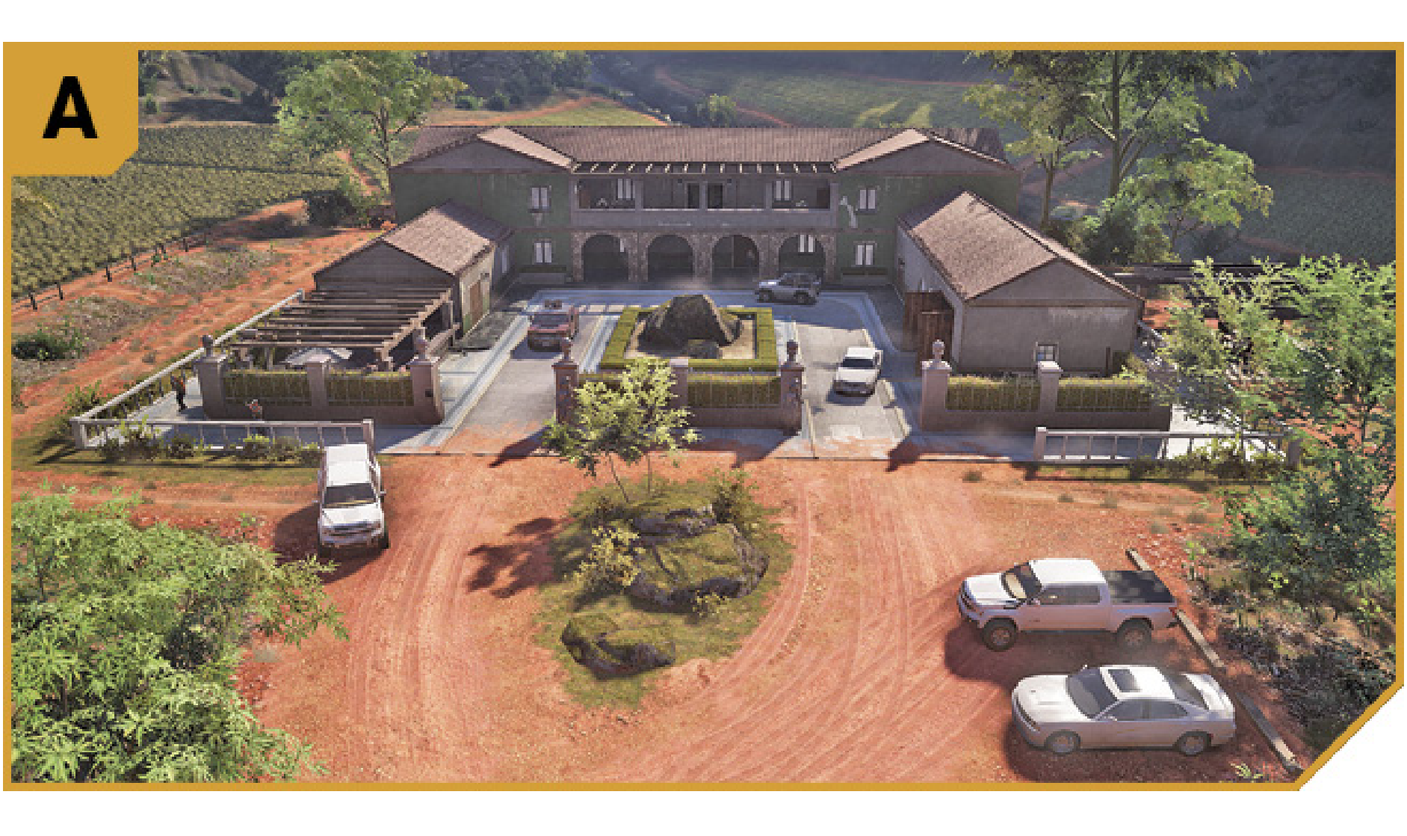
BUCHON HOUSE: RECON



TACMAP

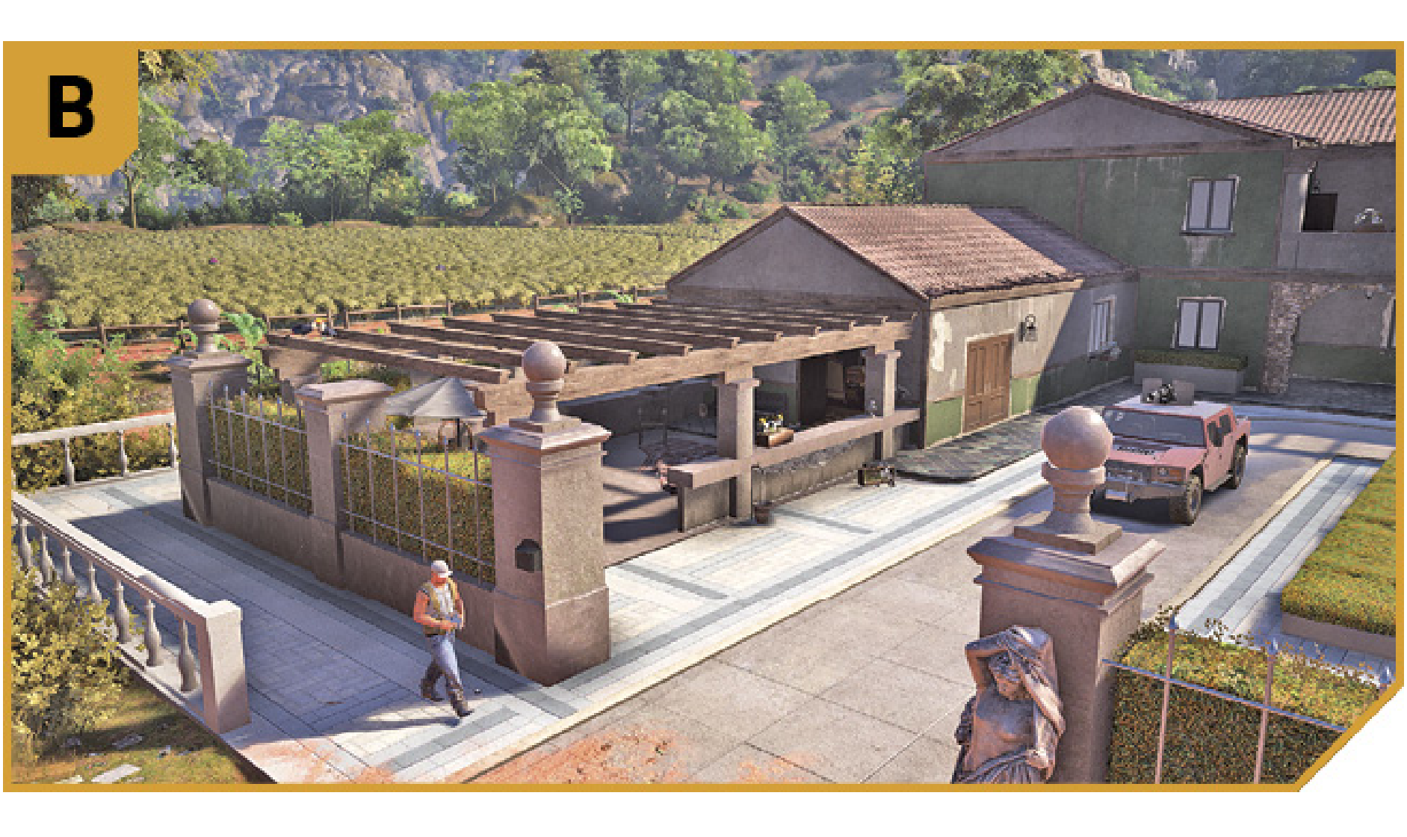
Expect seven foes to face, and additional vehicle reinforcements heading down the main road (from the northwest) if the infiltration turns noisy. Note the map doesn't distinguish the enemies on the lower or upper floors; watch for an enemy on the upper balcony adjacent to El Yayo's central upper floor study, and another at the top of the stairs. The rest are downstairs, or around the edge of the building.

MAIN ENTRANCE



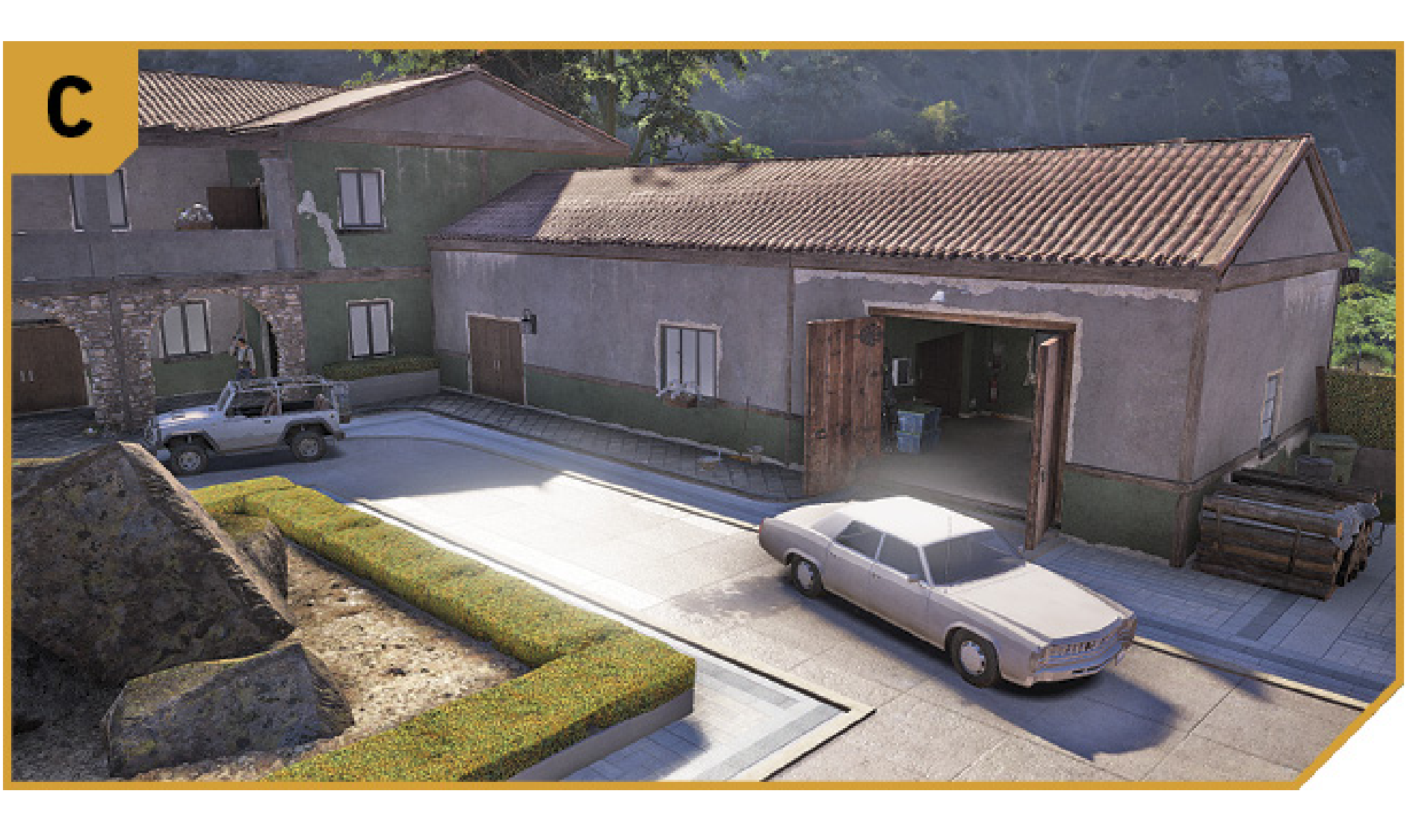
The two driveway openings are visible as you round the corner and enter the buchon house from this direction. It's worth laying some traps here (mines, or C4) to stop enemy reinforcements. Drop explosives on the road or at one of the driveway entrances, but don't drive over these yourself when you're extracting El Yayo! Also parked here are a number of cartel vehicles; take your pick if you need one to escape in.

PERGOLA TO DINING ROOM



If you're facing the mansion, this access point is on the left side. This is an excellent spot for infiltration, as you can head under the pergola, through the dining room, then across the lower floor (heading northeast) to the interior stairs, and up to reach El Yayo. Expect one foe along the way. This is also a possible exit route, if you're under fire.

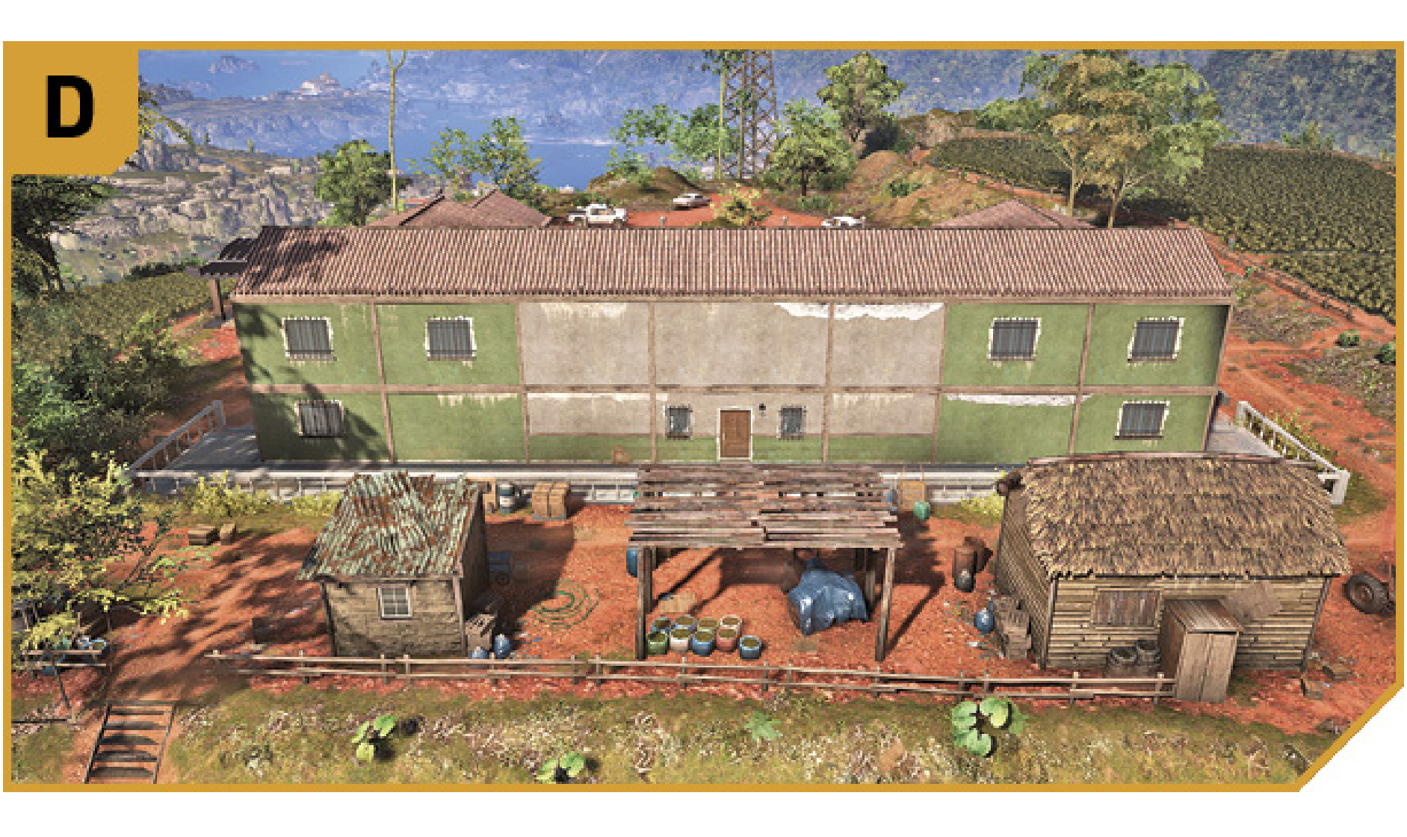
GARAGE DOORS TO STAIRWELL



If you're facing the mansion, this access point is on your right side. Though there are more foes, this is a more direct path to the stairwell; enter the double doors that are open, then head directly southeast to the stairwell, and up to El Yayo. Or, you can sneak through the exterior courtyard to the open door on the right side, under the stone arch balcony; there's an entrance there, too.

There are other access points, but these are the breakable windows into the ground floor of the mansion, all on the courtyard interior. But as foes can see you even passing by the windows, never mind smashing them, these aren't helpful unless you're planning a speedy rescue.

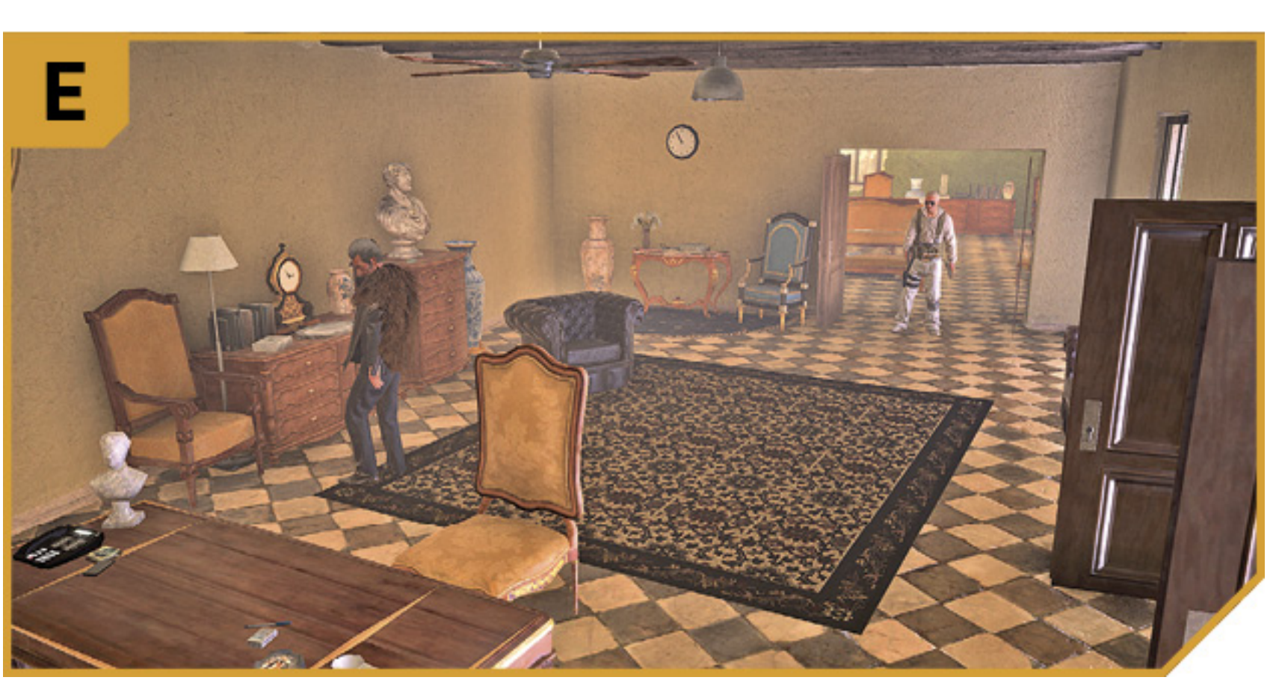
FARM SHED AND MANSION REAR



You can quietly lurk in the back yard of the buchon house, and grab patrolling foes from behind, dropping them with melee strangles, which are absolutely silent; this deals with two to three foes. You can also shoot out some of the windows to create a disturbance, though this can lead to El Yayo being executed. There are no entrances from this direction, however.

● TARGET: EL YAYO

As the upstairs windows are all barred, the only way to reach El Yayo is via the stairwell in the south corner of the mansion interior, or the exterior balcony (via the double doors or side doors). Or, you can parachute down and land on the roof, scramble onto the balcony, and into El Yayo's study.



Don't do any grabbing until all "orange glows" on your mini-map are snuffed out; you want enemies removed, starting with the one closest to El Yayo. Should your stealth actions be compromised, race to El Yayo and then fend off attackers while he stays by his desk. Expect reinforcements from the road to the northwest.

BUCHON HOUSE: OTHER TACTICAL ADVICE

SOLO: Try to get as far as you can, heading up to El Yayo's upstairs study, using stealth tactics. This means suppressed weapons, and taking a chance at melee kills instead of weapons, as these are silent (even suppressed weapons freak out the buchon house servants, causing the cartel to realize something is wrong).

One path is to start at B, lobbing a diversion grenade in the opposite direction (toward C), then jumping the low wall, around the perimeter, and continuing into the dining room. Strangle the enemy, then creep around to the right, heading southeast to the stairs. Drop another enemy, climb the stairs, then enter El Yayo's room, remove the foe on the nearby balcony (or watch for him), then order your team to the main courtyard to remove all further foes. Remain on the balcony and mow down any reinforcements heading in from A, before grabbing , and shoving him into any vehicle parked in the courtyard outside and below.

While you defend the mansion from the incoming vehicles, place a mine at the top of the stairs, so any foes encroaching on El Yayo's study while you're preoccupied firing from the balcony get a nasty (and deadly) surprise.

CO-OP: With multiple Ghosts, you can easily storm this house, removing foes (head into each of the three ground-floor entrances at once so the enemy has zero time to react), and then once the mansion is clear, position one Ghost to protect El Yayo, and the others closer to B and C (heading on the balcony, or courtyard ground) to deal with incoming reinforcements.

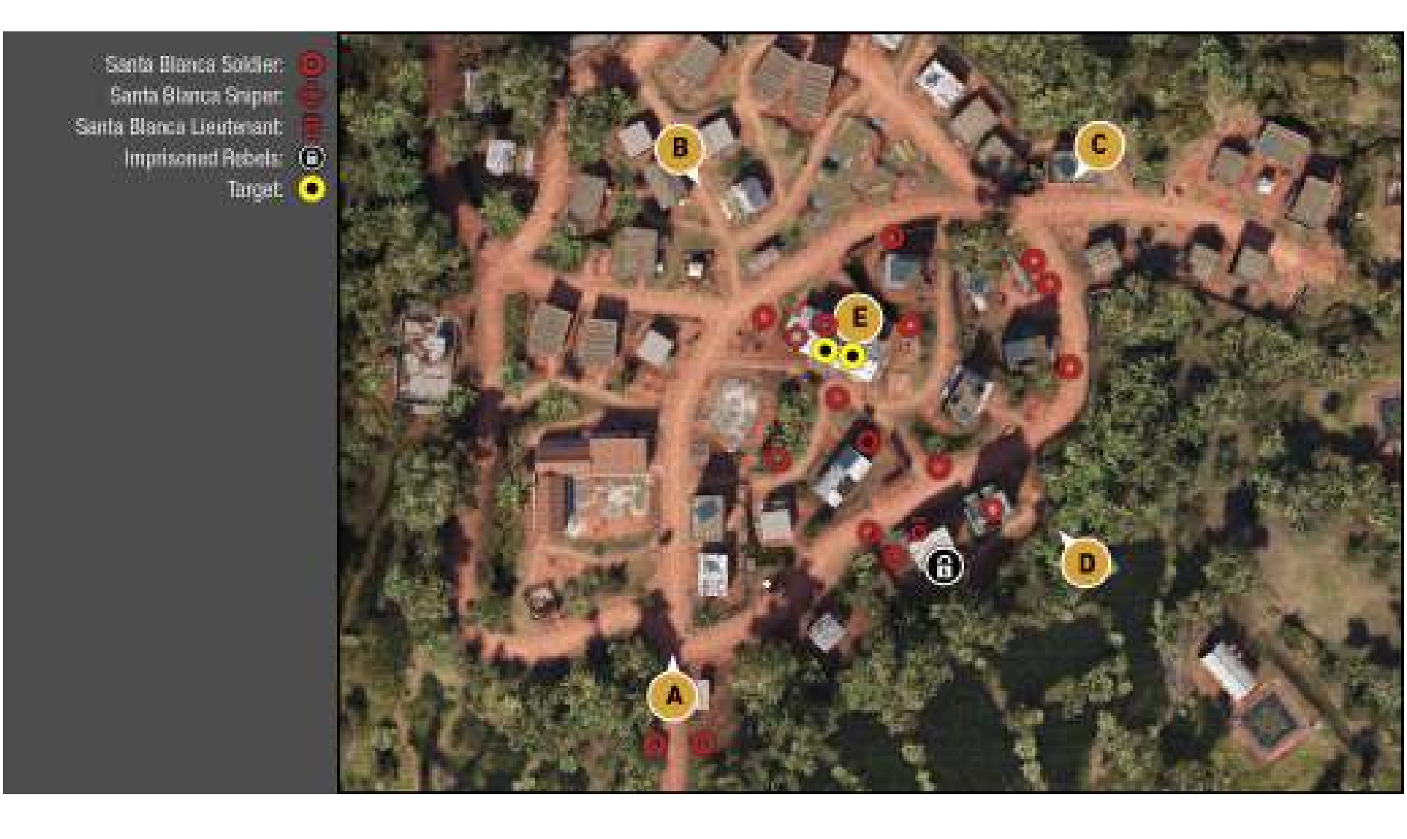
EXTRACTION TO ESPIRITU SANTO CHARLIE

Extraction should go off without a hitch, if you've removed most (or all) of the foes at the Buchon House, and El Yayo is safely seated in your chosen vehicle (or helicopter). Deliver him to Bowman. The old man isn't prepared to talk with his wife and son still in danger, so you've another objective to fulfill.

IN FOR THE KIN

You're less than 600 meters from the village of Bahia Floresta where El Yayo's wife and grown son are located. The plan is to enter the settlement, find where the targets are being held (a cell in the main central building), and extract them to the same rally point. As ever, the cartel cannot be allowed to kill these targets.

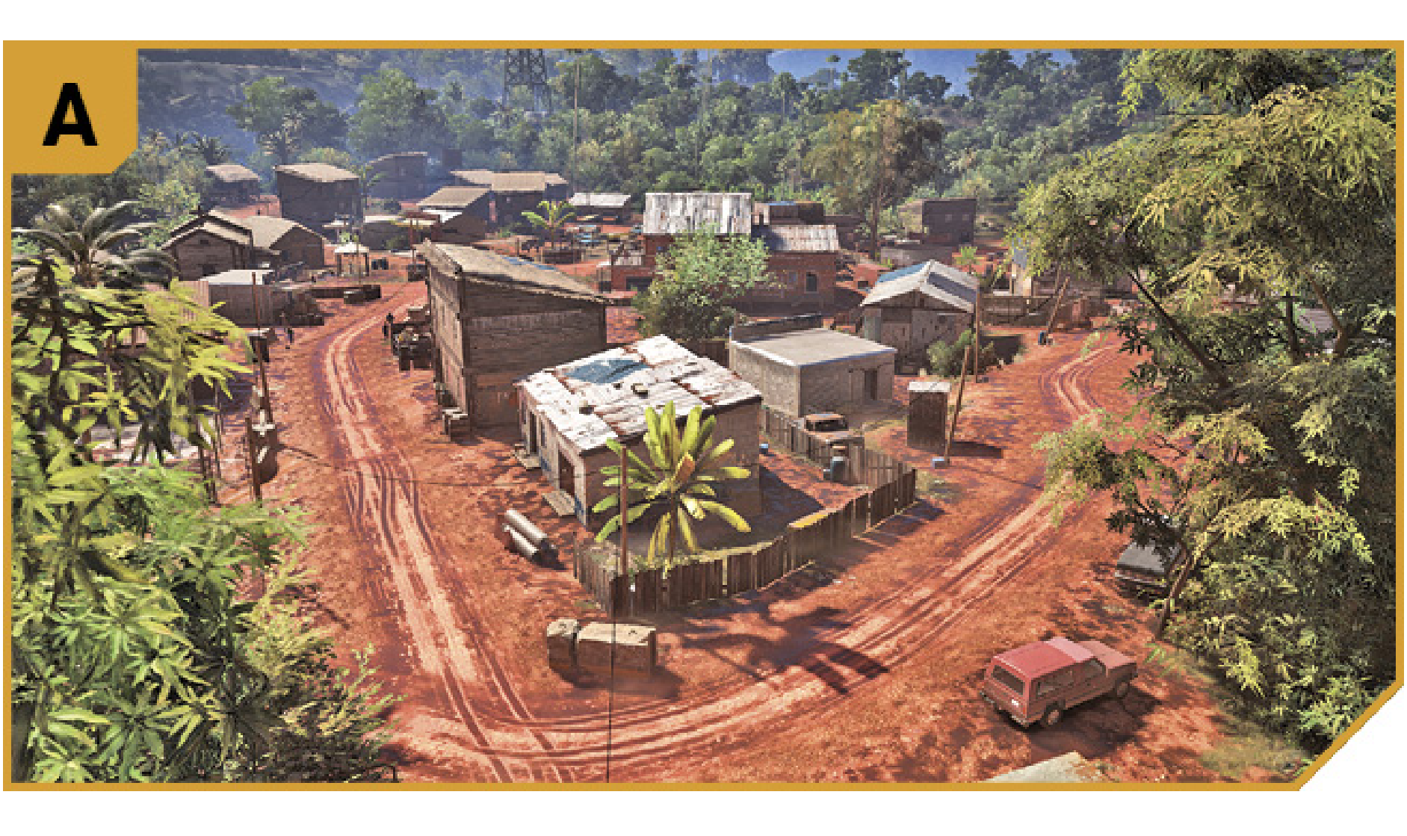
BAHIA FLORESTA: RECON



TACMAP

A small jungle village, now partly run by the cartel, who have most of their troops on the east side of the settlement. El Yayo's family is in the central house, and the only real problems are the enemies in the multi-level buildings to the east, as well as the house itself.

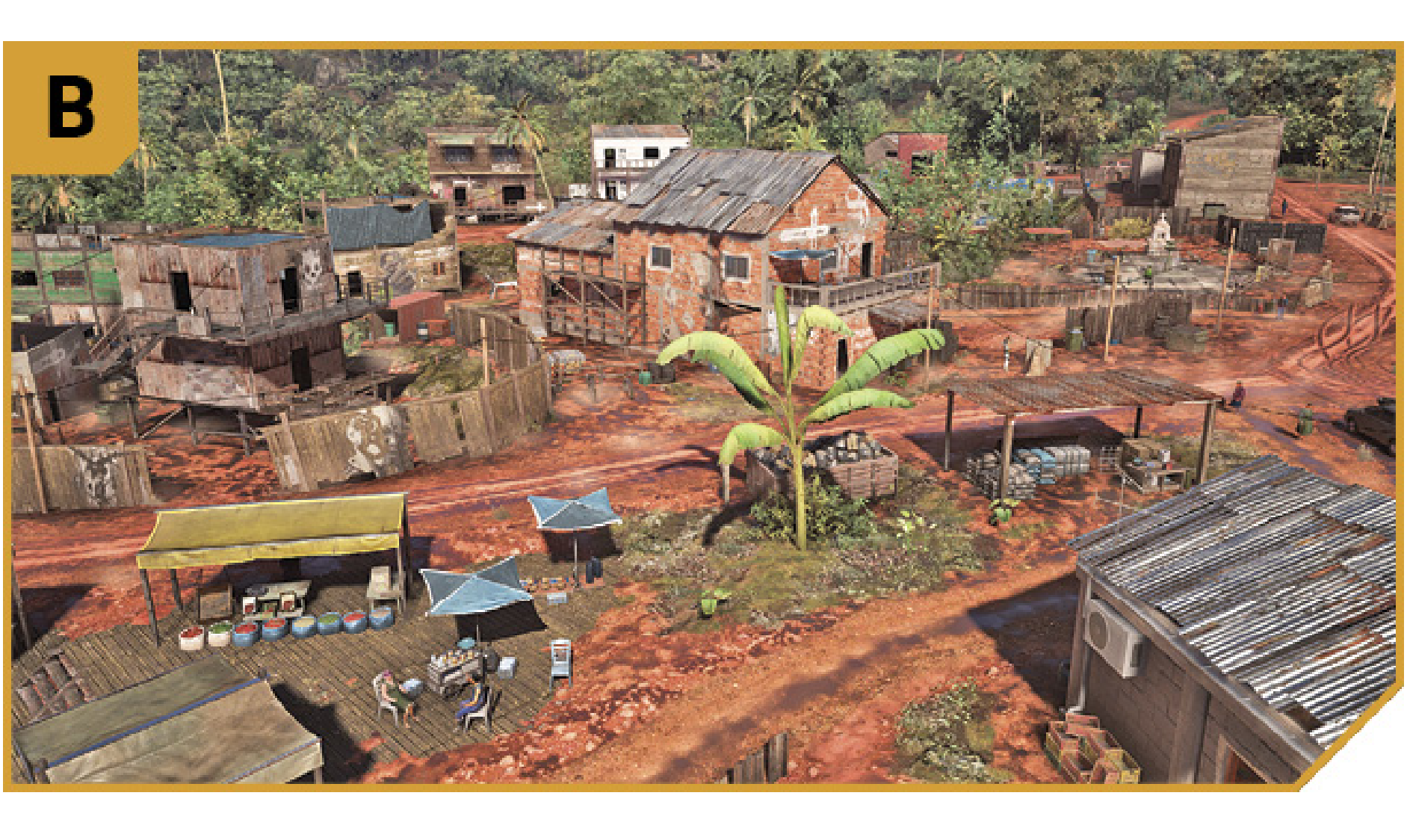
SOUTH: MAIN ROAD



A journey down the main road from the rally point should be halted before you enter the village, as there's a sniper who can easily spot you, on the west balcony of the target building (E) and two guards at the entrance. Instead, park behind one of the buildings, and either spread out in different directions (solo members send their team to the foes at D, while Co-op teammates can fan out and attack E from different directions).

There is only one entrance into the target building (southeast corner), aside from windows you can break and the balcony, but enemies only head in from the doorway. This means you can hang back and cover the area, or advance to the fountain, and sprint across into the structure as there's a foe inside, and the sniper on the balcony, too. Make him your priority takedown as soon as you reach the village.

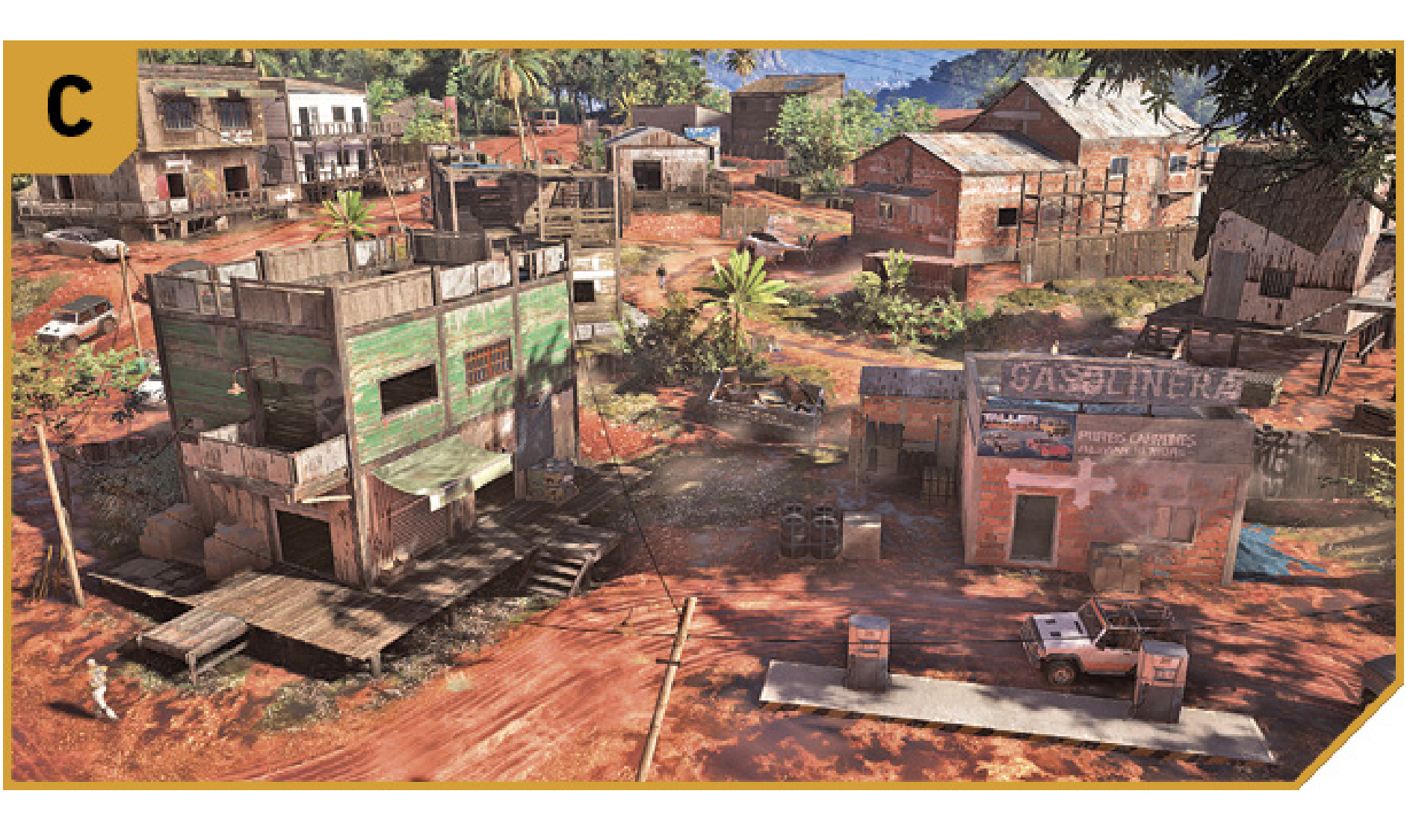
NORTHWEST: MARKET STALLS



Entering from here is a good idea as there are very few foes between you and the target building. You can drop the sniper, and the foe at the concrete barrier, before sprinting round to the southeast doorway (round the north side of the building, as there are fewer foes). Or, stay on the north side of the target building and shoot out the window you can climb through (left of the wooden scaffold). Or, hang back near the stalls, providing covering fire, but advance soon as the majority of the foes are on the opposite side of the village.

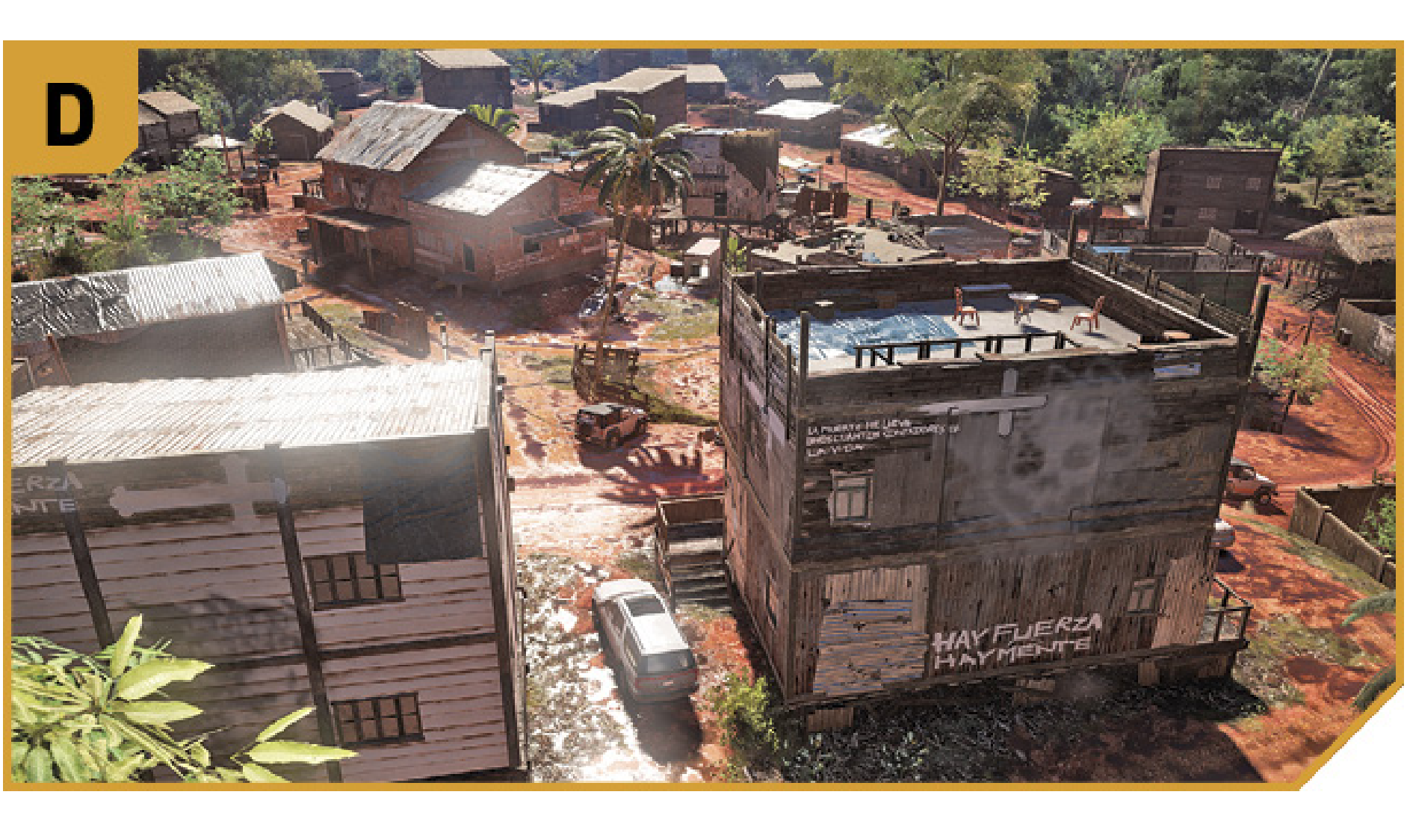
A good rough-and-ready plan is to drive a vehicle and park it under the balcony, climb onto the vehicle roof, up and onto the balcony, and enter the target building via this route.

NORTHEAST: GASOLINE STATION



You can create distractions and havoc by blowing this up, engaging the enemies here, and causing a commotion while the rest of the team enters the target building. Or, you can skulk on the outside of the wooden fence perimeter, climbing forward and back, and tagging foes with silenced weapons. Another option is to climb the green multi-floor building next to the gas pumps. This provides good views of the target building, and you can shoot foes atop the roof of the next tall structure, to the west of you.

SOUTHEAST: MULTI-FLOOR BUILDINGS

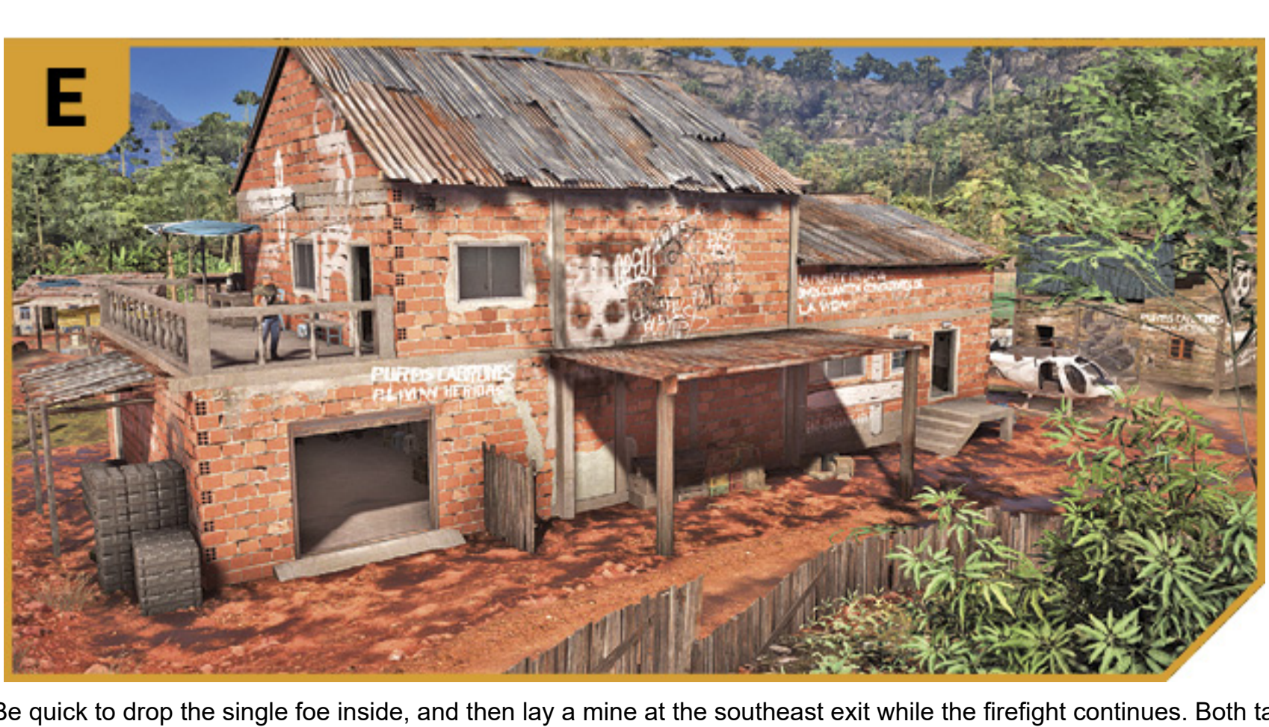


A concentration of enemies are in this part of the village, by two multi-floor buildings. The white one is less impressive than the wood-and-metal structure, which has a flat third-floor roof you can climb to the top of, and offers excellent covering fire to Ghosts storming the target building. Plus, you can leave a mine on the stairs to dissuade visitors.

It's important to clear these foes out (but not as important as rescuing the targets quickly, so send your team here in Solo mode while you storm the target building). Note the rebels you can free from a cage behind the white building. Approaching from the jungle to the southeast is easy too, as the perimeter fence is climbable.

● TARGET BUILDING: BRICK BALCONY HOUSE

This is it! Watch for the sniper on the west balcony, which is above a garage. The garage doorways don't allow access into the rest of the dwelling, so only use this area for cover. Enter the building via the doorway to the southeast (the one enemies use), or by climbing from a vehicle roof to the balcony (west), or smashing the window left of the wood scaffolding on the north side.



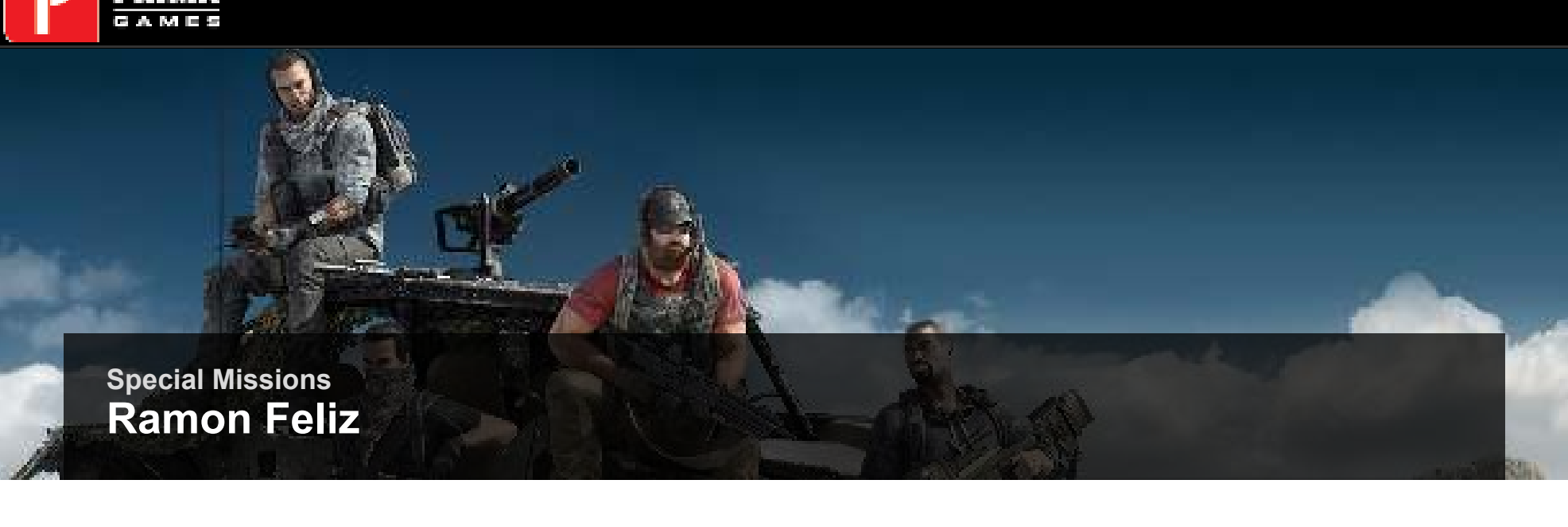
Be quick to drop the single foe inside, and then lay a mine at the southeast exit while the firefight continues. Both targets are inside a cell in the center of the structure; it's the best place for them until the fighting subsides.

BAHIA FLORESTA: OTHER TACTICAL ADVICE

SOLO: Exhibit the same haste as you did when extracting El Yayo. Drive to the target building, running over foes if you can, but park outside the southeast entrance (a little way from the door, so if the vehicle explodes, you can park another when you're bundling the targets into the vehicle), dash in, and shoot the foe near the cells. Then head to the balcony and remove the sniper. Lay a mine atop the steps and the doorway, and then wait for your team to help remove all threats, while you take cover, using the windows to shoot through. Stay here until you and your team have defeated all foes, then appropriate any vehicle (or the adjacent helicopter), and extract both targets to the rally point, just as before.

If you want to announce your arrival, you could always fly and jump out of a chopper, landing atop the target building roof, and head inside. For a stealthy plan, simply pick your favorite insertion spot (D is good, as if it all goes sideways, you have some height and defenses to play with), and clear the enemies from the outer areas in.

CO-OP: Extraction is a little easier with teammates as you can approach in a crossfire maneuver from A, B, C, and D and catch foes as you converge on the target building. You can also have more than one vehicle waiting, in case one of them is destroyed. But having at least one Ghost storm the building and defend it before the enemy even knows what's going on, and two other Ghosts outflanking the rest of the confused foes, is a great way to finish this mission competently.



Special Missions

Ramon Feliz

MISSION ACCESS

Complete at least two of the following bosses: La Santera, DJ Perico, El Chido, and Carzita to access this Mission.

OBJECTIVES

- **Locate Ramon Feliz**
- **Confirm Feliz's identity**
- **Check Ramon's computer**
- **Interrogate the thief**
- **Recover the data**

REWARDS

- **+ 350 XP**
- **+ 7 Skill Points**
- **+10,000 Comms Tools**

LOCATIONS (LA CRUZ)

- **Santa Elena**
- **Suspect Pickup Truck (Flor De Oro)**
- **Outpost (South)**

DIFFICULTY

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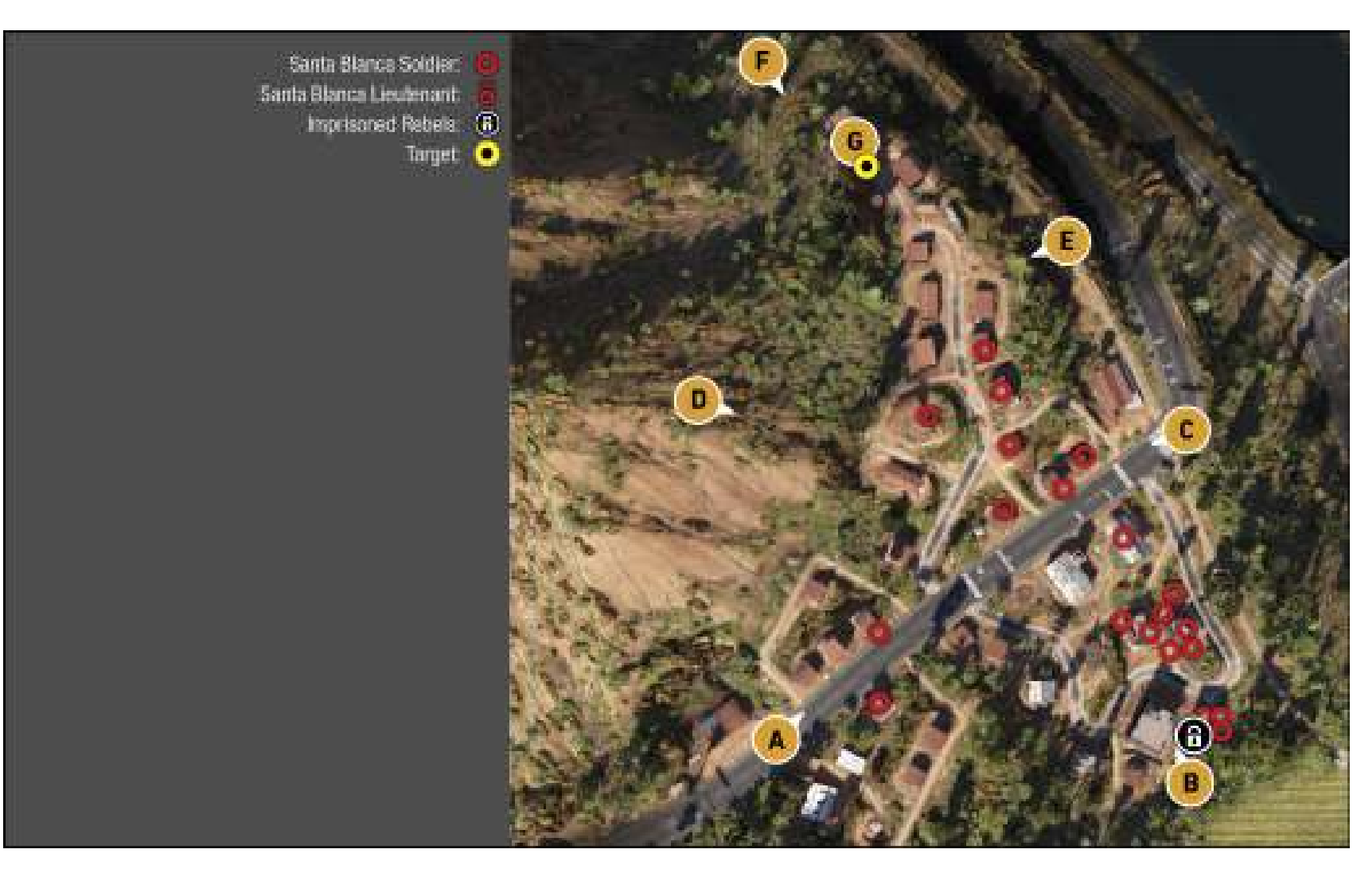
BRIEF

Ramon Feliz is a popular blogger who's spent months making Santa Blanca look like heroes. Now he's turned on them, breaking a story about a cartel child trafficking ring. We need to get to Feliz and find out what he knows before Sueño has him killed.

SOCIAL MURDER AT SANTA ELENA

Ramon Feliz needs to be checked on; it seems going against the cartel on social media isn't a wise move. It proves to be a real problem for Ramon once you discover him at his home. Then it's a swift chase to track down the thug responsible for taking a selfie (and a hard drive) from the scene of the crime. Fortunately, Bowman already has the idiot's geotagging data. Finally, the location of the hard drive (a cartel outpost) is located, and the data must now be retrieved.

SANTA ELENA: RECON



TACMAP

Ramon Feliz's house is at the north end of this settlement, on higher ground. This allows you to investigate his residence without having to engage the few cartel foes in the area, mainly across the main east-west road to the south. As you're here to check on Ramon's safety, and then give chase, getting embroiled in a fight at this location is not only unnecessary, but it can fail the mission if you take too long, and the thief with Ramon's hard drive gets away.

SOUTHWEST: MAIN ROAD

It's relatively easy to enter the town via here, as there are minimal enemies, usually mooching around the small buildings at the side of the road. Drive past, or quickly remove them as threats.

SOUTHEAST: WAREHOUSE HELIPAD AND HANGMAN'S STAGE

The cartel has a presence in this village, as the stage with the corpses attests to, and a cluster of them may be in the vicinity of the hanging stage, or around a large multi-floor warehouse with a helipad at the top. Though you can approach from the gaps in the perimeter wall to the south, freeing rebels in cages as you go, this is superfluous to your mission parameters. However, if you must engage the enemy, do this before investigating Ramon, so you're not fighting while the thief with the hard drive is getting away.

EAST: MAIN ROAD

Taking a local or cartel vehicle, and driving it along this road, then up the street to Ramon's house (G) is advisable, and usually doesn't get you noticed by cartel members. Otherwise, stop and work your way through the homes here, removing cartel thugs inside with silent melee strikes, if you're intent on removing every foe from the area.

WEST: HILLSIDE

You can act as a look out or sniper if you position yourself here, shooting down at any foes scrambling out of the houses, or across the road at long distance, inside the cartel base itself where the helipad warehouse is. Conduct a sweep from north to south, with your team advancing downhill from D to B, to ensure enemies are dealt with before checking in on Ramon.

NORTHEAST: RAILROAD

A quick scramble up here allows easy access to Ramon's house, or an area just north of where enemies are likely to be, allowing you to advance south and flush foes out, without worrying about being outflanked.

EAST: MAIN ROAD

Simply hop over the fence, and head into Ramon's house from this direction; completely circumventing the enemies present in the town, and allowing for quick completion of the first three objectives.

TARGET: RAMON FELIZ

Ramon Feliz is upstairs in his home, which is devoid of inhabitants. Once you've checked on him, there's a hard drive to check; the tower PC is also upstairs, but the contents are missing. There's little reason to hang around here; simply head into the home from any direction, find Ramon, check his computer, and start the chase for the thief. For this reason, it's good to bring a vehicle (or two) with you, so you can begin the chase as soon as possible.

SANTA ELENA: OTHER TACTICAL ADVICE

SOLO: 1-4: You're not here to defeat foes; indeed, there are no enemies at the exact location of Ramon's house, though you can quickly clear them walking south to north, up the street, to his location (G). When you head inside, move up the stairs, and it's quite clear that the cartel has already caught up with Ramon.

Head to the wall and confirm that this is the blogger you're seeking by identifying him. It is. Once this occurs, quickly check the hard drive on his tower PC. It's been stolen. Bowman has already found out who the thief is. Time to grab him.

If you're here to clear the town of enemies, and give it back to the Rebels, simply work from north to south, so you maintain the height advantage, and cordon the area south of the main road (where the hanging stage and helipad are) off, swarming the area from different directions.

In Co-op, feel free to have a fellow Ghost in Flor de Oro province, driving the north roads, or setting up an ambush prior to the thief appearing. The road just north of Flor de Oro Alpha is a good place to try this.

A HARD DRIVE

The idiot who stole Ramon's hard-drive is currently driving along the main road east of Nupucu in nearby Flor De Oro province. There's a single vehicle you need to bring to a halt. It isn't chaperoned by cartel vehicles, meaning that you don't need to fire a single shot if you don't have to. The only slight worry? You need that driver alive!

CAUTION: WHAT THE TRUCK?

The vehicle can be rammed, banged around a bit, and it can start smoking. When it starts fire, the occupant should get out. Be warned; you need to start the interrogation away from the effect of the explosion once that truck goes up. For this reason, it's worth keeping the truck from catching fire, or dragging the driver away quickly.

Don't try to grab or climb onto the truck. You'll end up dead.

TARGET THIEF: RECON

TACMAP

The thief in the pickup truck can be found on the roads to the south, in northern Flor de Oro province; he heads downhill from Flor De Oro Alpha, and turns right (east) along the road, east of Nupucu. Catch him before or after he drives by the large Unidad base, or you'll have additional foes to worry about, and the real possibility of a stray bullet killing your target. When you reach the truck, simply engage it until the driver leaves the vehicle, and interrogate him.

TARGET THIEF: OTHER TACTICAL ADVICE

SOLO: 1-4: This gets a whole lot more simple if you ensure your ambush location isn't near an enemy stronghold. You don't need the extra and unwanted hassle of engaging cartel or Unidad henchmen when all you need to do is drag a guy from his vehicle and slap him around a bit. You can wave down the truck with your guns pointed at the driver, but he usually takes off, running you over in the process. However, you can grab him from his vehicle (this is possible, but difficult).

Or, you can ram him off the road (in Co-op, each player can use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or, you can all ride in an armored truck and ram the enemy vehicle while shooting at it (but not the driver).

When the driver exits the vehicle, bundle him into a second vehicle if you're too close to an enemy installation, or simply interrogate him. The mission then continues.

DATA BREACH

Almost directly south of La Cruz Bravo one kilometer away is a small roadside outpost that should be a cake-walk. It has light defenses, only a few buildings, and although built on a hill, the perimeter is easily navigated and the hard drive finally accessed. Simply head to the Comms center, either as a rapid assault mass, or stealthily with minimal carnage.

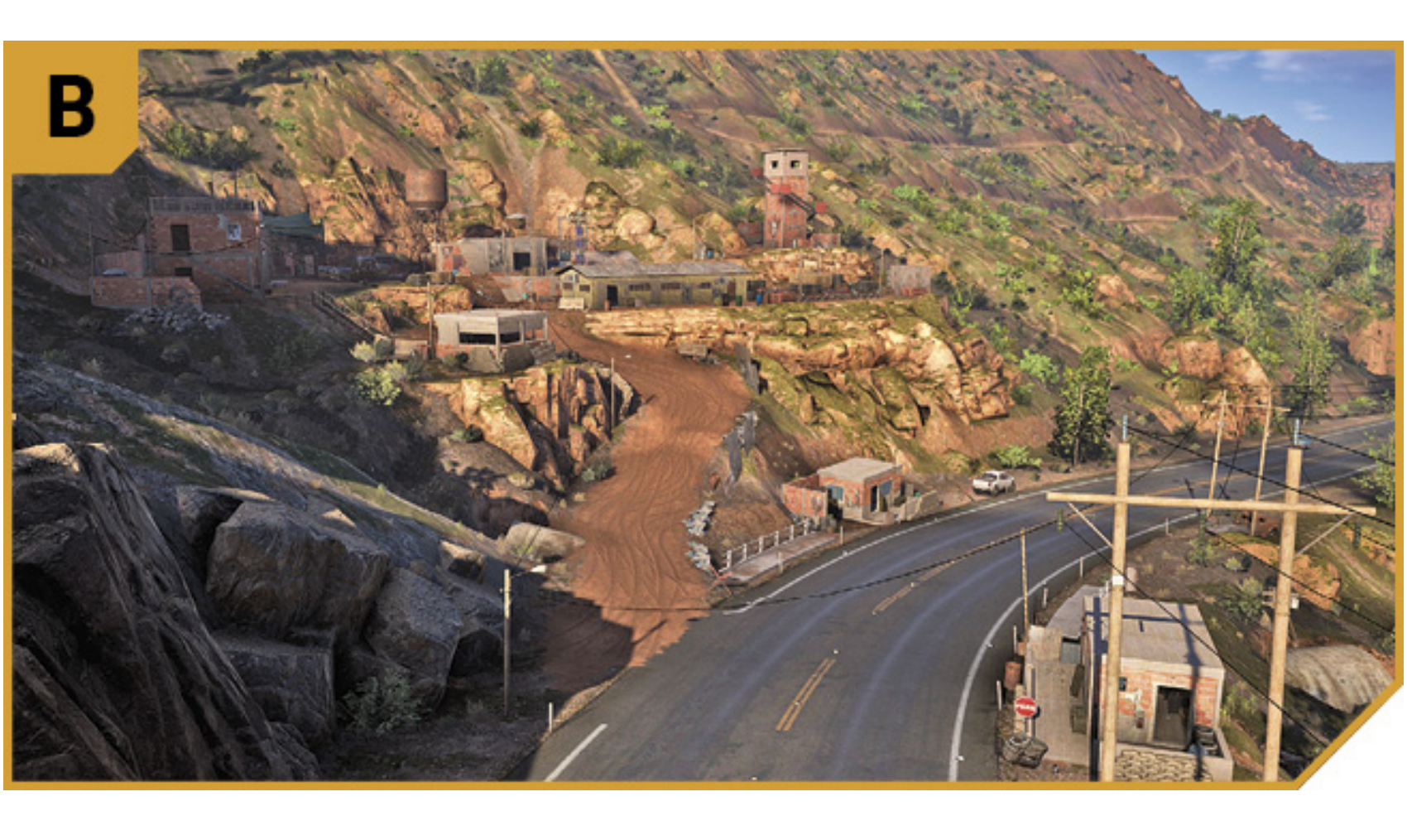
CAUTION: DON'T BE ALARMED

The installations at this outpost can best be described as "light", featuring a SAM launcher (meaning airborne insertions are a little dicey), an alarm pole panel, and a generator a little farther up the hill, both of which are easily spotted. Though you're probably wanting to remove the alarm threat immediately, this base is small enough for you to mount a rapid assault directly at the Comms center (F) to secure the hard drive, before reinforcements arrive: It's your call.

EAST: MAIN ROAD

It's worth parking a little way from the mission area and hiking up to E, so you have easy takedowns of the sniper in the tower, and foes aren't alarmed and attack you from above. If it's night time, enemies may be congregating in the barracks, meaning this is a little safer to approach. Or, try driving straight through, up into the base, and to F.

SOUTHWEST: MAIN ROAD



If you're feeling stealthy, stop the vehicle and hike up to C instead. Or, park up and snipe both the alarm and sniper so you're not disturbed as you clear the base. This route offers a more direct road up into the base, to the Comms center you can park outside of (and then storm, fighting foes from there).

WEST: MOUNTAIN STREAM

The higher ground here is perfect for removing the sniper and alarm panel, before advancing on the comms center itself. The wall can't be climbed, so simply head around to the south or north of it, and in through the back entrance of the Comms center.

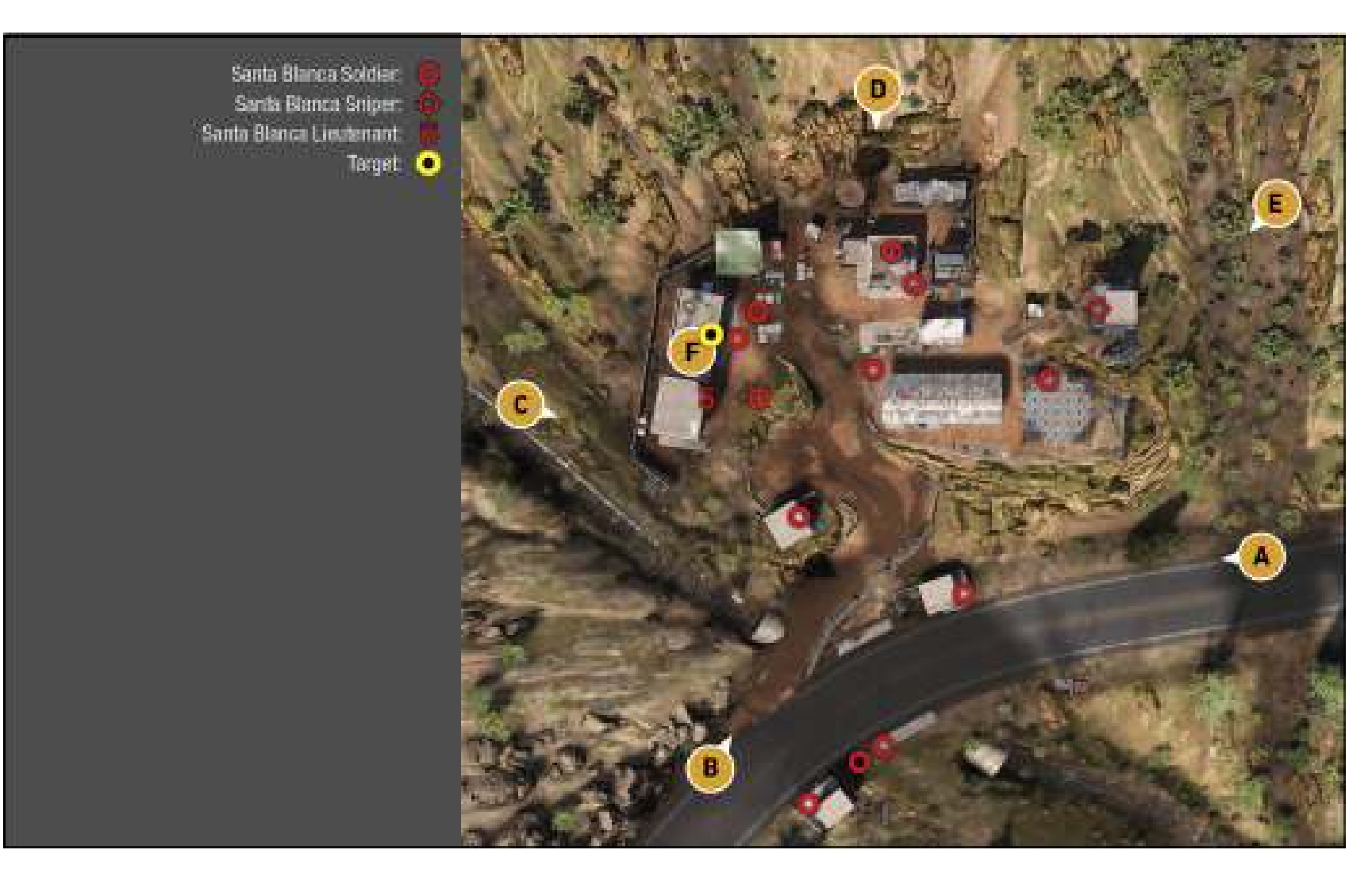
NORTH: MOUNTAIN SLOPE

This has perhaps the best overall view of the entire base; you're able to tag both the sniper and alarm, as well as destroy the generator and SAM launcher if you advance down to within grenade-throwing range. Even better, you can drop down by the water tower, as the entire north perimeter has no wall. Climbing back up here is more of a challenge, however, so use this only when moving north to south.

NORTHEAST: MOUNTAIN TRAIL

Head down from the trail and you have an immediate view of the sniper tower; deal with the foe there, then use the low rock outcrops to hide near, and then fire across the outpost to any foes before you're discovered. As always, the alarm panel is a priority. You can also snipe the south security hut by the road from here, too.

OUTPOST (SOUTH): RECON



TACMAP

Working south to north, watch for a high concentration of cartel members at the two security huts on either side of the road. Farther up to the east is a sniper tower, and the base itself has a cluster of buildings around the armory, with barracks being the main low metal-roofed building in the center. Off to the west is an unloading yard and Comms center; the latter is the place to get to.

TARGET: COMMS TOWER LAPTOP

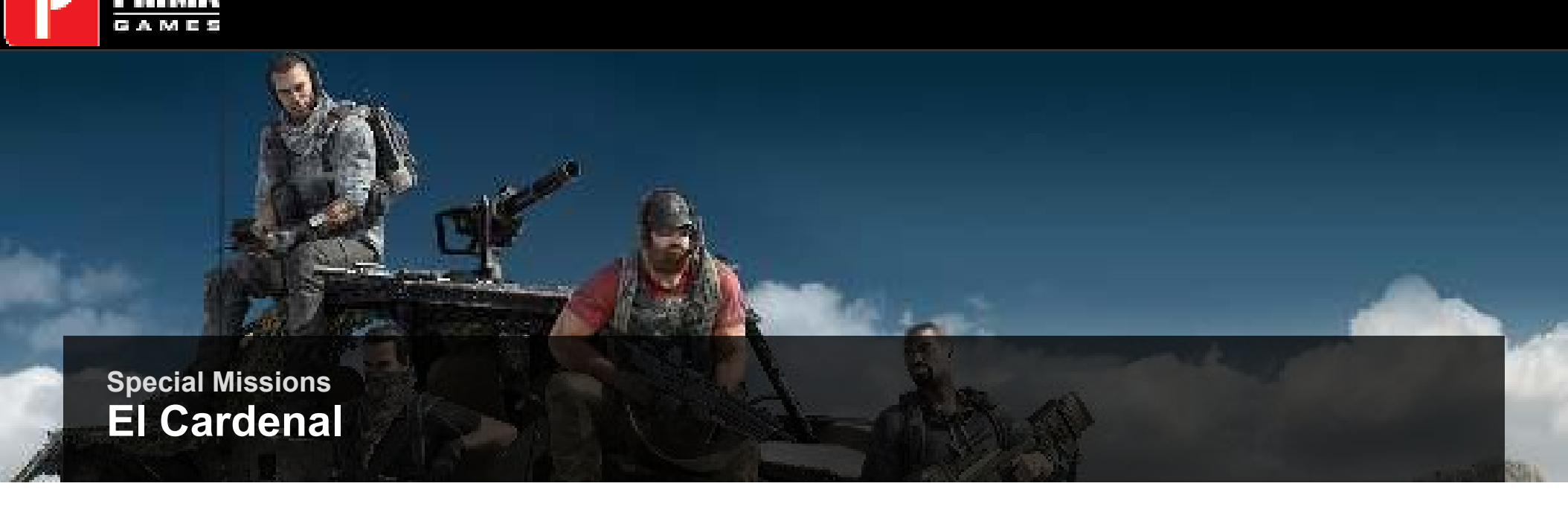
You have everything you need to competently storm this building; there are doorways and smashable windows on the east and west (back) sides, and you can easily defend from here.

OUTPOST: OTHER TACTICAL ADVICE

SOLO: A stealthy approach involves approaching at night, removing the sniper and alarm, checking the barracks for groups of foes to easily take down (or ignore), and working your way through the outpost from east to west. Leave the foes by the security huts at the road until last, watching for them to run up the road. Retaliate with mine traps, grenades, or small-arms fire.

CO-OP: A more daring plan involves zooming up into the base in an armored vehicle (how about an APC if we're pulling out all the stops?), parking it by the Comms center so it acts as cover, and having your team cover you while you do the hacking. It's worth removing the alarm panel before rolling in, so you only have the outpost foes to worry about.

1-4: Your team can easily complete this mission by advancing from C, D, E, and one of the roadside directions, catching foes in the crossfire, and taking this base.



Special Missions

El Cardenal

MISSION ACCESS

Complete Influence Missions in all Provinces (P.N. De Agua Verde, Malca, Purcara, and Espiritu Santo) and complete Main Mission: Ramon Feliz (La Cruz province) to access this Mission.

OBJECTIVES

- **Meet Bowman**
- **Hack the broadcast station without being detected**
- **Extract El Cardenal to Pucara Bravo**

LOCATIONS (MALCA)

- **Bowman's Shack (Uma Marca)**
- **Holy Malca Base**
- **Pucara Bravo**

REWARDS

- **+ 1,000 XP**
- **+10 Skill Points**
- **+15,000 Comms Tools**

DIFFICULTY

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BRIEF

The evidence obtained from Ramon Feliz's hard drive is the weapon we need to expose El Cardenal's hypocrisy. Proceed to the RV in Malca for details on the operation.

UNHOLY COMMUNION

Head to a small shack on the southern outskirts of Uma Marca town, around 700 meters downhill from Malca Bravo. Then head west about two clicks to the town of Holy Malca Base, and the huge church at this location. Enter without being seen, hack the broadcast station to show some video that'll have the congregation up in arms, and leave after a job well done.

CAUTION: NO TIME TO DIE

There's a generator (close to the HQ building near B2) and an alarm pole (over by some structures at A2), but this base's installations aren't important. Sure, the two miniguns on the unfinished wall at A1 and B1 are worrying, but you're here to enter the church without anyone knowing, and usual tactics do not apply.

MOST RECON: FISTS OF FURY

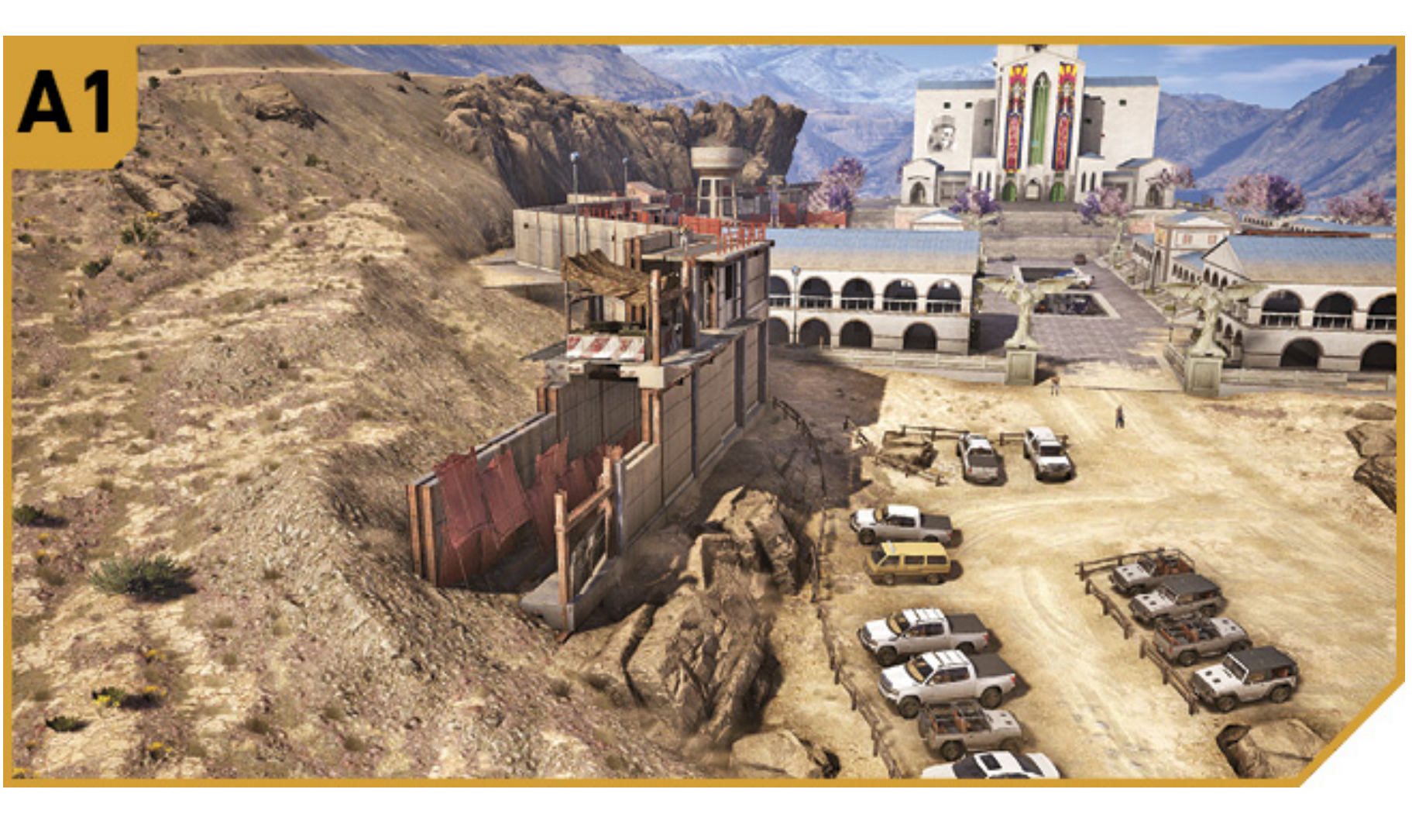
The routes recommended allow you to reach the laptop broadcasting El Cardenal's message without encountering many, if any, foes along the way. This is handy, because there's a sniper atop the front of the church roof, and if foes hear a cartel member drop, even after suppressed fire is used, you may fail this mission. So use silenced weaponry as a last resort. Grab and tackle foes to the floor if you can't sneak past them; it's the most silent of takedowns you can muster.

MOST RECON: FOREWARNED IS FOREARMED

You have 13 minutes to get from Bowman's shack to the laptop. That's not a lot of time. It's certainly a problem if you've no previous experience navigating this base; so why not make a thorough sweep of this entire combat area prior to starting this mission, so you have the layout memorized? That way you know the two recommended routes beforehand.

You may also be surprised when, after the laptop is hacked, El Cardenal decides to flee, and you're tasked with capturing and extracting him. Your previous stealth progress is no longer necessary (though it is advantageous, as you need to find a vehicle and chase El Cardenal, not engage the enemy, or your quarry escapes and the mission fails). Keep all of this in mind going in, to avoid a disappointing end to this assignment.

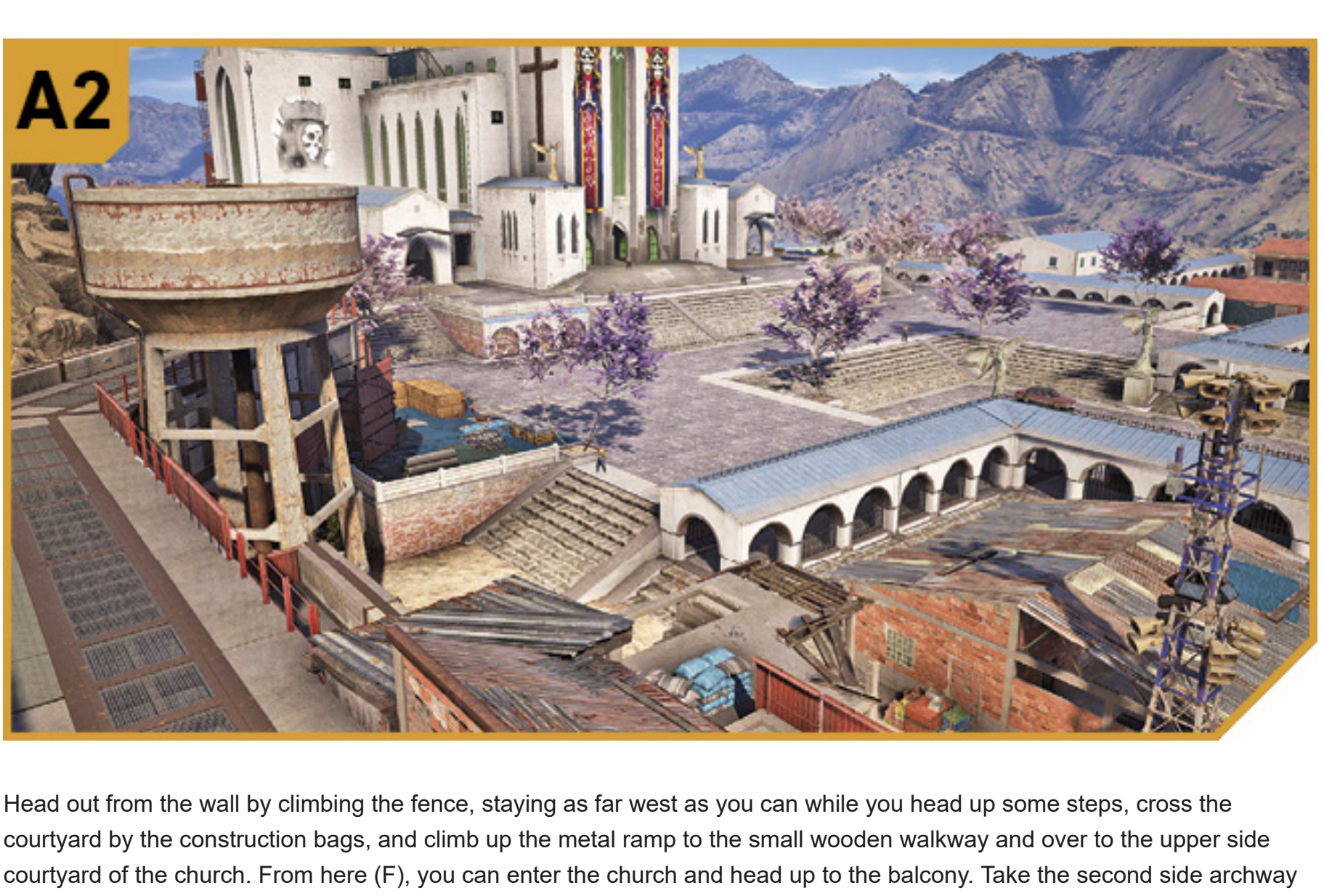
HOLY MALCA BASE: RECON



TACMAP

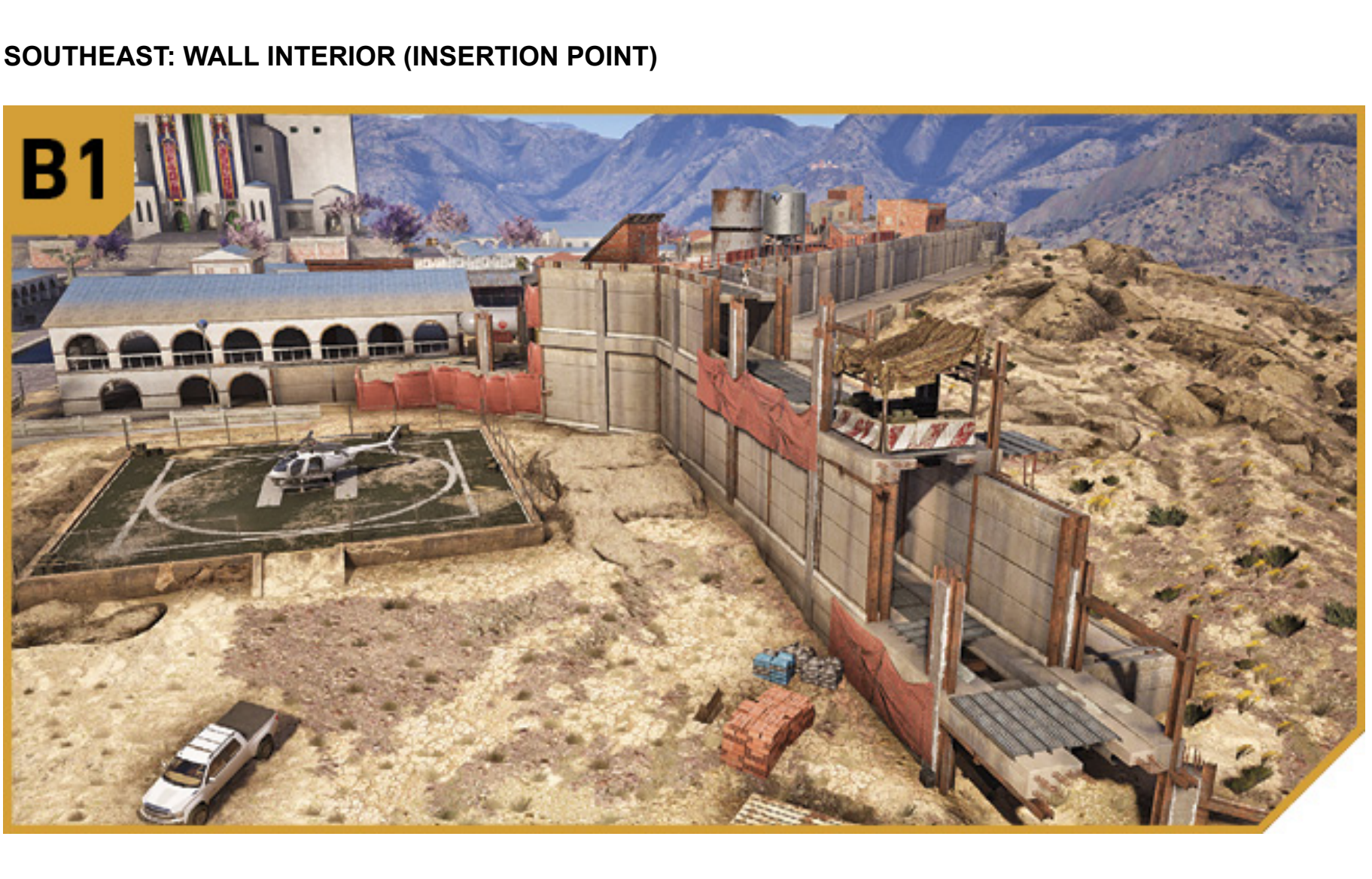
The base is large, with an impressive church in the northwest corner. East of it is a monastery area with purple trees, and south of the church is a marble-lined courtyard. A more industrial area is to the east, with a large parking lot to the south, and an old village to the southeast. The place looks pretty impenetrable, until you spot an opening in either of the huge exterior walls.

SOUTH: WALL INTERIOR (INSERTION POINT)



Head around the main road buildings at C, parking to the side of the huge concrete wall, ideally on the southwest side so the sniper doesn't see you, and infiltrate under the minigun nest and sniper, so you're running through the outer and inner parts of the wall itself. Note the openings on your right, which eventually lead to A2 (make sure you head around the empty cages, and back into the wall to reach A2). This allows you to circumvent the main courtyard at D, and a number of enemies.

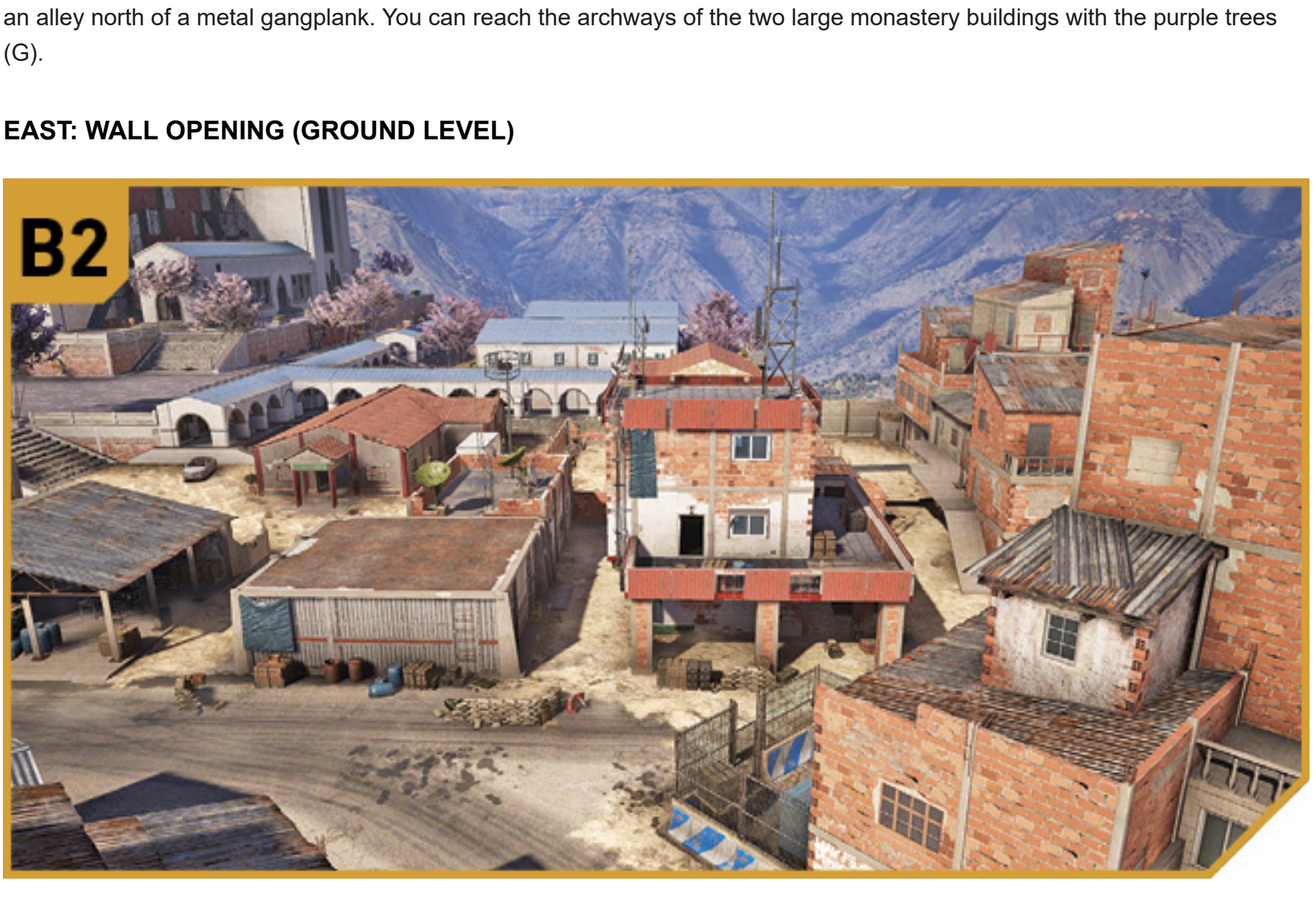
WEST: CHURCH ENTRANCE



Head out from the wall by climbing the fence, staying as far west as you can while you head up some steps, cross the courtyard by the construction bags, and climb up the metal ramp to the small wooden walkway and over to the upper side courtyard of the church. From here (F), you can enter the church and head up to the balcony. Take the second side archway entrance from the front (ignore the three archways making a cube shape, though check that area for a vehicle you may wish to use later).

Note you can ride a bike from A1 to A2, park it, and then head back to it if you need a vehicle to chase down El Cardenal in, once he tries to escape.

SOUTHEAST: WALL INTERIOR (INSERTION POINT)



Park up a vehicle; you may wish to position it on the rocky ground to the northeast of the wall, avoiding the gaze of the sniper. Then run between the outer and inner parts of the wall, under the minigun nest and sniper, and work your way along the wall interior to B2. This is the other main infiltration point, and much safer than moving through the buildings (especially due to your time constraints).

As soon as you run in, at the first corner (where the wall turns from northwest to north), there's a metal ramp on your left; take it. This allows you to reach an upper wall interior running above the ground wall interior. The only difference is that the upper wall takes you all the way to the end of the wall; head out of the last opening on your left, cross the metal roof, and drop down an alley north of a metal gangplank. You can reach the archways of the two large monastery buildings with the purple trees (G).

EAST: WALL OPENING (GROUND LEVEL)

If you followed the ground route within the perimeter wall, it ends here, with an opening to your left. Double-back (watching for foes heading down the steps to the south), then head northwest, passing the generator, around the right side of the HQ building, and move northwest until you reach the monastery buildings with the purple trees (G).

SOUTH EAST: MAIN ROAD

With stores on either side of the road entrance to the base, there are few foes here. They start at the parking lot to the northwest at the end of the road. It's worth having a Ghost parked here in a vehicle in Co-op mode, ready to tail El Cardenal, so the mission goes smoothly. Otherwise, this is an unwise infiltration point as you're easily spotted.

CENTER: MAIN COURTYARD

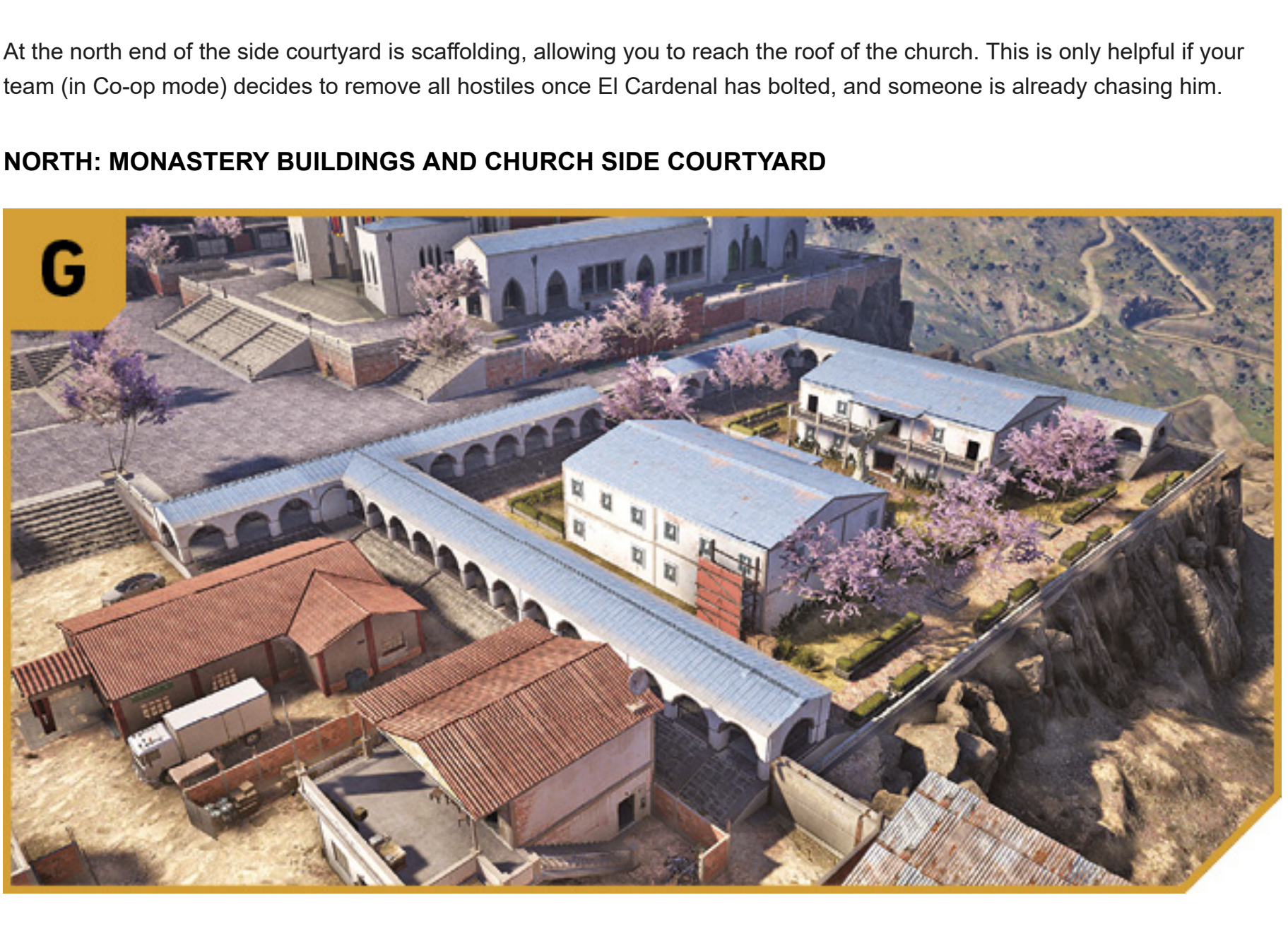
Flanked by two winged statues at each end, the shallow reflecting pools of the main courtyard are a real danger to those trying to infiltrate here without being seen. So keep away from this area, and the warehouse buildings to the east, and take the previously-detailed routes. This area is of importance as El Cardenal escapes in a sedan parked by the northeast statue. It's worth checking the area (with a drone) prior to hacking the laptop, and finding a vehicle you can pursue El Cardenal in; don't try booby-trapping his car, as you want him alive, and apprehended in a remote location, away from all these enemies.

EAST: EXTERIOR INFILTRATION POINT

The concrete blocks on the outside of the perimeter wall is the only other recommended infiltration route to take. It's slightly quicker, you can reach here faster than parking up at A1 or B1, and you can easily drop down to B2, and complete progress to G.

If you take the concrete steps at B2, which lead all the way to the top of the wall (outside), you can also escape to a waiting vehicle using this route, which is most helpful when chasing El Cardenal.

NORTHWEST: CHURCH SIDE COURTYARD

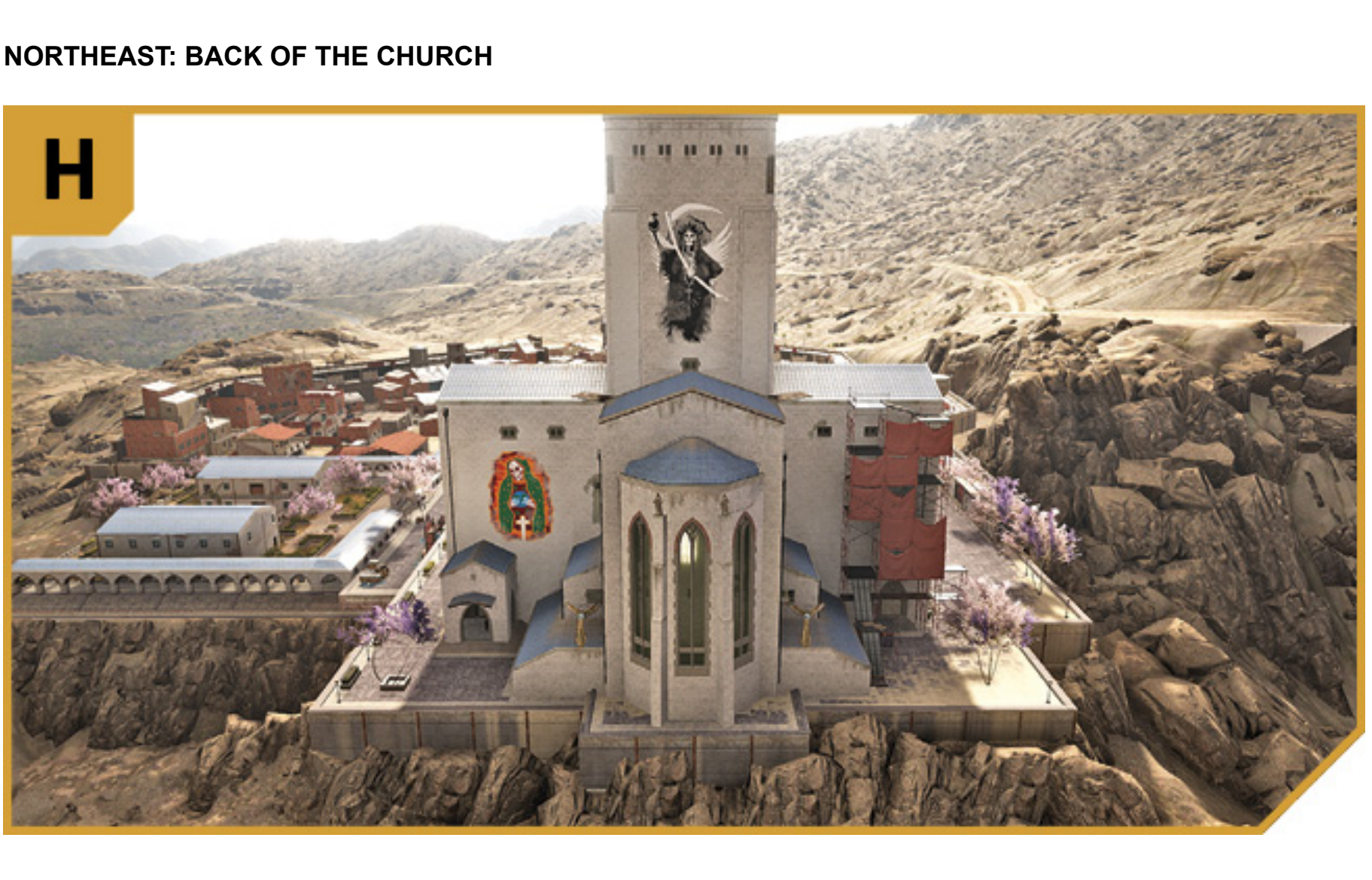


The cliffs on the outer side of the wall are great sniping positions when you're attempting to remove foes from this base, but under these mission conditions, you need to have entered the base from A1, then reached the side courtyard from A2, to reach this courtyard.

This side of the church is comprised of (working from front to back) three arches in a cube shape, with a possible vehicle parked nearby (glance to see if it's there on route to the laptop, so you can use it afterward). There's two side arches to a linked passage, both leading into the church interior. Take the farther one, in the middle of the wall. Pass through a small vestibule, and turn right, into the church itself. You can now head up a metal ramp to the balcony where the target laptop is.

At the north end of the side courtyard is scaffolding, allowing you to reach the roof of the church. This is only helpful if your team (in Co-op mode) decides to remove all hostiles once El Cardenal has bolted, and someone is already chasing him.

NORTH: MONASTERY BUILDINGS AND CHURCH SIDE COURTYARD



If you're taking the infiltration route from B2 or E, you may encounter your first foe here, surrounded by purple jacaranda trees. It's easy to navigate around him, then head southwest toward the side of the church. Here, you must climb up the wooden scaffolding to the concrete bush planter, and hide by the side archways. The two side archways are of interest.

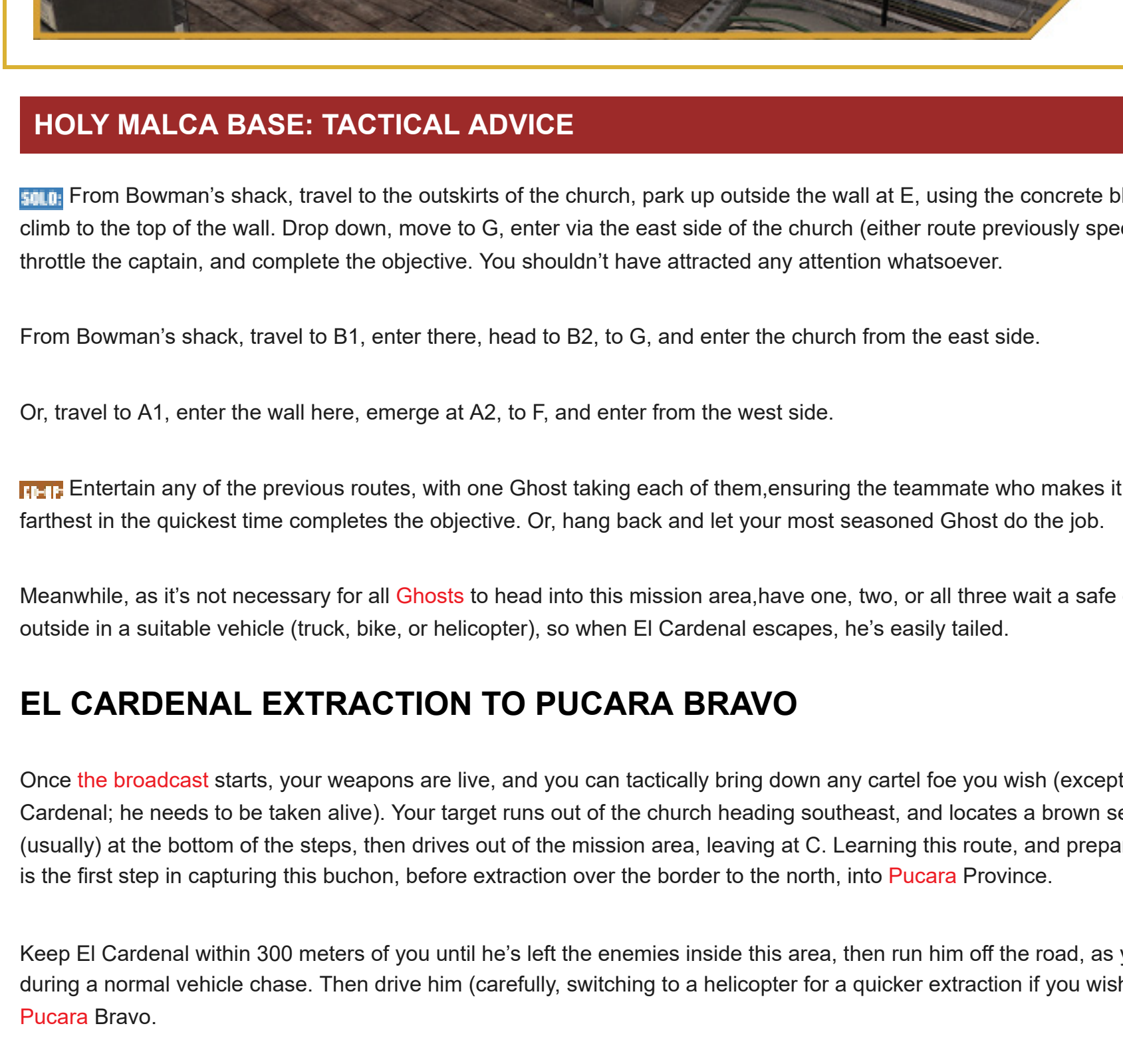
The archway to the front of the church allows access through the trio of archways in a "cube" at the front, to a metal ramp, leading up to an outside opening directly northeast of the balcony, and it's a short hop in to reach the laptop. The archway in the middle of the side of the church allows you to head into the church hall, but make a right before you do. Climb the exterior metal ramp and scaffolding, ascend one floor, then move to the same balcony entrance. Use either infiltration point depending on where foes are when you reach the base of the church.

NORTHEAST: BACK OF THE CHURCH

The steep rocks the church's foundations are built on are too steep to climb, meaning access from this direction is via air (parachuting or chopper), and this type of insertion is easily detected.

TARGET: HOLY MALCA CHURCH AND LAPTOP

This grand church features a central hall below, and a large congregation (including cartel gunmen). The area of interest is in the second picture; a laptop on the southeast balcony, on the opposite wall to the movie images that are playing. A single foe (a Captain) is using the laptop. Grab and throttle him with a single melee takedown from behind.



HOLY MALCA BASE: TACTICAL ADVICE

SOLO: From Bowman's shack, travel to the outskirts of the church, park up outside the wall at E, using the concrete blocks to climb to the top of the wall. Drop down, move to G, enter via the east side of the church (either route previously specified), throttle the captain, and complete the objective. You shouldn't have attracted any attention whatsoever.

From Bowman's shack, travel to B1, enter there, head to B2, to G, and enter the church from the east side.

Or, travel to A1, enter the wall here, emerge at A2, to F, and enter from the west side.

CO-OP: Entertain any of the previous routes, with one Ghost taking each of them,ensuring the teammate who makes it the farthest in the quickest time completes the objective. Or, hang back and let your most seasoned Ghost do the job.

Meanwhile, as it's not necessary for all Ghosts to head into this mission area,have one, two, or all three wait a safe distance outside in a suitable vehicle (truck, bike, or helicopter), so when El Cardenal escapes, he's easily tailed.

EL CARDENAL EXTRACTION TO PUCARA BRAVO

Once the broadcast starts, your weapons are live, and you can tactically bring down any cartel foe you wish (except for El Cardenal; he needs to be taken alive). Your target runs out of the church heading southeast, and locates a brown sedan (usually) at the bottom of the steps, then drives out of the mission area, leaving at C. Learning this route, and preparing for it, is the first step in capturing this buchon, before extraction over the border to the north, into Pucara Province.

Keep El Cardenal within 300 meters of you until he's left the enemies inside this area, then run him off the road, as you would during a normal vehicle chase. Then drive him (carefully, switching to a helicopter for a quicker extraction if you wish) to Pucara Bravo.

EL CARDENAL CAPTURE: TACTICAL ADVICE

SOLO: With no one in a vehicle chasing El Cardenal down for you, it's time to utilize the element of surprise, and pre-mission planning. From the balcony, figure out the best route to reach a vehicle. Remember enemies will take a few seconds to react to you, so engaging them in gunfire is only recommended if they're standing between you and a vehicle. Your target can easily escape if you're bogged down by a sniper. So use a shotgun or close-assault weapon, and keep moving! Find a vehicle at the following locations:

Parked in the "cube" archway area at the side courtyard, front of the church, at F.

Parked across from the brown sedan El Cardenal uses, at D.

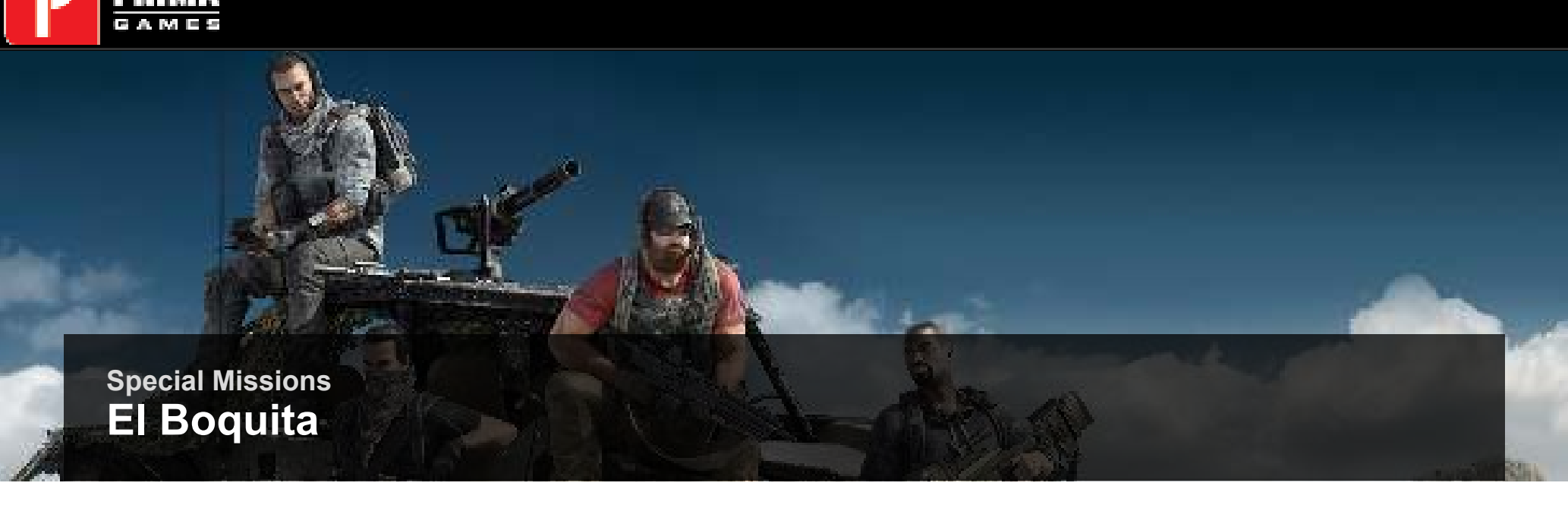
A bike parked at A2, if you used one to reach there (or anywhere inside the base if you used one).

A truck parked outside at E, if you used one, and this route, to get to the balcony.

Or reach the parking lot between A1 and B1, and choose any vehicle (or the waiting helicopter) you like.

CO-OP: With other teammates hopefully exhibiting a degree of competency, they should already be waiting in one or more vehicles, ready to give chase. Whether they are or not, the Ghost at the balcony should attempt Solo tactics and leave the premises.

If you're confident one Ghost can finish the mission, have three stay to mop up enemies here.



Special Missions

El Boquita

MISSION ACCESS

Complete Boston Reed, El Cerebro, El Gato, El Pulpo, and Mojocoyo's Boss to unlock this mission.

OBJECTIVES

- **Talk with the informant**
- **Locate El Boquita without being detected**
- **Tail El Boquita to the convoy, remain undetected**
- **Destroy the money truck and kill El Boquita**

REWARDS

- **+ 1,000 XP**
- **+ 7 Skill Points**
- **+ 10,000 Gasoline**

LOCATIONS (KOANI)

- **Locotal Mine**
- **Outpost**
- **Sacani (Convoy)**

DIFFICULTY

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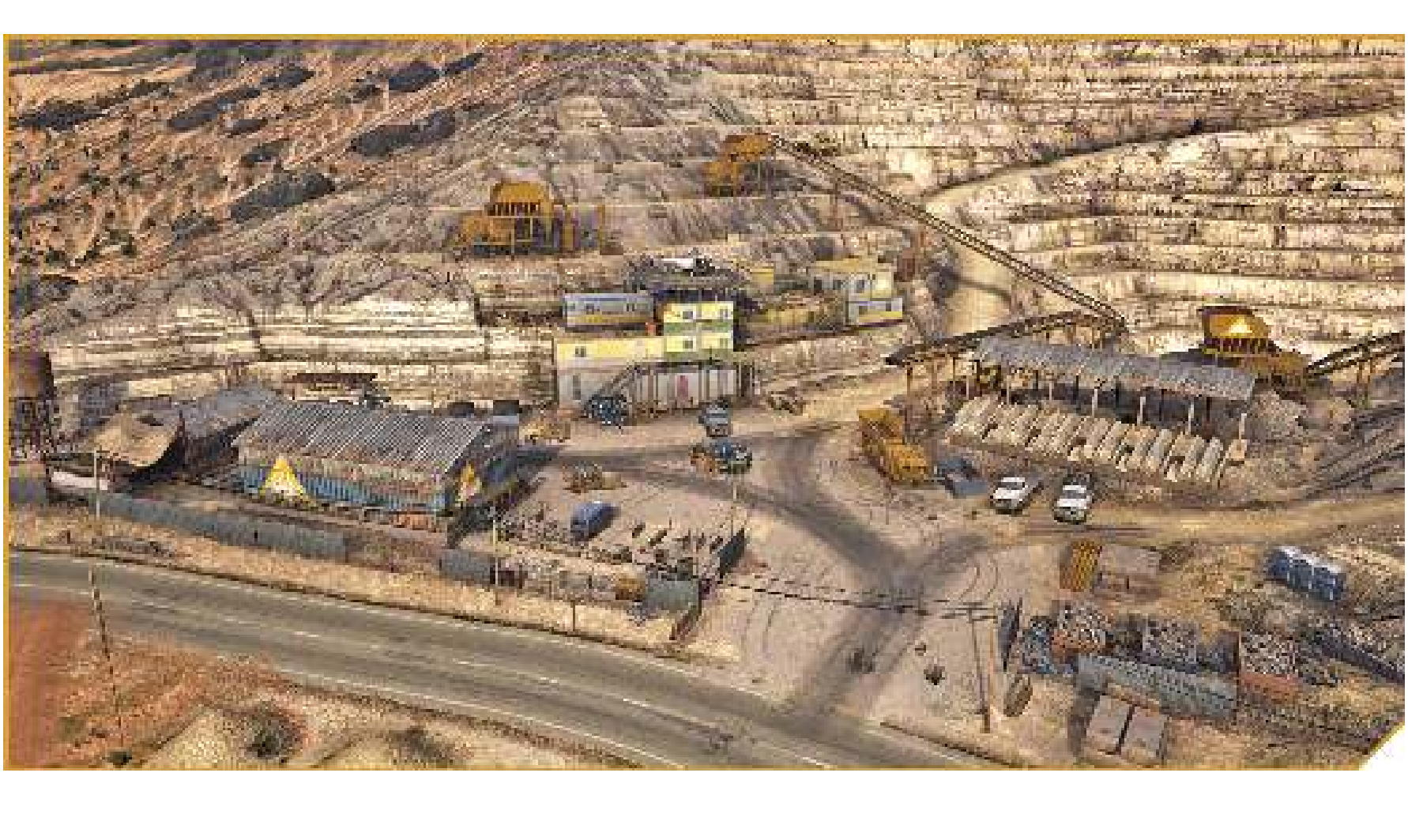
BRIEF

We have intel on a convoy loaded with cash heading to the cartel bosses in Mexico. The loss of the convoy will disrupt cartel ops and drive a wedge between El Sueño and Nidia Flores. Take out the convoy, and, if possible, El Boquita as well.

MINING FOR INFORMATION

Only a few hundred meters from Remanzo Alpha, or a little farther away if you want to start it in Koani province, there's an informant at a local mine who has intel you need. Simply speak to him, then head off to find El Boquita, who's in a small outpost about one and a half clicks west, near the edge of the salt flats.

LOCOTAL MINE: RECON



Head to the Locotal Mine, which has no enemies present, and speak to the target, an informant usually leaning on the balcony of a cabin set on the excavated slope of the mine. He gives you the location of El Boquita; simply talk to him.

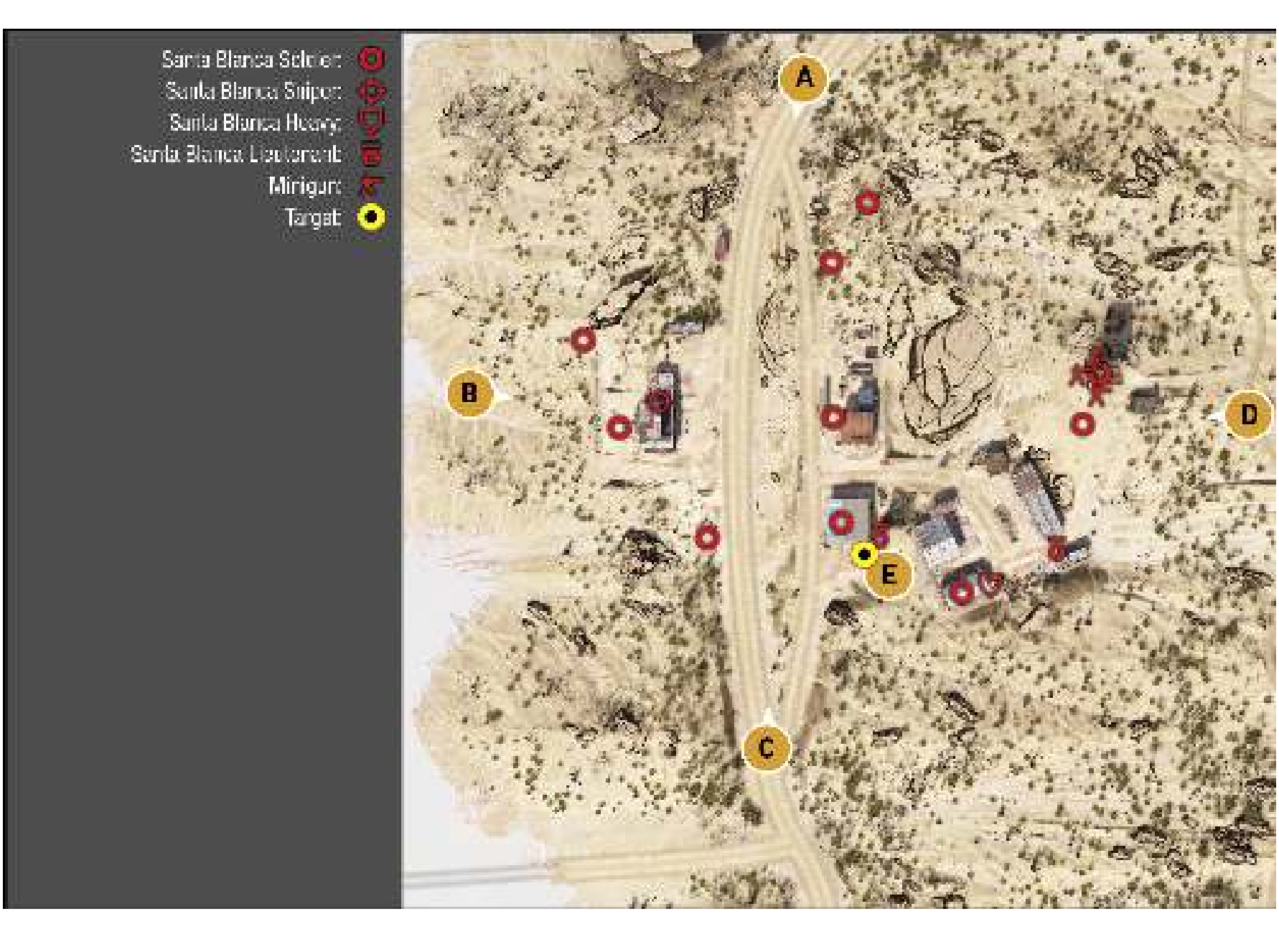
TAILING THE LITTLE MOTH

Head almost due west one-and-a-half clicks, and you'll find a small outpost on the shore of the salt flats. You can take the road, or the rough hillside terrain to reach here. You must spot El Boquita, and then tail him as he leaves. Engaging the enemy is not required.

CAUTION: SILENT, NOT DEADLY (YET)

Weapons are not live until the objective changes to tailing El Boquita. As soon as this happens, you can storm this outpost, though this wastes valuable tailing time, and may cause your quarry to head too far from you.

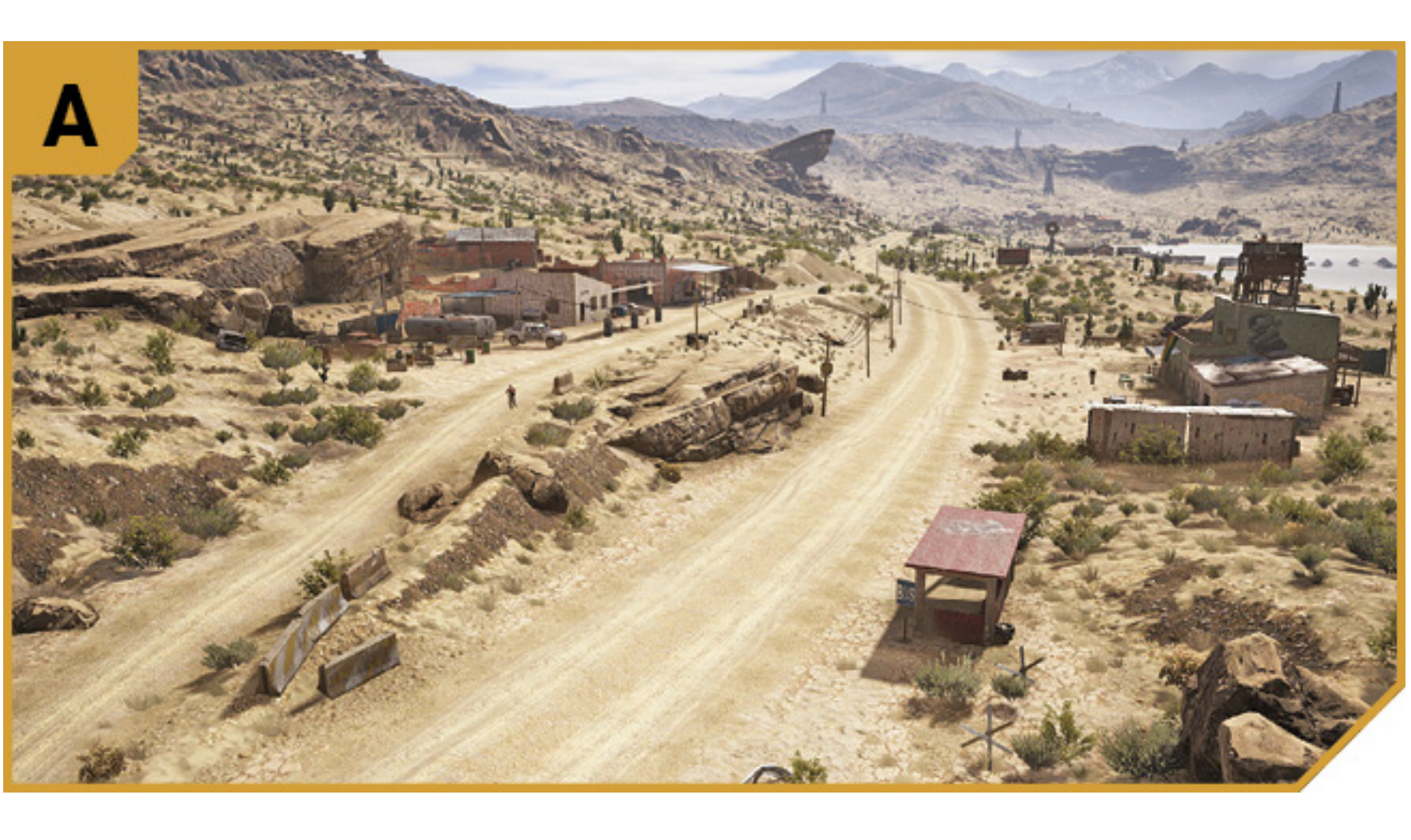
OUTPOST: RECON



TACMAP

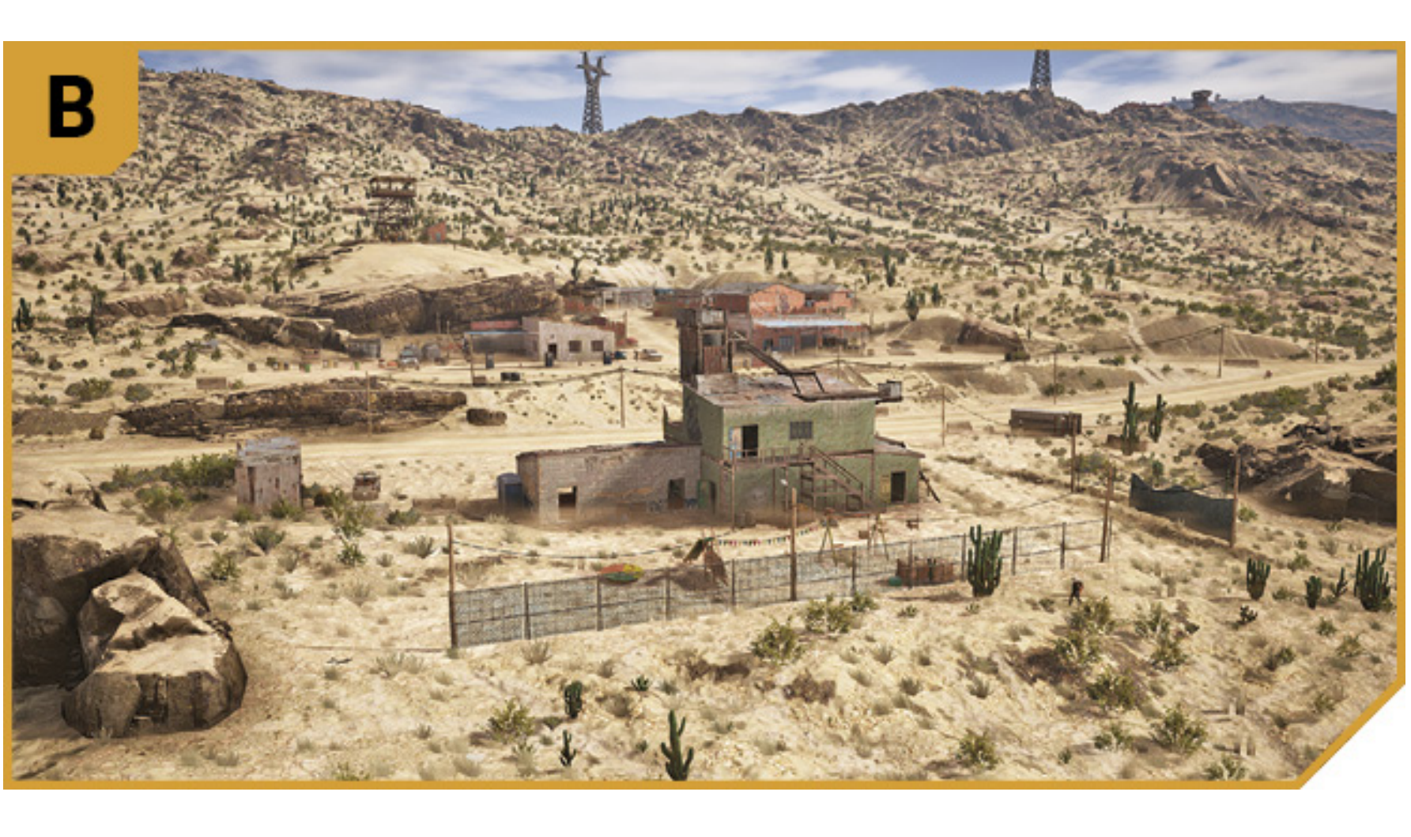
This is a small roadside relay for cartel vehicles, with El Boquita finishing up a meeting with a captain in the south of the mission area. He leaves heading south. There's a small yard, a secondary building and sniper across the road to the west, and a hillside with a minigun tower to the east.

NORTH ROAD



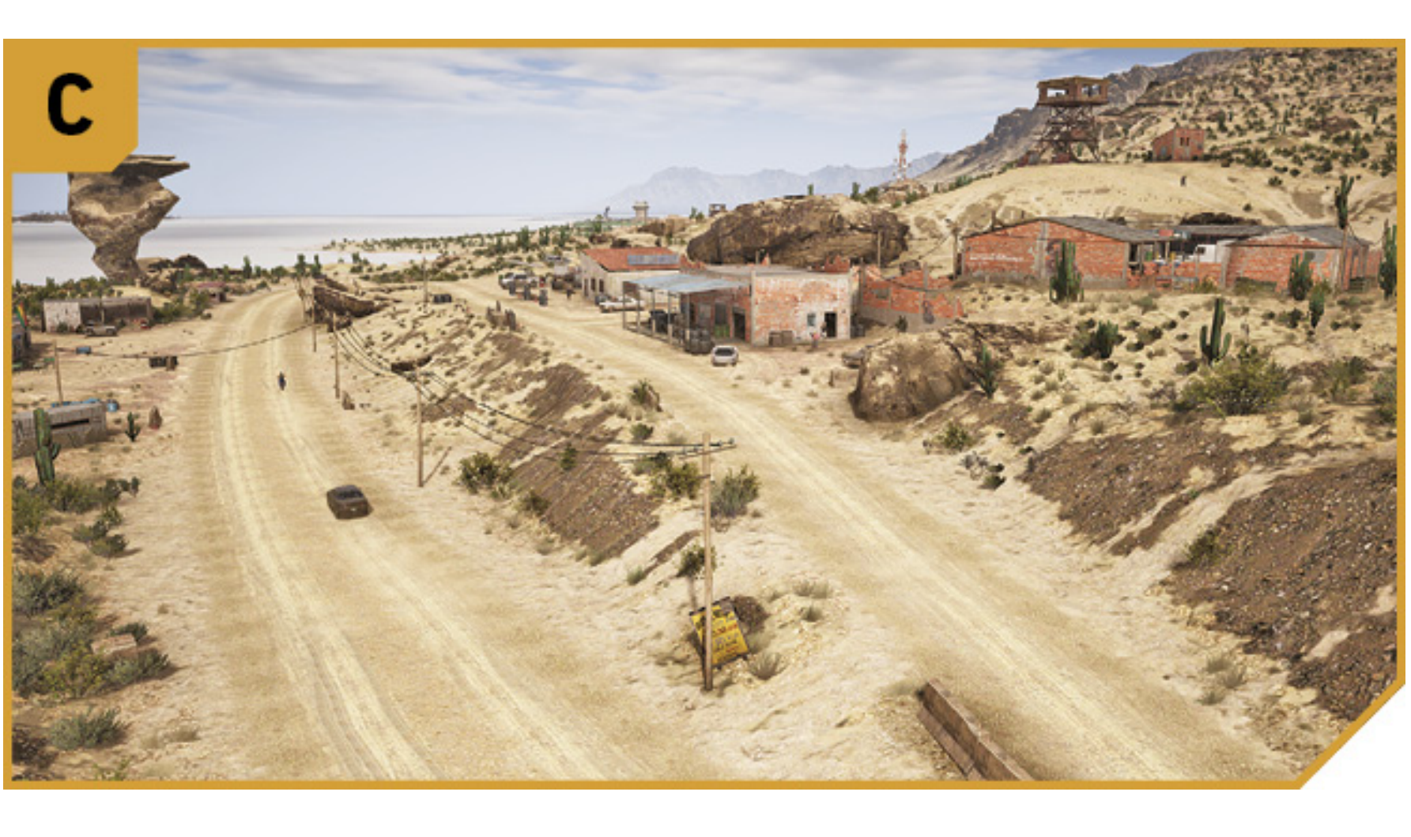
This isn't close to the mission area, and your drone may not reach if you let it go from here. This is good for clearing a few foes on either side of the road, but you risk mission failure if you're spotted.

WEST SALT FLATS



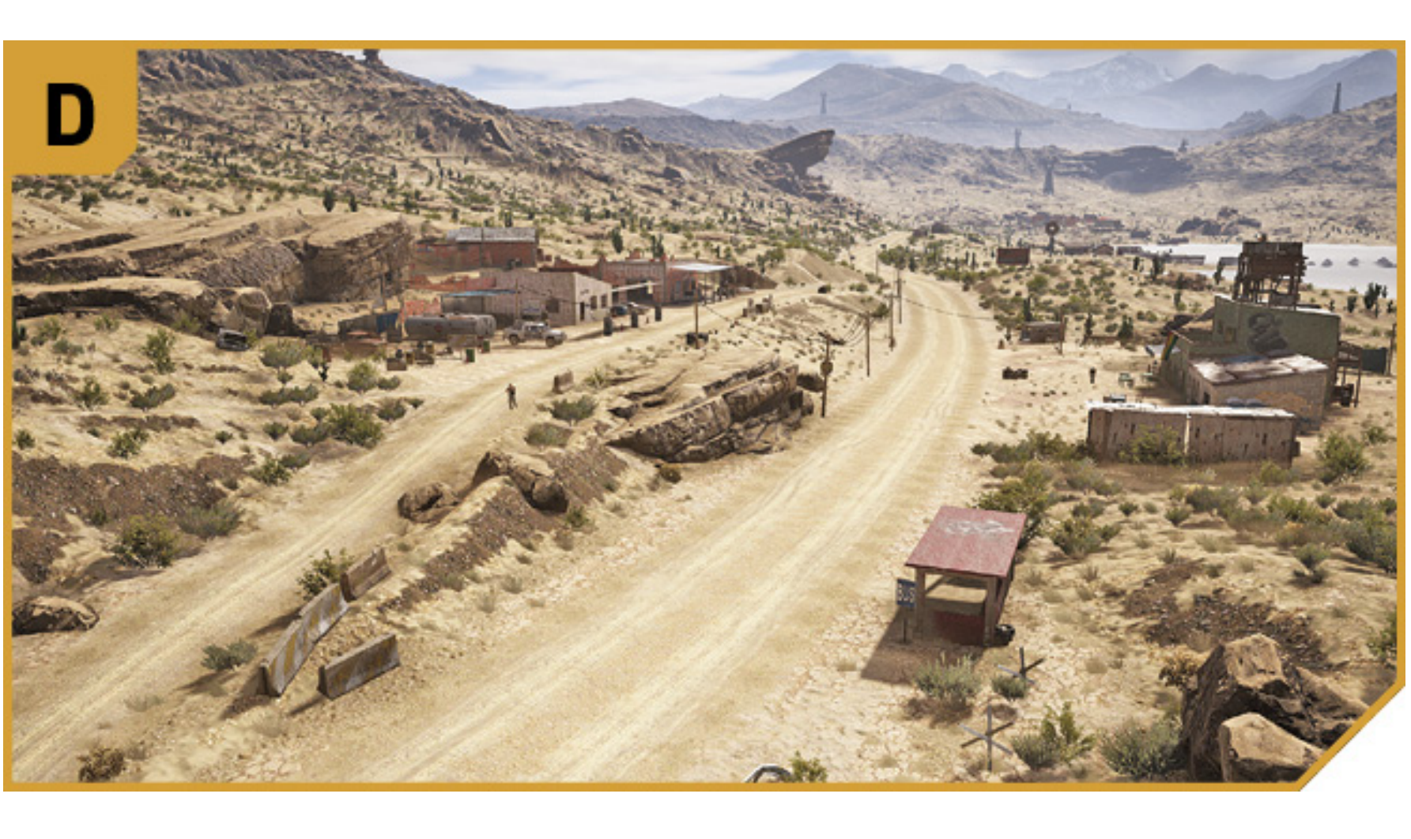
You can clear the west side of the road, including a troublesome sniper, and then launch a drone from here. The target is then easy to spot and follow, and there's minimal interactions with the enemy. It's easy to get to a vehicle from here, too.

SOUTH ROAD



This is a great location to stop at, as long as you're far enough away from the road so that when El Boquita leaves and passes you by, you aren't spotted. Just send up a drone and tag him, and you're done.

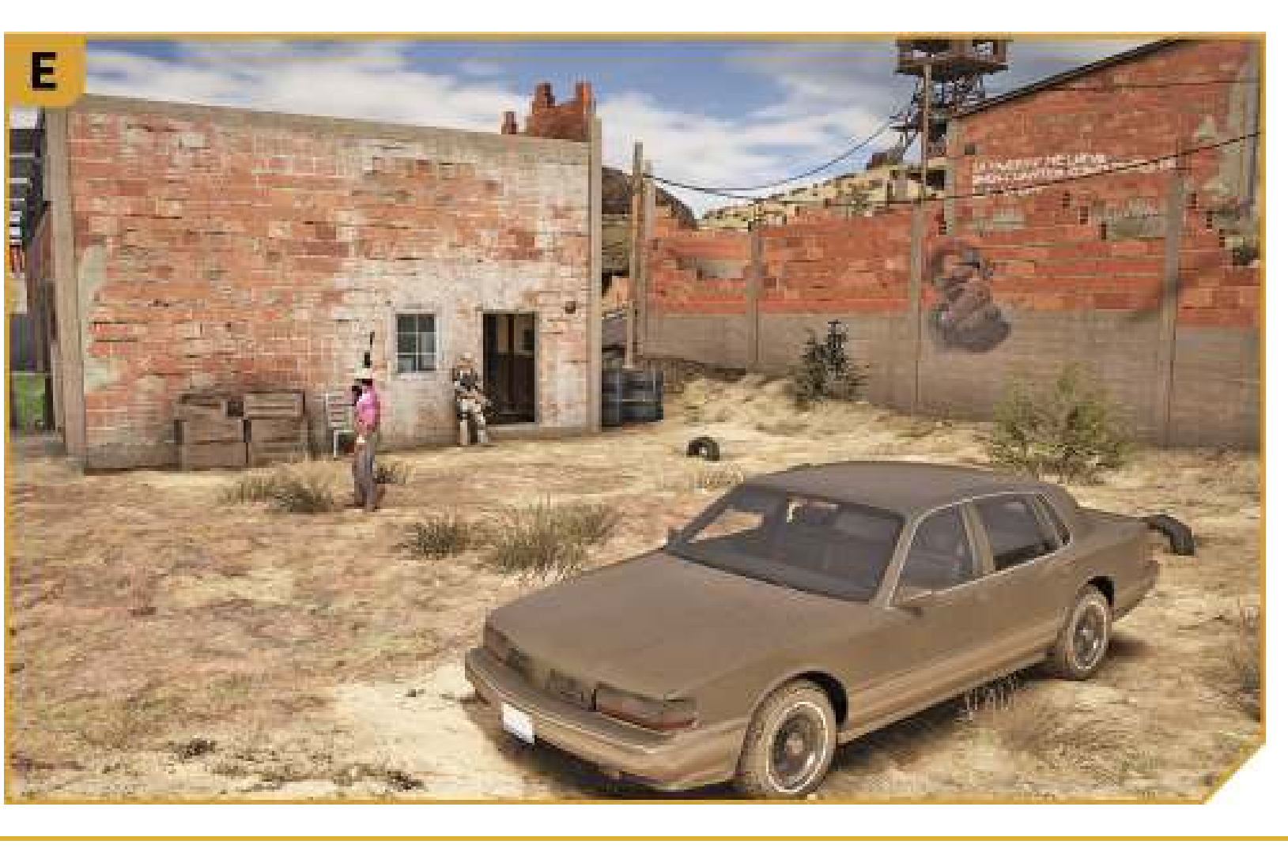
EAST HILLS AND SCRUB



Perhaps the best plan if you're wanting to sneak in and remove most or all of the foes, or avoid the enemy altogether; just be aware of the minigun and patrolling enemies. Sneak around to the south, send up a drone, find El Boquita, and appropriate the sports car, or the trucks at the gas station just slightly north of El Boquita, if you don't have a ride.

◉ TARGET: EL BOQUITA

You call in to Bowman as soon as you send up a drone, use binoculars, or get a visual on El Boquita, who leaves in a sedan car from this point. Tail him without him getting too far ahead. Weapons are free as soon as El Boquita leaves.



OUTPOST: OTHER TACTICAL ADVICE

SOLO: You're not here to clear this zone. It's possible, but you're usually seen and the mission fails. In addition, La Boquita takes off as soon as you spot him (but he doesn't see you), meaning you need to tail him immediately to avoid him getting away. Therefore, it is a simple matter of heading in from A or C, staying close to your vehicle, and using a drone to pinpoint La Boquita (E). He drives off, heading south, so stay out of his sight, ideally more than 50-150 but less than 300 meters away, and follow him. The type of vehicle, and whether there's a teammate stuck out of the roof with a minigun, influences how easy it is for El Boquita to see you.

If you're wanting to clear this area, start at A and snipe the minigun foe and patrolling guard in this area, then use the minigun tower to shoot the sniper across the road, and any others outside the main group of buildings. Then storm the buildings where El Boquita was, taking out the last of the foes.

CO-OP: You're able to leave a couple of Ghosts at this location to quickly tackle and clear the area of cartel thugs if you want to, but it's much better to come back here once the mission is over, and there's no mission-sensitive objectives to complete that an extended firefight may jeopardize.

Should you attempt to clear the area, split your team and start at A and B, working into the outpost, with two team members at each location. From A, clear foes at B and remain in the middle of the outpost, slowly advancing while two Ghosts head down from the minigun tower, and catch the small cluster of remaining enemies at the gas station in crossfire.

It's a lot easier to utilize a helicopter at this point, locate El Boquita from the air (via a Ghost passenger), and then follow him without touching the ground.

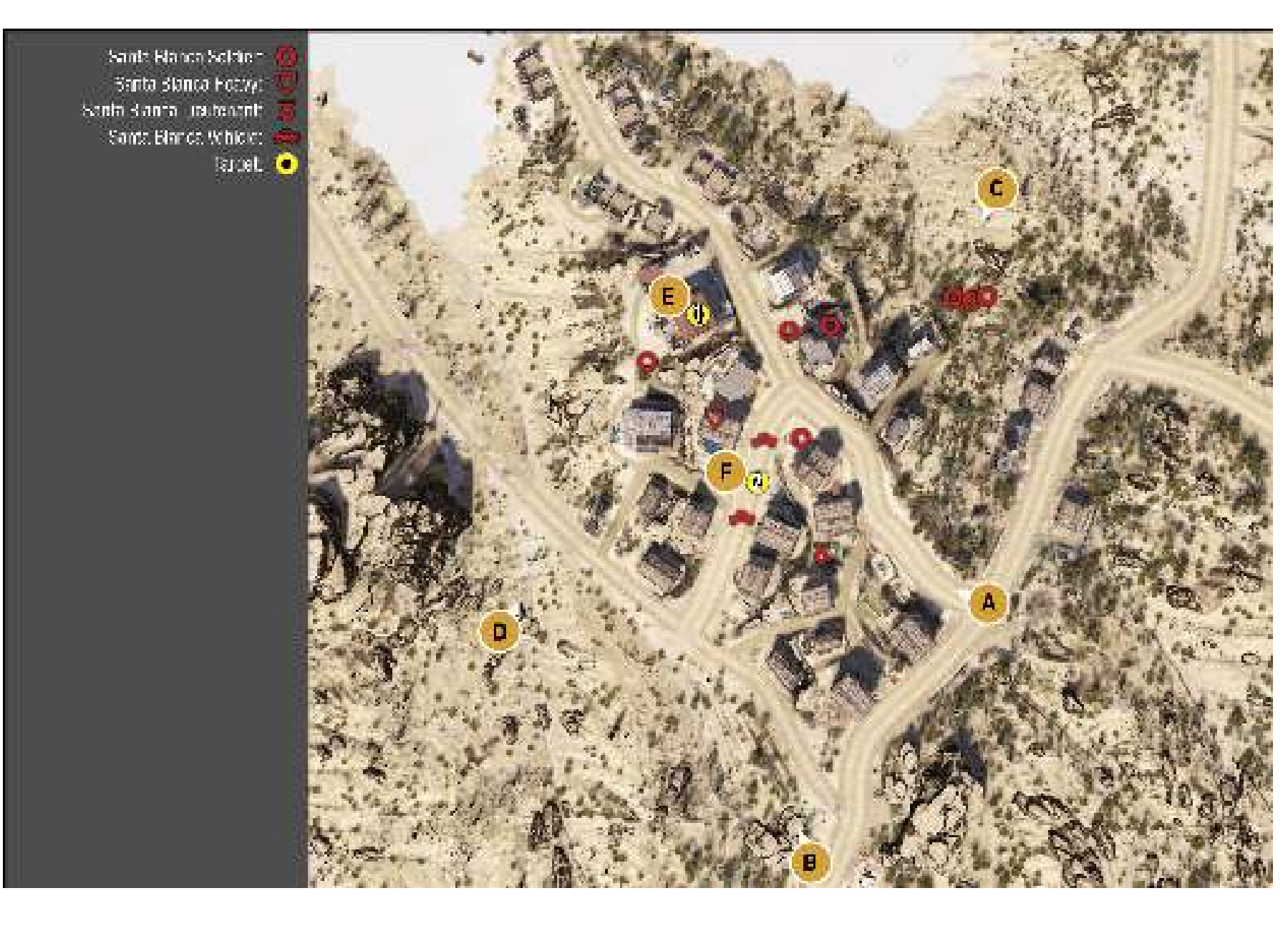
THIRD TIME'S A CONVOY

It's now another 1.4 kilometers south to the settlement of Sacani, where El Boquita reaches and waves off the convoy, and then heads to his home. Both the money truck in the convoy, and El Boquita, are targets for termination.

CAUTION: DEADLY, NOT SILENT

As soon as El Boquita turns into the side road and heads to his house, you are free to remove as many cartel members as you wish.

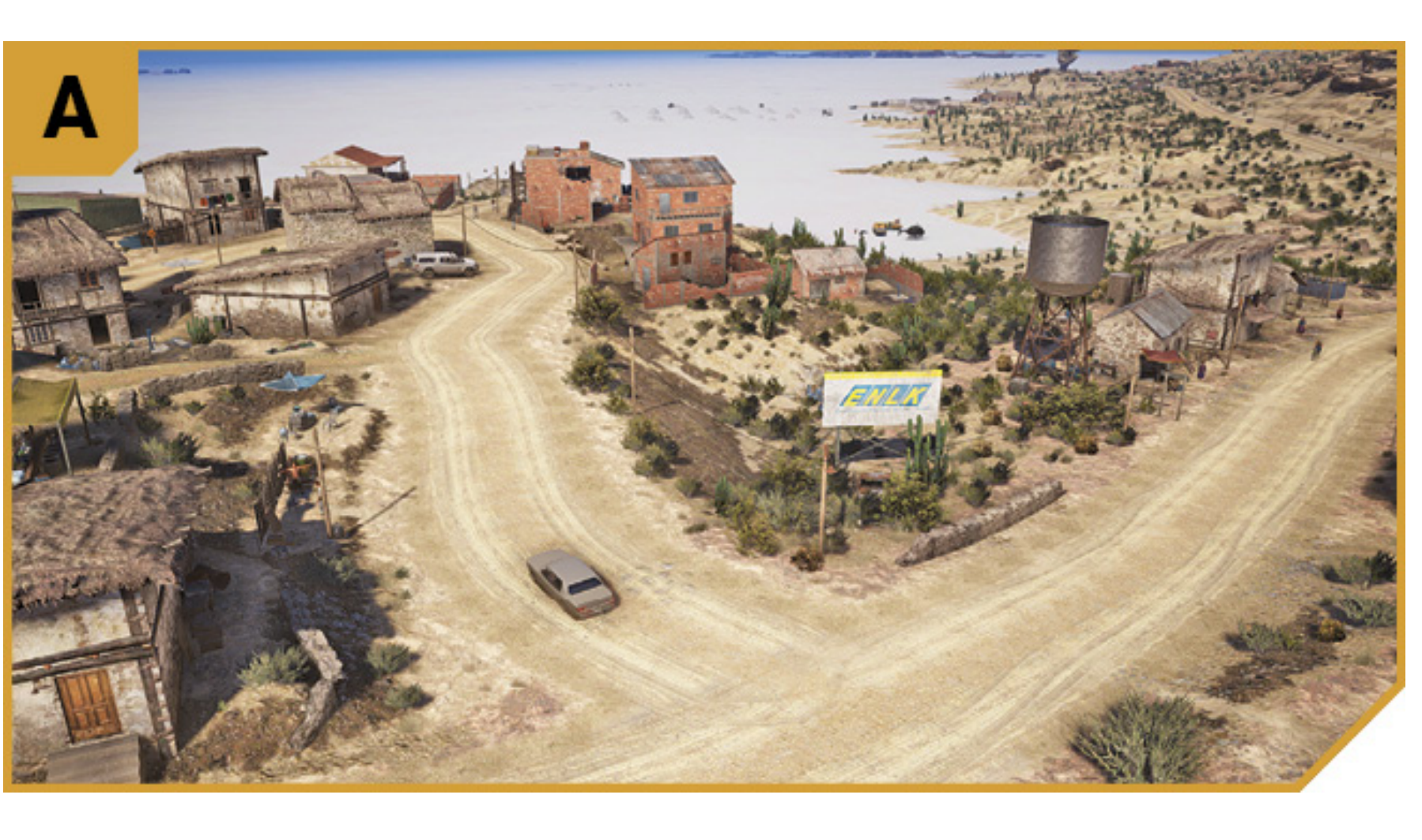
SACANI: RECON



TACMAP

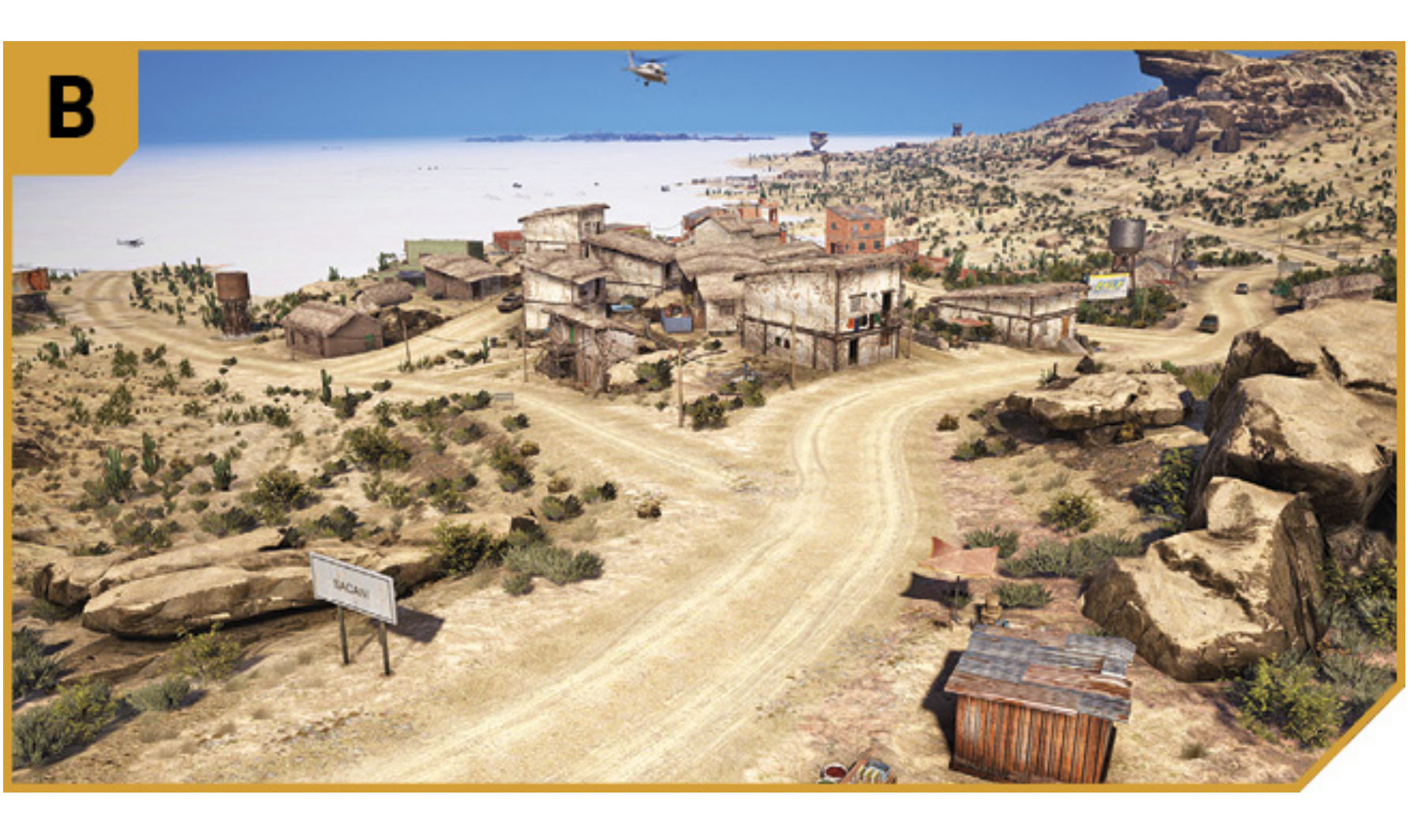
This village has a scattering of homes, and a large number of helicopters compared to most settlements you've visited. One is hovering above the convoy, making it the toughest you've faced yet. But there's another parked to the north, another northeast near some rebels, and a third near C; all of which can be used (mainly in Co-op) to help thwart the convoy of two military SUVs, a helicopter, and a money truck.

SOUTHEAST: MAIN ROAD



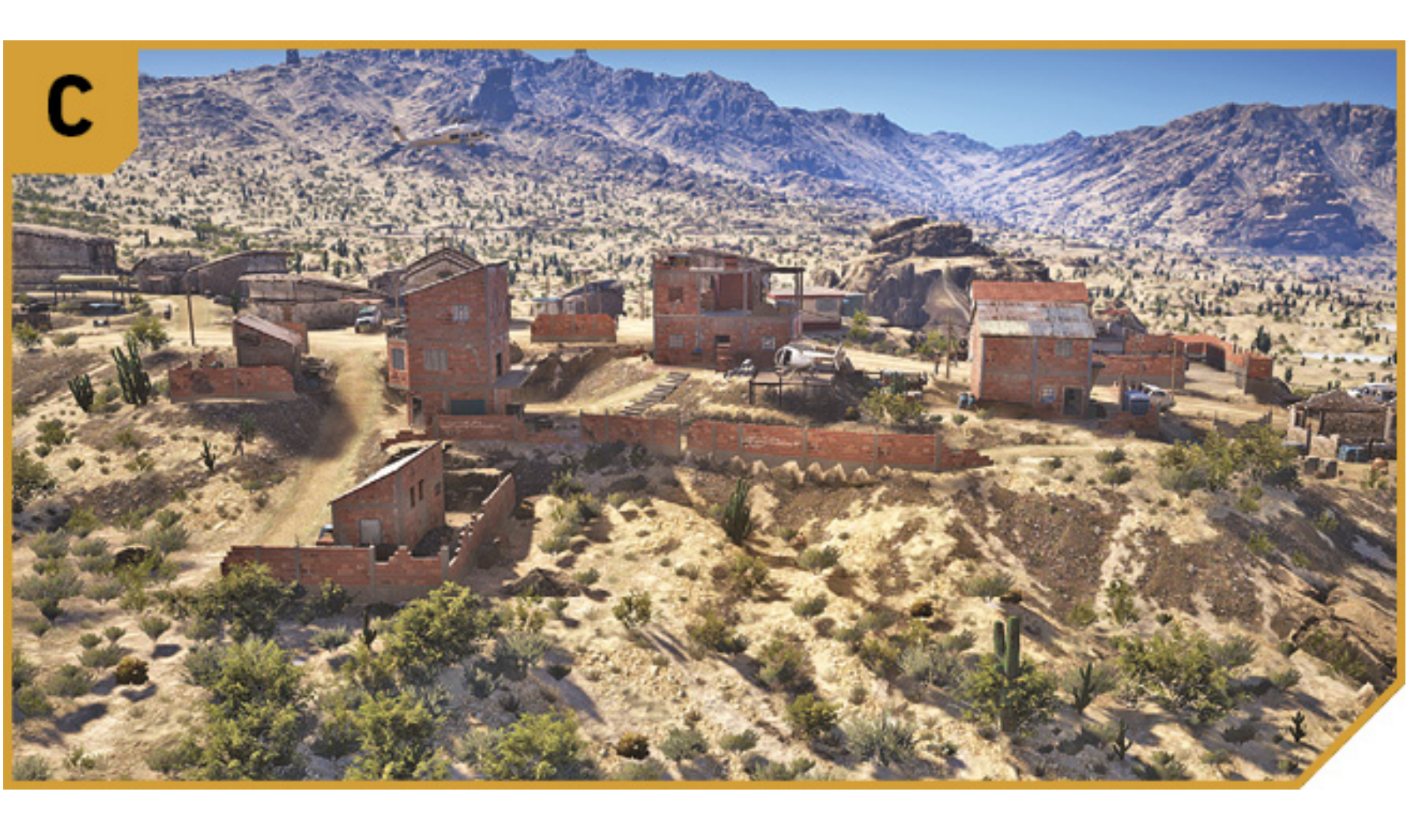
This is the usual route to take, following El Boquita into town, and not immediately worrying about the convoy. Head to E, execute El Boquita, and then follow the convoy out of town and destroy it when there are fewer foes, along the salt flats.

SOUTH: EXIT ROAD



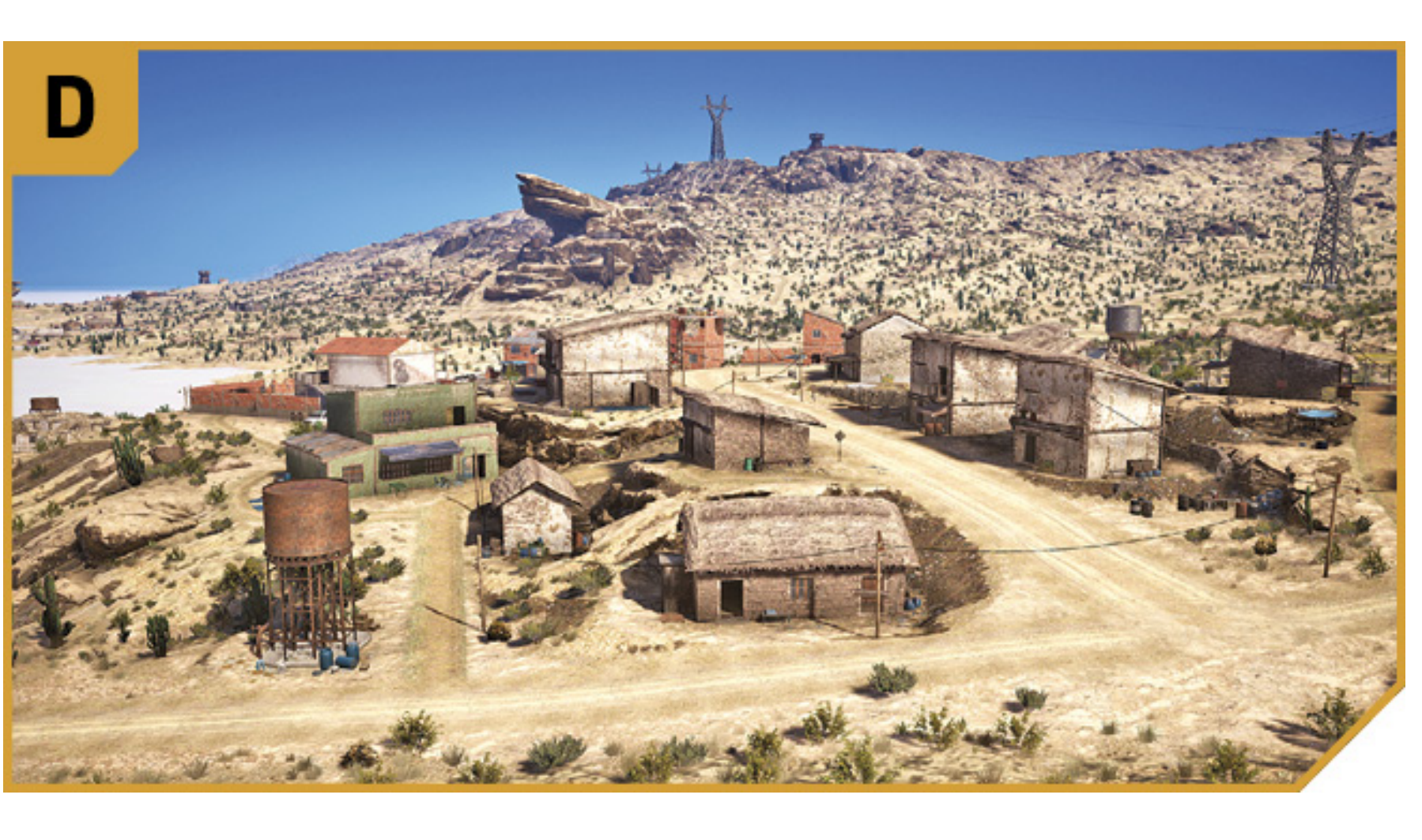
This is the route the convoy starts to take. You can split your team up and mine this area before the convoy moves, or otherwise booby-trap the area, then wait for the convoy and tag the truck with sniper fire, hitting all four tires so it sits there. Then mow down the foes in the SUVs, and avoid the helicopter fire.

NORTHEAST: SALT FLATS AND REBELS



This is a good infiltration point if you've split your team in Co-op, and one is heading in to defeat El Boquita; this offers easy access to the compound (E), and there may be rebels on the edge of the salt flats if you need a vehicle or chopper to borrow.

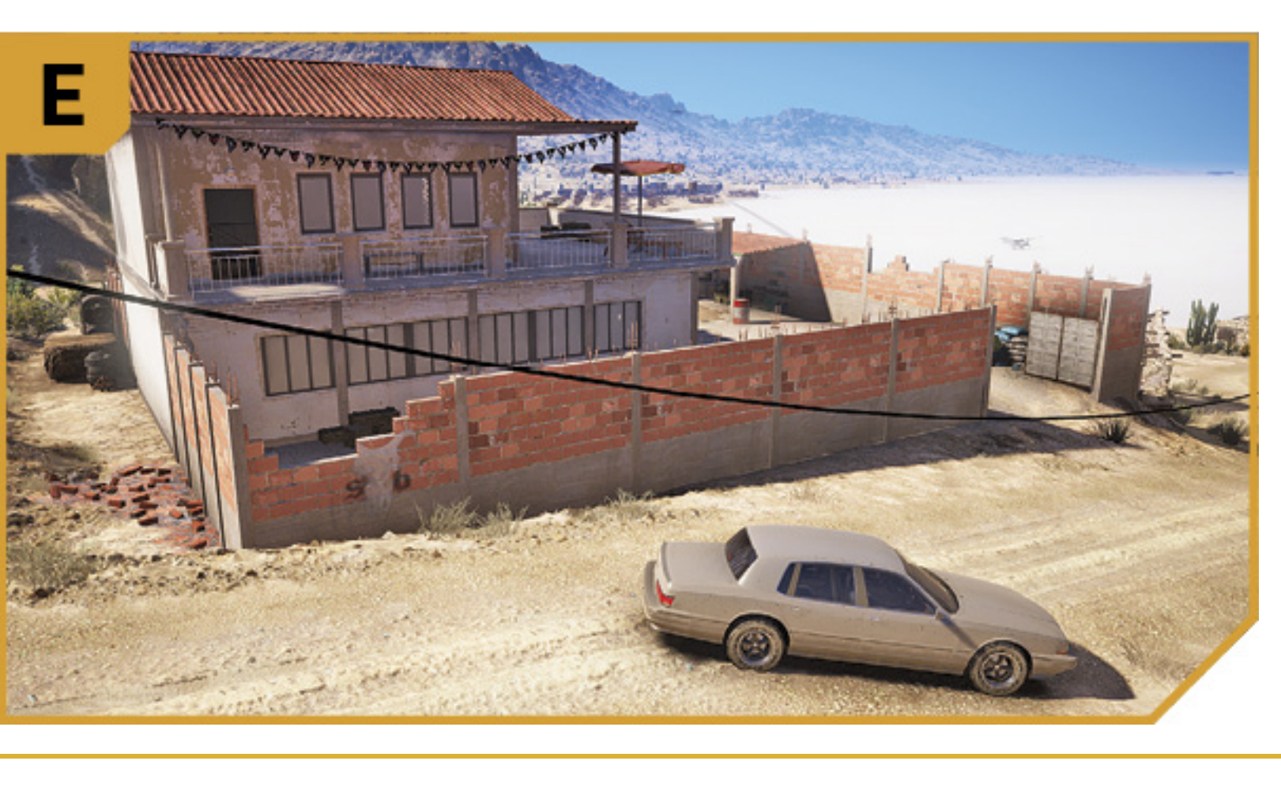
WEST: ROCK OUTCROP



You usually don't get around to this angle, but if you're in Co-op, and some of your team went ahead, you can land a chopper on this rock outcrop (or behind it) and use it to advance slowly on the convoy or the rear of El Boquita's compound. Good sniping opportunities against both targets are available here.

◉ TARGET #1: EL BOQUITA

El Boquita parks his vehicle, and heads into the brick compound house. There are few foes to worry about: Step out of your vehicle when El Boquita becomes a target, and gun him down, lob a grenade, or run him over. Wait too long, and the convoy leaves, and can get too far away to catch. So make your execution of El Boquita quick. Or, come back for him after you chase down the convoy. This is a relatively straightforward kill.



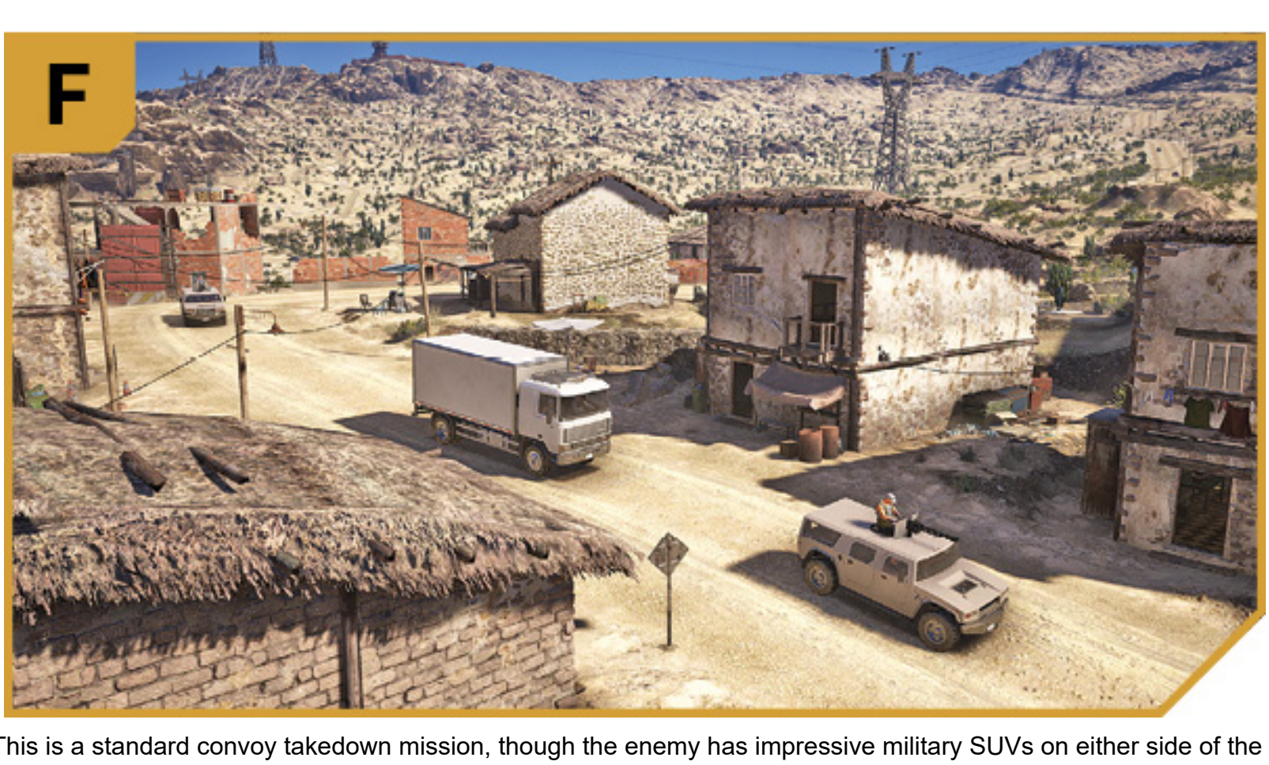
CAUTION: END THE TRUCK

The vehicle can be rammed, banged around a bit, and it can start smoking. Keep up the pressure, until the vehicle bursts into flames. As soon as the front engine catches fire, the mission is as good as completed. Wait for the explosion to conclude the mission, and mop up any foes. Just don't start the ambush near any cartel or Unidad bases, or you'll have far more foes to deal with than necessary.

Don't try to grab or climb onto the truck. You'll end up dead.

◉ TARGET #2: MONEY TRUCK CONVOY

The four-vehicle convoy, comprising of a military SUV with a minigun, the money truck, and a rear military SUV with a minigun, takes a loop around the salt flats, chaperoned by a helicopter. Engage the enemy until the truck is destroyed. The SUVs and chopper are optional.



This is a standard convoy takedown mission, though the enemy has impressive military SUVs on either side of the truck. Fortunate then, that you don't have to grab and interrogate anyone; simply destroy the truck, and be on your way. Cartel casualties are simply a bonus.

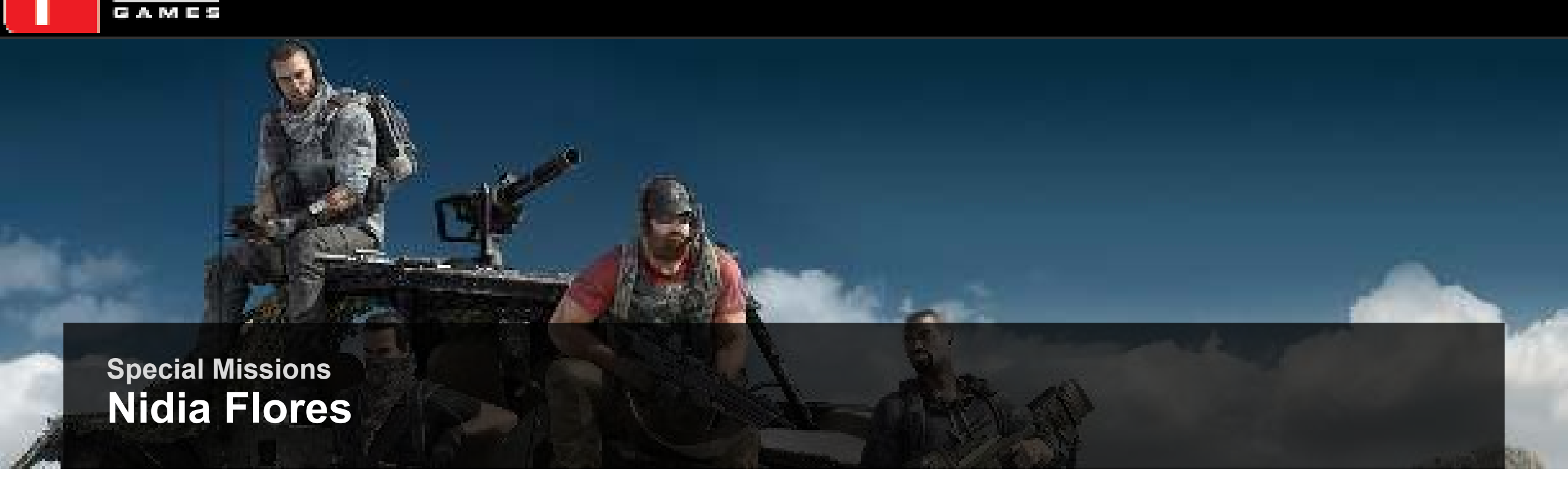
MONEY TRUCK CONVOY: OTHER TACTICAL ADVICE

SOLO: CO-OP: This gets a whole lot more simple if you ensure your ambush location isn't near an enemy stronghold. You don't need the extra and unwanted hassle of engaging cartel henchmen when all you need to do is take out a truck.

You can wave down the truck with your guns pointed at the driver, then shoot everyone (and lob in grenades from all directions). Or, you can ram him off the road (in Co-op, each use a vehicle to pin him more quickly, and from multiple sides), or bash the truck until it catches fire. Or, you can all ride in an armored truck and ram the enemy vehicle while shooting at it. Don't forget to shoot the tires of the truck to slow it down.

Or, you can strafe the vehicles from the air, using a helicopter. Or lay mines or C4 in the road, ready to be detonated as the convoy passes over them (when the lead vehicle stops, head in with guns blazing). Or, run alongside the truck and lob a C4 or mine onto the side of it, then back up and shoot (mine) or trigger (C4) the explosion; this works most of the time when the truck is moving slowly or stopped, but can occasionally work if it's moving (and you trigger the explosion almost instantly).

With a helicopter in the mix, this is definitely more taxing than a normal convoy takedown, so split your team up into two airborne, and two ground foes, and the two vehicles can defeat the enemy vehicles in the air and on the ground. Don't be afraid to cripple the money truck, then retreat and regroup, remove the chopper so you're not harangued from the air, and then return to finish the job.



Special Missions

Nidia Flores

MISSION ACCESS

Complete Main Mission: El Boquita (Koani Province), then complete all Main Missions (with or without Optional missions) in all six Smuggling-related Provinces (Caimanes, Barvechos, Mojocoyo, Remanzo, Inca Camina (if ULC has been accessed), and Koani) to start this mission.

OBJECTIVES

- **Locate Nidia Flores**
- **Capture Nidia Flores**
- **Extract Nidia and Valeria Flores to Barvechos Charlie**

LOCATIONS (BARVECHOS)

- **Outpost (Hacienda)**
- **Nidia Flores' Hacienda**
- **Barvechos Charlie**

REWARDS

- **+ 350 XP**
- **+10 Skill Points**
- **+15,000 Gasoline**

DIFFICULTY

BRIEF

We've caused so much damage to Nidia Flores' smuggling operation that El Sueño has decided to cut his losses; he's sent a hit team to kill Nidia and her daughter Valeria. We need to get to Flores first and extract her and her daughter.

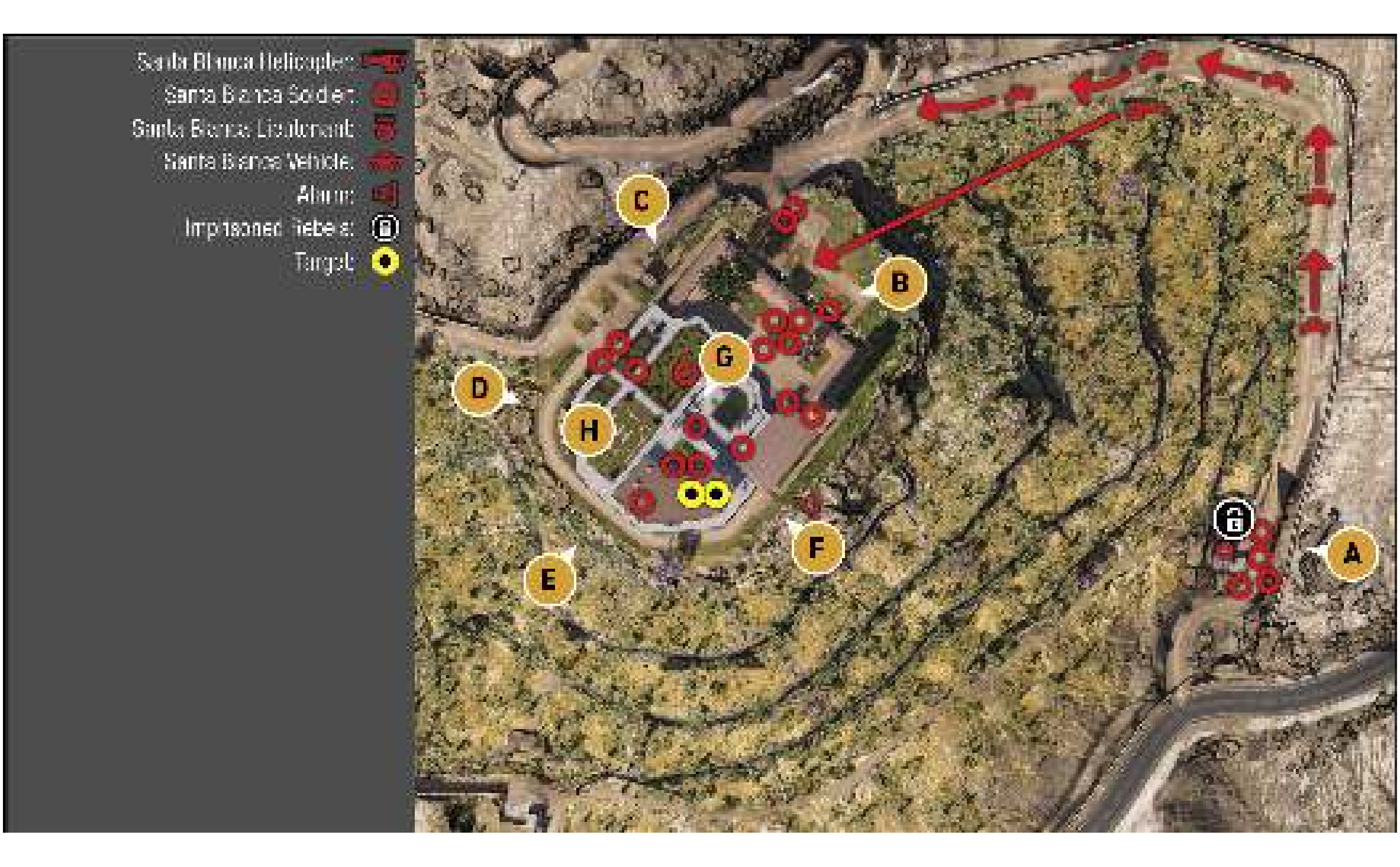
BAGGING THE BEAUTY QUEEN

From Barvechos Alpha, it's under a mile heading southwest across to the sprawling hacienda, where Nidia Flores is under siege. Soldiers already in the hacienda are Mexican traitors and are loyal to Nidia, but of course they are still hostile to Ghosts! The attackers are regular Santa Blanca troops and will fight the traitors, along with Ghosts.The plan is to get into the main hacienda compound, find Flores, and extract her before it's too late. Time is of the essence, as the cartel sends a half dozen vehicles and a chopper no matter what you try to do.

CAUTION: INSTALLATIONS. WHO CARES?

Though there's a generator under the roof garden and helipad where Nidia is located, it isn't necessary to deactivate, and there are no other defenses (aside from the alarm pole to the north, related to the outpost there, and the one on the south side of the hacienda at F). As you should expect enemy vehicles as soon as you reach the area.

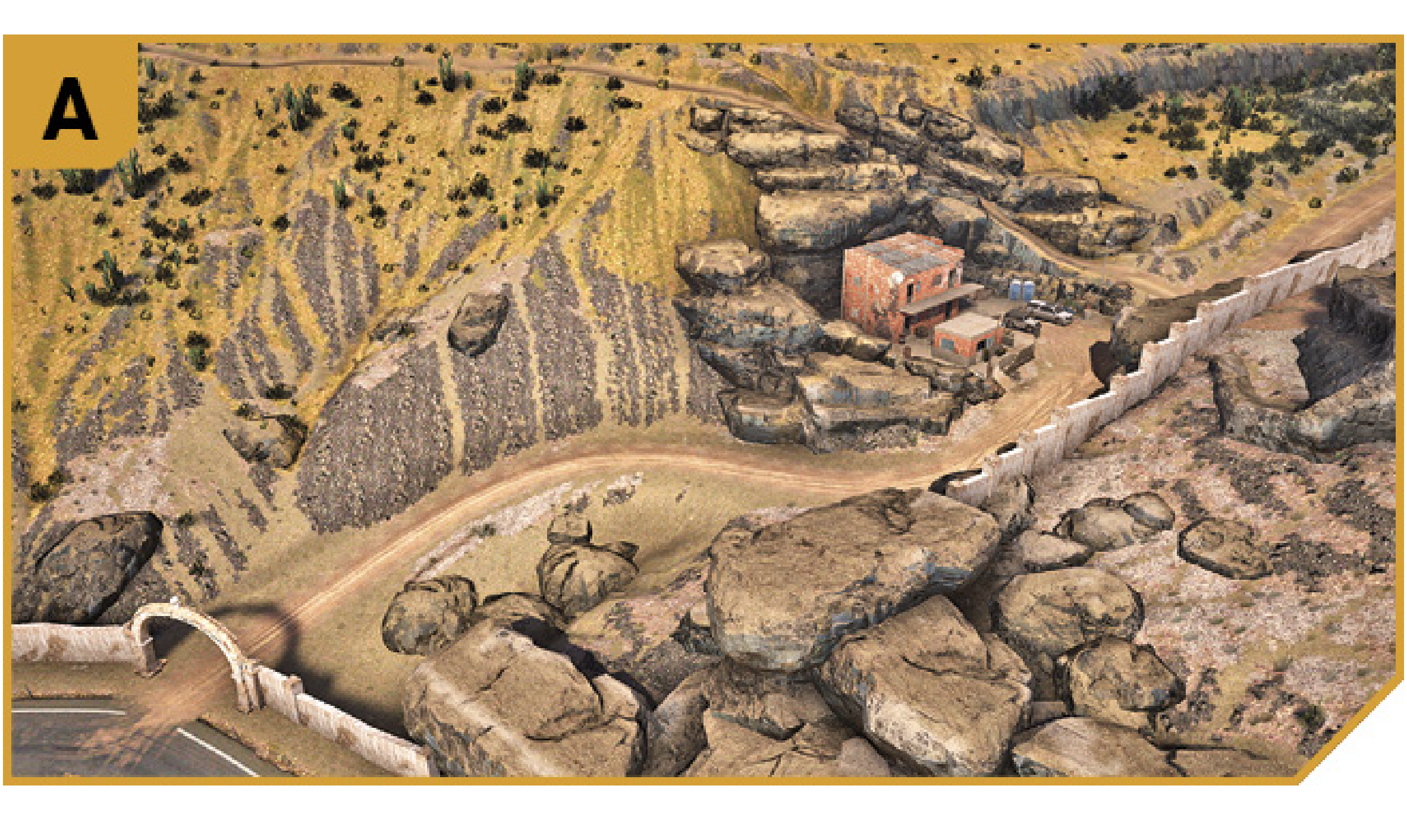
OUTPOST AND NIDIA FLORES' HACIENDA: RECON



TACMAP

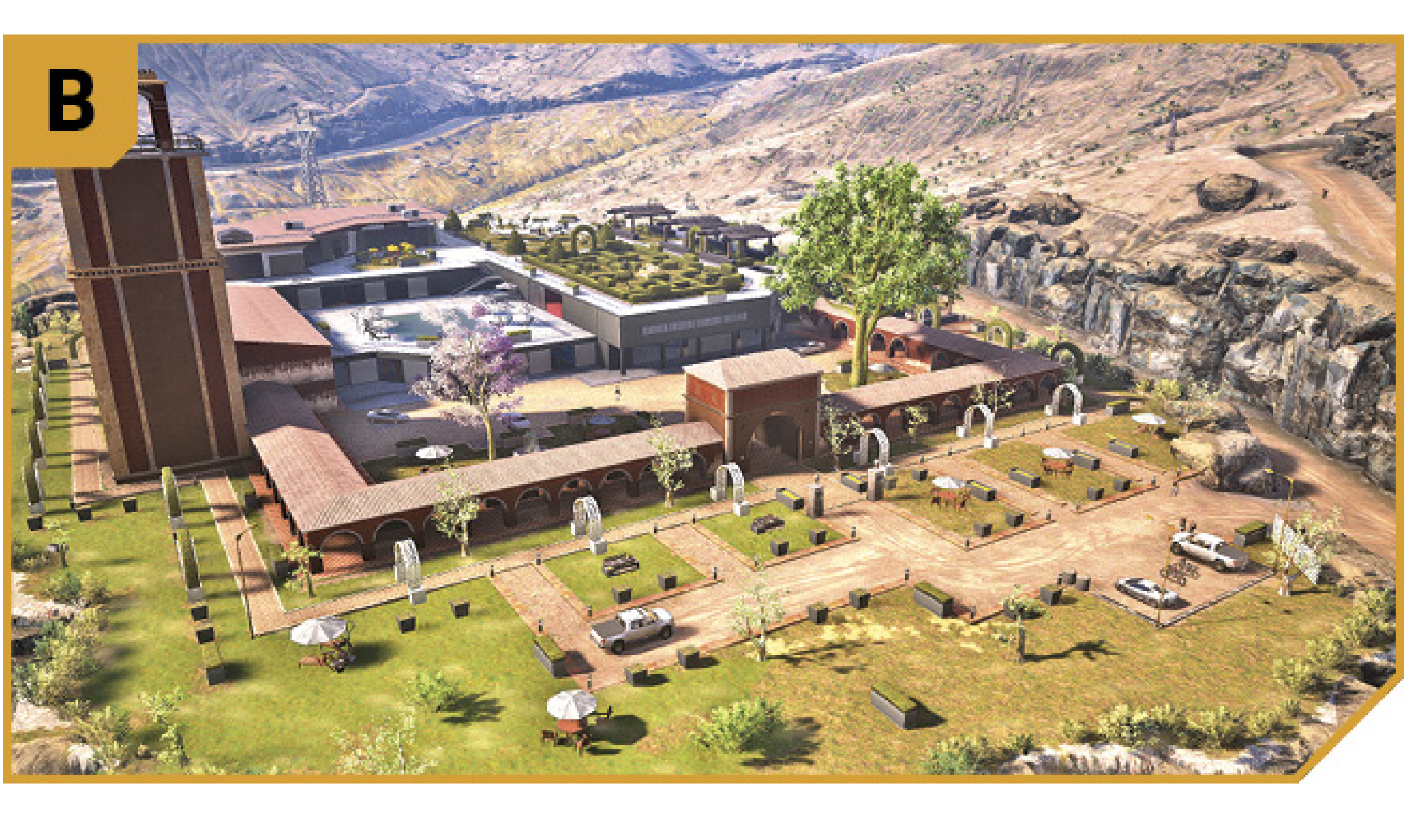
Though the grounds of the entire compound are vast, you need only concentrate on the main hacienda structure and immediate area around it. The place has an interior pool, some side chambers, and a grand hallway with a staircase;. Use the latter, or the side staircases on the northwest or southeast sides of the structure to gain access to the upper skylight and steps to the roof garden, or directly to the garden. Nidia and child are waiting at a helicopter on the west side of the garden. Use the helicopter, or chaperone them both to a waiting vehicle.

SOUTHEAST: COMPOUND SECURITY



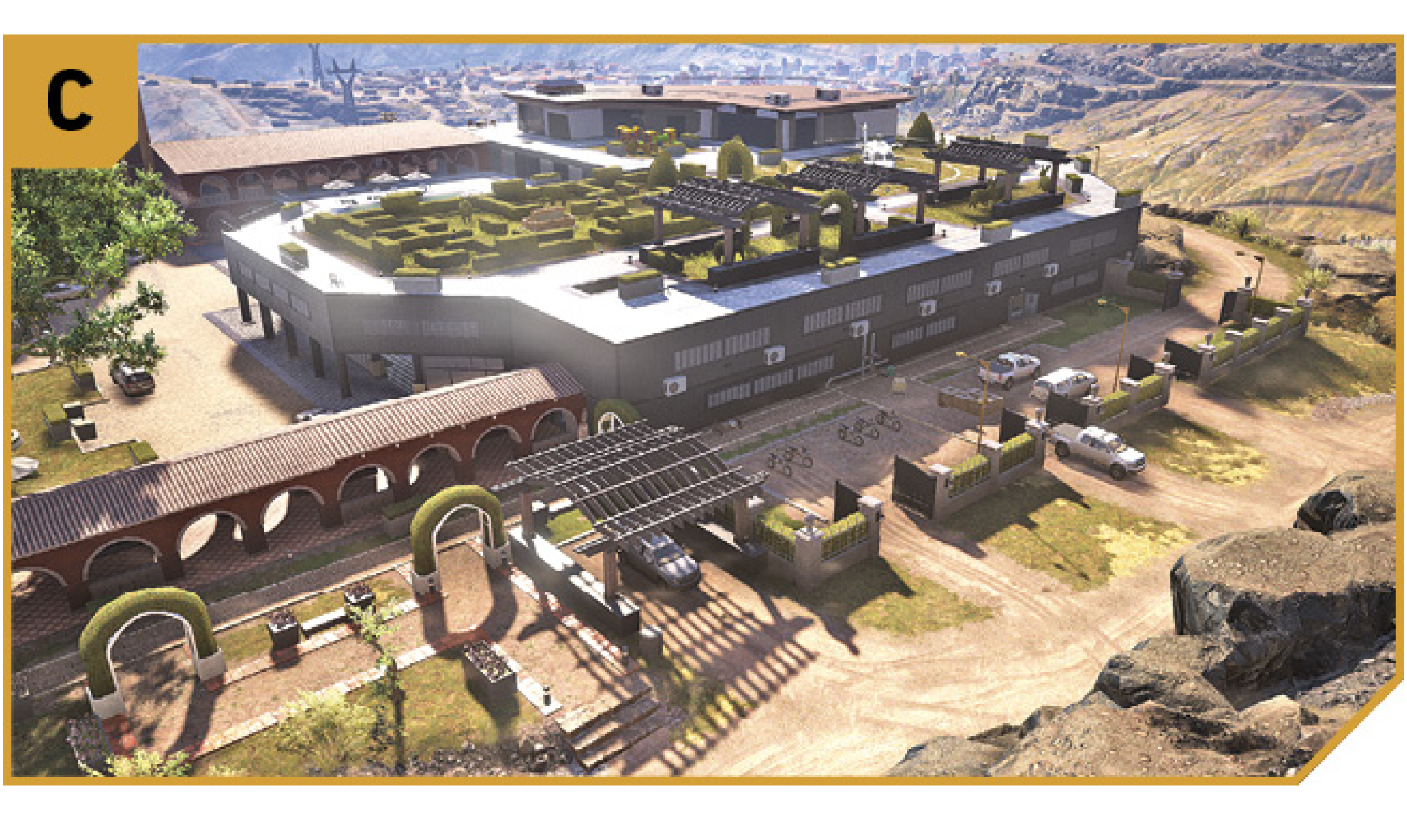
A cluster of five foes, including a possible captain, are at this location, which is the normal entrance into the compound. If you're using main thoroughfares to reach the hacienda, expect to start a fight here. This is unnecessary and slows you down, so avoid this area entirely. Or, attack from the upper rocks, before heading down and planting the road with mines, so the incoming enemy vehicles are stalled. Optionally have a teammate or two stay behind to see off the reinforcements, or at least cause havoc and delays to the enemies' progress.

NORTHEAST: COMPOUND ROCKS



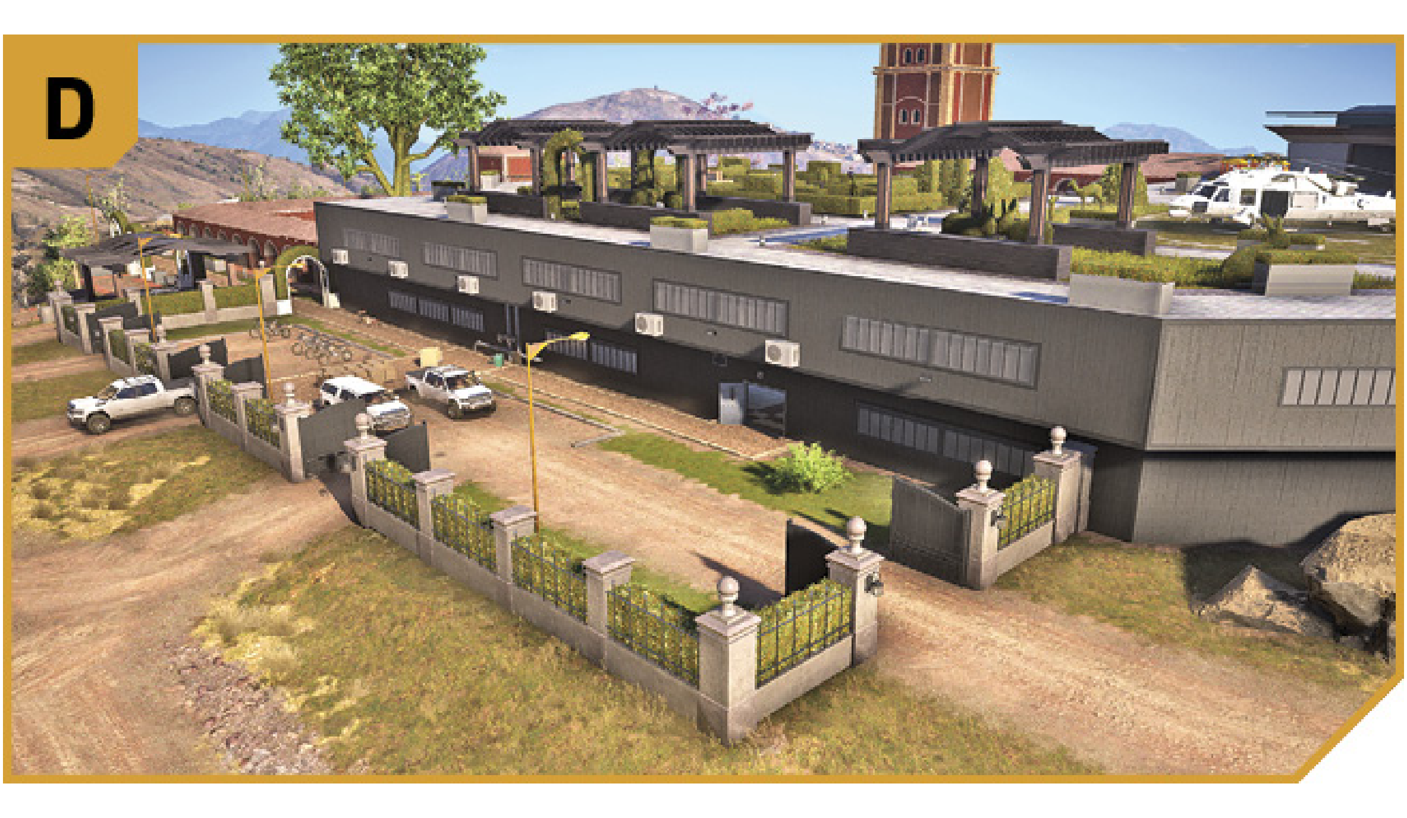
This direction, visible from the main road, is the least viable method of entering the compound. The rocks are too steep to climb, and heading into the main driveway gives you many more enemies to face, little cover, and additional foes arriving from the road to the northeast. This is only worth heading into if you're trying to distract enemies.

NORTH: VEHICLE PARKING AND SIDE ENTRANCE



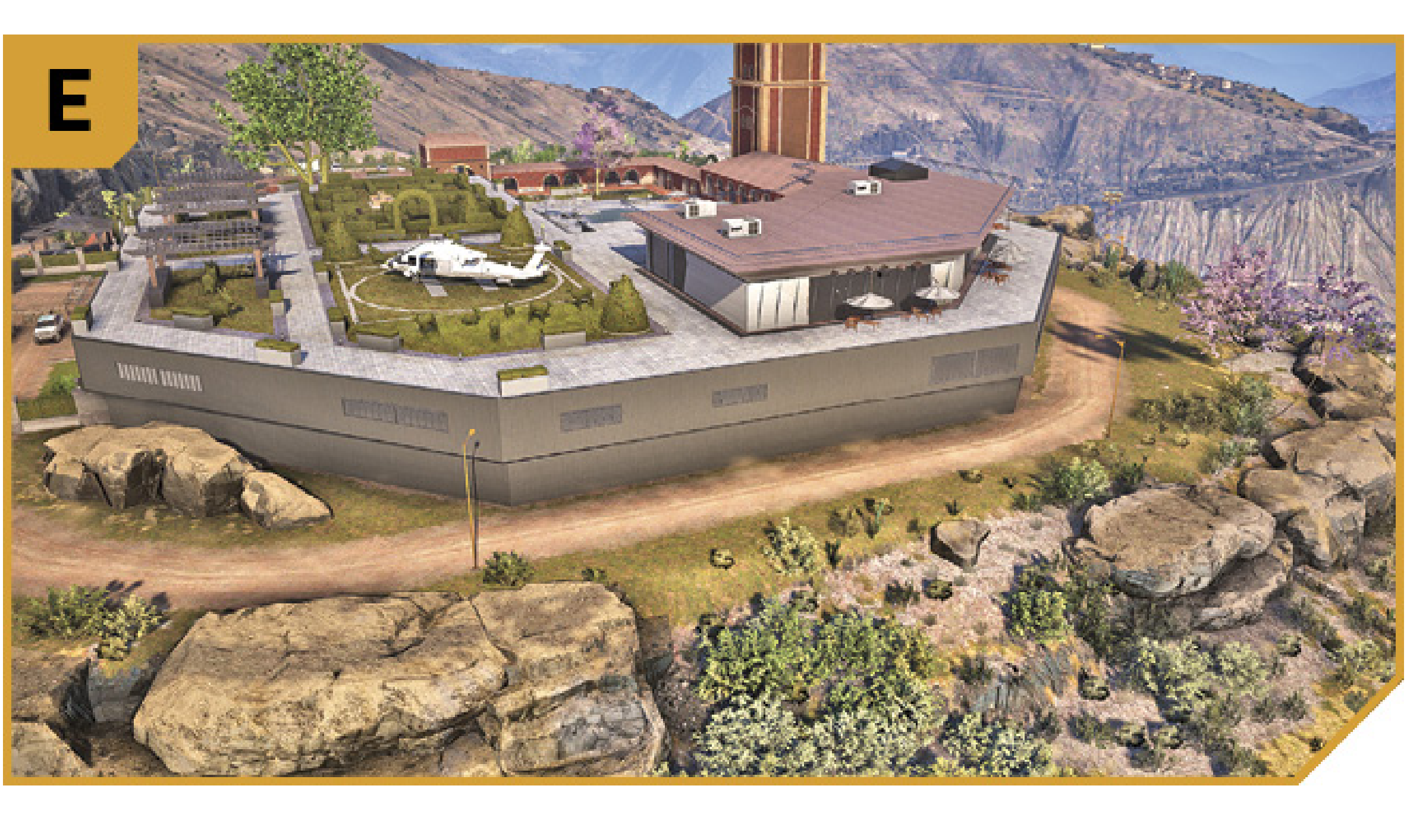
This is a recommended infiltration point. First, check the location of all the vehicles, pinpointing a truck you can bundle Nidia into, if you intend on leaving via road. Then enter the hacienda via the doorways to the side corridor with the large, paved tile floor (not the checkered floor of the main hall). Find the side steps that lead directly to the roof, and head to your target. Do this without delay, and you can reach Nidia before the enemy vehicles arrive.

WEST: VEHICLE PARKING, SIDE DOOR, AND ESCAPE ROAD



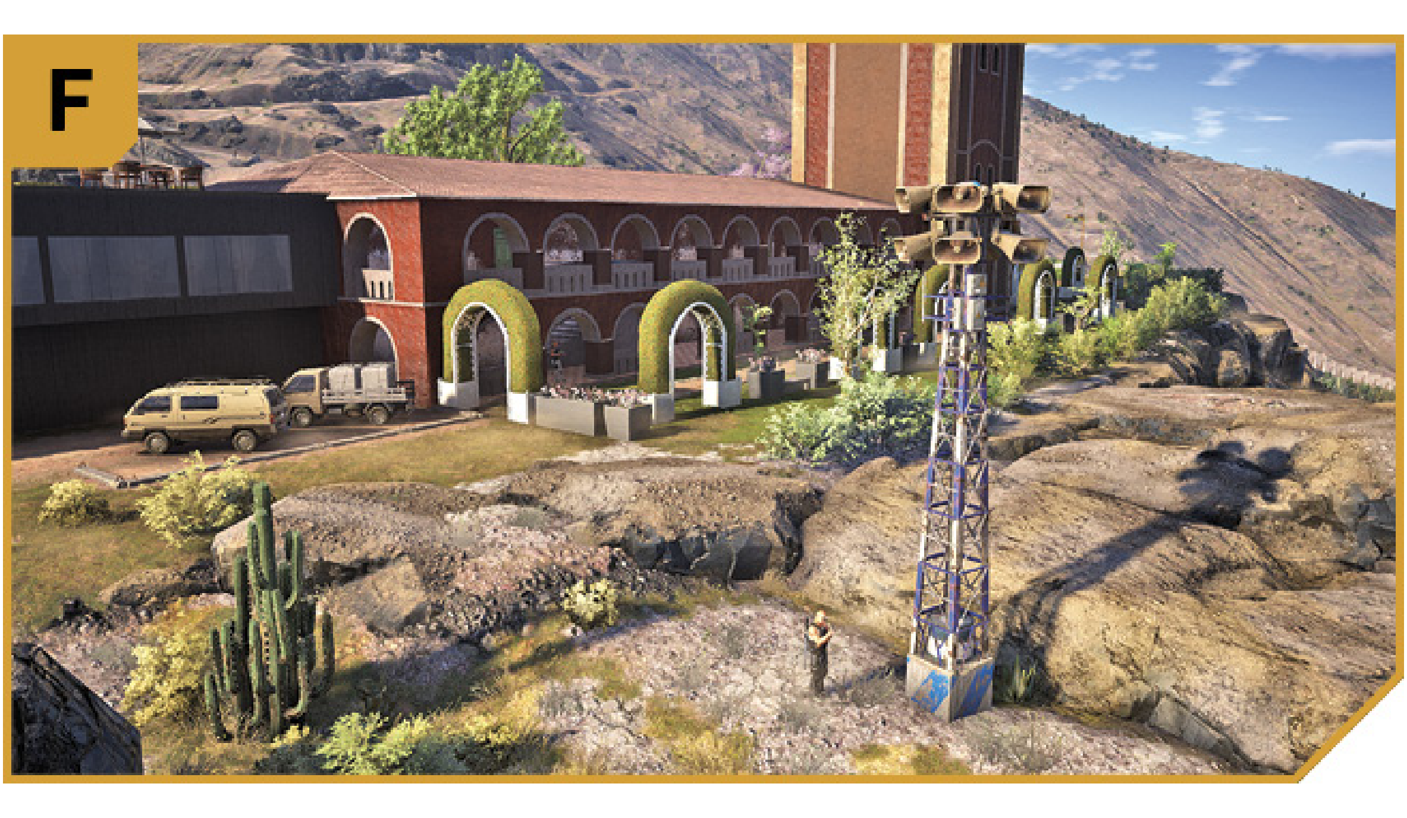
This is a preferable road to escape on compared to the one the enemies approach from (to the east) for obvious reasons. Before the extraction, however, find the open side door near the parked trucks, making a note to head there with Nidia if the helicopter on the roof is compromised. Then enter the side corridor with the large paved tile floor, and find the stairs up to the roof garden.

SOUTHWEST: BUILDING EXTERIOR



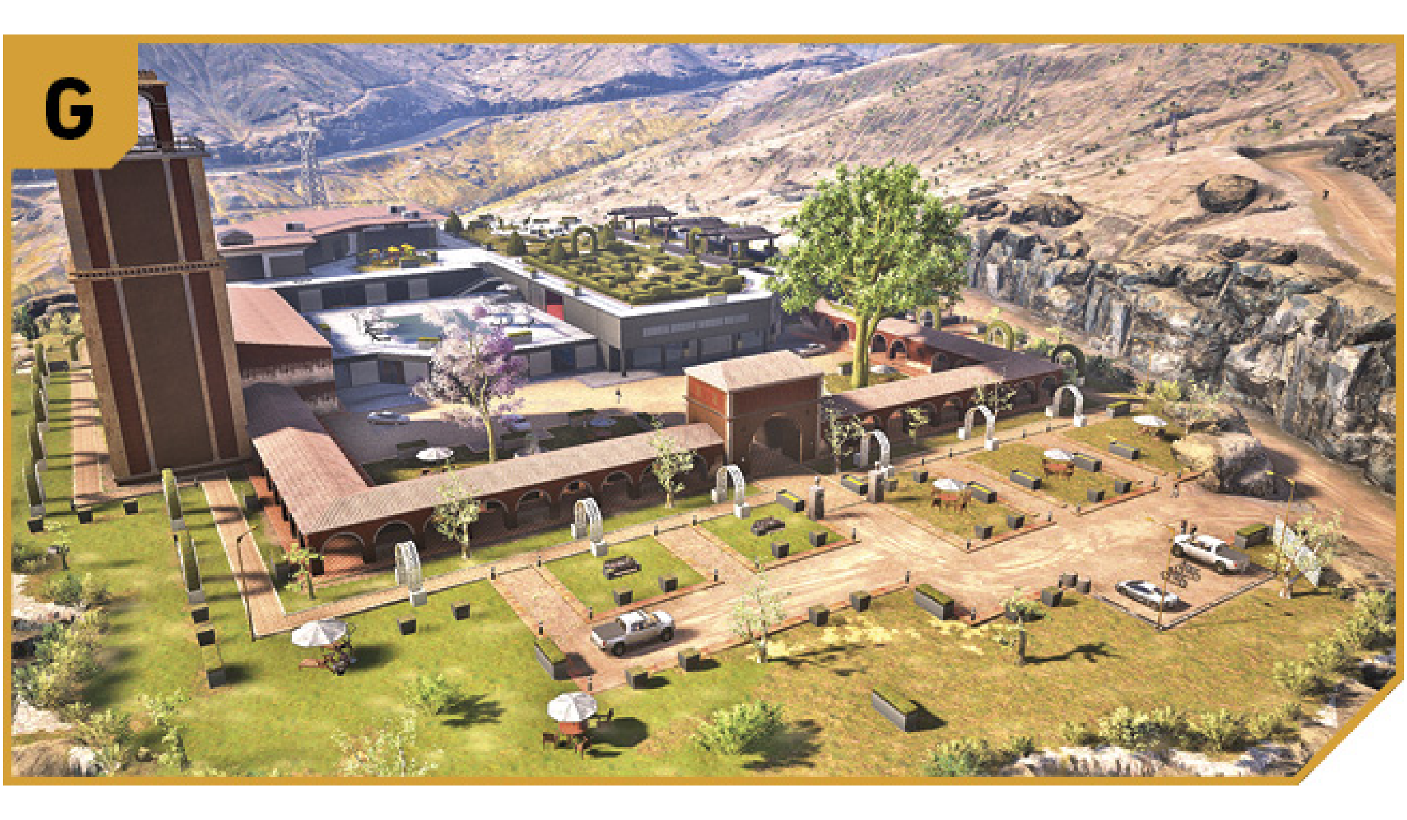
If you're running around here, you're not helping. There are faster ways between D and F (through the interior), and there are no ways into the building, or up onto the roof from here.

SOUTHEAST: BELLTOWER AND SIDE STAIRS



This is another recommended location if you've snuck in from B or F, or you're assaulting heading south to north. Pass the alarm pole, the trucks, and find the side staircase. Bound up to the balcony, double-back (turn 180 degrees to face southwest), run around the corner to the right (northwest), and sprint across the open upper skylight area to the roof garden steps. This is another good, alternate route to Nidia.

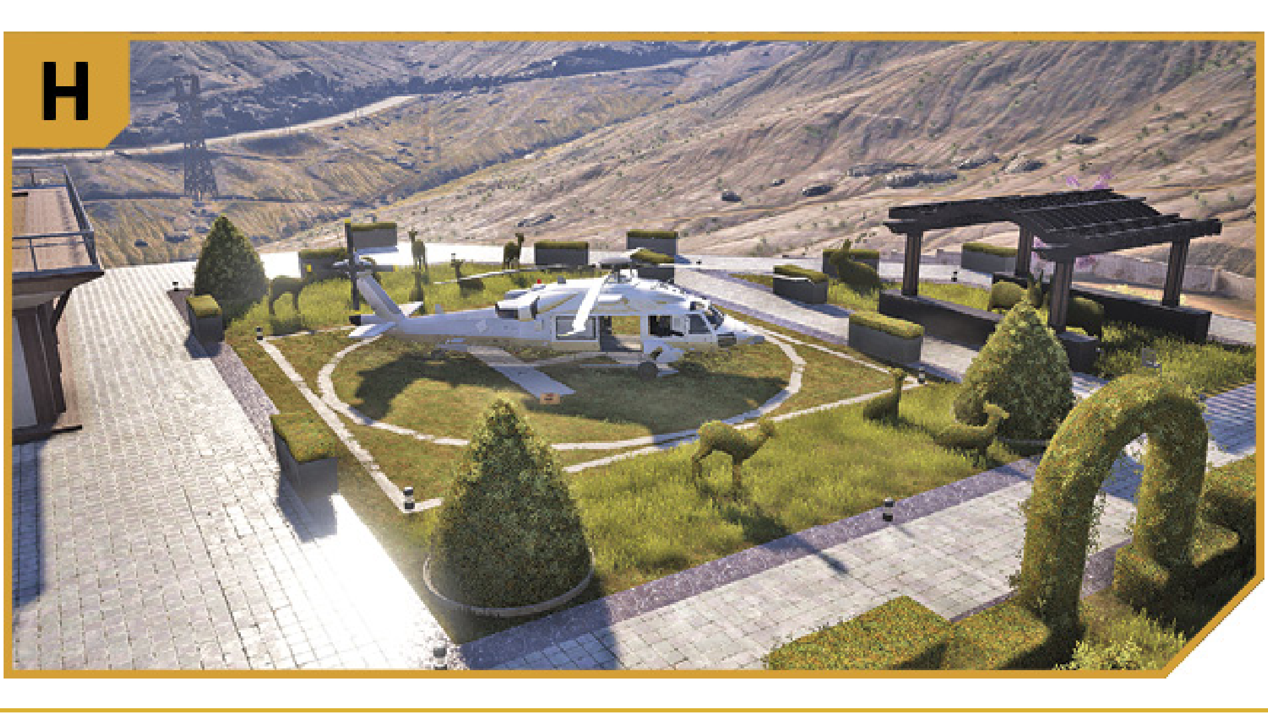
CENTER: MAIN ENTRANCE



If you're simply attempting a raucous ride into the compound, and you've parked up near B, sprint southwest into the main interior of the hacienda. You're looking for the main hall with the checkered floor, rather than the sunken pool on your left. Head into the main hall, up the grand stairs, and move north to the arch doorway, then up the steps to the roof.

● TARGET: NIDIA AND VALERIA FLORES

Nidia and her daughter are cowering near a large cartel helicopter on the roof garden. The routes to reach these two have already been established. You need to grab Nidia, move her to a vehicle of your choosing (ideally the nearby helicopter), and drive it away. Her daughter automatically follows, so aside from the emotional scarring she's sure to be suffering from, don't worry about Valeria.



OUTPOST AND NIDIA FLORES' HACIENDA: OTHER TACTICAL ADVICE

SOLO: This mission becomes reasonably simple if you approach the hacienda by helicopter. Land it on the roof garden, adjacent to the large cartel chopper, and you'll discover Nidia and her daughter. Get out of the helicopter, talk to Nidia, and stow her in one of the two aircraft. Then take off, and fly all the way to the rally point. This can be done without any of your team firing a shot, and is by far the safest and most competent plan.

Stealth tactics? You're having a laugh, aren't you? You can't lurk around corners, patiently waiting for a foe to appear when there's around a dozen enemies already in the hacienda, and five truck-loads of foes incoming, along with a chopper. This means you need to be a quick study, learning the staircases you need to reach (and booby-trap) so that your team reaches the roof garden, and the enemy does not. So, approach via C, D, or F, rush the stairs to the upper floors there, and up onto the garden roof. Then quickly speak to Nidia, and stow her in the helicopter, before leaving. Have your team head to G to defend against the majority of the incoming enemies, giving you some time.

Has the helicopter been destroyed for some inexplicable reason? Or are you afraid to fly? Then you have the highly dangerous task of getting Nidia and her child down the nearest stairs (use the steps in the north corner, then down to the side passage near the generator, out of the door at D, and bundle her into one of the cartel trucks to escape.

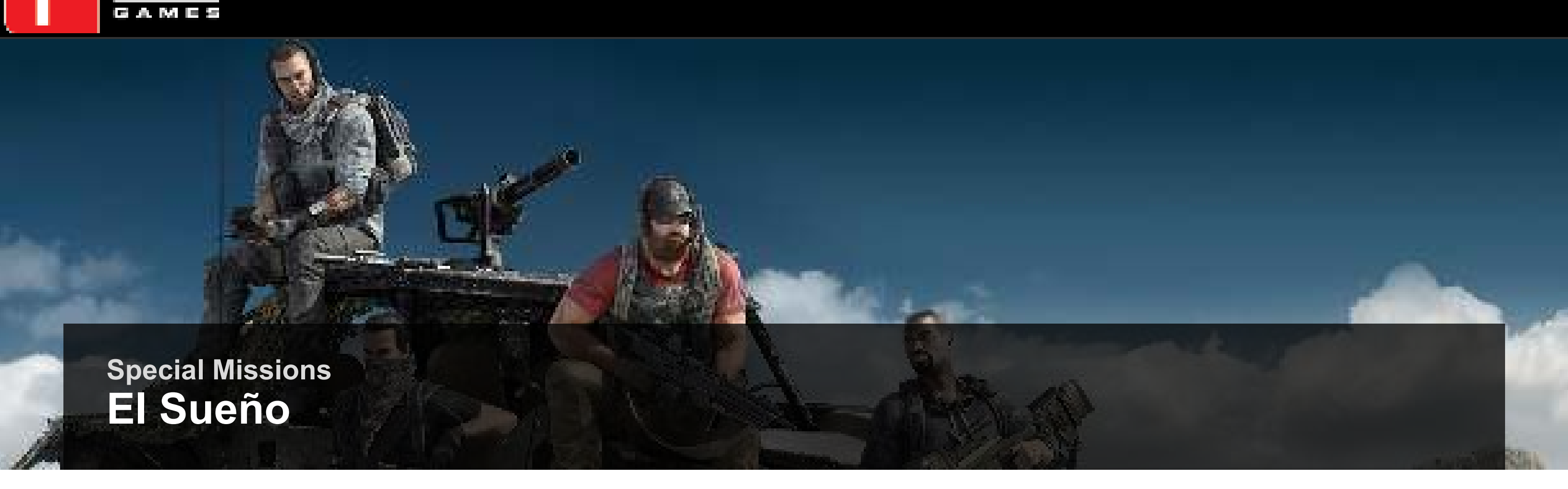
CO-OP: The tactics are a little different, but the plan is the same; you have the luxury of trying two different methods simultaneously. For example, you can approach by helicopter, and on foot, and the duo who gets to Nidia first can extract her, while the others defend the area.

Or, you can station teammates on the road between A and B, where the enemy vehicles head in from, and mine the road, ambush the vehicles, and create a whole load of havoc. Two Ghosts should handle that, while two others storm the hacienda from C, D, or F. The Ghost on point should reach Nidia and extract her via helicopter, while the other takes care of pursuing foes, and booby-traps stairwells with mines.

The award for "most ludicrous plan" goes to whomever thought it was a good idea to steal one of the thin vans parked near F, drive them up the stairs by the generator (in via the entrance at C or D), and up onto the roof. Bundle Nidia into the van, then leave the way you came, as the glass balcony fencing is particularly sturdy. Is it possible to extract Nidia in this fashion? Yes, but it's a terrible idea.

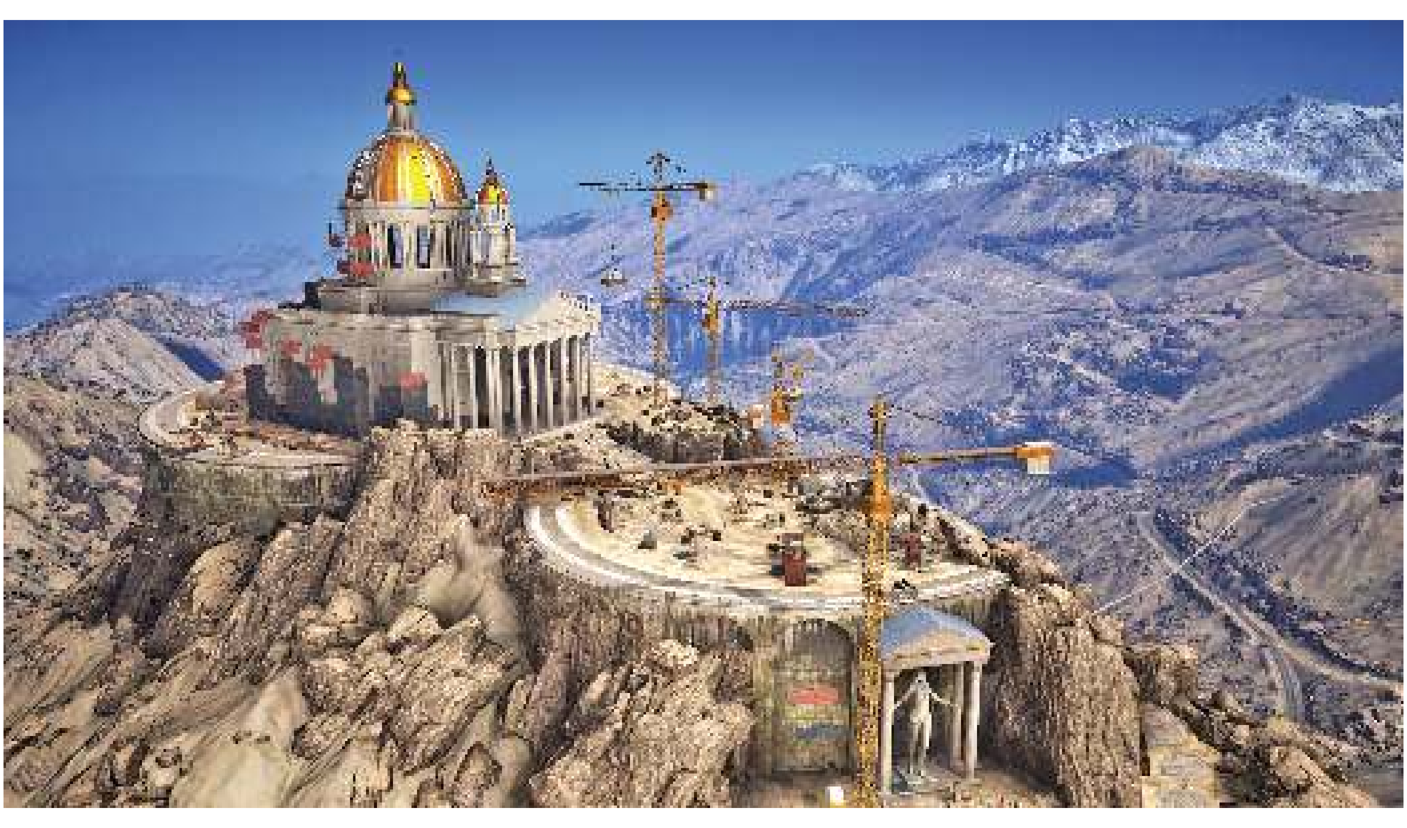
EXTRACTION TO BARVECHOS CHARLIE

Assuming you've reached a vehicle and bundled both Nidia and her daughter inside, simply plot a course to the rally point. When you arrive, knock on the shack door, and Bowman introduces Nidia to the possibility of never seeing her daughter again. The beauty queen agrees to talk, and the mission concludes.



Special Missions

El Sueño



MISSION ACCESS

Take out enough bosses among El Yayo, El Cardenal, El Muro, and Nidia Flores to access this mission.

Complete all Main Missions including Optional Missions in all Provinces to access a variation of this mission.

OBJECTIVES

- **Reach the RV**
- **Identify body**
- **Reach Bowman (3:00)**
- **Reach the mausoleum (15:00)**

LOCATIONS (MONTUYOC)

- **Pre Columbian Necropolis**
- **Charamokho Village (Pucara)**
- **Sueño Mausoleum (Pucara)**

REWARDS

- **+ 350 XP**
- **+ 10 Skill Points**
- **Shotgun: ¡Silencio!**

DIFFICULTY

● ● ● ● ●

BRIEF

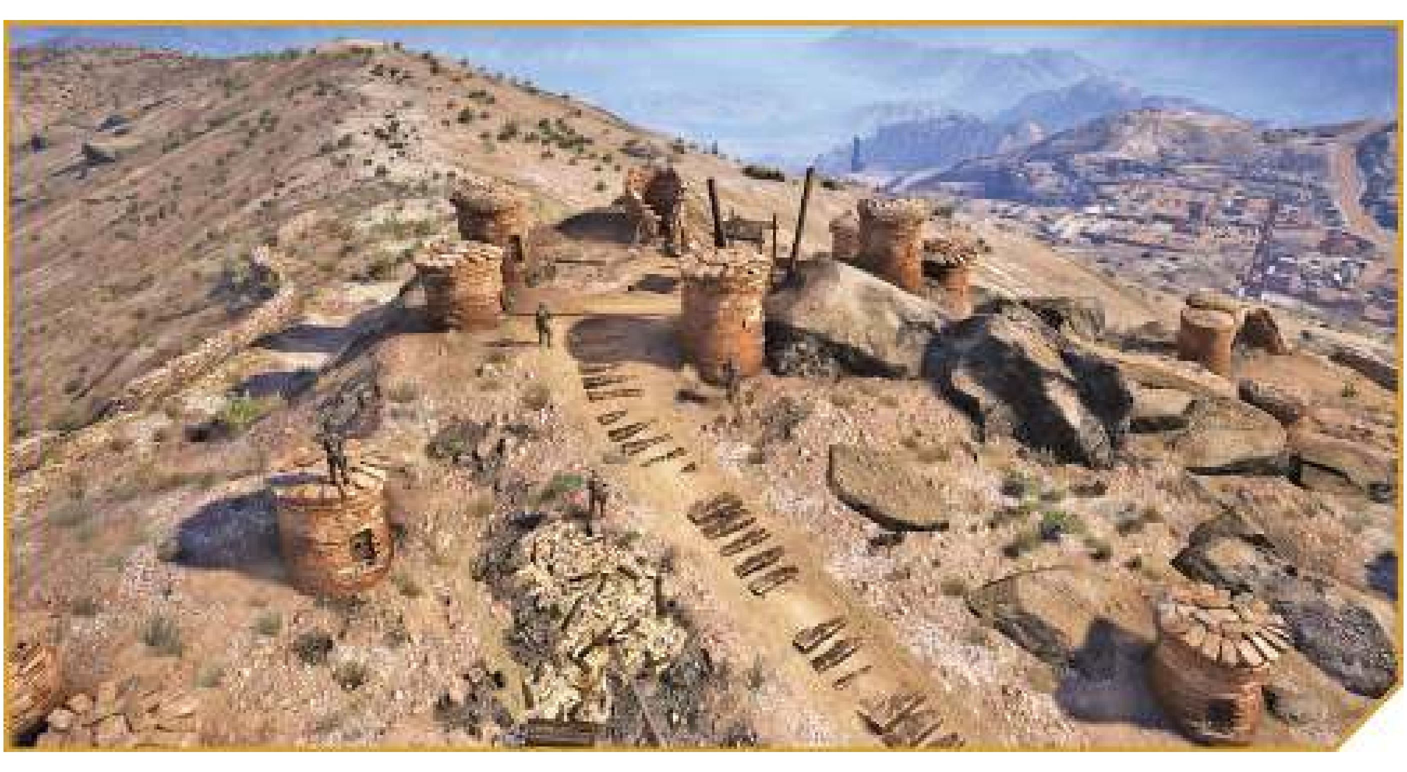
We've received word from Pac Katari that one of his rebels might have a location on El Sueño. Talk to the rebel and find out what he knows.

CAUTION: HEAVY SPOILERS! COMPLETE CARTEL DESTABILIZATION AHEAD!

This mission details the necessary steps in order to defeat the Boss of Bosses, El Sueño. It has been classified as "Spoiler Heavy", and inquisitive operatives may wish to avert their gaze for the duration of this mission. You have been warned!

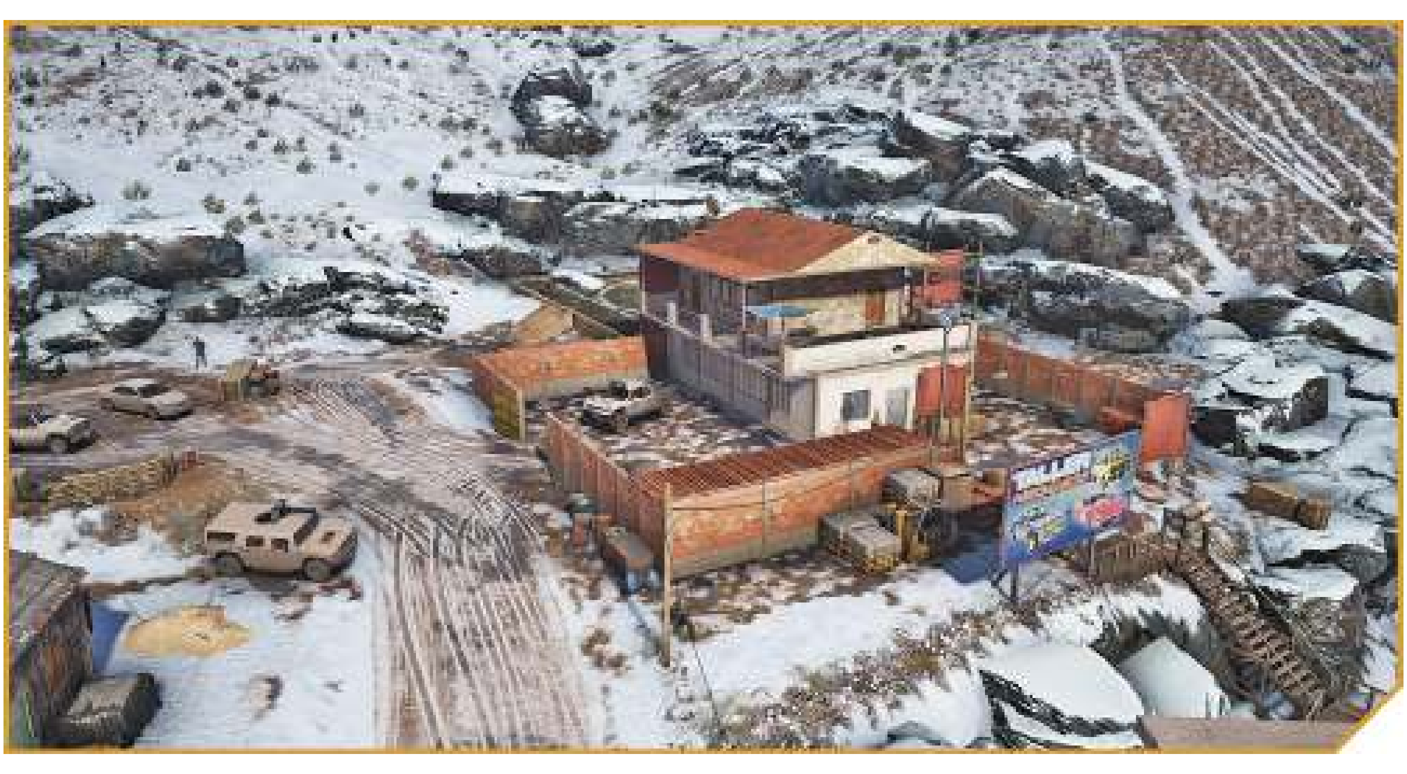
FUBAR IN PUCARA

The rendezvous point for one of Pac Katari's rebels is about a kilometer northeast of Montyoc Bravo. Head there immediately.



The rendezvous doesn't go quite as well as expected; when you reach the top of the steps, maneuvering through some ancient pre-columbian graves of this hillside necropolis, you see your contact has been slain. A quick ID confirms him to be the rebel leader Amaru (from your first mission). After contacting Bowman, who's with Pac Katari, the line goes dead. You need to get to Bowman and fast!

You have three minutes to get from the RV point to the village of Charamokho, which is southeast and across some pretty rough tundra and hillside terrain. Failure to reach the compound building at the northwest corner of the village, results in mission failure. Expect little to no enemies at the small mansion compound near the helipad; just get there in time! Head to the front door (south side) and barge in.



Inside, Bowman explains Pac Katari and the rebels double-crossed her, and are currently heading for the massive mausoleum to make El Sueño a martyr. This cannot be allowed to happen; El Sueño needs to be taken alive.

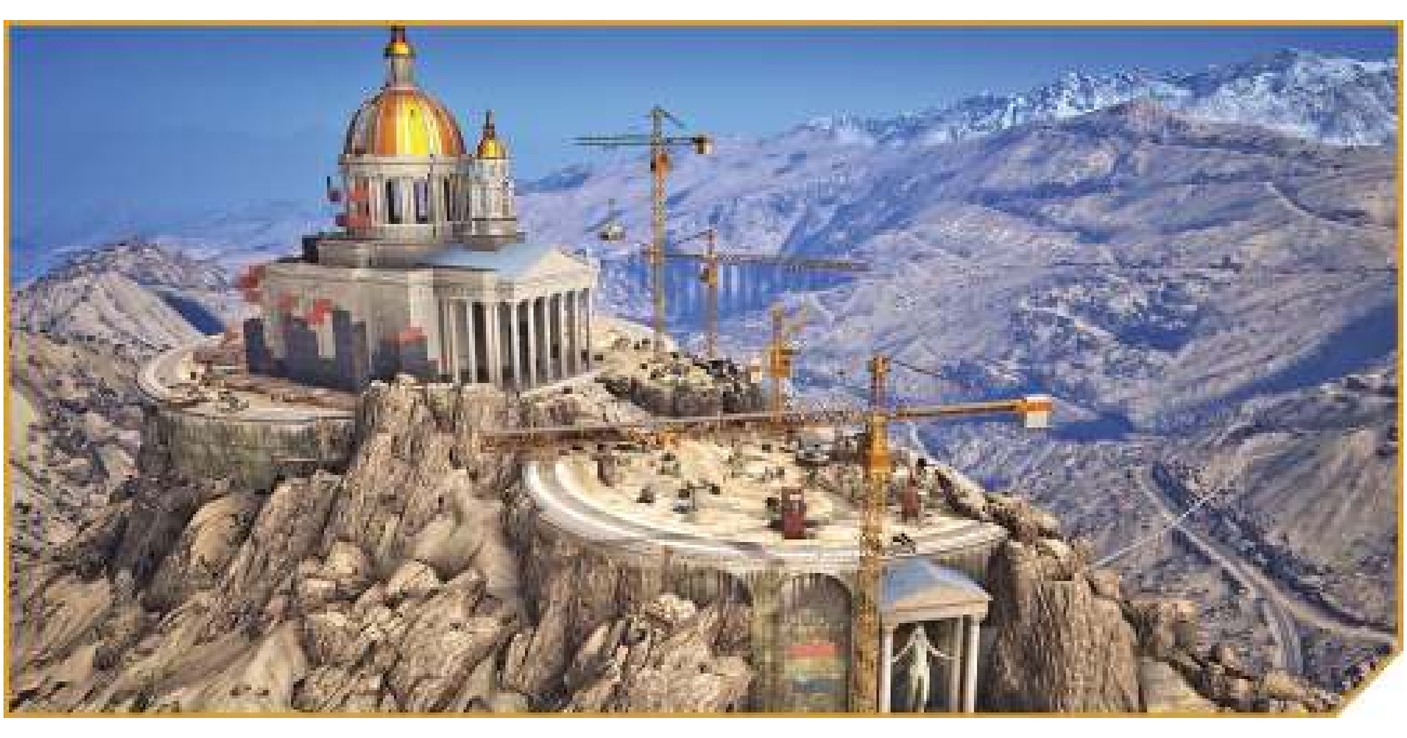
MONTUYOC TO PUCARA: OTHER TACTICAL ADVICE

SOLO: CO-OP: Though you can take the main road, it's quicker to try a direct path from the RP to Bowman's last known location. However, if you're biking down these scree slopes, expect to fall off at least a couple of times. It's worth arriving here in an off-road military vehicle or helicopter. Then the journey to Pucara is much easier.

You can also start the journey to Pucara as soon as the body is identified, while you're talking to Bowman, and before the timer starts, to save you some time.

KINGSLAYER

Charamokho Village is now besieged by rebels, who are all hostile. With only 15 minutes to reach the Mausoleum, it's wise to ignore these foes and leave the village as quickly as possible.



You now have 15 minutes to reach the massive mausoleum in Pucara. This is the location you stormed during the search for DJ Perico, so the maps and tactical advice from that mission apply here. The only difference? The place is packed with foes, and the time limit means stealth is out of the question.

Travel by road, and the rebels attempt to stop you on the way out from Charamokho village. They have vehicles parked on the road, and foot-soldiers firing at you. Barrel straight through any enemies and vehicles, or swerve and cut corners along the steep switchbacks between here and the bottom of the mountain.

Drive either directly over the dam (which has a large number of enemies, and ramps to take as you cross), or better yet, use the road around the edge of the dam, then head along the road, or take the railroad tracks to the base of the mausoleum mountain.

From there, you need to hike up through the various cartel-infested yards, all detailed during Main Mission: DJ Perico. There's little time for subtlety; just take an armored SUV (preferably with a turret) and drive as far up the stone-stepped path to the mausoleum entrance as you can. Ram barriers, try to maneuver over or around obstacles, and get to the front door with seconds to spare.

Or just fly there, and land at the pillared entrance with about 13 minutes to spare. Just watch for incoming missiles and gunfire from enemy helicopters along the way.

TO THE MAUSOLEUM: TACTICAL ADVICE

SOLO: For minimum enemy contact, run to the helipad in Charamokho village, and pilot it away from the gunfire, then across the terrain, and land it by the mausoleum entrance, giving you only one or two enemies at the massive mausoleum doors to kill. Stay low during the flight and as you ascend the mausoleum mountain.

If your ground vehicle succumbs to enemy fire, there are plenty of alternatives, or you can climb the scree slope from the northwest side of the railroad to reach the yard by the main mausoleum doors without having to navigate the enemy-filled lower yards.

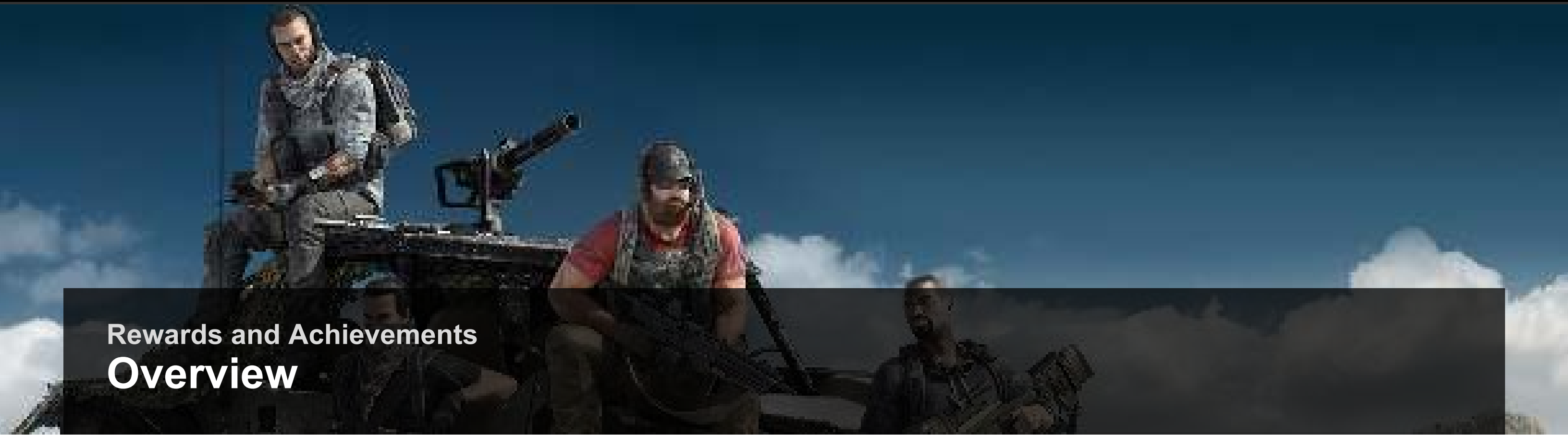
CO-OP: Co-op planning allows you to have a variety of quality vehicles at your disposal as the mission commences. While heading from the village on bikes is as hilarious a plan as it is dangerous, taking two or more helicopters, a convoy of armored vehicles, and storming the place or accessing the mausoleum quickly, displays a degree of competency you can be proud of.

ENDING: EL MARTIR

If you completed all the mandatory Main Missions, but did not complete those marked "Optional", (or this is your first time completing this mission) the conversation with El Sueño ends a bit abruptly…

ENDING: EL INFORMANTE

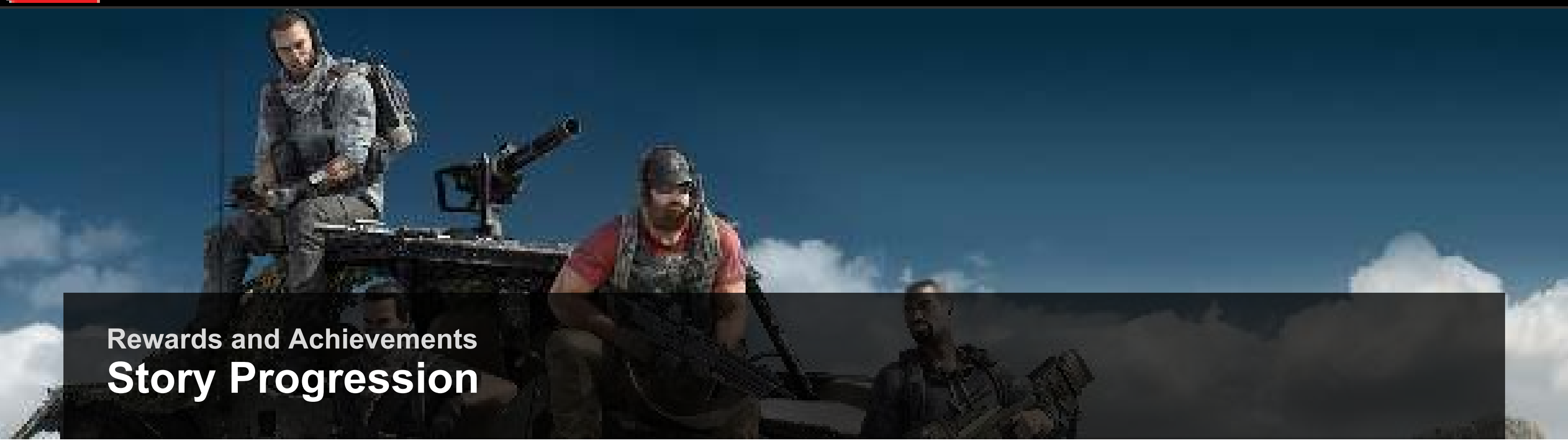
If you completed every single Main Mission, including all those flagged as "Optional", the conversation with El Sueño ends with Bowman taking him into custody, and him serving at the pleasure of the U.S. government.



Rewards and Achievements

Overview

Xbox One Achievements, PlayStation 4 Trophies, and Ubisoft Club XP/Units are earned by completing specific actions in *Ghost Recon® Wildlands*. The type of trophy, gamer points, Ubisoft Club XP, and Units earned from each are given in this chapter as well as extra information on how to complete the actions. Note that a dash (—) signifies that the action has no effect on that reward system. Ubisoft Club XP and Uplay Units are earned for completing Ubisoft Actions. The XP goes toward your Ubisoft Club profile level, while Units are used to purchase Rewards at the Uplay Shop. Some accomplishments earn the player a badge, which can be displayed on the Player Profile and seen by Club friends.

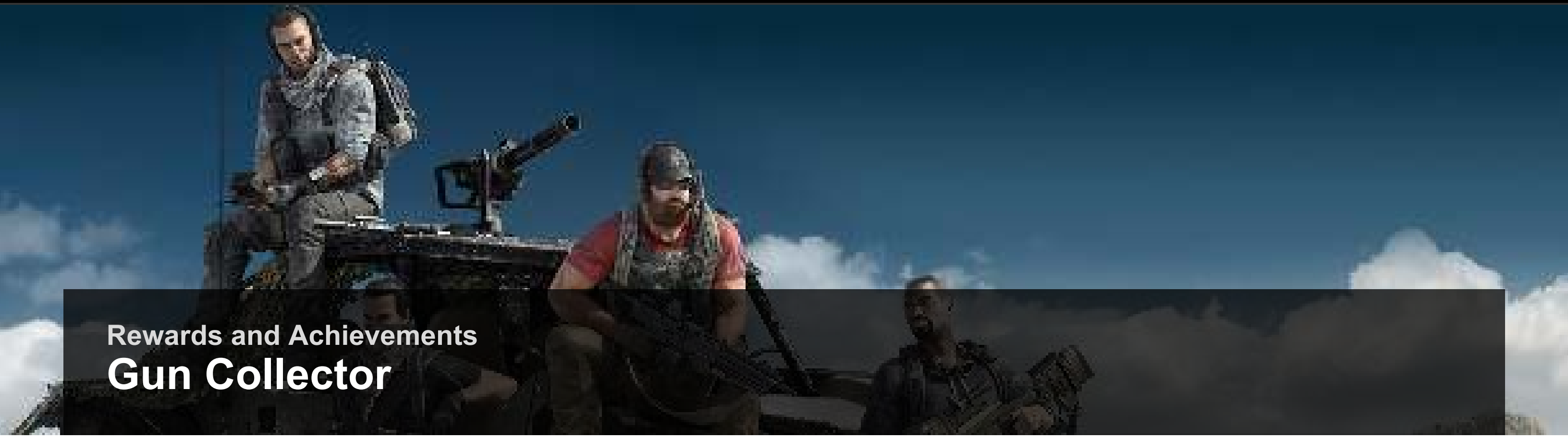


Story Progression

The following rewards are received for progressing through the campaign. Collect all Kingslayer Files, documents and legends, along the way and complete at least three missions with another player. By the time all story missions have been completed, you should have found at least 10 Intel and interrogated 20 sources. Refer to The Provinces chapter for locations and full details on each document and legend in the game.

STORY PROGRESSION ACHIEVEMENTS

Icon	Title	Description	PS 4 Trophy	Xbox One Points	Ubisoft Club
	Enter the Wildlands	Play the game.	—	—	Badge
	A Good Start	Complete the first mission "Amaru's Rescue".	Bronze	15	150 XP 20 Units
	Beat the Boss	Defeat your first boss.	Bronze	15	300 XP 30 Units
	Smuggler's Blues	Complete the Smuggling operation.	Bronze	15	—
	Shut Down	Complete the Production operation.	Bronze	15	—
	Broken Locks	Complete the Security operation.	Bronze	15	—
	Bad Reputation	Complete the Influence operation.	Bronze	15	—
	Intelligence Expert	Collect 10 pieces of intelligence.	—	—	150 XP 10 Units
	Deadly Curious	Interrogate 20 sources.	Bronze	15	150 XP
	Serious Collector	Find 50% of the collectibles in the game.	Bronze	15	—
	The Whole Story	Find all the story collectibles.	Silver	30	300 XP
	Legend Hunter	Discover one legend.	Bronze	15	—
	Legendary Hunter	Discover all the legends.	Silver	30	Badge
	Mission Minded	Complete 50% of all Story missions.	—	—	300 XP 30 Units
	The End	Finish the story	Gold	90	600 XP
	Mission Master	Complete all Story missions.	Gold	90	—
	The Power of Friendship	Played in a coop game.	—	—	Badge
	Teamwork!	Complete 3 missions with another player.	Silver	50	300 XP 20 Units

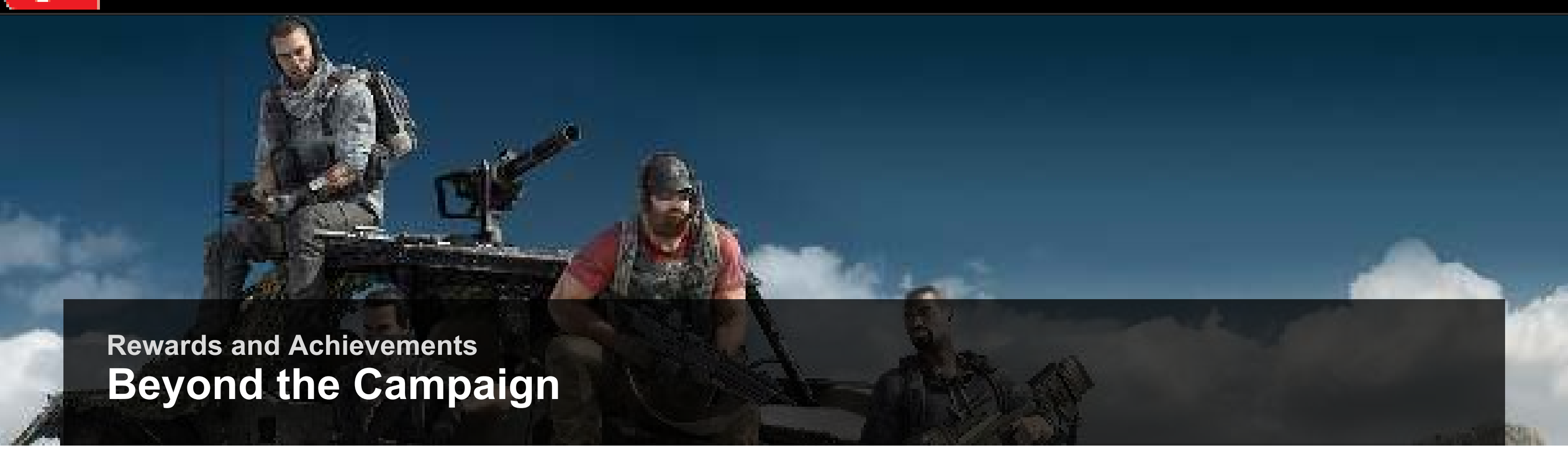


Rewards and Achievements

Gun Collector

Collect all of the Equipment Cases in the game to receive most of the available guns and attachments. Other weapons are received for completing specific missions in the campaign. Refer to the Provinces chapter for details and locations of all Accessory and Weapon Cases in the game. With enough attachments, switch out every part of a main weapon and alter the camouflage to score the Tricked Out achievement.

Icon	Title	Description	PS 4 Trophy	Xbox One Points	Ubisoft Club
	Submachine-Gun Fanatic	Collect all submachine-gun models.	Bronze	15	150 XP
	Light Machine-Gun Fanatic	Collect all light machine-gun models.	Bronze	15	150 XP
	Sniper Rifle Fanatic	Collect all sniper rifle models.	Bronze	15	150 XP
	Assault Rifle Fanatic	Collect all assault rifle models.	Bronze	15	150 XP
	Handguns Fanatic	Collect all handguns models.	Bronze	15	—
	Shotguns Fanatic	Collect all shotguns models.	Bronze	15	150 XP
	Tricked Out	Fully customize a main weapon, including camo.	—	—	300 XP 20 Units



Rewards and Achievements

Beyond the Campaign

Complete other aspects of the game—such as side missions, collect Bonus Medals, unlock Rebel Support Skills, and purchase upgrades— to earn the following accomplishments.

SPICE OF LIFE

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	–

Play each type of side mission. There are eight types of side activities in the game: Steal the Helicopter, Steal the Plane, Stop the Convoy, Defend the Radio, Deactivate the Antennas, Intimidate the Sicario Leader, Tag the Supply Drop, and Hack the Network Relay. Attempt at least one of each type to earn Spice of Life. Refer to The Provinces chapter for details on every mission.

HEAVY MEDALS

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	–

Collect all the bonus medals. Refer to the Provinces chapter for locations and full details for every Bonus Medal in the game.

HIGHWAY BANDIT

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	150 XP

Looted 10 convoys. Santa Blanca convoys transport supplies throughout the world. Look for the truck icon to appear on the map to find these side missions. Stop ten of these supply vehicles and tag them to complete Highway Bandit.

REBEL SYMPATHIZER

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–

Buy a Rebel skill. Complete any Rebel Op side mission to unlock a Rebel Support Skill.

TOP DRONE

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–

Buy all drone-related upgrades. Purchase at least level 1 of each skill in the Drone tree. Refer to the Skills chapter for a full listing with details on each skill.

REAL REBEL

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	–

Unlock all the Rebel skills. Complete at least one of each type of Rebel Op to unlock the support skills. There are five skills to unlock: Diversion, Guns for Hire, Mortar, Spotting, and Vehicle Drop-off.

NO BETTER REBEL

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	Badge

Max out each Rebel skill. There are nine levels for each of the five Rebel Support Skills, therefore each Rebel Op must be completed nine times to max them all out. Refer to the Training chapter for complete information on how Rebel Ops work and The Provinces chapter for locations and details on all instances of the side missions.

ENEMY MINE

Ubisoft Club	Badge

Play in an adversarial game. Play a 4 vs. 4 multiplayer game online.

ONLY THE BEST

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	300 XP

Buy all the upgrades. Purchase all skills and upgrades from the Skills tab. This requires quite a bit of Skill Points and resources, so it does take some time. Refer to the Provinces chapter for Skill Point locations and the Skills chapter for information on every skill in the game.

THE CHAMPION

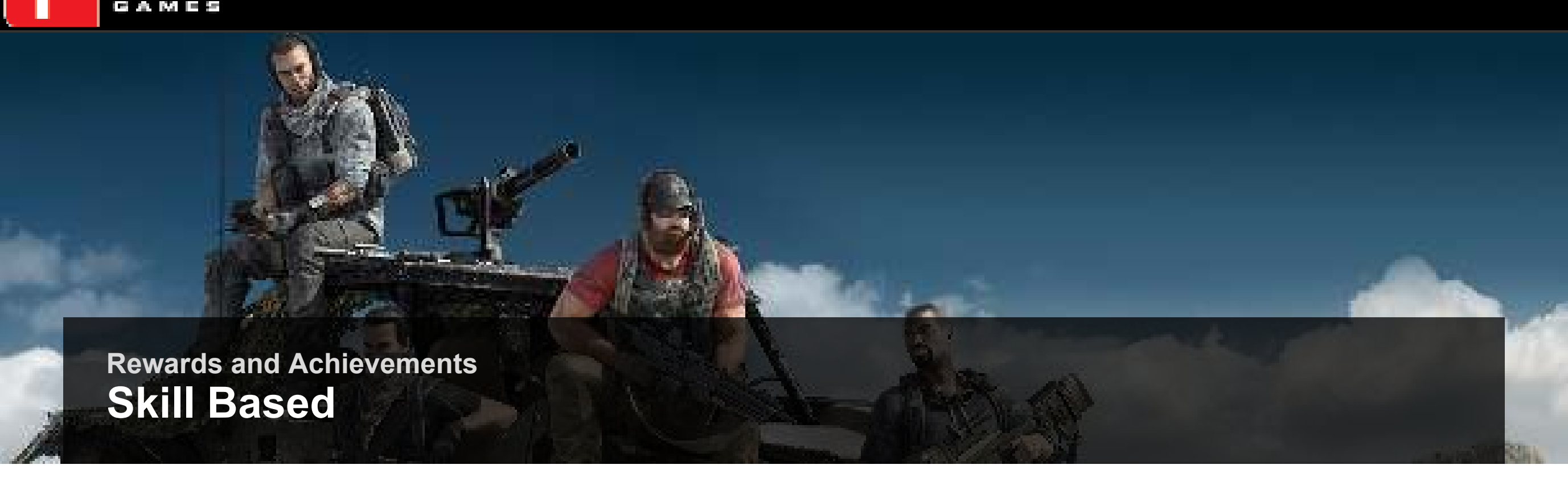
PlayStation 4 Trophy	Gold
Xbox One Points	90
Ubisoft Club	600 XP

Max out your XP and levels. Play the campaign and complete actions to earn XP. At certain XP amounts, you level up your profile. Reach the maximum level, 30, to earn this reward.

ULTIMATE SKILL

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	300 XP

Buy all the upgrades of a Skill branch. Complete one of the five skill trees: Weapon, Drone, Item, Physical, or Squad. The Skills chapter gives full details on every player skill in the game.



Rewards and Achievements

Skill Based

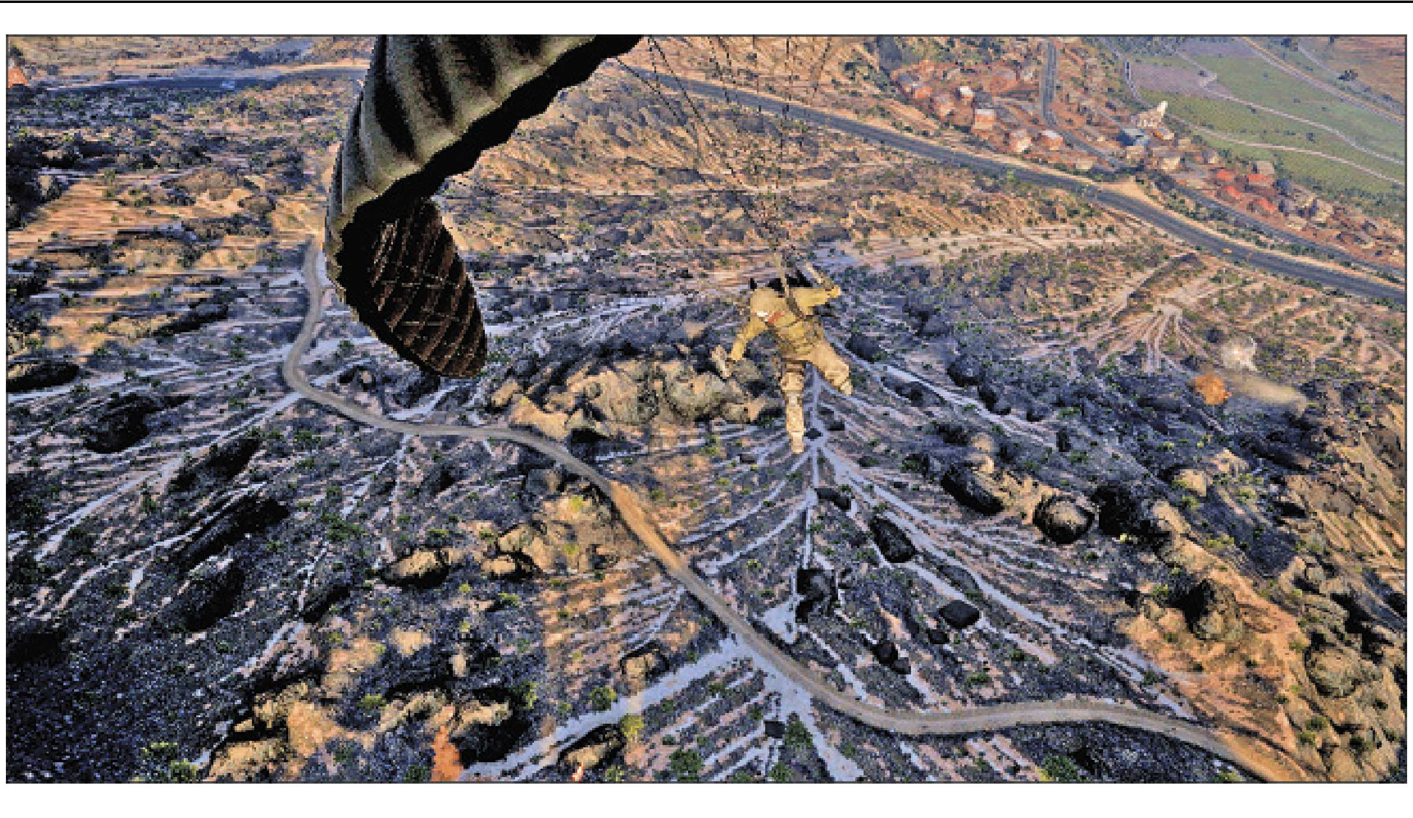
The following accomplishments require the player to complete certain skills in the game. These involve simple actions such as reviving a teammate and driving a vehicle to more difficult activities like taking out seven enemies with one C4 blast and knocking a helicopter out of the air with a mortar.

MEDIC!

PlayStation 4 Trophy	–
Xbox One Points	–
Ubisoft Club	300 XP, 20 Units
Revive a fallen teammate. When a teammate is downed, the player has a short period of time to get the soldier back on his feet. Once it is safe to do so, hold the Interact button when next to the downed teammate.	

FEARLESS

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	150 XP
Basejump 10 times. Purchase the Parachute from the Item skill tree to gain the ability to jump out of an aircraft and land safely. Jump from a high, fixed point and deploy the parachute to successfully complete a base jump. There are numerous locations to achieve this, but a good one is found in eastern P.N. De Agua Verde. Take a chopper to the parachute drop site atop La Torre De Arroyo Baya. After tagging the supplies, run off the eastern ledge, press the Vault button to leap into a stable position, and deploy the parachute. Do this ten times for the Fearless achievement.	



ROAD WARRIOR

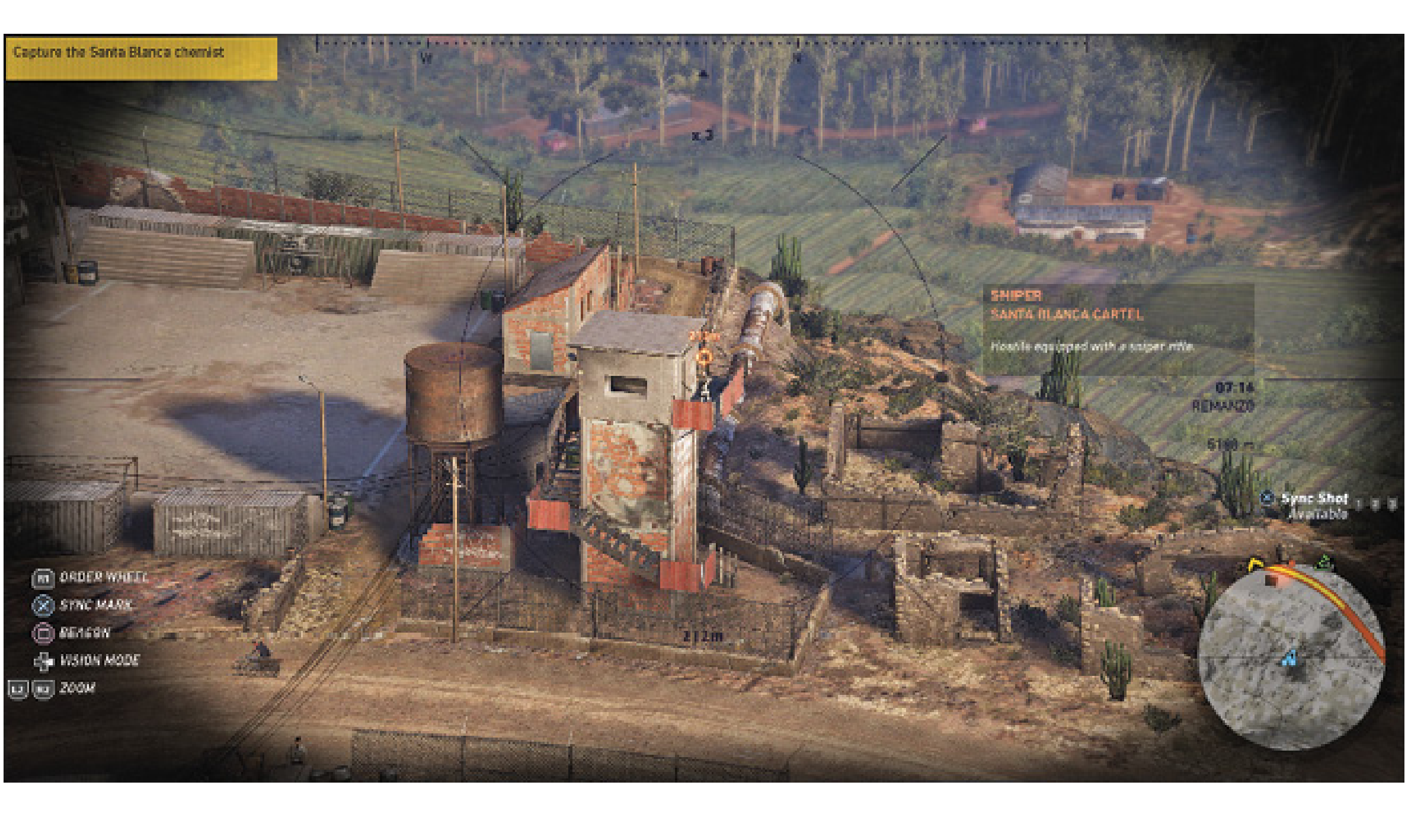
PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	150 XP
Drive a vehicle for 100 km. Simply drive a vehicle for a total of 100 kilometers.	

EYE IN THE SKY

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Mark 100 enemies with a drone. Using the drone to mark soldiers and interactive elements at enemy bases is key to a successful infiltration. Eye in the Sky is earned once the hundredth enemy has been marked in this manner.	

EAGLE-EYED

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	150 XP
Mark 100 enemies with binoculars. The binoculars allow the player to recon a base from afar. Use this ability to mark 100 enemies to complete Eagle-Eyed.	

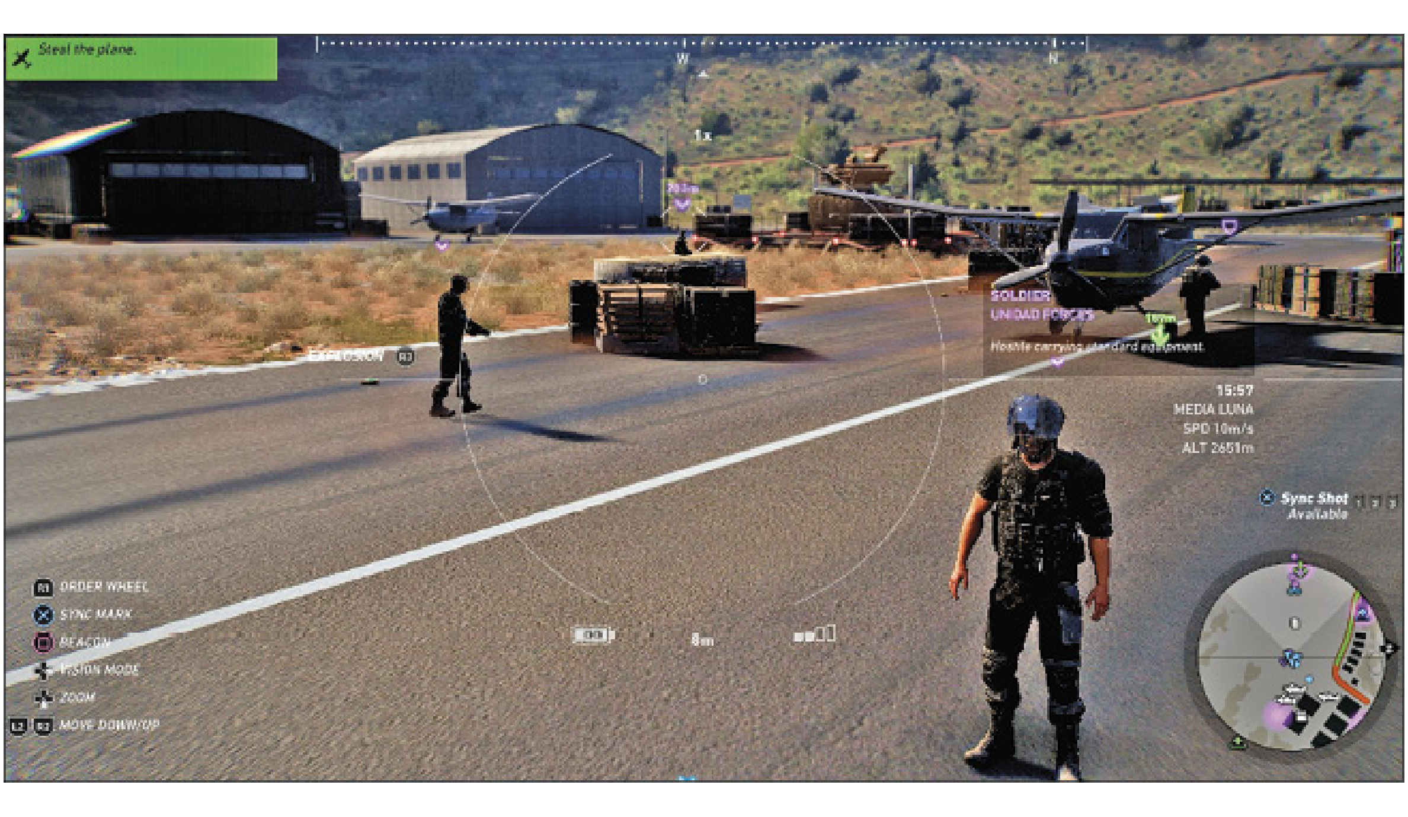


FINISHED THE JOB

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Kill an enemy in close combat who was hurt by another player. Find an injured enemy who has been hit by your teammate. Finish him off with your bare hands to earn Finished the Job.	

DEATH FROM ABOVE

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Kill an enemy with a drone. Once the skills have been purchased, the drone can be equipped with one of the following special abilities: Explosive, EMP, Noisemaker, and Medic. Equip Explosive at the loadout screen and detonate near an enemy.	



WITH A PISTOL!

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Take out a sniper with a pistol. Snipers are often found at the top of watchtowers at enemy camps. Recon the area and sneak to the tower without being spotted. Equip a handgun, climb to the top, and quietly take the enemy out with a headshot.	

DEATH IN THE DARK

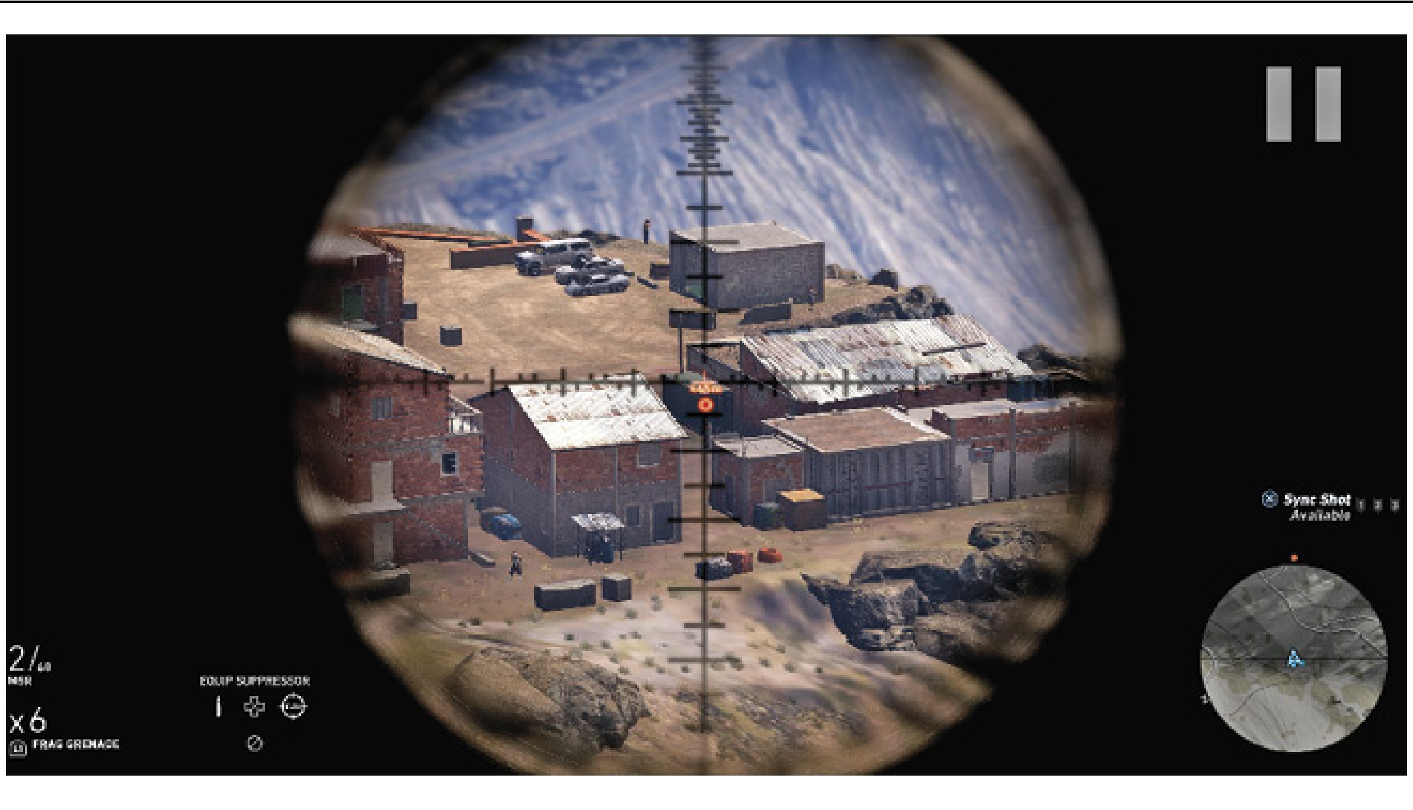
PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Make a close-combat kill at night. Though this can be accomplished against any enemy at night, the easiest kill comes against a sleeping foe. At nighttime, stealthily enter cartel living quarters, located in most villages and towns. Sneak upstairs to find the soldiers asleep in their beds. Knock one of them out with a quick punch.	

CALLED IT

PlayStation 4 Trophy	–
Xbox One Points	–
Ubisoft Club	300 XP, 10 Units
Shoot a target marked by another player. Setup at a lengthy distance from an enemy camp with a long-range sniper rifle and allow a teammate to mark the soldiers. Take one of them out from at least 300 meters away. Distance is easily judged by placing a Beacon at the camp.	

LONG SHOT

PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	–
Hit a target more than 400m away. Grab a sniper rifle equipped with a powerful scope. Place a Beacon at an enemy base and use it to find 400 meters. Setup at that location and focus on a soldier inside the camp. By marking him, the distance is given above his head. Aim over this number to adjust for bullet drop and fire.	

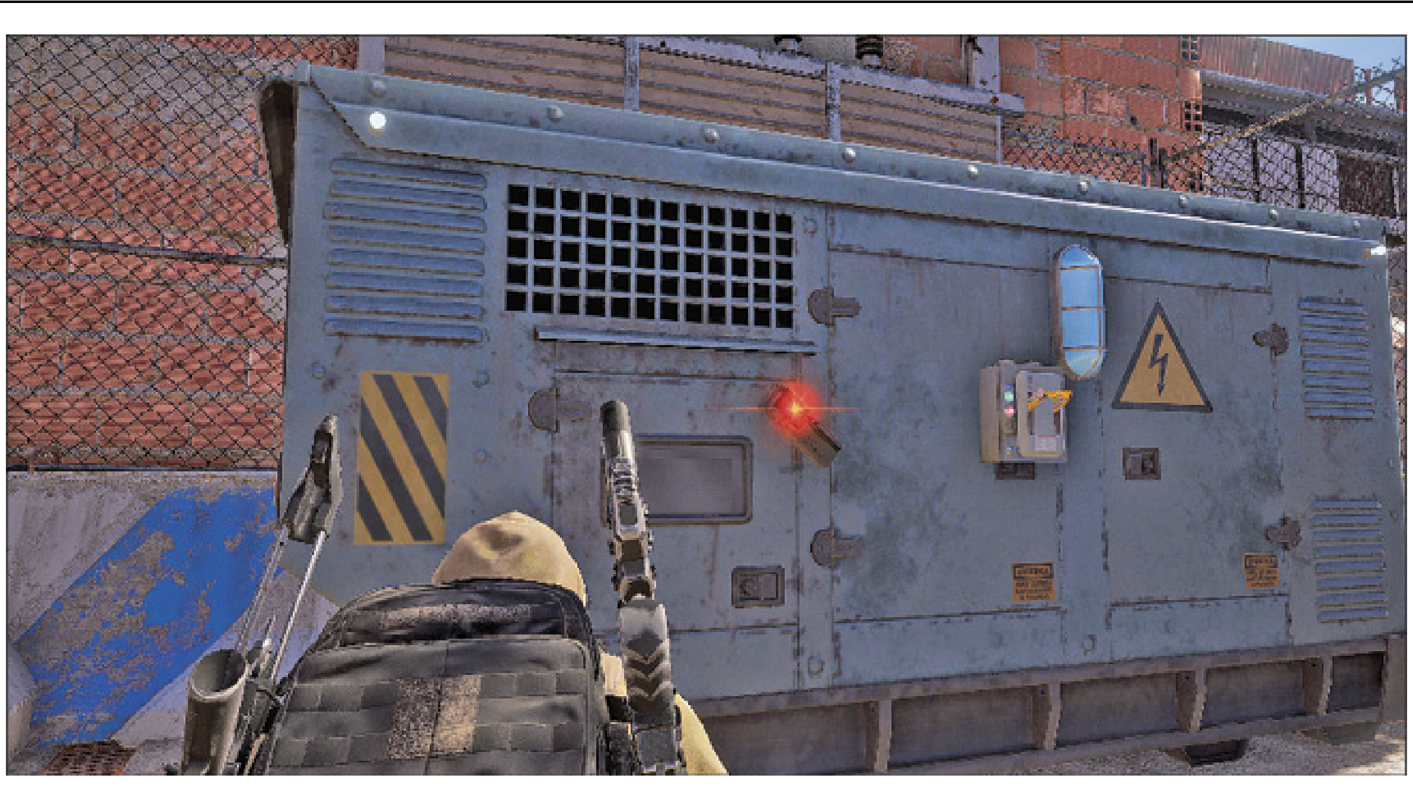


BRAIN BLASTER

PlayStation 4 Trophy	–
Xbox One Points	–
Ubisoft Club	300 XP, 20 Units
Make 50 headshots. Aiming for an enemy's head is the quickest way to dispose of the opposition. Whenever engaging a soldier in stealth, aim for the head to drop them instantly. Rack up 50 kills in this manner to score Brain Blaster. For simple headshots, sneak up behind an enemy and shoot him at close range.	

BLACK-OUT BOOMER

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Destroy a generator with a C4 blast. Plant C4 on a generator inside a cartel or Unidad base and clear out before blowing it to smithereens. Use this distraction to infiltrate/flee the camp or take advantage of the enemy grouping to score multiple kills with another explosive. Note that the blast will get the enemy's attention, so it is advised to not detonate the C4 until stealth is no longer required.	



CLUSTER BOMBER

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Kill 7 enemies with a single C4 blast. While progressing through the game, infiltrating enemy camps and completing missions, keep an eye out for big groupings of enemies. Allowing the opposition to call in reinforcements increases their numbers. Place C4 at a choke point and draw as much attention as possible. If available, fire a flare or toss a Diversion Grenade near the explosive. Patiently wait for a big group to assemble around the charge and detonate.	

A BETTER MOUSETRAP

PlayStation 4 Trophy	Bronze
Xbox One Points	15
Ubisoft Club	–
Kill 7 enemies with a single mine. Place a mine at a narrow opening of an camp and get the enemies' attention. Let them gather while avoiding their gunfire before drawing them across the mine. Unlike Cluster Bomber, where you decide when the explosive is detonated, this Achievement takes a bit more luck to happen. This may require several attempts to get seven men in one blast. Try not to let yourself be taken out in your own explosion, but as long as seven enemies die, you earn the reward.	

MASTER OF THE WILDLANDS

PlayStation 4 Trophy	Platinum
Collect all the trophies.	

ACTION HERO

Ubisoft Club	Badge
Complete all Ubisoft Club Actions.	

PULL!

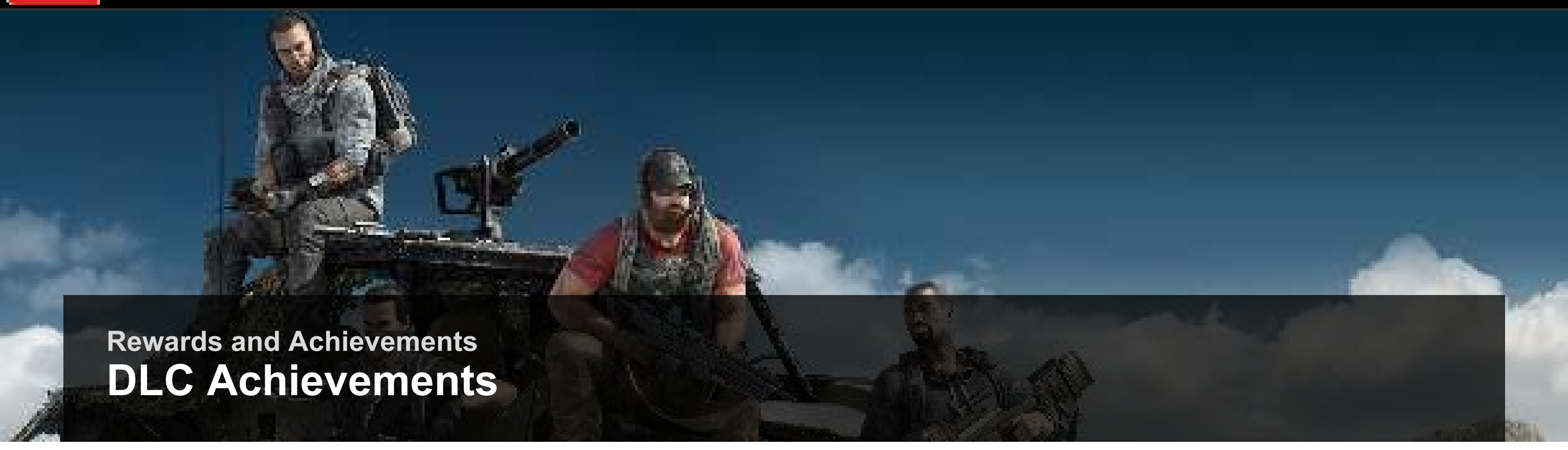
PlayStation 4 Trophy	Silver
Xbox One Points	30
Ubisoft Club	–
Shoot a chopper out of the air with a mortar. This accomplishment requires the most skill and maybe a bit of luck to complete. To fire a mortar, you must have the Mortar Rebel Support Skill unlocked. Boosting its power, by defending at least four radios, requests multiple strikes—making a successful hit more likely. Anticipate where the chopper is headed and request the mortar strike at that location. If getting his attention for the first time, ask for the strike near your location and run in the opposite direction. The timing may take a few tries to figure out.	

GOT THERE

PlayStation 4 Trophy	–
Xbox One Points	–
Ubisoft Club	300 XP, 20 Units
Reach a specific place. In the high mountains of Inca Camina, climb to the top of Nevado Llamiru—located just west of the Inca Camina Charlie Rally Point. A chopper simplifies the trip.	

PRIZE-WINNER

Ubisoft Club	Badge
Collect all Ubisoft Club Rewards.	



DLC Achievements

OPERATION NARCO ROAD DLC

MORE FOLLOWERS THAN ESCOBAR

PlayStation 4 Trophy	Gold
Xbox One Points	100
Operation Narco Road: Fill the Followers Gauge of all regions to 100%.	

EL VISIBLE

PlayStation 4 Trophy	Silver
Xbox One Points	70
Operation Narco Road: Kill the final target.	

GANG LEADER

PlayStation 4 Trophy	Bronze
Xbox One Points	20
Operation Narco Road: Kill one boss of the cartel.	

SCENIC ROUTE

PlayStation 4 Trophy	Bronze
Xbox One Points	25
Operation Narco Road: Go from Eddie’s party villa to Arturo’s bar in 8 minutes or less in a ground vehicle.	

CRISTNA

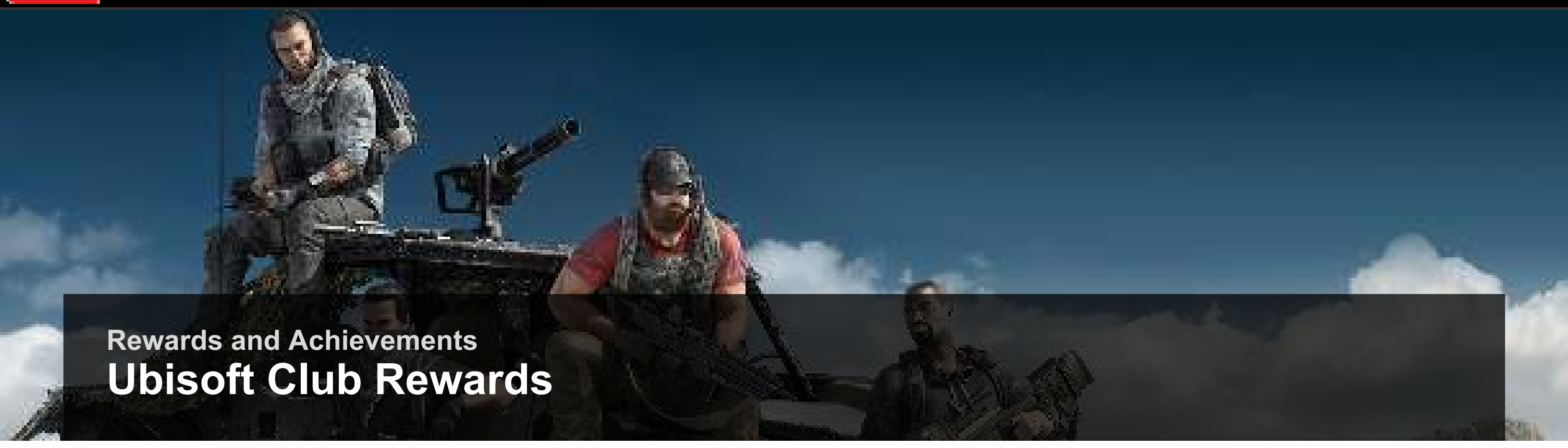
PlayStation 4 Trophy	Bronze
Xbox One Points	30
Operation Narco Road: Go from Eddie’s party villa to Arturo’s bar in 8 minutes or less in a ground vehicle.	

BRAKE A LEG

PlayStation 4 Trophy	Bronze
Xbox One Points	30
Operation Narco Road: Complete a trial without using the brakes.	

MAL RODILLA-TERNERA

PlayStation 4 Trophy	Bronze
Xbox One Points	25
Operation Narco Road: Complete an Electro™ challenge while freefalling.	



Rewards and Achievements

Ubisoft Club Rewards

By earning units and completing certain actions, you can access the following rewards.

DYING EARTH COSTUME

Roam the Wildlands for revenge in this exclusive post-apocalyptic costume.

GHOST RECON® NETWORK HEADSET

Customize your character with this headset bearing the colors of the Ghost Recon® Network.

GHOST RECON® NETWORK T-SHIRT

Show your belonging to the Ghost Recon® Network with this exclusive in game T-shirt.

GHOST RECON® NETWORK BACKPACK

Customize your character with this backpack bearing the colors of the Ghost Recon® Network.

GHOST RECON® NETWORK CAP

Customize your character with this cap bearing the colors of the Ghost Recon® Network.

GHOST RECON® NETWORK GEAR PATCH

Customize your backpack with this exclusive Ghost Recon ® Network Gear Patch.

GHOST RECON® NETWORK AK-12

Customize your loadout with this Ghost Recon® Network weapon skin.

‘EL JEFE’ CIGAR

Customize your character with a cigar and be the boss of the Wildlands.

TACTICAL KNEEPADS

Customize your character with a pair of jeans and kneepads crafted to resist the wilderness.

LLAMA GEAR PATCH

Customize your backpack with this exclusive Llama Gear Patch.

BOLIVIA GEAR PATCH

Customize your backpack with this exclusive Bolivia Gear Patch.

TORN EDGE WEAPON CAMO

Customize your weapons with the Torn Edge Weapon Camo.

DRONE GEAR PATCH

Customize your backpack with this exclusive Drone Gear Patch.

EXCLUSIVE SOUNDTRACK

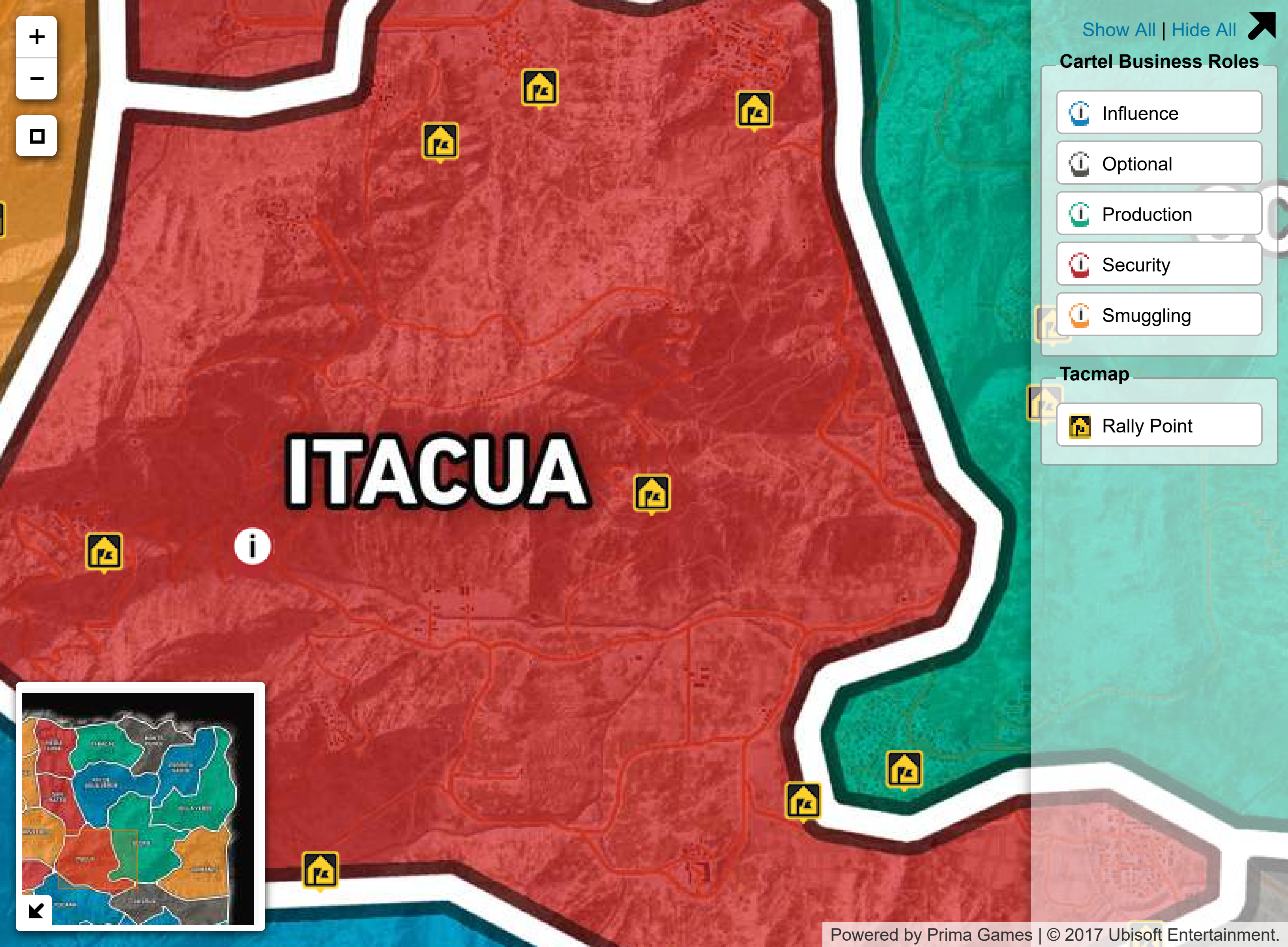
A selection of tracks from the official Tom Clancy’s Ghost Recon[r] Wildlands soundtrack.

DESKTOP WALLPAPER PACK

A selection of Tom Clancy’s Ghost Recon[r] Wildlands wallpapers to customize your desktop background.

XP BOOSTER

Unlock a two-hour XP Booster to help you increase the amount of XP earned in the game.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−
ITACUA
Show All | Hide All
Cartel Business Roles
Influence
Optional
Production
Security
Smuggling
Tacmap
Rally Point
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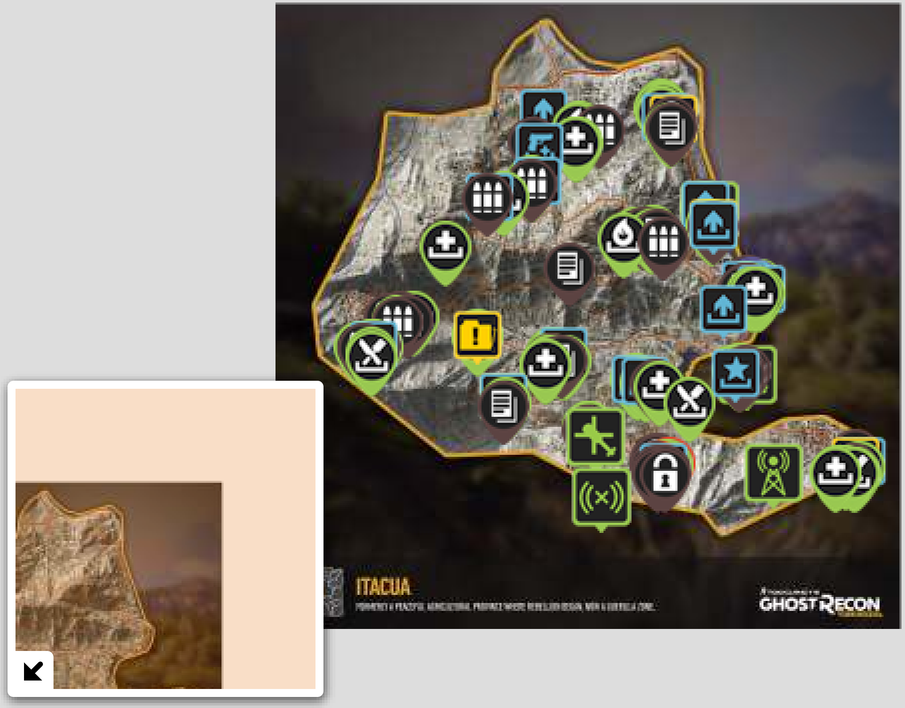

Show All | Hide All

Resources

- Comms Tool
- Food Parcel
- Gasoline
- Medication

Santa Blanca Installations

- Minigun [SB]

Side Missions and Activities

- Side Mission: Breach Comm Center
- Side Mission: Hack Antenna
- Side Mission: Steal the Helicopter
- Side Mission: Steal the Plane

Tacmap

- Accessory Case
- Ammunition Loadout
- Bonus Medal
- Imprisoned Rebels

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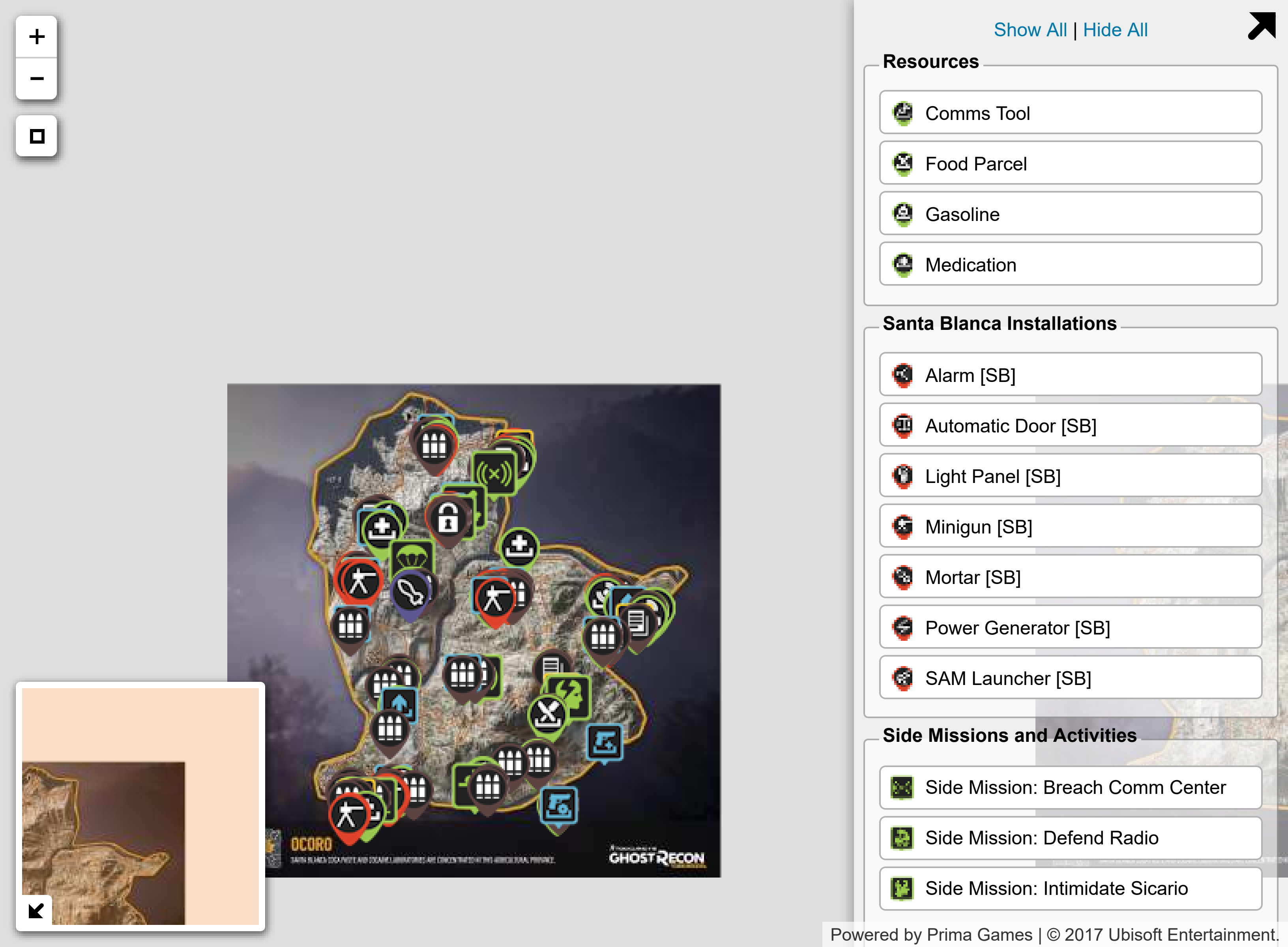
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Show All | Hide All
Resources
Comms Tool
Food Parcel
Gasoline
Medication
Santa Blanca Installations
Alarm [SB]
Automatic Door [SB]
Light Panel [SB]
Minigun [SB]
Mortar [SB]
Power Generator [SB]
SAM Launcher [SB]
Side Missions and Activities
Side Mission: Breach Comm Center
Side Mission: Defend Radio
Side Mission: Intimidate Sicario
OCORO
GHOST RECON

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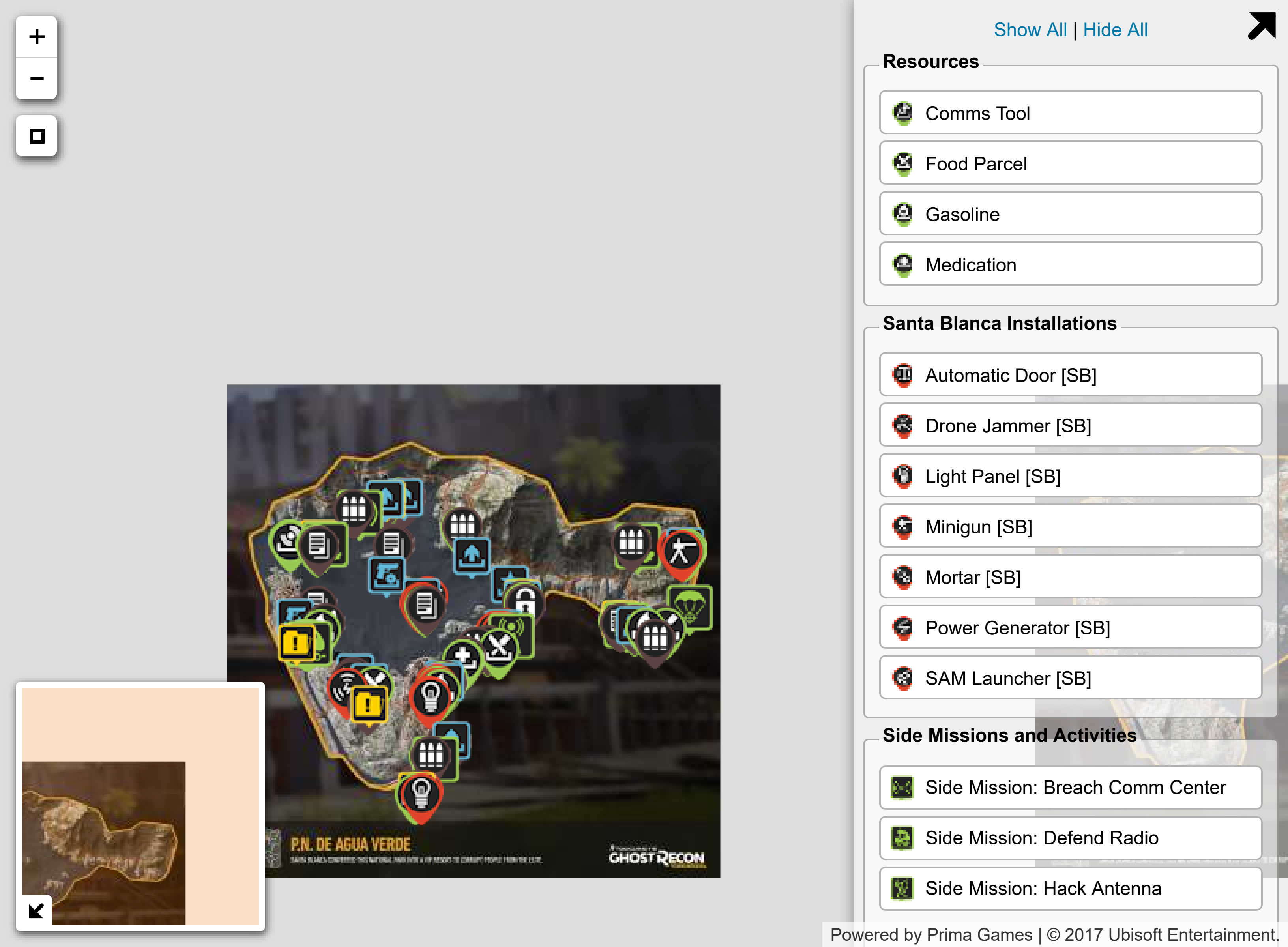

Show All | Hide All

Resources

- Comms Tool
- Food Parcel
- Gasoline
- Medication

Santa Blanca Installations

- Automatic Door [SB]
- Drone Jammer [SB]
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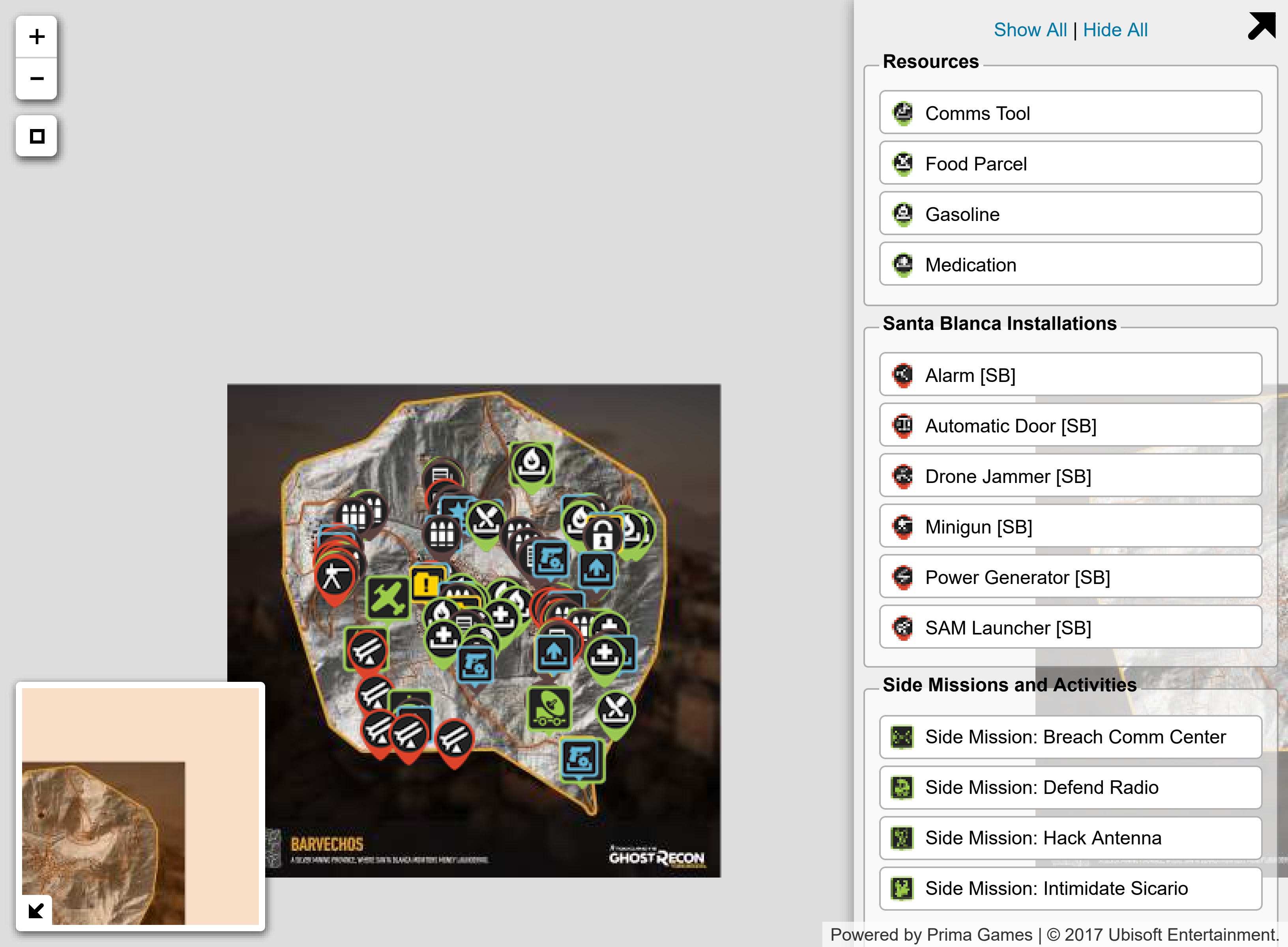

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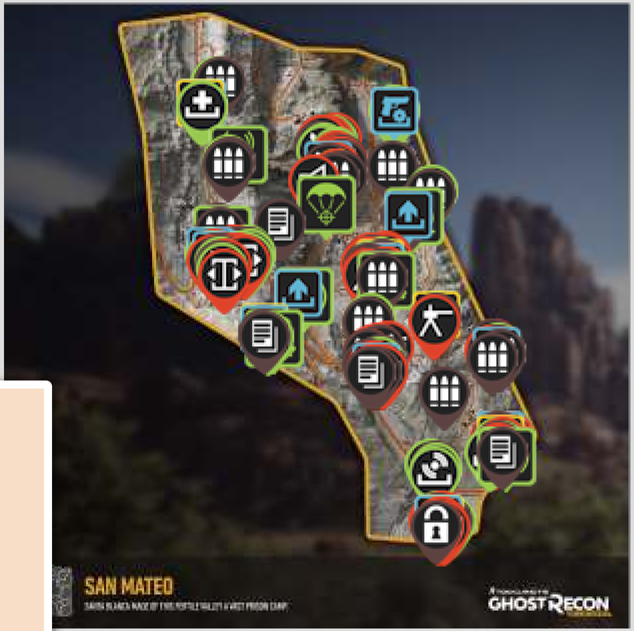

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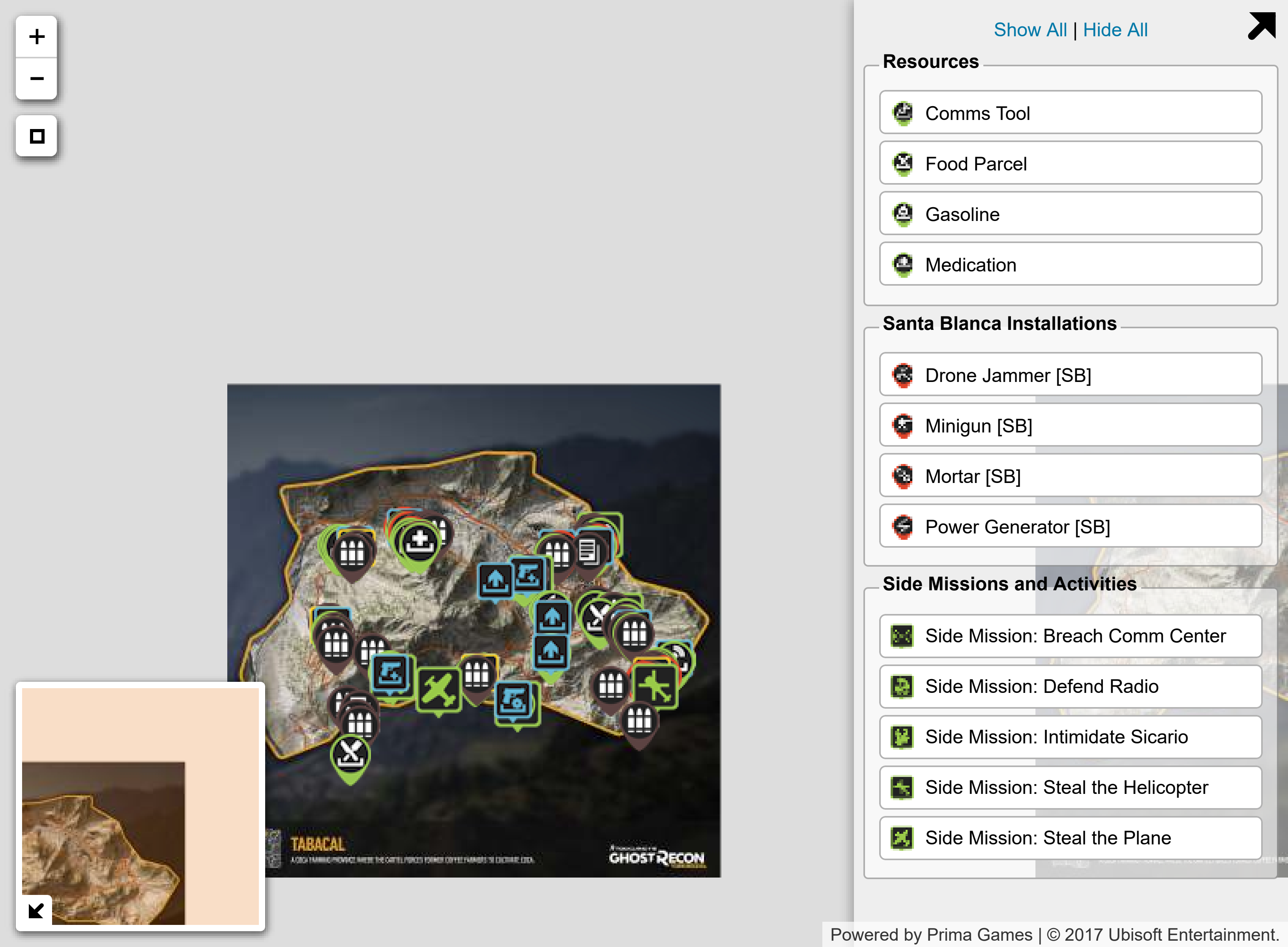

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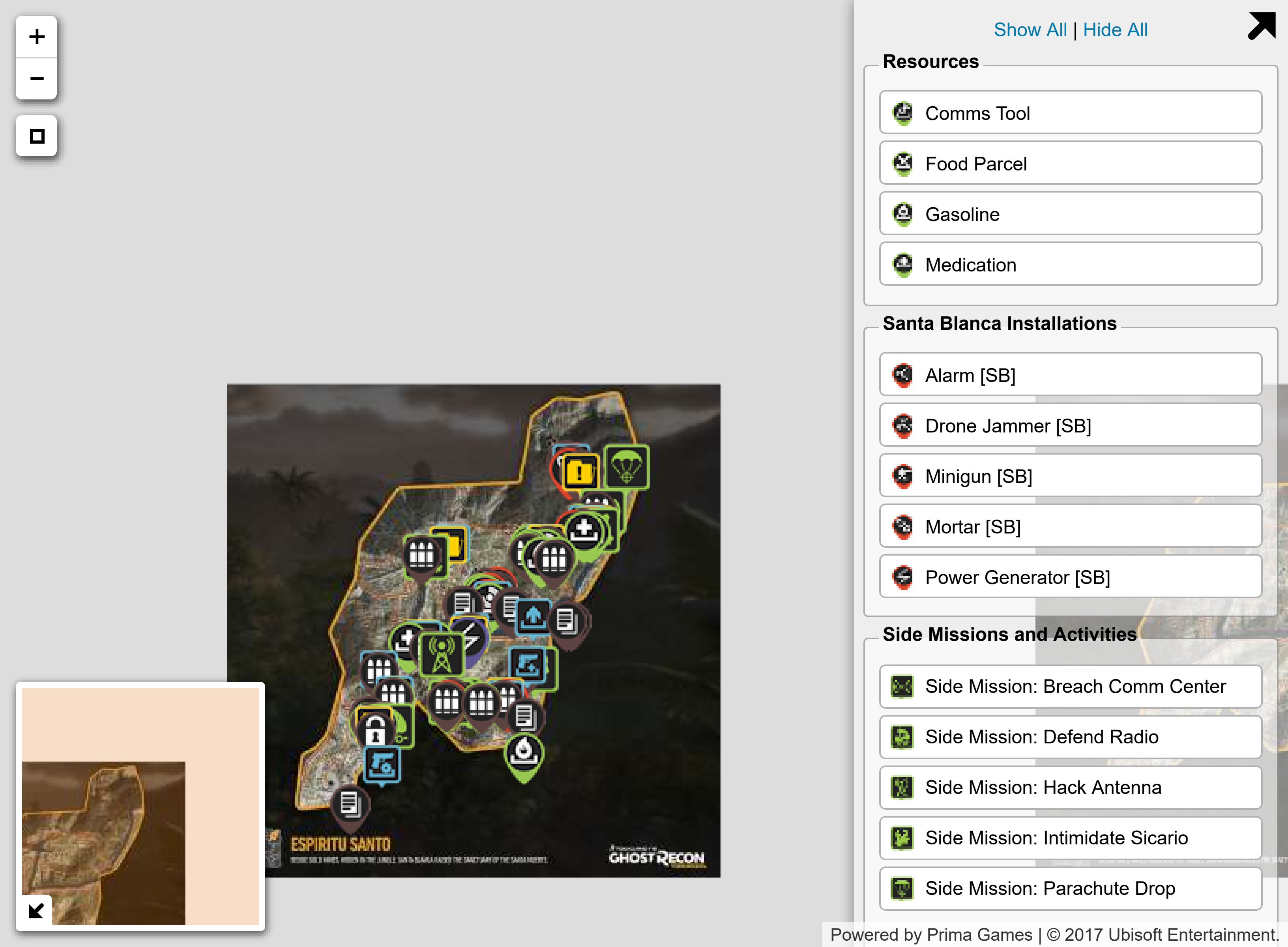

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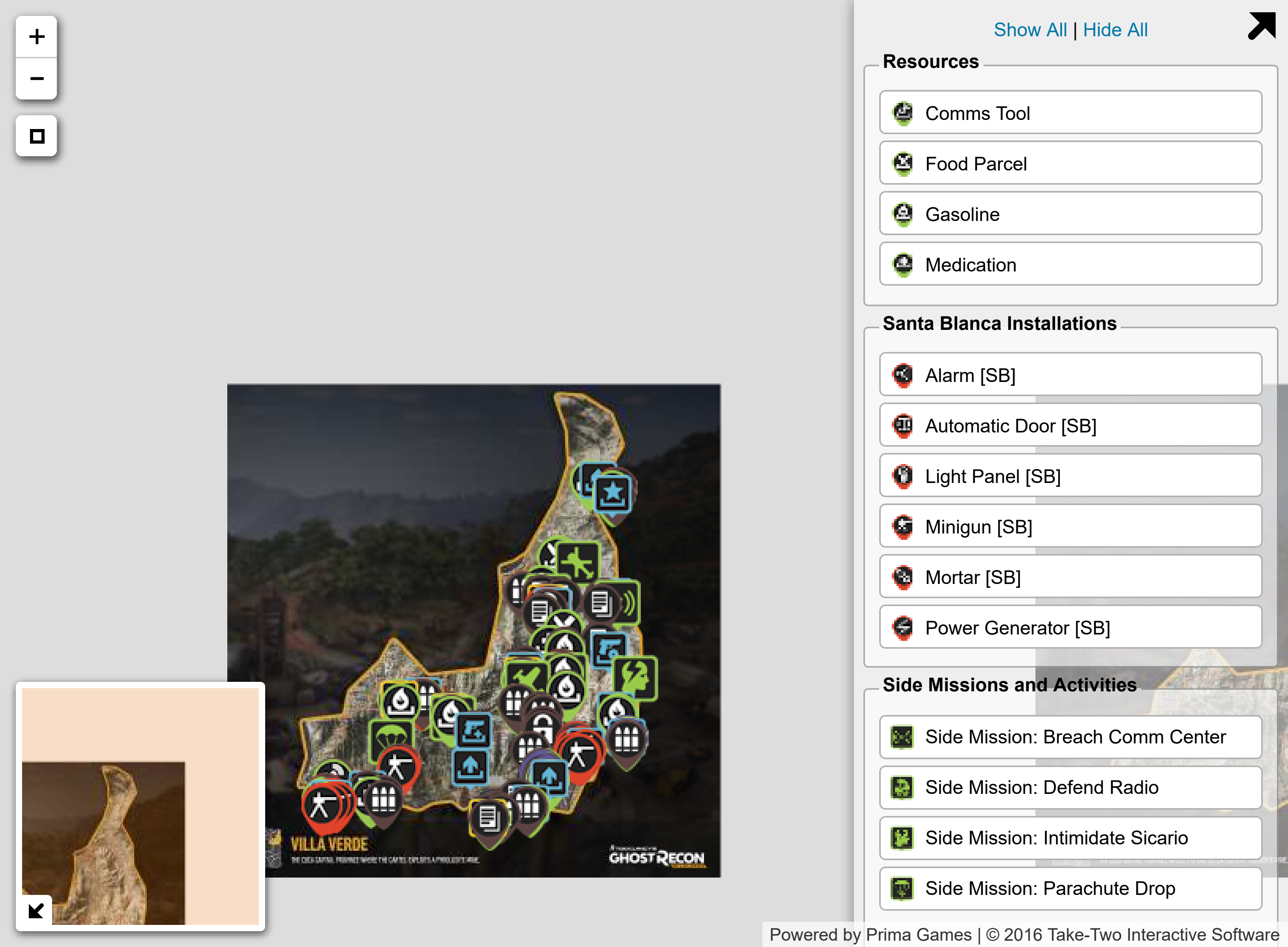

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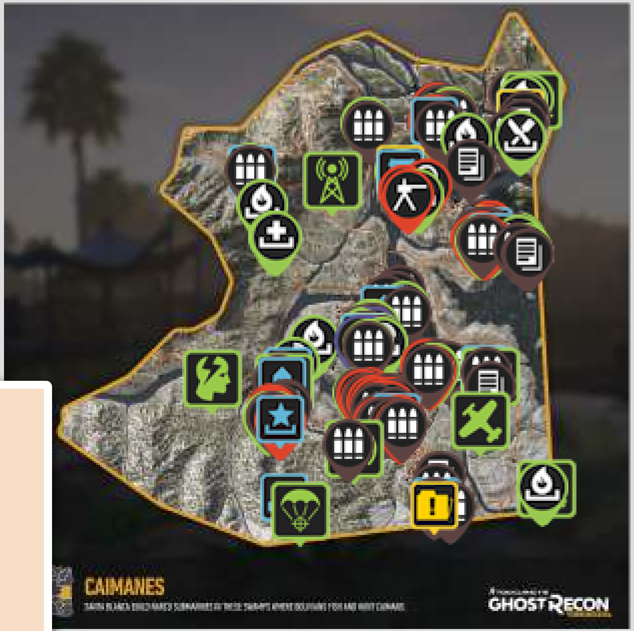

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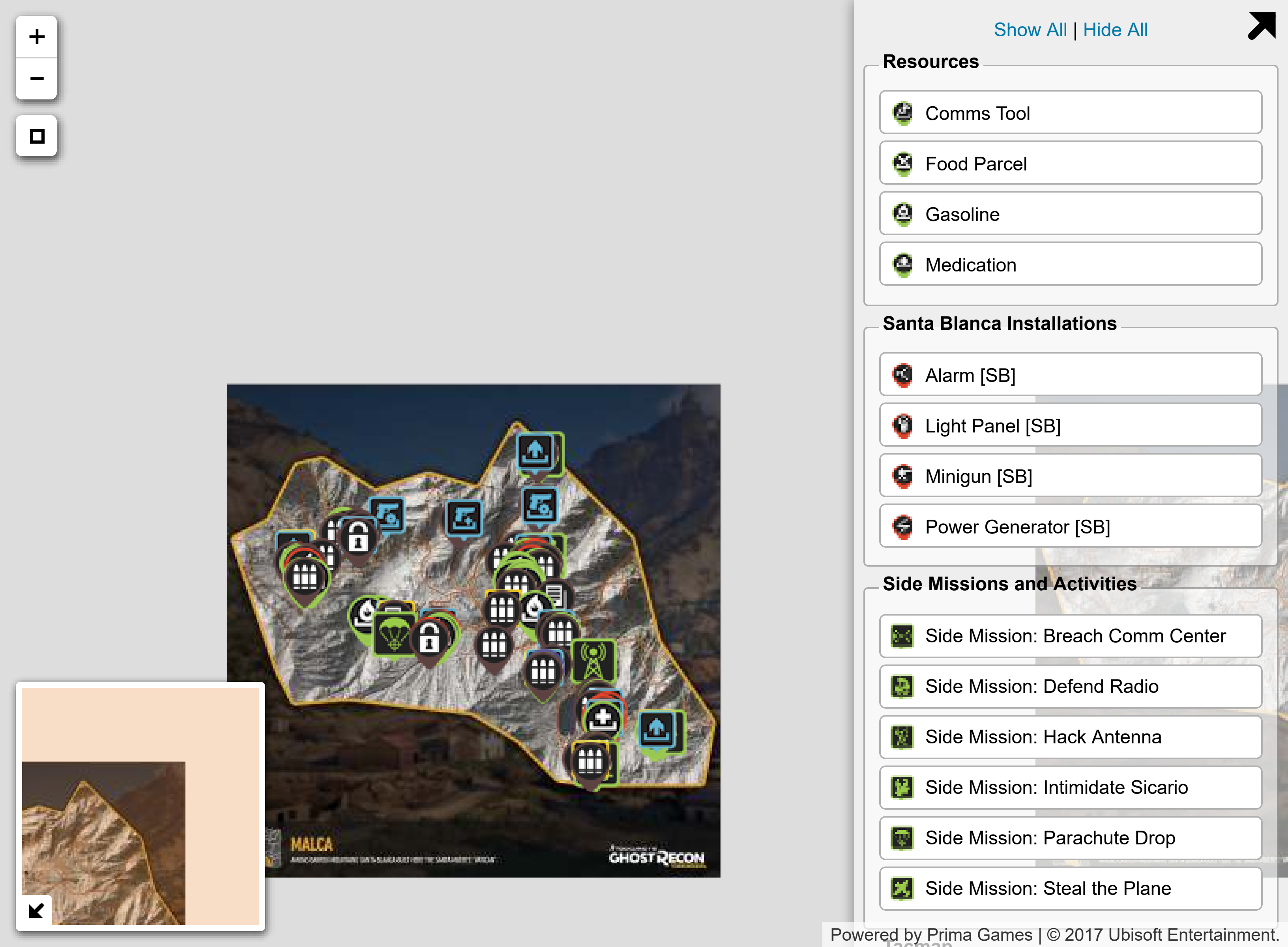

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GHOST RECON

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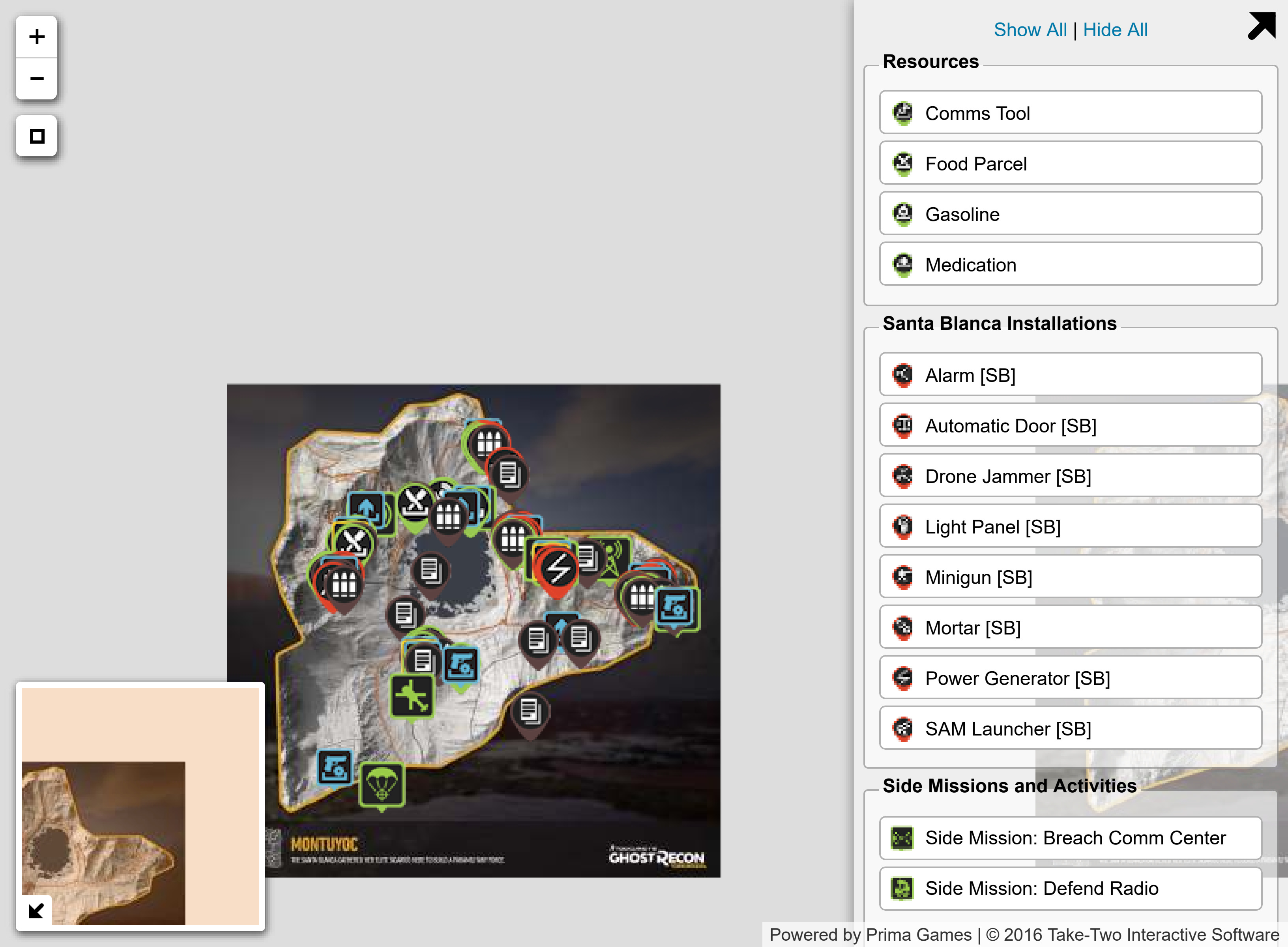

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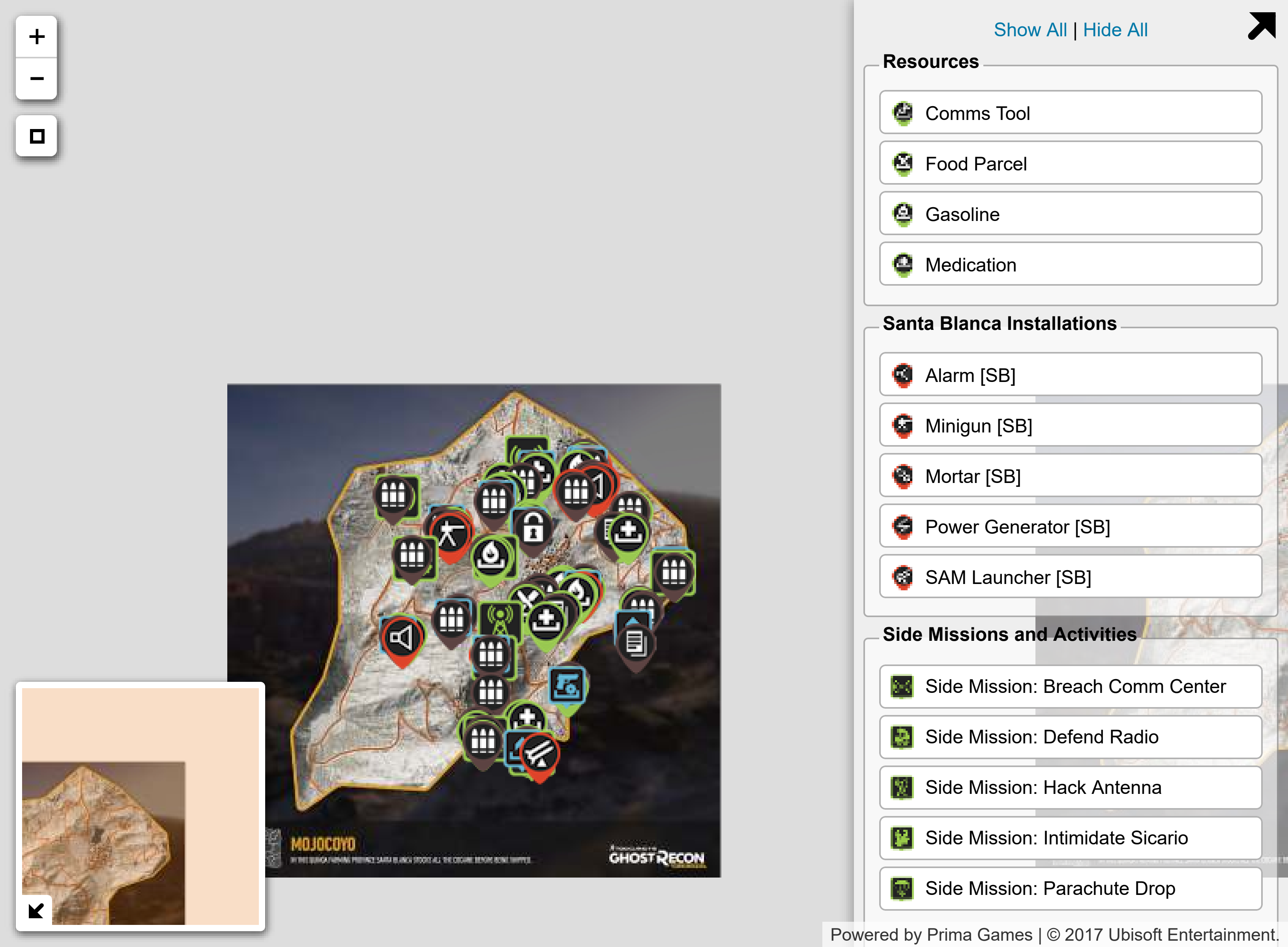

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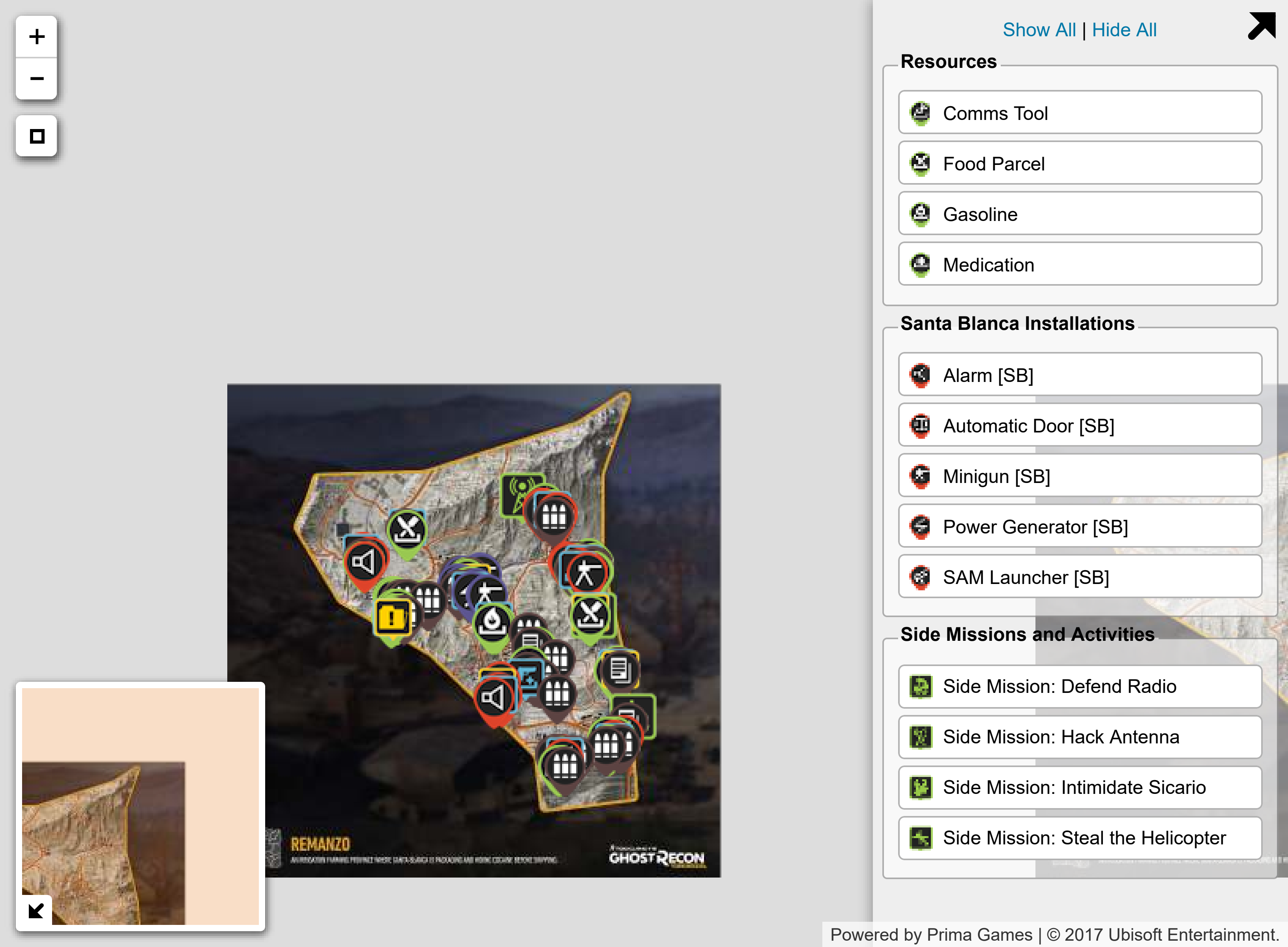

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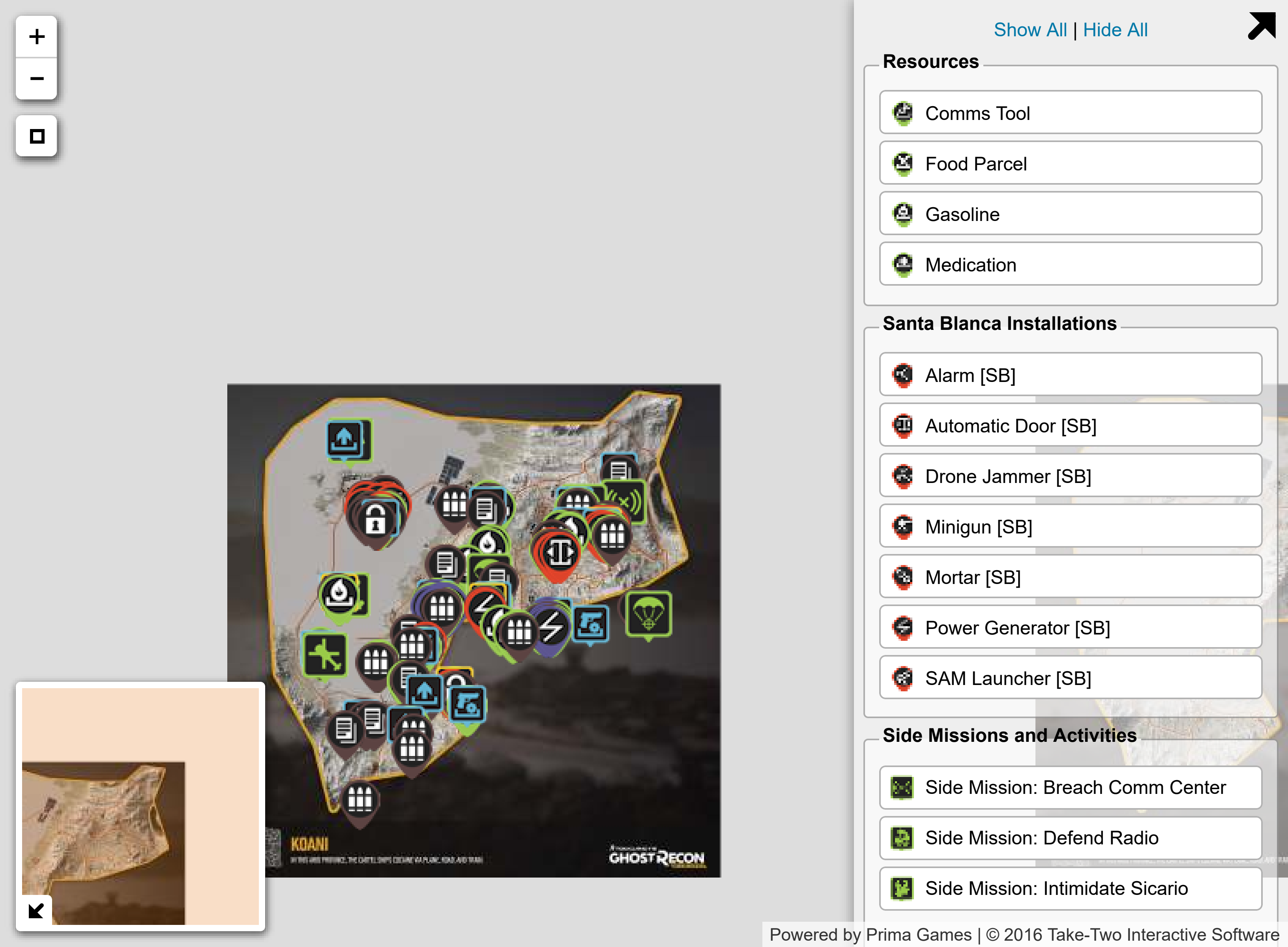
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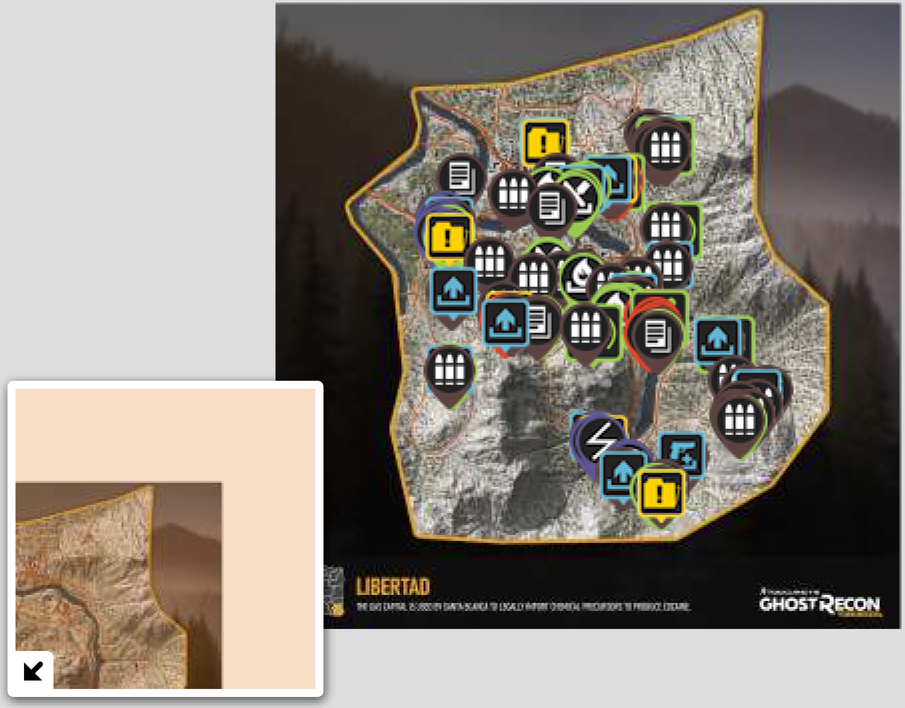

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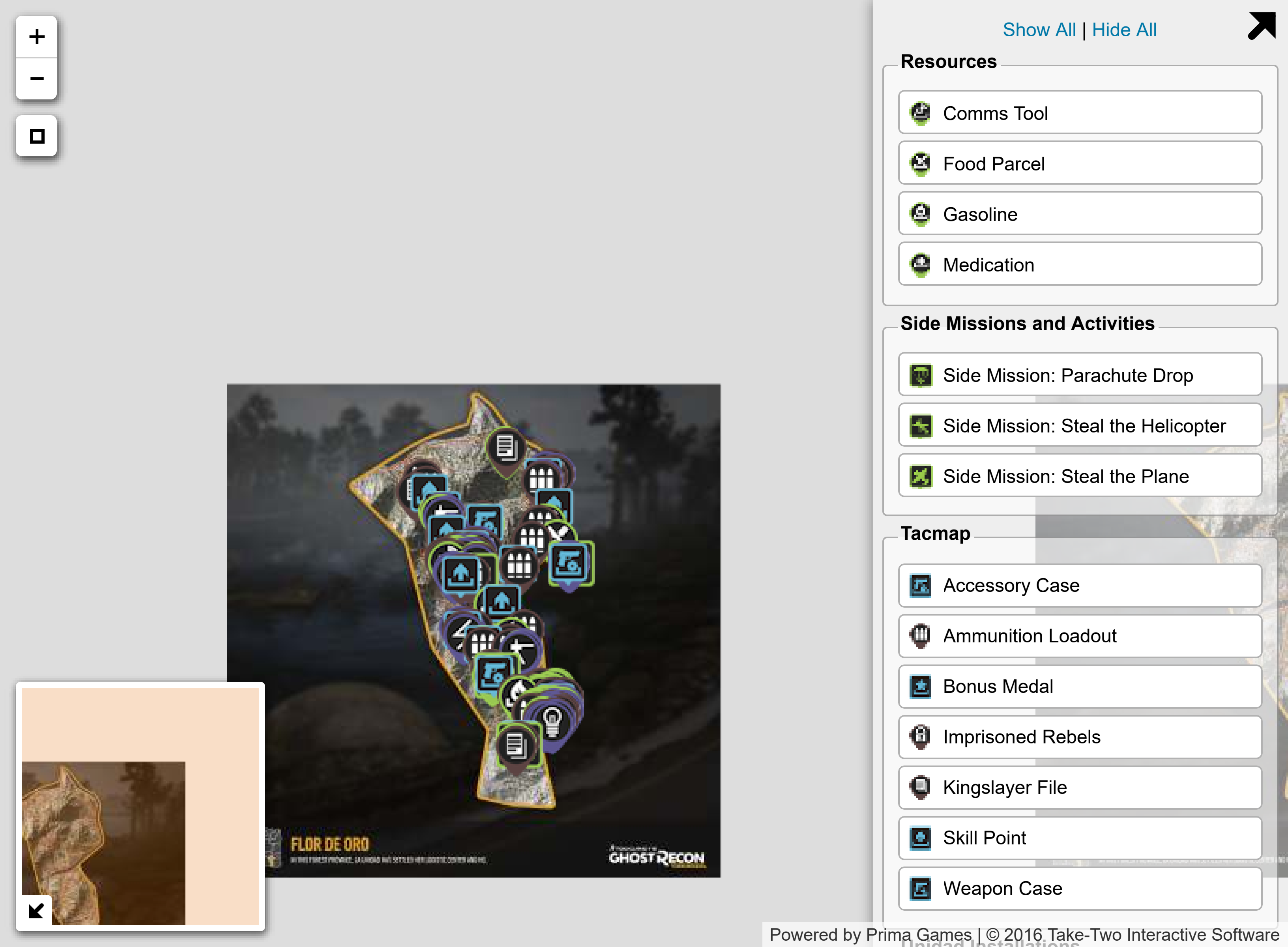

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Tacmap

- Accessory Case
- Ammunition Loadout
- Bonus Medal
- Imprisoned Rebels
- Kingslayer File
- Skill Point
- Weapon Case

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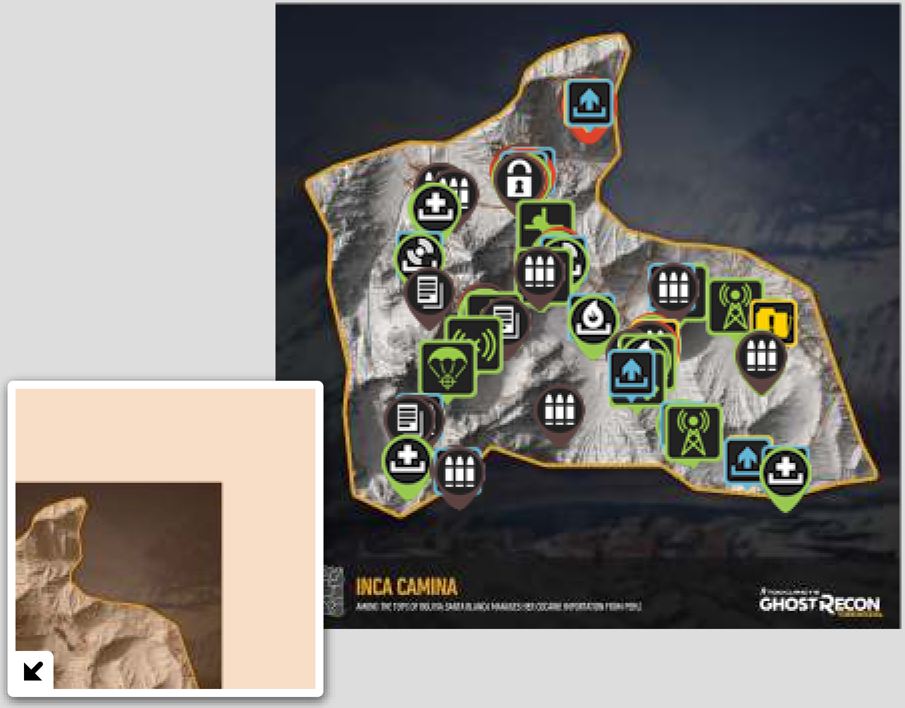

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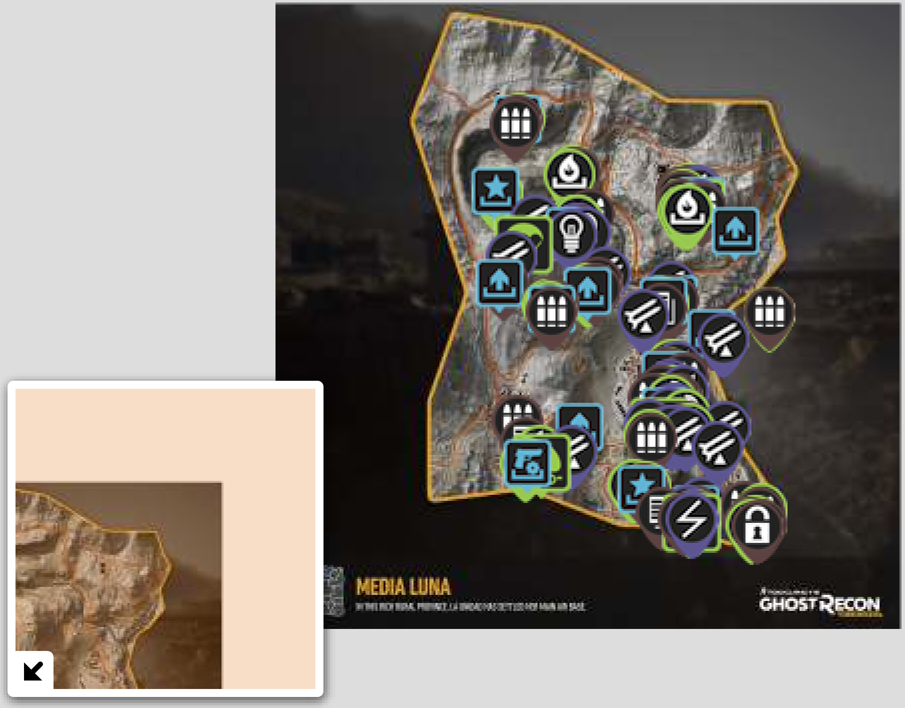

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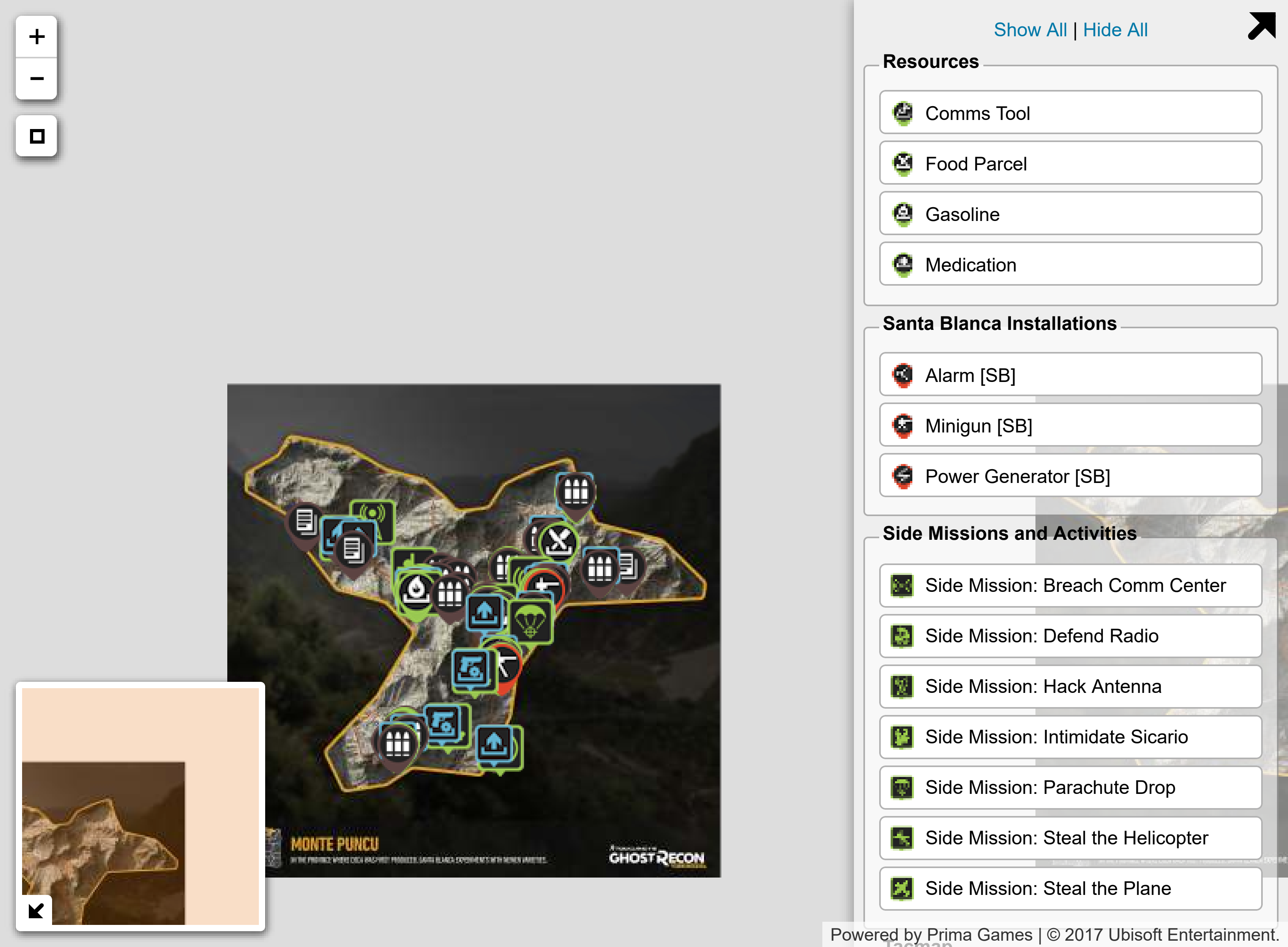

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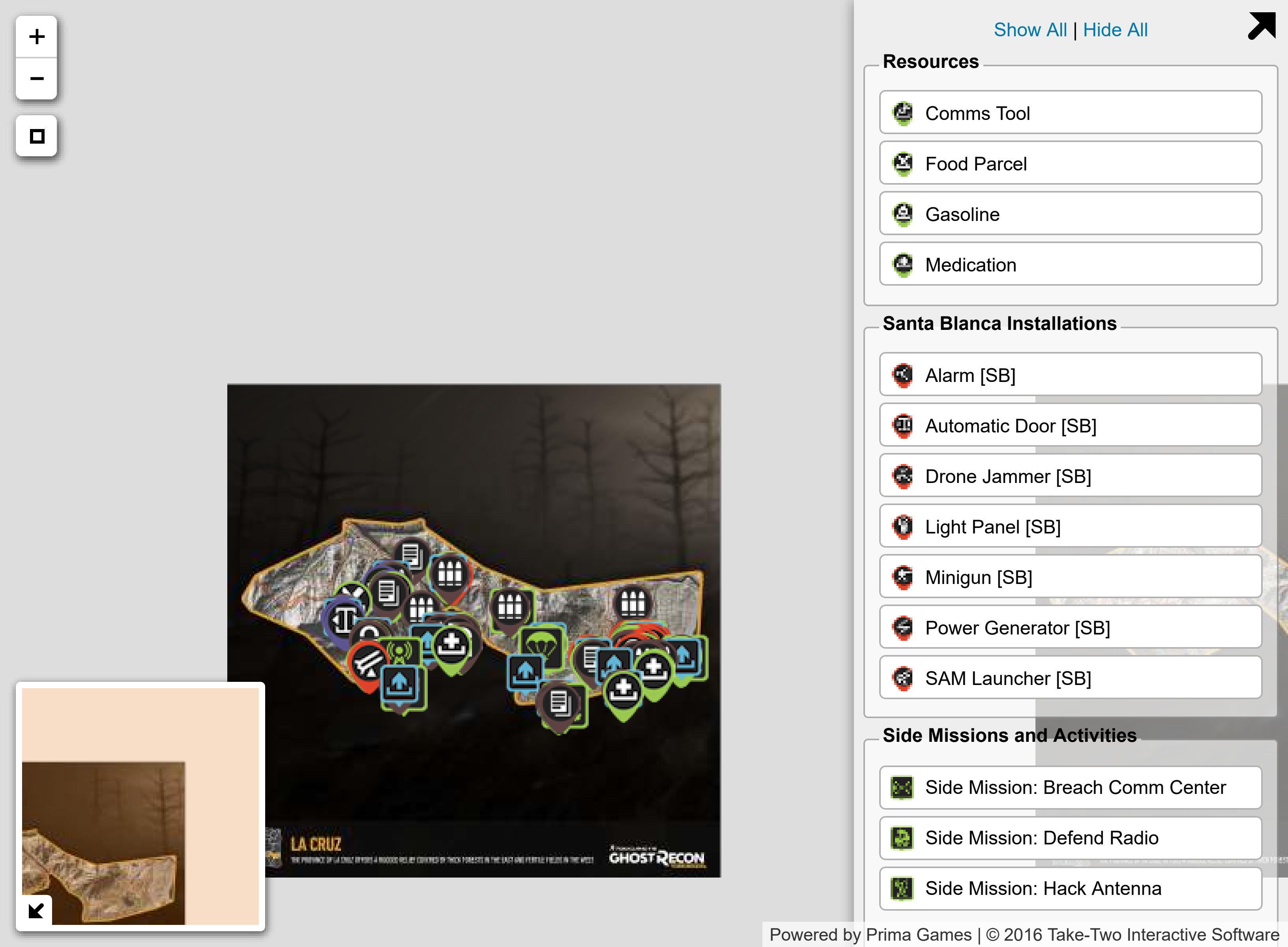

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Videos

Combat Tips

Video is restricted

Videos

Assault

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Videos

Factions

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Videos

Stealth

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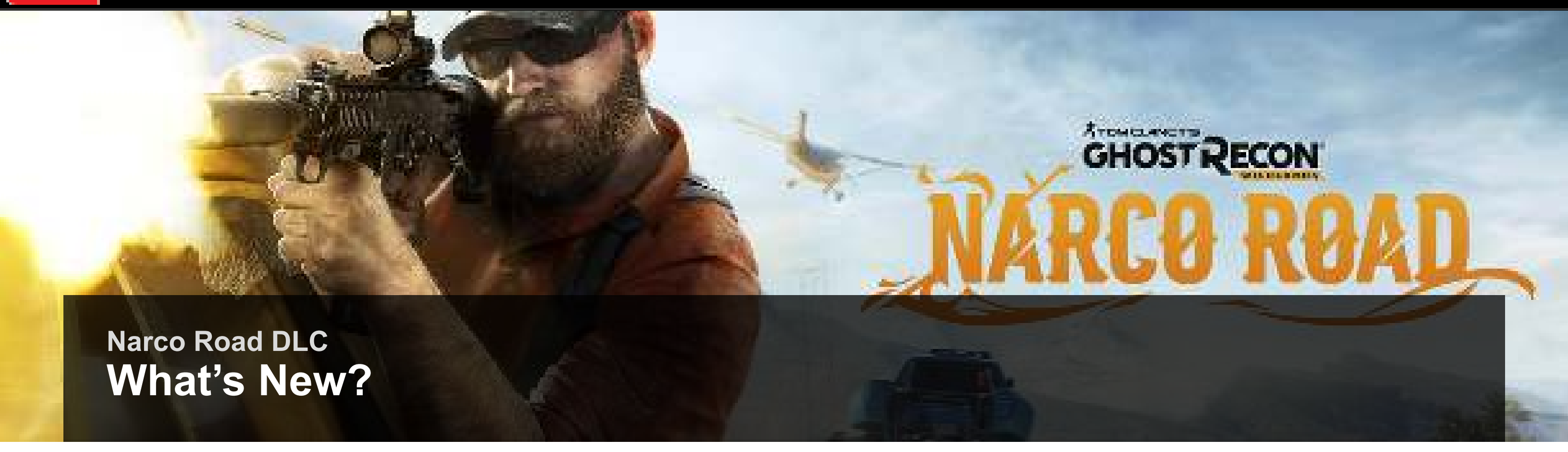
Videos

Intel

Video is restricted


TOM CLANCY'S GHOST RECON WILDLANDS
NARCO ROAD

Narco Road DLC

What's New?

Welcome to the Narco Road expansion for Tom Clancy's Ghost Recon: Wildlands. Get ready to go alone and undercover as you attempt to infiltrate and take down each of the new gangs inhabiting Bolivia. You begin alone at level 20 with the majority of your skills researched and the rebel support skills fully upgraded.

A new expansion brings a lot of new changes. Keep reading to learn more.

THE MAP

This expansion pack takes place on the same map, but this time the lines are drawn a bit differently. Each map is separated into sections for each of the four Gang Leaders that runs that territory, passing over the lines of multiple territories on the old map.

NEW FRIENDS

You're undercover, which means that Santa Blanca is now your friend. When you call for help, it will be these guys who show up.

NEW ENEMIES

Los Sin Alma is your new enemy. They stand out among the crowd because of their red and yellow clothes.

NEW MISSIONS

There are 18 new missions in this expansion, all of which have full walkthroughs in the eGuide.

GANG FOLLOWERS

Everything you do--whether it's a side mission or one of the new Electro Challenges--you will be granted gang followers. Gang followers unlock informants, who act much like Intel. These informants will alert you to the location of skill points and weapons around the map.

ELECTRO CHALLENGES

Electro challenges have you drifting, flying, jumping, and climbing to gain more gang followers.

ELECTRO AEROBATICS

Fly through the circle with either a helicopter or plane.

ELECTRO JUMP

Take any vehicle you can find and head off the ramp. Any distance will complete the jump.

ELECTRO DRIFT

Turn the wheel and pull the handbrake to start a drift once you see the Electro Drift icon appear! Like the jump, any distance covered will complete these.

ELECTRO POSSIBLE CLIMB

Head through the starting gate with your preferred mountain climbing vehicle and take the best path to the finish line at the top! There is no time limit, but you will fail if you leave the mission area.

SIDE MISSIONS

There are four all-new side mission types. These missions grant gang followers instead of squad support upgrades.

ANIMAL TRAFFIC

Jump into the vehicle at the mission start and race against the gangs to reach the exotic animal contained in a crate on the map. Once there, you must kill the defending enemies and mark the crate for extraction.

AIR SPRAY

Hop into a special crop duster and head out to destroy the coca leaf crops in the area. Destroy all of the marked plants by flying low and activating the pesticide.

AMPHETATRUCK

Get into a mobile drug lab and drive it to its destination. Every little bump puts this fragile car one step closer to explosion, so drive carefully!

LOST CAR

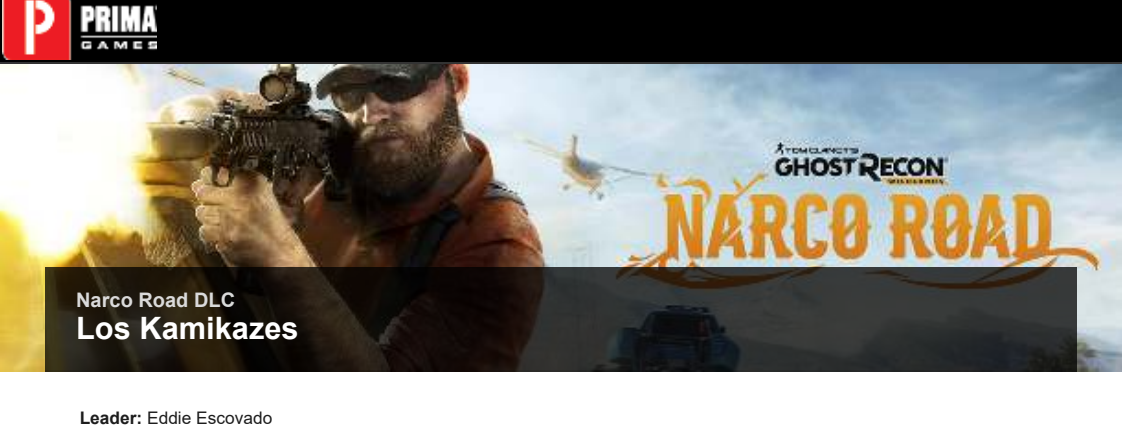
Help locate a lost car for a client before they cancel the deal. Once you enter the car at the mission start, you will receive a clue that will lead you to the car's location. Use your knowledge of the map and any pictures in the clue to locate the car within the 10-minute time frame. Check out the Lost Car section of this eGuide for the locations of all the Lost Cars.

NEW WEAPONS

This expansion includes nine brand-new primary weapons and two sidearms. Although the Ak-47 Undercover is awarded at the very beginning of the DLC, you must find the others on your own.

NEW VEHICLES

All new vehicles come with boost already equipped! You'll have access to Monster Trucks, Bikes, Buggys, and even some trucks that have been given a remodel. New aerobatic planes spawn on the runways, allowing you to really put your piloting skills to the test.



Narco Road DLC

Los Kamikazes

Leader: Eddie Escovado

Leader Description: King of social media, extreme sports, and extreme heroism. Eduardo “Eddie” Escovado, the playboy adrenaline-junky, reality TV and Instagram star. He’s loud, he’s brash, he’s fun. But is Eddie losing his edge? Are the kids coming up from behind?

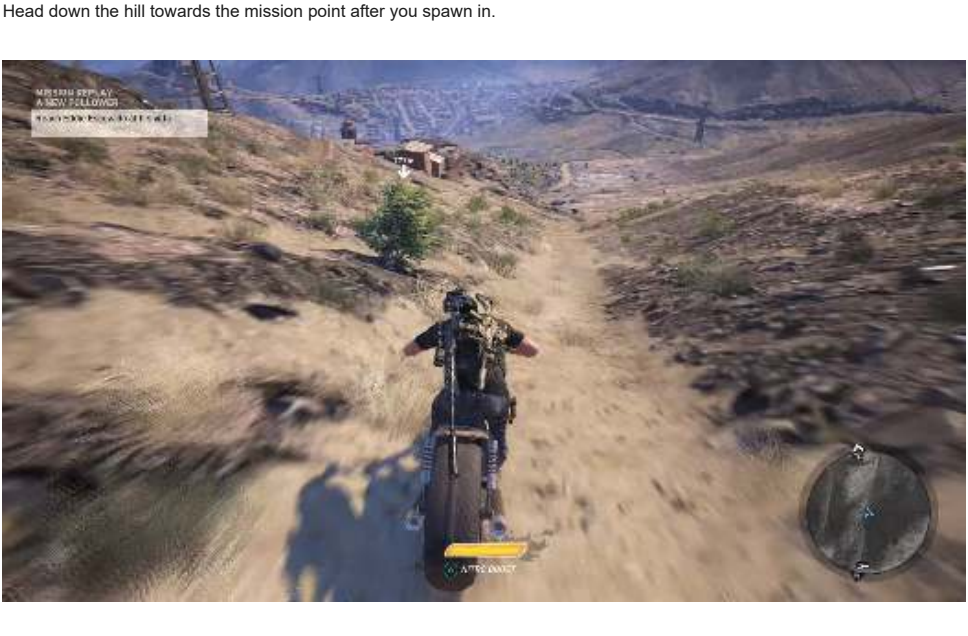
A NEW FOLLOWER

Description: Well done. You have Eddie’s attention. But before you can be considered as a friend, you must do some more jobs for him. Be on the lookout.

Reward: 750 XP, 434 Gang Followers

HEAD TO THE MISSION AREA

Head down the hill towards the mission point after you spawn in.

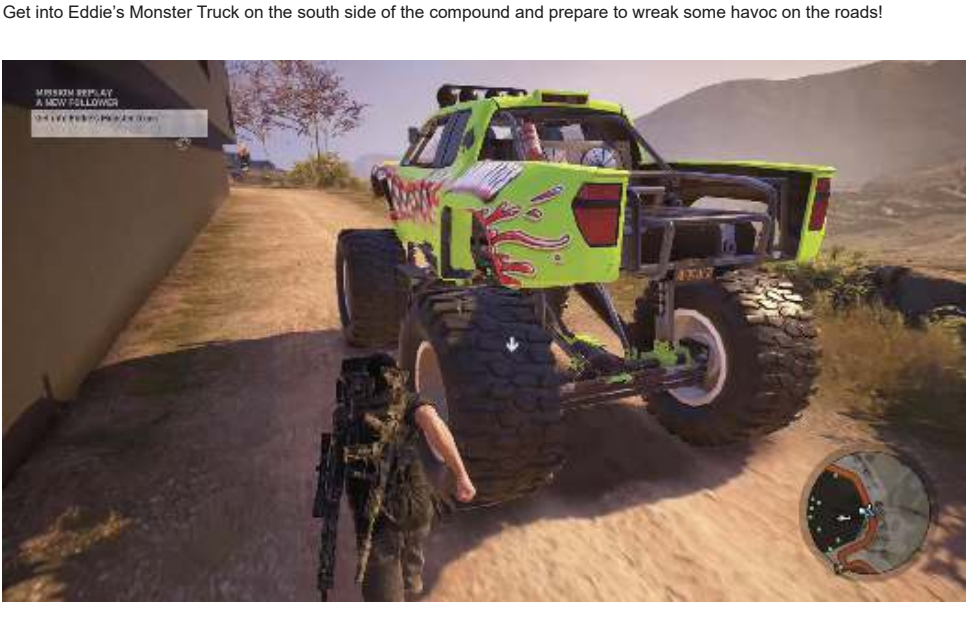


SPEAK WITH EDDIE

Once you are near Eddie’s compound, you’ll find him working out by the pool. Remember that this is a new enemy, so leave his gang alone.

GET INTO EDDIE’S MONSTER TRUCK

Get into Eddie’s Monster Truck on the south side of the compound and prepare to wreak some havoc on the roads!



DESTROY THE SIN ALMA SPORTS CARS IN THE GAS STATION (4)

Head down the road to the gas station. Once you arrive, knock the cars into the gas pumps and use your nitro boost to ram any of the cars that survive the explosion. Don’t worry about the explosions or enemy gunfire, because this Monster Truck is reinforced!

DESTROY THE SIN ALMA VEHICLES ALONG THE ROAD (4)

Continue down the road heading directly for the road blocks the Sin Alma has set up. Each vehicle that must be destroyed has an explosive red barrel in front of it. Knock the vehicles forward to destroy them. Use the same method to destroy each of the vehicles while driving down the winding road.

REACH THE SANTA BLANCA CAMP

Now that you have successfully angered the enemy, return to the base to drop off the Monster Truck and finish the mission.

MISSION CHECKPOINT

CELEBRITY RUN

Description: Social media is buzzing with rumors of a party that Eddie is planning. He wants his favorite telenovela actress to attend, but there seems to be a problem. See what he needs. But be careful, because this brat is not used to disappointment.

Reward: 750 XP, 411 Gang Followers

REACH THE MISSION LOCATION

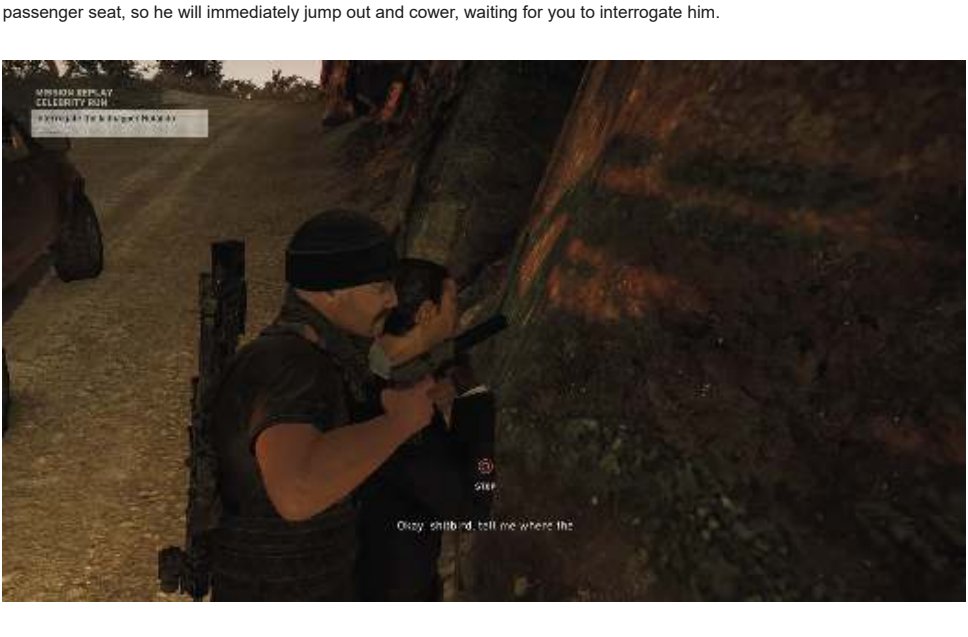
Head over to the mission location and bring a helicopter with you! Once you have reached the mission point, step out of your vehicle and listen to the call that comes in from Eddie.

LOCATE THE KIDNAPPER

Take your vehicle to the objective point. If you have a helicopter, quickly fly over the car in question and head north up the road before landing and preparing to stop the kidnapper’s car.

INTERROGATE KIDNAPPER ROLANDO

Get in position on the road in front of the kidnapper. Once there, take out the driver. Rolando is unarmed and sitting in the passenger seat, so he will immediately jump out and cower, waiting for you to interrogate him.

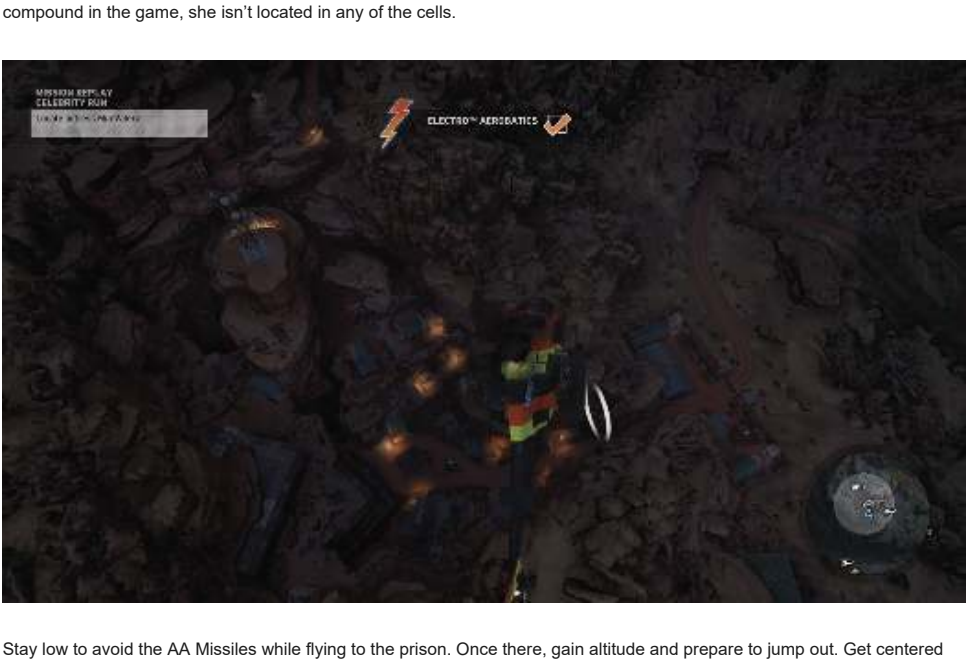


PERFORM JUMPS TO INTIMIDATE THE KIDNAPPER (THROUGH A CHALLENGE OR A NORMAL JUMP) (2)

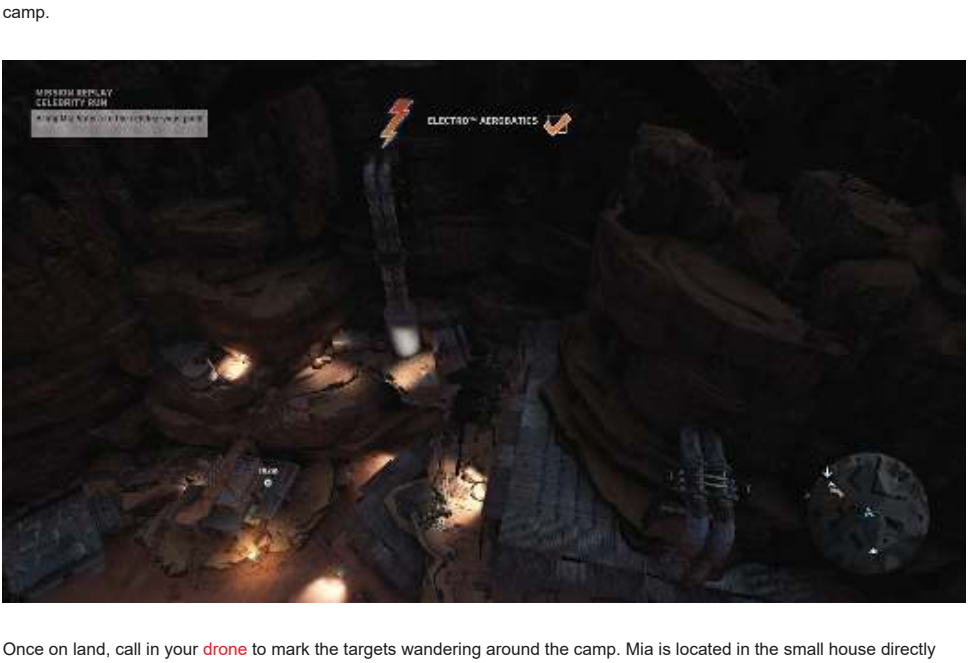
Call in a monster truck or take any car on the road and drive off the cliffs to complete the jumps.

LOCATE ACTRESS MIA VALERA

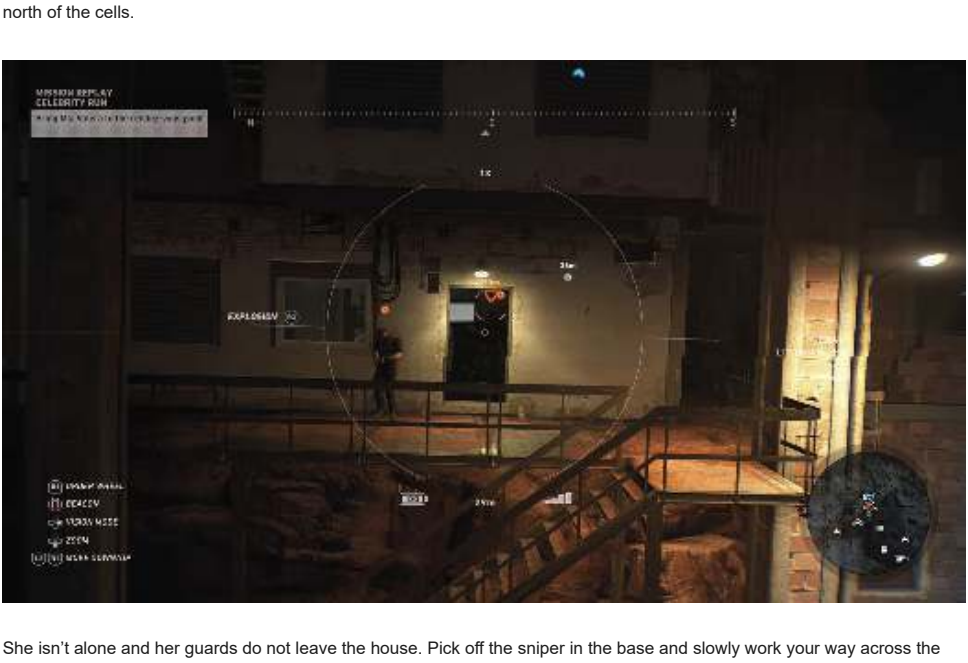
Call in a helicopter through your support skills and head toward the objective. While she is being held in the largest prison compound in the game, she isn’t located in any of the cells.



Stay low to avoid the AA Missiles while flying to the prison. Once there, gain altitude and prepare to jump out. Get centered near the large tower in the base, jump out and pull your parachute. Aim for the roof of the cells in the southeast corner of the camp.



Once on land, call in your drone to mark the targets wandering around the camp. Mia is located in the small house directly north of the cells.

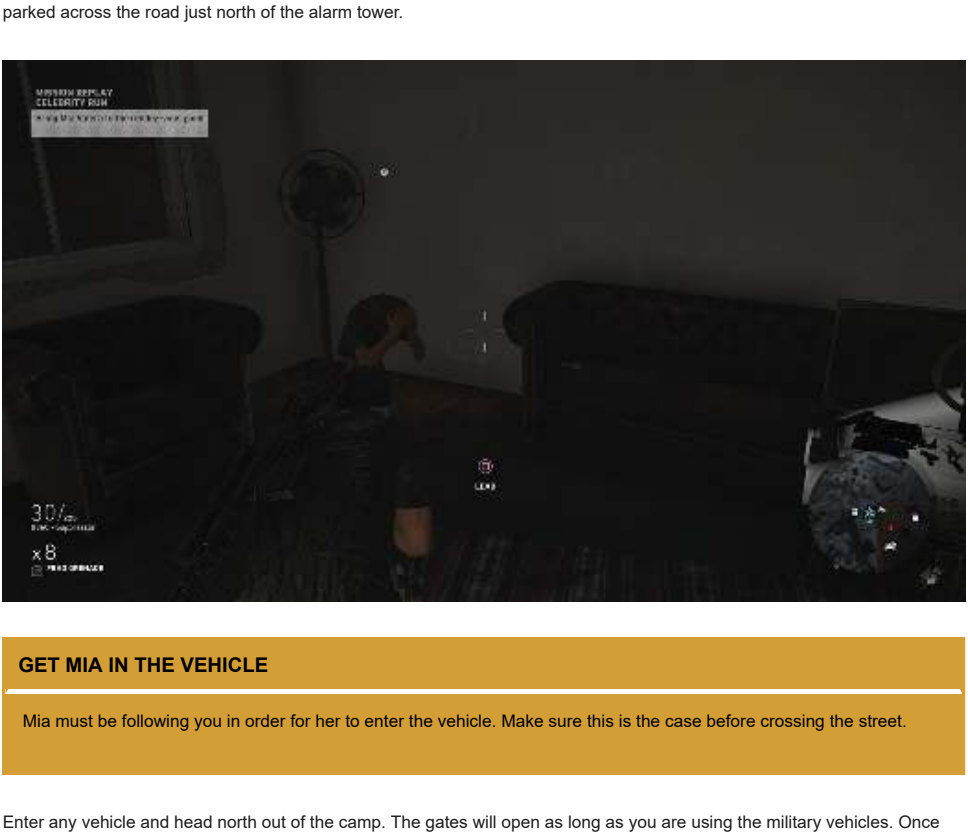


She isn’t alone and her guards do not leave the house. Pick off the sniper in the base and slowly work your way across the catwalk, shooting any enemies that are in the courtyard. The catwalk leads to the house, so stick to it and you’ll be relatively safe.

Once inside the house, kill the guards. Use a pistol or submachine gun since this is a close-quarters fight. Don’t let any stray bullets hit Mia during this fight, though!

BRING MIA VALERA TO THE RENDEZVOUS POINT

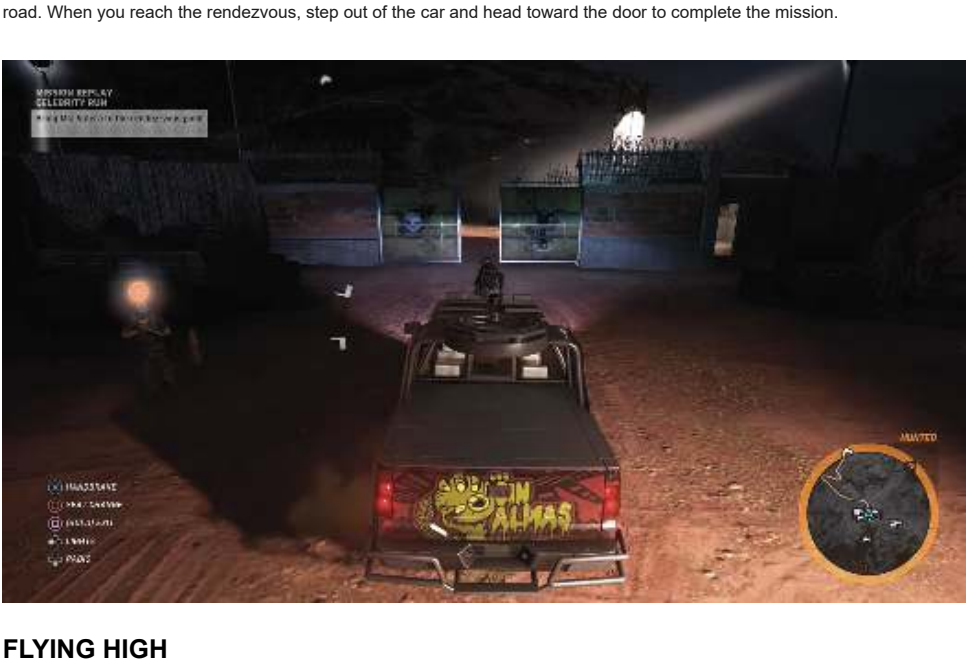
Once the coast is clear, press the action button to order Mia to follow you. Head west out the doors to the military vehicles parked across the road just north of the alarm tower.



GET MIA IN THE VEHICLE

Mia must be following you in order for her to enter the vehicle. Make sure this is the case before crossing the street.

Enter any vehicle and head north out of the camp. The gates will open as long as you are using the military vehicles. Once out of the camp, you have a short drive to the rendezvous point. Be on the lookout for any threats that may appear on the road. When you reach the rendezvous, step out of the car and head toward the door to complete the mission.



FLYING HIGH

Description: Eddie’s been bragging on social media about a party he’s organizing. But in his last video blog, he looked strung out. You better find out what’s bothering him. He may be low on coke, who knows?

Reward: 750 XP, 411 Gang Followers

REACH THE MISSION LOCATION

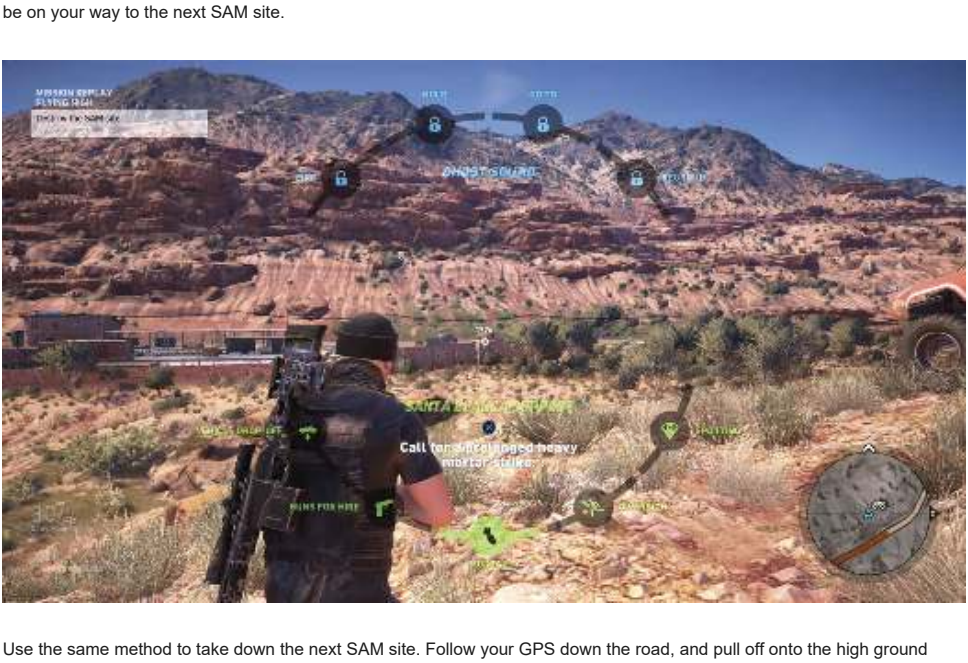
Head out for the mission location using any vehicle you choose.

FOLLOW THE SANTA BLANCA HELICOPTER

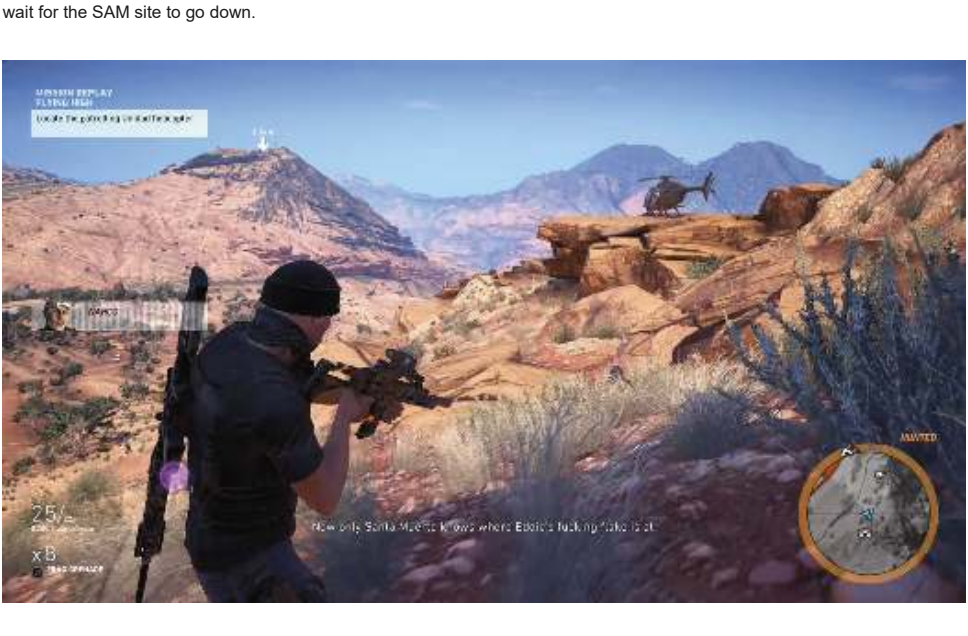
There’s a monster truck next to the helipad, so take it and follow the helicopter.

DESTROY THE SAM SITE (2)

Moments after the helicopter takes off, you will be tasked with taking down a SAM site in the helicopter’s path. Fortunately, the helicopter follows the road. Go off-roading, heading straight for the first SAM site. Stop a safe distance from the guarded SAM site and call in some mortars from your support skills directly onto the SAM site. Once the mortars have finished, you’ll be on your way to the next SAM site.



Use the same method to take down the next SAM site. Follow your GPS down the road, and pull off onto the high ground near the SAM site to get a good view of the SAM site. After calling in the mortars, quickly run to the nearby helicopter and wait for the SAM site to go down.



LOCATE THE PATROLLING UNIDAD HELICOPTER

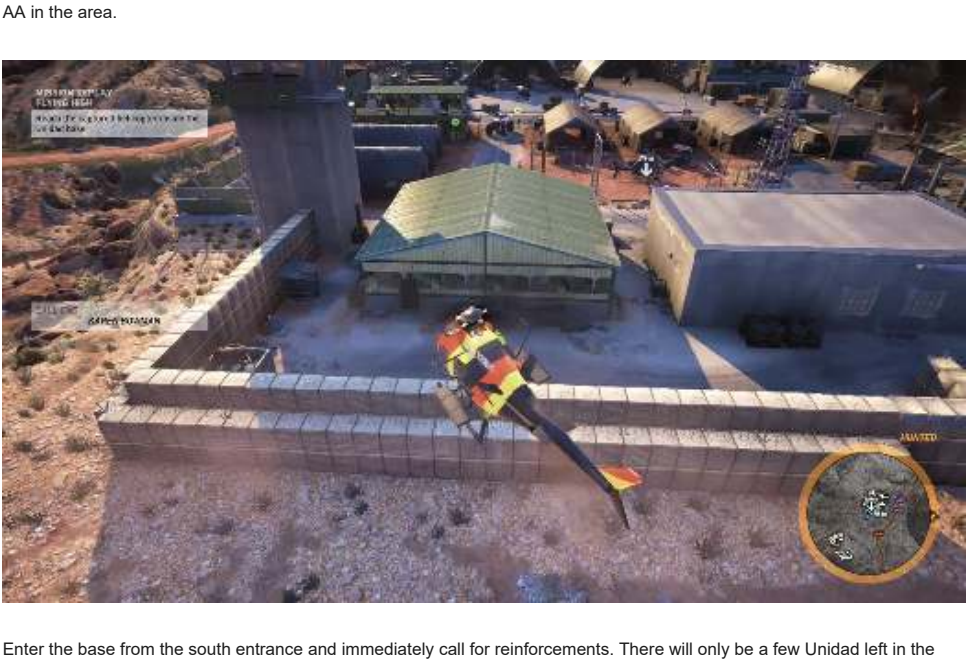
Head north away from the SAM site toward the objective marker. Once you spot the helicopter, you’ll be tasked with spying on it.

SPY ON THE UNIDAD HELICOPTER

Follow the helicopter along its route until you hit 100%. Stay low and behind them to avoid getting spotted, making this a very easy flight.

REACH THE CAPTURED HELICOPTER INSIDE THE UNIDAD BASE

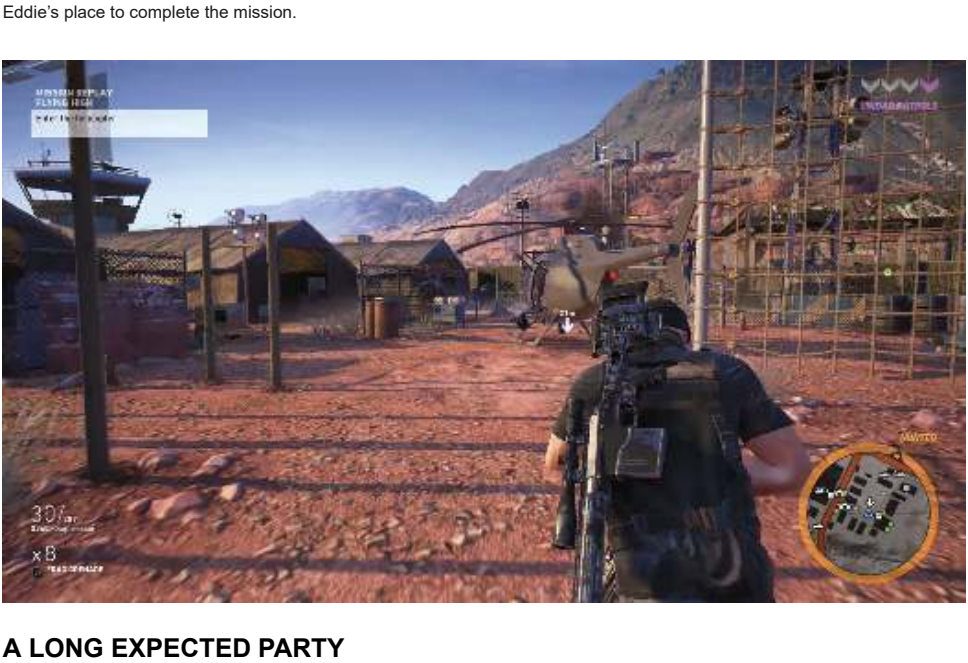
Next, you’re informed of an attack at a Unidad base. Quickly fly over to the base, staying low to avoid the missiles from the AA in the area.



Enter the base from the south entrance and immediately call for reinforcements. There will only be a few Unidad left in the base, so take them out on your way to the helicopter.

DELIVER THE DAMAGED HELICOPTER TO EDDIE’S PLACE

This helicopter has issues. It will randomly prevent turning in different directions and even occasionally send you plummeting straight to the ground. Stay at a decent altitude, dropping lower if SAM sites begin to lock on. Simply land the helicopter at Eddie’s place to complete the mission.



A LONG EXPECTED PARTY

Description: Eddie’s party is underway. As well as the usual mix of drugged bimbos and violent criminals, it’s rumored that Unidad have spies there hoping to make some arrests. Get to the party and make sure that Eddie doesn’t get busted.

Reward: 750 XP, 411 Followers

REACH THE MISSION LOCATION

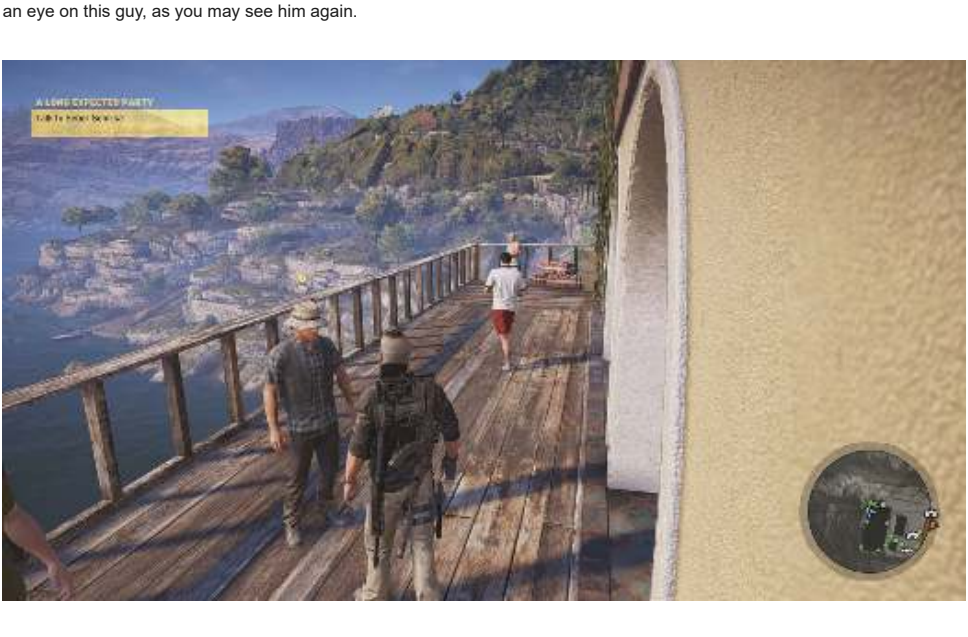
Bring a helicopter to this mission and land in a safe area across the street from the entrance to the party. This helicopter will be of great use shortly, so make sure it is somewhere safe and off the road!

TALK TO EDDIE

Enter the mansion’s courtyard and speak with Eddie. He will inform you that there is a spy; speak to Senor Sonrisa to help find him.

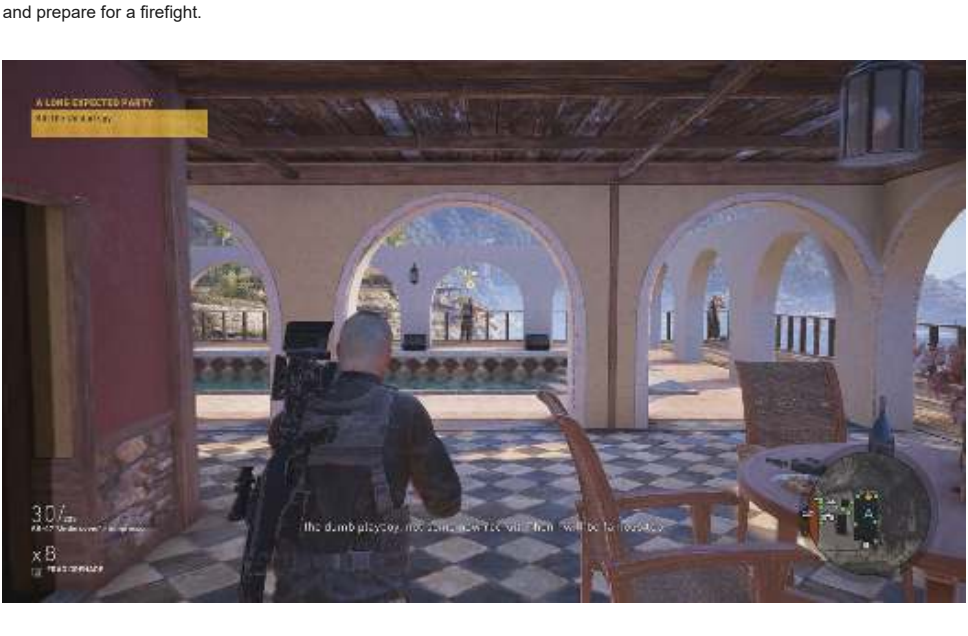
TALK TO SENOR SONRISA

Senor Sonrisa is located on the southeast corner of the mansion; you’ll know you’re close when you hear him whistling. Keep an eye on this guy, as you may see him again.



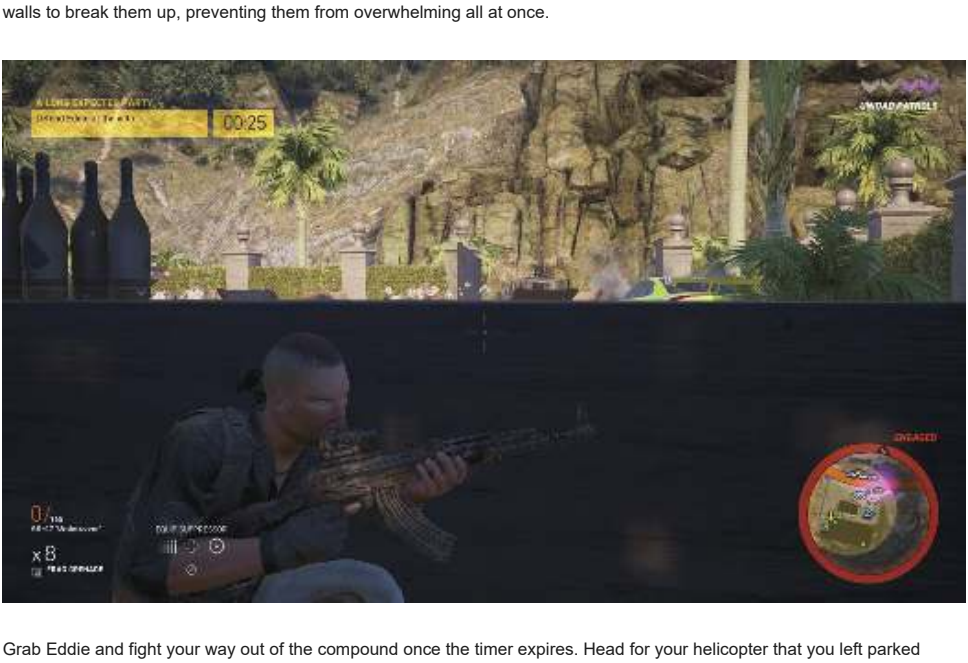
FIND THE UNIDAD SPY

Head east away from Sonrisa to locate the spy. Prepare for a big fight with the spy by topping off your ammo and select weapons that are effective against multiple Unidad soldiers. An LMG is a great choice here. Kill the spy any way you choose and prepare for a firefight.



DEFEND EDDIE AT THE VILLA 2:00

You must defend Eddie inside the Villa for a 2-minute firefight. Set up behind the bar that faces the right gate and have your grenades at the ready. Enemies will file in quickly through that entrance. Lob grenades at them as they enter and over the walls to break them up, preventing them from overwhelming all at once.



Grab Eddie and fight your way out of the compound once the timer expires. Head for your helicopter that you left parked across the road.

BRING EDDIE TO THE BEACH PARTY

After you complete the defense, steal the nearby monster truck or call in one if that one gets destroyed in the fight. The monster truck has additional shielding against bullets and explosives, making it a great getaway car.

Stay on the road and Eddie will start telling you some interesting stories. If he grabs the steering wheel, just hit the brakes. However, this may not always be an option due to enemies chasing you. A few Unidad soldiers may be in the top parking lot of the resort; if so, consider running them over and head down to the beach.

HAVING TROUBLE? LOOK TO THE SKIES!

Instead of driving, you can fly across the water directly to the objective. Maintain a safe altitude as Eddie likes to grab the controls. Land on the beach and prepare for a short fight

CLEAR THE BEACH OF ALL REMAINING UNIDAD SOLDIERS

Several soldiers will spawn in (one from the east), followed by the remaining three from the west side. Note that the number of soldiers needed to complete the objective can change.

0/5
UNIDAD PATROL ON ALERT

To avoid alerting more enemies to this firefight, use a silencer on your weapon and don’t use explosives. Once all enemies have been eliminated, the mission will end.

MILE HIGH CLUB

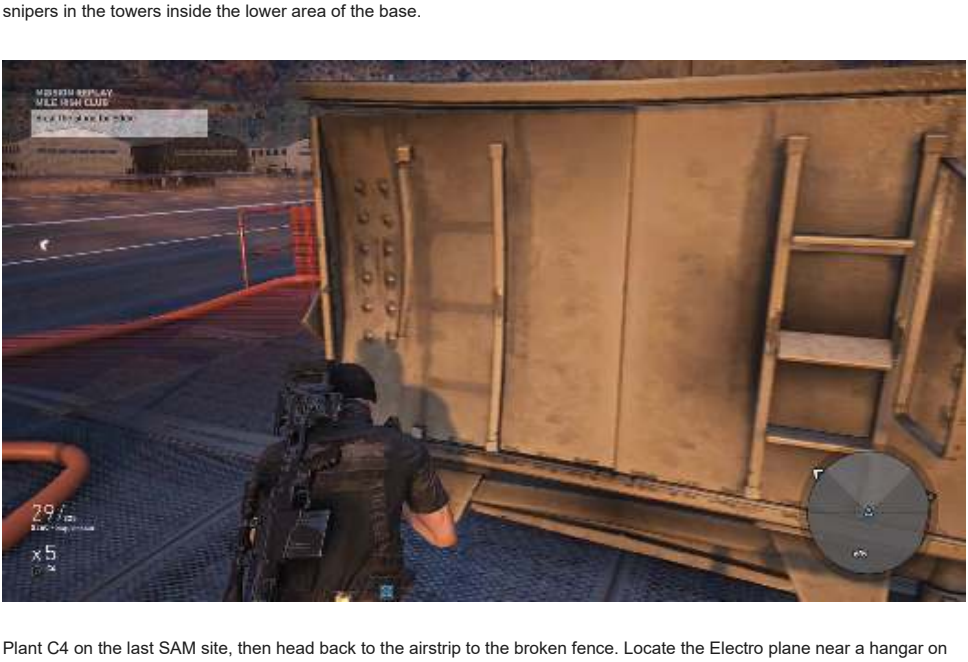
Description: Now Eddie just wants to have fun… So keep him impressed. He’s bound to tell his new BFF all about his entire family.

Reward: +1000 XP

REACH THE MISSION LOCATION

Head to the Unidad air base. Avoid taking an aircraft unless you’re not afraid of dodging multiple SAM Sites. Use a car to break through the fence on the south side of the landing strip. Once inside, use your binoculars to scout out the three SAM sites along the landing strip.

Sneak up to each SAM site but avoid killing any Unidad. You don’t want to alert them while you plant C4 on your targets. Once you’ve planted C4 on all three SAM Sites, head further into the base. Before entering, though, you must eliminate the snipers in the towers inside the lower area of the base.



Plant C4 on the last SAM site, then head back to the airstrip to the broken fence. Locate the Electro plane near a hangar on the south end of the airstrip; prepare to enter the plane and detonate the C4.

STEAL THE PLANE FOR EDDIE

Quickly get into the plane. This plane can take off very quickly so don’t worry about using the runway.

FLY THE PLANE TO EDDIE

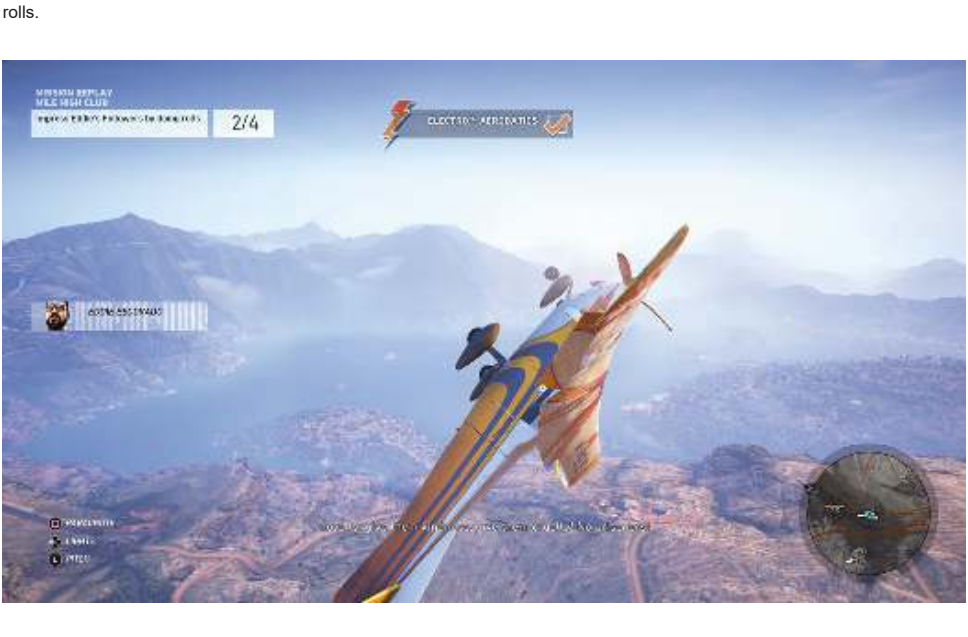
Proceed to the next mission location (a small landing strip on a cliff). Carefully land the plane, as you’ll need it for the next part of this mission.

GET EDDIE INTO THE PLANE

Get out of the plane and speak to Eddie. Have him follow you back to the plane and get in.

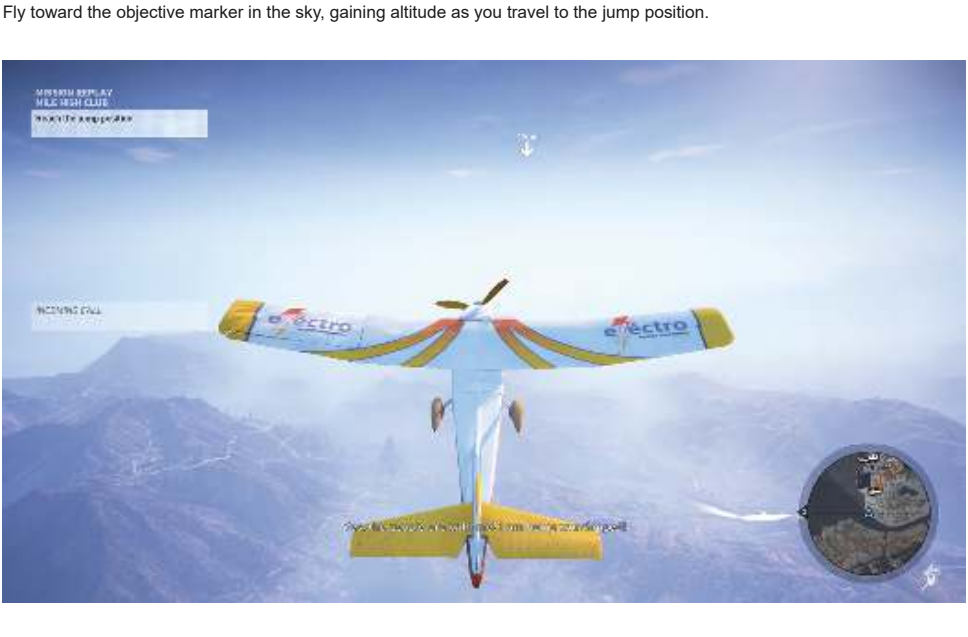
IMPRESS EDDIE’S FOLLOWERS BY DOING ROLLS (4)

Take off to the east and perform four rolls once you have enough altitude. Maintain your direction heading east during these rolls.



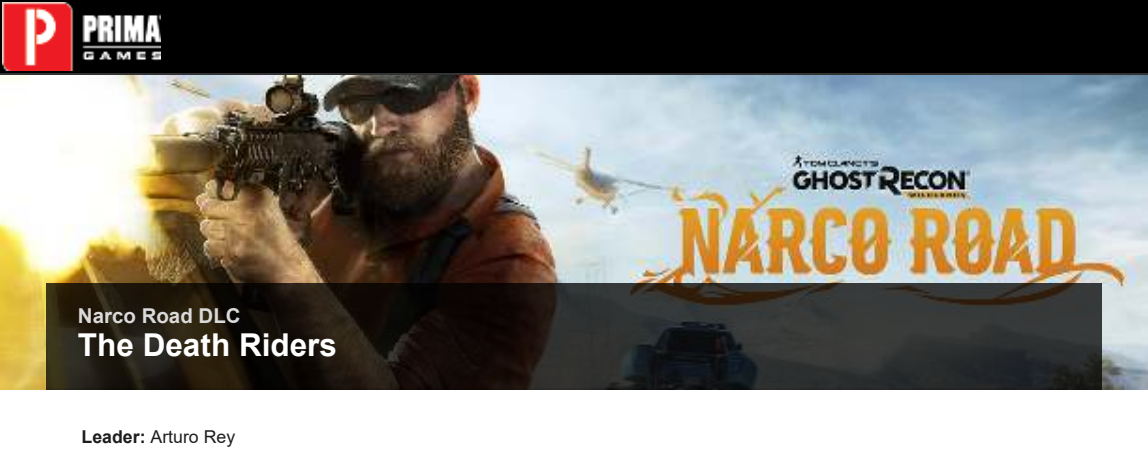
REACH THE JUMP POSITION

Fly toward the objective marker in the sky, gaining altitude as you travel to the jump position.



JUMP FROM THE PLANE TO START FREEFALLING WITH EDDIE

Once you see the objective change to “jump,” it’s time to jump out of the plane. After the cut-scene, you’ll find yourself safely on the ground and the mission will end!


TOM CLANCY'S GHOST RECON WILDLANDS
NARCO ROAD

Narco Road DLC

The Death Riders

Leader: Arturo Rey

Leader Description: Arturo and his Death Riders provide security for smuggling operations. Arturo Rey is a biker evangelist. He claims to be the true messenger-on-Earth of Santa Muerte and is determined to set up his own chapter of the Santa Muerte cult.

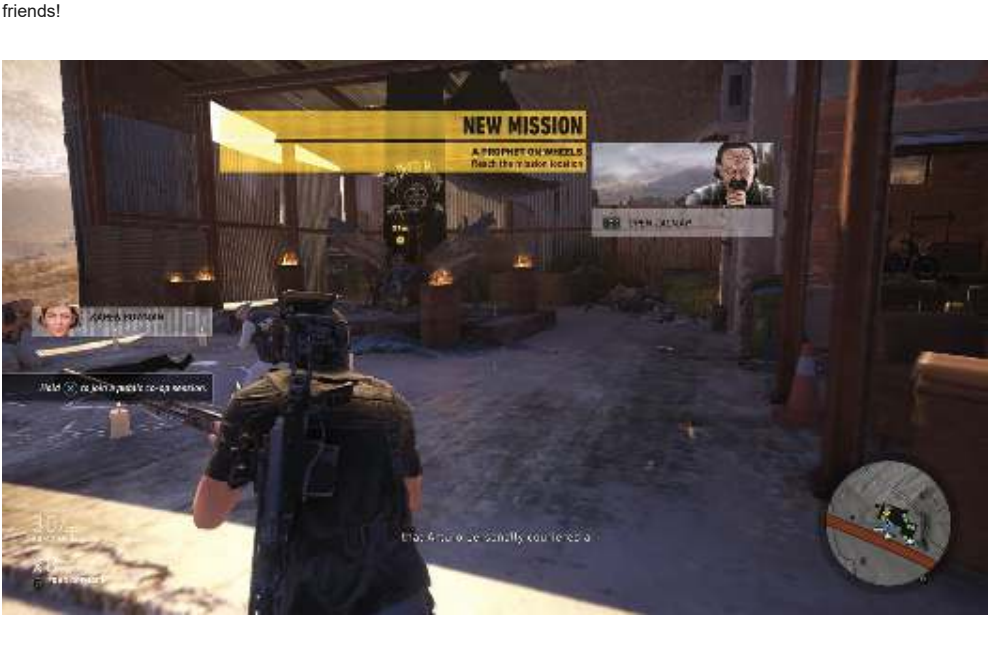
A PROPHET ON WHEELS

Description: Arturo might be crazy, but he believes that you will play a part in his journey to enlightenment. Be a good disciple and perhaps he will reveal more than just the wisdom of Santa Muerte

Reward: +750 XP Replay XP: +375

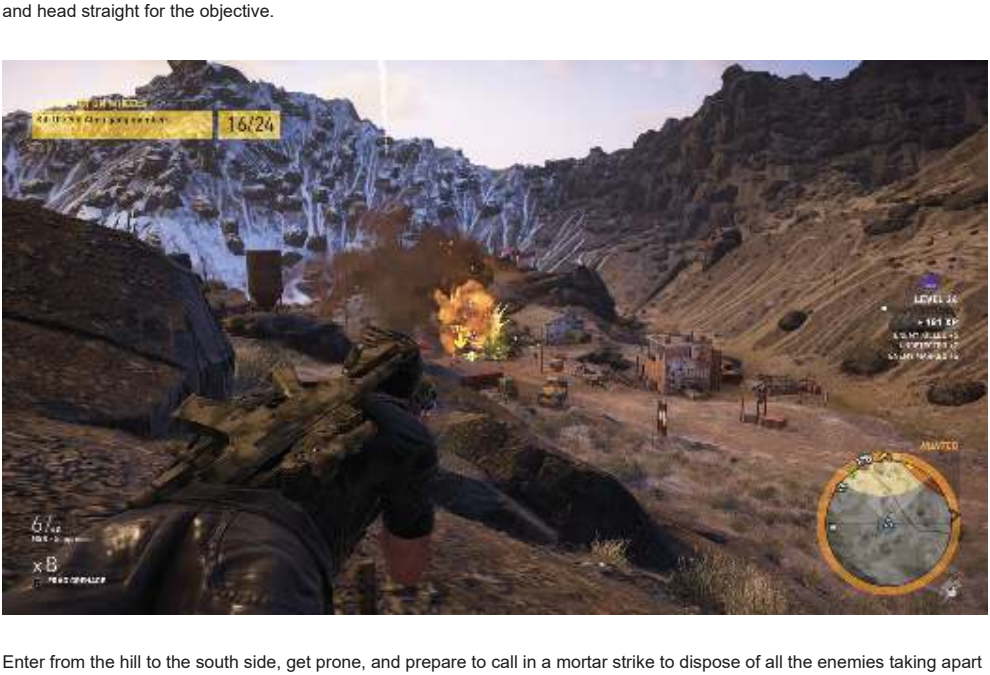
TALK TO ARTURO

Proceed to the mission starting point and speak with Arturo. Several gang members surround him, but don't worry—they're friends!



KILL THE SIN ALMA GANG MEMBERS (24)

After a short conversation, you must prove yourself by killing 24 Sin Alma gang members. Take any of the available vehicles and head straight for the objective.



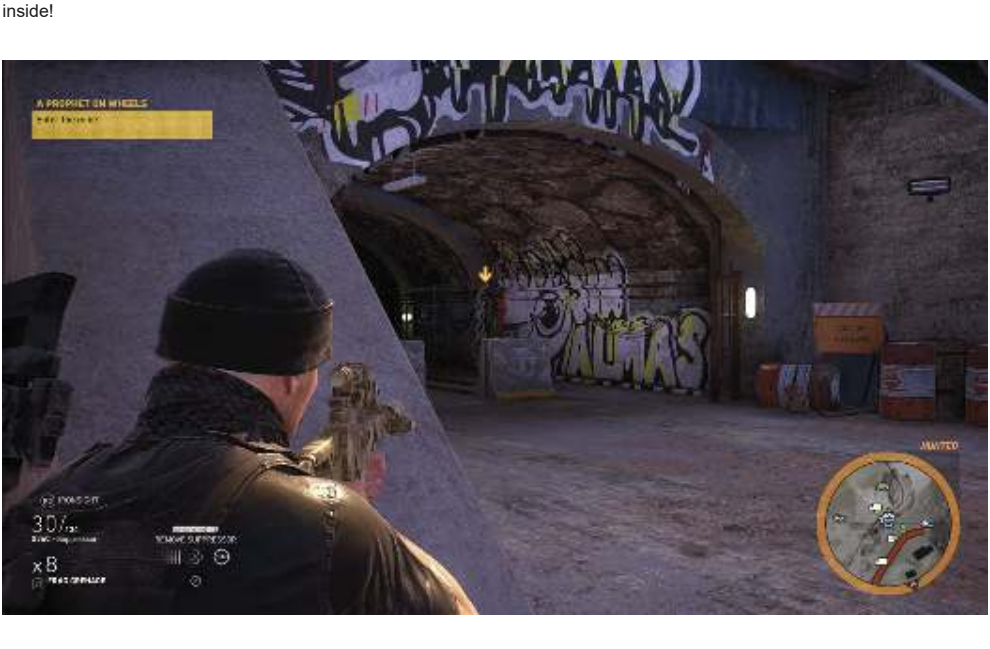
Enter from the hill to the south side, get prone, and prepare to call in a mortar strike to dispose of all the enemies taking apart in what looks to be some kind of training exercise.

MONSTER TRUCK MADNESS!

Looking to have a little fun? Drive a monster truck into the enemies. While this isn't the most effective way of dealing with them, it does provide a bit of fun!

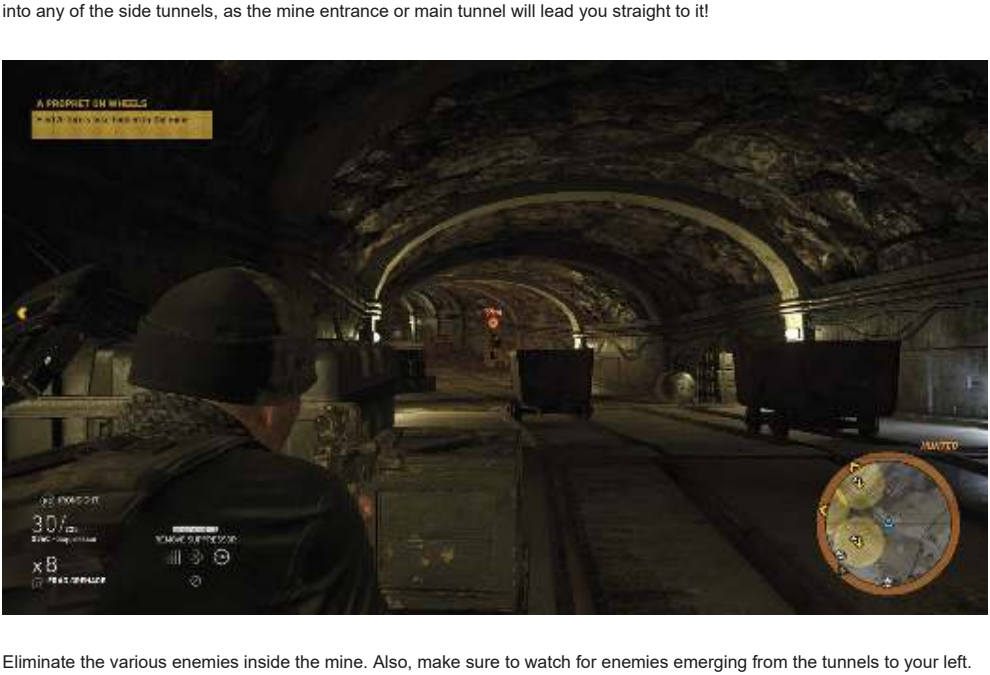
ENTER THE MINE

After killing off the gang members, enter into the mine. Stay behind cover while doing so, as there are more gang members inside!



FIND ARTURO'S BIKE HIDDEN INSIDE THE MINE

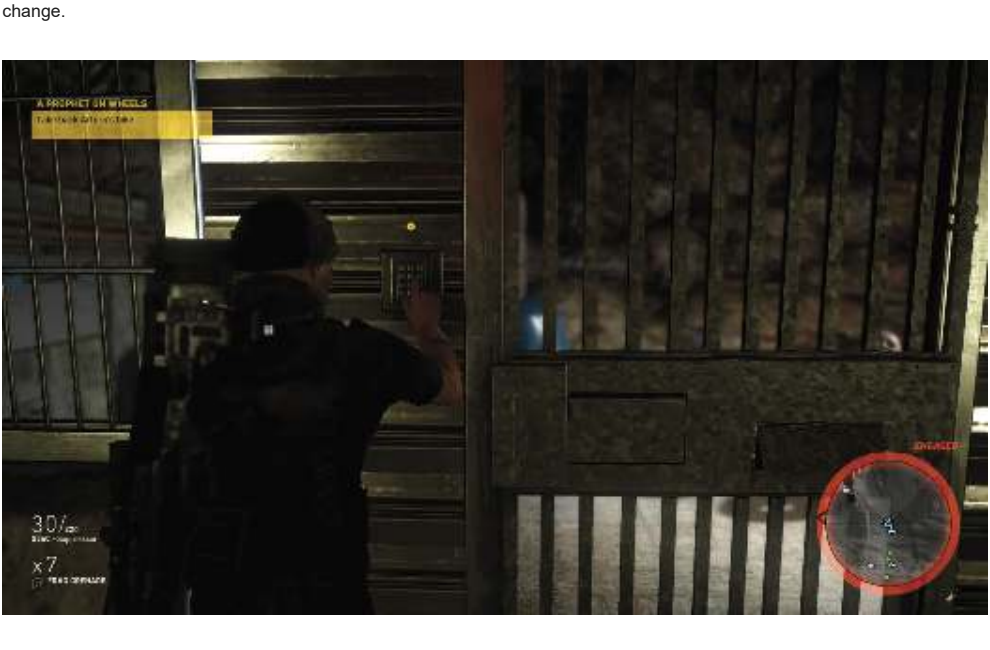
Proceed to the back end of the mine toward the furthest of the four possible bike locations on the map. No need to venture into any of the side tunnels, as the mine entrance or main tunnel will lead you straight to it!



Eliminate the various enemies inside the mine. Also, make sure to watch for enemies emerging from the tunnels to your left.

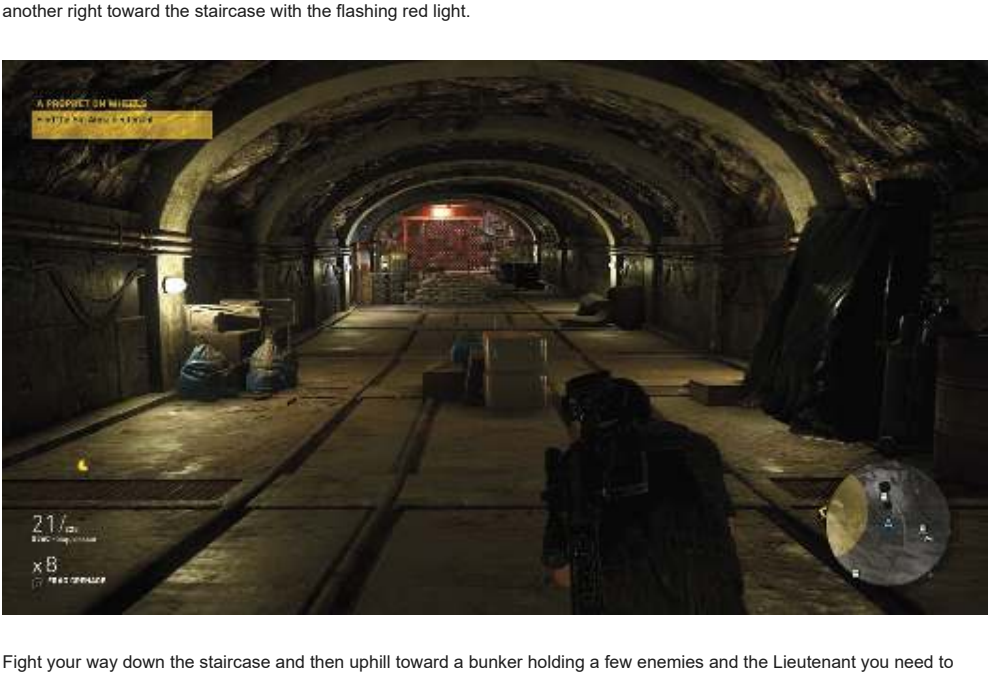
TAKE BACK ARTURO'S BIKE

Attempt to enter the pin into the keypad that is blocking the door to Arturo's bike. After a failed attempt, your objective will change.



FIND THE SIN ALMA LIEUTENANT

After your failed attempt, turn around toward the mine exit and head down the tunnel to your right. Follow it to its end and take another right toward the staircase with the flashing red light.



Fight your way down the staircase and then uphill toward a bunker holding a few enemies and the Lieutenant you need to interrogate.

INTERROGATE THE SIN ALMA LIEUTENANT

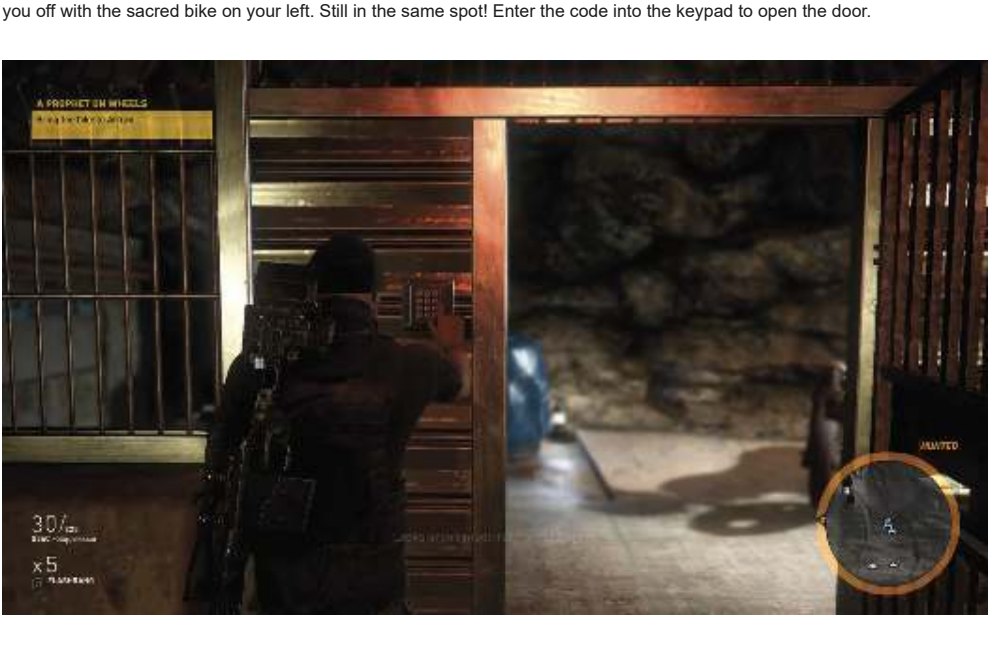
Either sneak up on the lieutenant or toss a flash bang at his feet to stun him allowing for an easy grab without the threat of him shooting! In the room to the north of the indoors bunker, look for a Drugnov (SVD) Sniper Rifle. Be sure to pick it up on your way out!

CHECK YOUR SIX!

Make sure you pick off any nearby enemies, as you will be completely vulnerable to enemy fire during the interrogation.

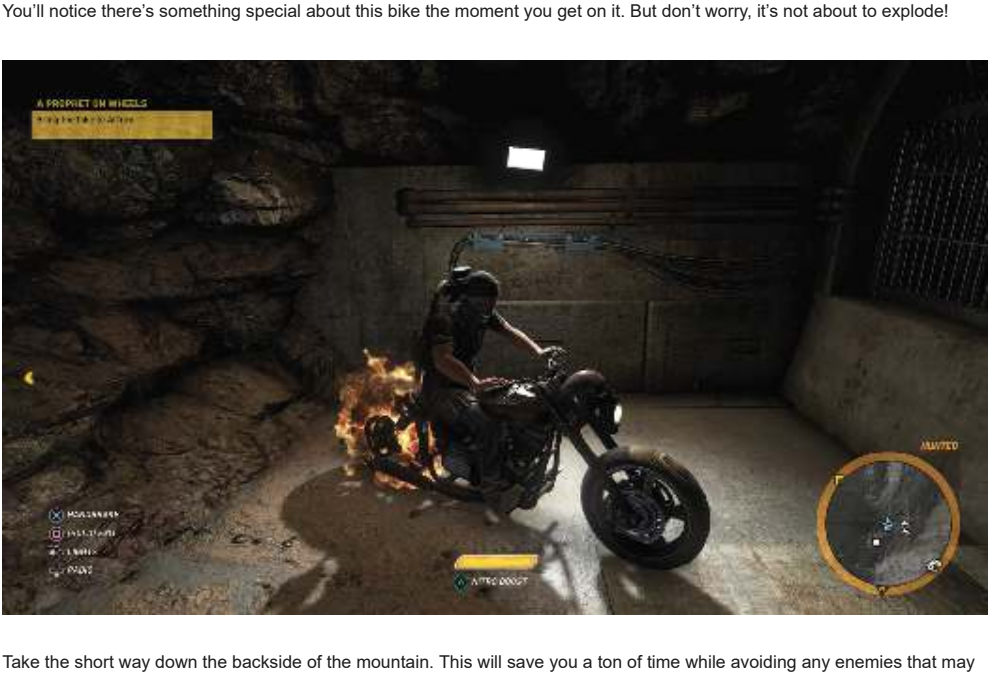
TAKE BACK ARTURO'S BIKE

Head back up the staircase. Take the first left down the tunnel you first used to head toward the stairs. This tunnel will drop you off with the sacred bike on your left. Still in the same spot! Enter the code into the keypad to open the door.



BRING THE BIKE TO ARTURO

You'll notice there's something special about this bike the moment you get on it. But don't worry, it's not about to explode!



Take the short way down the backside of the mountain. This will save you a ton of time while avoiding any enemies that may try to stop you on the road. Drive into the base where it all began to complete the mission!

TRUCK OFF AND DIE

Description: Arturo is anxious that his trucks are protected. They must contain something of real value. Don't let Unidad ruin his plans. Try to find out what those plans are!

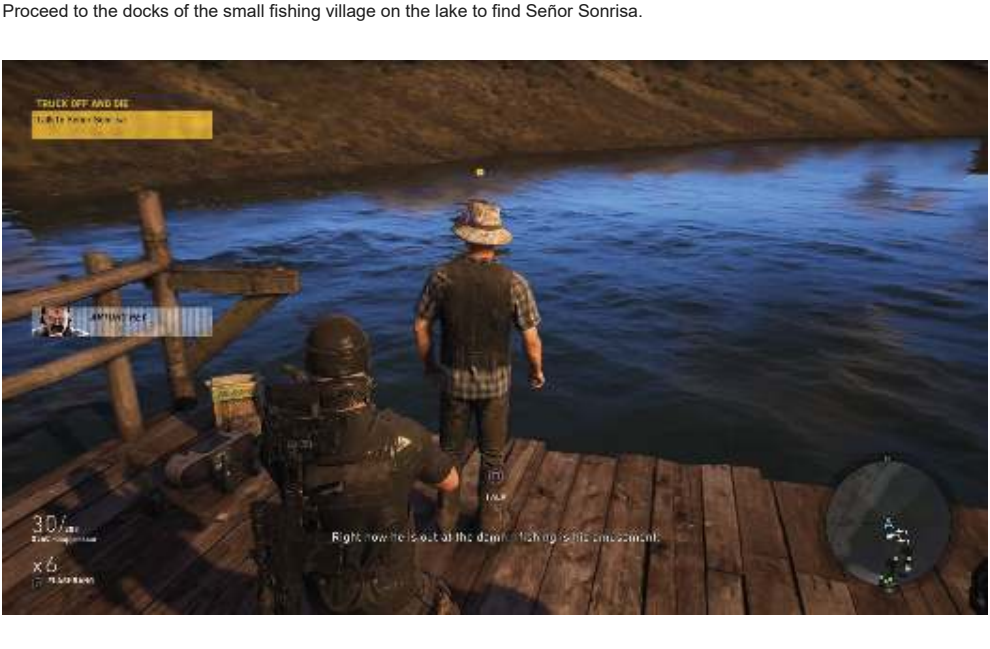
Reward: 750 XP, 426 Gang Followers

REACH THE LAKE

Head toward the starting point near the lake to begin this mission.

FIND SEÑOR SONRISA

Proceed to the docks of the small fishing village on the lake to find Señor Sonrisa.

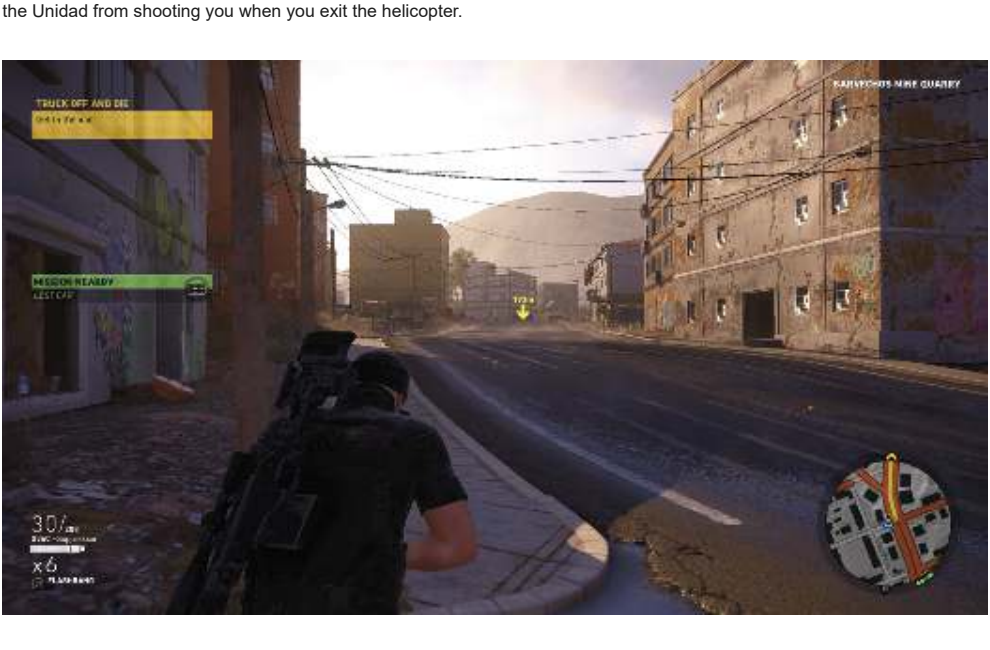


TALK TO SEÑOR SONRISA

Speak with Señor Sonrisa. This guy may start to look familiar by now. Are his facts about fish a metaphor?

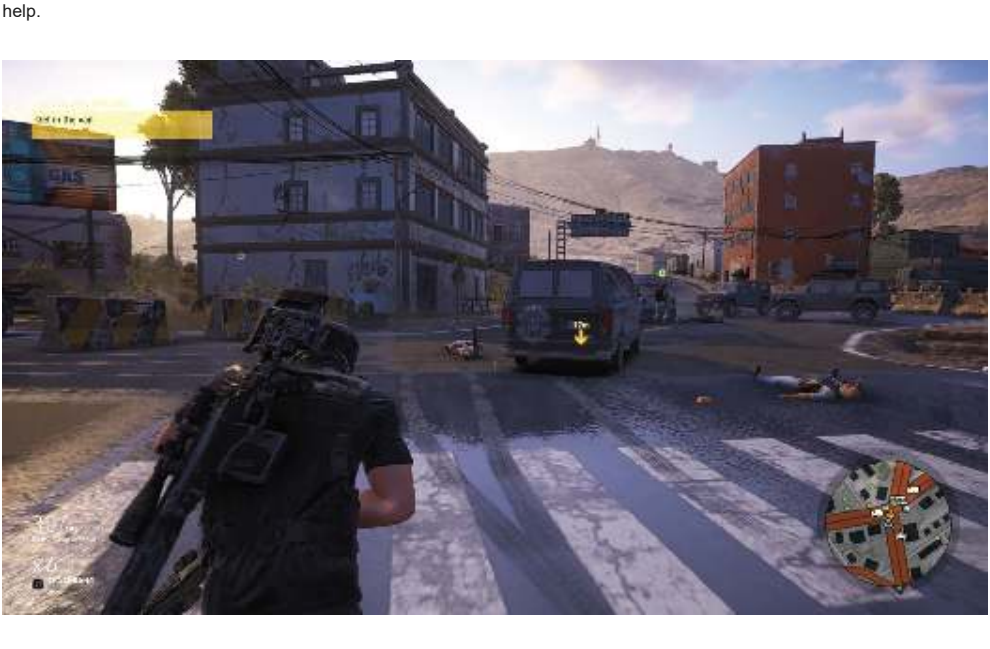
LOCATE THE UNIDAD AMBUSH

Enter the nearby helicopter and head north to the ambush. Land the helicopter a short distance from the ambush to prevent the Unidad from shooting you when you exit the helicopter.



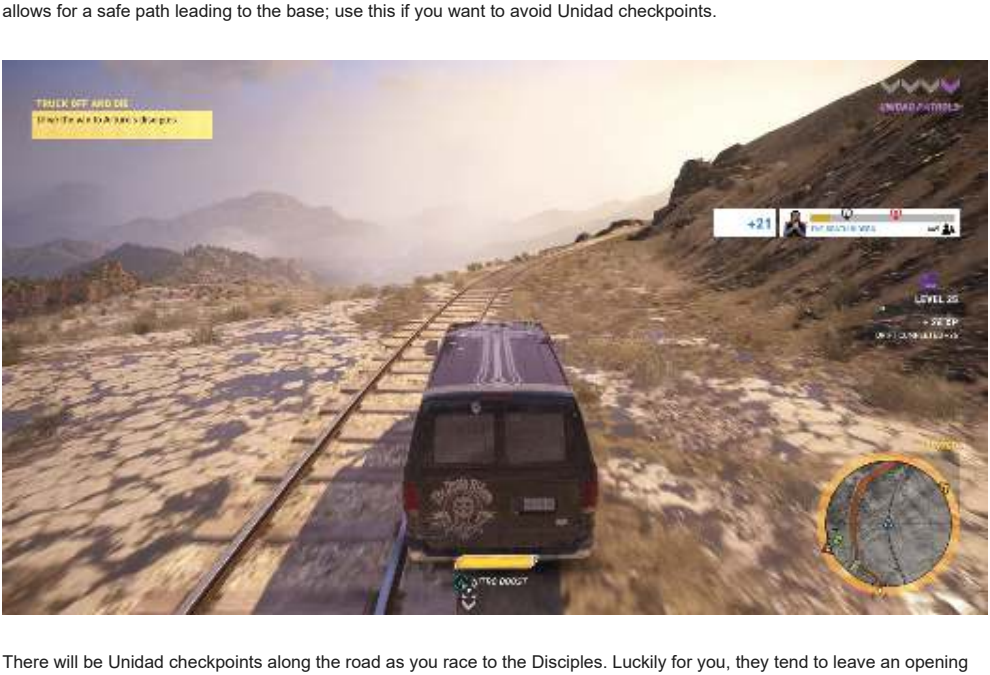
GET IN THE VAN

A single van has survived the ambush. Defeat the remaining Unidad and call for support from Santa Blanca if you need help.



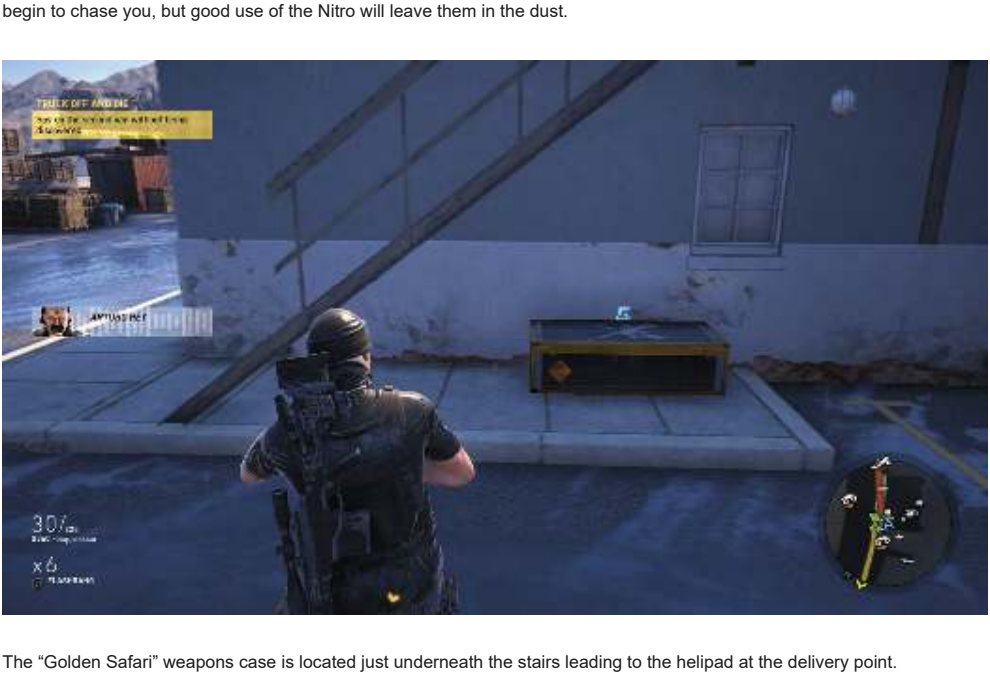
DRIVE THE VAN TO ARTURO'S' DISCIPLES

Get in the van and hit the gas! Head south out of the intersection and follow the GPS to the waypoint. A nearby train track allows for a safe path leading to the base; use this if you want to avoid Unidad checkpoints.



There will be Unidad checkpoints along the road as you race to the Disciples. Luckily for you, they tend to leave an opening right in the center of the road for you to drive through!

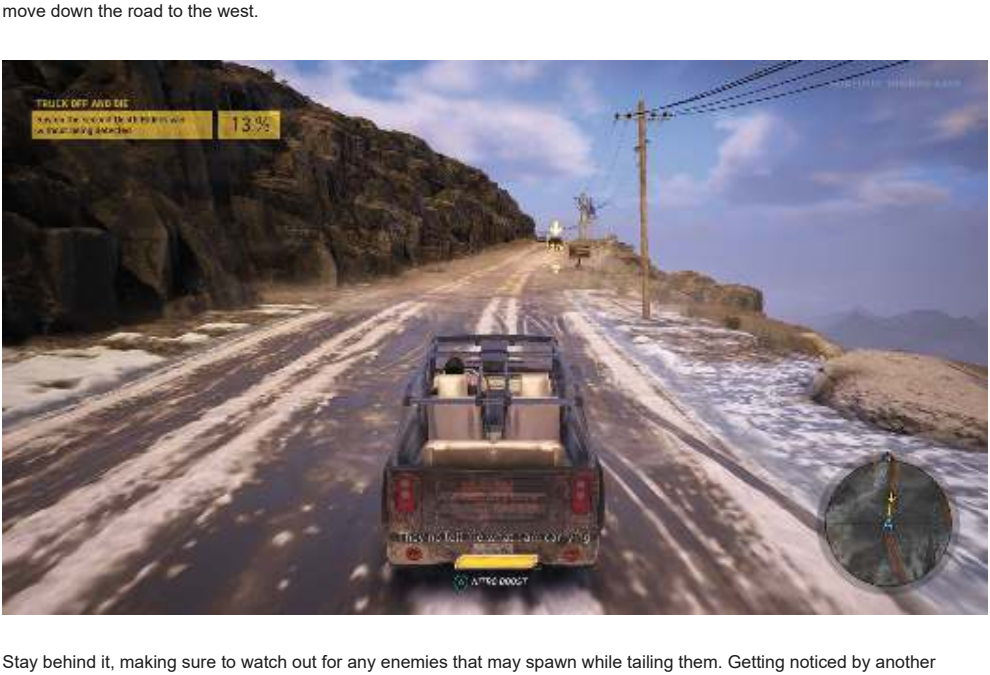
Use the Nitro Boost on longer stretches of road and immediately after turns to maintain your maximum speed. Helicopters will begin to chase you, but good use of the Nitro will leave them in the dust.



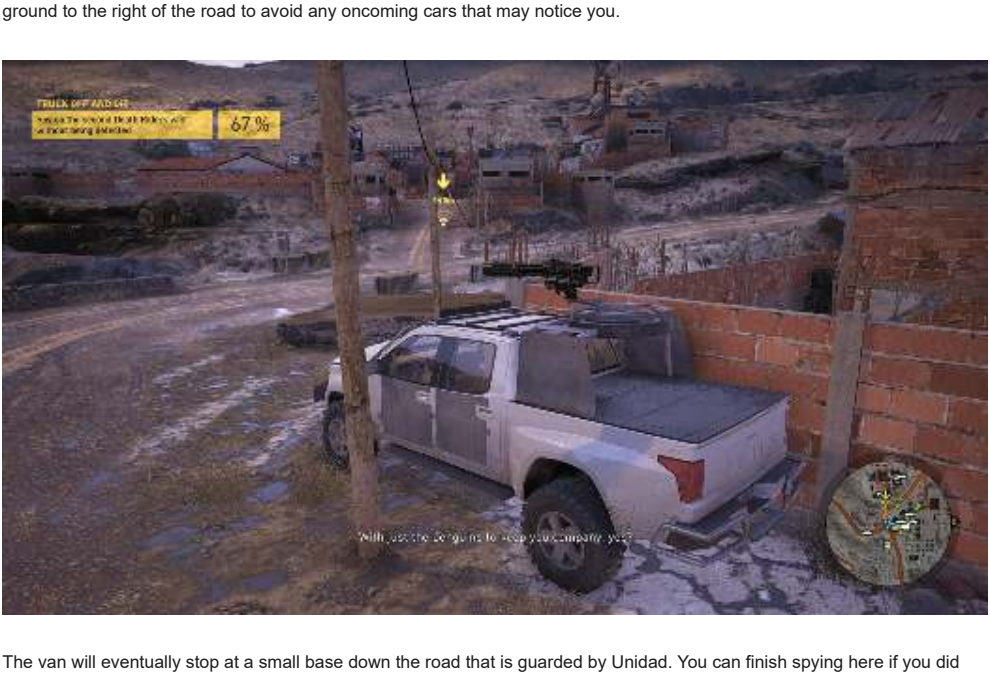
The "Golden Safari" weapons case is located just underneath the stairs leading to the helipad at the delivery point.

SPY ON THE SECOND VAN WITHOUT BEING DETECTED

Take the helicopter from the drop off and proceed to the next objective. As you approach the objective, a second van will move down the road to the west.



Stay behind it, making sure to watch out for any enemies that may spawn while tailing them. Getting noticed by another enemy will disrupt the van and cause you to fail to mission. Do your best to achieve 100% of the transmission, using the low ground to the right of the road to avoid any oncoming cars that may notice you.



The van will eventually stop at a small base down the road that is guarded by Unidad. You can finish spying here if you did not complete the objective on the road.

Make sure to eliminate any nearby enemies before finishing the spying in the base, as they will quickly spot you causing you to fail the mission. The moment you reach 100% on the meter, the mission will end.

WORD OF THE PROPHET

Description: Arturo is a dangerous man. We need to know what his apocalyptic plan is. Bug the shrines on the route of his pilgrimage and find out what this nut is up to.

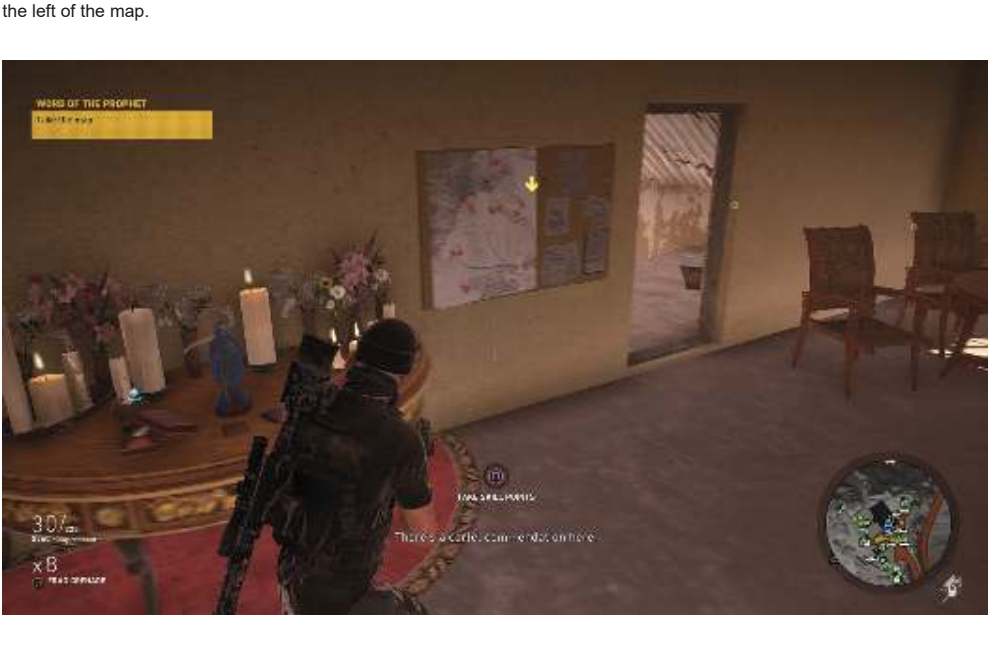
Reward: 750 XP, 426 Gang Followers

REACH THE MISSION LOCATION

Go to the mission marker up on the snowy mountaintop.

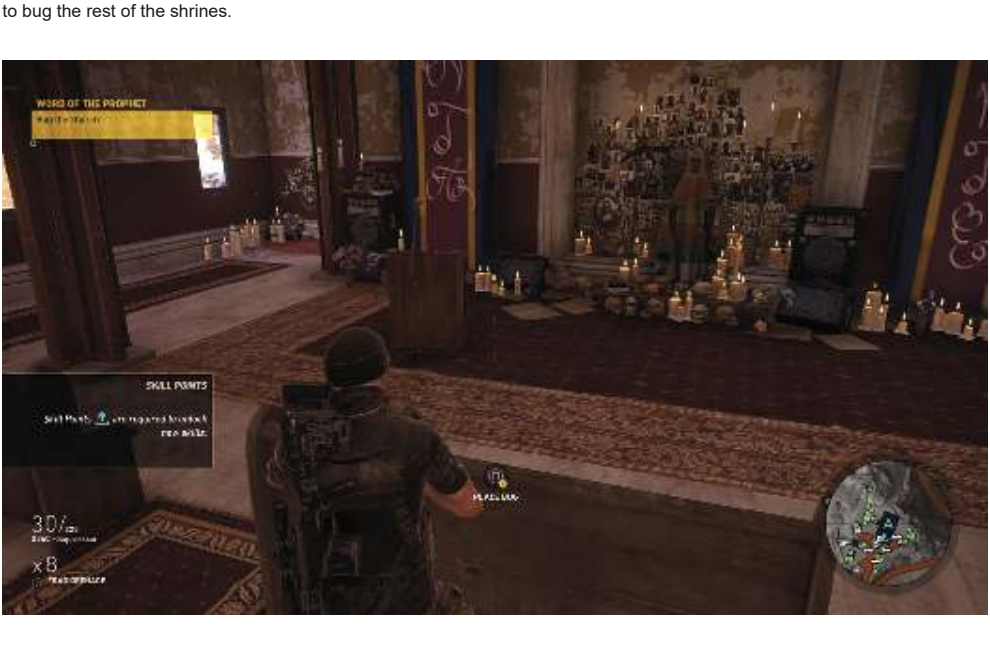
FIND INFORMATION ABOUT ARTURO'S PILGRIMAGE

Travel up the winding road until you reach the Death Riders' "chapel." Once inside, go to the top floor to find a map. Use the action button to investigate the map, quickly taking pictures of the shrine locations. Don't miss the skill point on the table to the left of the map.



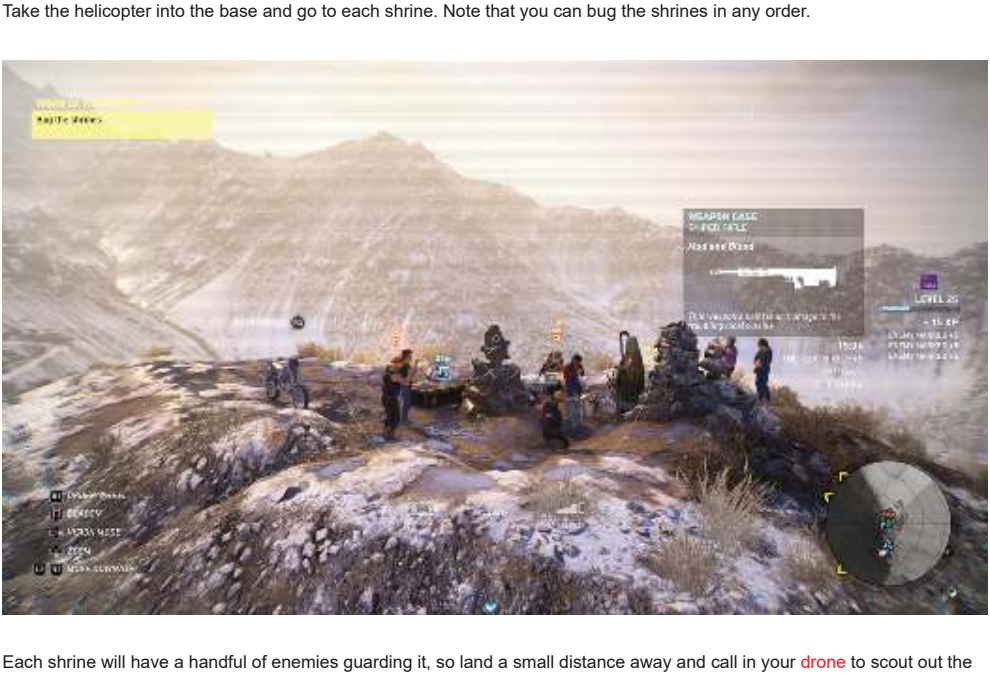
BUG THE CHURCH

Exit the small map room and go to the back part of the center bench in the first row downstairs. Place the bug and get ready to bug the rest of the shrines.



BUG THE SHRINES

Take the helicopter into the base and go to each shrine. Note that you can bug the shrines in any order.



Each shrine will have a handful of enemies guarding it, so land a small distance away and call in your drone to scout out the enemies in the area.

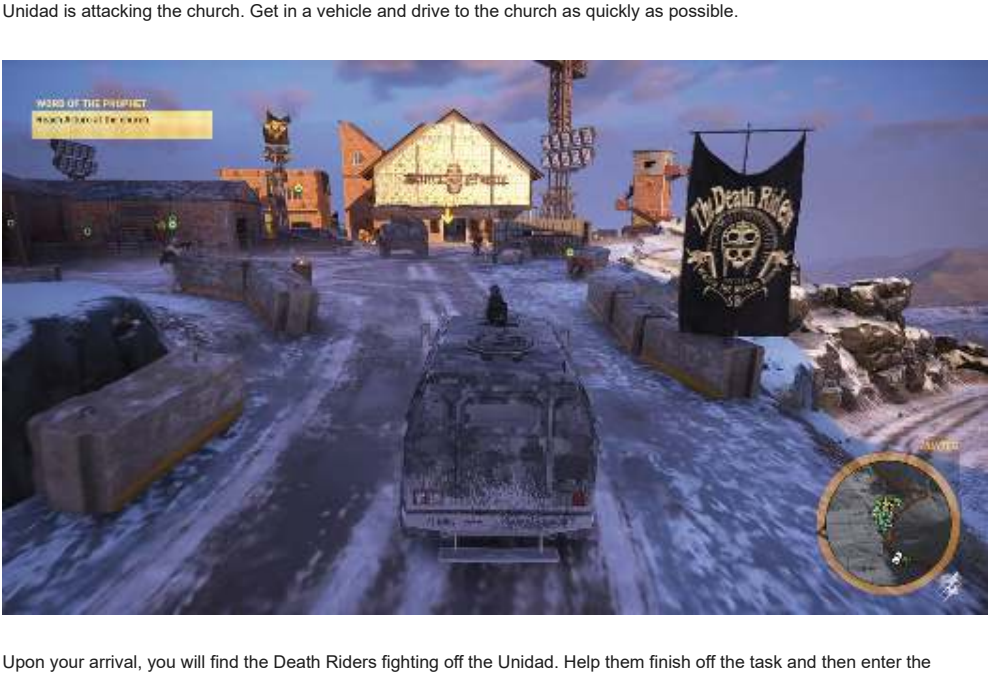
CIVILIAN KILLED!

TIP

The shrines will likely have civilians nearby, so utilize precision shooting to take down the enemies without killing civilians. Killing too many civilians or friendly units will result in a mission failure!

REACH ARTURO AT THE CHURCH

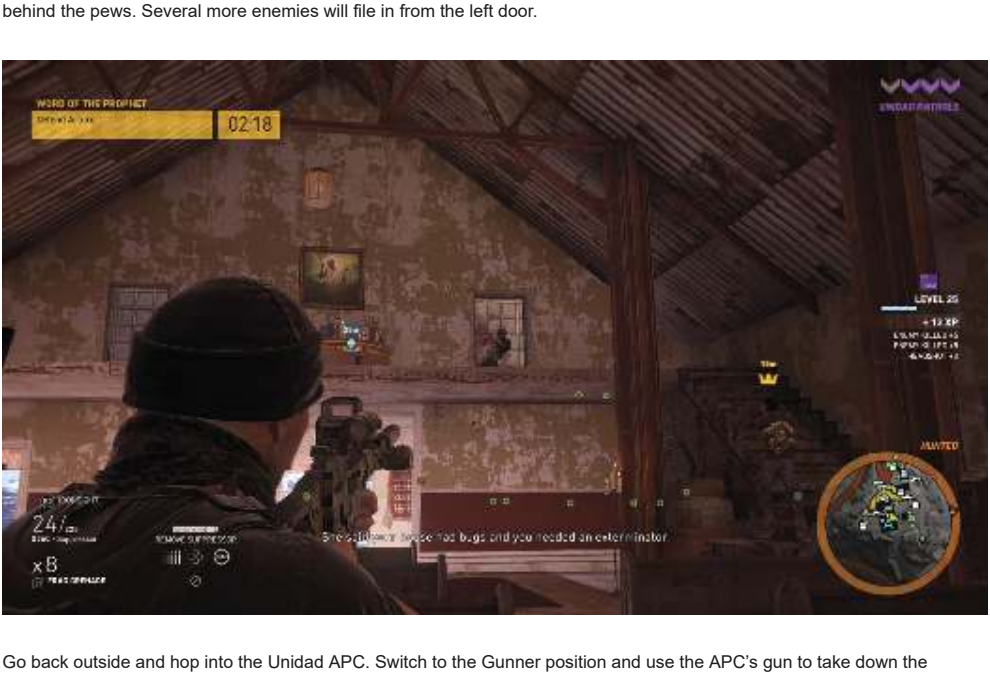
Unidad is attacking the church. Get in a vehicle and drive to the church as quickly as possible.



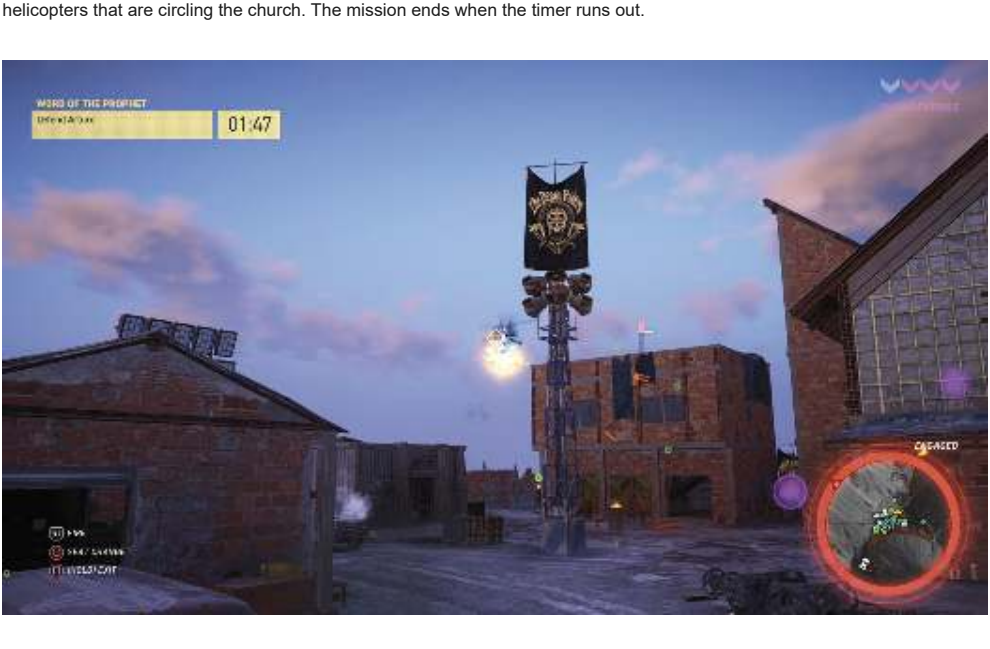
Upon your arrival, you will find the Death Riders fighting off the Unidad. Help them finish off the task and then enter the church to speak with Arturo.

DEFEND ARTURO

Once you enter the church and near Arturo, a 2:30 timer will start. Defeat the Unidad on the second floor and take cover behind the pews. Several more enemies will file in from the left door.



Go back outside and hop into the Unidad APC. Switch to the Gunner position and use the APC's gun to take down the helicopters that are circling the church. The mission ends when the timer runs out.



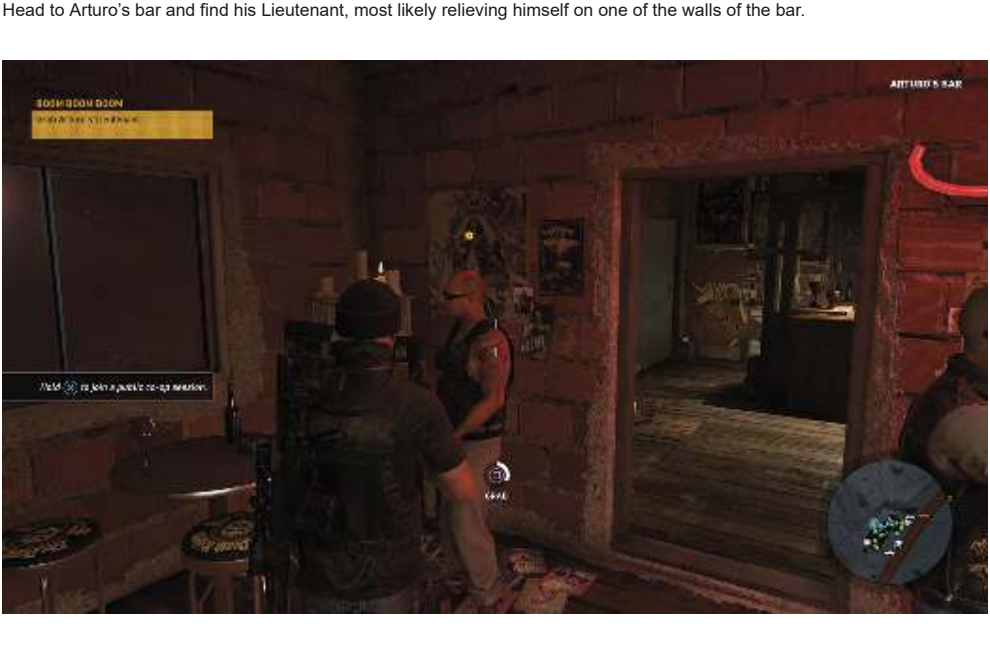
BOOM BOOM BOOM

Description: Find those bombs, stop this massacre, and then worry about Arturo. Remember: We need him talking about his courier work before shuffling off his mortal coil.

Reward: 750 XP, 426 Gang Followers

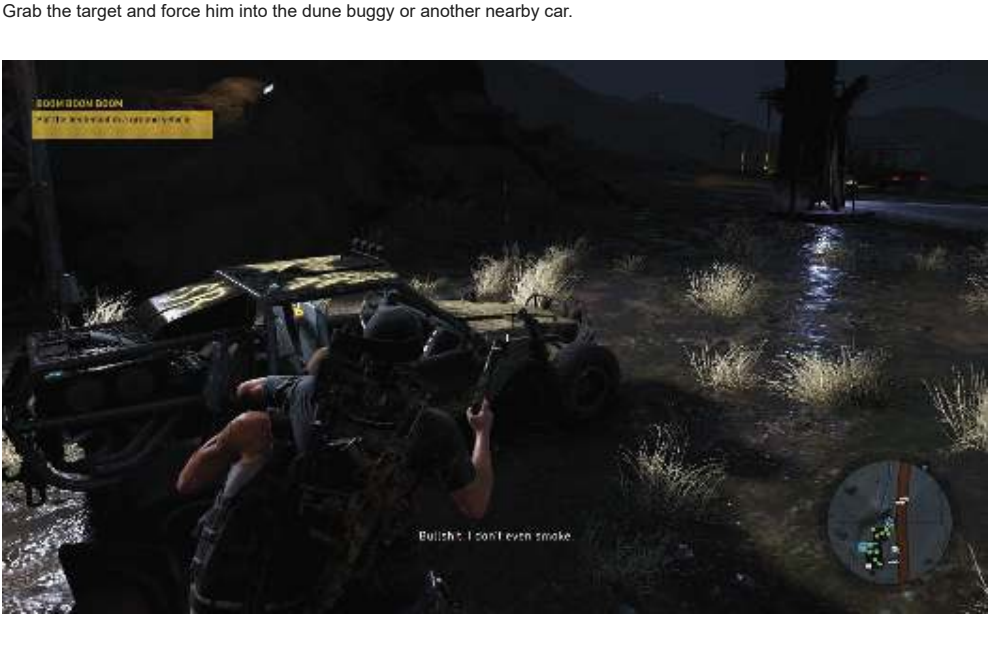
GRAB ARTURO'S LIEUTENANT

Head to Arturo's bar and find his Lieutenant, most likely relieving himself on one of the walls of the bar.



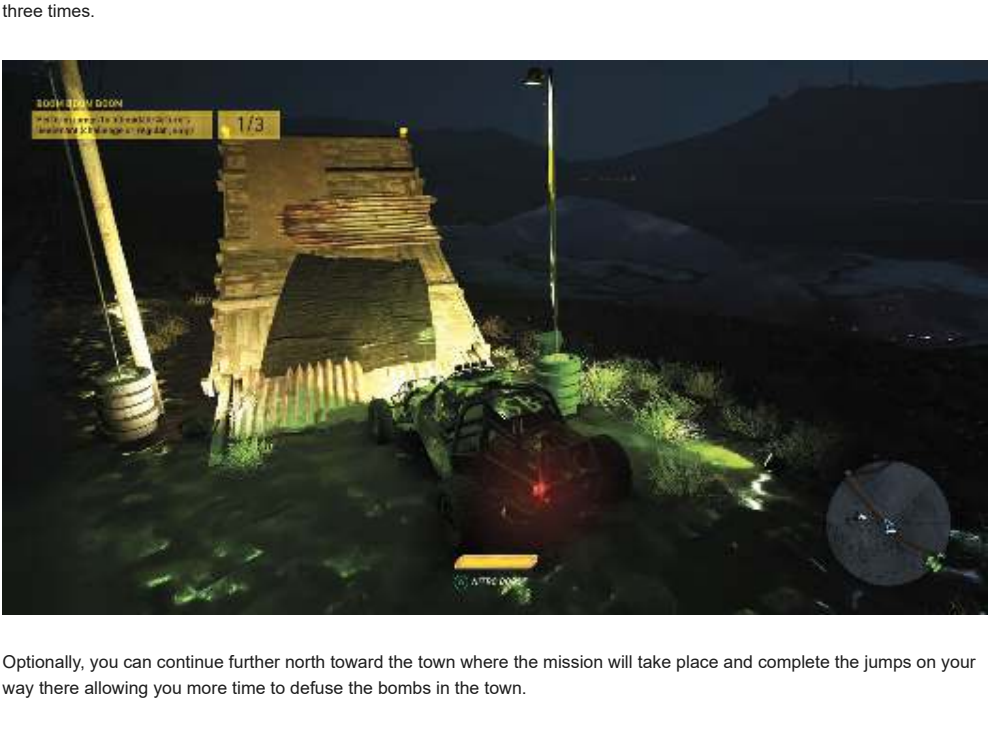
PUT THE LIEUTENANT IN A GROUND VEHICLE

Grab the target and force him into the dune buggy or another nearby car.



PERFORM JUMPS TO INTIMIDATE ARTURO'S LIEUTENANT (CHALLENGE OR REGULAR JUMPS) (3)

Proceed north down the road to find a challenge jump just a short distance away. Drive off the jump and repeat this process three times.

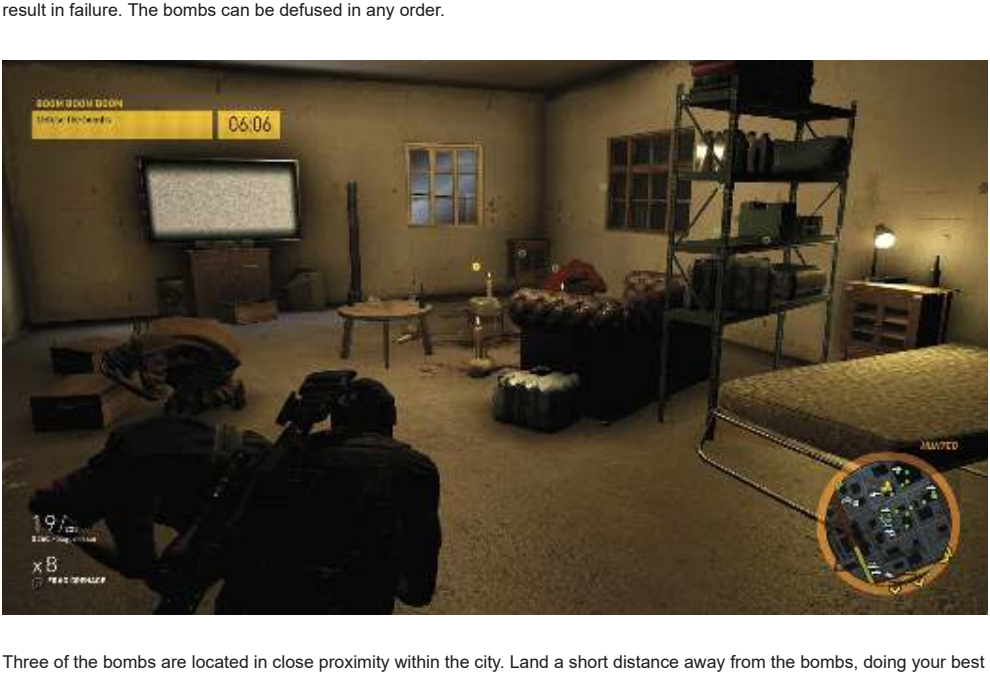


Optionally, you can continue further north toward the town where the mission will take place and complete the jumps on your way there allowing you more time to defuse the bombs in the town.

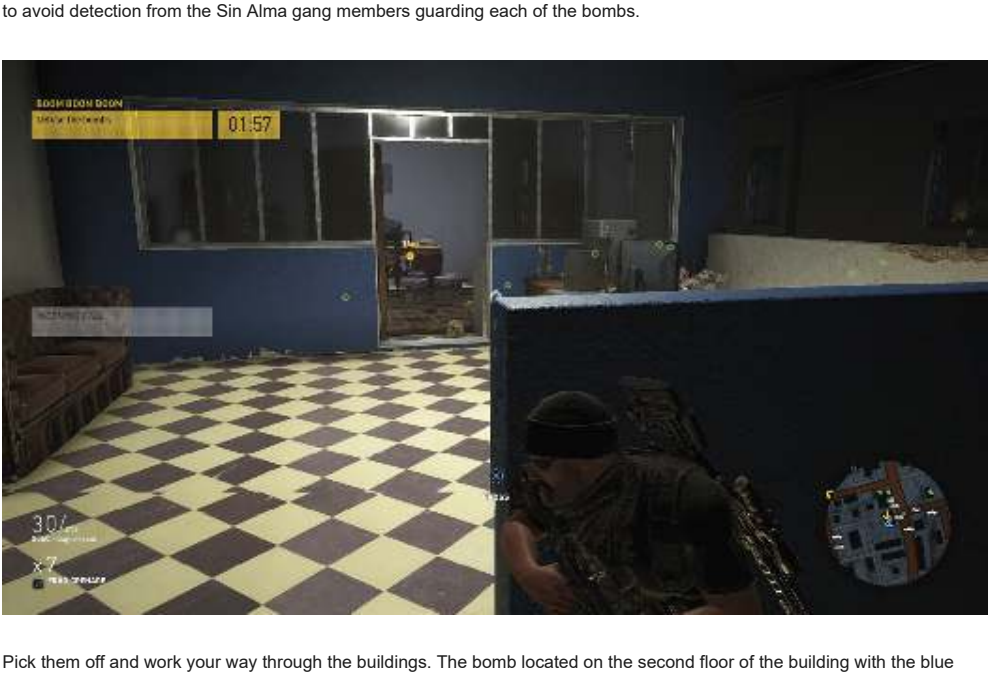
DEFUSE THE BOMBS

After completing the jumps, the lieutenant will give up Arturo's plan. Leave the car and call for a helicopter (using your support skills) and then fly over to the town with the four bombs.

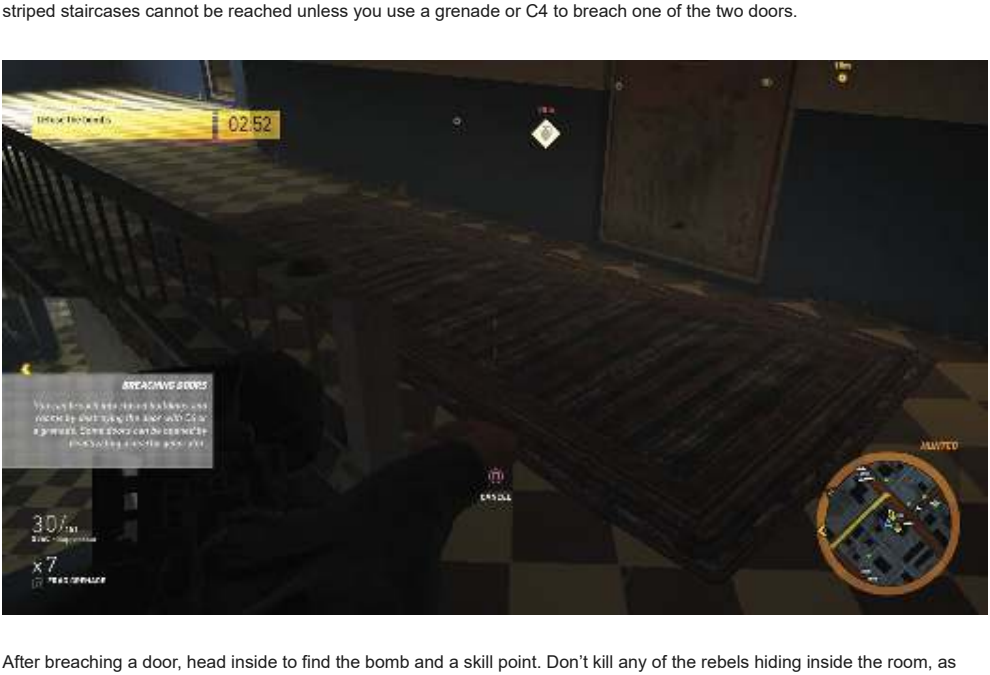
A 10-minute timer begins after the completion of the third jump. Failure to diffuse all four bombs by the end of the timer will result in failure. The bombs can be defused in any order.



Three of the bombs are located in close proximity within the city. Land a short distance away from the bombs, doing your best to avoid detection from the Sin Alma gang members guarding each of the bombs.

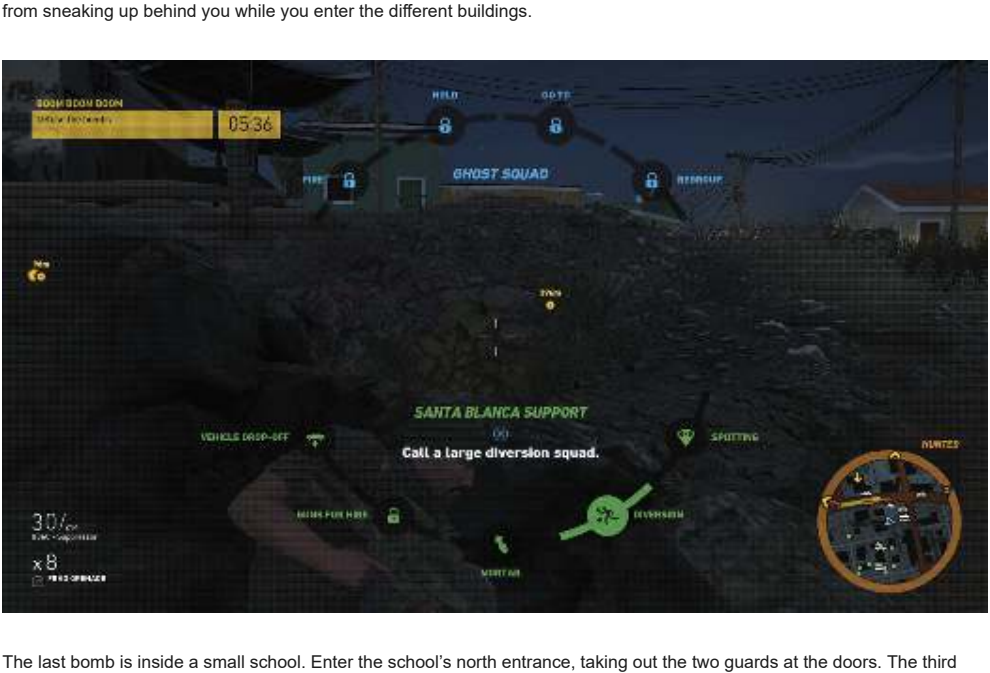


Pick them off and work your way through the buildings. The bomb located on the second floor of the building with the blue striped staircases cannot be reached unless you use a grenade or C4 to breach one of the two doors.

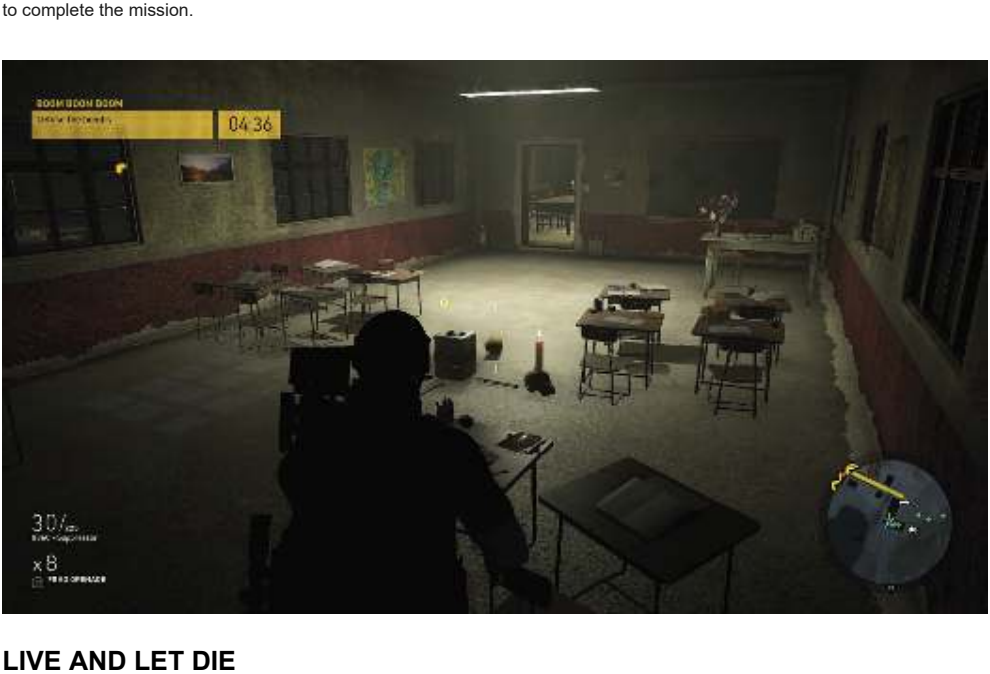


After breaching a door, head inside to find the bomb and a skill point. Don't kill any of the rebels hiding inside the room, as doing so will result in failure.

Call in distractions when possible to help distract the enemy while you diffuse the bombs. This tactic helps prevent enemies from sneaking up behind you while you enter the different buildings.



The last bomb is inside a small school. Enter the school's north entrance, taking out the two guards at the doors. The third enemy is patrolling inside the school, while the fourth enemy is standing guard outside the south doors. Diffuse all four bombs to complete the mission.



LIVE AND LET DIE

Description: Get Arturo's bike to him and keep listening to this madman. People reveal all kinds of secrets just before they die.

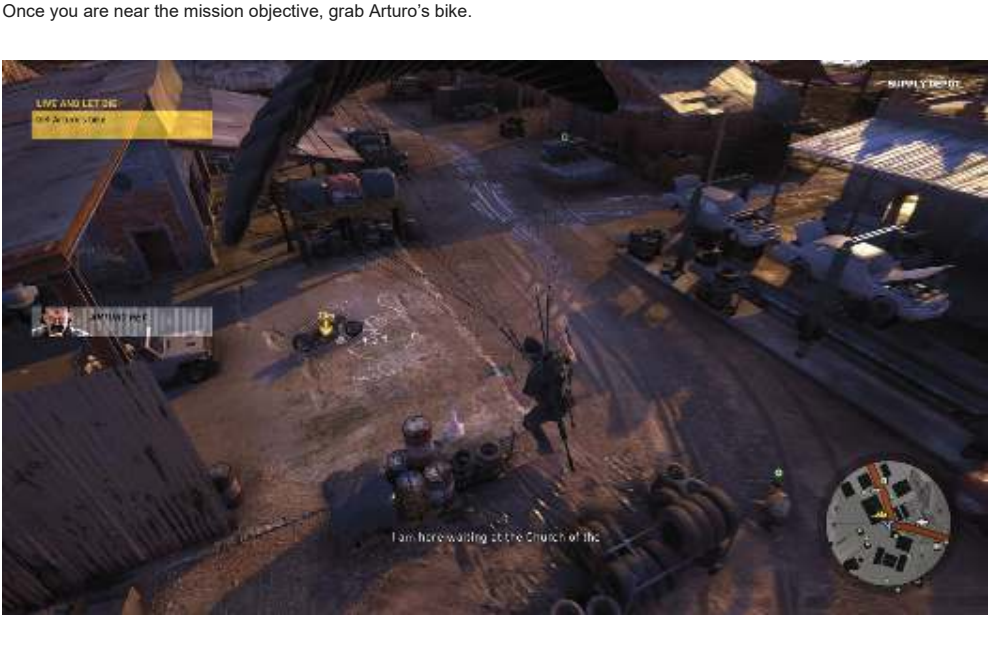
Reward: 1000 XP, 106 Gang followers

REACH THE MISSION LOCATION

Drive to the mission start point.

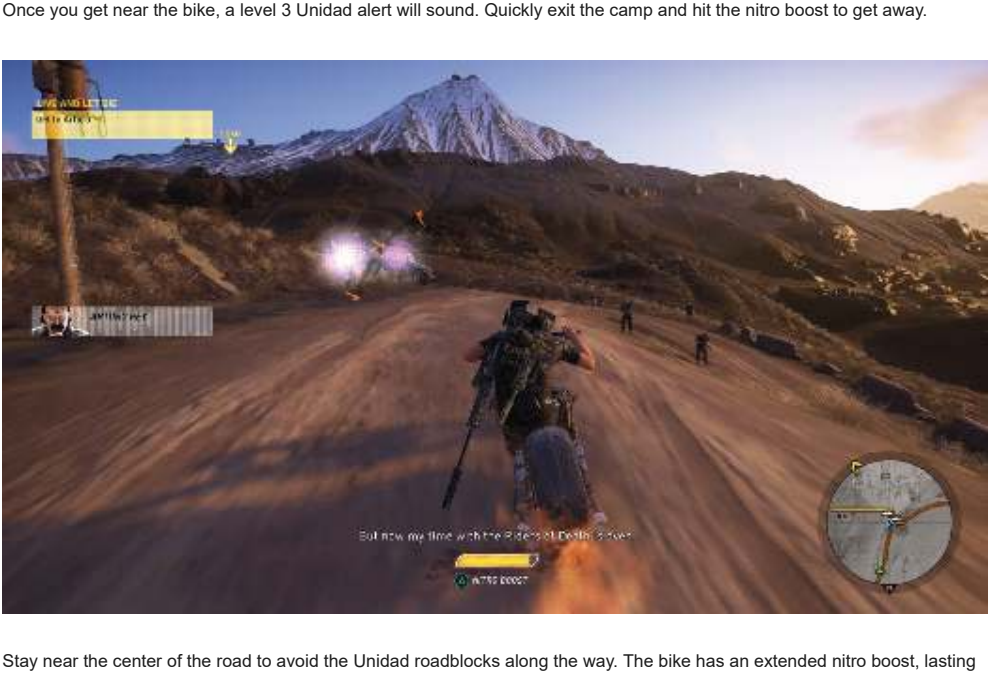
GET ARTURO'S BIKE

Once you are near the mission objective, grab Arturo's bike.

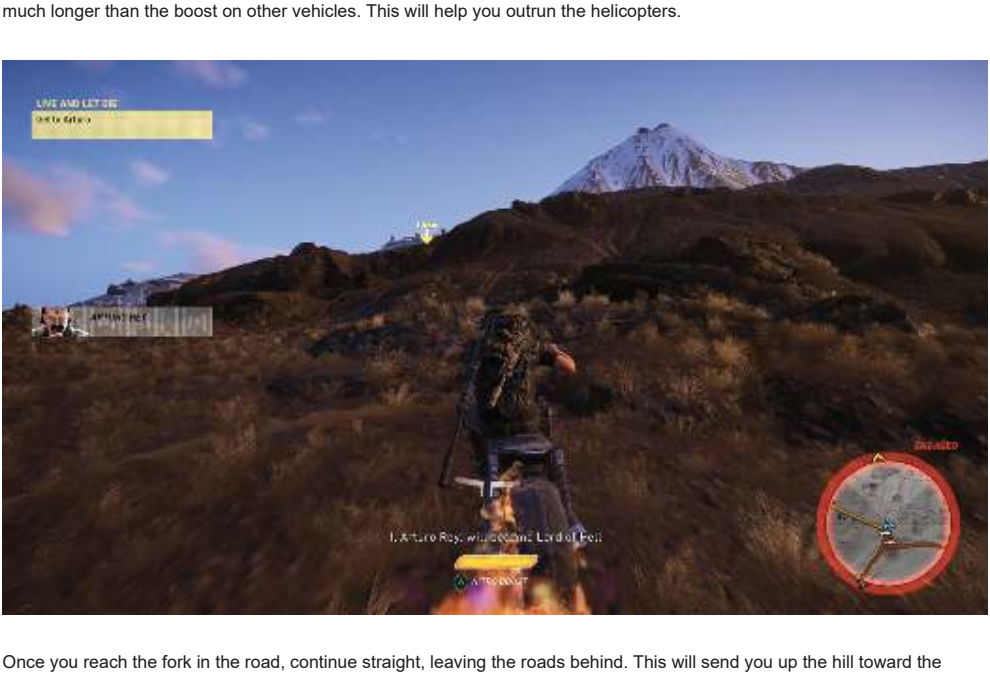


GET TO ARTURO

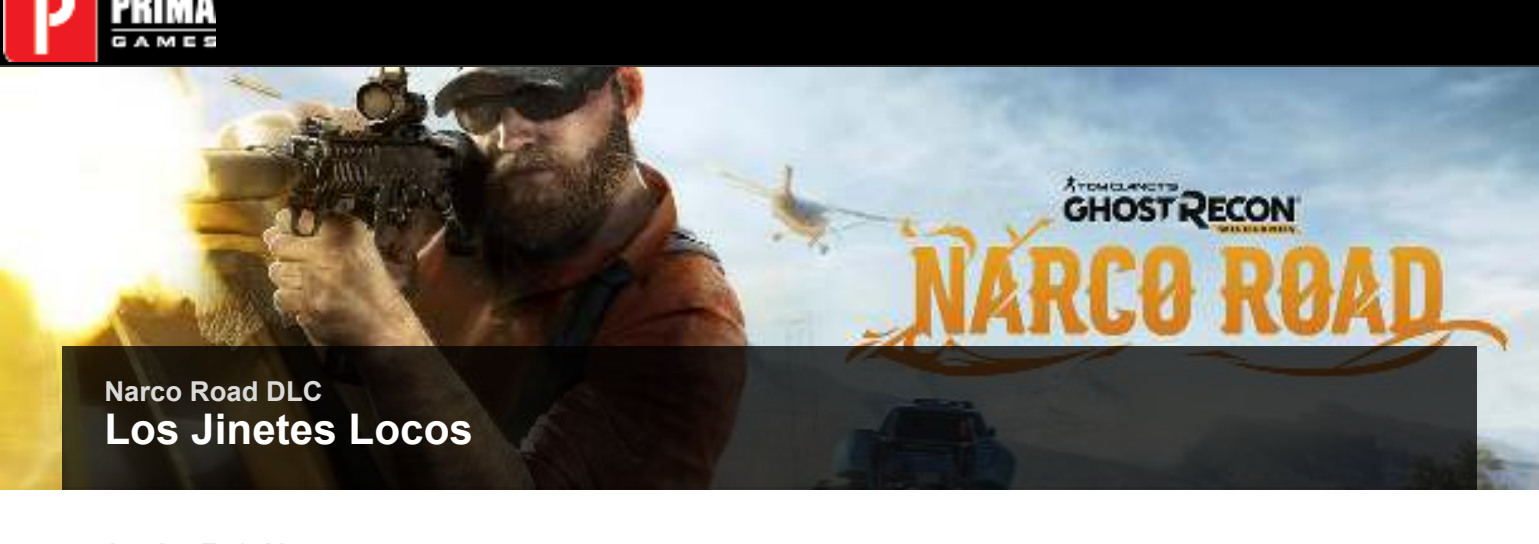
Once you get near the bike, a level 3 Unidad alert will sound. Quickly exit the camp and hit the nitro boost to get away.



Stay near the center of the road to avoid the Unidad roadblocks along the way. The bike has an extended nitro boost, lasting much longer than the boost on other vehicles. This will help you outrun the helicopters.



Once you reach the fork in the road, continue straight, leaving the roads behind. This will send you up the hill toward the objective and prevent any further encounters with the Unidad. As you approach the doors to the base, a cut-scene will trigger. The mission ends after the cut-scene.


TOM CLANCY'S GHOST RECON WILDLANDS
NARCO ROAD

Narco Road DLC

Los Jinetes Locos

Leader: Tonio Mateos

Leader Description: Leader of the Jinetes Locos, provider of fast vehicles.

Tonio Mateos is a tough-talking street hoodlum obsessed with cars and being a gangster. His gang provides vehicles and skilled drivers for Santa Blanca smuggling operations.

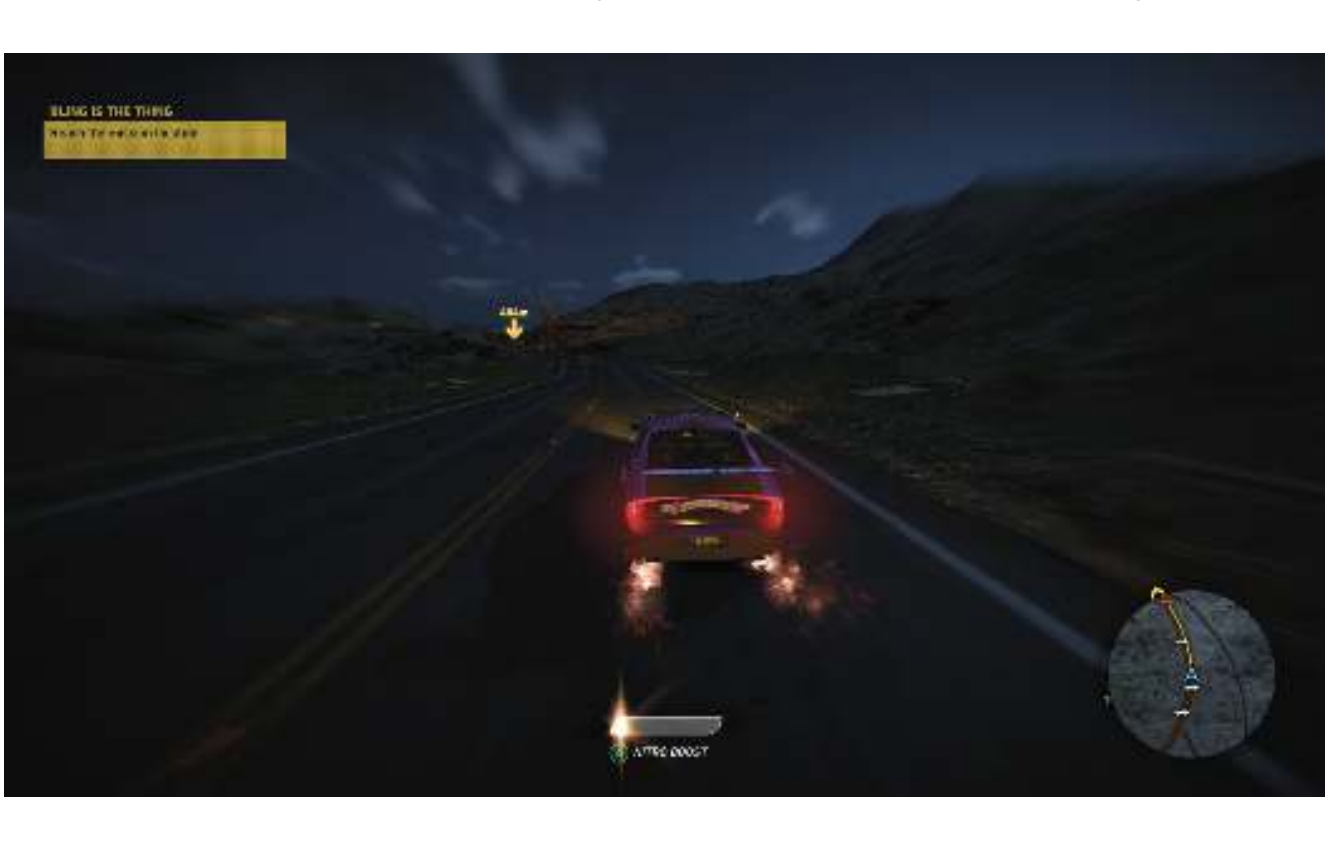
BLING IS THE THING

Description: Tonio Mateos enjoys style and performance. You must show him all your skills for him to even consider having you join his gang. So, put on your driving gloves and pay close attention. This gangster doesn't suffer fools.

Reward: 750 XP, 477 Gang Followers

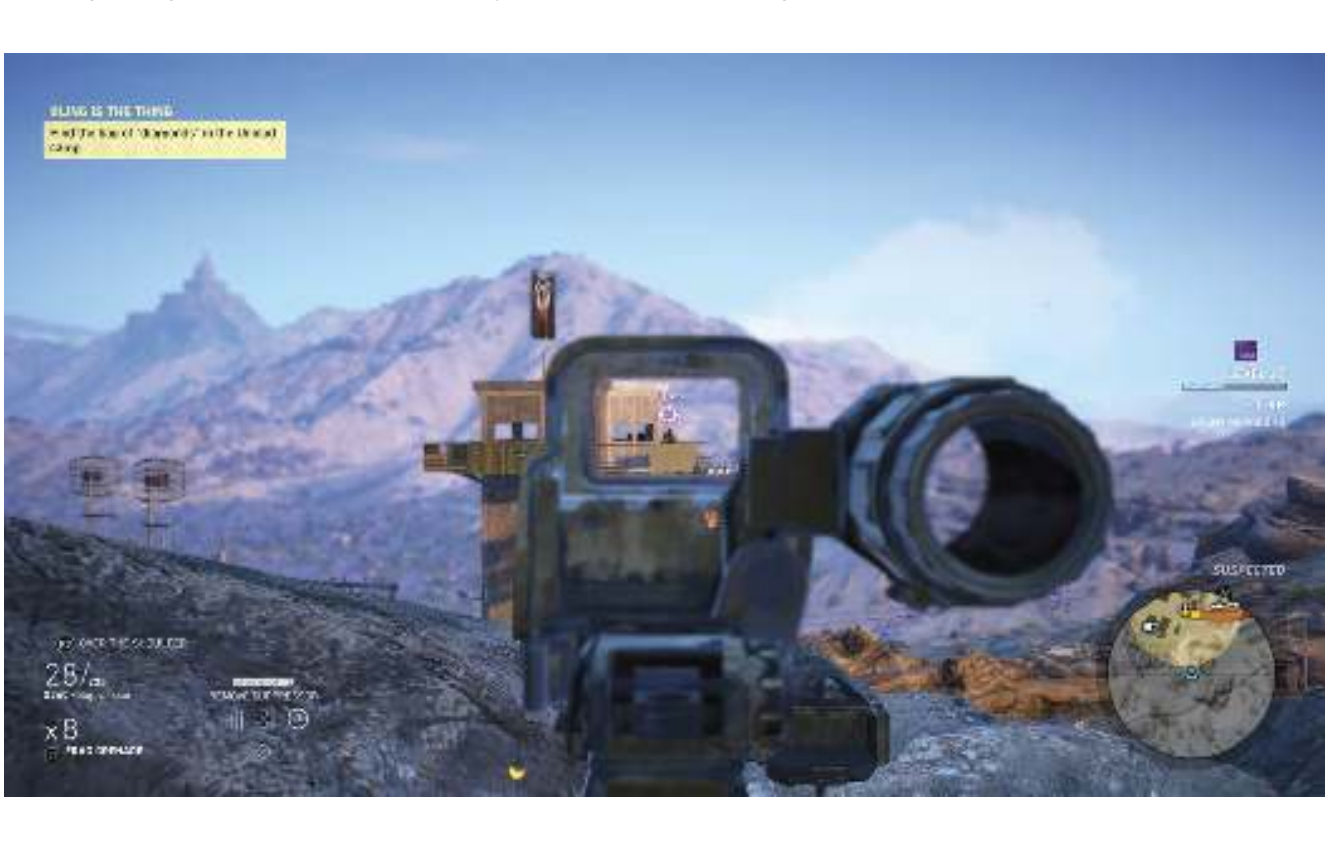
REACH THE MISSION LOCATION

Head for the Unidad Camp. Drive around the camp and get in a position on the hill to the south without being detected.

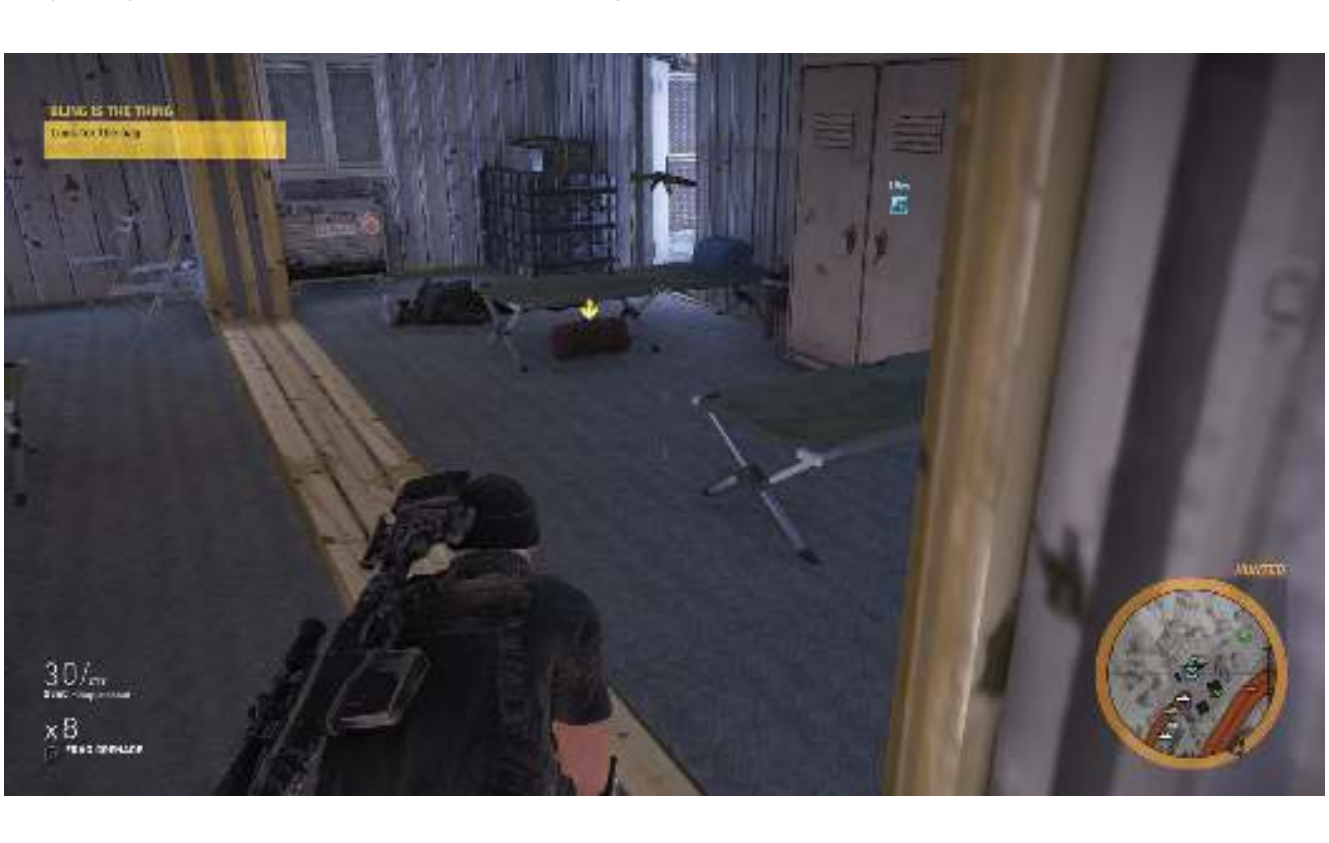


FIND THE BAG OF "DIAMONDS" IN THE UNIDAD CAMP

Clear out the camp from the safety of the hill. Start by disabling the alarm, dispose of the sniper in the tower, and pick off the Unidad guarding the west entrance. Keep an eye on the enemies patrolling in the base, too.

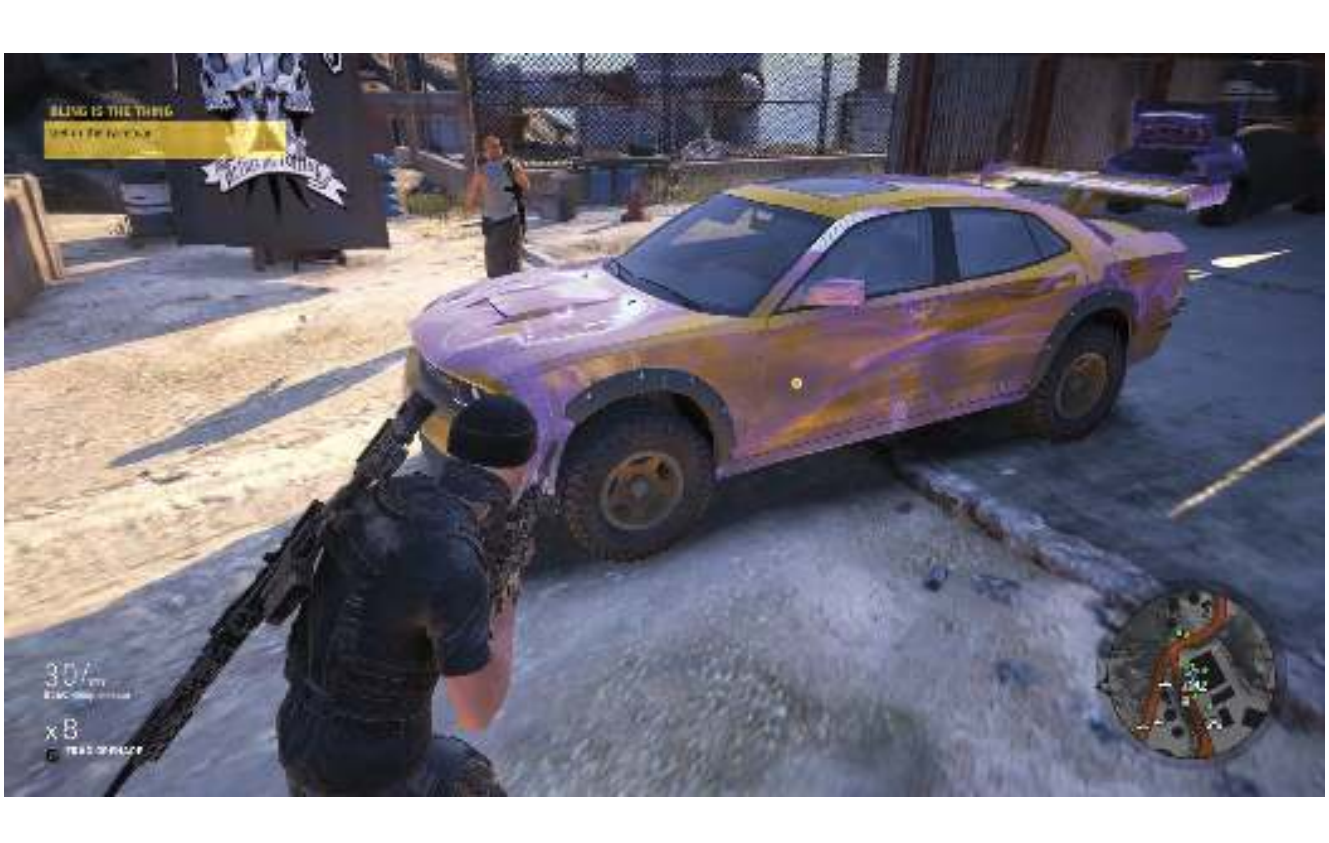


Once those enemies are down and the alarm is disabled, sneak in through the west entrance. Immediately go to the right and stay close to the wall on the south, which leads to three buildings. A weapons case sits in the first building on the west side and your objective will be under a cot in the middle building.



GET INTO THE RACE CAR

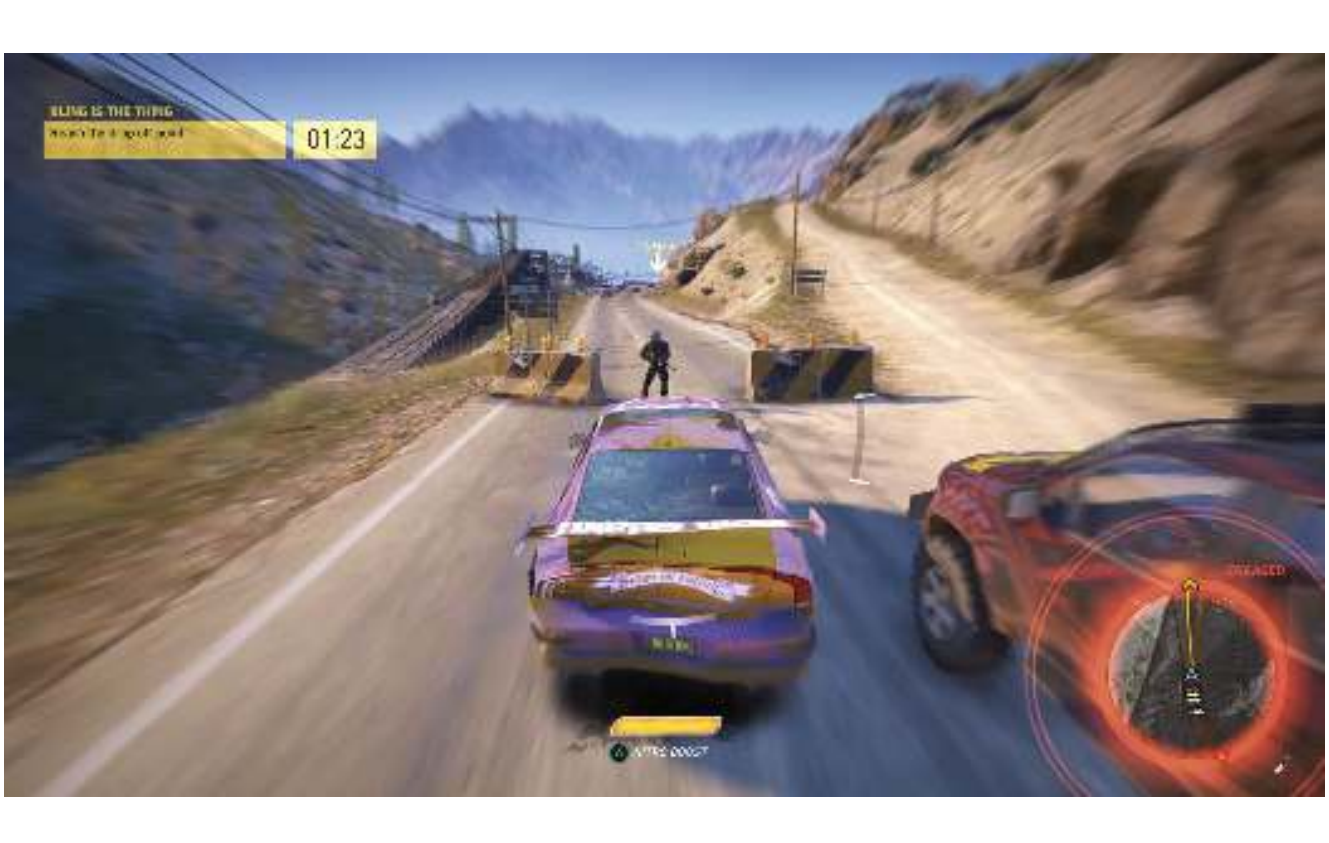
Move away from the Unidad base toward the next mission marker--a racecar. This vehicle is in a friendly area, so just enter the area and hop into the car.



REACH THE DROP OFF POINT 2:10

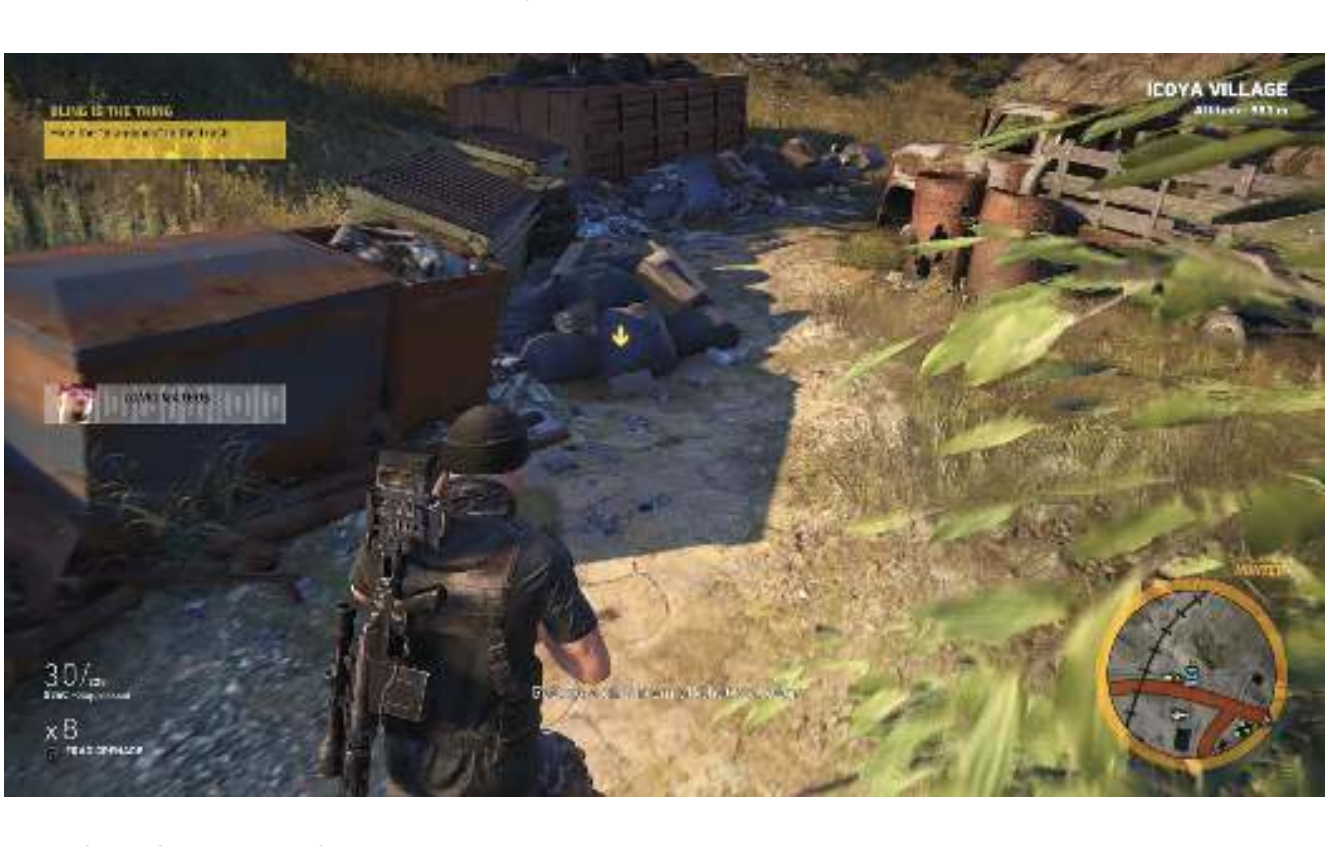
Once inside the car, get ready to nitro boost to the drop off. You may encounter a few Unidad checkpoints and scattered enemies along the road, but boost right through them. Because of the time limit, there is no time to fight.

Use the nitro boost after turning to quickly get back to top speed, then put the pedal to the medal on the long straight bits of road to reach the drop.



HIDE THE "DIAMONDS" IN THE TRASH

Once you reach the objective, the timer will stop. Hop out of the vehicle and place the "diamonds" into the pile of trash left near the dumpsters. With the "diamonds" placed, your mission is now complete.



ELECTRO AIR RACE

Description: For Tonio, status is everything. He believes his gang must have the best cars, bikes, and planes to remain on top. Get Tonio the plane he wants and you'll gain his trust for future operations.

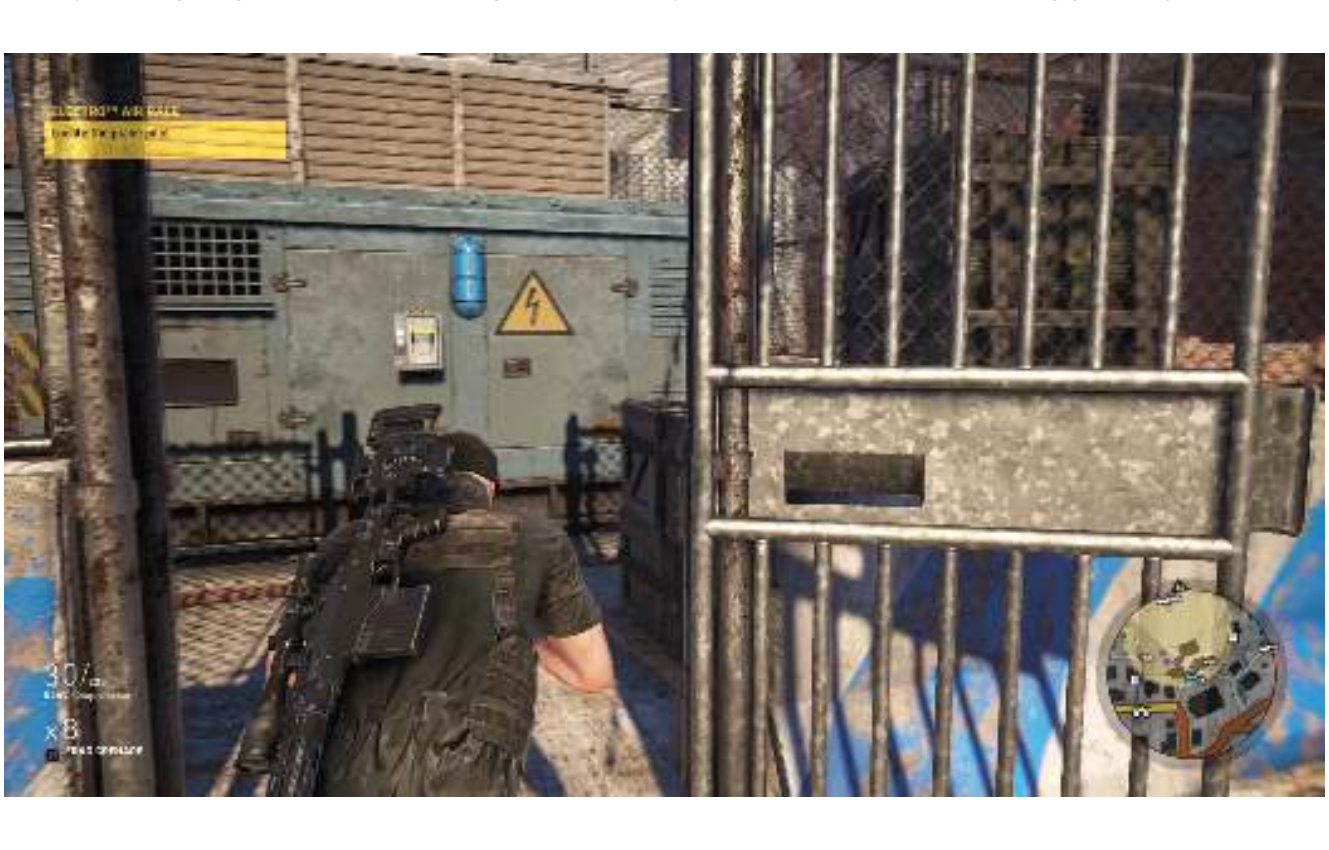
Reward: 750 XP, 454 Gang Followers

REACH THE MISSION LOCATION

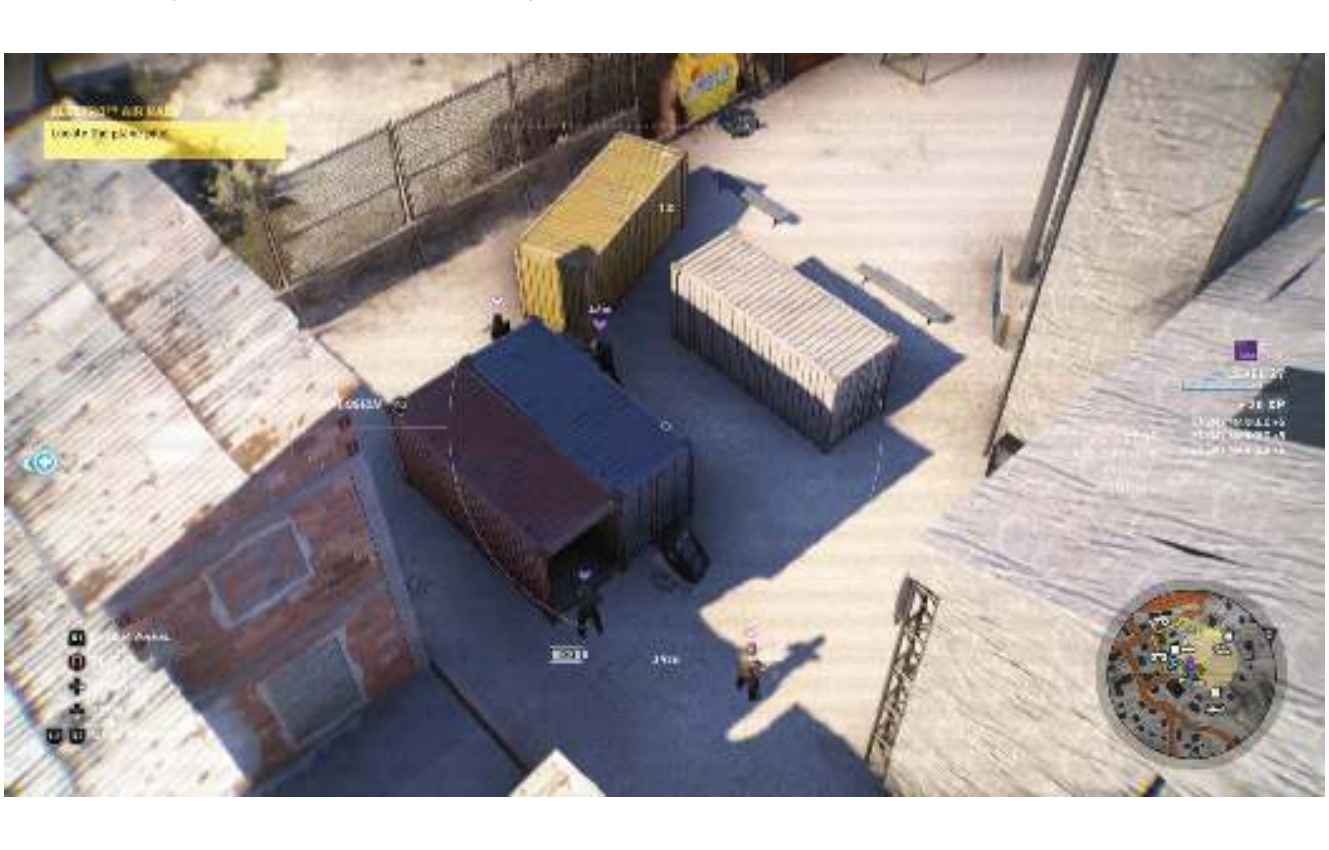
Head in from the south side of the mission location.

LOCATE THE PLANE'S PILOT

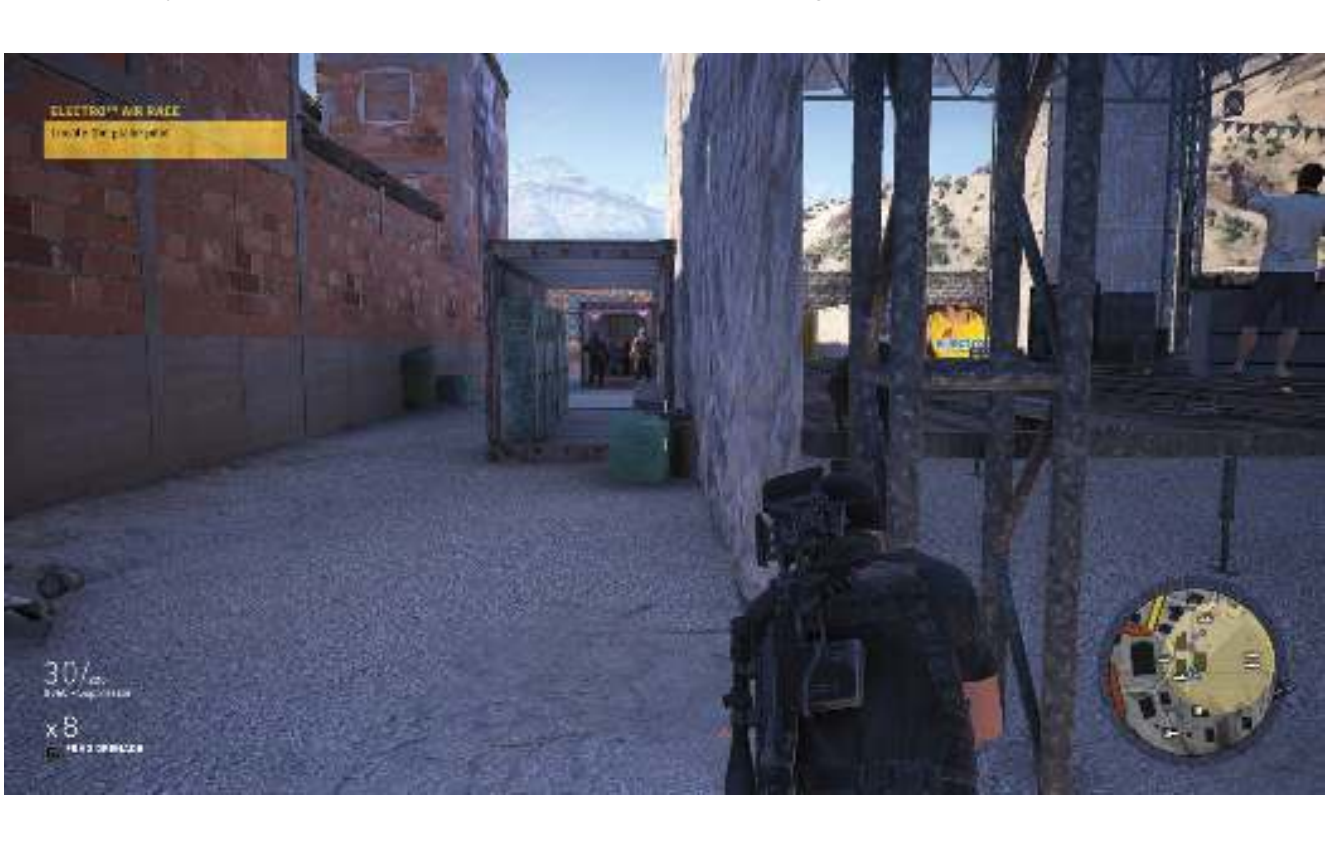
Start by disabling the generator behind the stage. This will help you on the off chance that something goes awry.



There are some Unidad guarding a few cargo containers on the west side of the stage. The Pilot is being held inside the red one; the opening faces to the east, toward the stage.



There are several Unidad guarding the pilot, so venture in from the north side to end up on the opposite side of the stage. Using the stage as your cover, you can get clean shots on each of the guards. You must quickly take down the two nearest the pilot, as they will notice their downed comrades. When the coast is clear, get the pilot

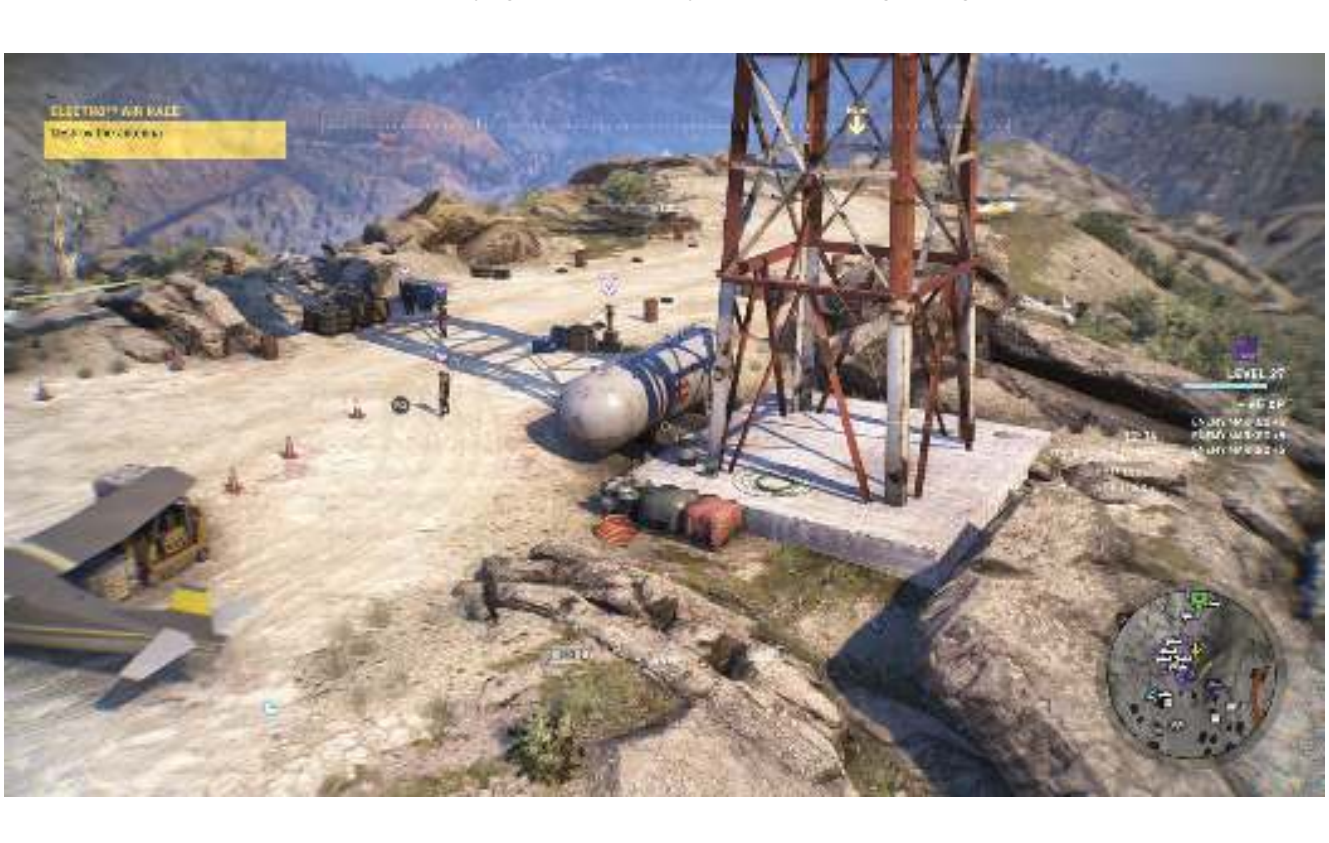


INTERROGATE THE PILOT

Enter the cargo container and interrogate the pilot.

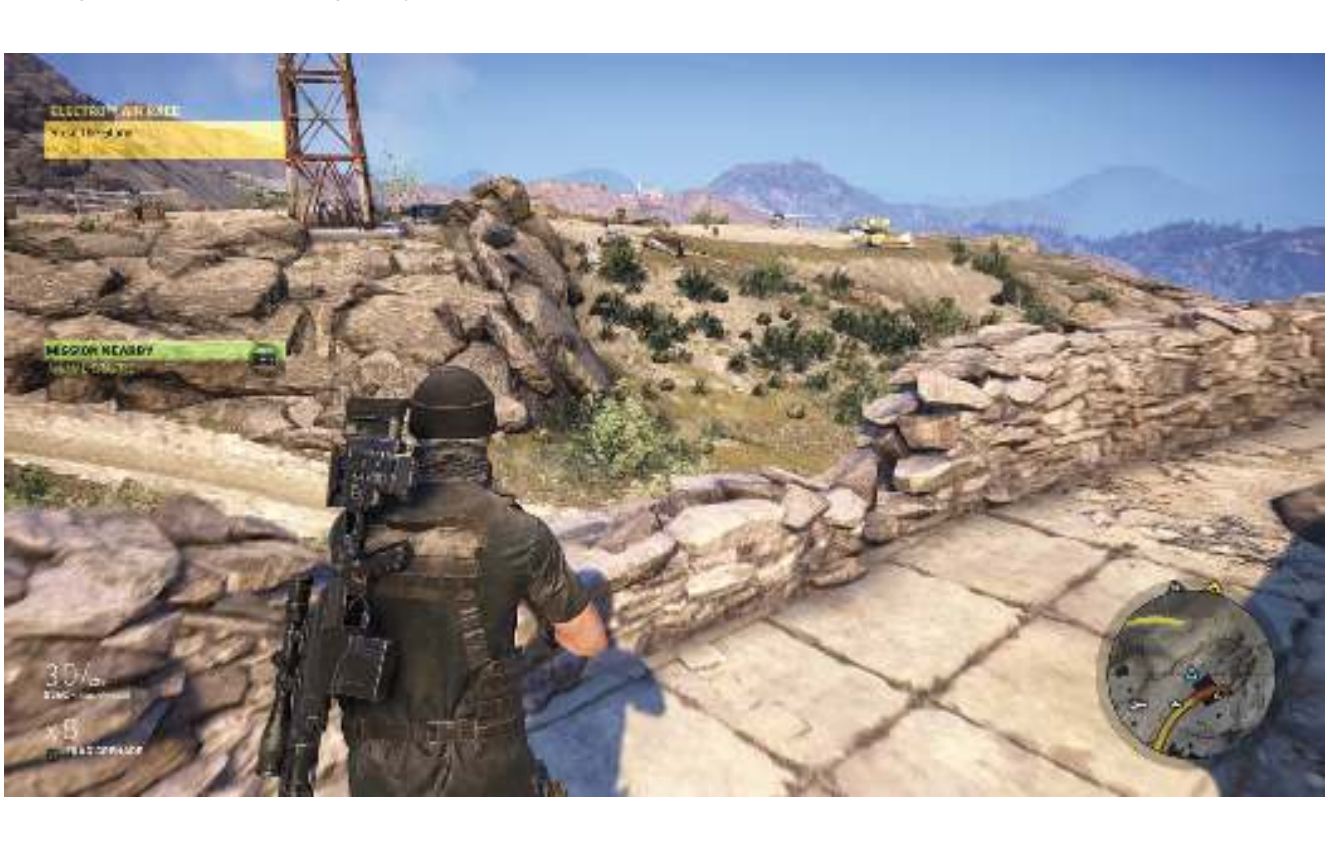
DESTROY THE ANTENNA

Equip your drone with the explosive loadout, then send it in to destroy the antenna from a distance. This enables you to remain undetected and avoid an unnecessary fight with the Heavy Unidad Soldiers guarding the entrance to the airstrip.



STEAL THE PLANE

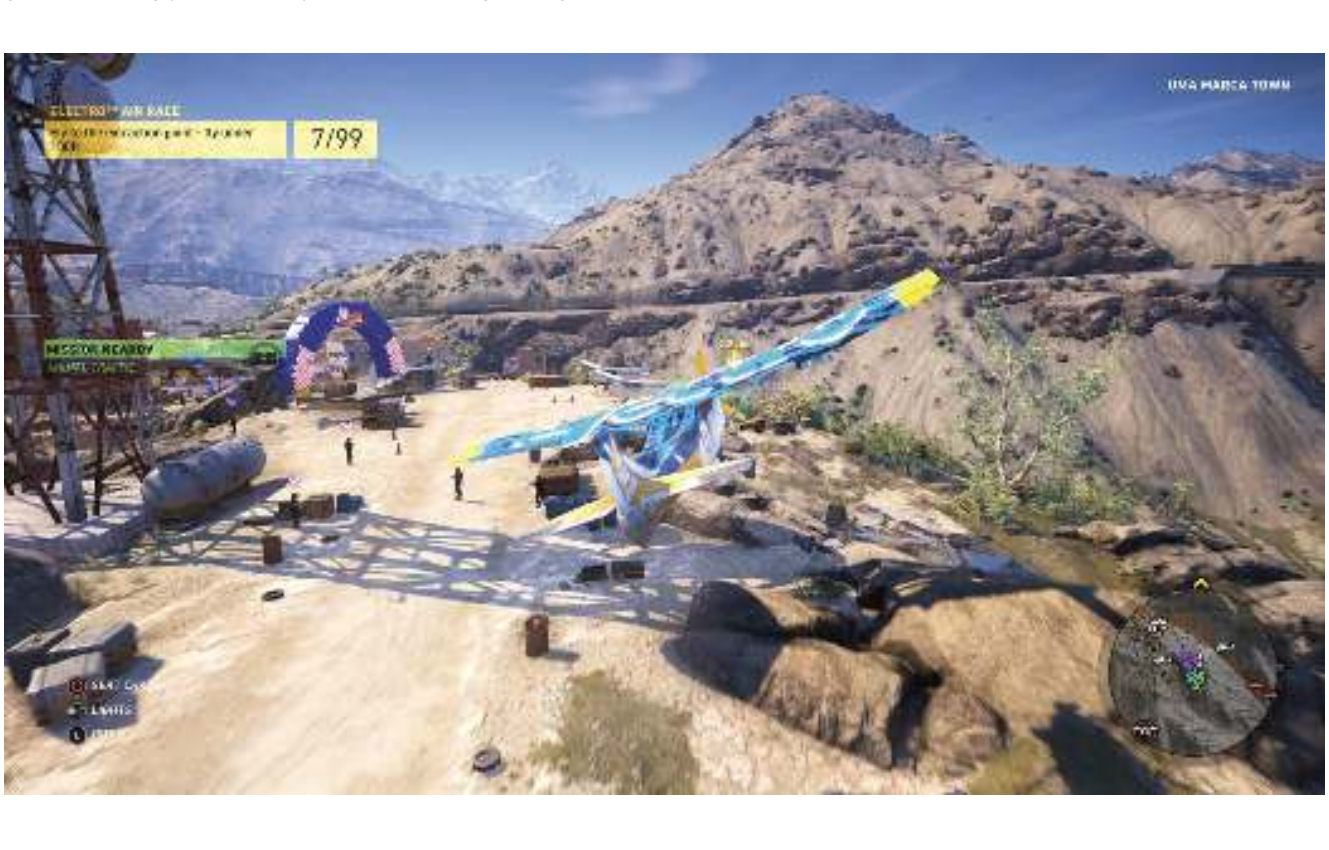
Stay on the north side of the landing strip, steering clear of the Unidad, while traversing through the vegetation to the plane. Watch out for any Unidad that may shift their attention to the north, though. If this area gets loaded up with enemies, retreat to the stage area and take the longer way around the strip to the south.



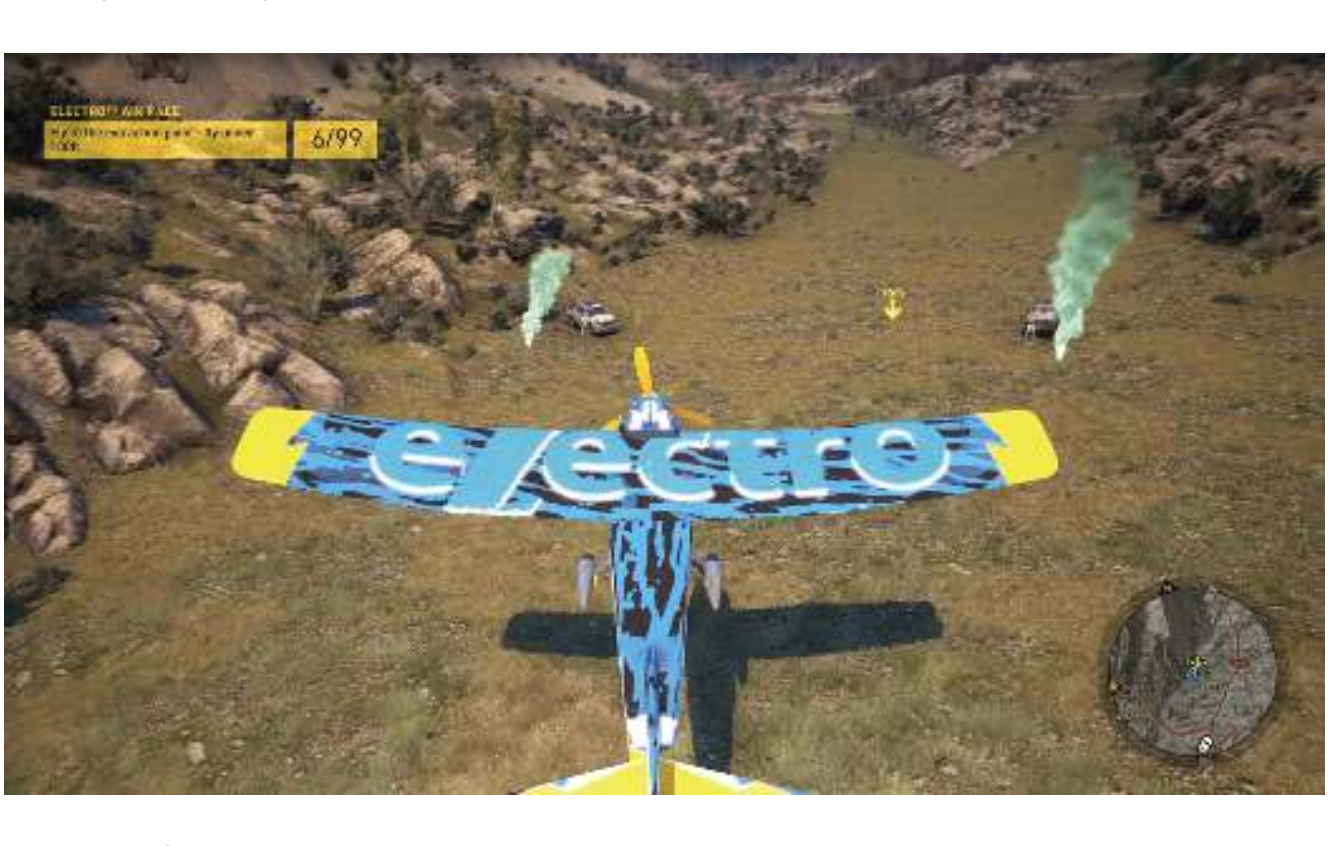
Once you're in line with the aircraft, slowly cross the strip and board the plane. Don't worry, as these planes take off quickly so you can fly right over the Unidad without them shooting you down.

FLY TO THE EXTRACTION POINT AND STAY UNDER 100 FEET

The plane must stay under 100ft. This is determined by your plane's distance to the ground instead of the plane's actual elevation. Look out for cliffs and large hills while flying to the landing strip. These obstacles will change your distance to the ground, forcing you to quickly dive and making the flight much more difficult.



A skilled pilot can fly directly to the landing strip, but be ready to nose dive and quickly pull up to maintain your distance. Land near the green smoke signal to complete the mission.



A NEW TOY

Description: Keep Tonio's ego inflated by stealing a car for him. That legendary machine will win him some new recruits and earn you a place at Tonio's side.

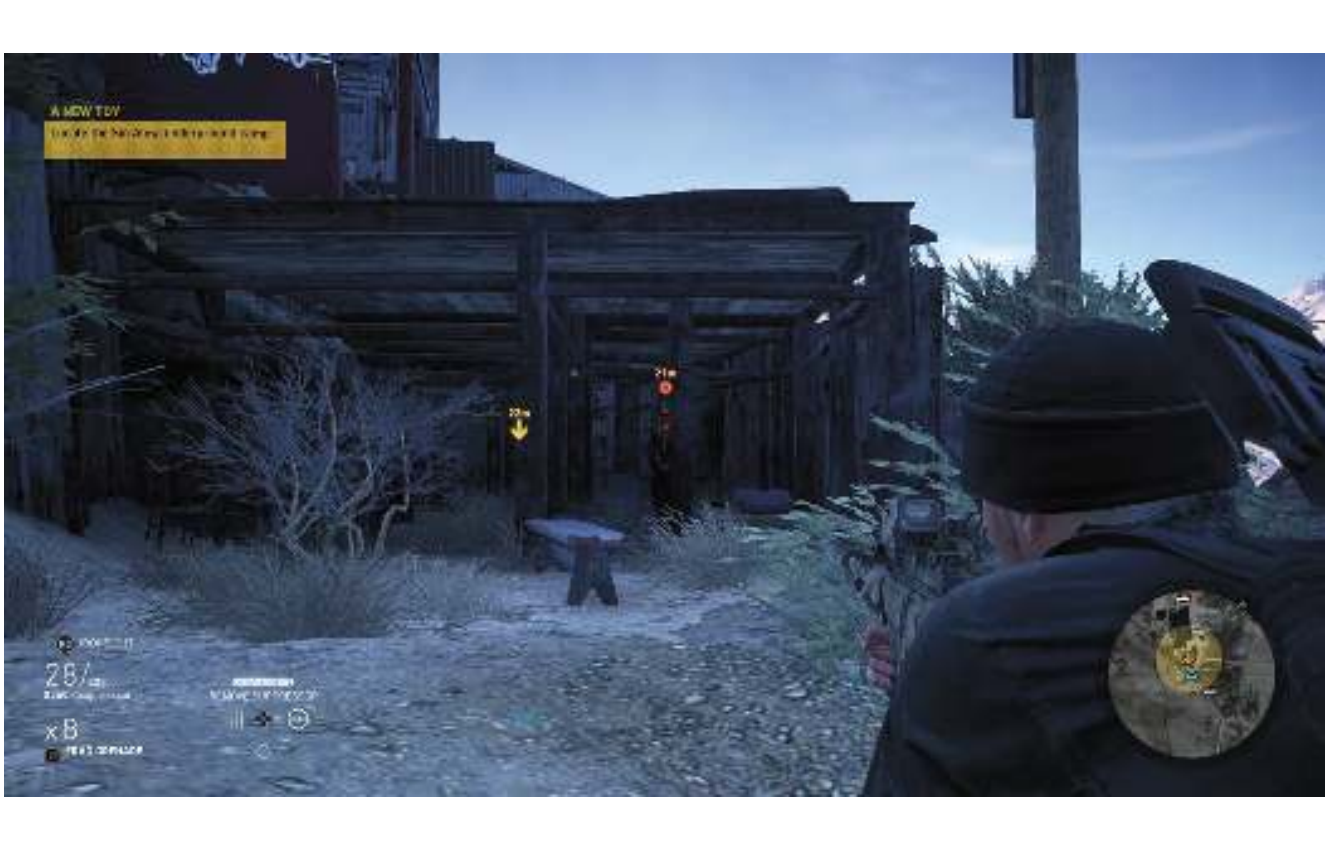
Reward: 750 XP, 454 Gang Followers

SPEAK WITH SEÑOR SONRISA

Find Señor Sonrisa whistling away while he browses some books. There are no enemies here, so no recon is required.

LOCATE THE SIN ALMA UNDERGROUND CAMP

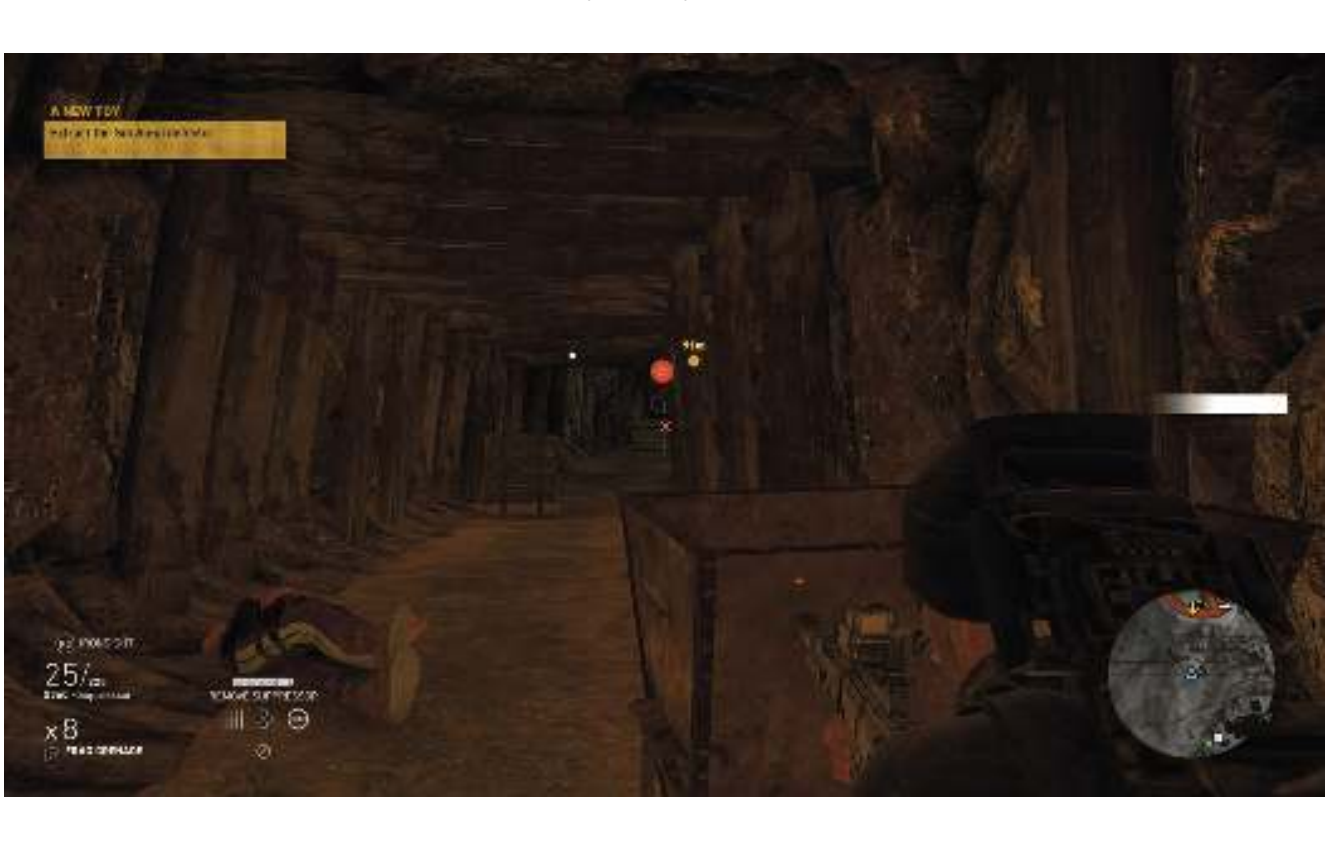
Call in a helicopter and head for the mission objective. Refer to the game's minimap and land a safe distance away on the small dirt road to the east of the camp.



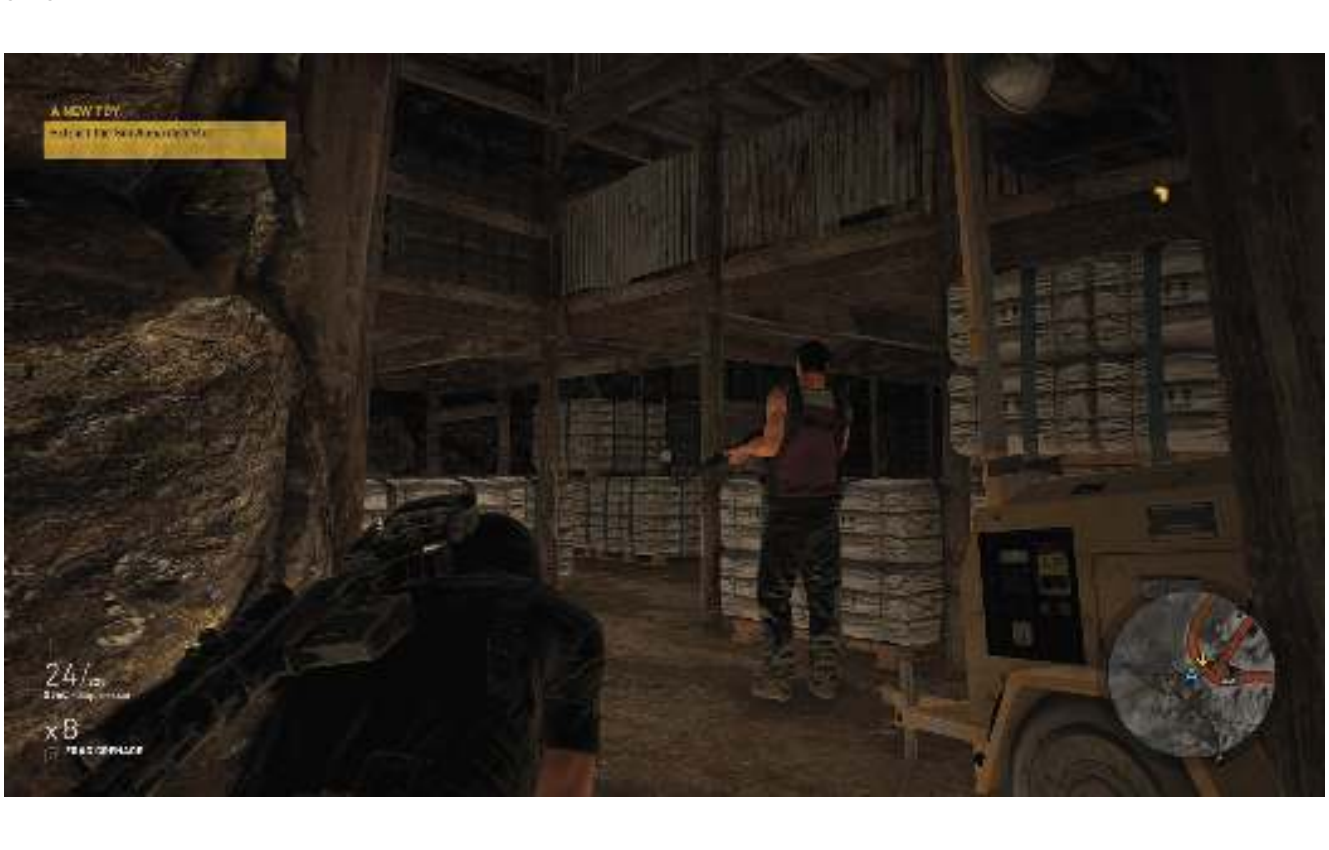
A few friendly gang members are mixed in with two Sin Alma who are guarding the camp. Eliminate the Sin Alma using a silenced weapon, leaving the friendly units alive. Once complete, head toward the tunnel entrance.

EXTRACT THE SIN ALMA DEFECTOR

Two Sin Alma are inside the tunnel. Pick them off one by one as you move up the tunnel.



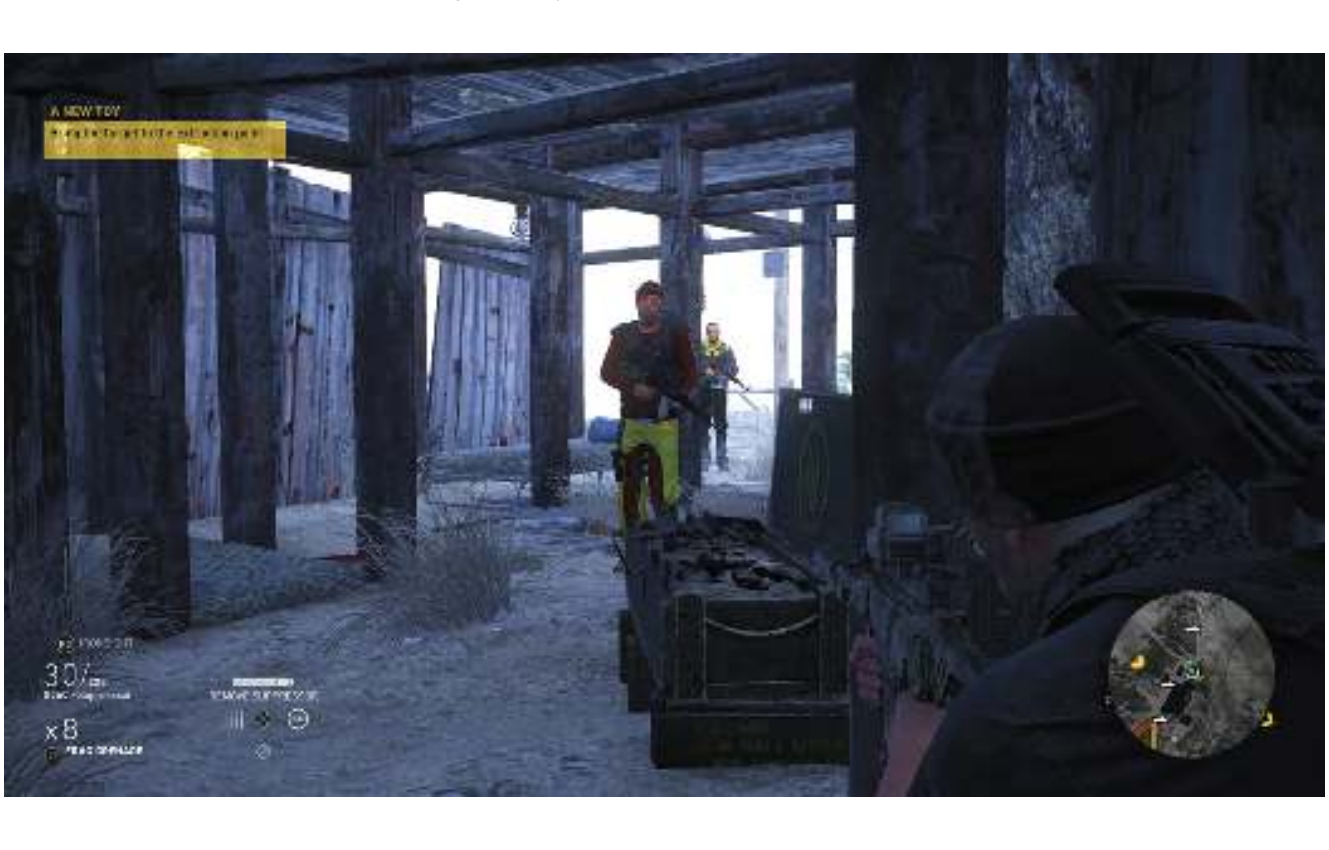
Near the end of the tunnel you'll see a Sin Alma soldier facing a larger room. Use him as a shield while picking off the other gang members on the second level of the catwalk.



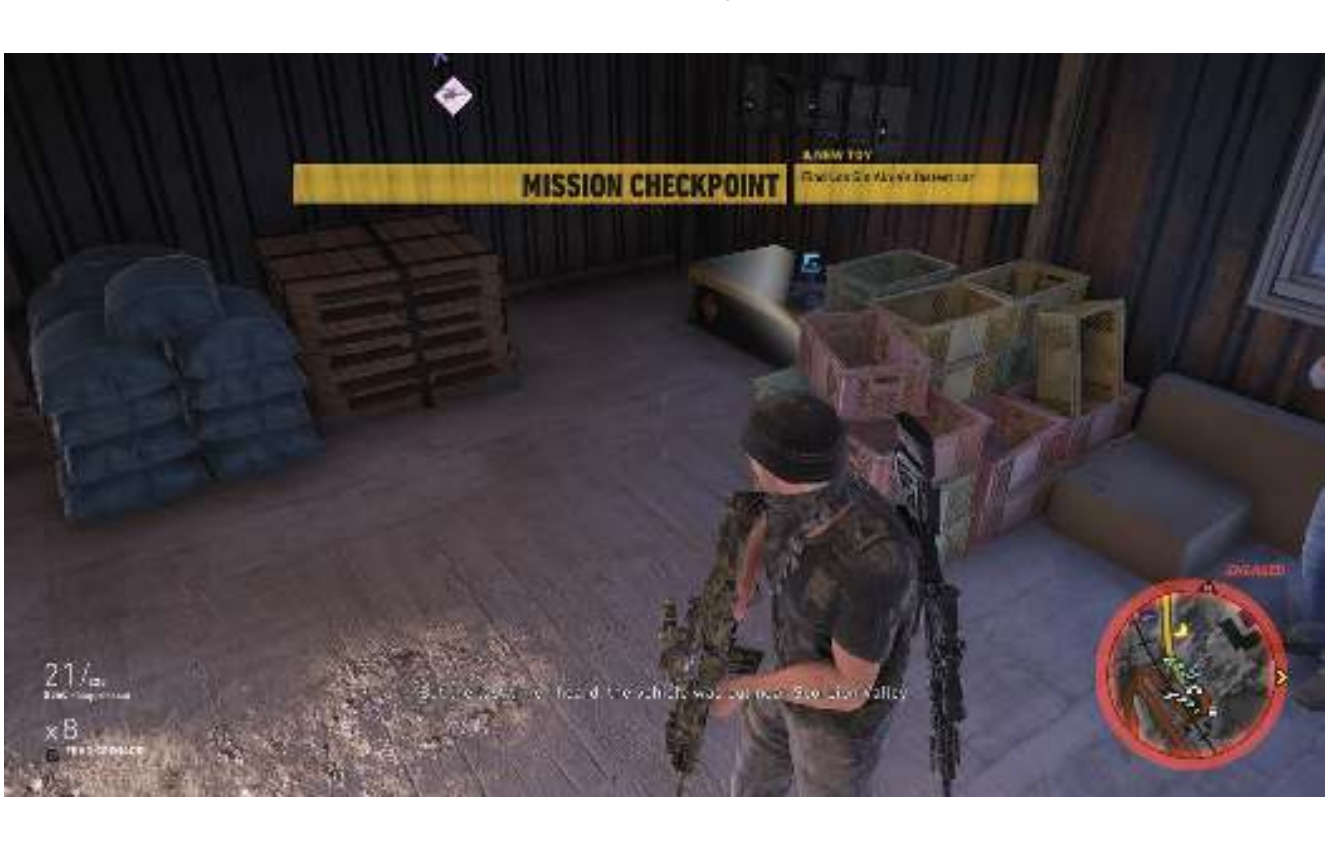
The Defector is on top of the catwalk with his hands on his head. Grab the Weapons case on the bottom floor of this room before exiting with the defector. Inside you will find the Carnage Assault rifle.

BRING THE TARGET TO THE EXTRACTION POINT

Slowly exit the tunnel; two Sin Alma are waiting at the bottom. Quickly dispose of them and any other Sin Alma who may have wandered into the area before running back to your vehicle on the dirt road.



Make sure the defector is inside your vehicle before leaving. The extraction point is at the top of the hill, just a short distance from the cave. A P90 can be found inside the extraction point building.

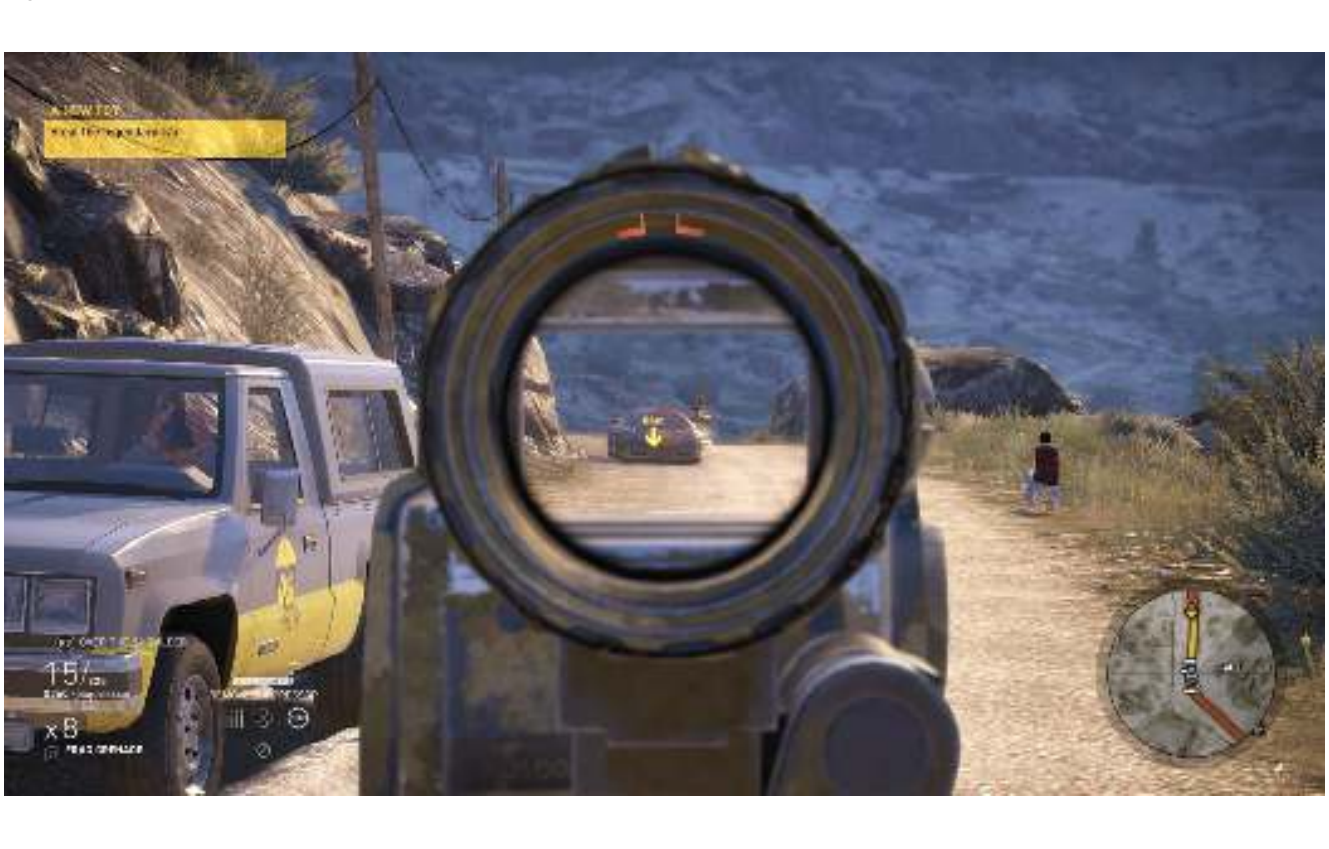


FIND LOS SIN ALMA'S FASTEST CAR

Take your helicopter toward the mission objective and the car will spawn on the paved road, heading west.

STEAL THE LEGENDARY CAR

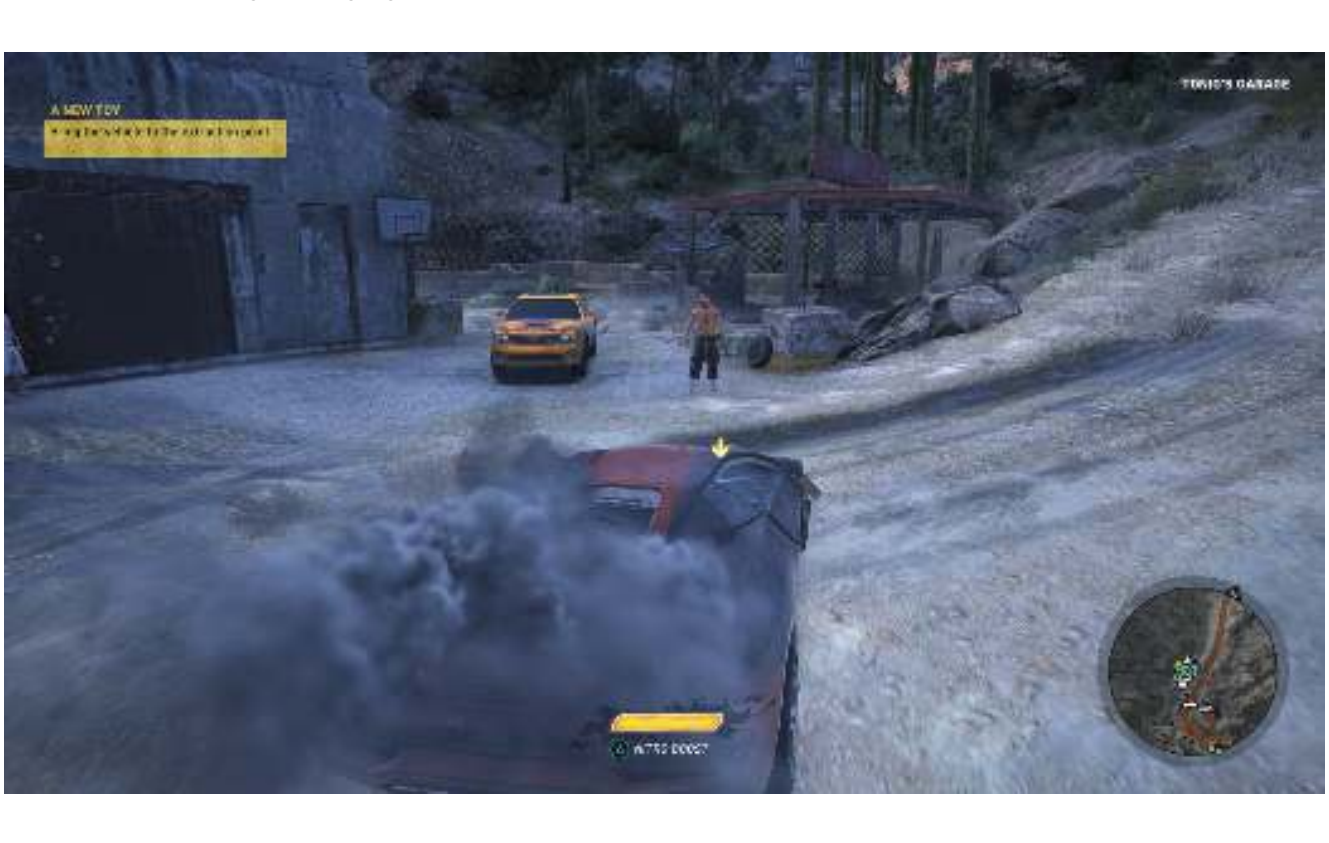
The car will quickly head north down a dirt road, so use this knowledge to your advantage. Fly ahead of the vehicle and get in a good position to snipe the driver.



You can cause damage to the car, but just make sure it doesn't explode. Also, ramming the car with a vehicle and forcing it to lose control will cause the two soldiers to hop out and begin attacking. Once the area is clear, hop in the car.

BRING THE VEHICLE TO THE EXTRACTION POINT

Follow the GPS markings to the gang camp and drop off the vehicle to complete the mission.



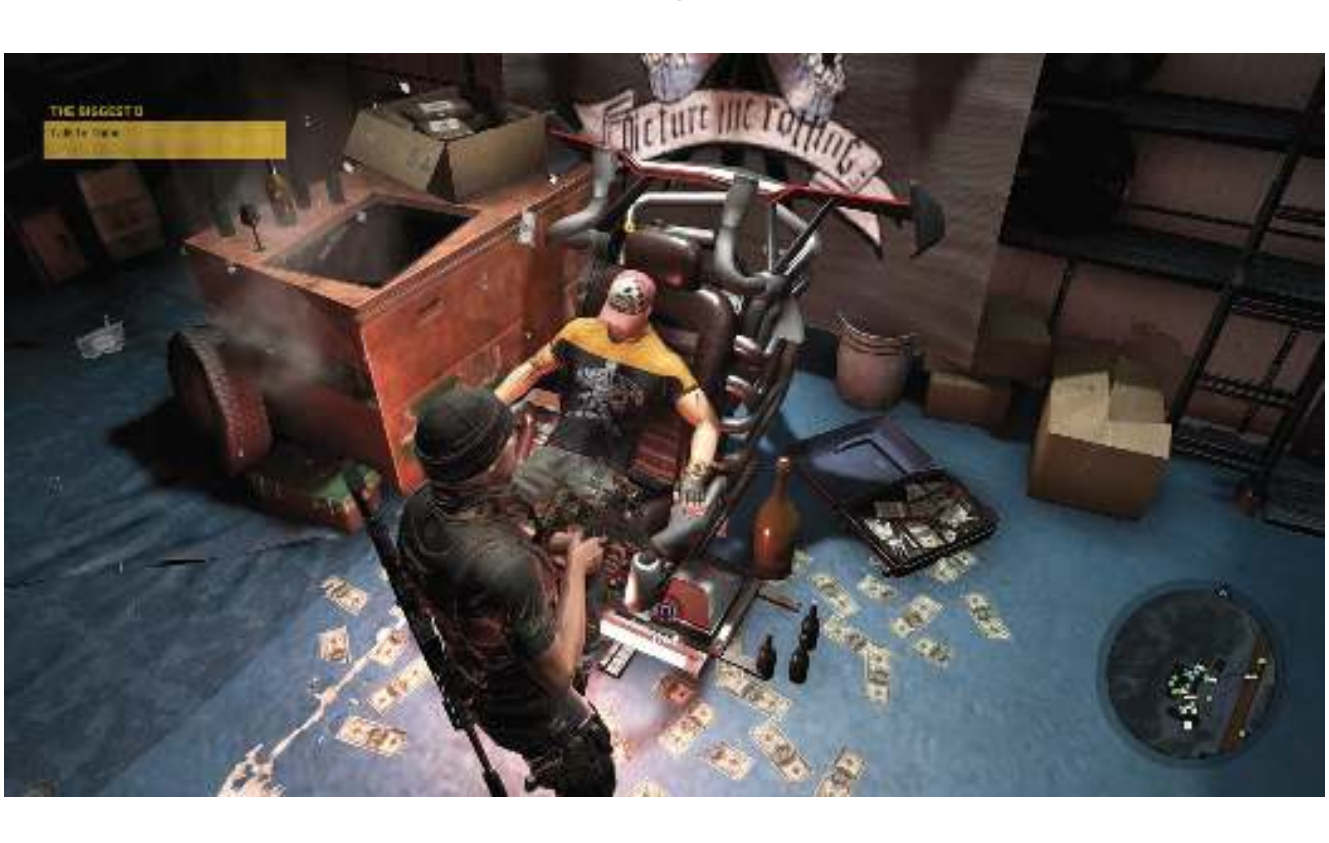
THE BIGGEST D

Description: Your new best friend is now your worst enemy. But don't get beat. The more this clown feels threatened, the more likely he will brag about his clients… and that means EL Invisible.

Reward: 1000 XP, 113 Gang Followers

HEAD TO THE MISSION AREA AND TALK TO TONIO

After a short conversation with Tonio, it's time for a showdown against Tonio in a race.

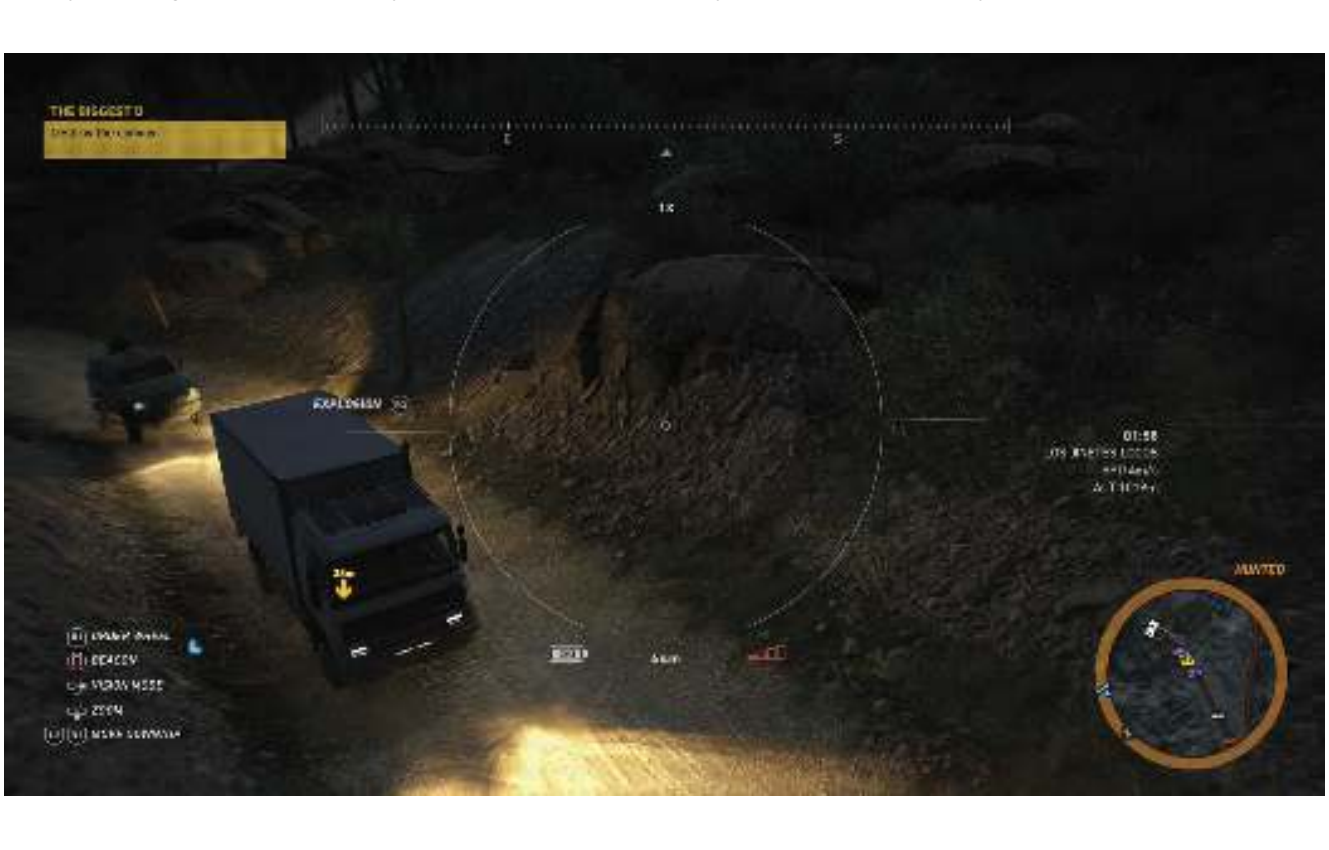


BEAT TONIO'S CHALLENGE

Before heading toward the mission marker, equip your drone with the explosive payload.

DESTROY THE CONVOY

Bowman informs you about a truckload of cars that Tonio is sending toward the race area. Quickly head toward the Unidad convoy escorting the vehicles. Once you're within 100m, hop out of your vehicle and pull out your drone.



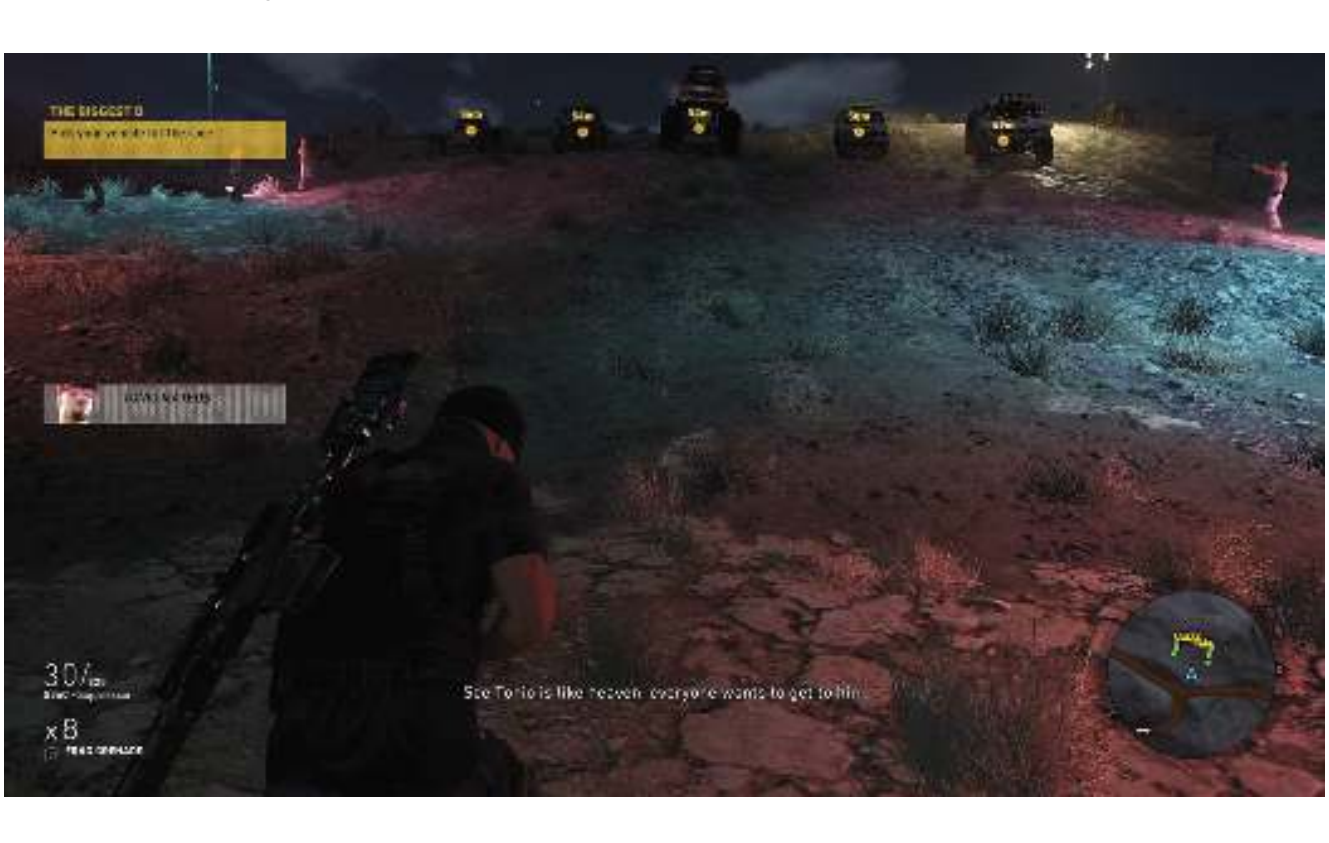
Activate the explosion on the target truck and off-road your way to the objective. Note that this will lose any attention you may have gained from this short encounter.

REACH THE RACE STARTING POINT

Follow the road to the starting point. You get to select a car when you arrive at the starting point, so don't worry which vehicle you use to get there.

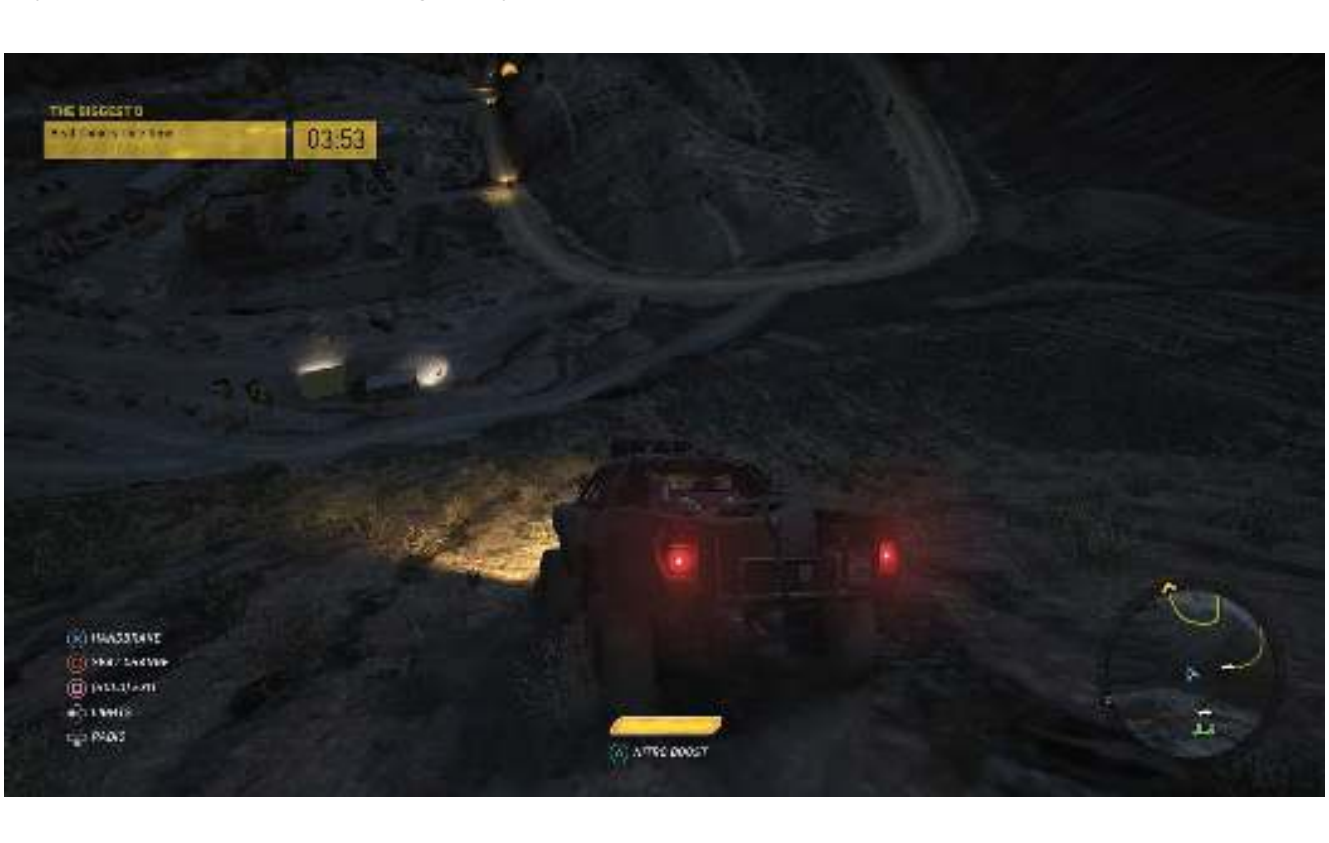
PICK YOUR VEHICLE FOR THE RACE

Any vehicle will work. For purposes of this strategy, we choose the Santa Blanca Truck as it tends to do well on and off the road with decent handling.



BEAT TONIO'S RACE TIME 4:00

Follow the waypoints all the way to the end. You don't need to follow the roads, as taking the most direct path to the next waypoint across the unpaved terrain is generally the best option.

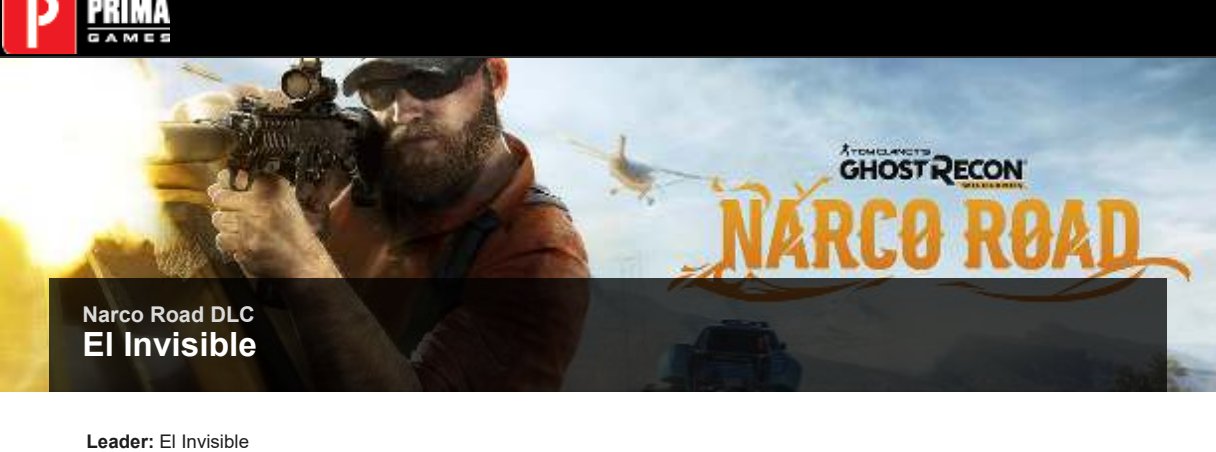


TIP

There is no penalty for "cheating," but you must drive close to the waypoints to activate the next one and continue the race. Tonio will be in the sky following the race from his Electro plane.

Once you reach the finish line, a cut scene will play. At the completion of the cut scene, the mission will end.

And when you dead, I'm gonna saw off your head.


TOM CLANCY'S GHOST RECON WILDLANDS
NARCO ROAD

Narco Road DLC

El Invisible

Leader: El Invisible

Leader Description: Secret boss of Santa Blanca's Smuggling network.

No one knows his name. No one knows what he looks like. No one knows where he operates from.

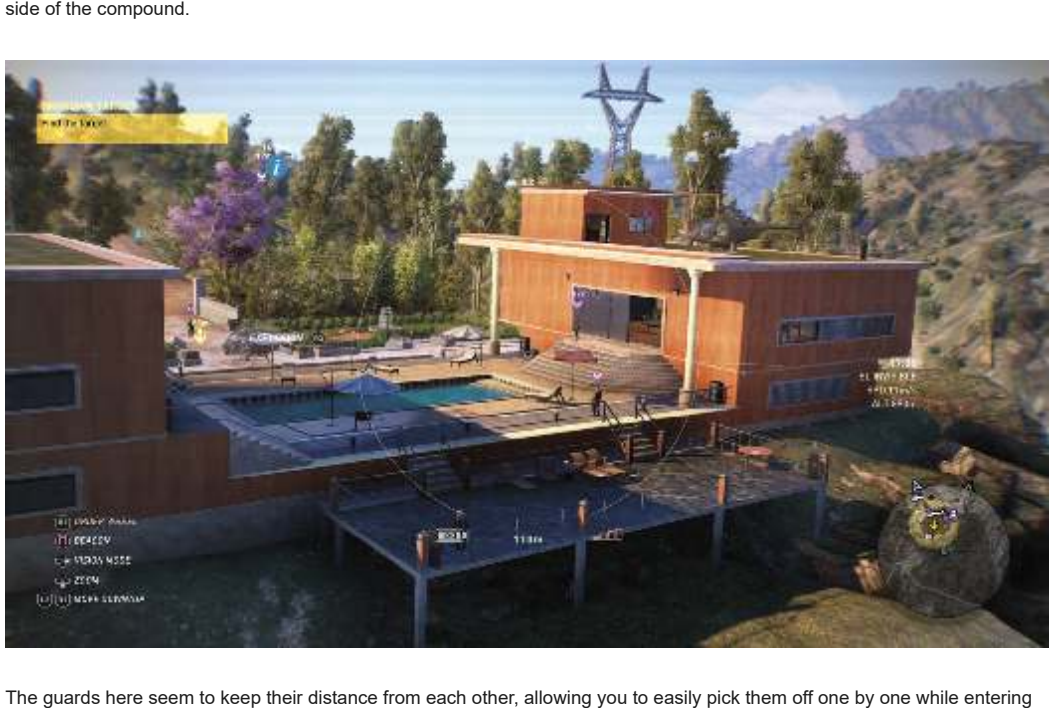
UNKNOWN TARGET

Description: El Invisible is testing you. Find the target and kill him. Don't ask questions. You need to gain his trust.

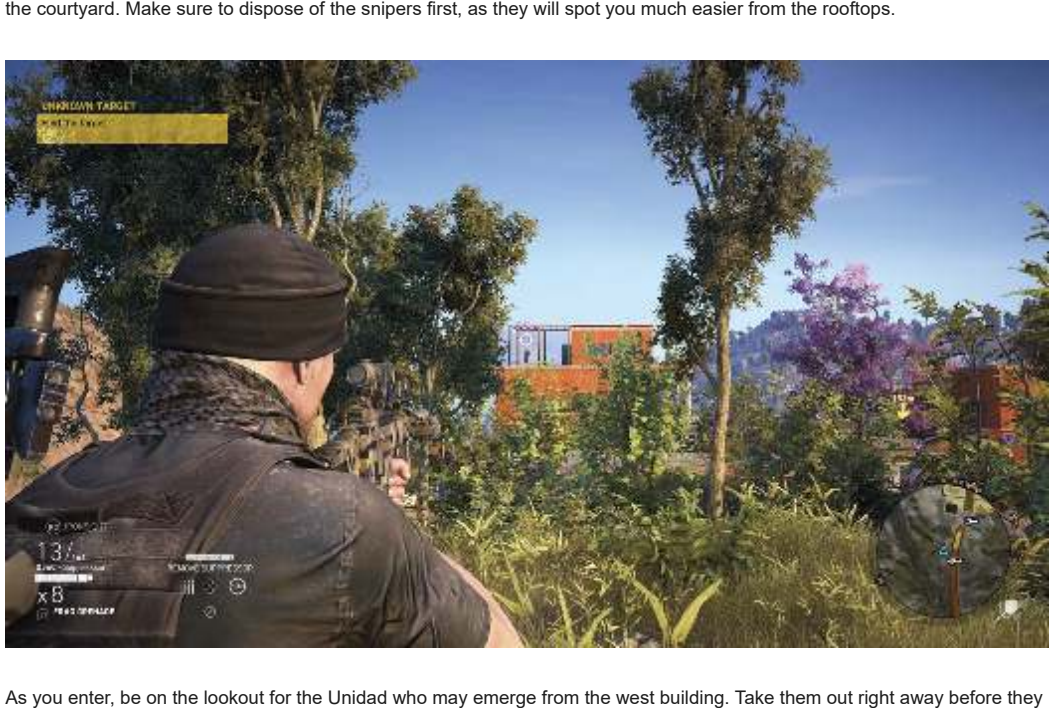
Reward: 750 XP

REACH THE MISSION LOCATION AND FIND THE TARGET

Keep your distance from the mansion and pull out your drone to mark targets. You must sneak into the building on the east side of the compound.



The guards here seem to keep their distance from each other, allowing you to easily pick them off one by one while entering the courtyard. Make sure to dispose of the snipers first, as they will spot you much easier from the rooftops.



As you enter, be on the lookout for the Unidad who may emerge from the west building. Take them out right away before they locate you.

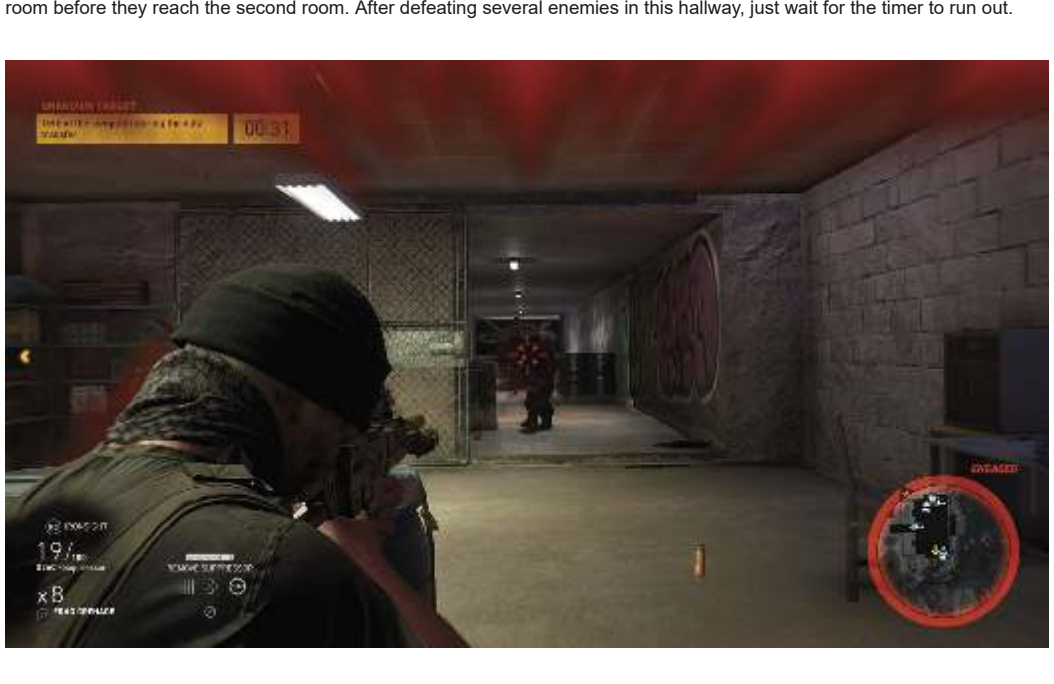
The right building has a patrolling Lieutenant, a single enemy on the main floor, one on the level below that, and two more in the basement. Proceed down to the bottom floor, picking off each enemy on the way.

HACK THE COMPUTER

While descending the final staircase to the room with two enemies, your objective will change noting that the target is no longer there. Defeat the Unidad and hack the computer, then quickly take cover behind the barrels in the room with the ammo crate.

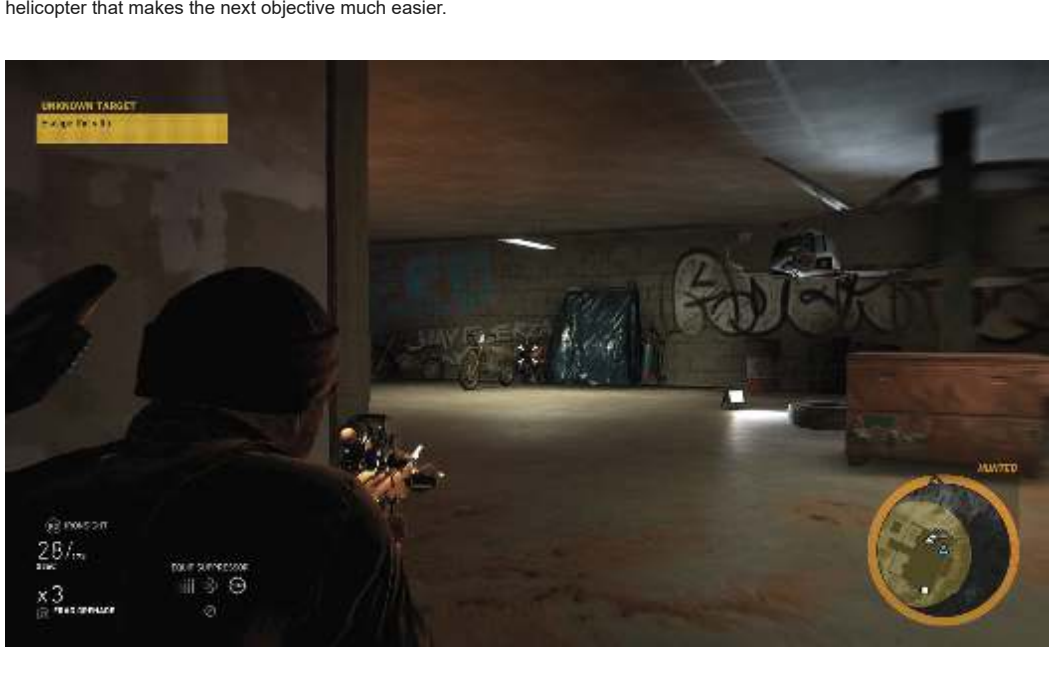
DEFEND THE COMPUTER DURING THE DATA TRANSFER 1:10

The gate that previously separated the west underground from the east will open, allowing Unidad to enter the room. Pick them off as they come running down the hallway. Use grenades to quickly deal with multiple enemies that enter the computer room before they reach the second room. After defeating several enemies in this hallway, just wait for the timer to run out.



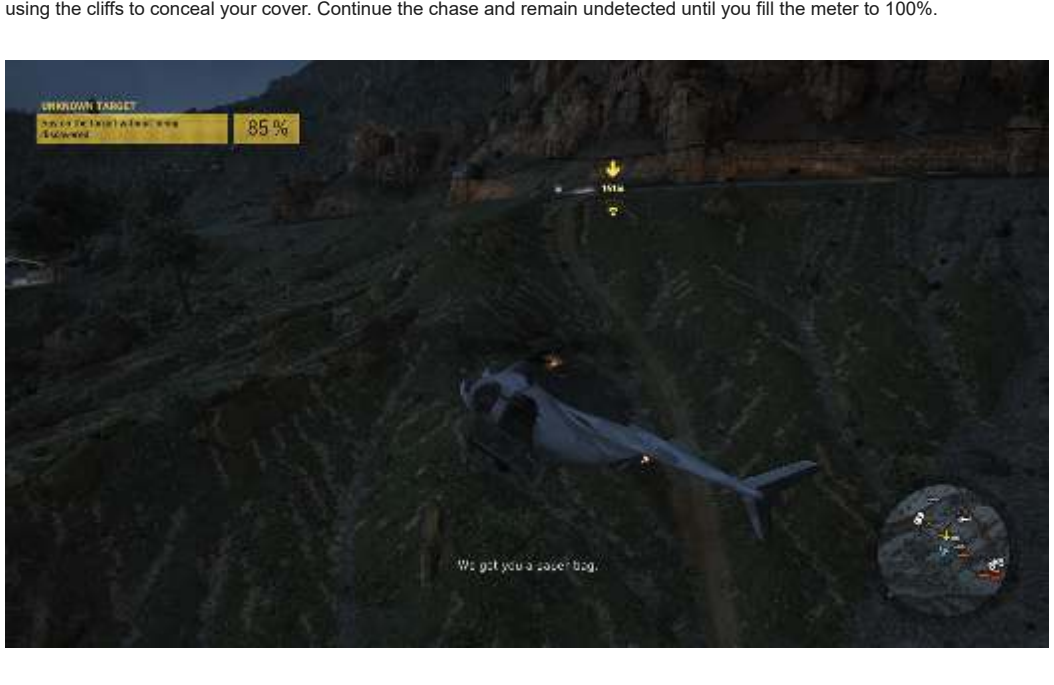
ESCAPE THE VILLA

There are two decent options at this point. First, head back upstairs and take the helicopter in the courtyard to escape. Second, go to the other side of the underground, kill two Unidad, kick down a door, and take a motorcycle through a secret tunnel system where the gang will be fighting a group of Unidad. Regardless of your decision, you will end up with a helicopter that makes the next objective much easier.



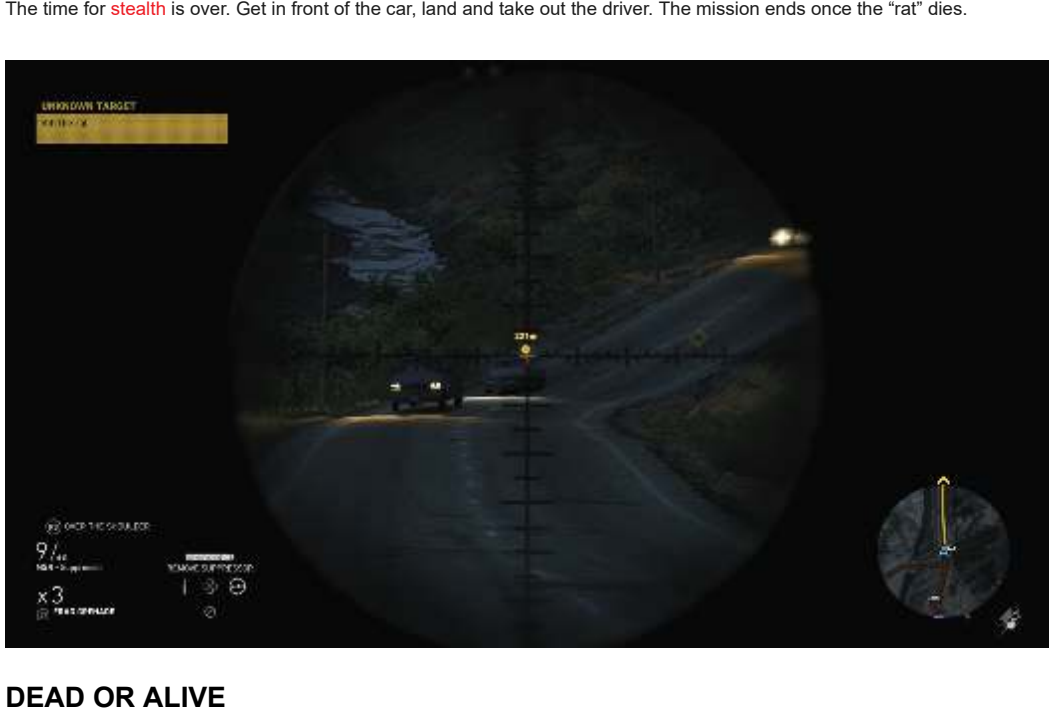
SPY ON THE TARGET WITHOUT BEING DISCOVERED

Go to the mission marker to find the target, who is about to leave a small military base. Follow him along the winding road, using the cliffs to conceal your cover. Continue the chase and remain undetected until you fill the meter to 100%.



KILL THE RAT

The time for stealth is over. Get in front of the car, land and take out the driver. The mission ends once the "rat" dies.



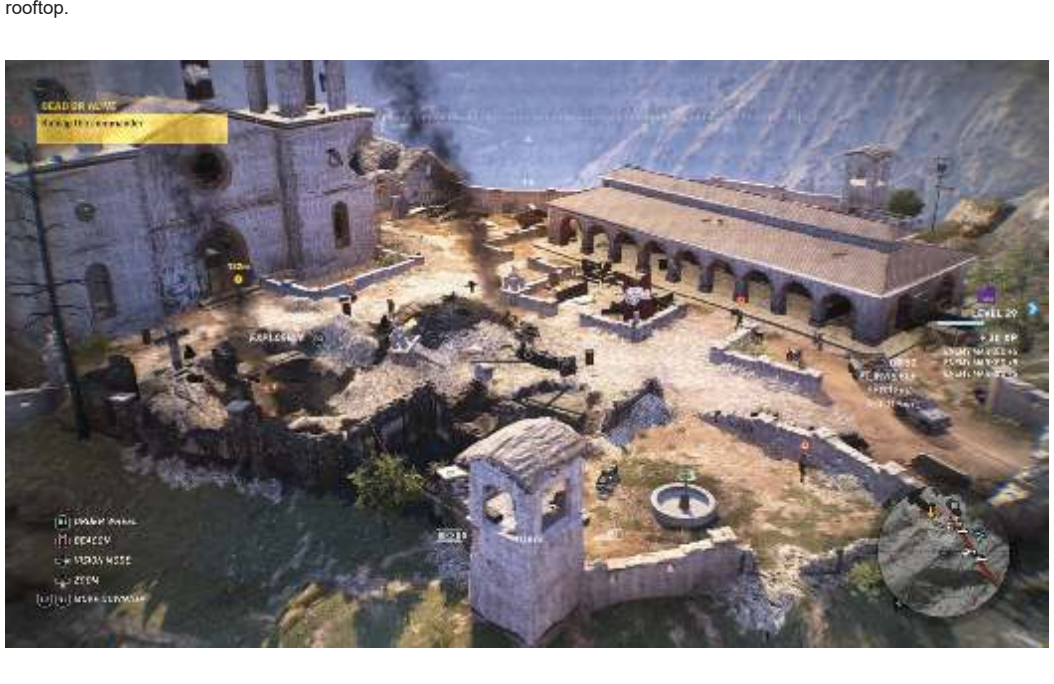
DEAD OR ALIVE

Description: Asking you to kill yourself, become invisible like him? That's a good sign. El Zamuro wants you close to him and that means being close to his PDA.

Reward: 750 XP

REACH THE MISSION LOCATION AND KIDNAP THE COMMANDER

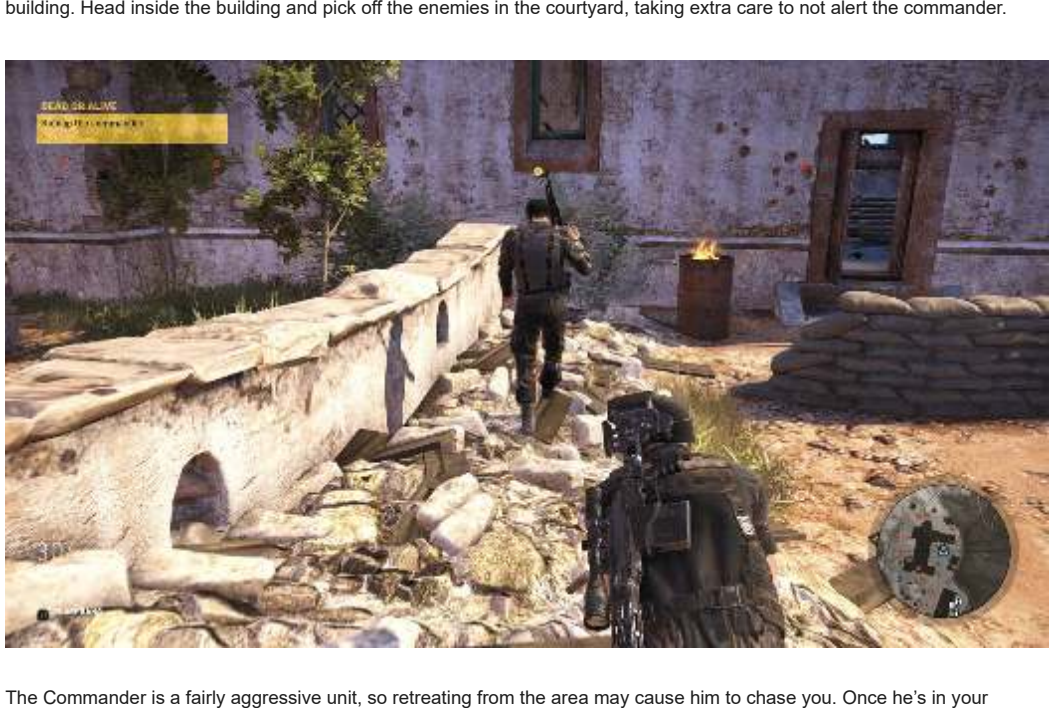
Proceed to the mission location and position yourself on the hillside near the mission on the south side of the road. Use your drone to scout the courtyard, making sure to locate the Commander, five enemies in the courtyard, and the sniper on the rooftop.



TIP!

Remember, you are kidnapping--not killing--the commander, so make sure he stays alive. Have flash bangs at the ready to stun him if he becomes alerted.

Take down the Sniper first, then move in from the south side, killing the two enemies who are patrolling the back side of the building. Head inside the building and pick off the enemies in the courtyard, taking extra care to not alert the commander.



The Commander is a fairly aggressive unit, so retreating from the area may cause him to chase you. Once he's in your clutches (via stealth or flashbangs), head west down the road to the helicopter. Force him inside and head for the next objective. Once there, remove him from the helicopter and force him into the car. Remember: You can keep enemies in the trunk!

DRIVE THE CAR TO THE CAMP BEFORE IT EXPLODES 7:00

This vehicle is set to explode in seven minutes! Head down the road toward the camp. It's a long drive, so use the nitro boost effectively. The first time this objective appears, you will be heading for the end of the mission; however, you will soon get interrupted.

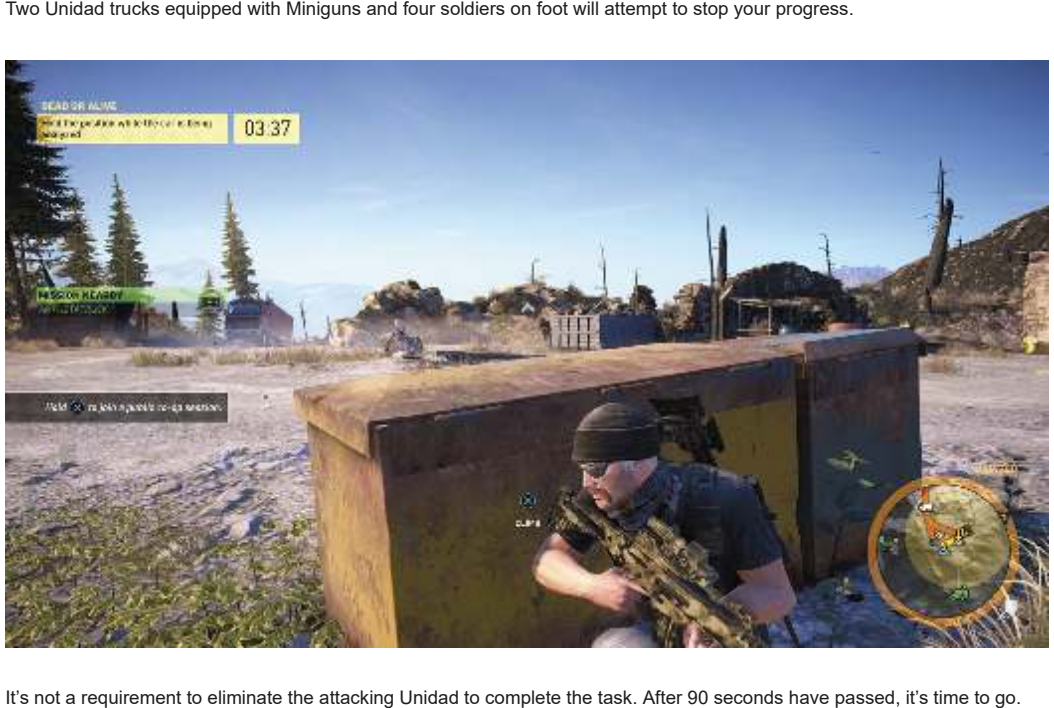
ANALYZE THE CAR

Bowman needs to analyze the car for information after it is learned that the car has been used in a trafficking ring. Quickly head for the new objective marked on your map. Once there, step out of the car and call in some rebel reinforcements. You are about to fight off a few waves of Unidad! Keep in mind that the timer for the car's bomb detonation is still running!

HOLD THE POSITION WHILE THE CAR IS BEING ANALYZED 1:30

Quickly place mines at the mouth of the road leading into the area, then take cover behind the dumpsters to the east of the objective. This will create a great view of the road and any enemies that may attempt to sneak up the hill near the helicopter and car.

Two Unidad trucks equipped with Miniguns and four soldiers on foot will attempt to stop your progress.



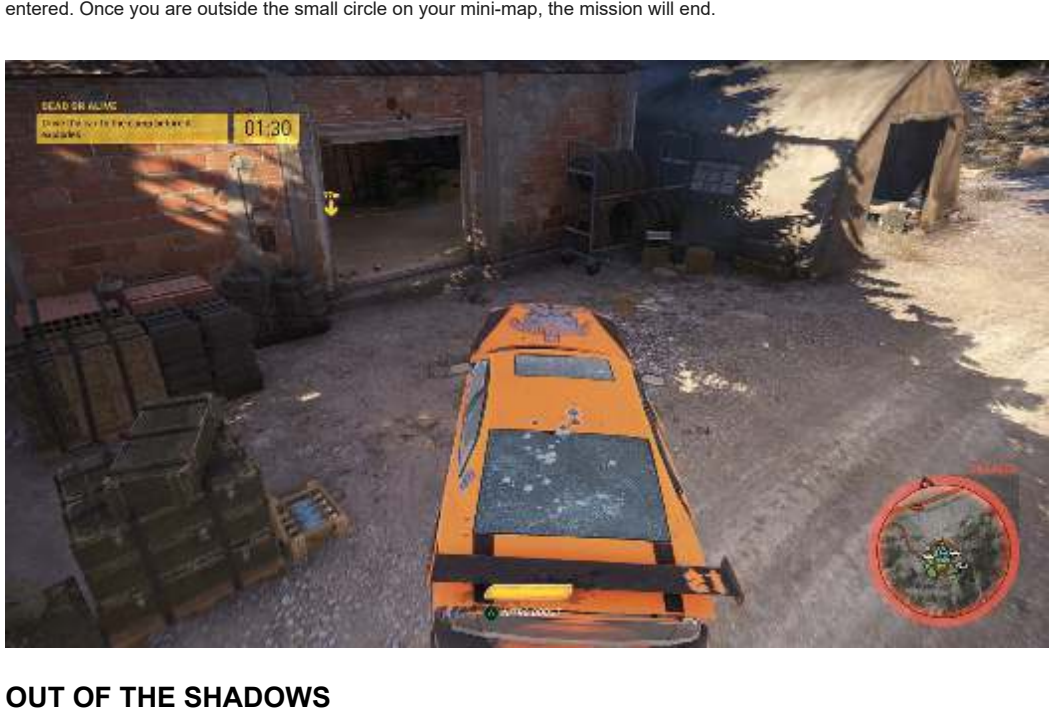
It's not a requirement to eliminate the attacking Unidad to complete the task. After 90 seconds have passed, it's time to go. Don't waste time killing the remaining Unidad unless it's absolutely imperative in order to make it back to the car.

DRIVE THE CAR TO THE CAMP BEFORE IT EXPLODES

Now it's time to drive to the camp with whatever time remains on the clock. Take off down the hill directly for the objective, shaving off the time it would otherwise take to go through the winding road down the mountain. Follow the road into the camp, park the car in the garage, and get out.

LEAVE THE CAMP AND LET THE CAR EXPLODE

There are no enemies in this camp, so there's no need to be stealthy. Run out of the camp down the road from which you entered. Once you are outside the small circle on your mini-map, the mission will end.



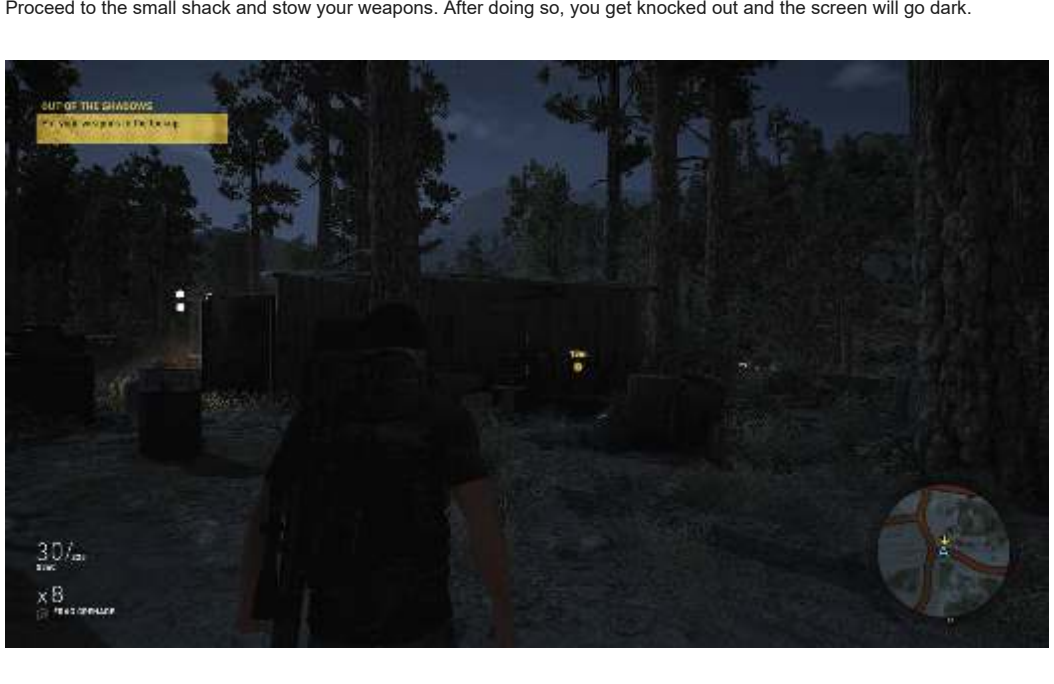
OUT OF THE SHADOWS

Description: This is the chance you've been waiting for! Go meet this phantom. But be careful; we don't know what his real intentions are.

Reward: 750 XP

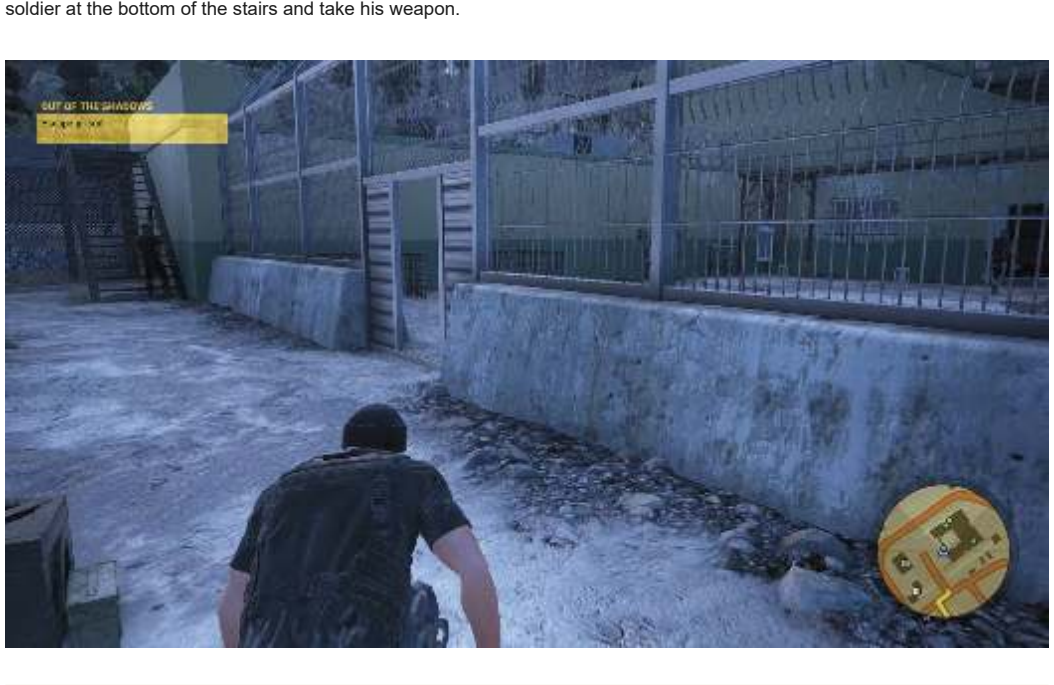
PUT YOUR WEAPONS IN THE LOCKUP

Proceed to the small shack and stow your weapons. After doing so, you get knocked out and the screen will go dark.



ESCAPE PRISON

You awaken in a jail with only your hands and your brain as your weapons. Wait for the dialogue to finish and get close to the door. When it opens, head to the left and follow the hallway to a locked door. Break the lock and go to the right; melee the soldier at the bottom of the stairs and take his weapon.

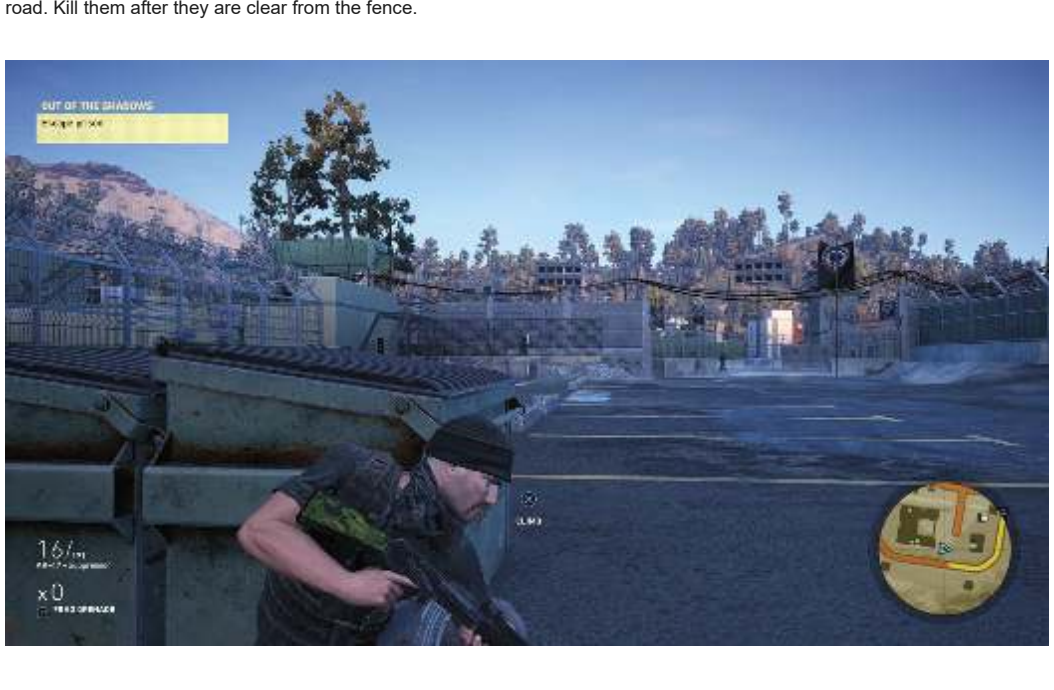


TIP

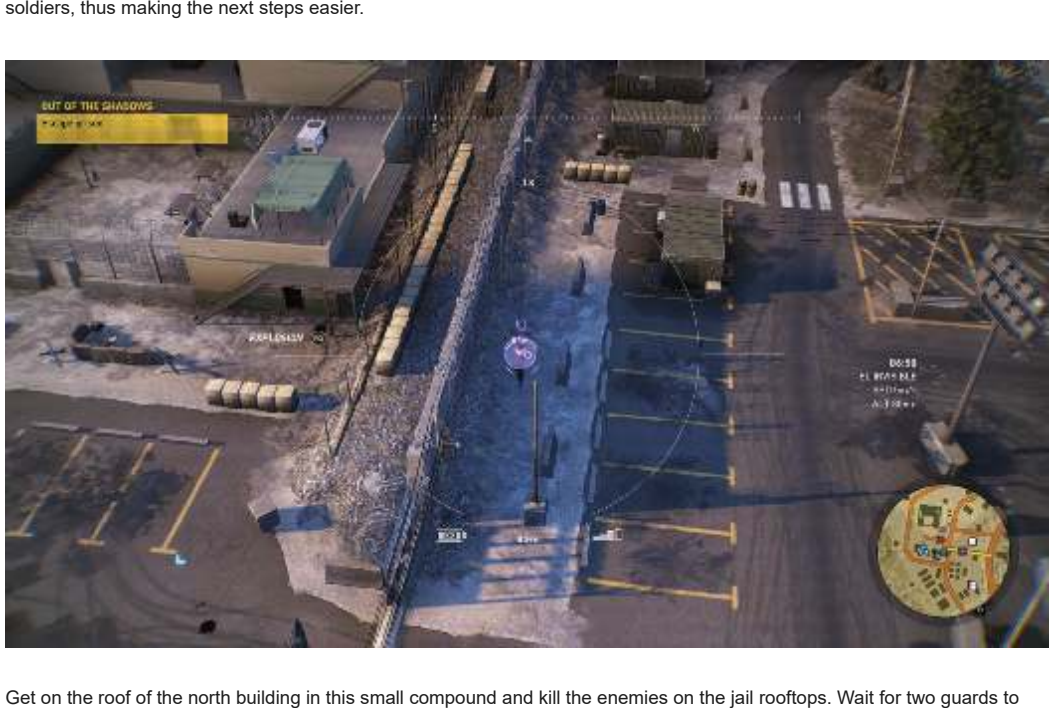
Until you can access a weapon crate, you can only hold one weapon at a time.

Reload the weapon, equip the silencer, then head back inside through the door behind the staircase and kill the patrolling guard. Next, direct your attention back outside and eliminate the two enemies across the small road.

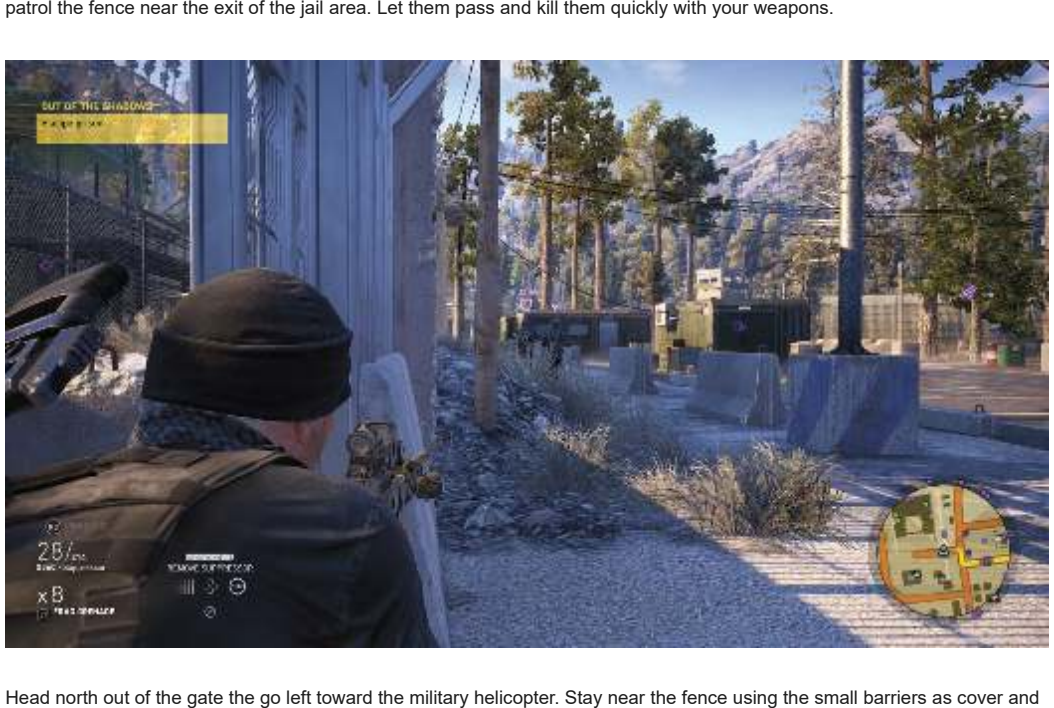
Hide behind the dumpsters and sand barricade outside and wait for a soldier to exit the jail area and attempt to cross the road. Kill them after they are clear from the fence.



Cross the street and head to the weapon crate. Keep an eye on the soldier patrolling the small, fenced-in yard as you cross. Once across and behind the fence, kill the snipers in the tower to the northeast. Access your loadout from the nearby crate and re-equip your weapons. Pull out your drone and begin scouting the area. This will help you keep tabs on the patrolling soldiers, thus making the next steps easier.

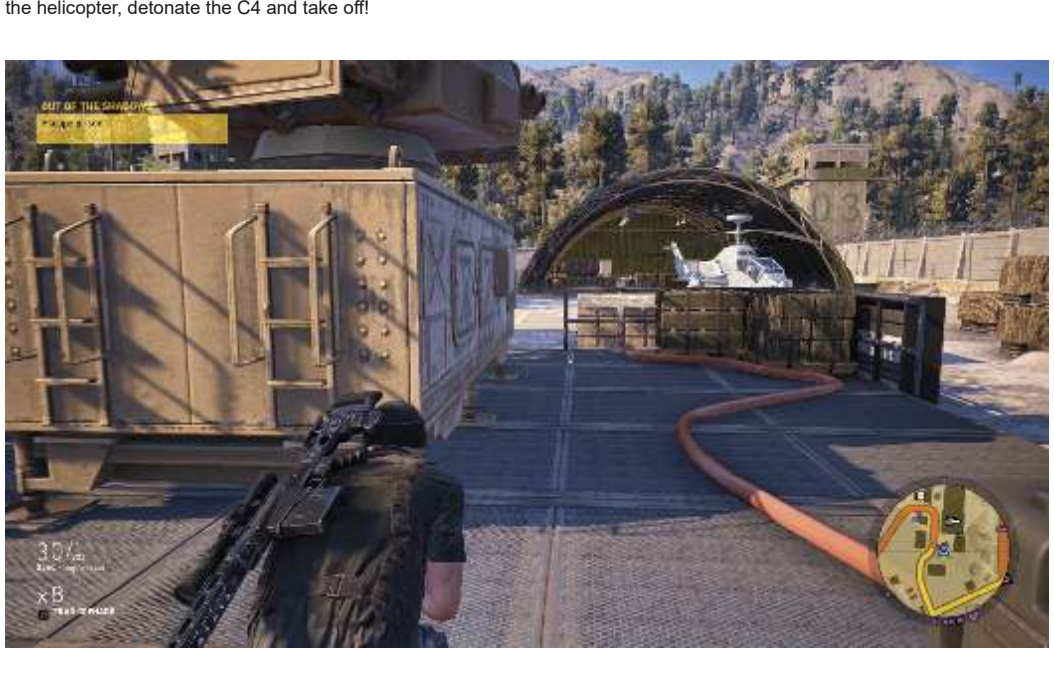


Get on the roof of the north building in this small compound and kill the enemies on the jail rooftops. Wait for two guards to patrol the fence near the exit of the jail area. Let them pass and kill them quickly with your weapons.



Head north out of the gate the go left toward the military helicopter. Stay near the fence using the small barriers as cover and then cross the street

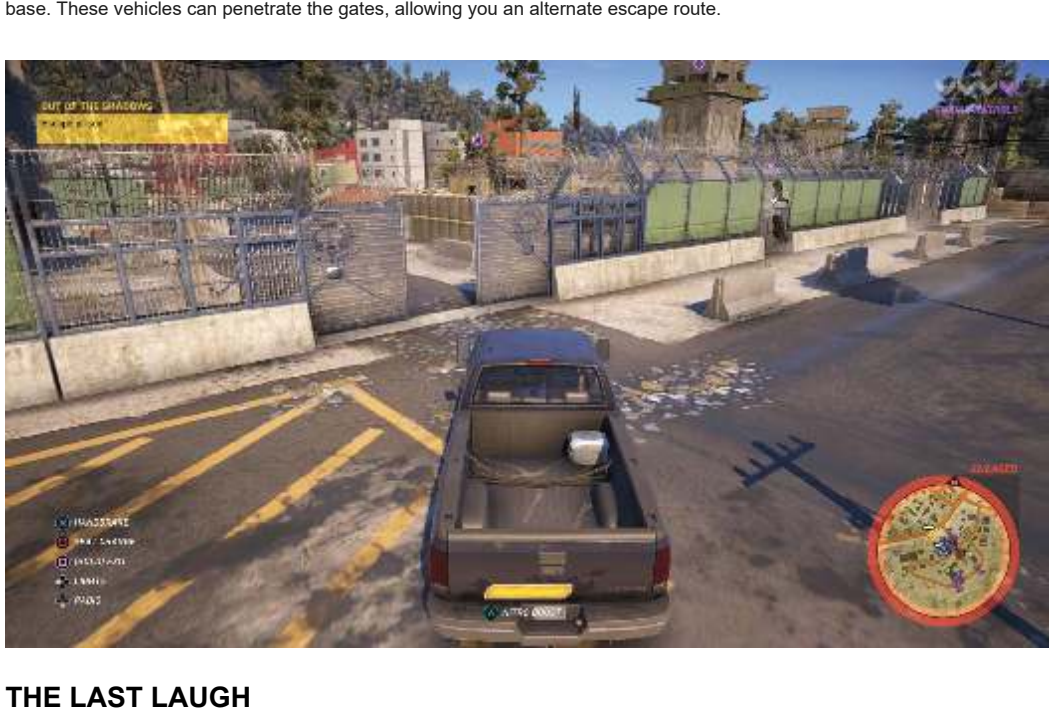
Sneak up on the SAM site and place some C4, then kill the soldiers guarding the helicopter. Once you're in position to board the helicopter, detonate the C4 and take off!



PICK THE CORRECT SEAT!

The Unidad helicopter has two seats near each other: the gunner and the driver seat. Choose the driver's seat, because you can't switch seats once you're inside it!

If you fail here, your options are not over. This will likely summon a vehicle response from the Unidad to your area of the base. These vehicles can penetrate the gates, allowing you an alternate escape route.



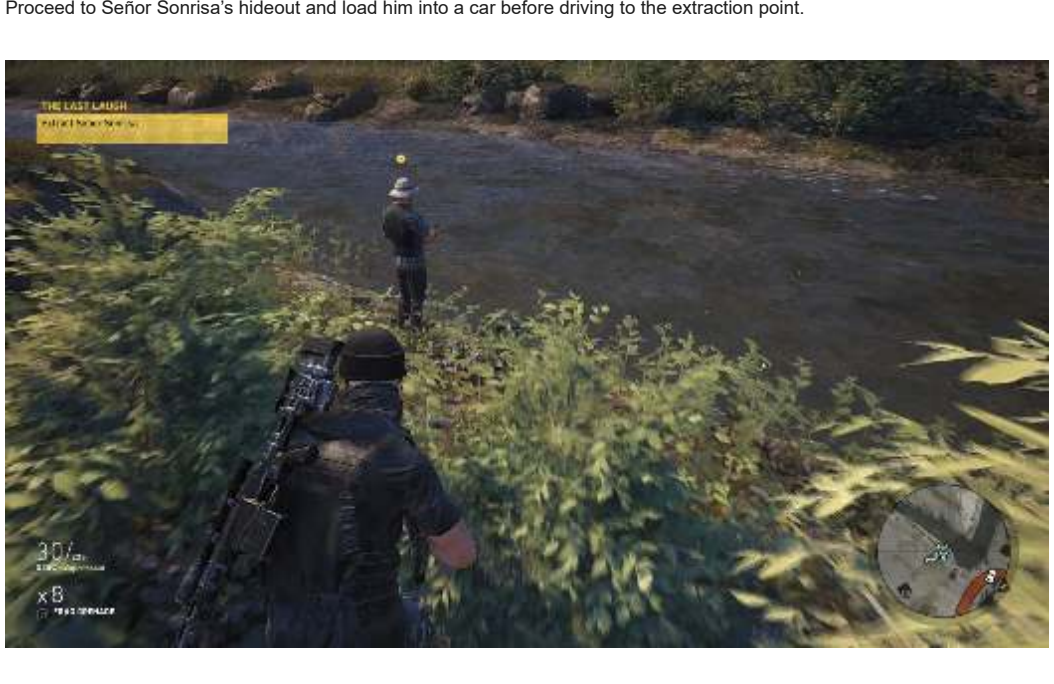
THE LAST LAUGH

Description: You've been given a lifeline, so take it. Give Sonrisa what he wants. Find the PDA and--this time--don't let Zamuro get away!

Reward: 1000 XP, 104 Gang Followers

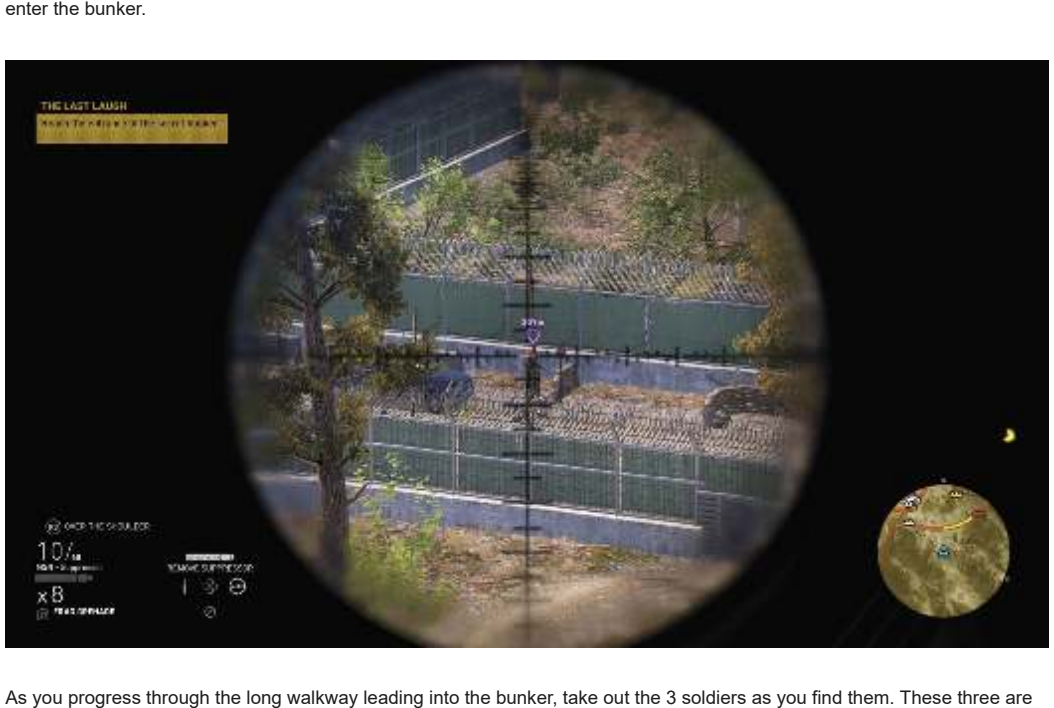
EXTRACT SEÑOR SONRISA

Proceed to Señor Sonrisa's hideout and load him into a car before driving to the extraction point.



REACH THE ENTRANCE OF THE SECRET BUNKER

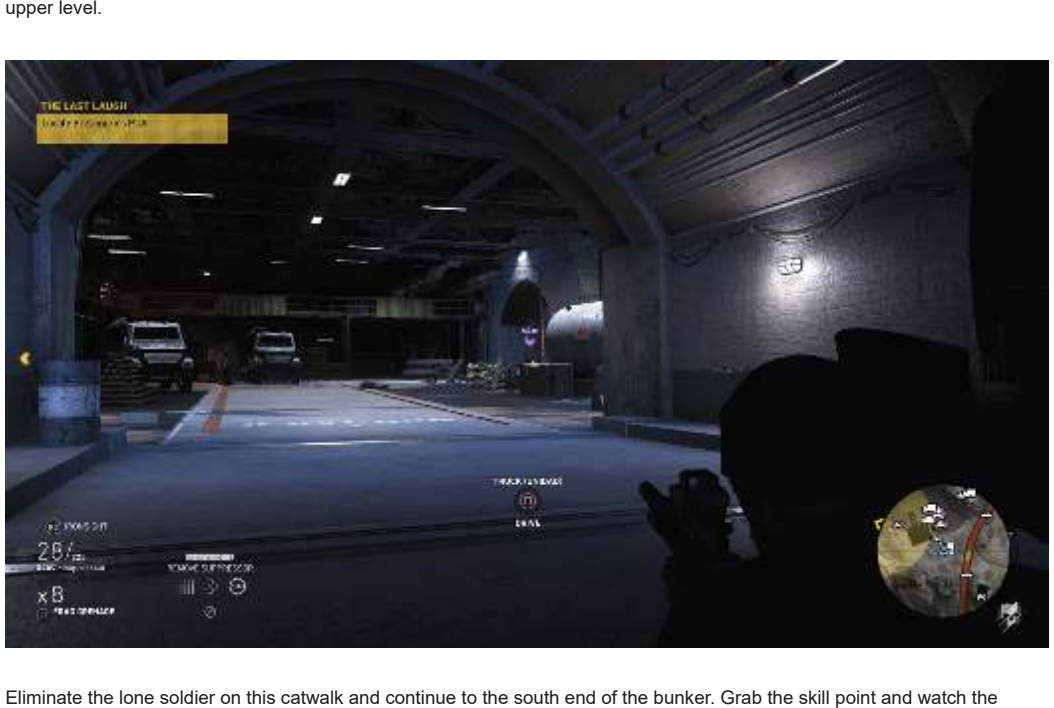
Take a monster truck and drive toward the objective. Jump out above the entrance in the north side of the base. A single enemy will be guarding the outside of the bunker; dispose of him and use the monster truck to get past the small gate and enter the bunker.



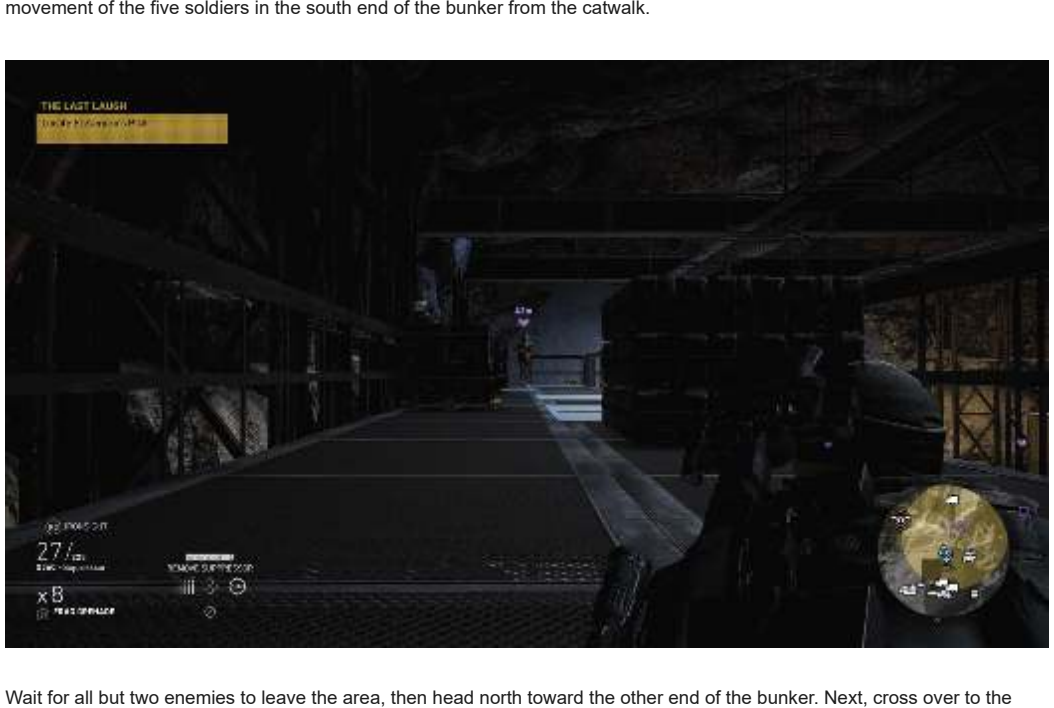
As you progress through the long walkway leading into the bunker, take out the 3 soldiers as you find them. These three are far from each other and can be killed without the threat of alerting other soldiers.

LOCATE EL ZAMURO'S PDA

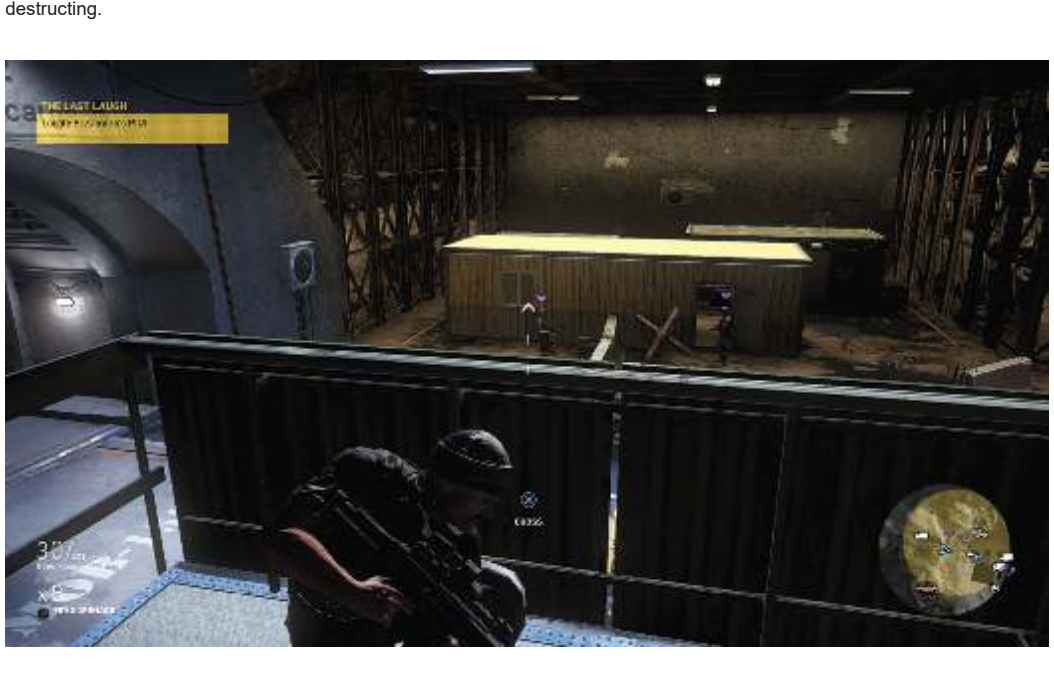
Kill the Soldier to the right (near the explosives) as you enter the larger area of the bunker. Next, go left and continue to the upper level.



Eliminate the lone soldier on this catwalk and continue to the south end of the bunker. Grab the skill point and watch the movement of the five soldiers in the south end of the bunker from the catwalk.

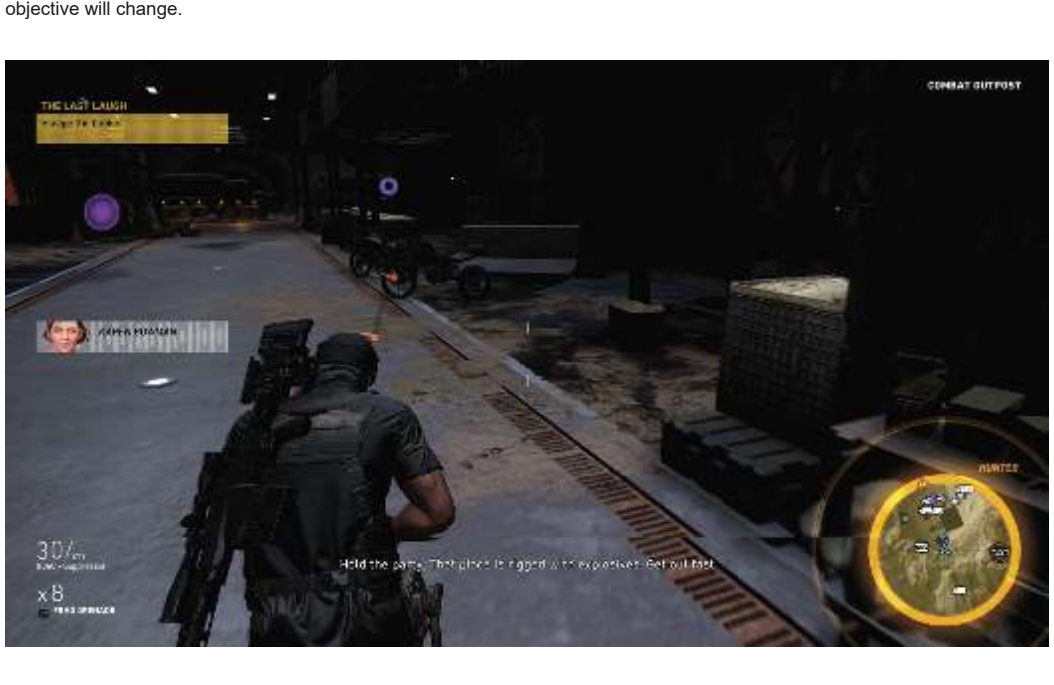


Wait for all but two enemies to leave the area, then head north toward the other end of the bunker. Next, cross over to the yellow cargo container that has been converted into an office. Inside this office, you'll find the PDA and the bunker will begin destructing.



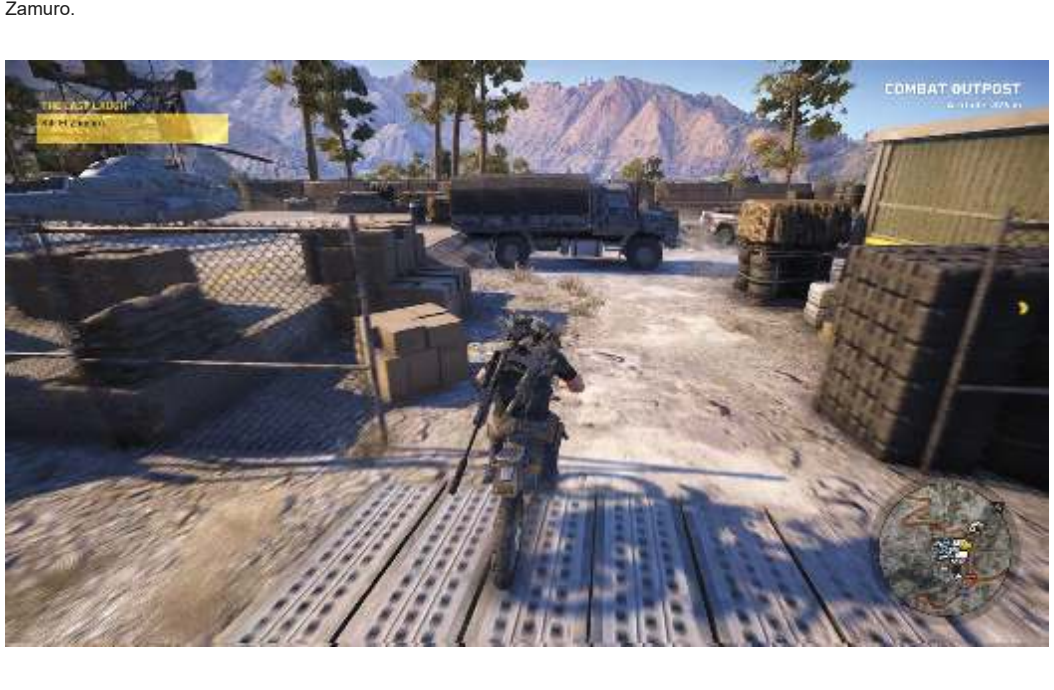
ESCAPE THE BUNKER

Hop on one of the motorcycles across the road and head straight north out of the tunnel. As you approach the opening, your objective will change.

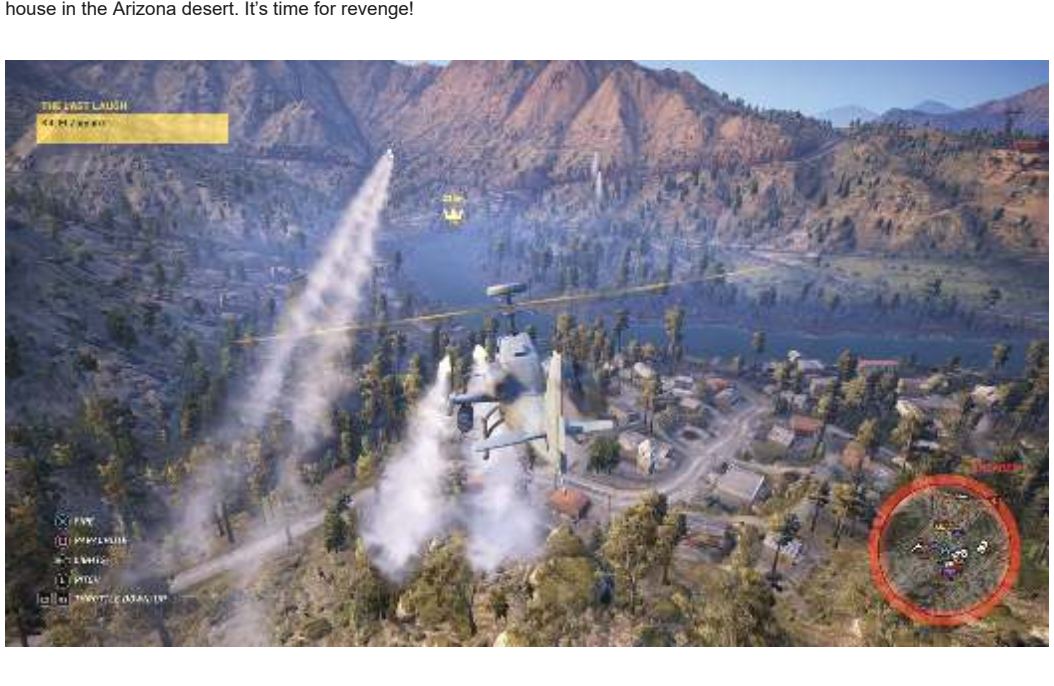


KILL EL ZAMURO

Once you exit the mouth of the bunker, quickly go left and hop into the military helicopter. Take off and chase down El Zamuro.

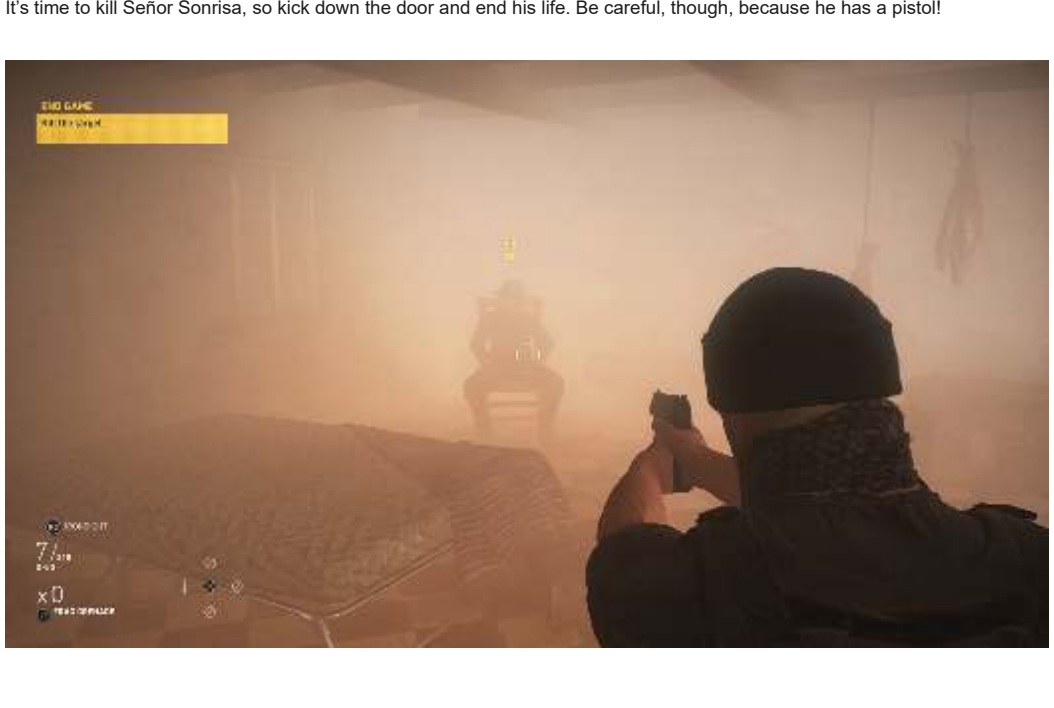


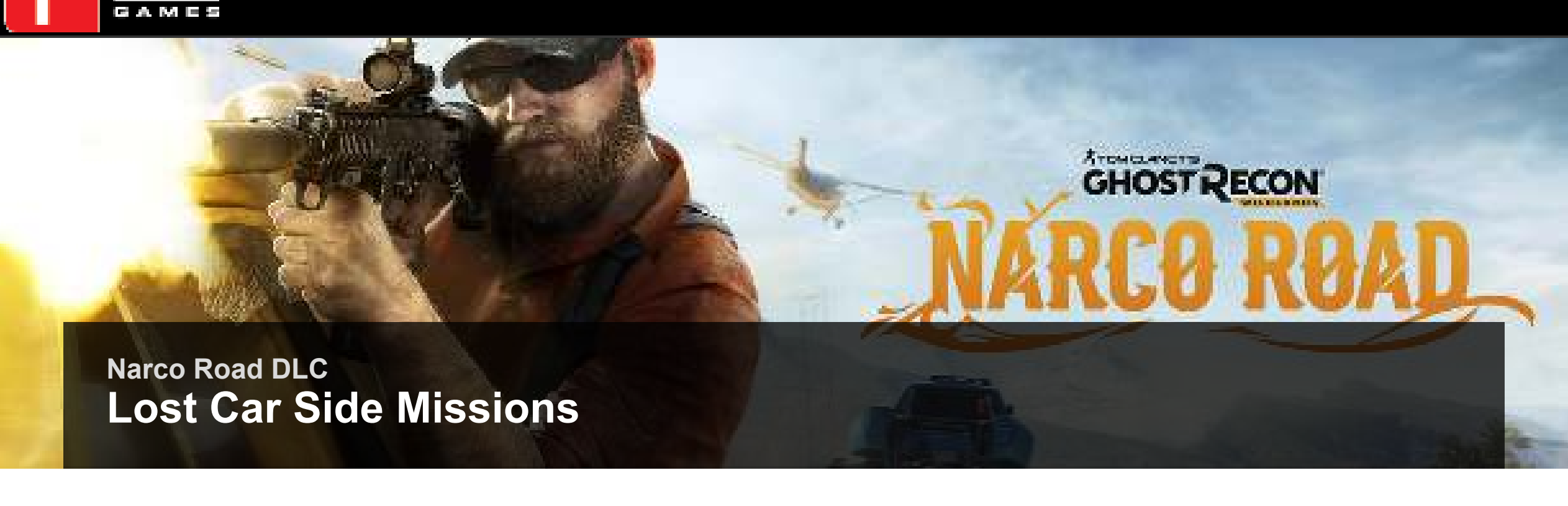
Fire your helicopter's missiles to take down Zamuro's helicopter. Once the job is complete, you'll find yourself outside a small house in the Arizona desert. It's time for revenge!



HE'S DEAD, FOR SURE!

It's time to kill Señor Sonrisa, so kick down the door and end his life. Be careful, though, because he has a pistol!




TOM CLANCY'S GHOST RECON
NARCO ROAD

Narco Road DLC

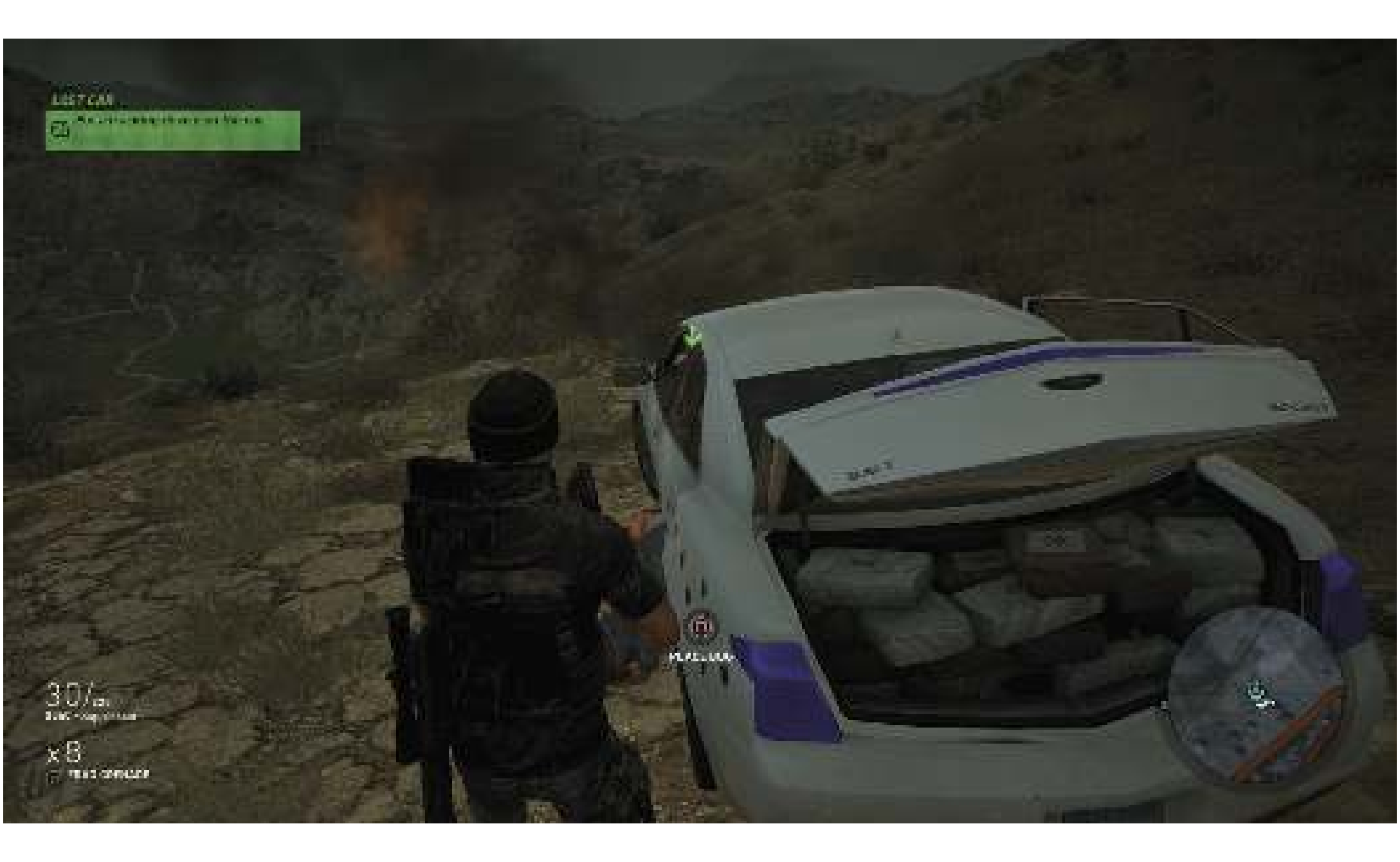
Lost Car Side Missions

Lost Car side missions are scattered in each gang's region. Each mission begins with you entering a vehicle and attaining a clue.

GET TO THE CHOPPA!

Bring a helicopter to each of the Lost Car mission start points. This will help you complete the mission as fast as possible. Note that vehicle support is blocked within a small radius to the mission start point.

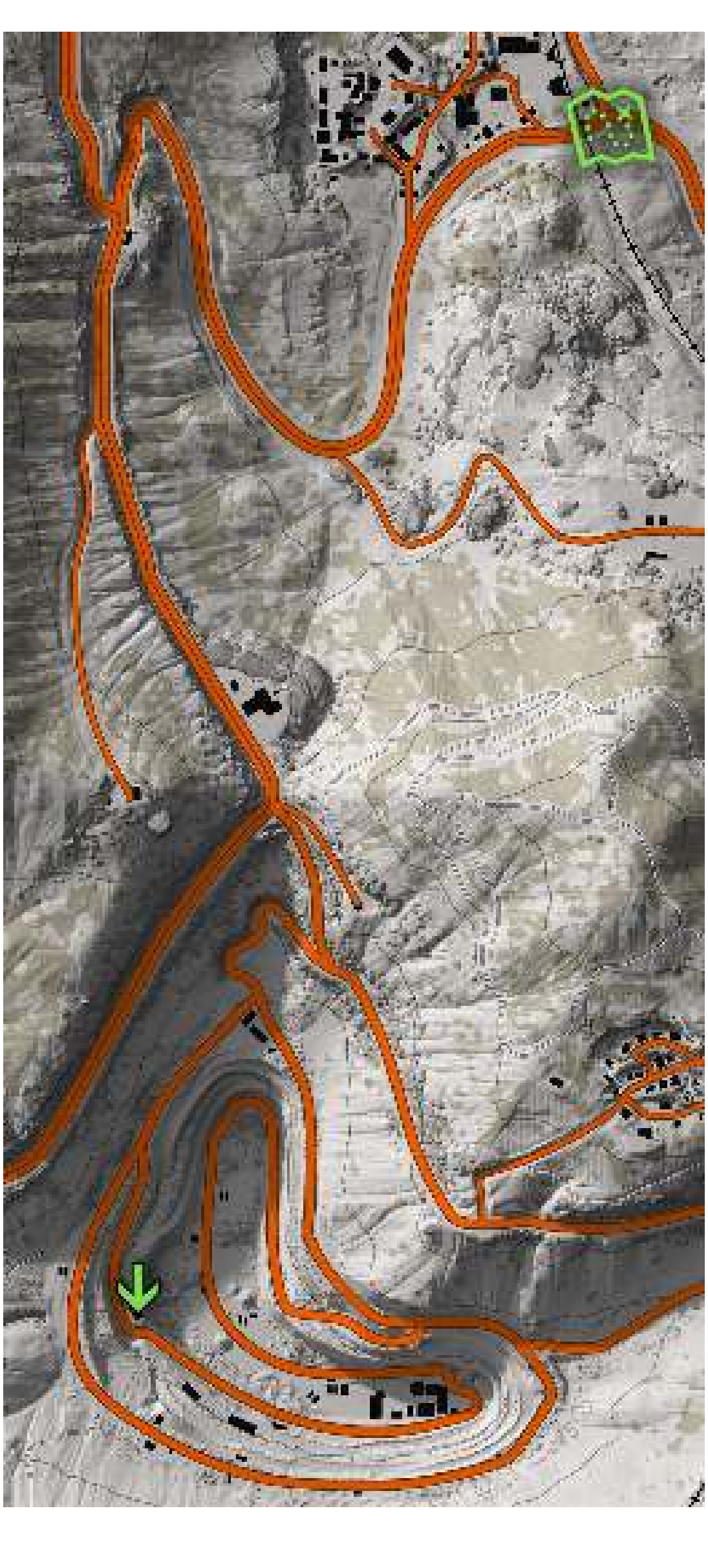
After viewing the clue, you're tasked with finding the lost car before the timer expires. This chapter reveals the clues, as well as the location of the vehicles. Each lost car is named after the closest named area to their starting point on the map for clarity.



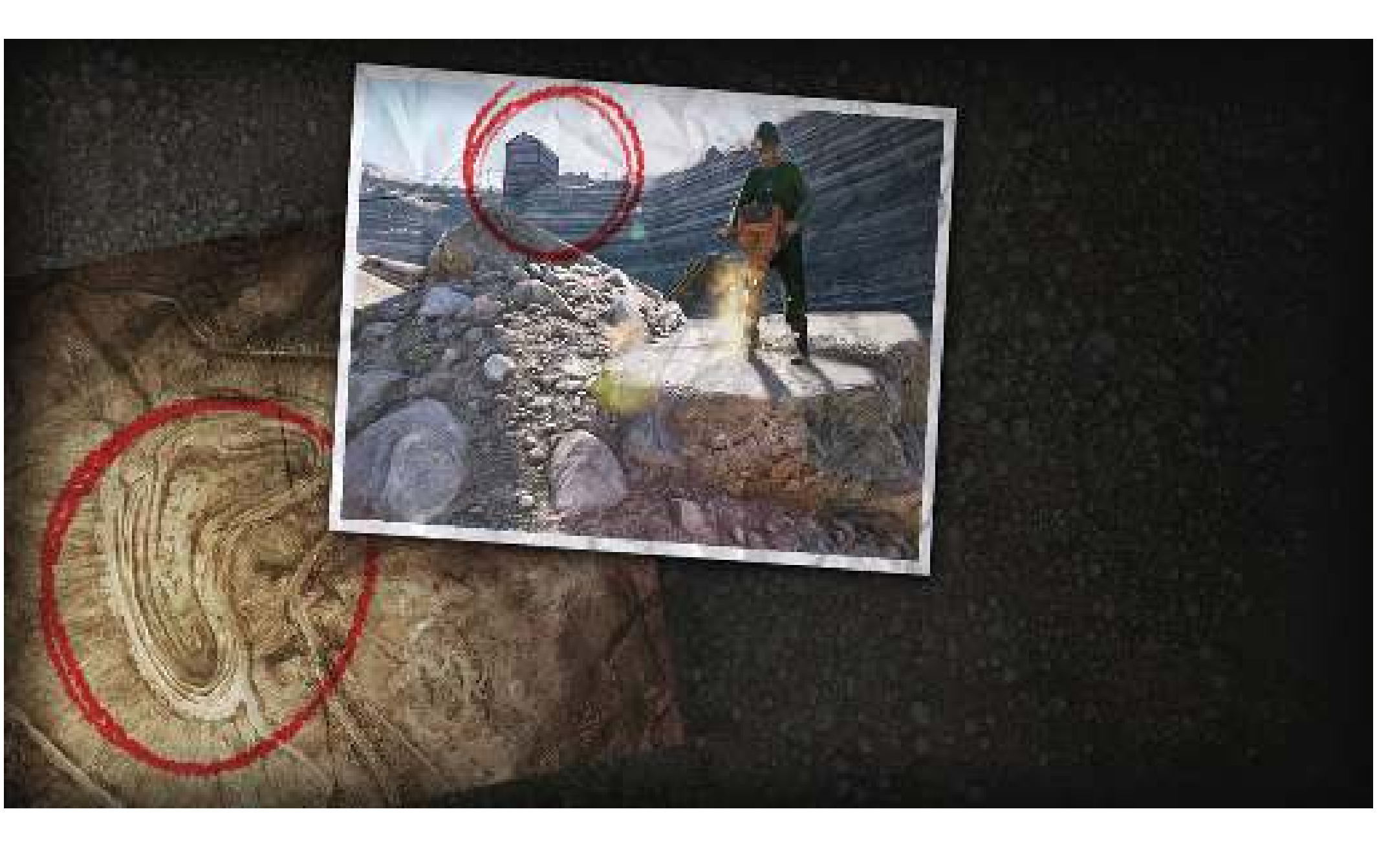
When you get within close proximity of a car, the timer will stop and the car will get marked on the map. Bug the car to complete the mission. Be on the lookout for smoke, too, as all lost cars are a smoking mess!

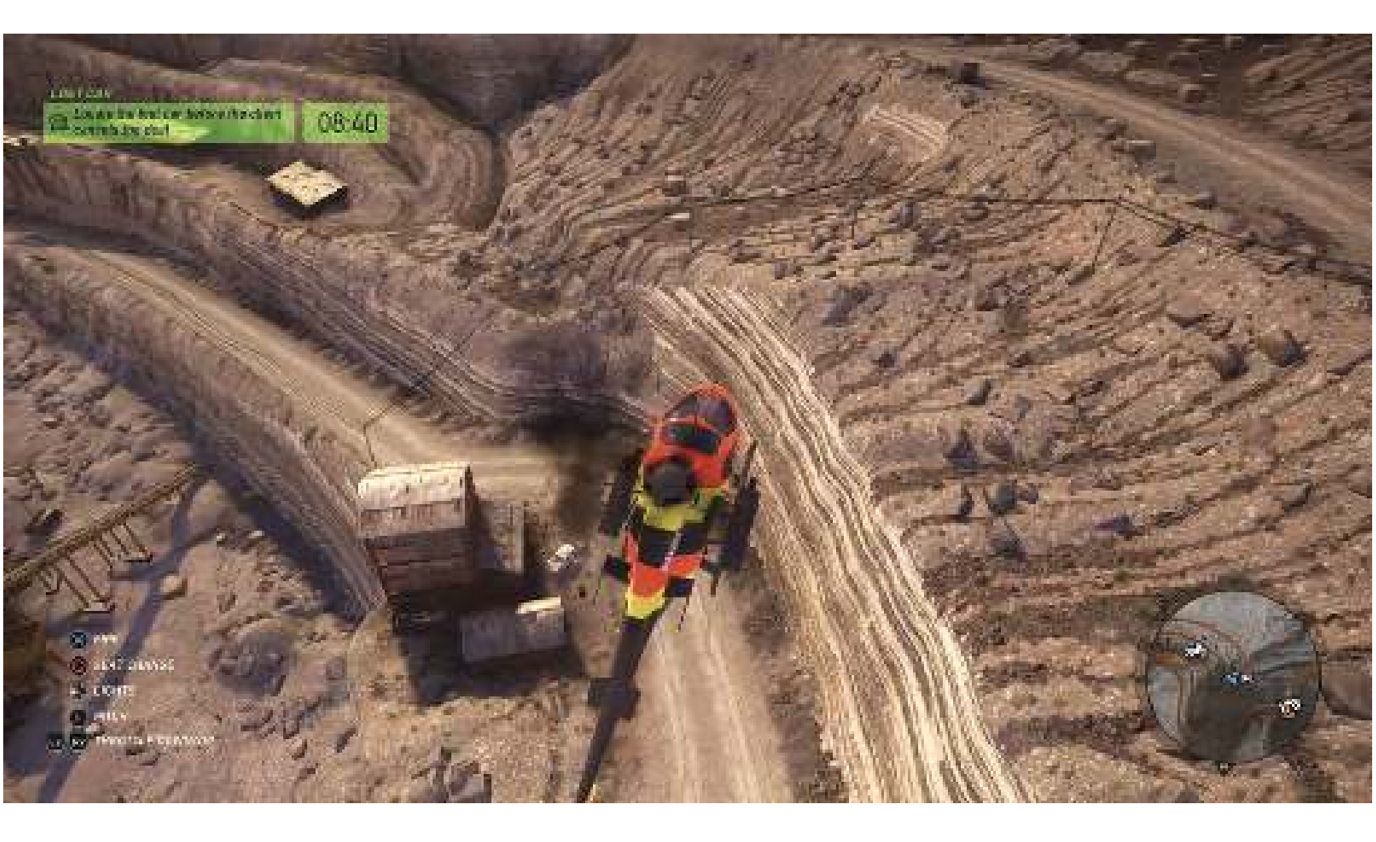
LOS KAMIKAZES

LOST CAR – SAN MATEO BASE



Starting Vehicle: Car (Santa Blanca)

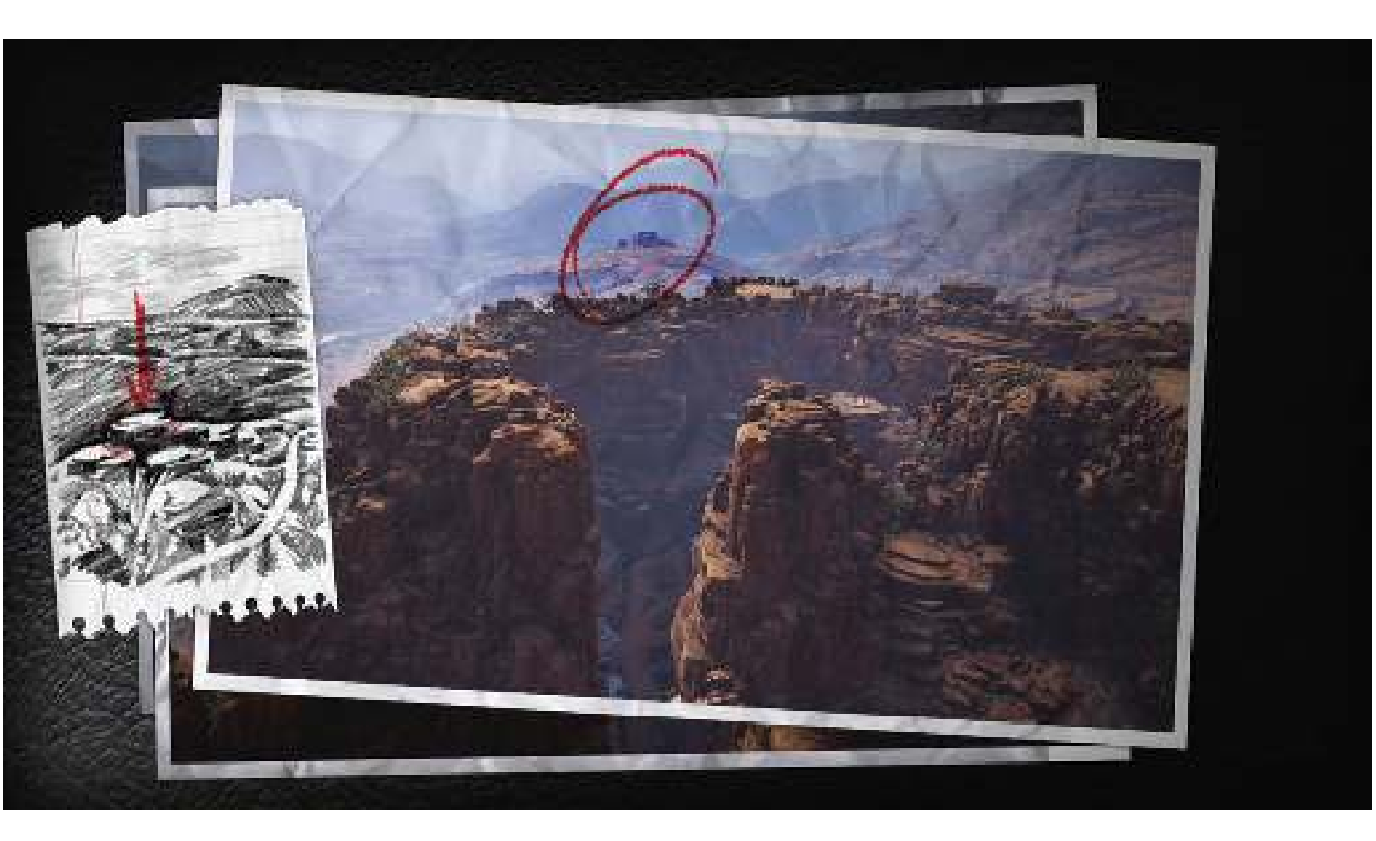


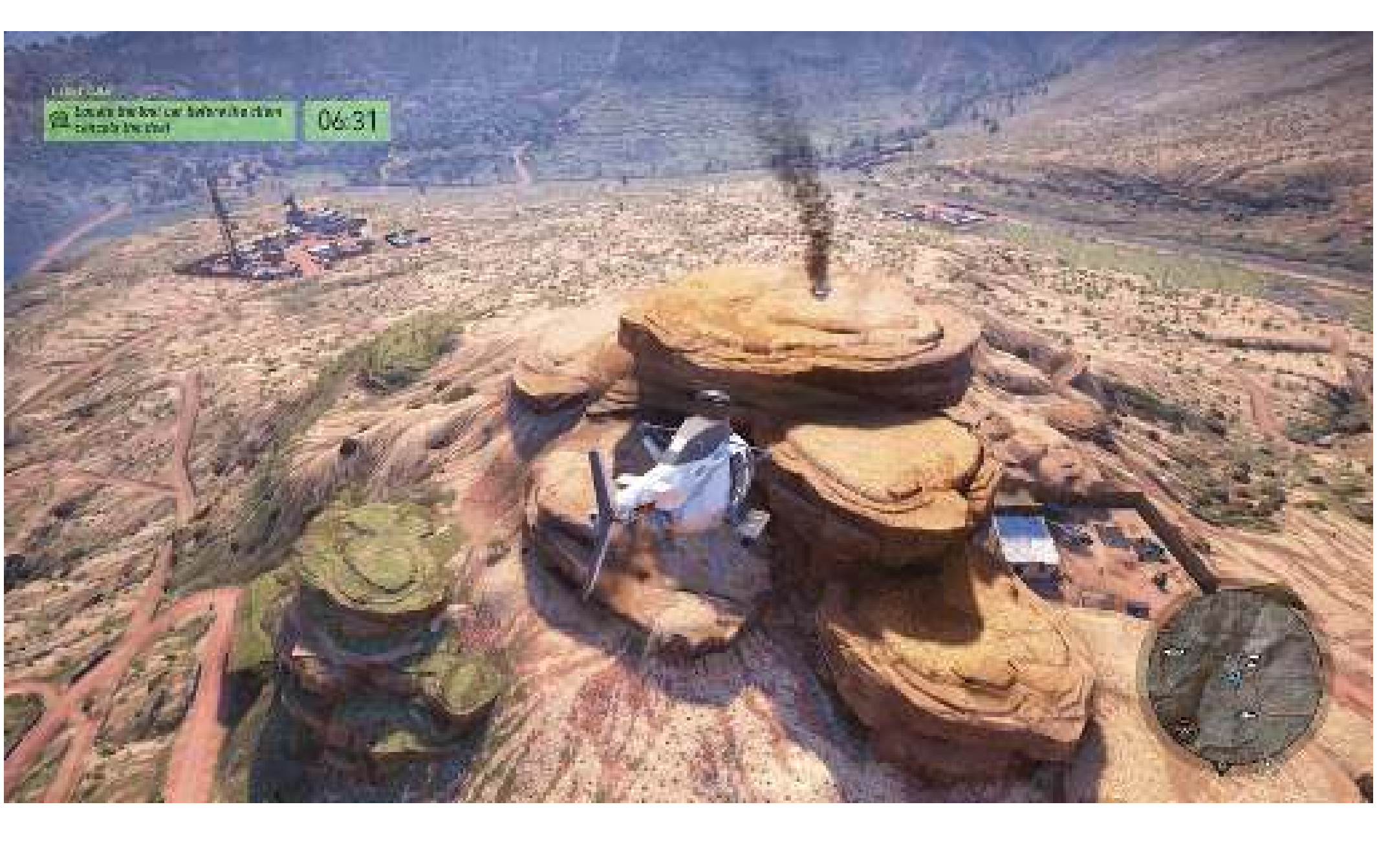


LOST CAR – OBSERVATION POST

Starting Vehicle: Helicopter (Santa Blanca)

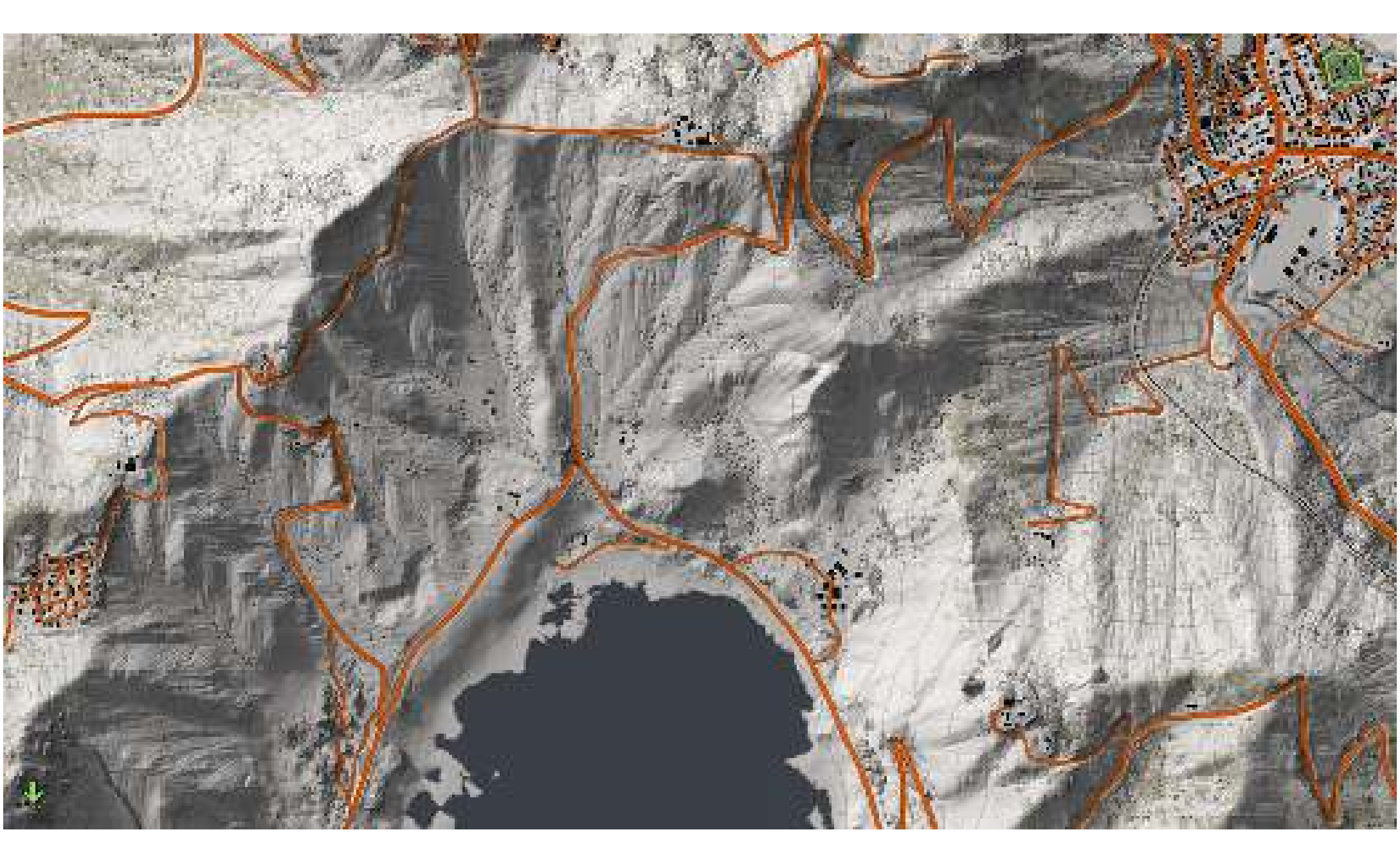
This helicopter is guarded by several Unidad Soldiers.



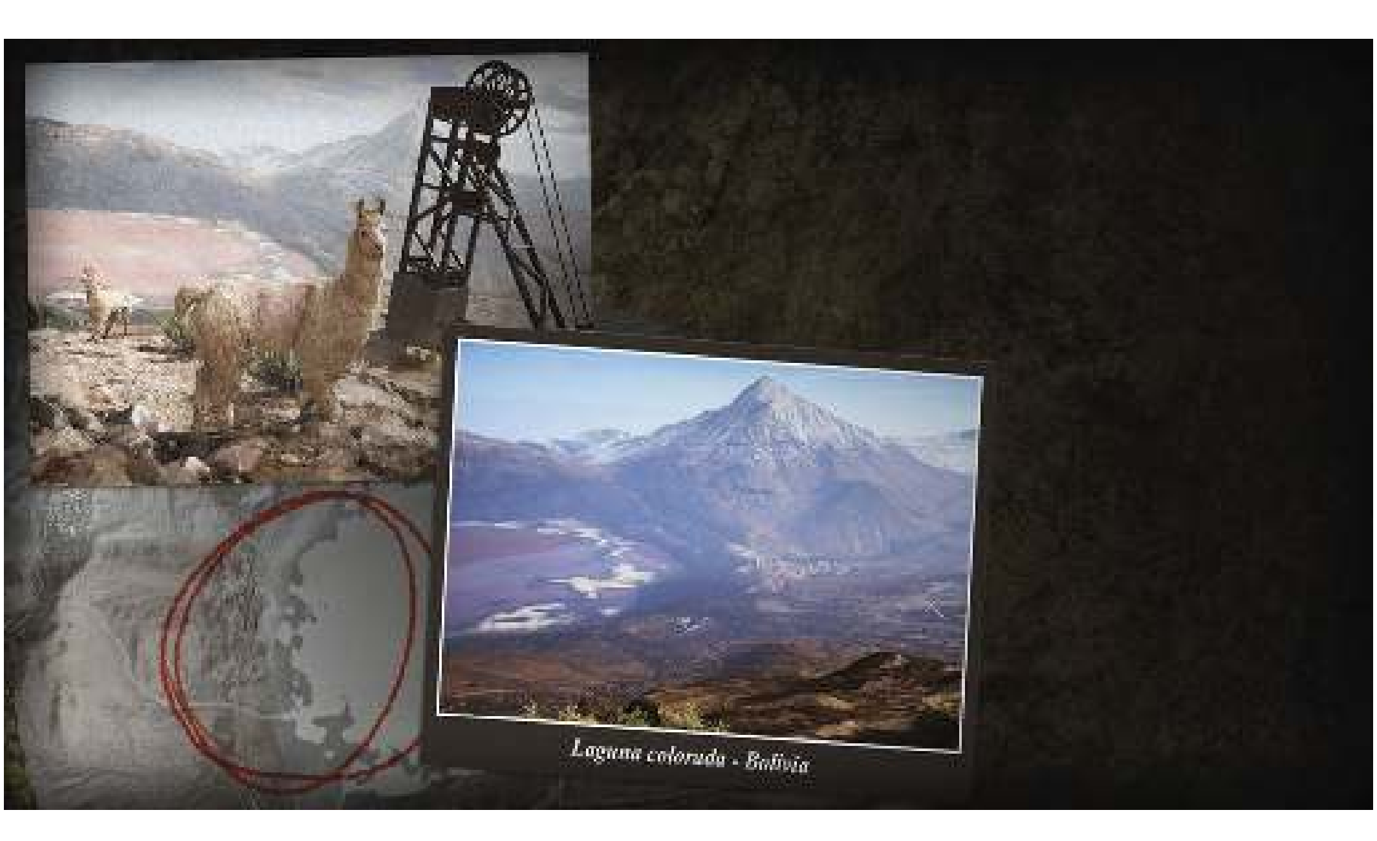


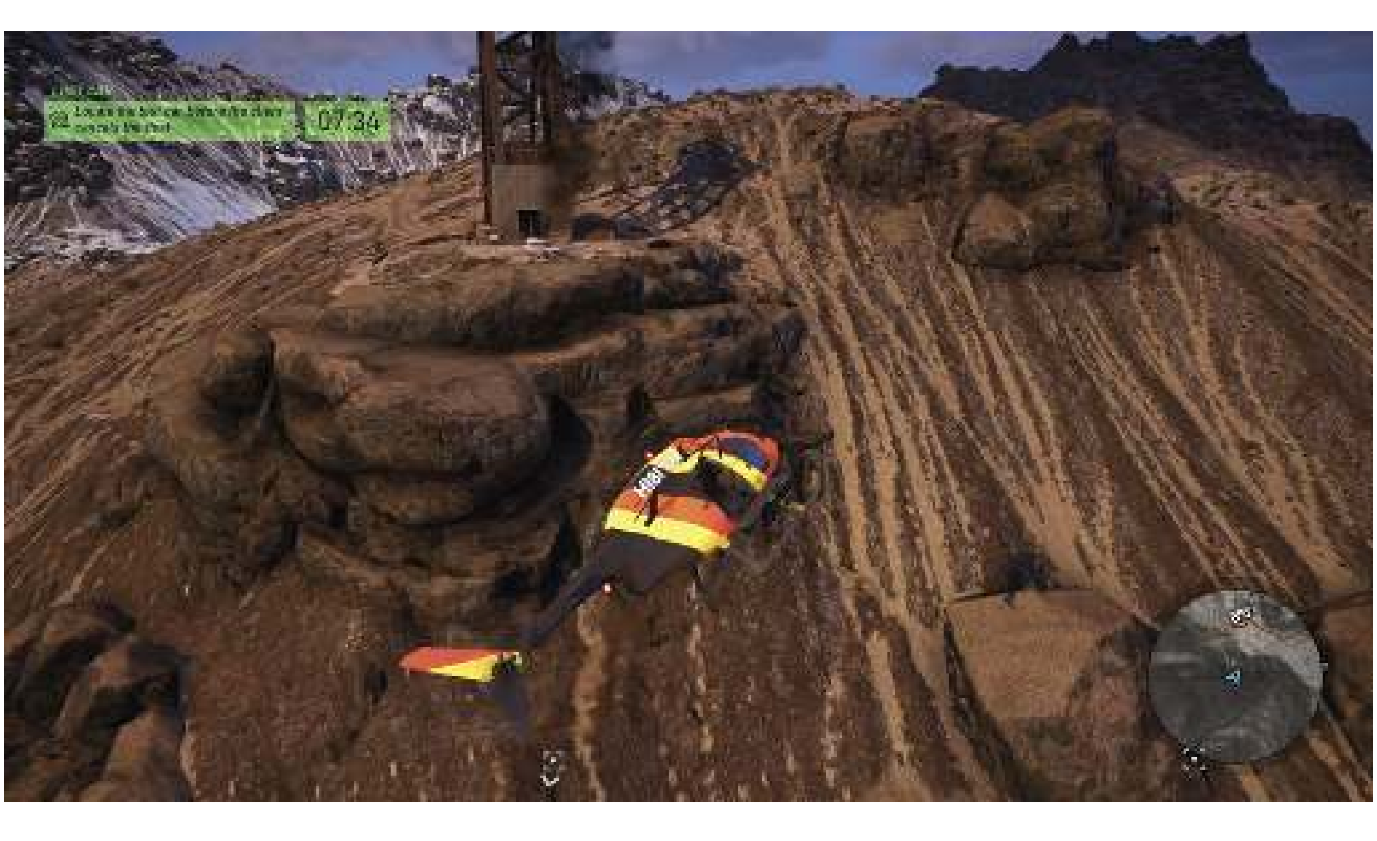
THE DEATH RIDERS

LOST CAR - BARVECHOS

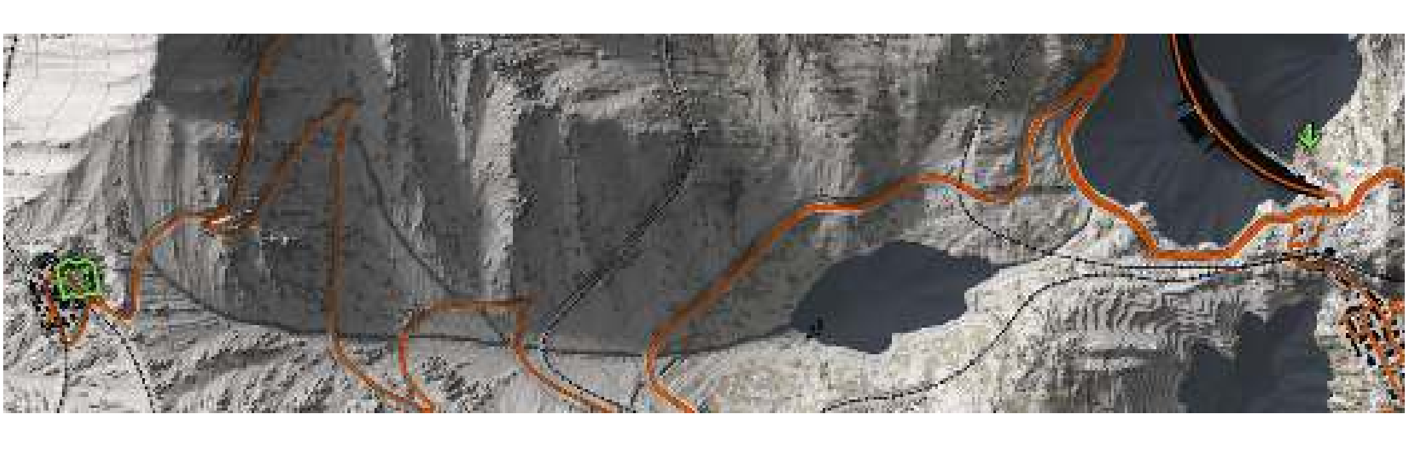


Starting Vehicle: Buggy (Santa Blanca)

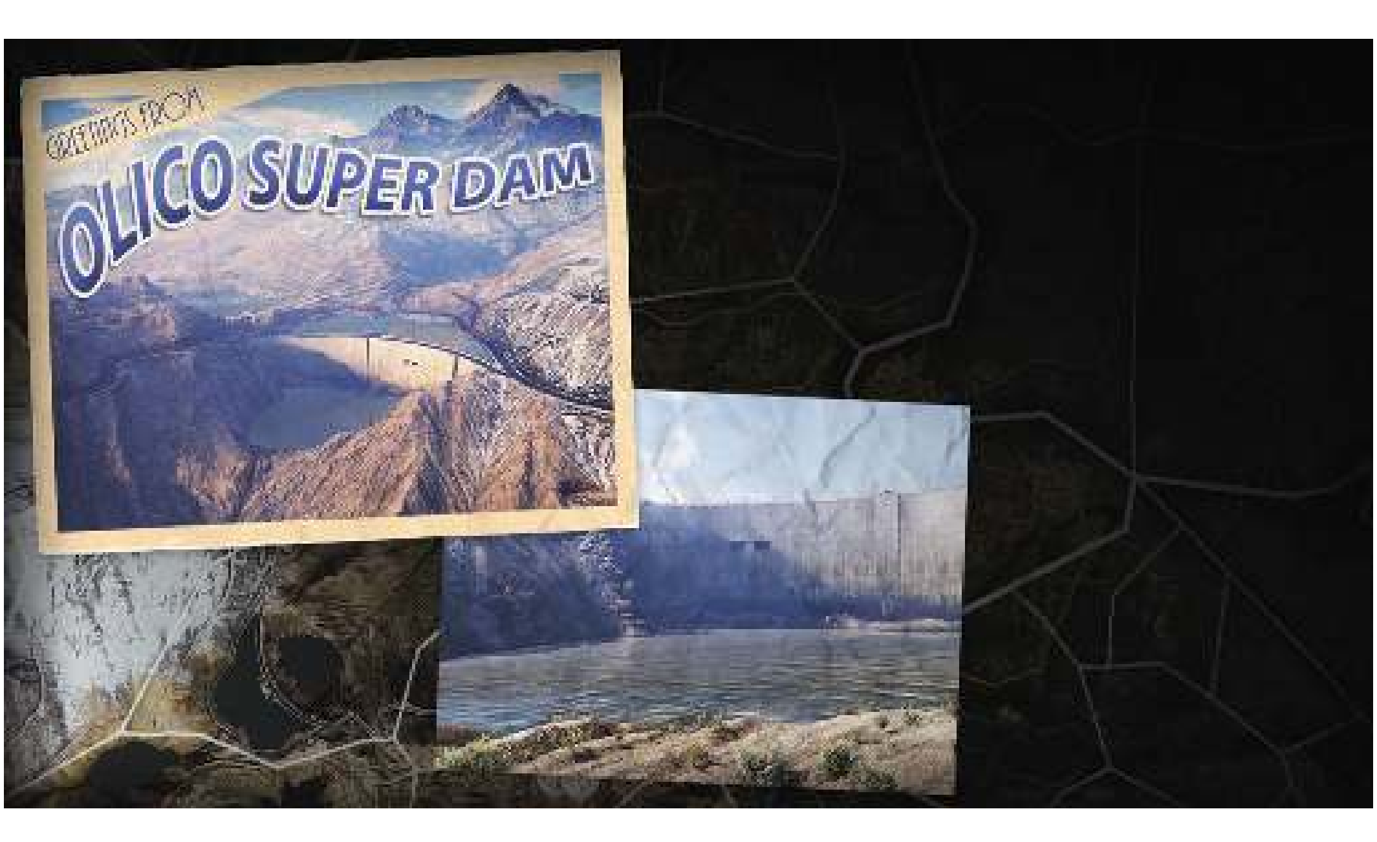

Laguna colorada - Bolivia

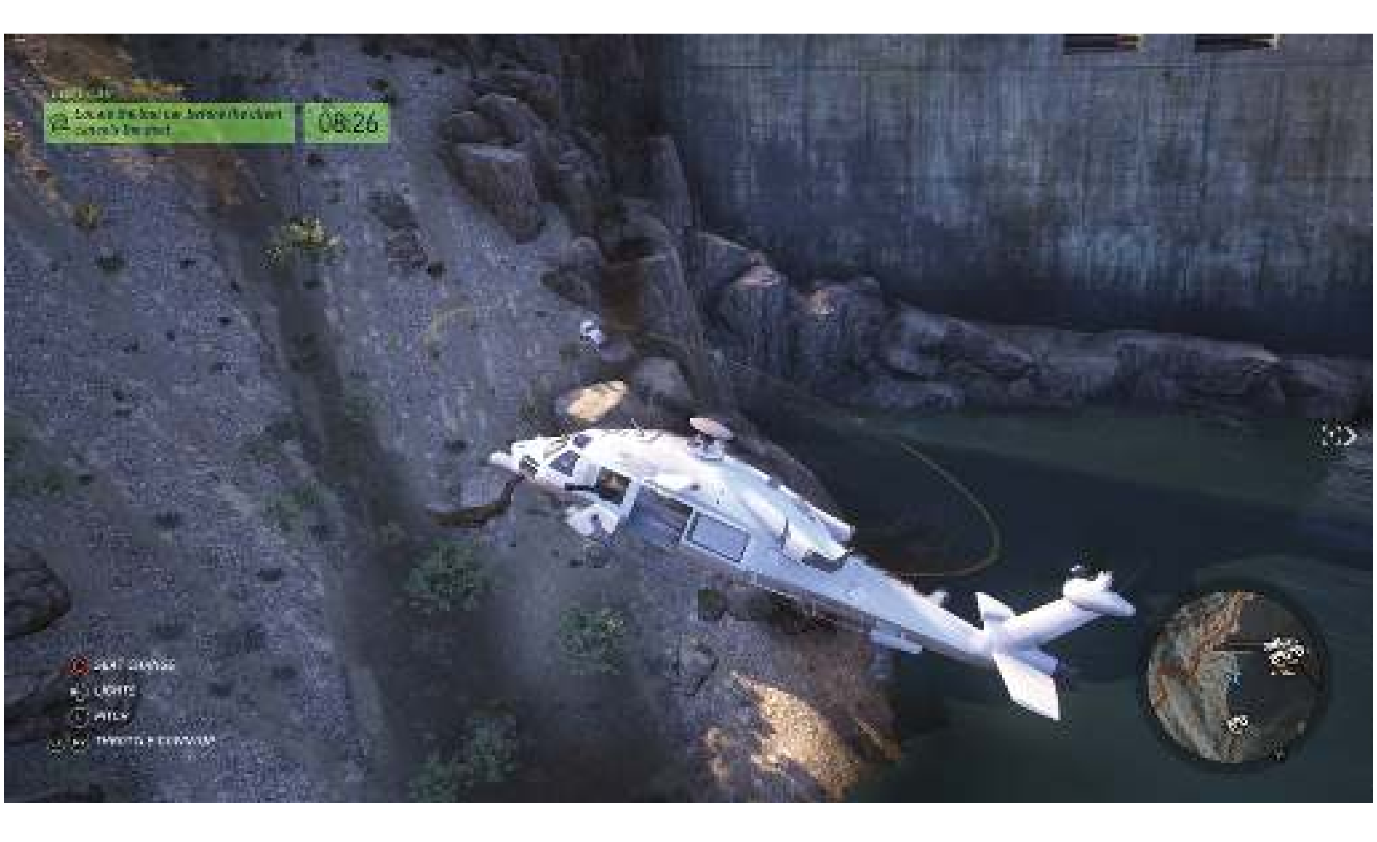


LOST CAR – INCA CAMINA BASE



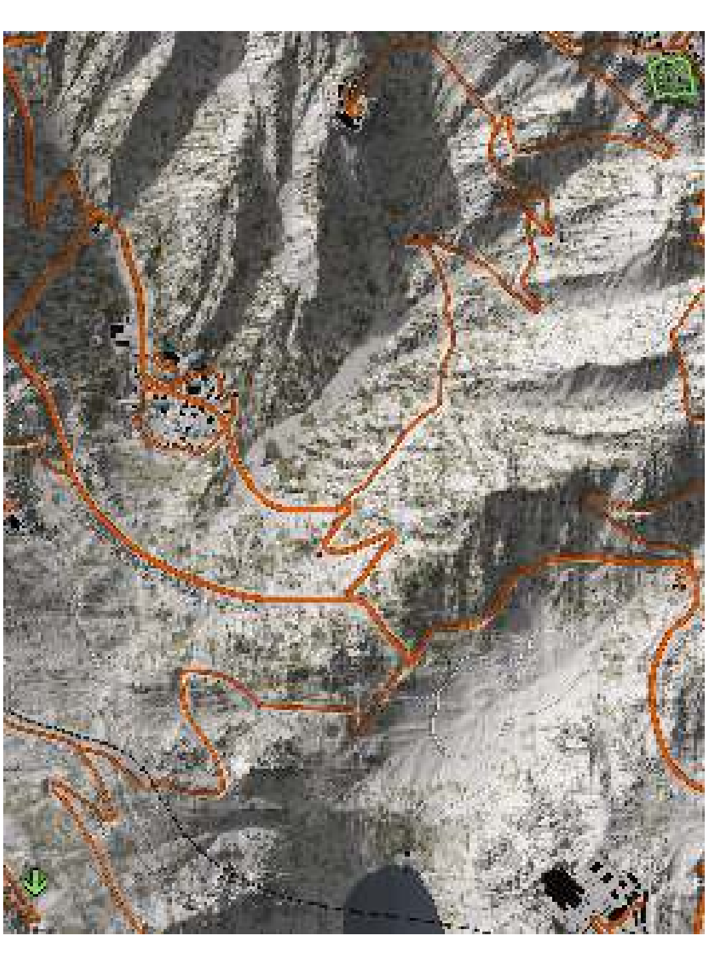
Starting Vehicle: Helicopter (Santa Blanca)


GREETINGS FROM
OLICO SUPER DAM

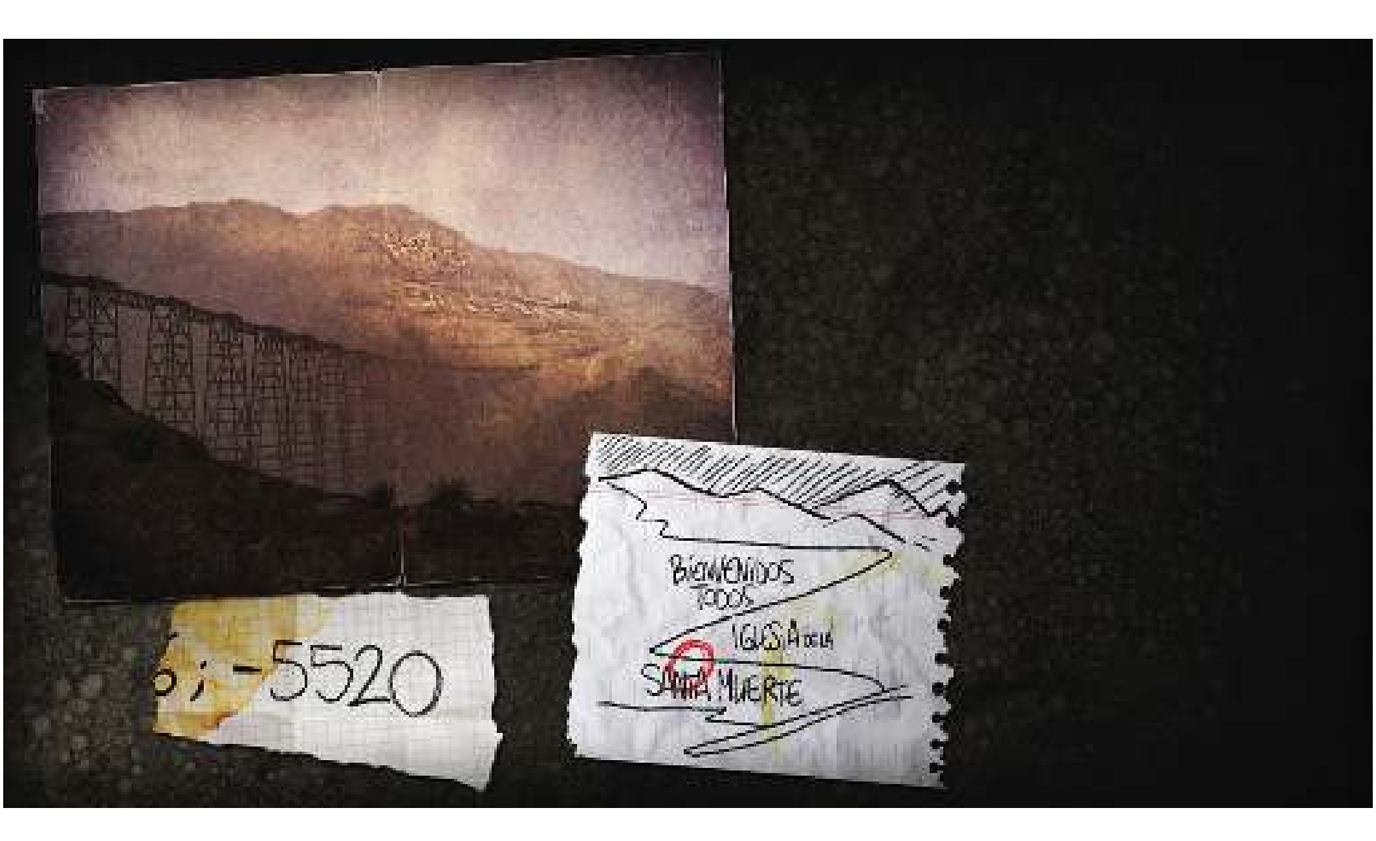


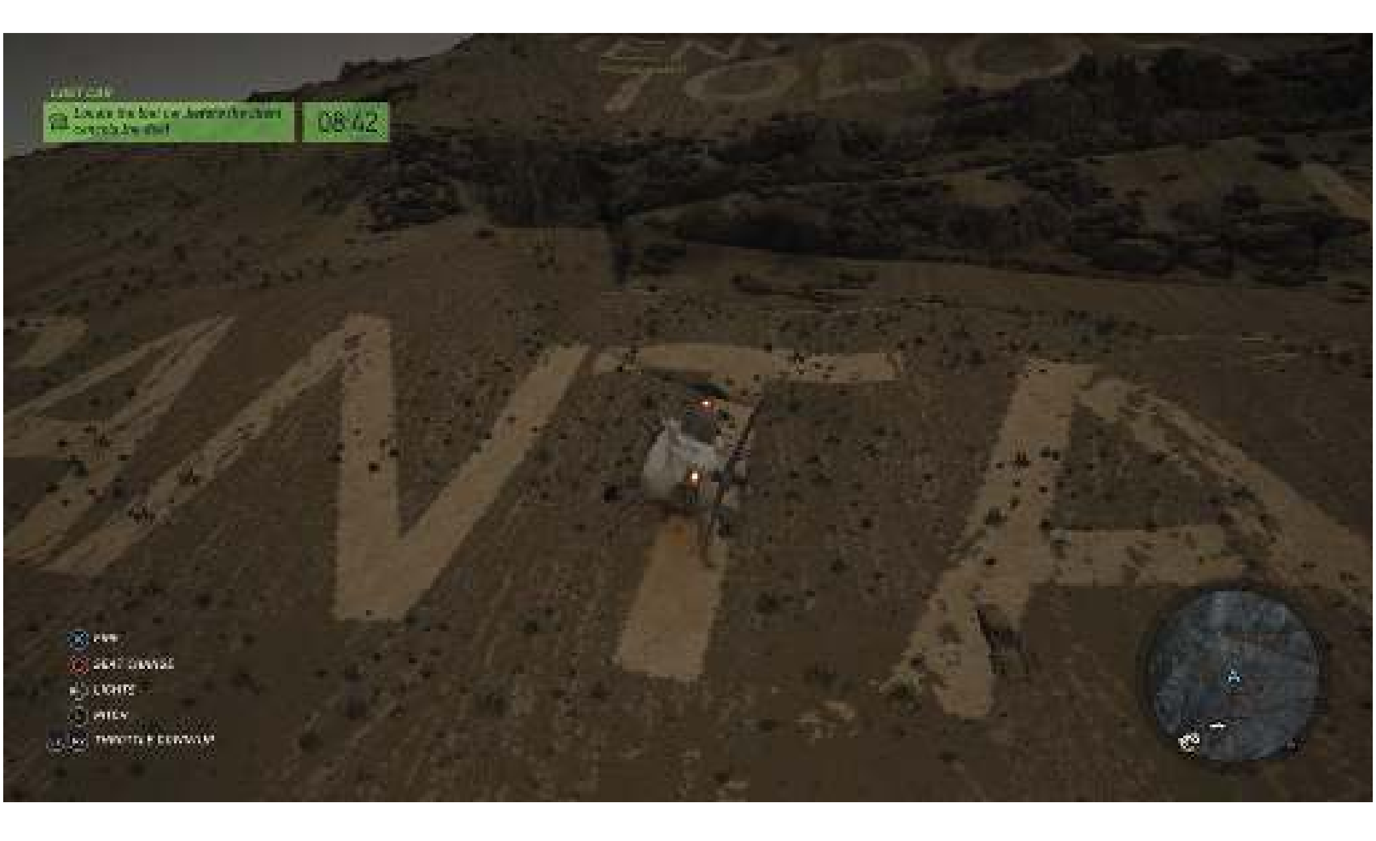
LOS JINETES LOCOS

LOST CAR - PILCA VILLAGE

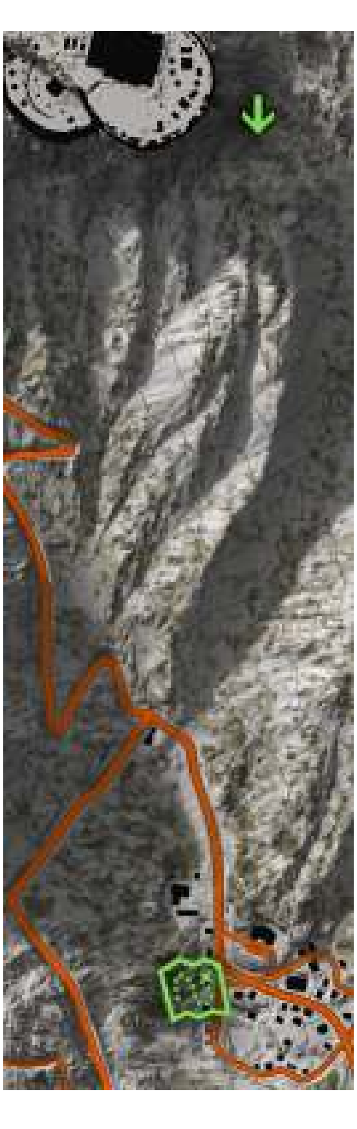


Starting Vehicle: Bike

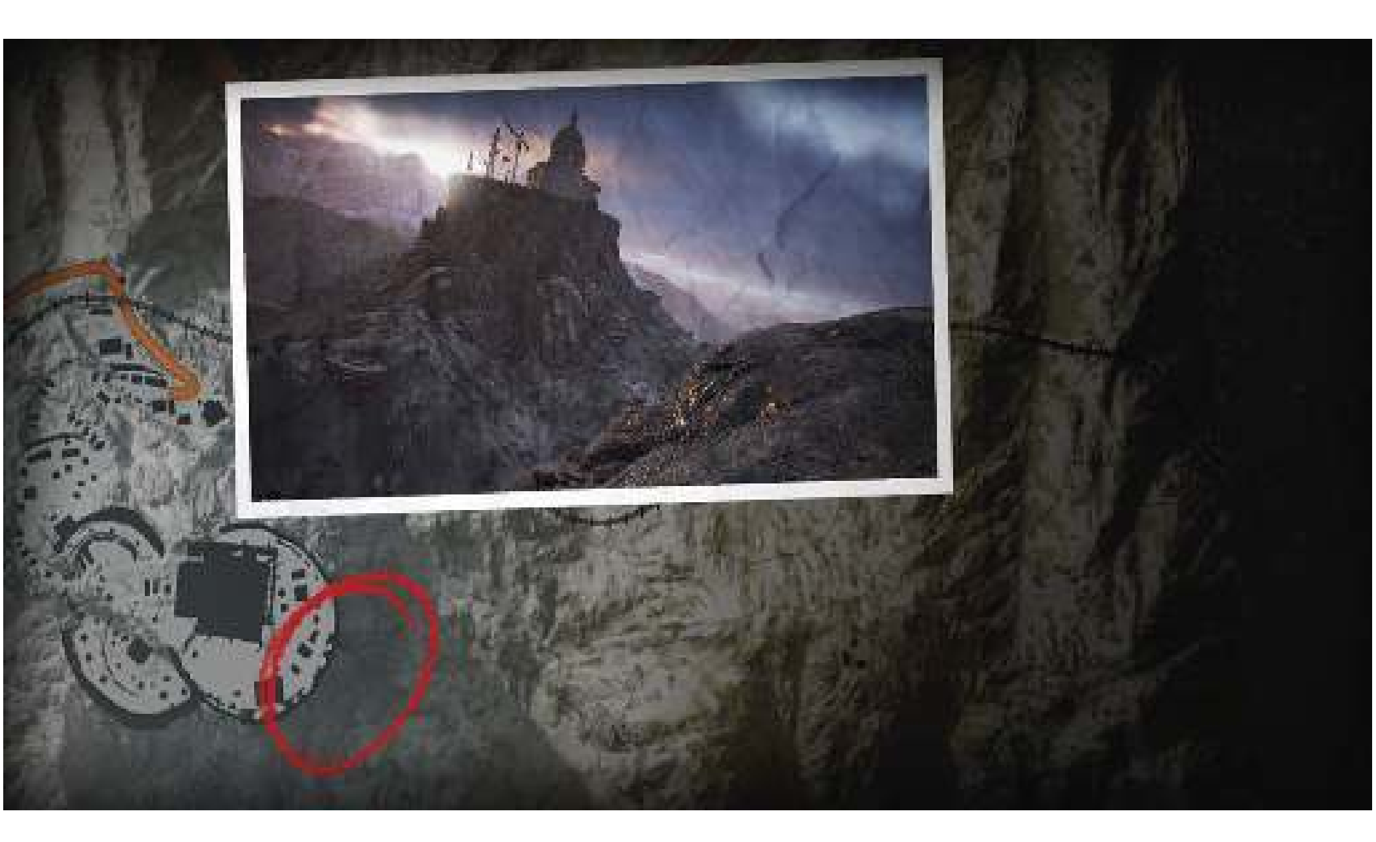

-5520
BIENVENIDOS
TODOS
IGLESIA de la
SANTA MUERTE

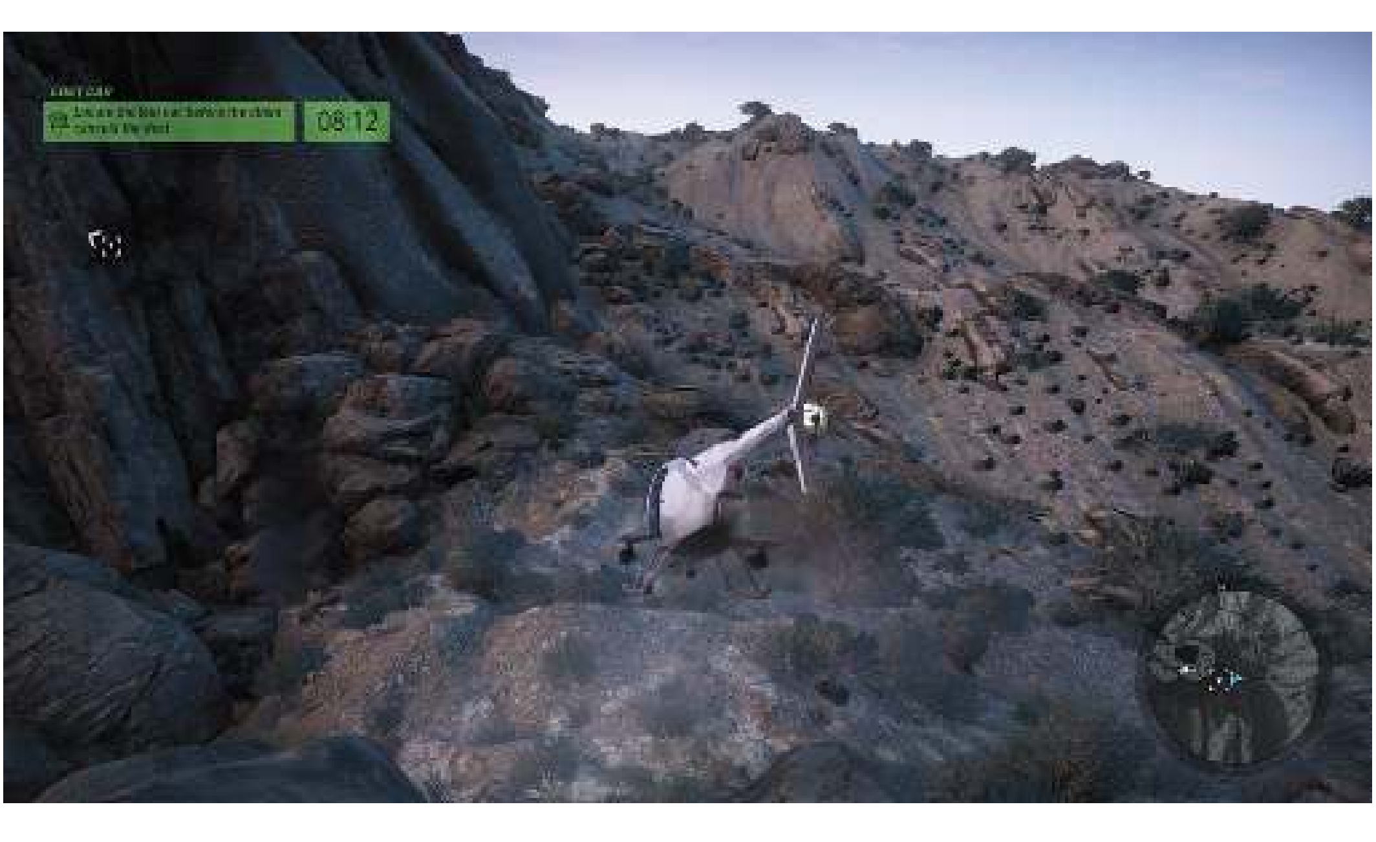


LOST CAR - BANADO

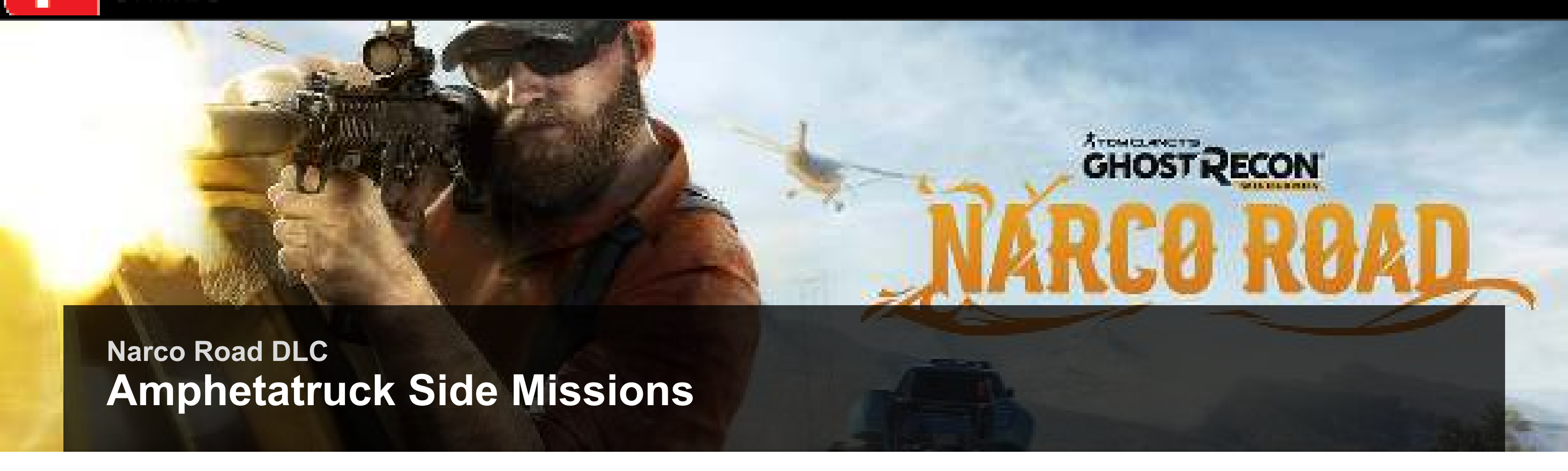


Starting Vehicle: Car (Santa Blanca)





EL INVISIBLE

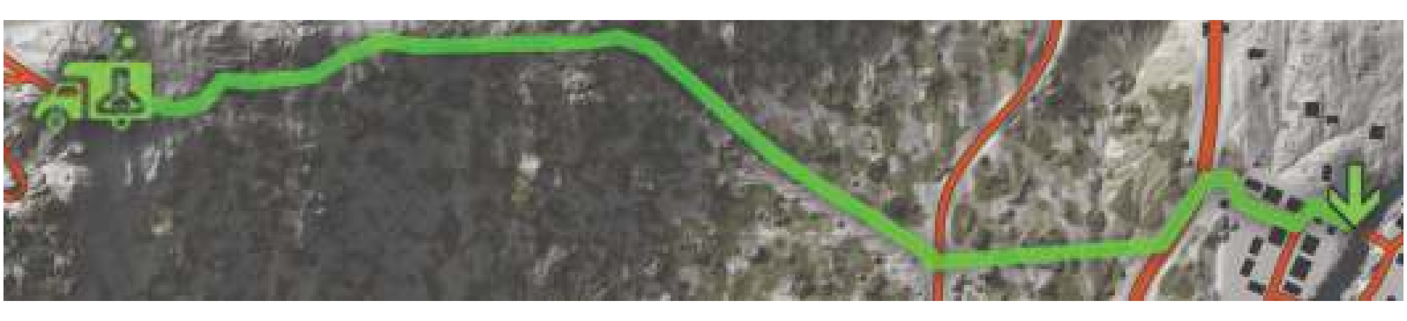


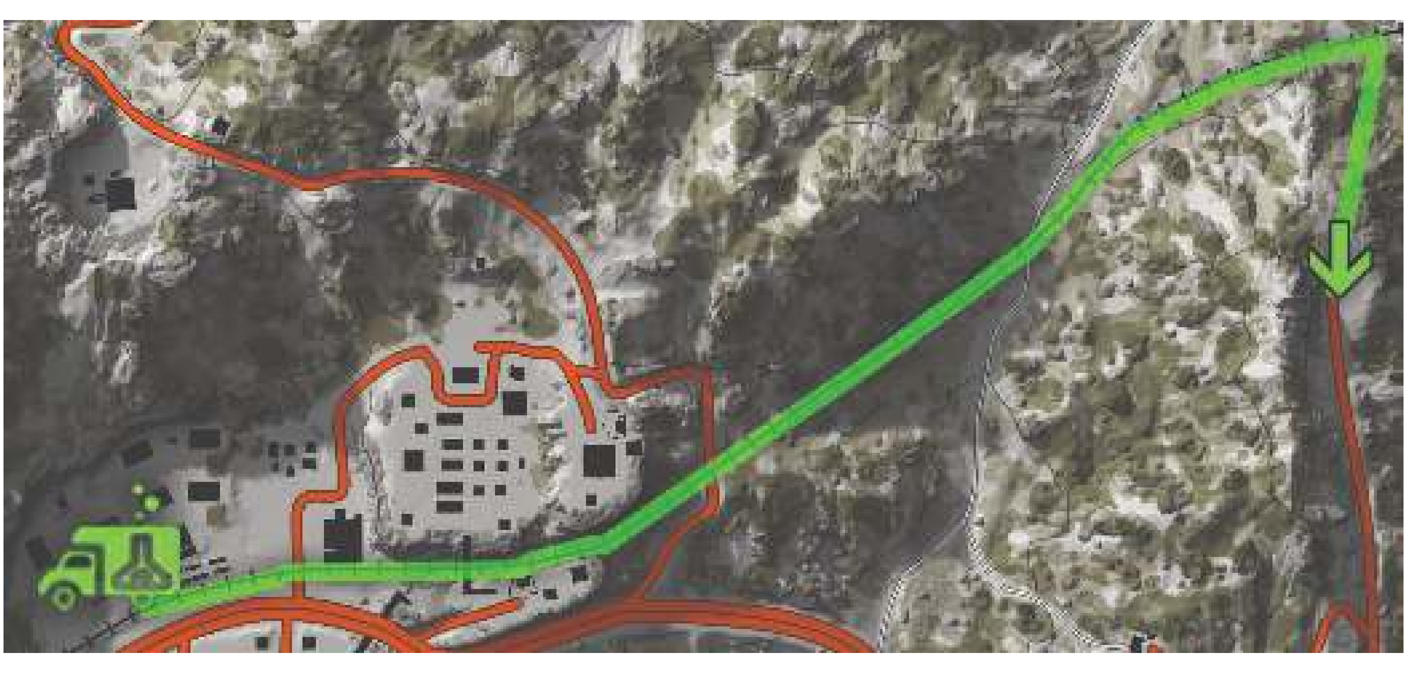
Narco Road DLC

Amphetatruck Side Missions

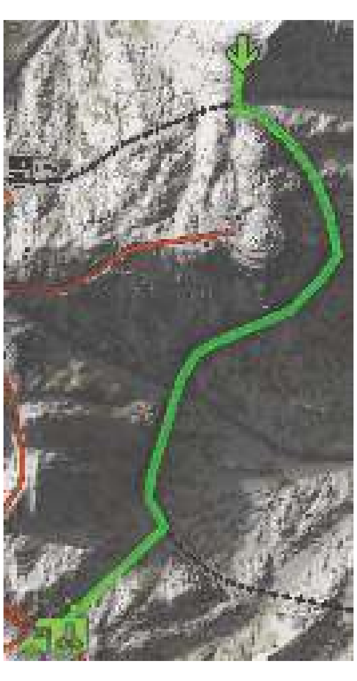
Getting in the Amphetatruck is easy, but getting to your location requires a bit more effort. Each route has been optimized to allow for the easiest ride to the drop-off location. Be warned, however, that the “Chef” may occasionally grab the wheel, so always stay ready to correct your course! You’ll fail the mission by running out of time or taking too many hard hits to your vehicle.

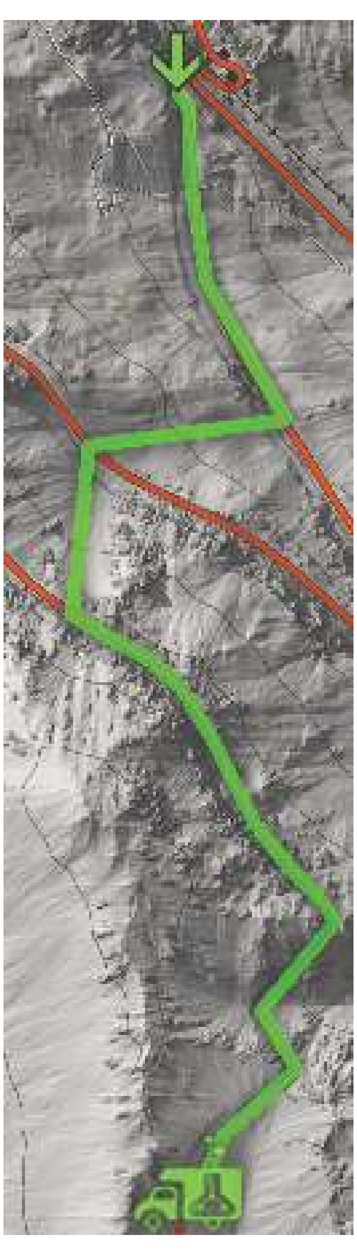
EL INVISIBLE



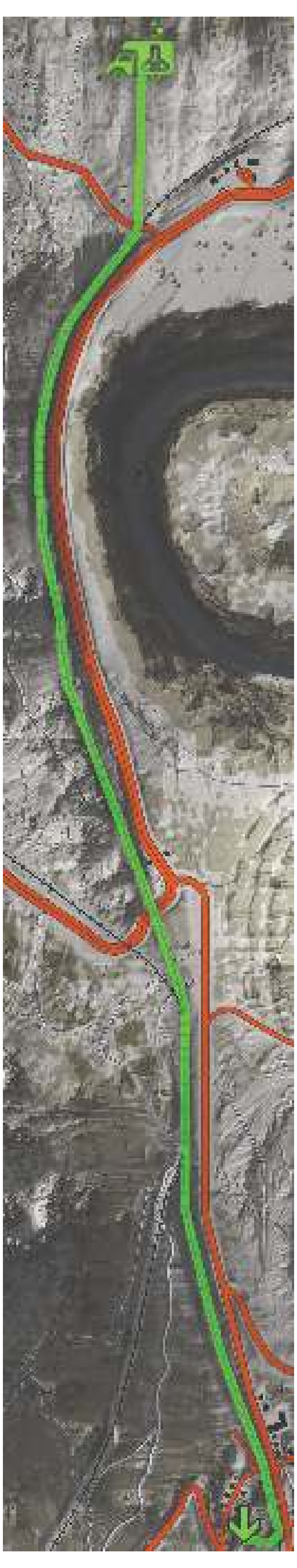


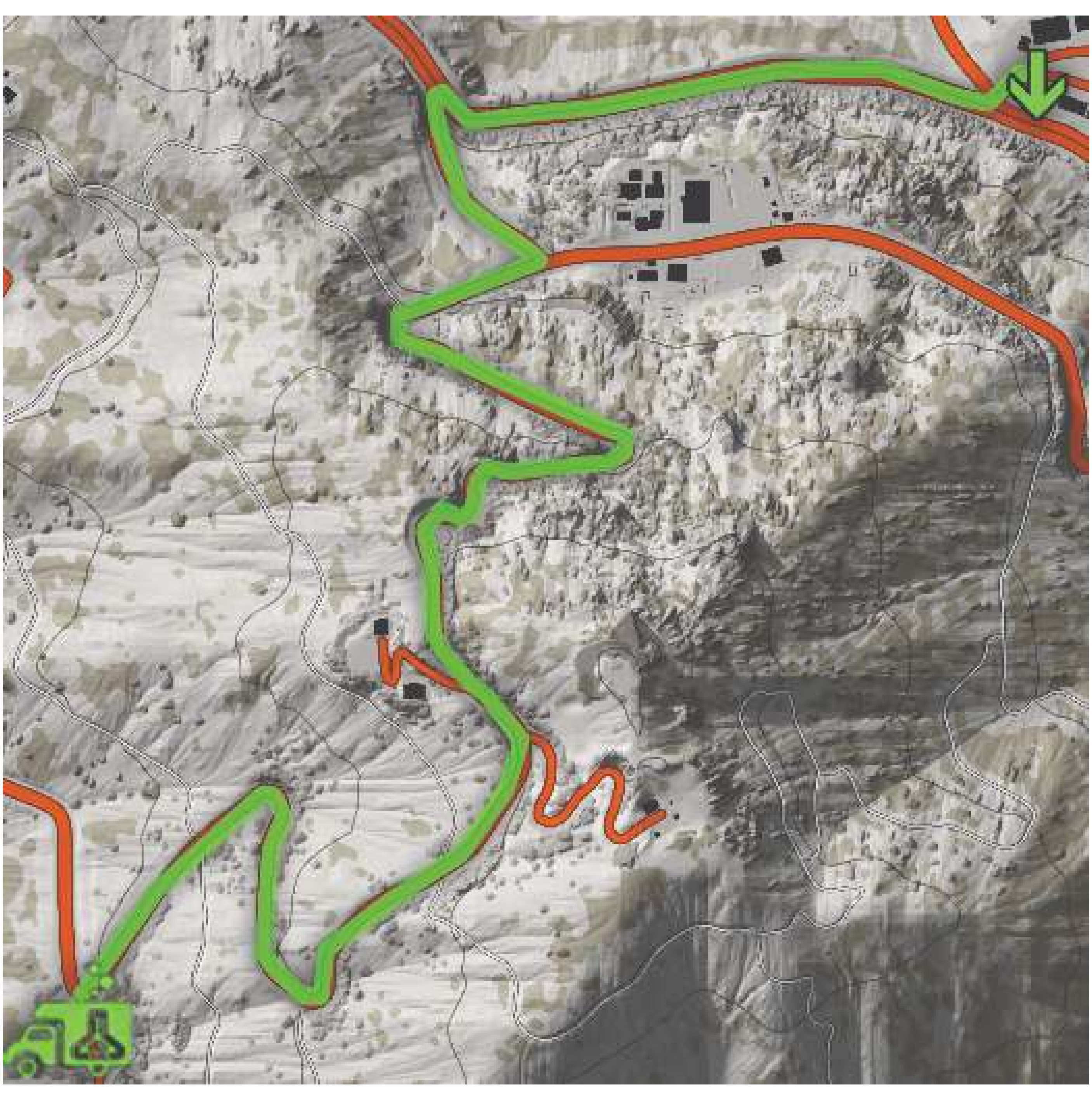
LOS JINETES LOCOS



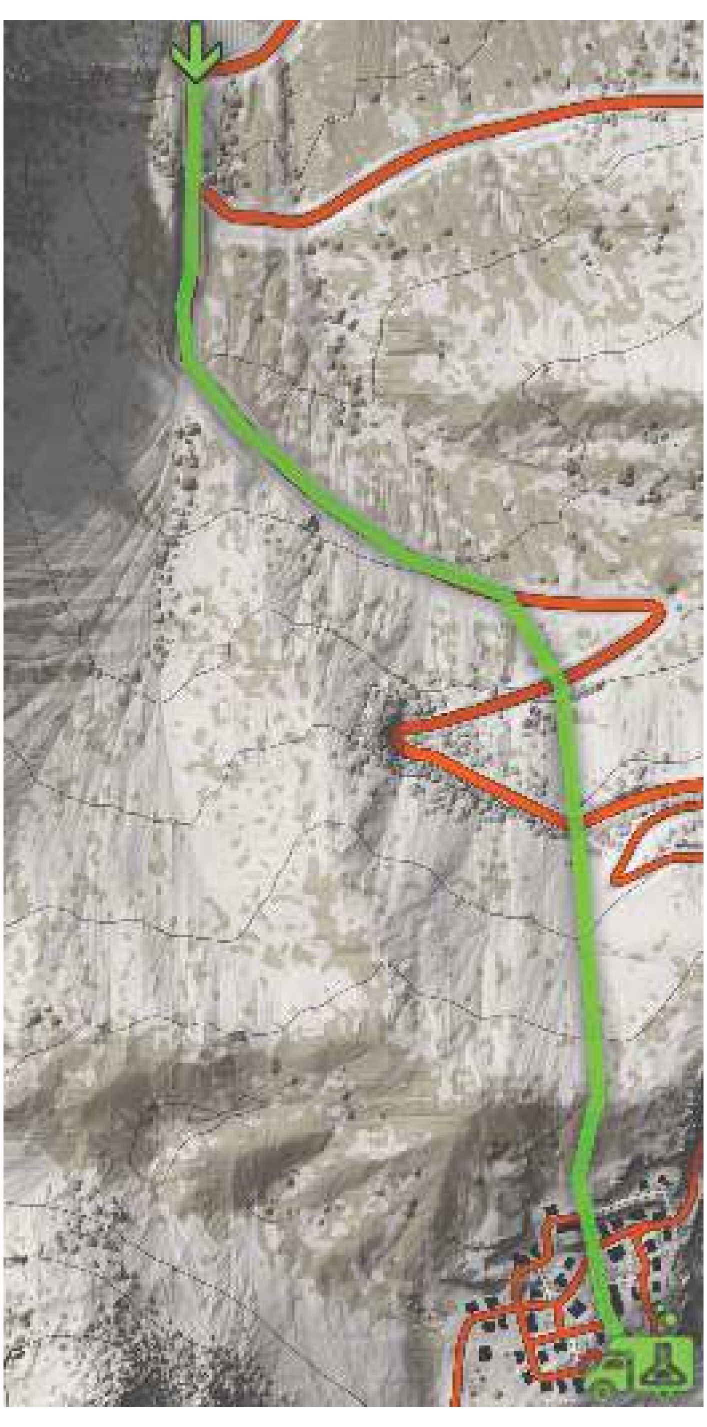


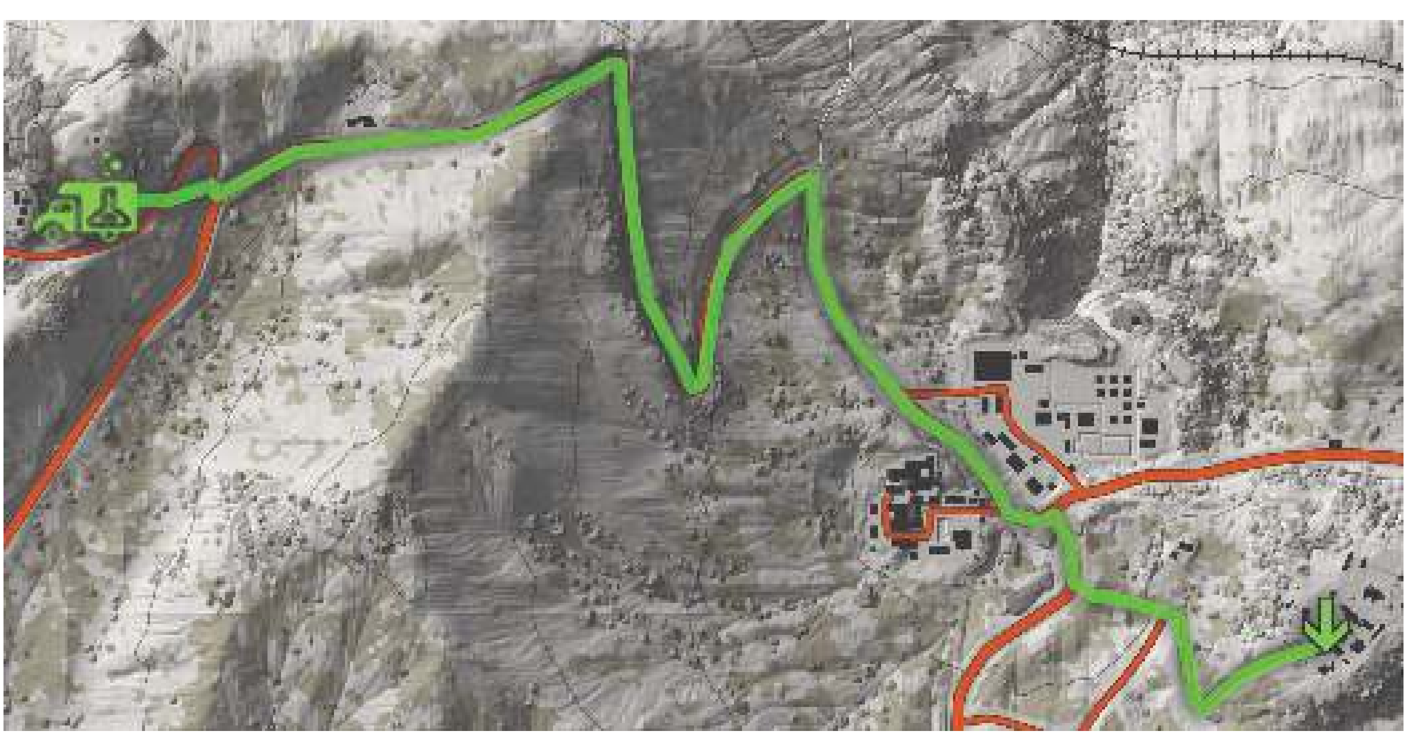
LOS KAMIKAZES

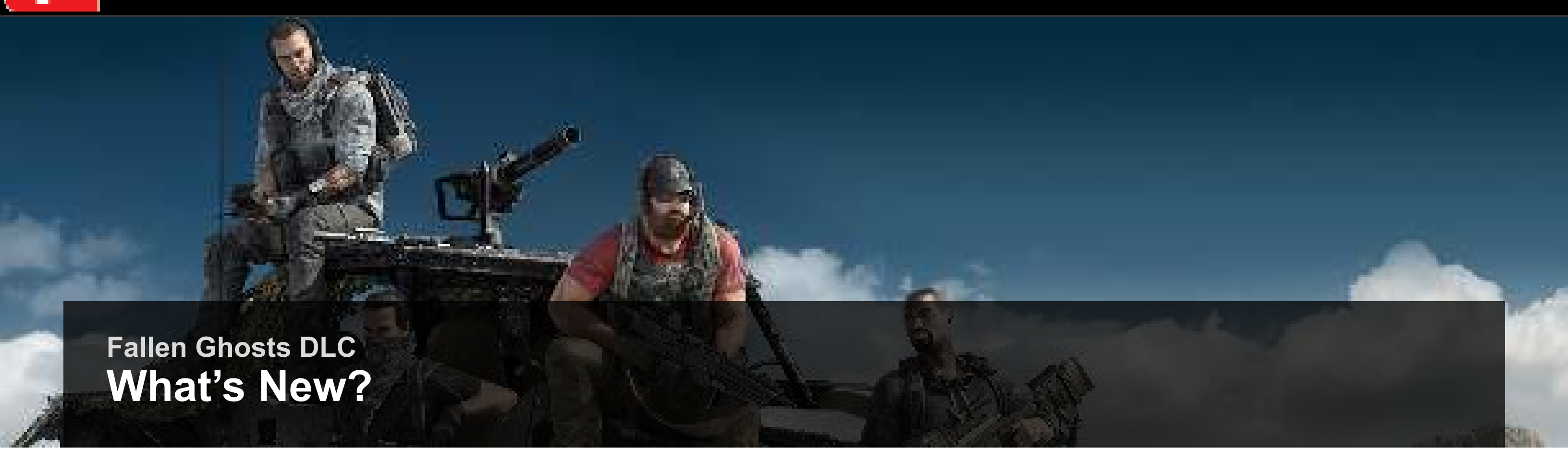




THE DEATH RIDERS







Fallen Ghosts DLC

What's New?

The Ghosts think they are on one last mission: Extract all CIA and American civilians remaining in the country after they took down the Santa Blanca Cartel. On the way in your chopper gets shot down. It's time for payback! Hunt down the new Unidad elite squad, the Extranjeros. These guys will give you the hardest battles you've ever faced in Ghost Recon.

THE MAP

The Map has been split up into three distinct precincts that are now being ruled by the Extranjeros and their leaders.

NEW LEVEL

You start this DLC out at level 30 and can work your way up to the new max level 35.

SKILL TREE

You start the game with all skills from the base game unlocked and maxed out. A new section of the skill tree is ready for your attention!

DRONE UPDATES

Flash Drone: Transform your drone into a mobile flashbang grenade, blinding enemies at your will.

Attack Drone: Allows the drone to shoot small-caliber bullets, allowing you to pick off weak enemies and even alarms accurately!

Drone Vengeance: Equip your drone with an explosive payload that detonates when the drone is destroyed.

PHYSICAL SKILLS

Oxygen: Improve your ability to hold your breath underwater. This allows you to stealth swim for longer.

Reaction Marking: Immediately mark any enemy that shoots you.

WEAPONS SKILLS

Explosive Bolt: Equip your crossbow with explosive bolts that detonate on impact.

Fast Reload: This Epic Skill decreases the amount of time needed to reload all weapons.

NEW ENEMIES

GHOST RECON
FALLEN GHOSTS

Four new enemies have been brought to life by the Extranjeros.

Armored: These guys wear reinforced armor that covers their entire body. They can only be killed with headshots

Covert Ops: Wearing special ghillie suits that render them invisible. They lurk in the bushes, waiting to unless a lethal bolt from their crossbow. The Covert Ops unit can only be marked when in Thermal and are barely visible otherwise.

Elite Snipers: These upgraded snipers have a much longer detection range and carry a 50-caliber sniper rifle making a single shot a near death experience for you and your ghosts. They can also take down vehicles quickly if given the opportunity. If you see a laser pointing in your direction get down!

Jammer: The Jammer will shut down all tech within close proximity. This means drones, your minimap, marking targets and night/thermal vision are disabled. They are vulnerable to all attacks, allowing you to shoot them anywhere to eliminate them. Listen for the beep of their equipment to hunt them down when within their jamming radius.

MISSIONS

Over 15 new story missions take place across the three precincts.

REBEL ACTIVITIES

Four new Rebel Activities are available for you to engage in. Each of them will upgrade your rebel support skills. Complete all Side Missions of one type in each region to unlock one final activity that will unlock a special gun for you.

Headhunter: Use the intel provided to you by a rebel informant to hunt down the Extranjeros mole. Complete Headhunter missions to upgrade the Rebel Spotting support. Completion of all mission unlocks the SR-25 Jungle.

Sabotage: Hack into the Extranjeros computers. Once you begin you'll have to hack all computers in the base before they raise the firewall! Each Sabotage completed will upgrade the Guns for Hire support skill. Completing all Sabotage missions unlocks the T95 Specter.

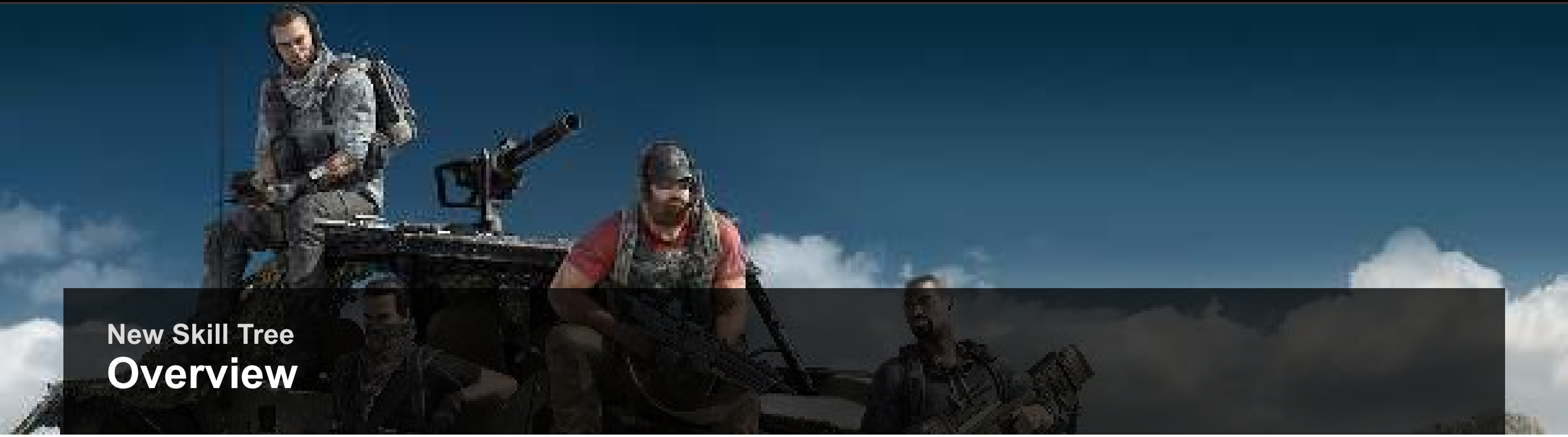
Save the Rebel VIP: Breach into the building holding the VIP, kill the enemies and extract them to the safe house. Completing Save the Rebel VIP missions upgrades the Rebel Diversion support skill. Complete all missions to unlock the Skorpion Skull.

Tower Cast: Head up into the tower and begin transmitting your message. Waves of enemies will attack the tower tasking you with defending the transmitter until the timer runs out! Completing these missions upgrades the Rebel Vehicle Drop-off. Complete all missions to unlock the MK14 Occult

WEAPONS

GHOST RECON
FALLEN GHOSTS

New weapons are available for use! Most notably the crossbow, this stealthy high damage weapon can kill most enemies in a single shot! Upgrade it with explosive bolts to easily take down helicopters and groups of enemies.



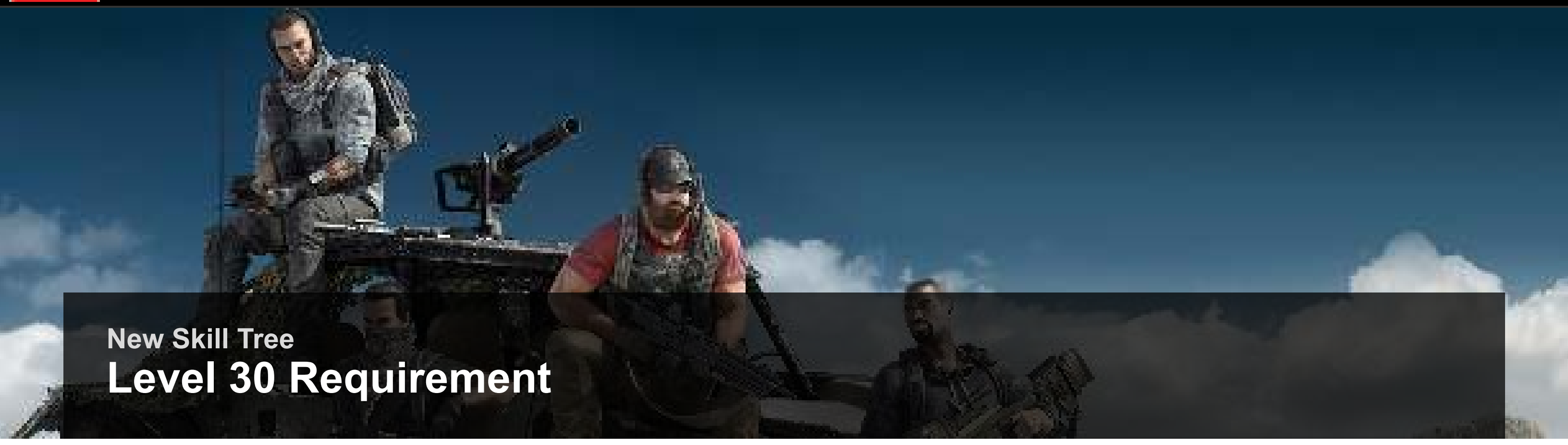
New Skill Tree

Overview

The Fallen Ghost DLC comes with a whole new skill tree for you to level up. These skills provide new drones, new marking mechanics, and other skills that will benefit you in your fight against the enemy.

A total of seven brand new skills are available, and like the main game, a single point invested in each will unlock the epic skill for this tree, Fast Reload.

Upon beginning the DLC you will spawn in as a level 30 Ghost with no skill points and all previous skills from the main game unlocked.



New Skill Tree

Level 30 Requirement

EXPLOSIVE BOLT

Modifies the crossbow unlocking the use of explosive bolts that detonate on impact.

Level	Skill Point Cost	Resource Cost	Max Explosive Bolts
1	1	400 Comm Tools	5
2	2	750 Fuel	6
3	3	2000 Food	7
4	4	4800 Medical	8

FLASH DRONE

Unlocks the Flash Drone payload option that equips the drone with a reusable flashing device.

Level	Skill Point Cost	Resource Cost	Flash Charge Capacity
1	1	500 Fuel	2
2	2	800 Food	3
3	3	1900 Medical	4
4	4	5000 Comm Tools	5

OXYGEN

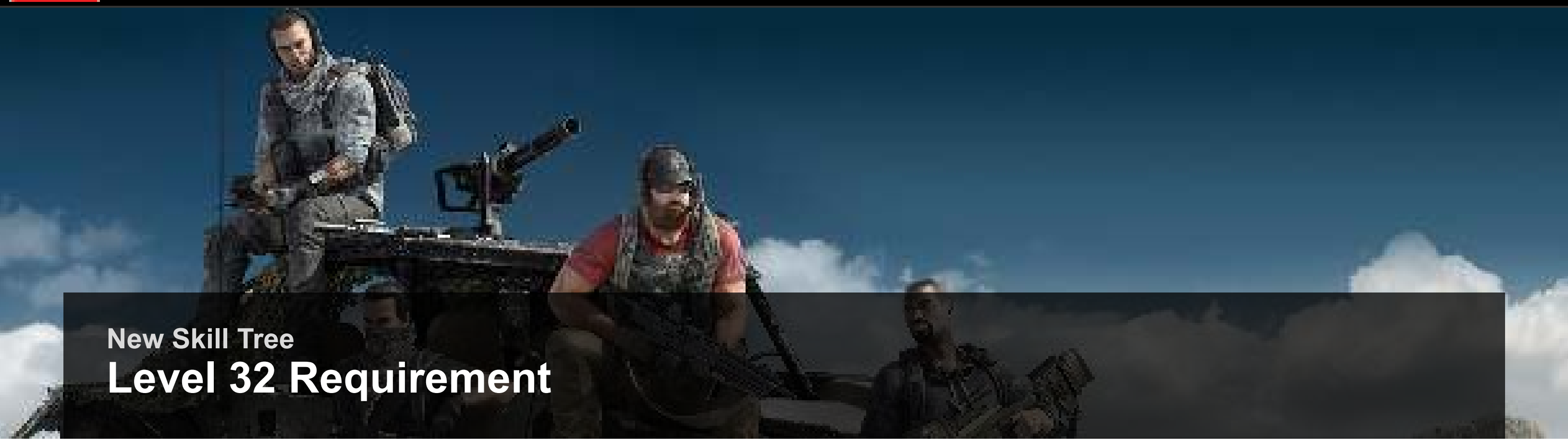
Allows the Ghost to stay underwater for longer periods of time.

Level	Skill Point Cost	Resource Cost	Breath Holding Duration Increase
1	1	350 Fuel	25%
2	2	700 Food	50%
3	3	1750 Medical	75%
4	4	4500 Comm Tools	100%

DRONE VENGEANCE

The drone will automatically trigger an explosive charge upon destruction.

Level	Skill Point Cost	Resource Cost	Effect
1	1	500 Medical	Unlocked



New Skill Tree

Level 32 Requirement

BLOODLUST

Killing an enemy with CQC(Close-Quarters Combat) gives you an ammo and health bonus.

Level	Skill Point Cost	Resource Cost	Effect
1	2	550 Food	+20% Healing amount/+1 Handgun Clip
2	3	1500 Medical	+40% Healing amount/+1 handgun clip/+1 rifle clip
3	4	4200 Comm Tools	+70% Healing/+1 handgun clip/+1 rifle clip/+1 frag grenade
4	5	7500 Fuel	+100% Healing amount/full ammo/ +1 frag grenade

ATTACK DRONE

Unlocks the drone payload option that allows the drone to shoot small caliber bullets.

Level	Skill Point Cost	Resource Cost	Ammo Count(Max)
1	2	500 Food	1
2	3	1700 Medical	2
3	4	4500 Comm Tools	3
4	5	8000 Fuel	4

REACTION MARKING

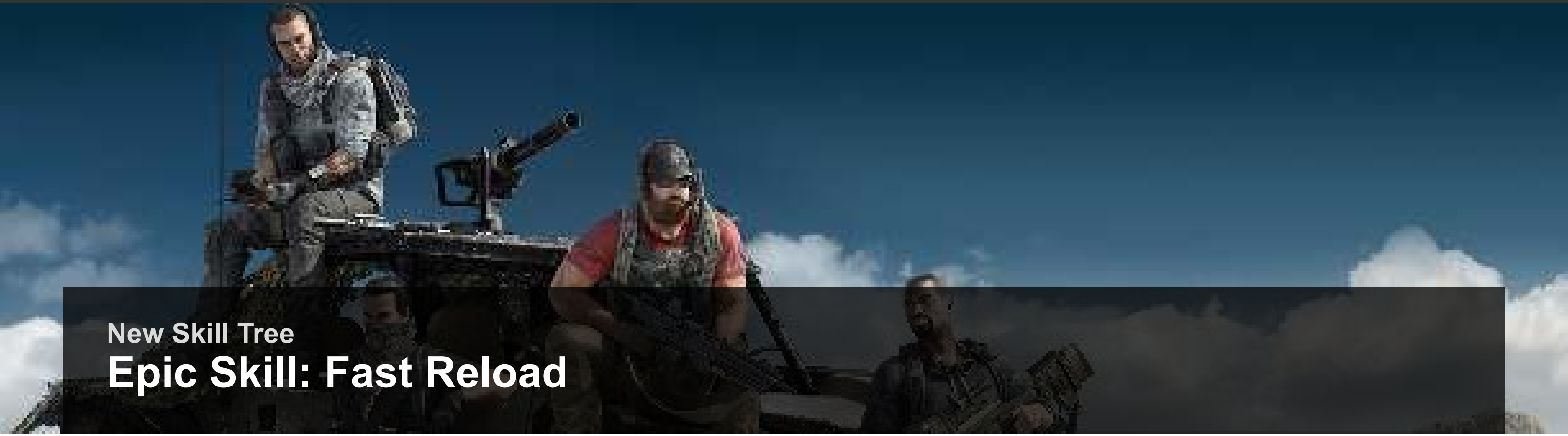
Tags any enemy shooting the Ghost.

Level	Skill Point Cost	Resource Cost	Effect
1	3	4500 Food	Skill Unlocked

BULLET PROOF

Gives complete damage immunity to bullets for a few seconds when close to death.

Level	Skill Point Cost	Resource Cost	Duration
1	3	1500 Comm Tools	2 Seconds
2	4	3200 Fuel	2.5 Seconds
3	5	6500 Food	3 Seconds
v	6	9900 Medical	4 Seconds



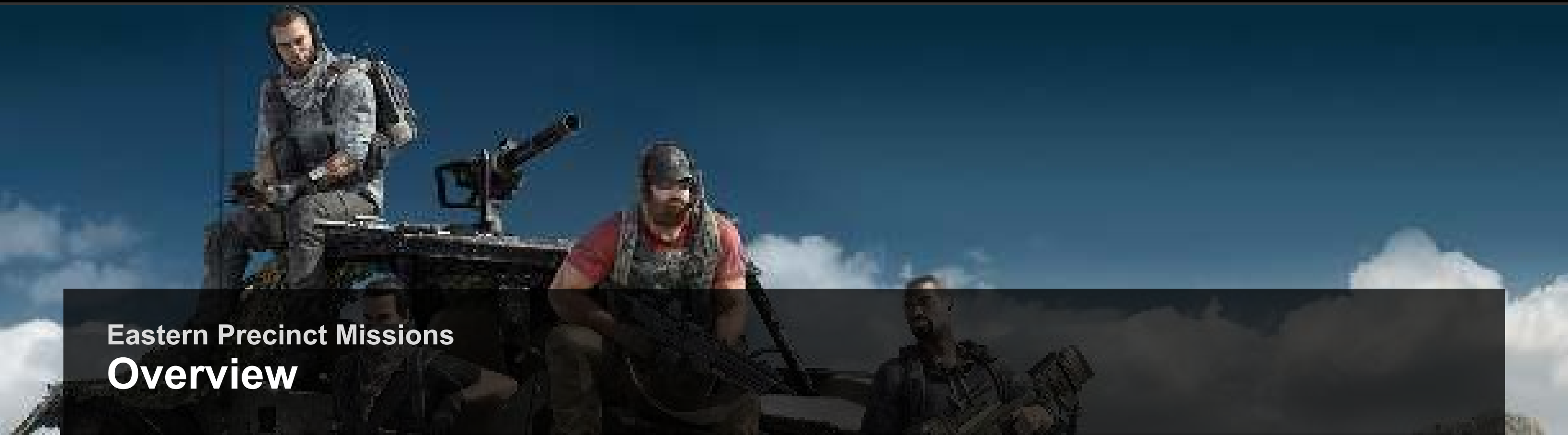
New Skill Tree

Epic Skill: Fast Reload

After unlocking level one in each skill of this tree, you will gain improved weapon reloading speed.

Fun Fact!

You will need 80 Skill Points, 20300 Fuel, 22050 Medical, 20100 Comm Tools, and 15550 Food to unlock and upgrade all skills in this skill tree to their maximum capacity!



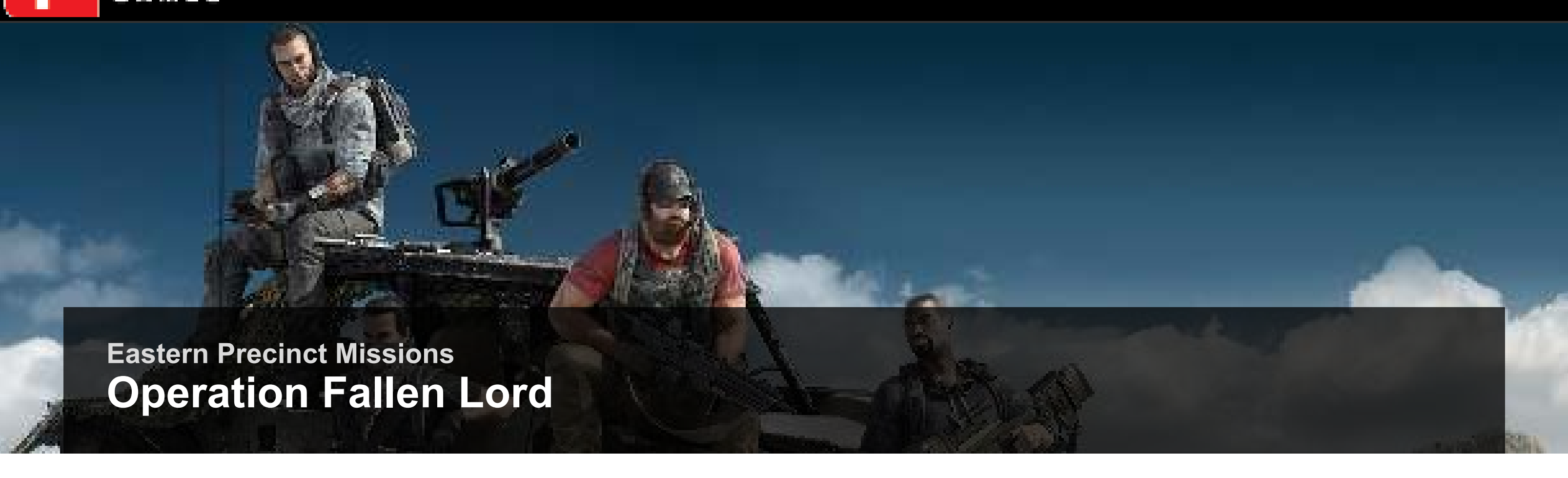
Eastern Precinct Missions

Overview

GHOST RECON
FALLEN GHOSTS

Leader: Captain Tomas Ortega, aka El Oso

Description: Back in Colombia, Ortega was a petty drug lord with a passion for blood sports and breeding fighting dogs. He kept the same selection process to build his killing squads in Bolivia.



Eastern Precinct Missions

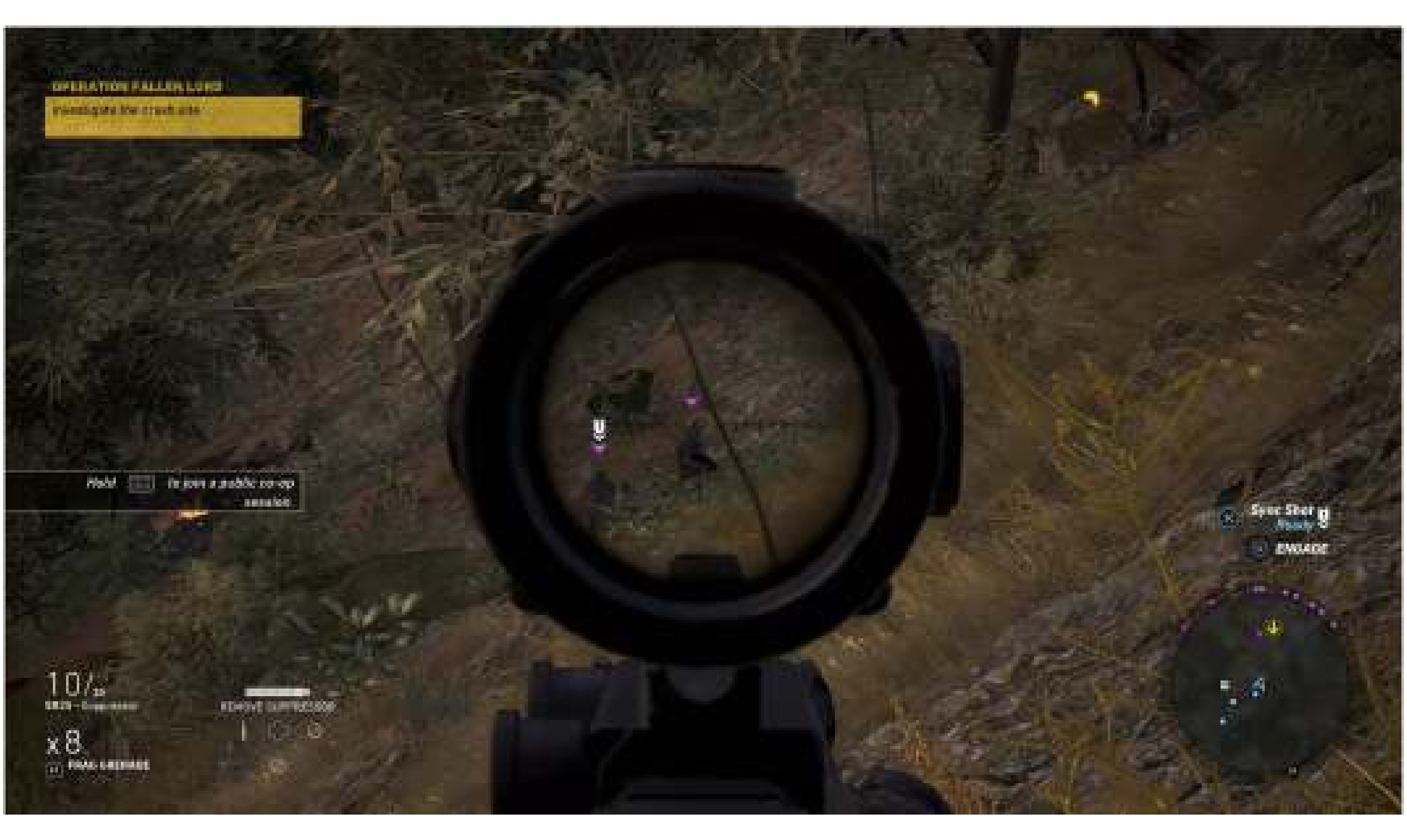
Operation Fallen Lord

Description: Los Extranjeros have started their purge process and are looking for American agents to capture and use as bargaining power. We need to extract any remaining agent in the country and disrupt the Extranjeros' activities.

Reward: Phobos Crossbow, 1 Skill Point, 300 XP

INVESTIGATE THE CRASH SITE

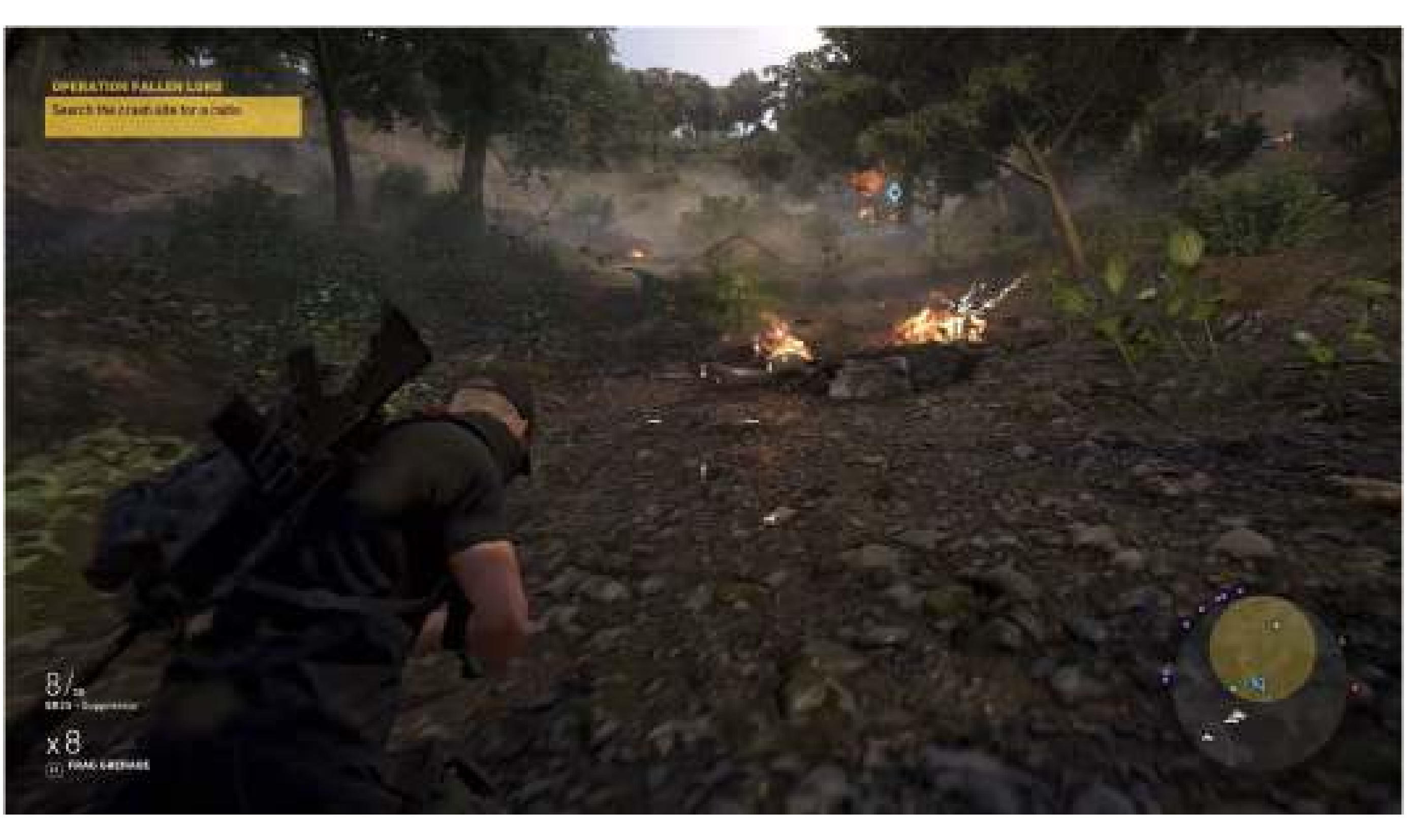
After the cut scene, pull out your drone and scout the area surrounding the crash. You'll find three pairs of patrolling foot soldiers and a line of nine soldiers looking down on the crash from up on the ridgeline.


OPERATION FALLEN LORD
Investigate the crash site
Hold to join a public co-op session.
Sync Shot
ENGAGE
10/
x 8

Use your sync shot to take down the two enemies closest to the crash site before moving in on the objective.

SEARCH THE CRASH SITE FOR A RADIO

After moving in, look east down the slope and take out the two remaining patrols. After the patrols are dead, head east from the crash towards the now deal patrols looking for a larger pile of flaming rubble. This pile has sparks flying off it unlike the other bits of fire.

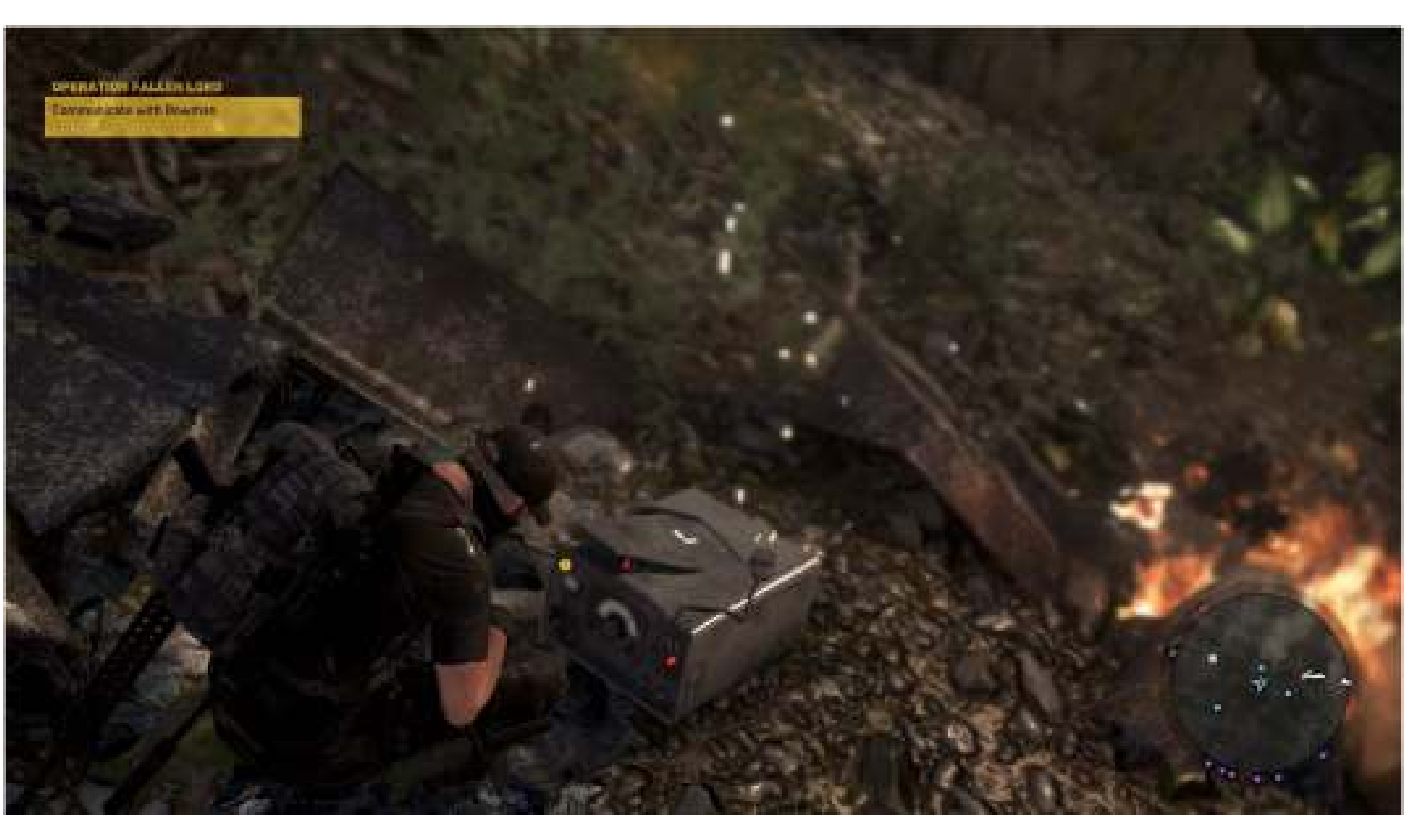

OPERATION FALLEN LORD
Search the crash site for a radio
8/
x 8

4 Bads, 1 Sync Shot

Four enemies make up the two patrols. Use your drone to line up sync shots on three of them, then take aim on the fourth, eliminating the entire patrol at once!

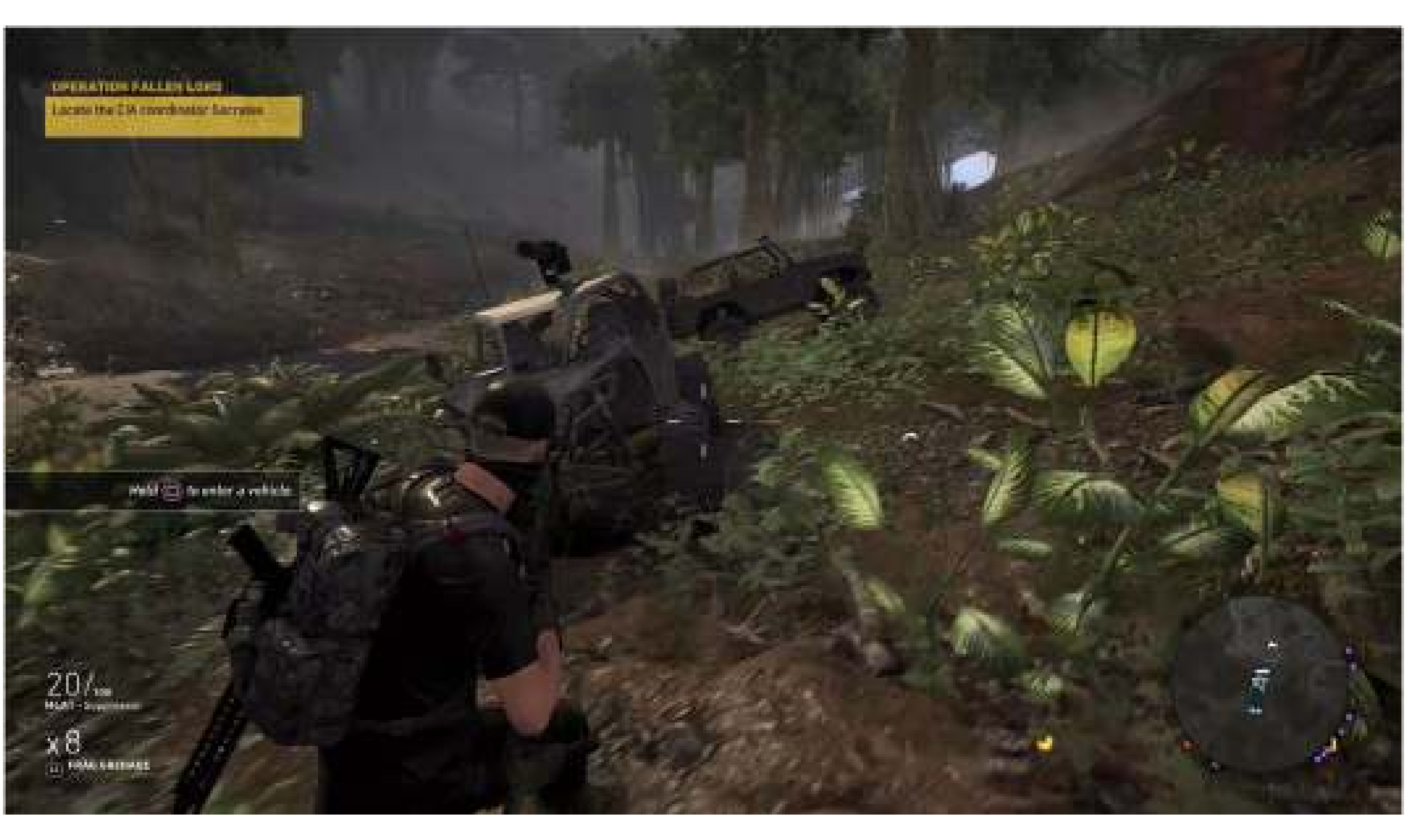
COMMUNICATE WITH BOWMAN

Once you're near the radio, it will become marked on the map. Walk up to it and investigate the radio.

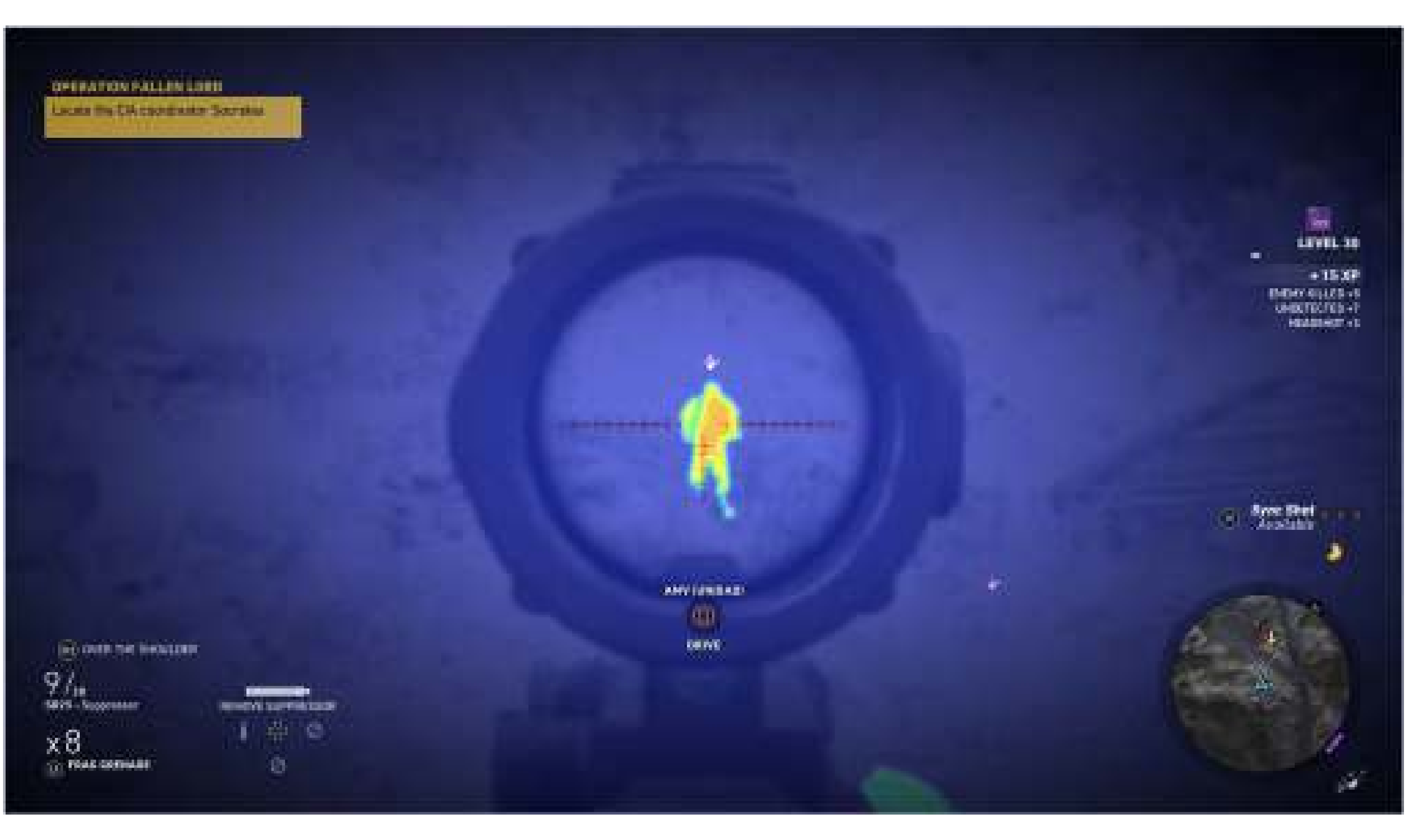

OPERATION FALLEN LORD
Communicate with Bowman

LOCATE THE CIA COORDINATOR SOCRATES

Socrates will patch into your coms via a local frequency after your failed attempts at contacting Bowman with the radio. Head further east away from the radio and hop into the AMV (Unidad) and head west up the dirt path toward the new objective marker.

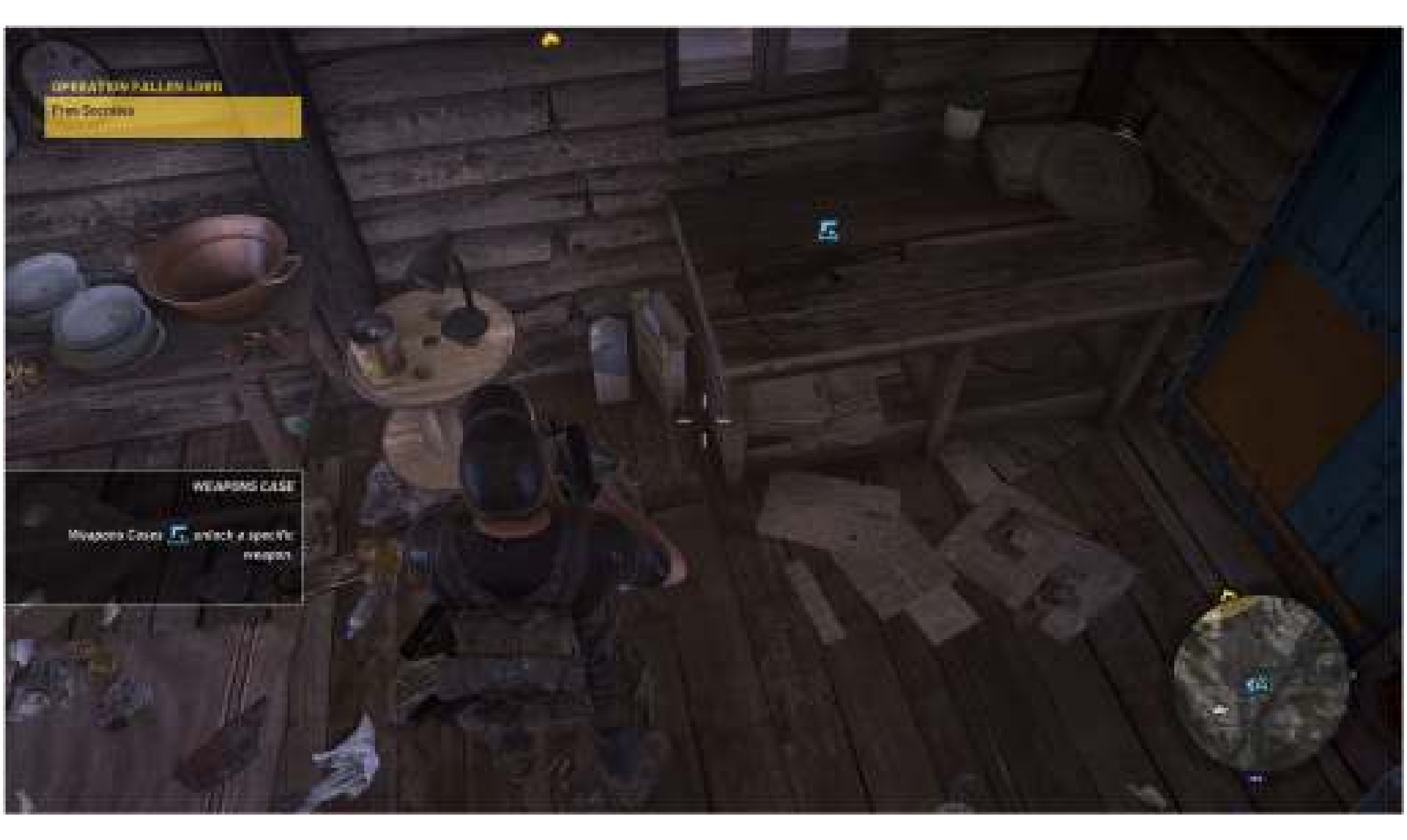

OPERATION FALLEN LORD
Locate the CIA coordinator Socrates
Hold to enter a vehicle.
20/
x 8

When you are about 100m away, hop out of the car and get out your drone. It's time for your first run-in with a new enemy, the Covert Ops Extranjeros. These guys are mostly invisible to the naked eye and do not show up on the map before being spotted regardless of difficulty. You must activate thermal view to see them. When spotted in thermal view, a symbol appears above their head and they become marked on the minimap.


OPERATION FALLEN LORD
Locate the CIA coordinator Socrates
LEVEL 18
+ 15 XP
Sync Shot
Available
DRIVE
9/
x 8

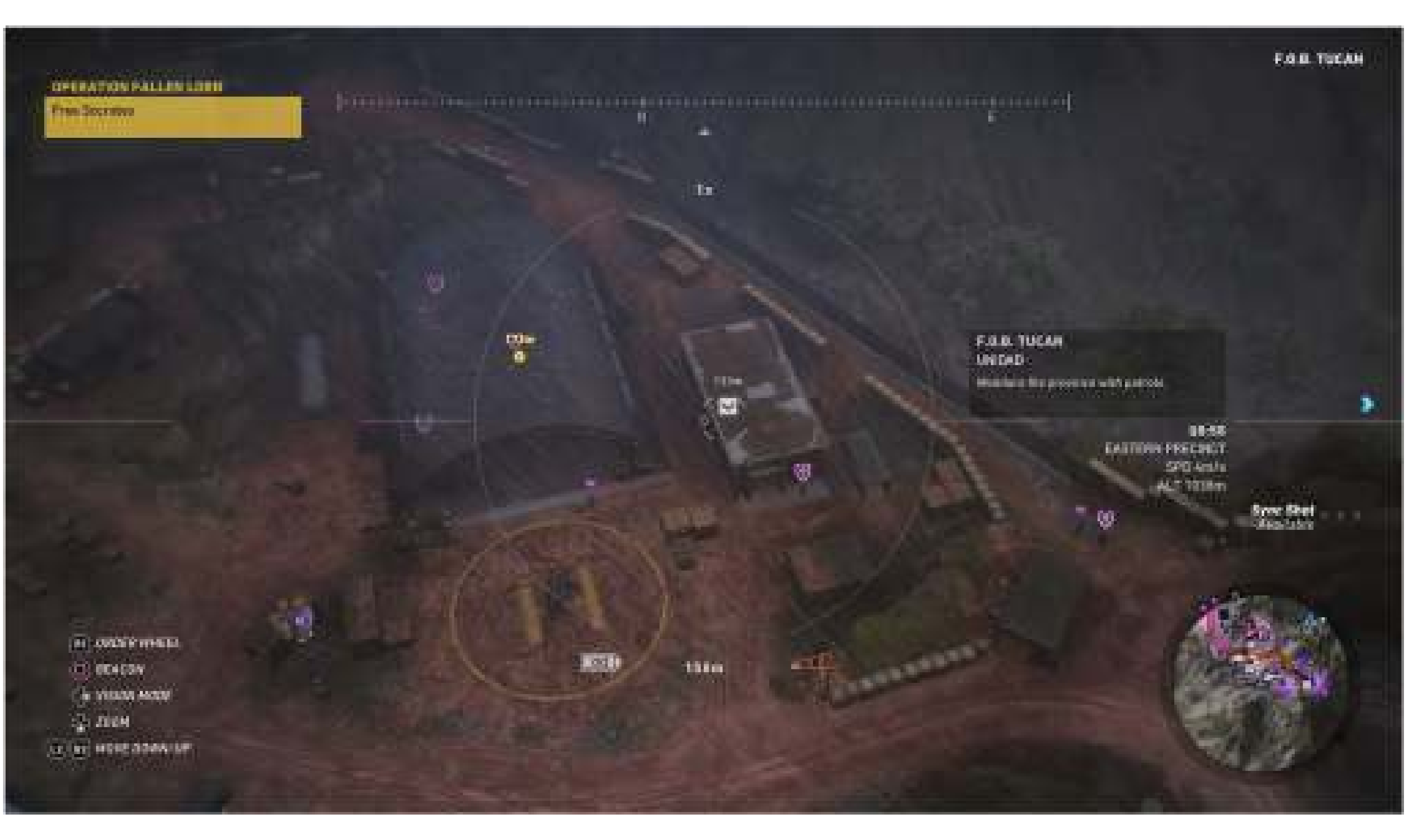
There are three Covert Ops units surrounding the cabin; spot them all and then take them out one by one. Covert Ops enemies cannot be killed or marked with sync shot.

Enter the house and the objective will change. There is a crossbow weapons case inside this house. If you do not pick it up, you will be rewarded with the same crossbow at the end of the mission.

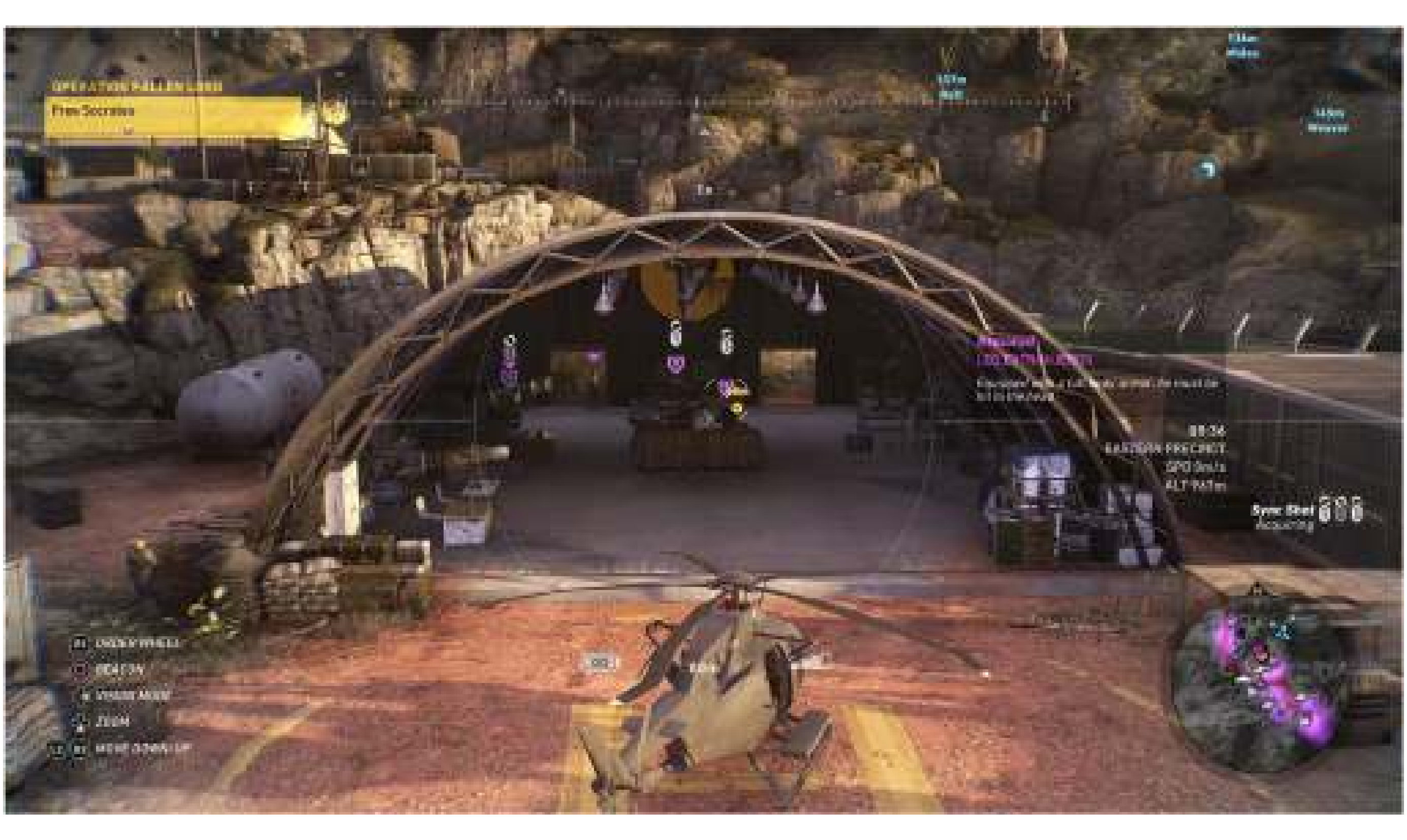

OPERATION FALLEN LORD
Free Socrates
WEAPONS CASE
Weapons Cases unlock a specific weapon.

FREE SOCRATES

Take your car and head north up the hill toward the base. Once you are within the mission circle, pull out your drone and mark the enemies inside.

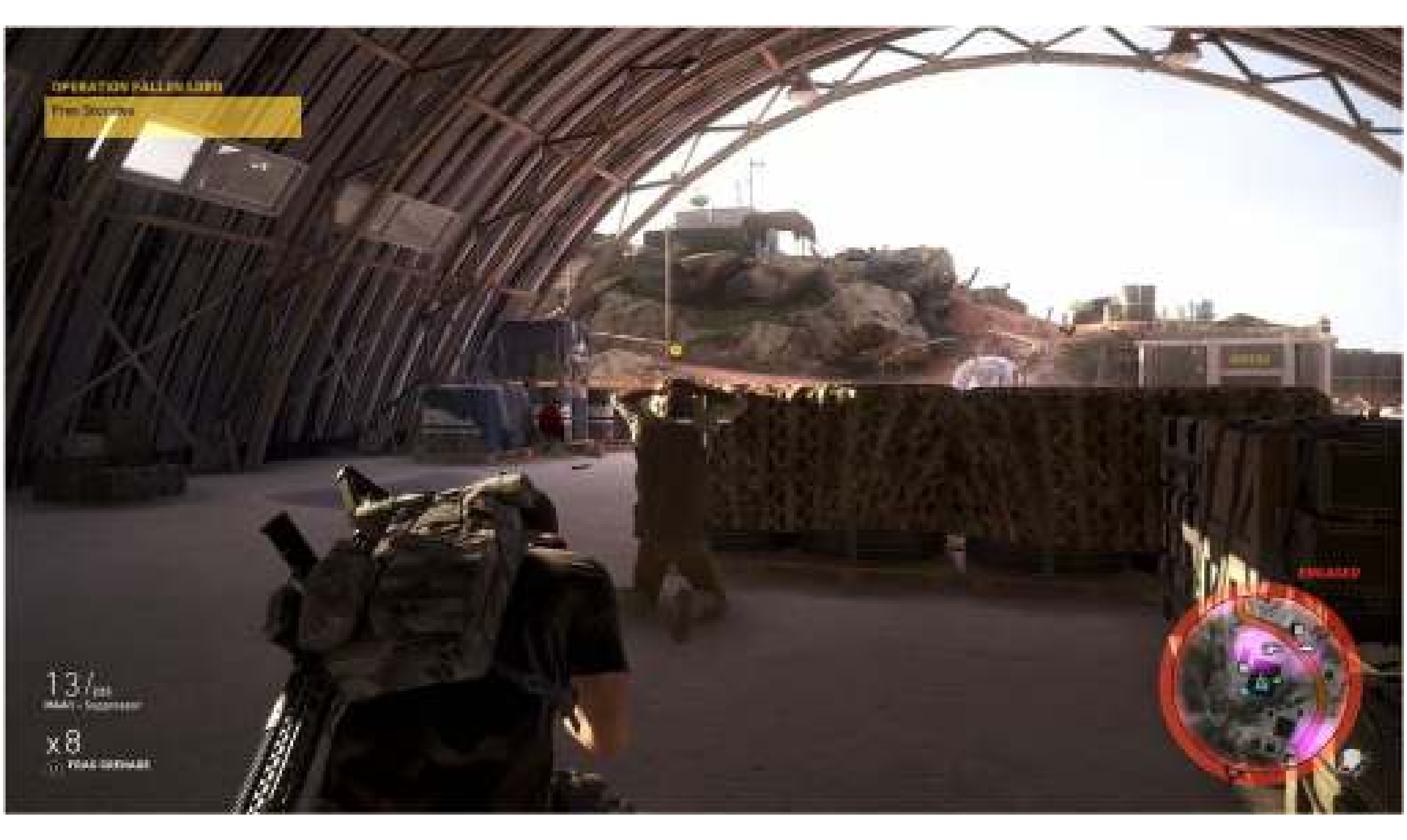

OPERATION FALLEN LORD
Free Socrates
F.O.B. TUCAN
F.O.B. TUCAN
UNIDAD
EASTERN PRECINCT
Sync Shot
ORDER WHEEL
BEACON
VISION MODE
ZOOM
MOVE DOWN/UP

Socrates is being held inside the aircraft hangar, under constant watch by three heavy soldiers. Get set up on the hill to the north of the airplane hangar and order a sync shot on the three guards at the north entrance to the base. Picking them off will help keep the fight in front of you, lessening the chance of a flanking attack.


OPERATION FALLEN LORD
Free Socrates
EASTERN PRECINCT
Sync Shot
ORDER WHEEL
BEACON
VISION MODE
ZOOM
MOVE DOWN/UP

Wait for your sync shots to cool down and then set it up on the three Armored Extranjeros. Once the other Ghosts have their targets lined up, slide down the hill and get in position to kill the foot soldier patrolling the hangar.

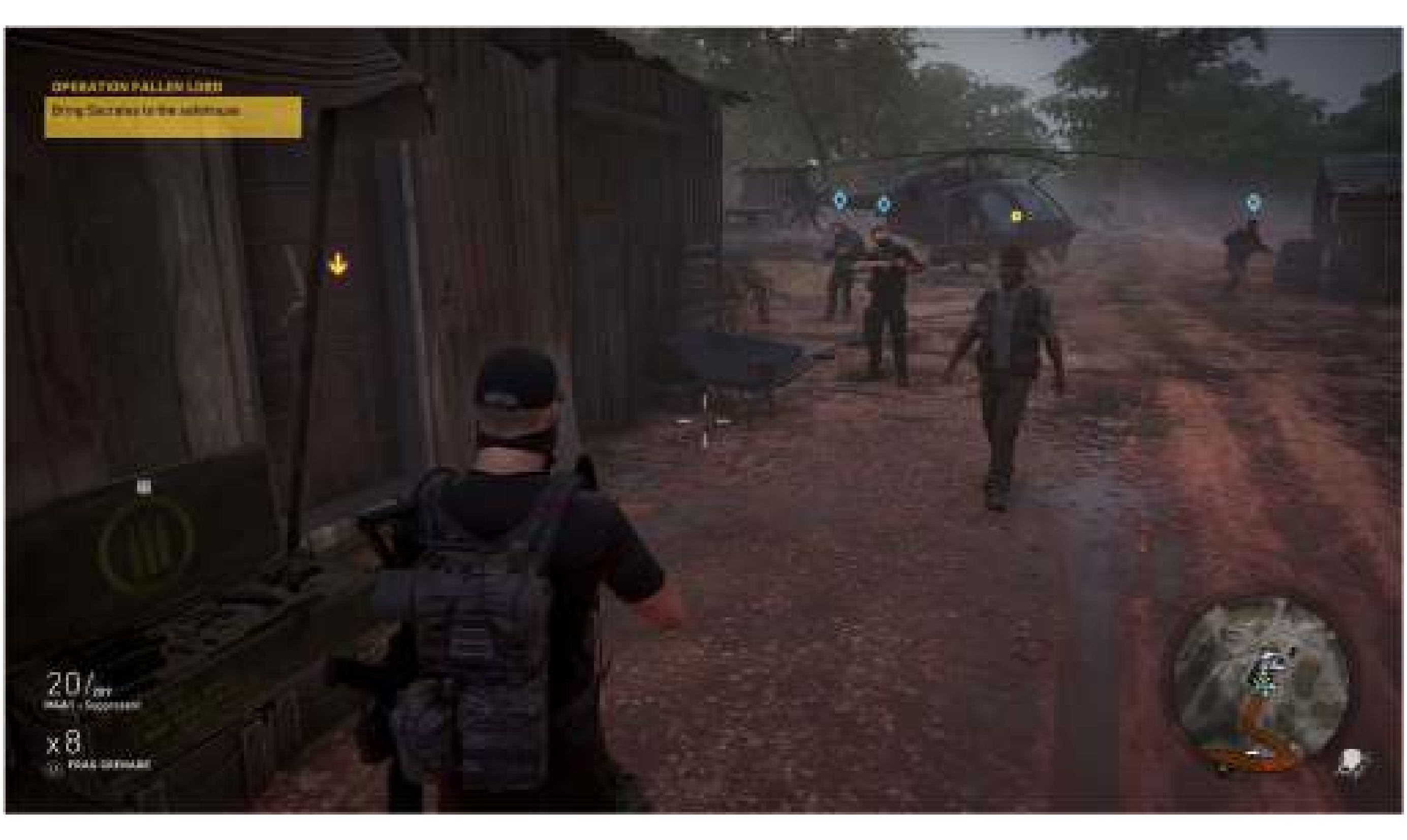
With those four enemies down, quickly run into the hangar and order Socrates to follow you. Head south out of the hangar and jump into the helicopter parked outside.

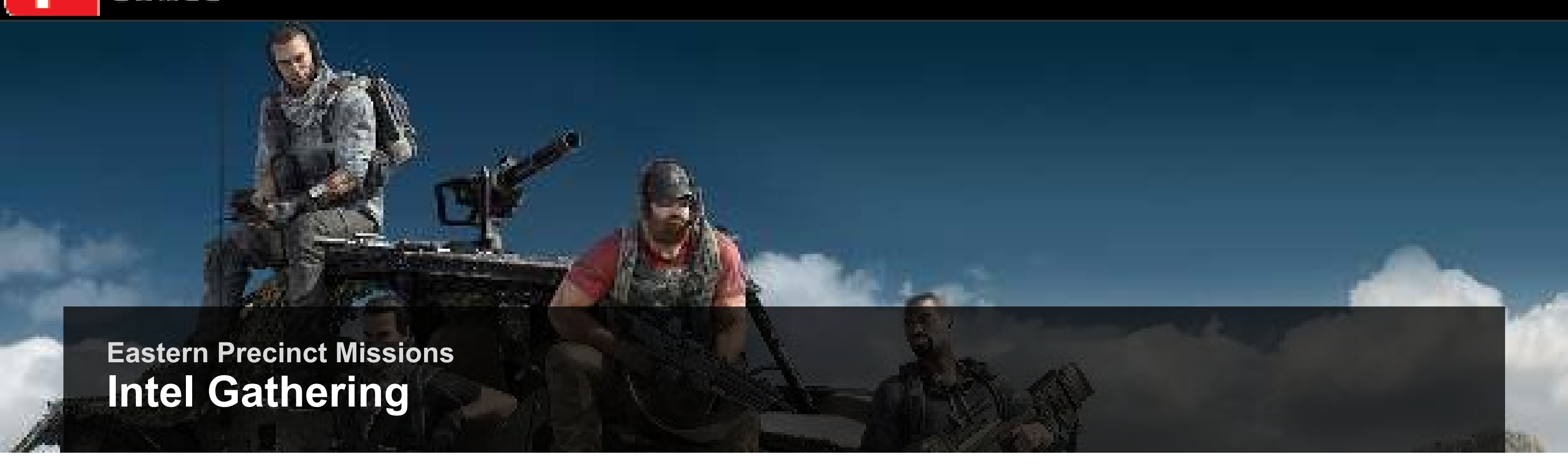

OPERATION FALLEN LORD
Free Socrates
ENGAGED
13/
x 8

If the helicopter gets destroyed, there is another one at the top of the small hill further south of the hangar. Use your sync shots to take out the Armored enemies and run to the awaiting helicopters there.

BRING SOCRATES TO THE SAFEHOUSE

Once in the helicopter (or other vehicle), travel to the waypoint and drop off Socrates at the safehouse. There are no enemies at the safehouse location, so you'll be in the clear and the mission will complete once you activate the extraction at the door.


OPERATION FALLEN LORD
Bring Socrates to the safehouse
20/
x 8



Eastern Precinct Missions

Intel Gathering

Description: Gather every piece of intel on the province.

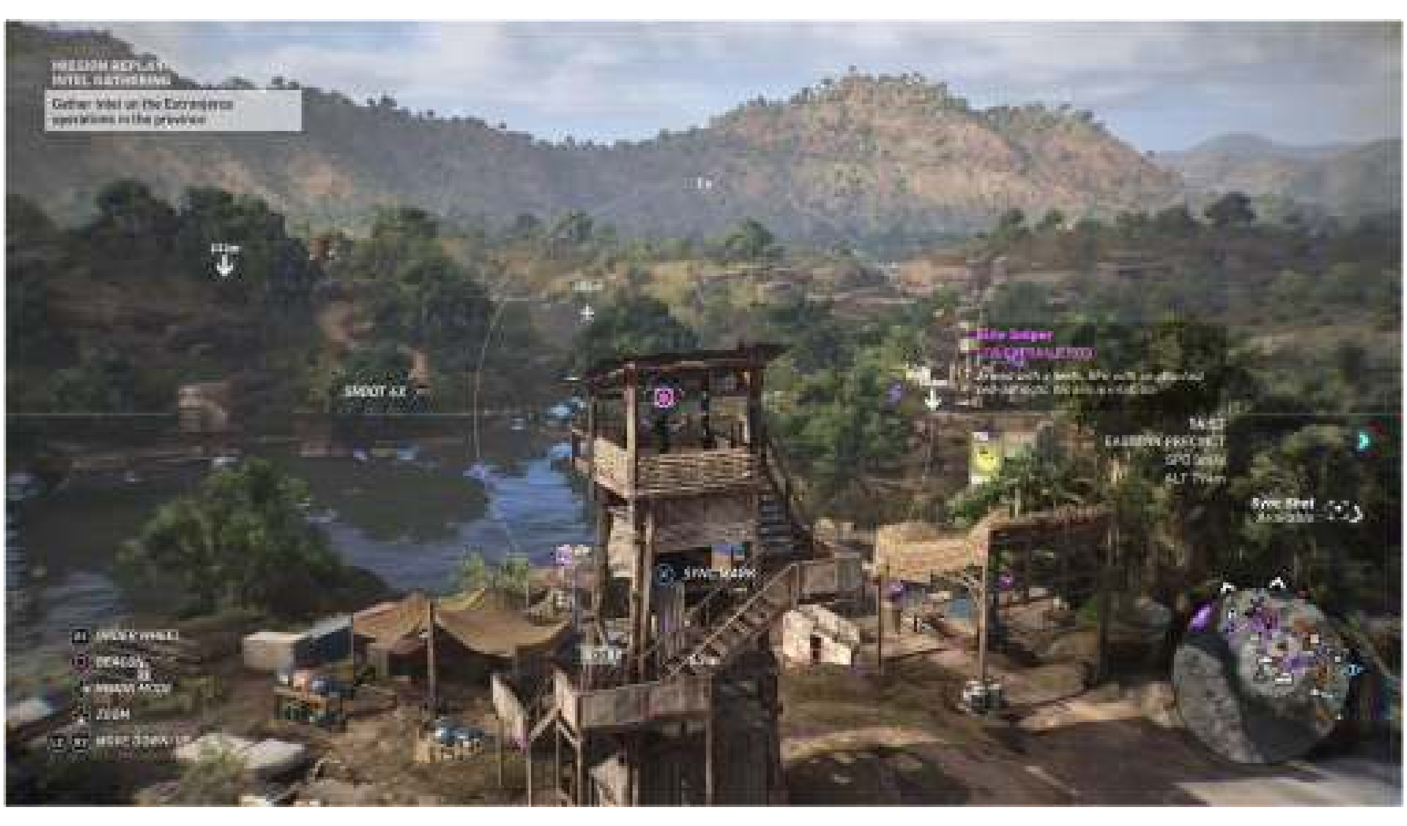
Reward: MDR Assault Rifle; 200 XP; Unlocks Missions: Exposed Corruption, Walkurenritt, Old Friends, Regrets

GATHER INTEL ON THE EXTRANJEROS OPERATIONS IN THE PROVINCE

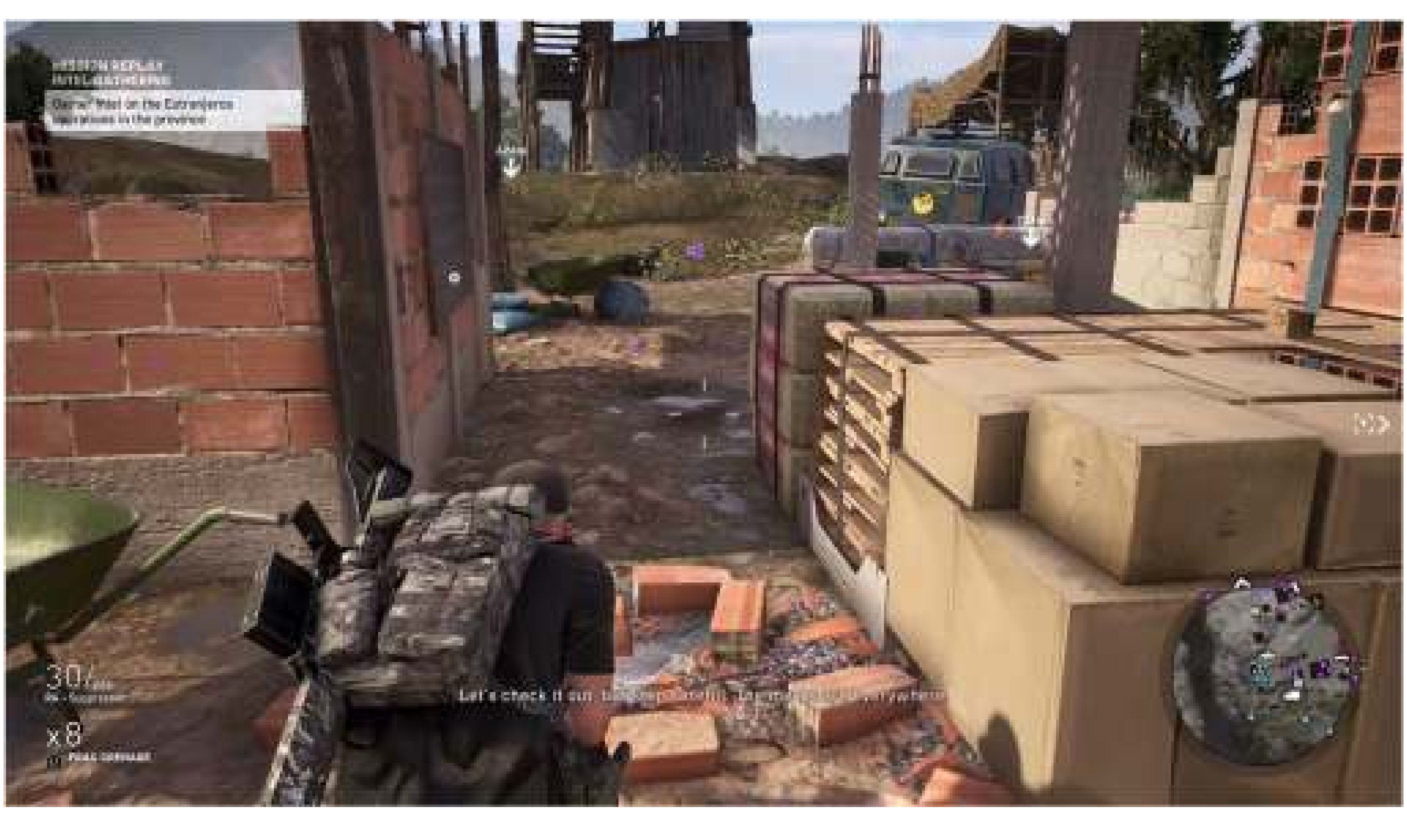
Intel locations are listed from Southeast to Northwest and can be completed in any order.

INTEL LOCATION #1

First, take out the alarm in the base. Take a position on the hill with the ruins, just north of the base, above the road leading in. Pull out your drone and begin to scout the area.


MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province
SYNC MARK
Sync Shot Available

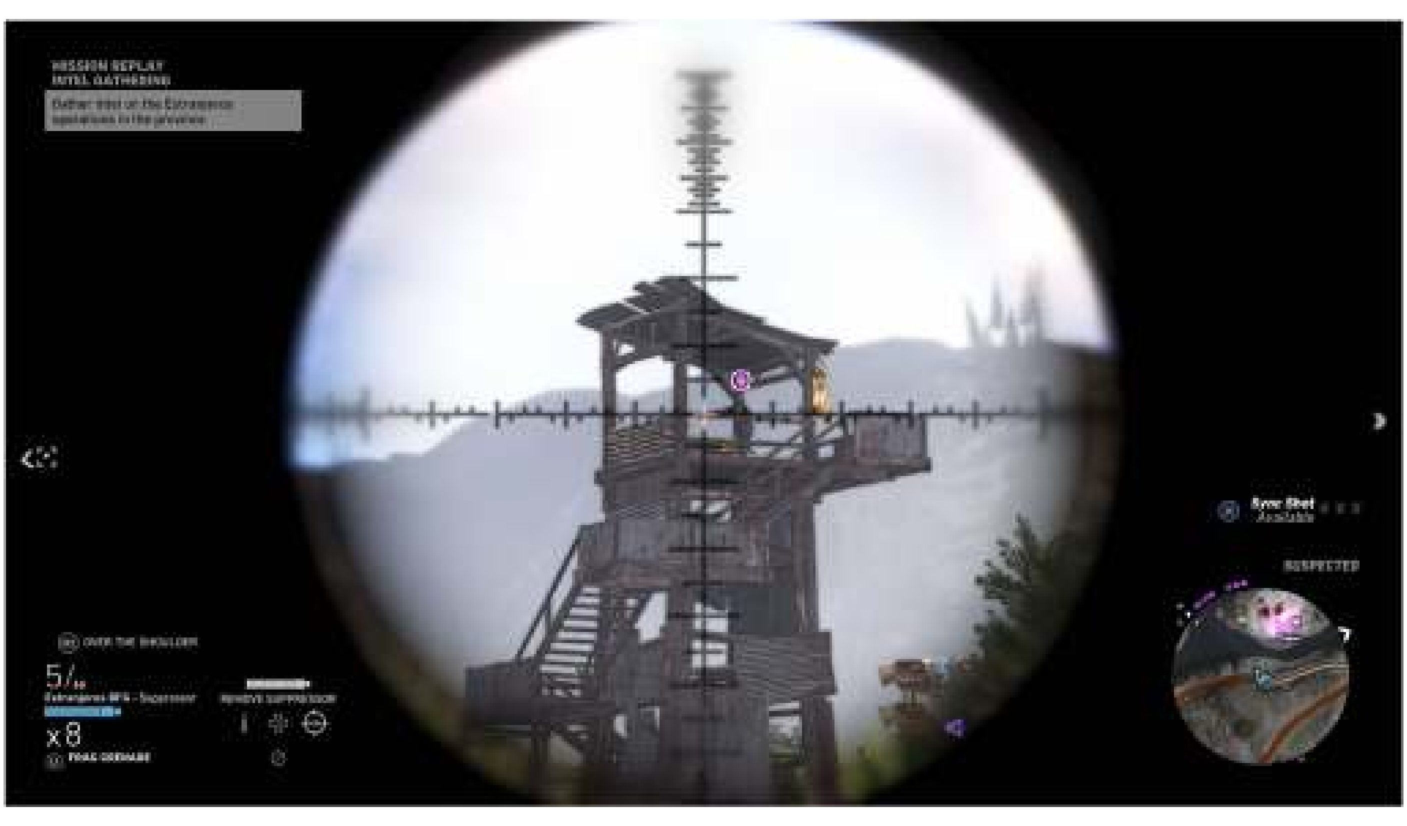
Set up a sync shot on the two snipers inside the towers. Eliminate the snipers, then move south across the road into the water. Follow the shoreline west until you get behind the base. There are no enemies patrolling the back side of the base, but remain cautious as you enter where the chain link fence ends.


MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province
30
x8

Head into the area with brick walls under construction to locate the first piece of intel. After investigating the intel, head back out the way you came and call the rebels for a car (if you don't have one).

INTEL LOCATION #2

Follow the road until it lines up across from the docks for the next piece of intel. Again, use your drone to locate enemies. There are three soldiers and one sniper in the house watching the intel. Another sniper is in the tower, just south of the small outpost. Two additional soldiers take long patrols through the village, while a single soldier will patrol out to the end of the dock.


MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province
Sync Shot Available
SUSPECTED
OVER THE SHOULDER
5
x8
FRAG GRENADE

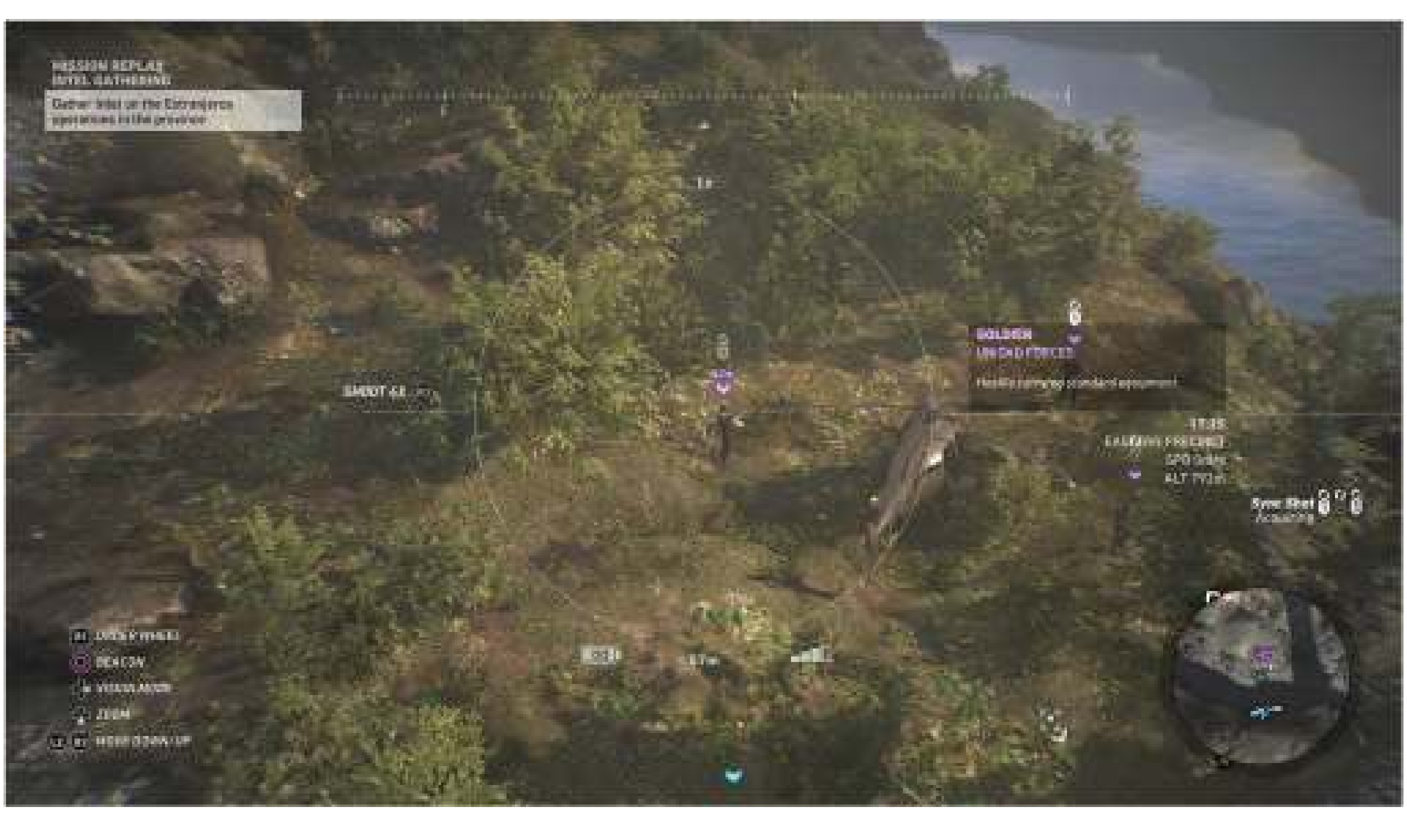
Start by taking out the sniper in the tower, then focus on the three soldiers in the building. Using your synch shot, these four targets can all be eliminated at once; make sure to leave the easiest shot for yourself!

Once complete, use your sync shot to mark the two patrolling enemies. Once they are marked, wait for your chance to shoot the third enemy as he approaches the dock. Be on the lookout for the sniper inside the house, as he may decide to leave the bottom floor. Kill the remaining sniper as you enter the house, then head to the top floor to investigate the intel.

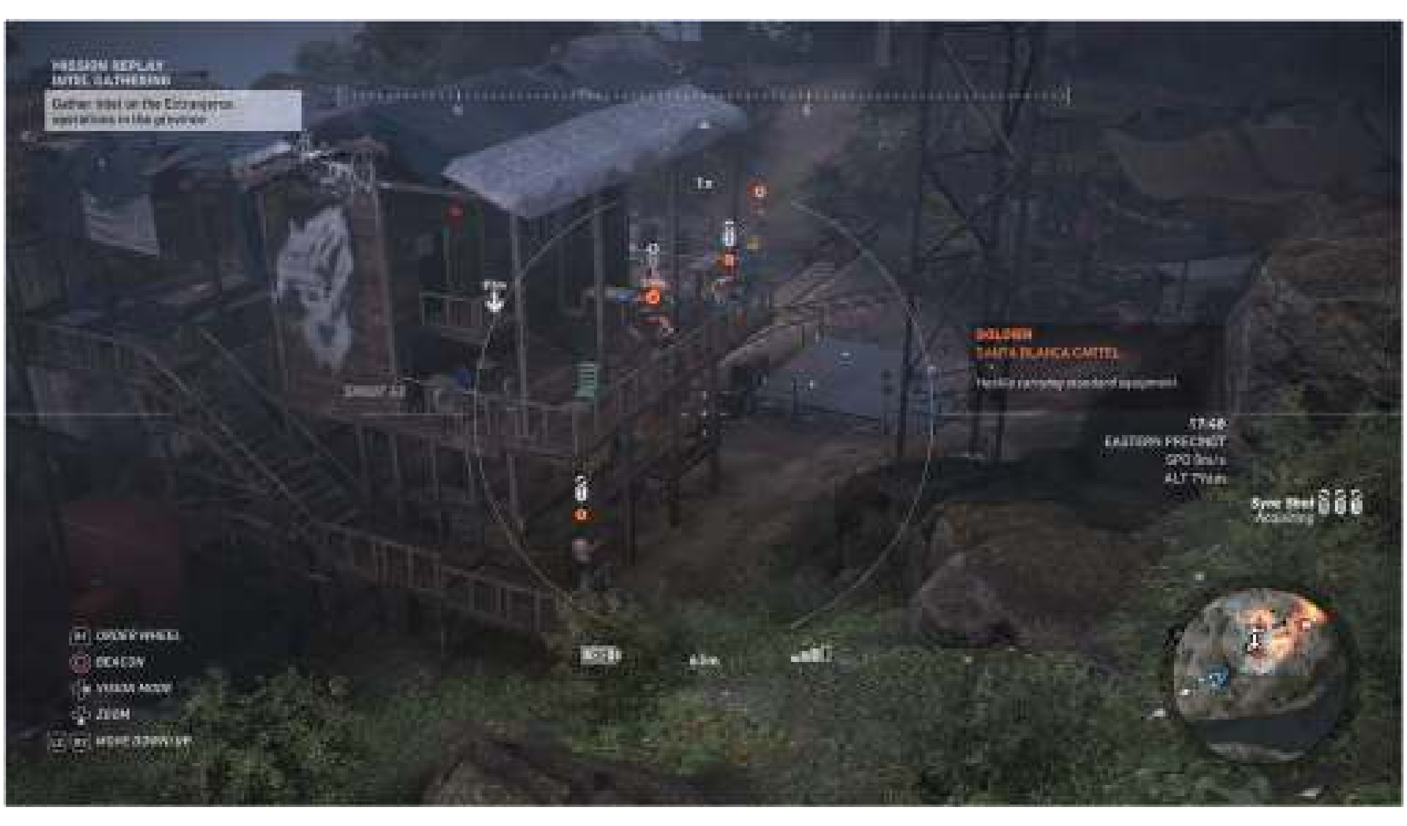
MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province
Sync Shot Cooldown
OVER THE SHOULDER
5
x8
FRAG GRENADE

INTEL LOCATION #3

Head back to your vehicle and travel north, taking an immediate left after crossing the bridge. Once you're down on the shore line, continue a short way until you're lined up across from the three soldiers guarding a helicopter. Use your sync shot to take them down, then cross the water.


MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province
SOLDIER
UNIDAD FORCES
EASTERN PRECINCT
Sync Shot Acquiring
ORDER WHEEL
BEACON
VISION MODE
ZOOM

Move in a little closer toward the back of the base. Scout the area with your drone, marking the sniper in the tower, the three enemies inside the intel house with the lieutenant, and the two additional enemies patrolling around the base of the house. The intel on the top floor in the room with the lieutenant.

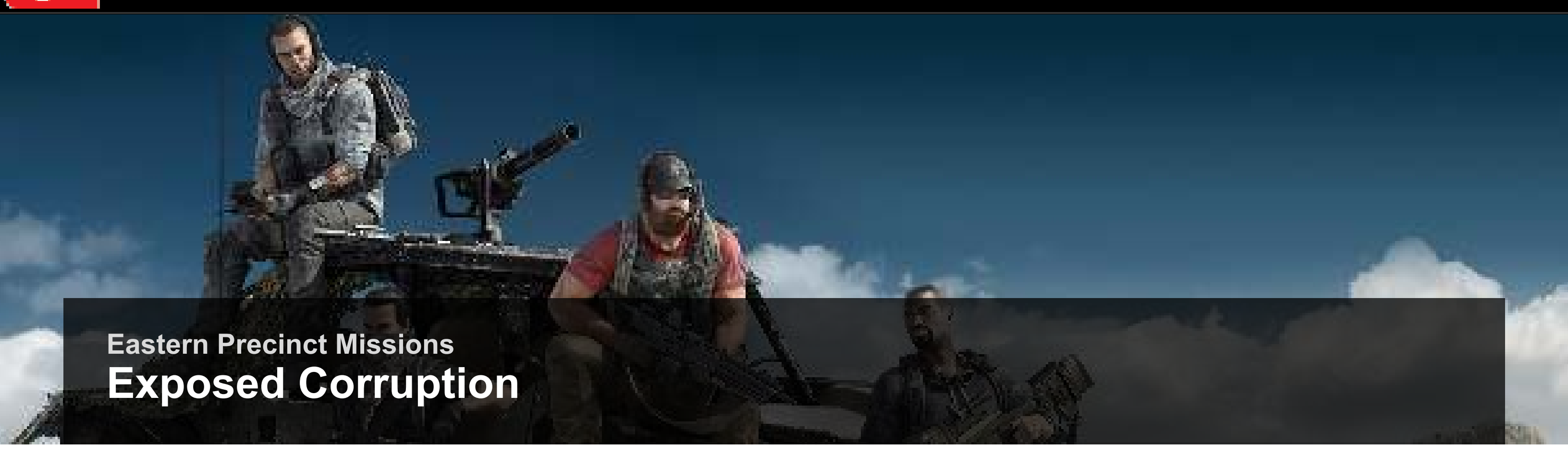

MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province
SOLDIER
SANTA BLANCA CARTEL
EASTERN PRECINCT
Sync Shot Acquiring
ORDER WHEEL
BEACON
VISION MODE
ZOOM

Start by using a sync shot to eliminate the three enemies in the house. You can't hit the lieutenant with the sync shot, so you can either shoot him or kill him once inside the house. You can either kill the sniper before moving in or leave him. He will likely be looking away from the area, so it's possible to move without being spotted. As you move up, defeat each of the patrolling enemies as you get close and then walk up into the house to investigate the intel. After doing so, head back out to the helicopter and take it to the safehouse.

MISSION REPLAY
INTEL GATHERING
Gather Intel on the Extranjeros operations in the province

DEBRIEF YOUR INTEL WITH SOCRATES AT THE SAFE HOUSE

Reach the safehouse anyway you see fit, then open the door to begin a cut scene and complete the mission.



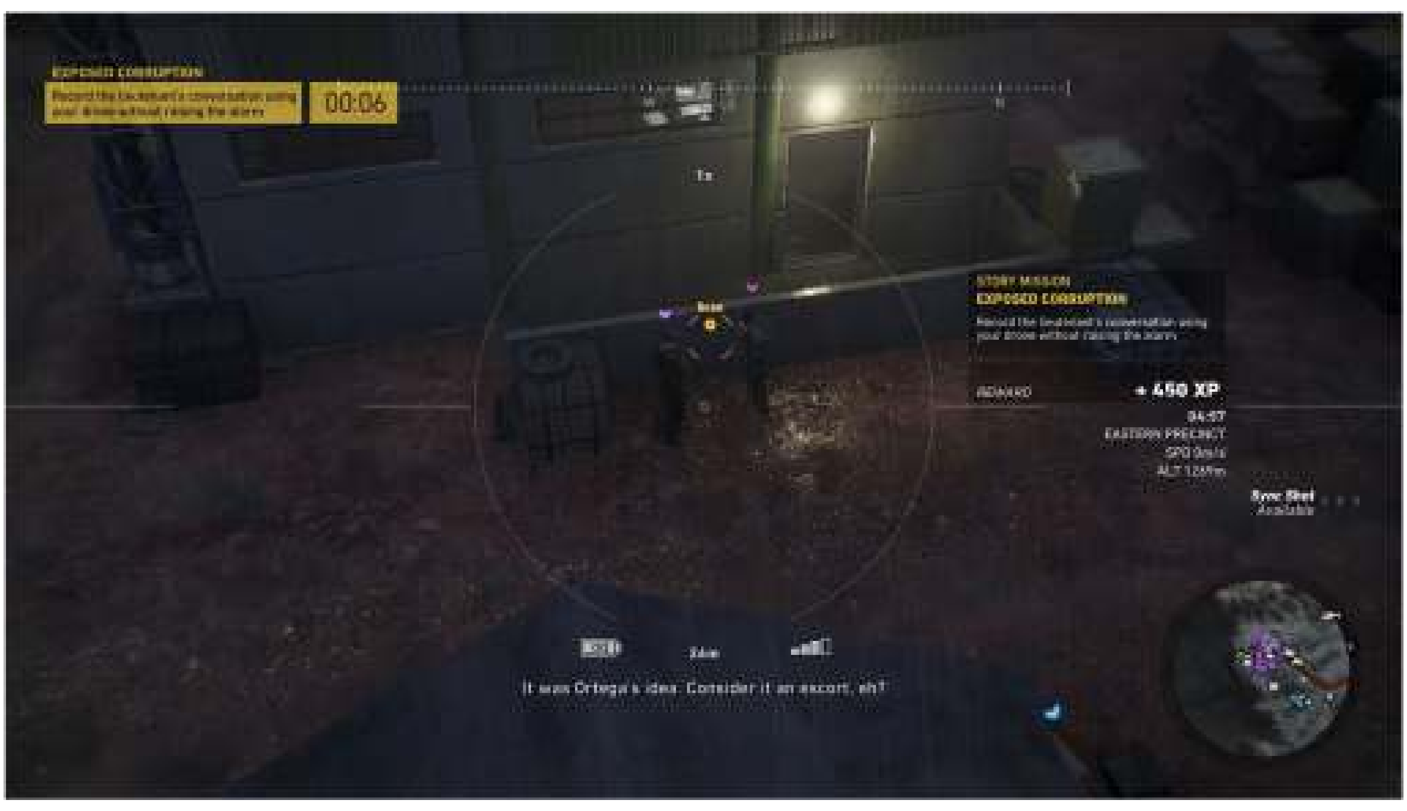
Exposed Corruption

Description: This region is still controlled mostly by Unidad forces; lots of them are joining the Extranjeros. They must have some sort of agreement with them for their operations. We need to spoil their honeymoon.

Reward: 450 XP

RECORD THE LIEUTENANT'S CONVERSATION USING YOUR DRONE WITHOUT RAISING THE ALARM. (25 SECONDS)

Try to get within 300m of the target and start scouting out the enemy. Three Jammer units are patrolling outside the base and, fortunately, you have three Sync Shots. Use the Sync Shot to eliminate the Jammers, then lower your drone into the base and record the conversation.

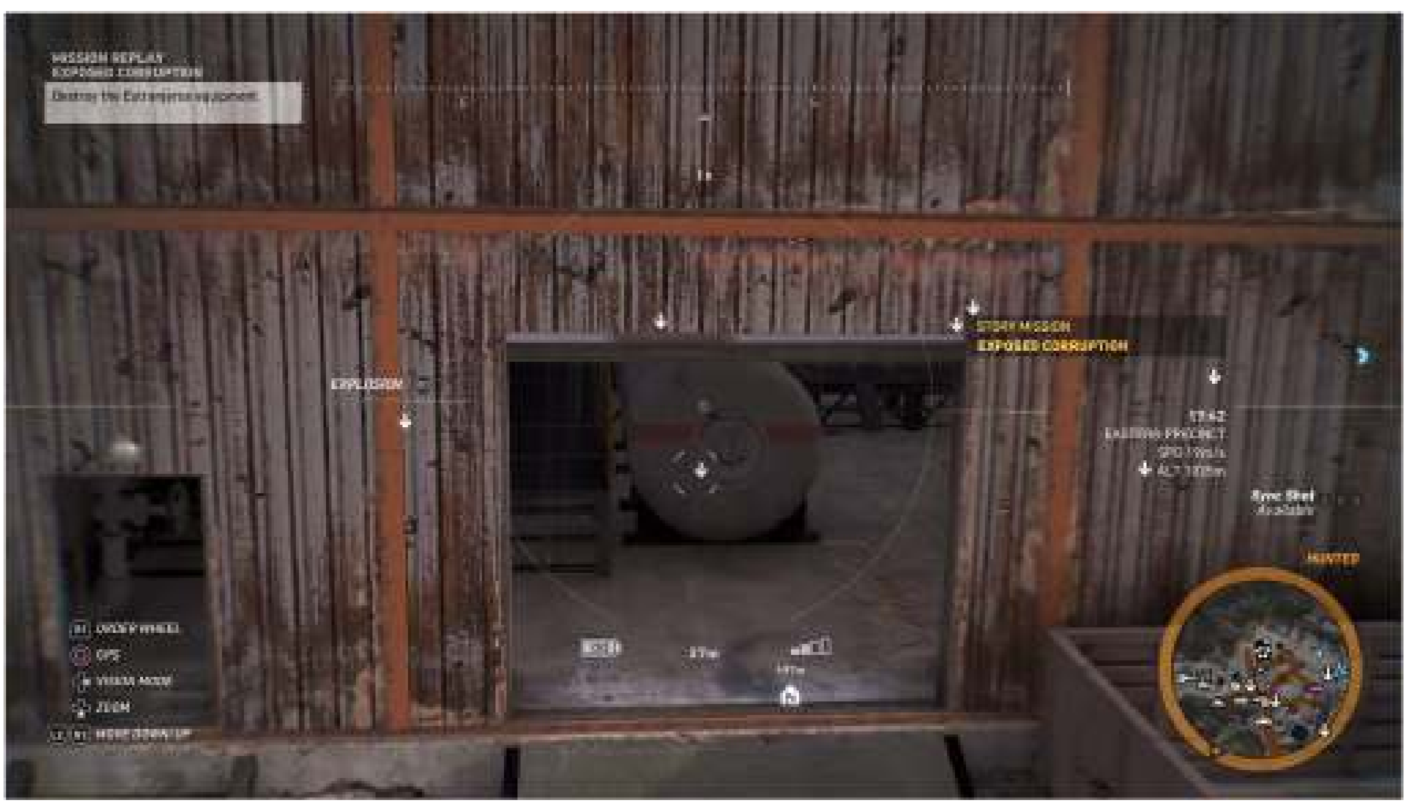


It was Ortega's idea. Consider it an escort, eh?

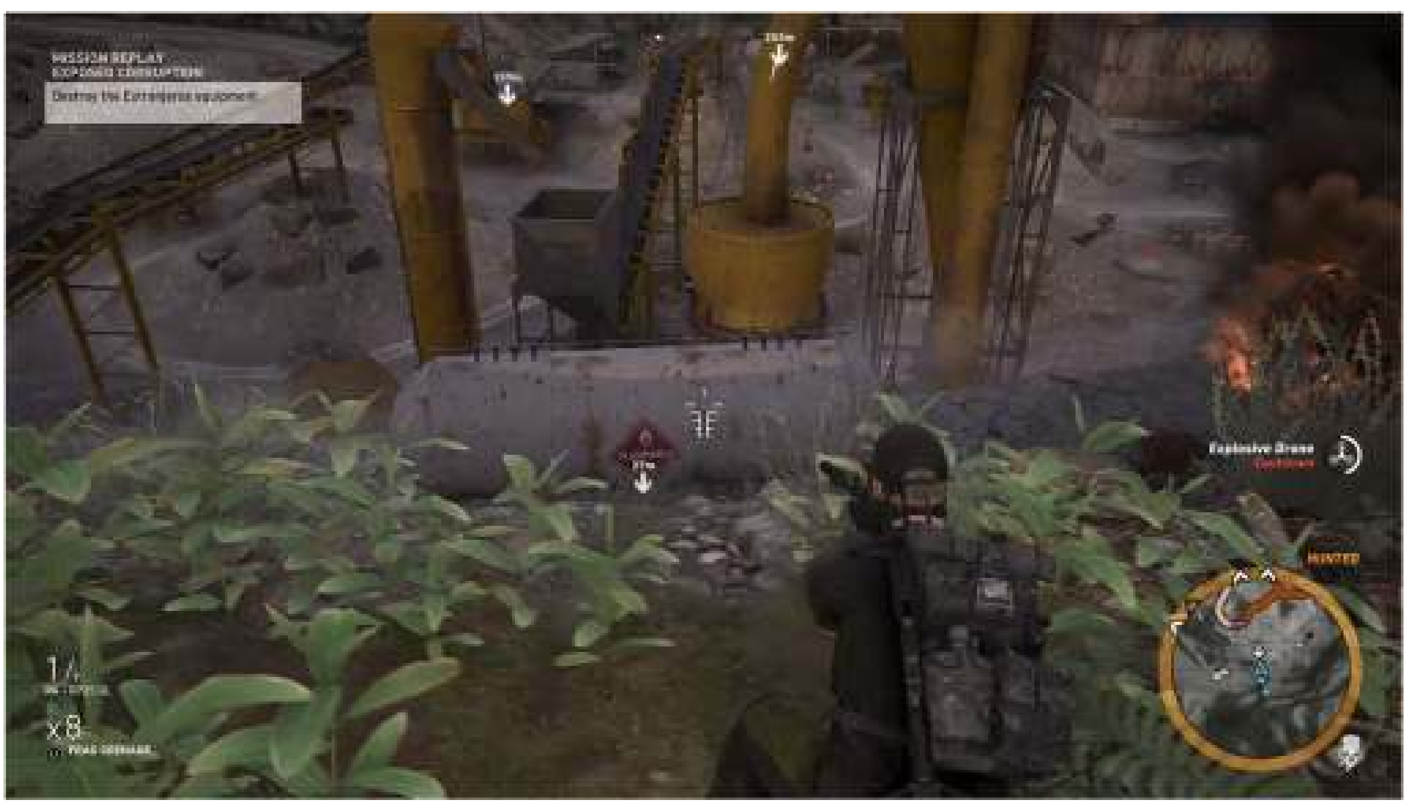
Hover above the small tent near the conversing Extranjeros. There is no need to move around once you're locked in, as you gain the ability to hear once you're within 30m of the target. Moving out of the area or looking away will cause the timer to reset. After the timer is finished, you're on your way to blow stuff up!

DESTROY THE EXTRANJEROS' EQUIPMENT (5)

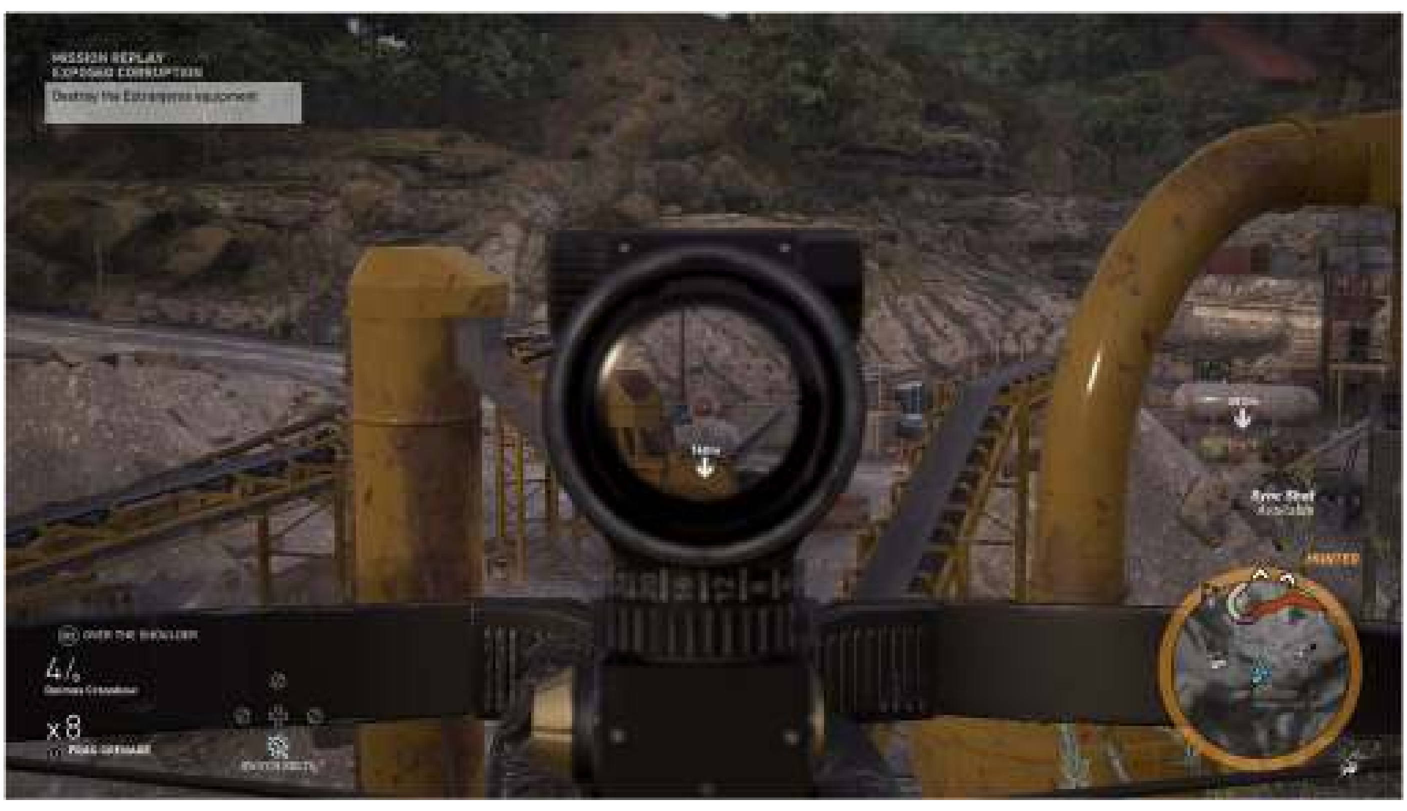
Equip your drone with the Explosive payload before moving in on the base. Toss a Grenade Launcher and a crossbow with explosive bolts in the mix and this mission should be a breeze!

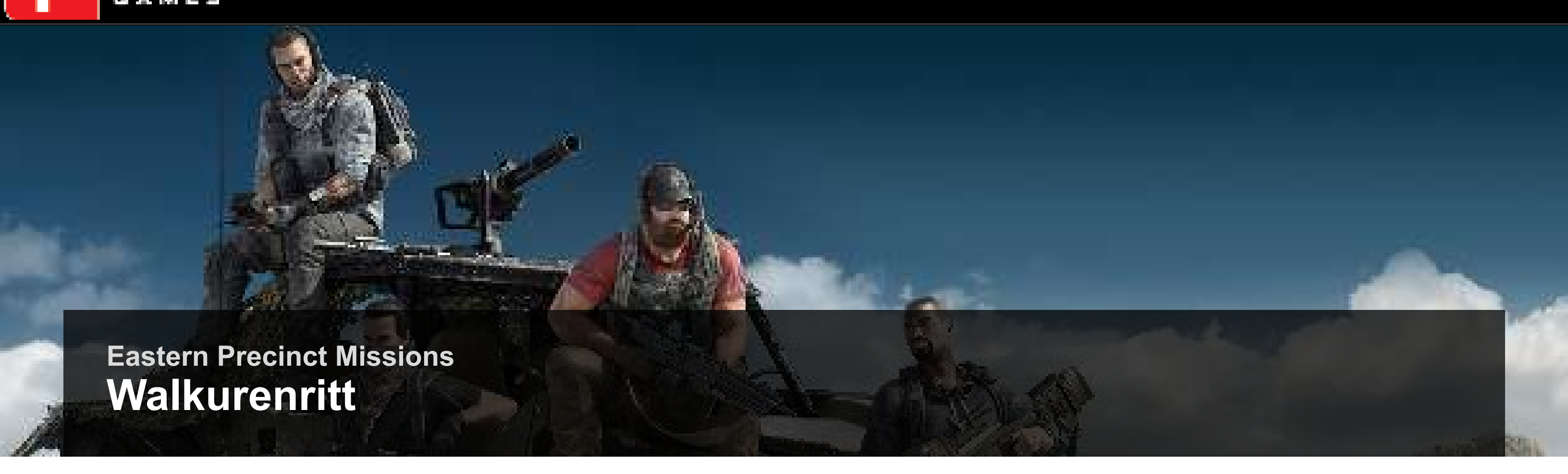


Sneak to the high ground, southwest of the base, and pull out your drone. Send it into the large hangar with the objective inside and explode it right in the middle of all of it. This will destroy every objective contained in this building.



Use your grenade launcher on the nearby fuel tanks, then switch off to your crossbow to finish off the other objectives. Once everything has exploded, the mission ends.





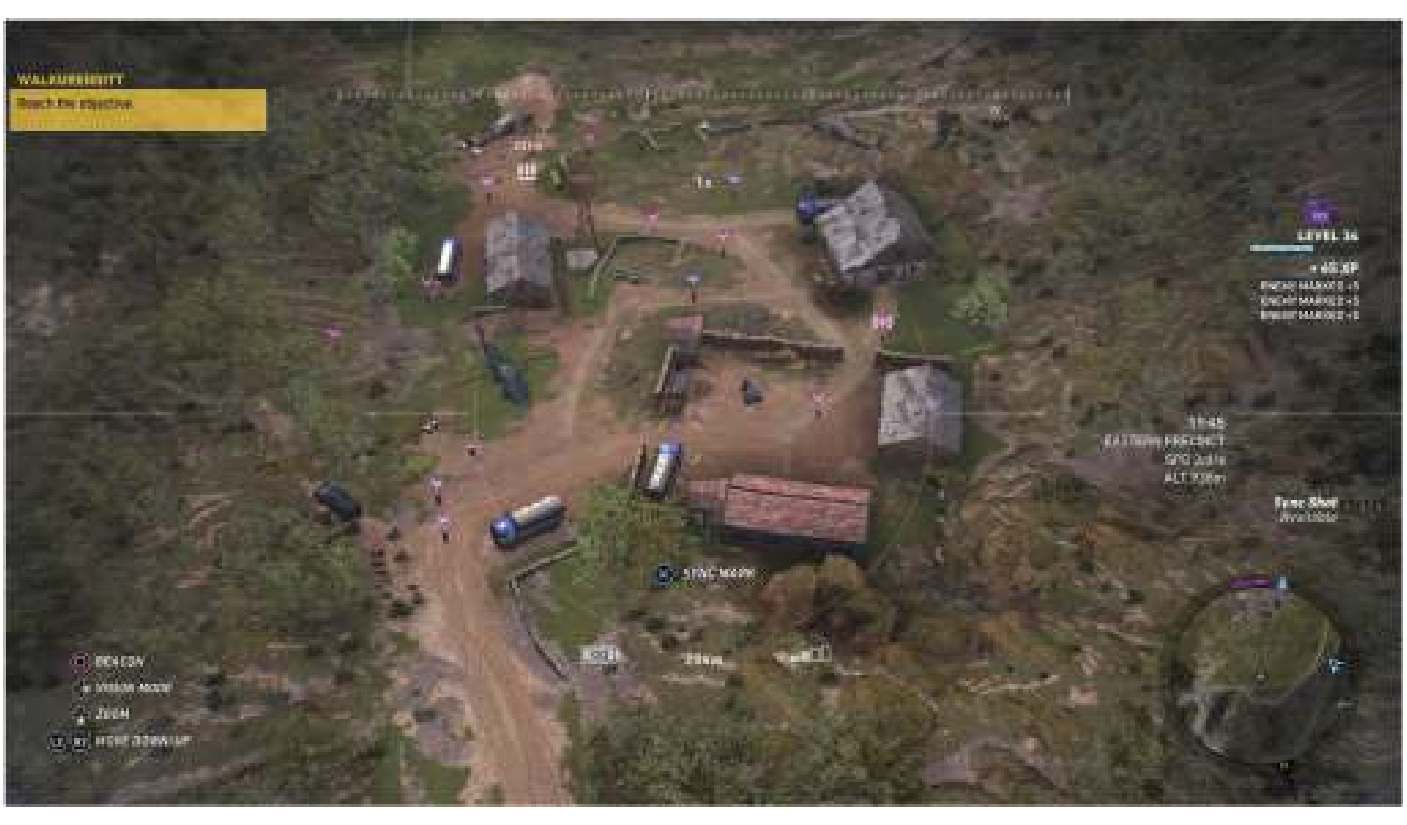
Eastern Precinct Missions

Walkurenritt

Description: A huge jamming array of antennas has been activated in the region. We suspect there's a Unidad/Extranjeros joint operation going on. We need to re-establish coms and listen for any activity.

Reward: 1 Skill Point, 450 XP

LOCATE THE PILOT


Reach the objective

Once you've entered the area, pull out your drone and scout the enemies. You'll find the pilot next to the helicopter. There are 12 enemies, so mark them all early to make things easier in the next part.

INTERROGATE THE PILOT

Move up behind the helicopter and wait for the solider speaking to the pilot to walk away. Stay in a crouched position, sneak up behind the pilot, and grab him. Use your pistol to quickly kill the enemy across the road (if needed), then keep your eyes on the enemy while retreating behind the helicopter.

Interrogate the pilot

Gain some additional distance, then interrogate the pilot. Try to stay behind some rocks or trees to prevent a patrolling enemy from noticing you.

DESTROY THE ANTENNAS (6)

Head back into the camp, steal the helicopter, and take off. Stay low to the ground to avoid the AA in the area. Use your missiles to take out the antennas while flying from one objective to the next. You can also use grenade launchers and other explosives to destroy the antennas if you lose your helicopter. After taking out the antennas, a rebel radio signal will break through calling for assistance.

Destroy the antennas
ORDER ASSAULT
FIRE
SEAT CHANGE
LIGHTS
PITCH
THROTTLE DOWN/UP

DEFEND THE REBEL LEADER (3:20)

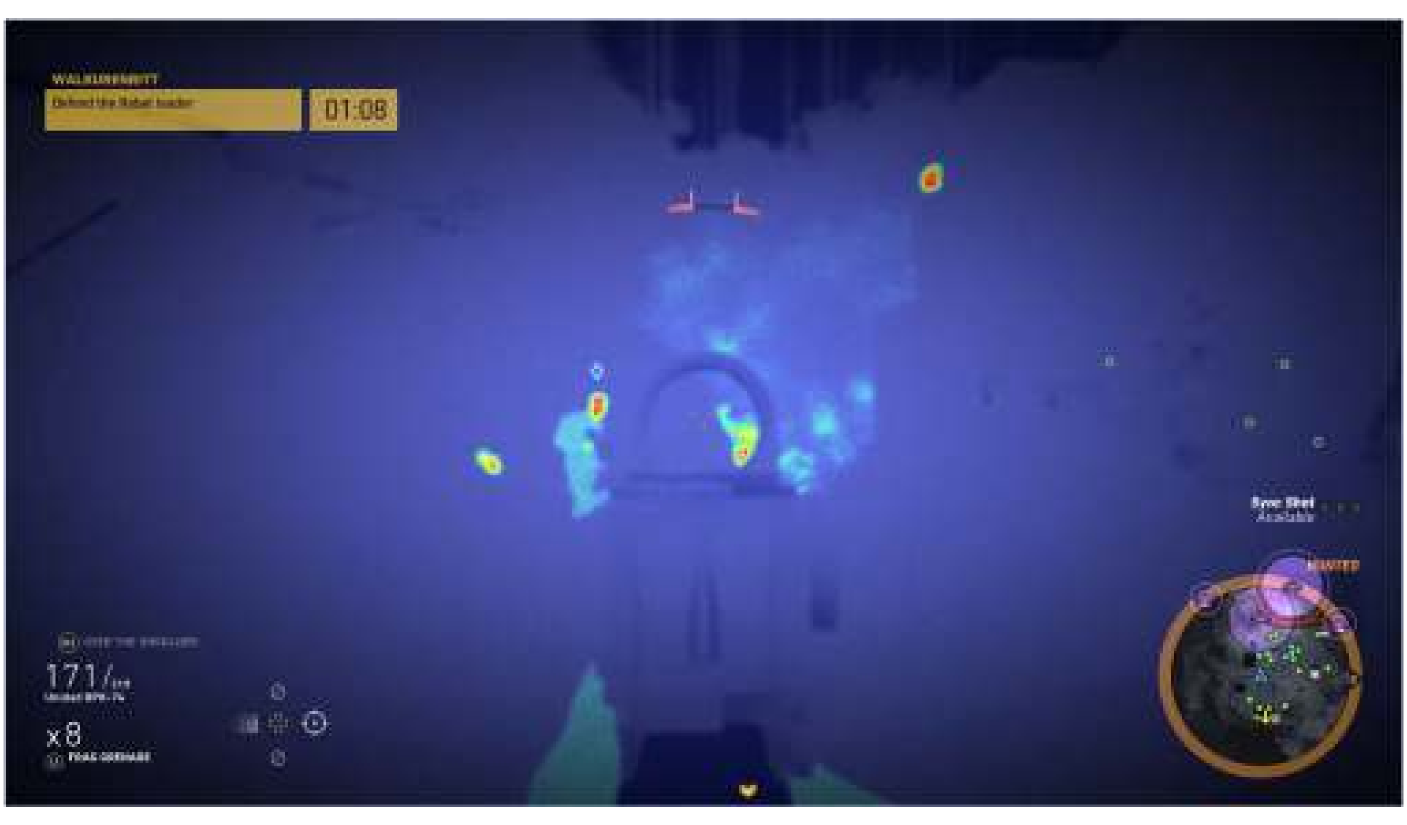
Make sure to check your loadout before this fight. An assault rifle with a grenade launcher and LMG are good choices to quickly take down the waves of enemies.

Defend the Rebel leader
02:38

Take a position near the minigun pointing toward the road and prepare for the assault. The enemy will also arrive from the hills behind you. Make sure to order your ghosts to fire whenever enemies are in the area, using sync shots on any armored enemies that appear. Using sync shots to clear out armored enemies can save you a lot of time.

Defend the Rebel leader
02:25
REBEL SUPPORT
SPOTTING
DIVERSION

Also, call in rebel reinforcements and distractions whenever possible to help take down the enemies. Use mortars on the roads to help slow approaching cars and wipe out enemies who are taking cover behind the destroyed cars.

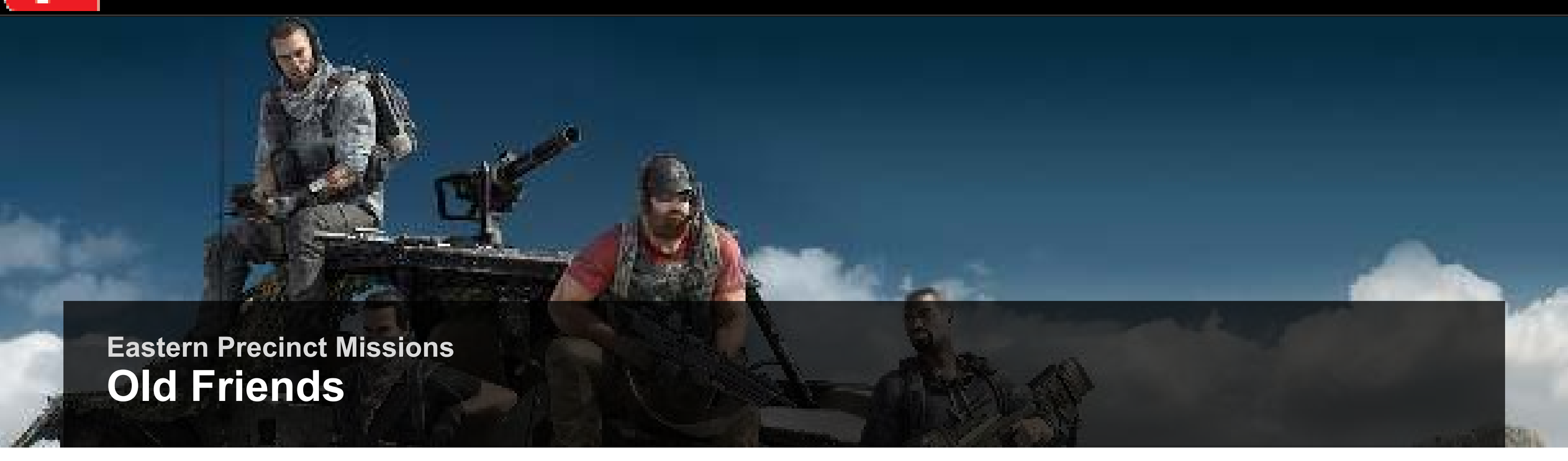

Defend the Rebel leader
01:08

Start using your thermal vision around the 1:00 mark. A couple of Covert Ops units will spawn and flank your position. AI rebels and ghosts will not target these enemies unless they lose their cloak. Watch the position of the Rebel Leader, as he will occasionally head to the front of the battle. If he dies, the mission will end in failure.

CLEAR THE AREA

Clear the area
We got enemy reinforcements coming in.

When time runs out, the mission isn't over yet. Any remaining enemies will become marked with objective markers. Kill them to complete the mission.



Eastern Precinct Missions

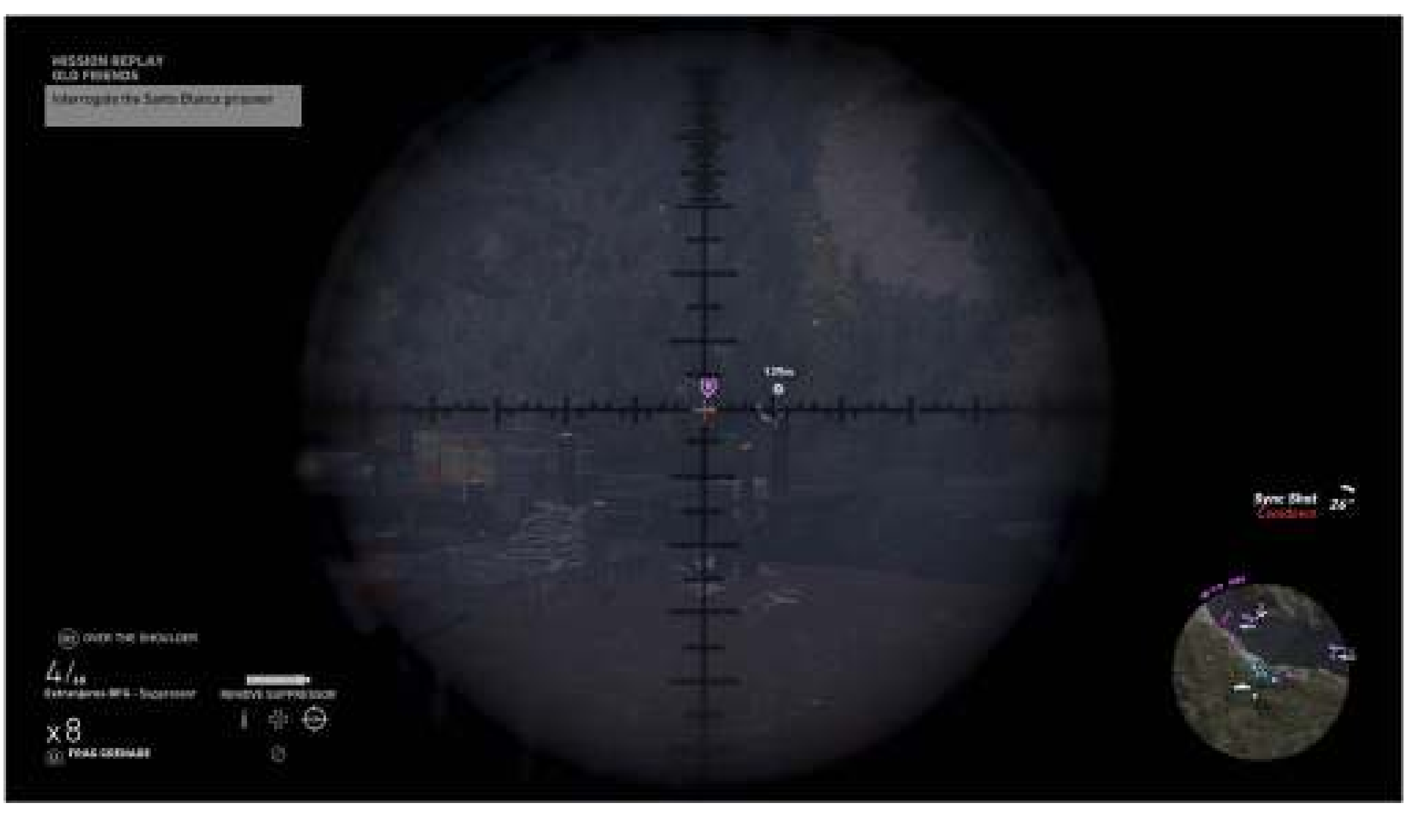
Old Friends

Description: This is the Extranjeros' training grounds, a place where they separate the proverbial chaff from the wheat. Let's make some proverbial bread, I guess.

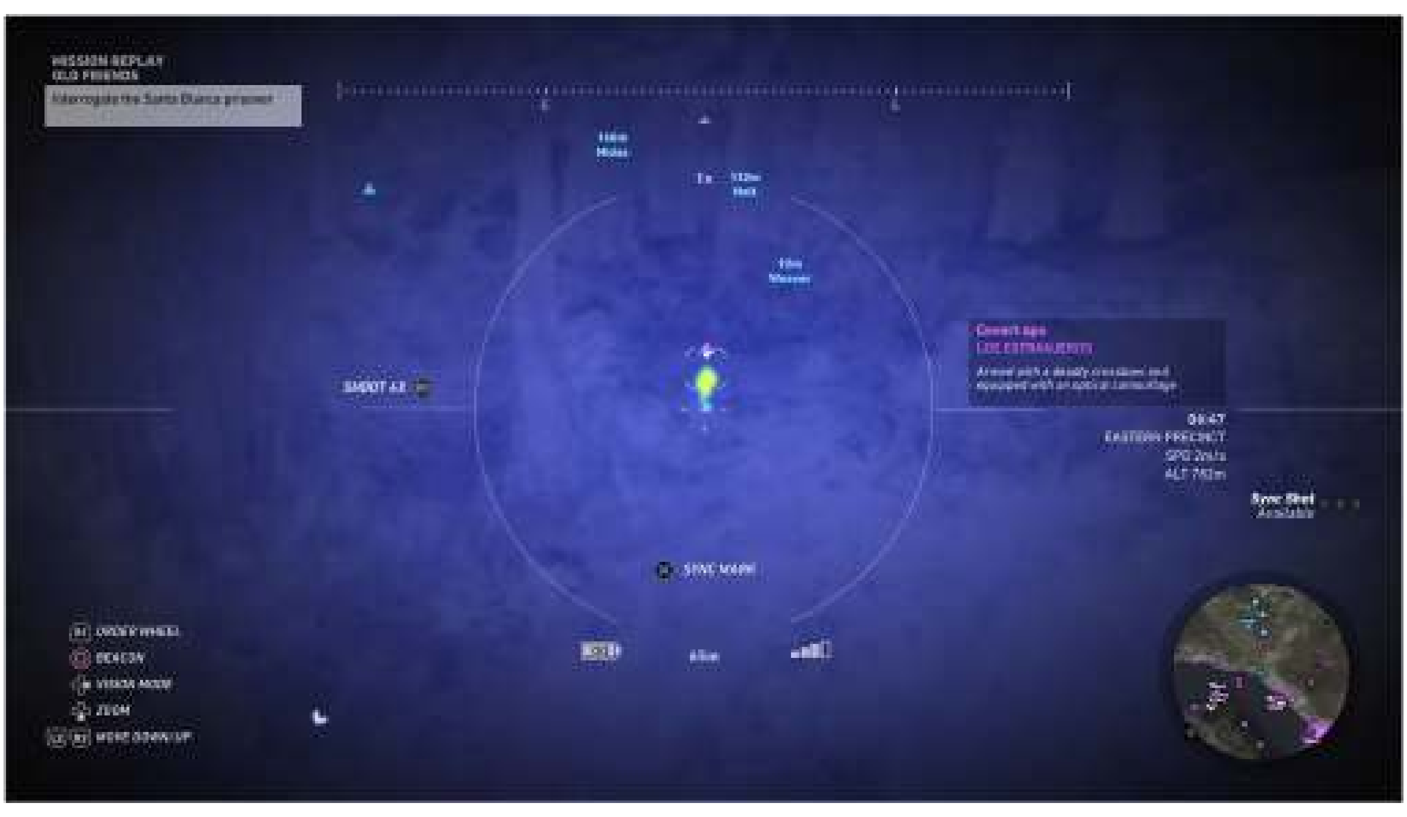
Reward: 450 XP

LOCATE THE SANTA BLANCA PRISONERS

Head to the east of the objective and pull out your drone. There are a lot of enemies in the area, but you don't have to fight them all if you can stay quiet.


MISSION REPLAY
OLD FRIENDS
Interrogate the Santa Blanca prisoner
Sync Shot
x 8
FRAG GRENADE

The prisoner is being held at gunpoint by an Armored enemy near the beginning of the C-shaped docks on your minimap.

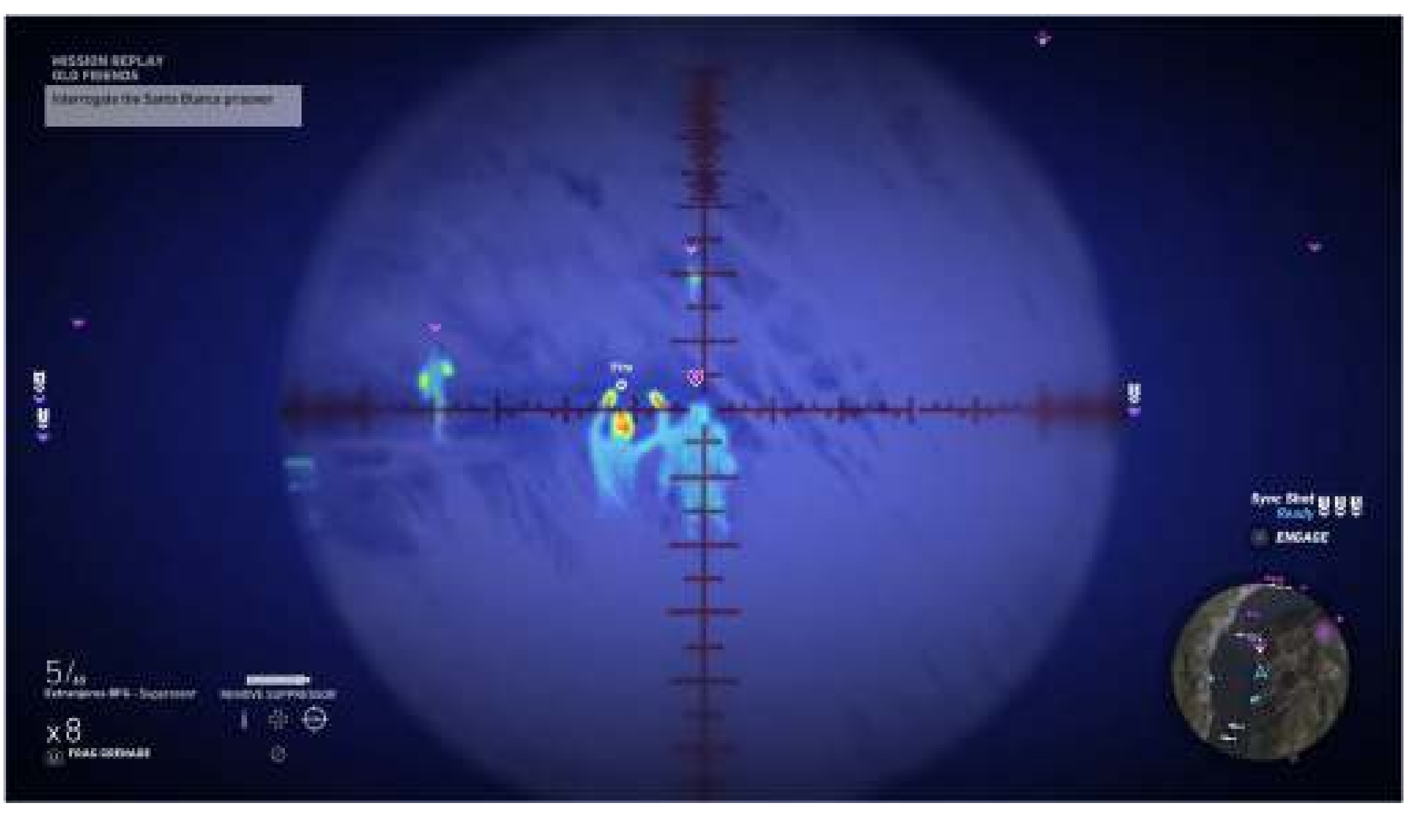

MISSION REPLAY
OLD FRIENDS
Interrogate the Santa Blanca prisoner
Covert Ops
SYNC MARK
Sync Shot
Available

Pick off the patrolling enemies, using your thermal to spot the Covert Ops units pacing alongside the soldiers. Kill the four enemies on the floating dock north of the prisoner, then swim across the river.

Just Keep Swimming... QUIETLY!

Make sure to use the stealth swim option to go underwater. This will enable you to move undetected when you are most vulnerable.

Once you've crossed to the other side, line up sync shots on the three enemies on the dock with the prisoner. Kill them all at once, then walk up and grab the prisoner. Retreat to the north before interrogating the prisoner to avoid getting spotted by enemies on the other side of the river.


MISSION REPLAY
OLD FRIENDS
Interrogate the Santa Blanca prisoner
Sync Shot
Ready
ENGAGE
x 8
FRAG GRENADE

INTERROGATE THE SANTA BLANCA PRISONER

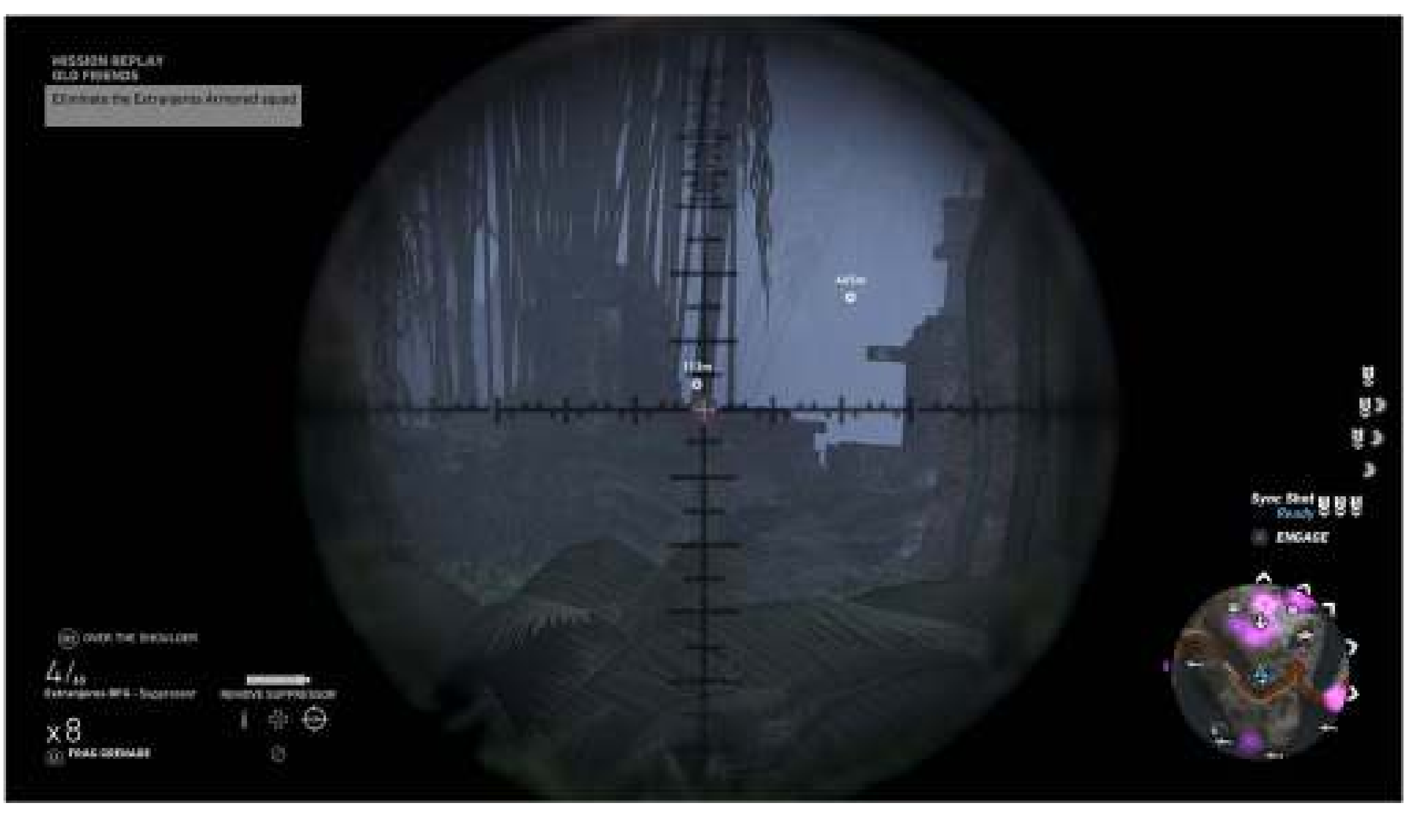
MISSION REPLAY
OLD FRIENDS
Interrogate the Santa Blanca prisoner
STOP

At least I did until they decided they didn't need me any more.

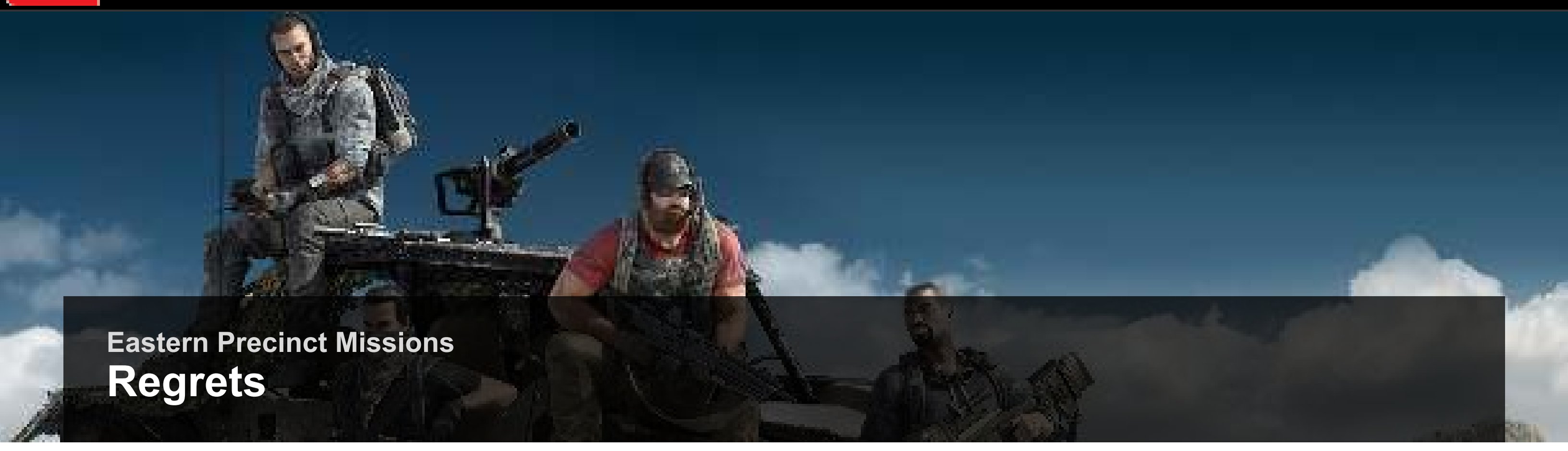
After grabbing the hostage, interrogate him and move further north to begin taking down the Armored squad.

ELIMINATE THE EXTRANJEROS ARMORED SQUAD (7)

Your drone and Sync Shots will make short work of the Armored squad. Launch your drone high into the sky and mark the Armored squad targets three at a time. To speed things up, you can take out targets while waiting for the Sync Shot to cool down. Try to use the Sync Shot on the furthest targets first so you won't have to cover as much distance if you choose to eliminate some targets yourself!


MISSION REPLAY
OLD FRIENDS
Eliminate the Extranjeros Armored squad
Sync Shot
Ready
ENGAGE
x 8
FRAG GRENADE

Make sure to aim for the head, as Armored targets cannot be killed any other way. Once you've eliminated them all, the mission will end.



Eastern Precinct Missions

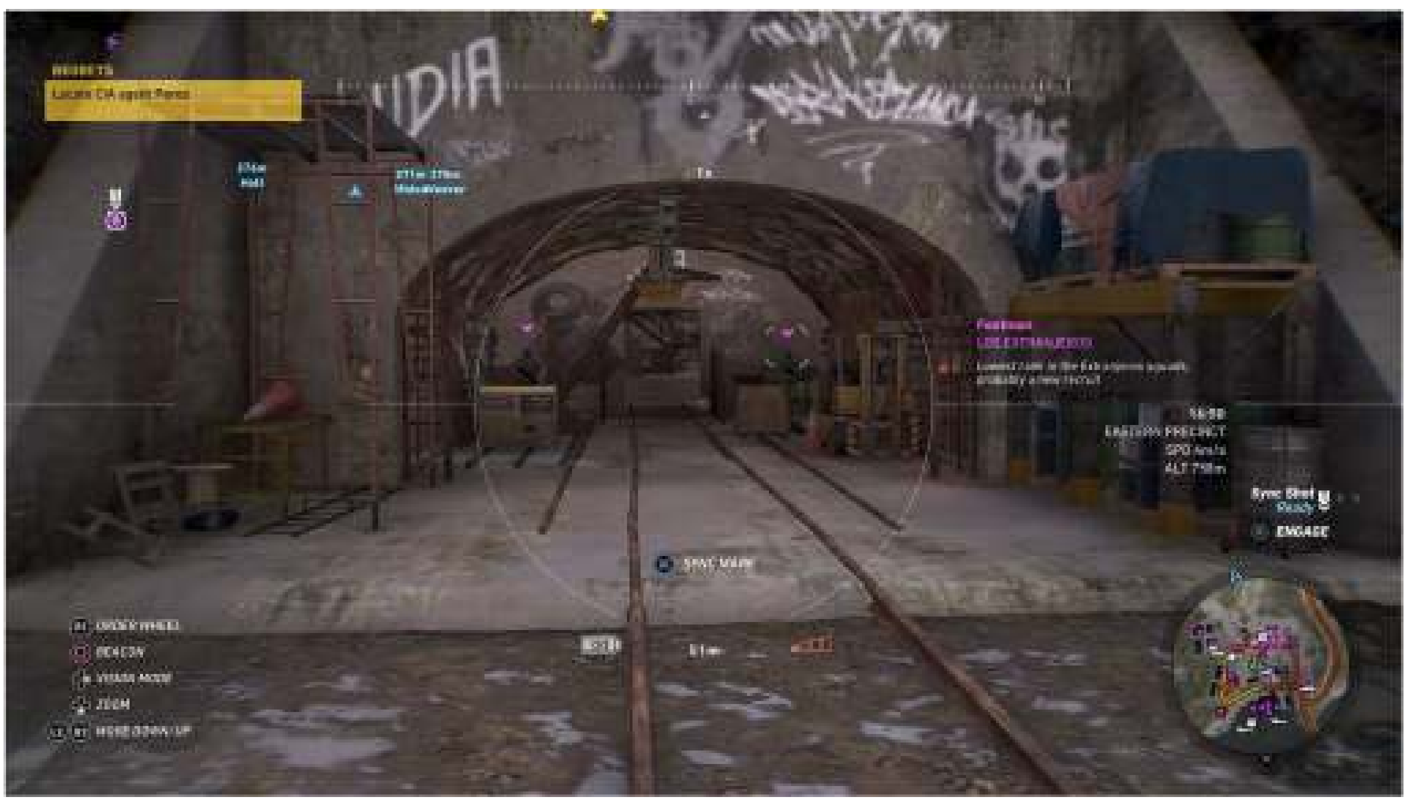
Regrets

Description: We've got intel that one American agent, named Perez, is being held hostage in an Extranjeros facility. He needs to be extracted before he's too disfigured to be recognized.

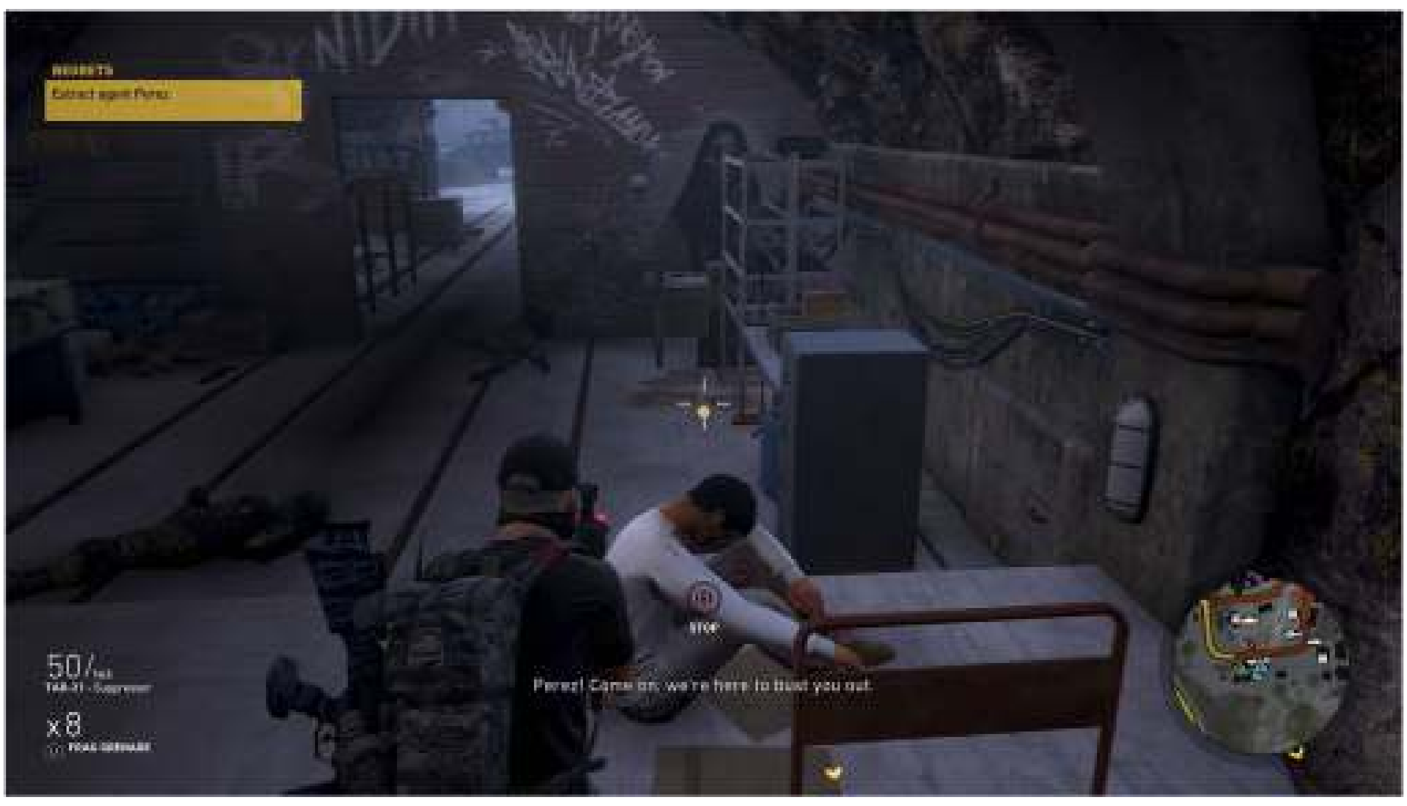
Reward: 1 Skill Point; 450 XP

LOCATE CIA AGENT PEREZ

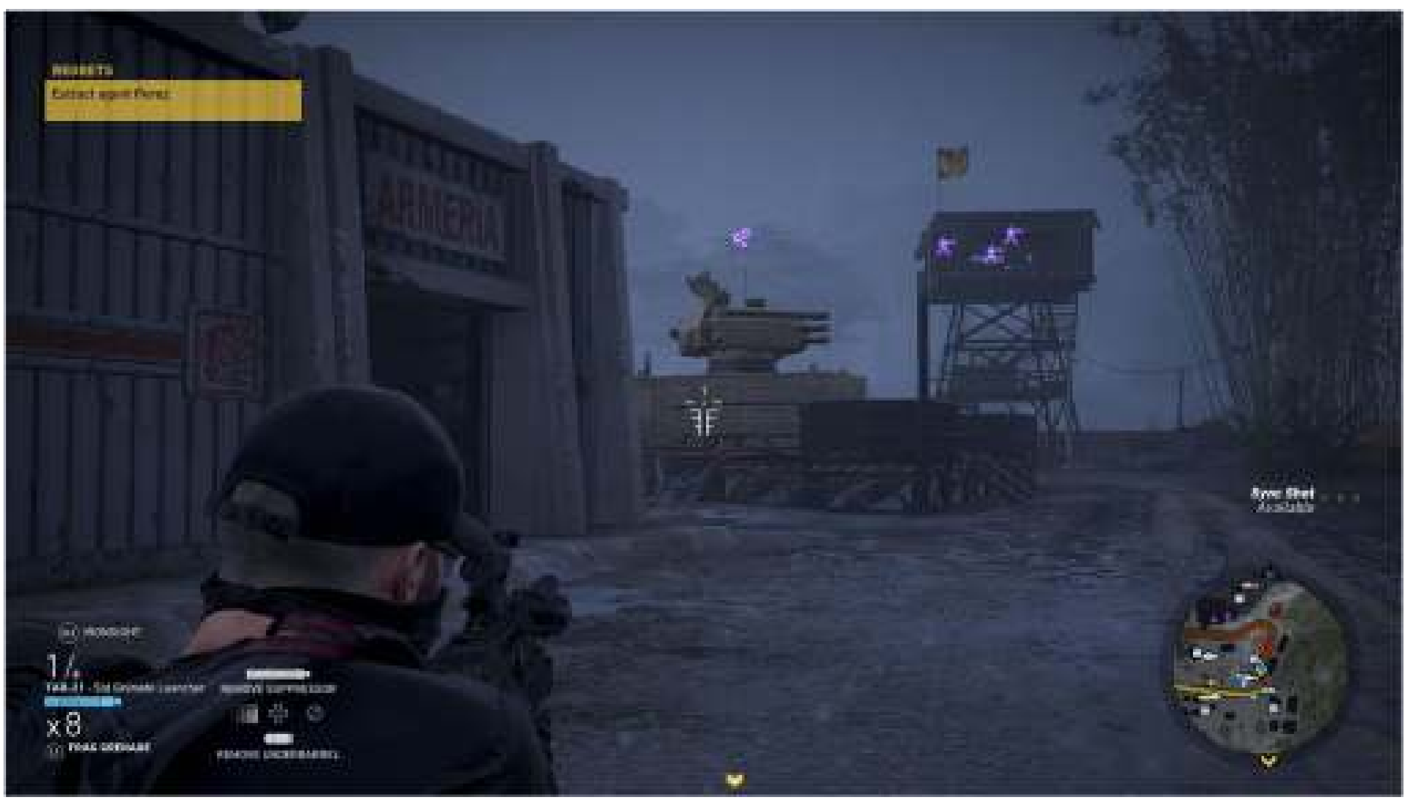
Agent Perez is being held in an underground bunker inside of a Extranjeros outpost. Take out the snipers inside the base, then sneak in the south side of the base. Proceed toward the upper entrance to the underground bunker, but move slowly to avoid being spotted. Don't forget to stay in a crouched position, as standing or sprinting will get you spotted.


REGRETS
Locate CIA agent Perez
EASTERN PRECINCT
Sync Shot
ENGAGE
ORDER WHEEL
BEACON
VISION MODE
ZOOM

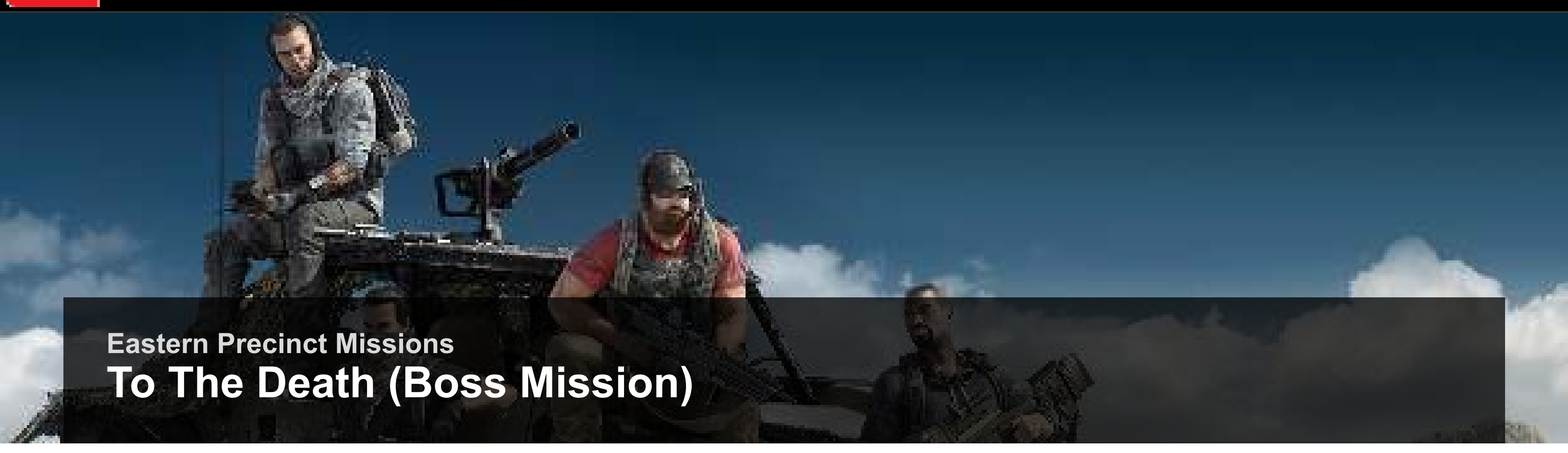
Move down the steps but be ready to take down the enemies inside if they head in your direction. A single enemy will be standing watch inside the back part of the bunker with Perez; order agent Perez to follow you and then head back up the stairs.


REGRETS
Extract agent Perez
STOP
Perez! Come on, we're here to bust you out.
x8
FRAG GRENADE

FREE AGENT PEREZ


REGRETS
Extract agent Perez
ARMERIA
Sync Shot
Available
x8
FRAG GRENADE

Maintain your stealth and head for the helicopter in the base. When you are close enough to hop in, use a grenade (or another explosive) to blow up the SAM Site. Make sure that Agent Perez is inside the helicopter before taking off. Don't worry about the Ghosts, as they will find a way into the helicopter even if they are left on the ground. Fly to the safehouse and drop off Perez to complete the mission.



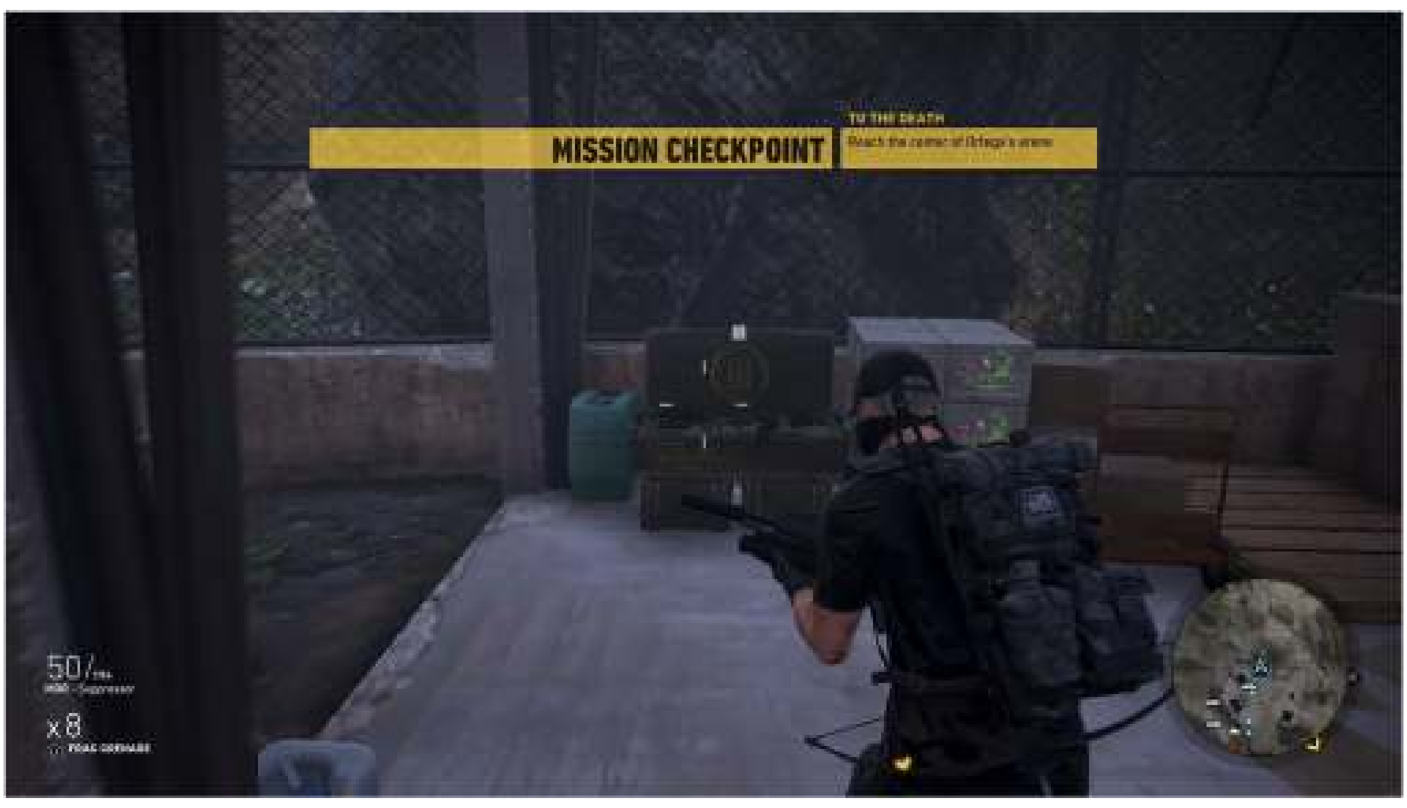
Eastern Precinct Missions

To The Death (Boss Mission)

Description: Ortega sent you a challenge. He'll be on his own turf – his arena. Don't expect a fair fight.

Reward: R4 Assault Rifle; 750 XP

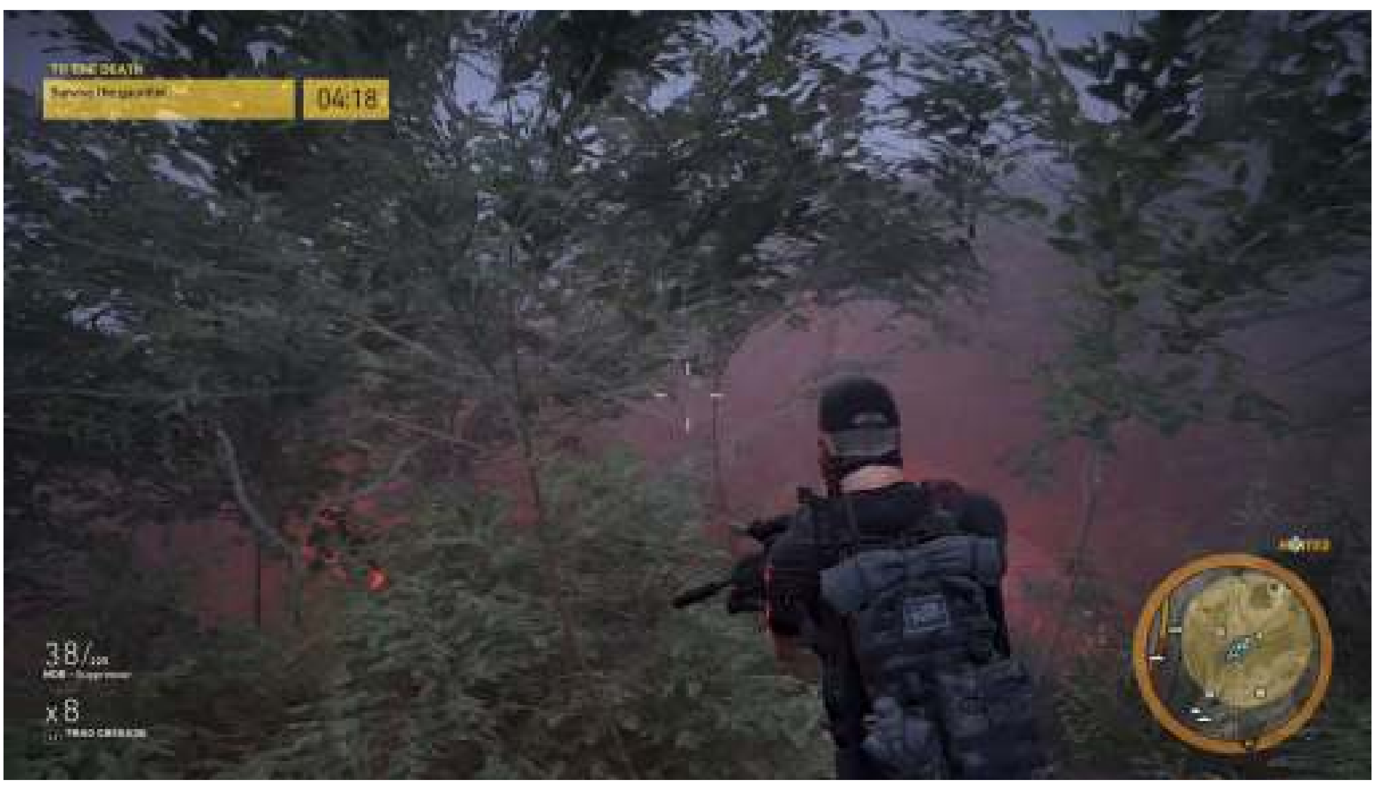
REACH THE CENTER OF ORTEGA'S ARENA

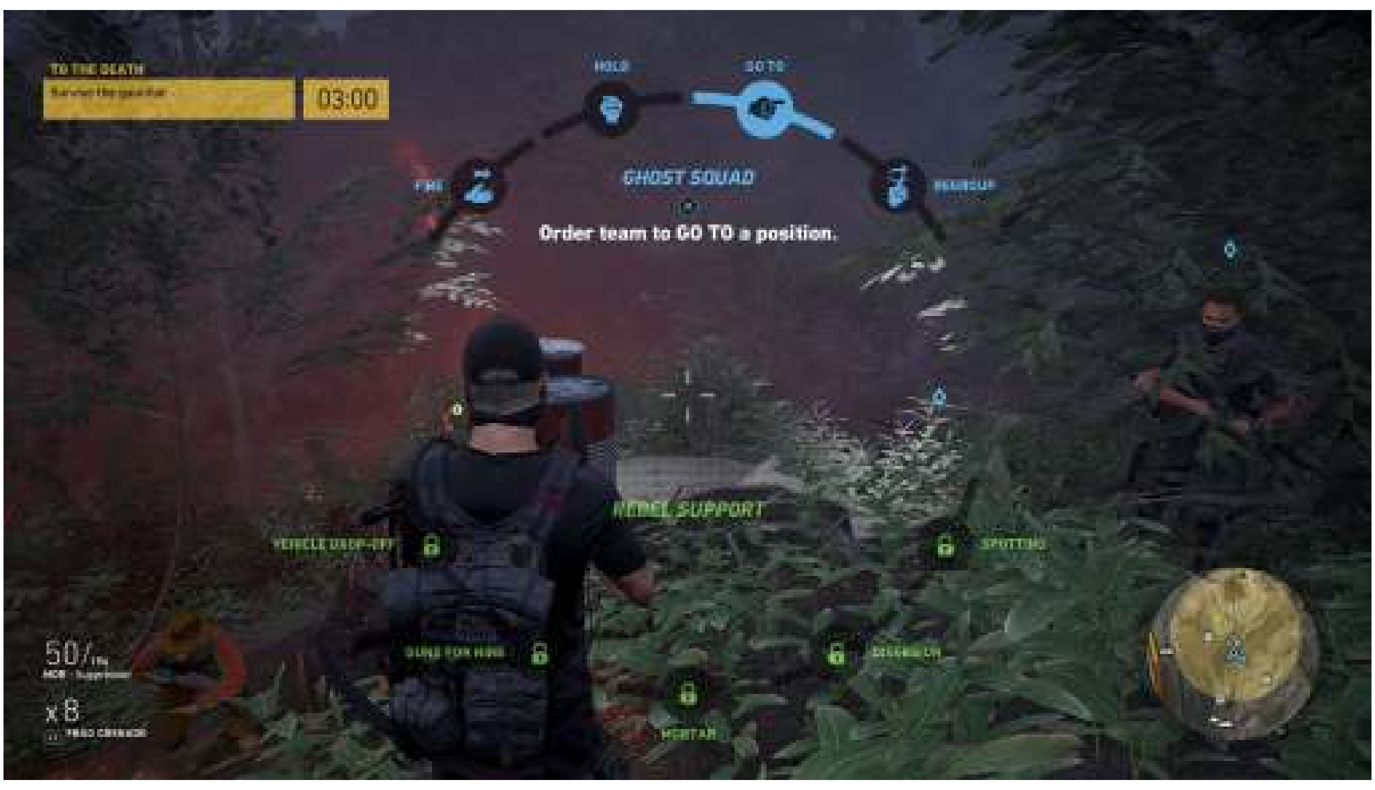

MISSION CHECKPOINT
TO THE DEATH
Reach the center of Ortega's arena
50
x 8

Enter the arena to begin the mission. If you're low on ammo, there are several scattered around the arena. Equipping a machine gun and an Assault Rifle for long-range encounters is your best bet in this mission.

SURVIVE THE GAUNTLET (4:50)

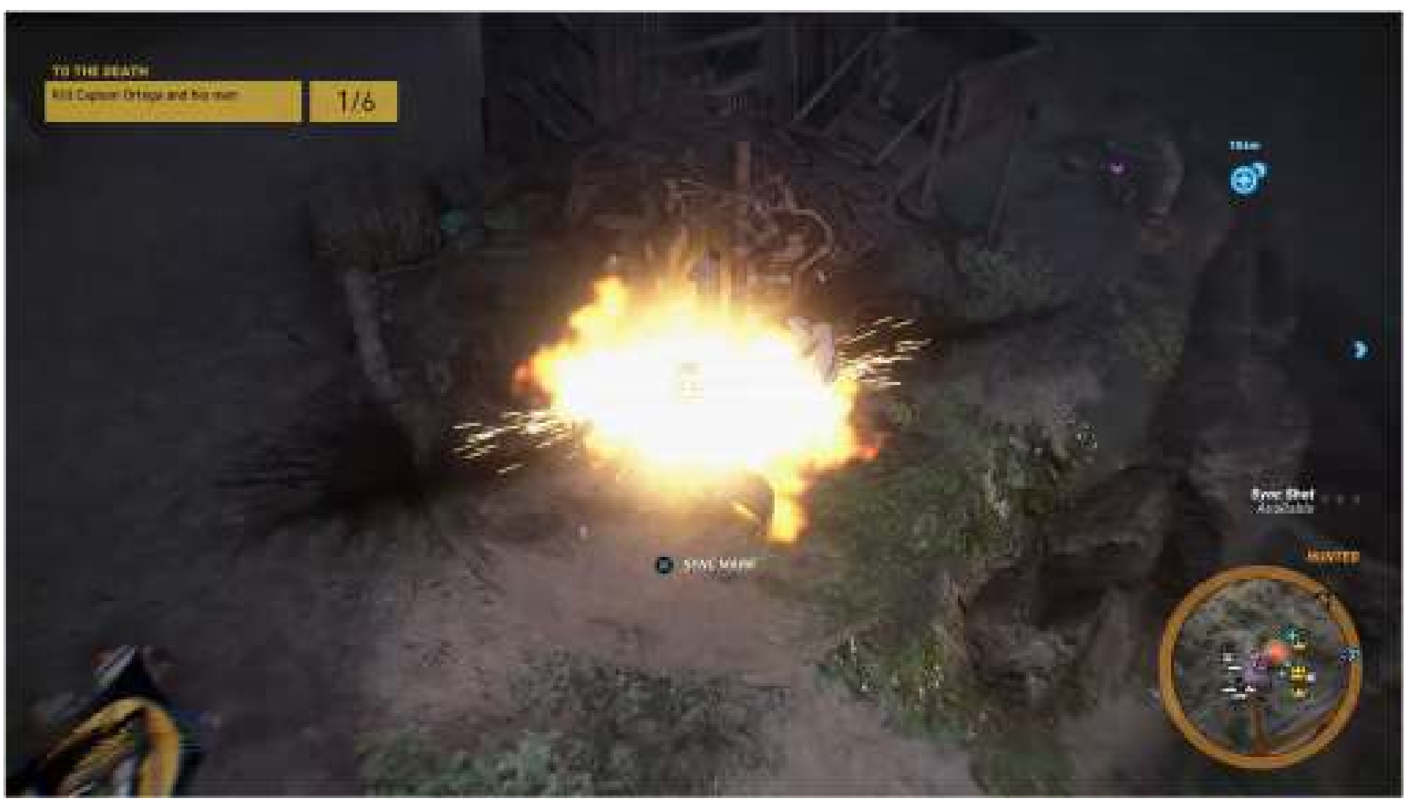
Head to the north side of the arena; the hill provides high ground and lots of rocks and trees to use as cover. Make sure to order your ghosts to fire during this encounter; this will make them the most effective in combat. Be sure to toggle on your thermal vision during the fight to check for Covert Ops enemies.


TO THE DEATH
Survive the gauntlet
04:18
38
x 8


TO THE DEATH
Survive the gauntlet
03:00
HOLD
GO TO
FIRE
REGROUP
GHOST SQUAD
Order team to GO TO a position.
REBEL SUPPORT
VEHICLE DROP-OFF
SPOTTING
GUNS FOR HIRE
DIVERSION
MORTAR
50
x 8

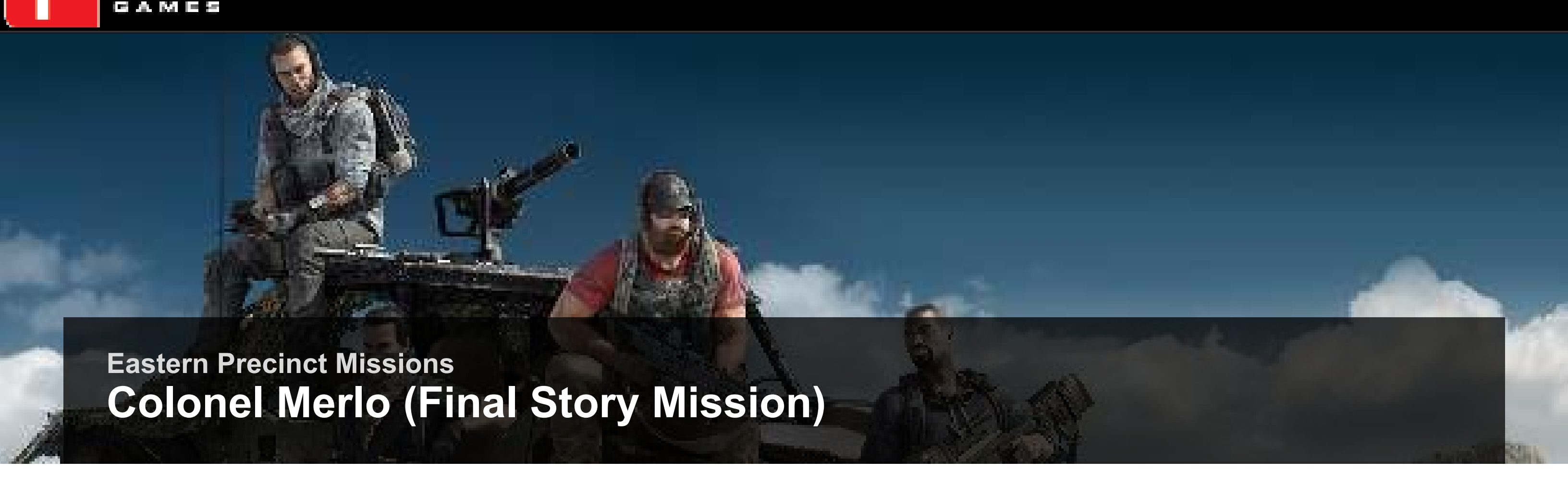
KILL CAPTAIN ORTEGA AND HIS MEN (6)

Equip your drone with the explosive payload and mark three enemies for sync shot before sending it into Ortega to explode. The explosion, if it occurs within close proximity to Ortega, will kill him instantly.


TO THE DEATH
Kill Captain Ortega and his men
1/6
Sync Shot
Available
HUNTED

This will leave only two enemies to eliminate. Remember, you must get headshots to kill the Armored enemies.

TO THE DEATH
Kill Captain Ortega and his men
1/6



Eastern Precinct Missions

Colonel Merlo (Final Story Mission)

SPOILER ALERT!

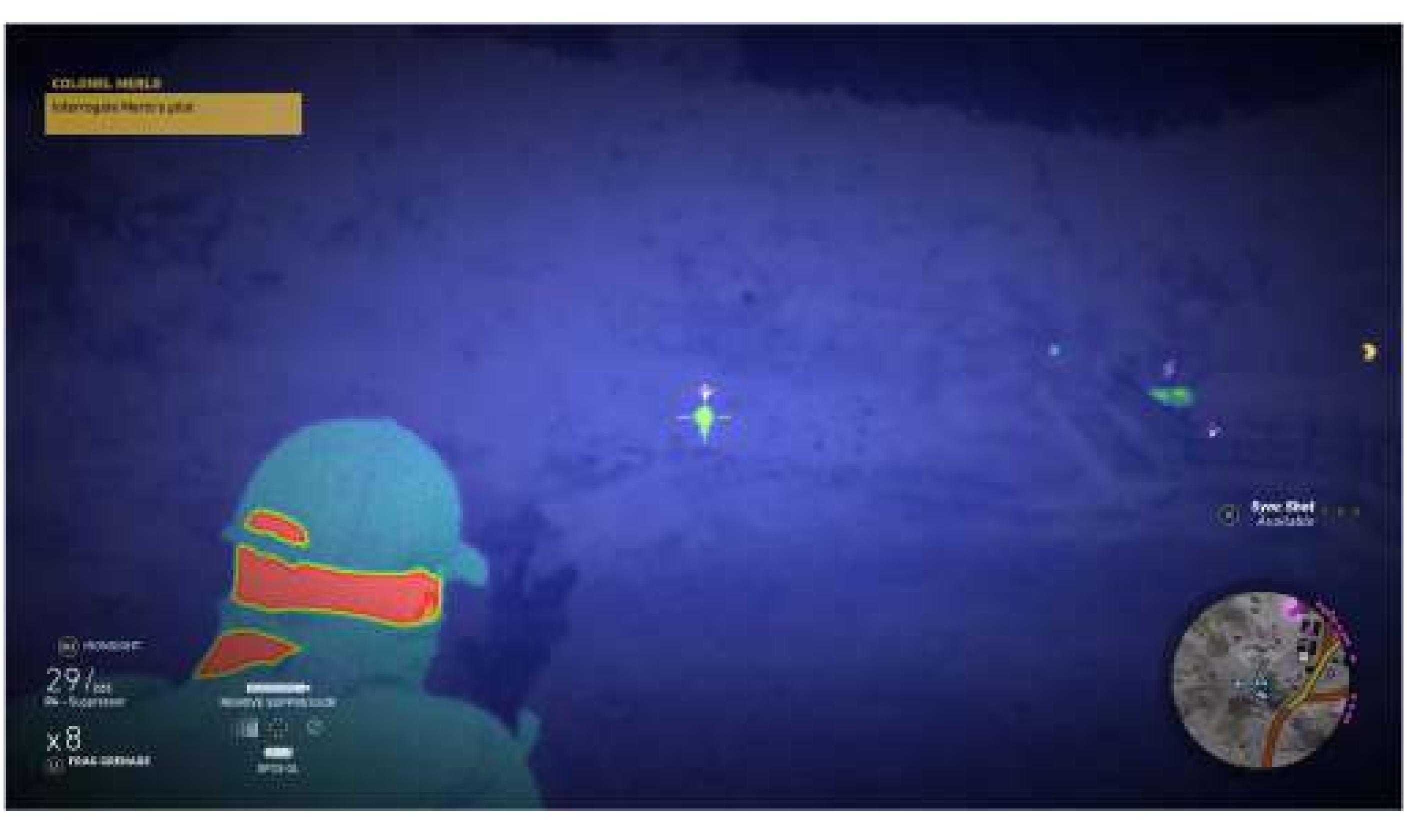
This mission will not appear until all other story missions have been completed. This is the last mission!

Description: Colonel Merlo's out of his lair. The disruption of the Extranjeros operations and deaths of three of his top men forced him out of hiding to handle the situation. This is the moment we aimed to create. Eliminate him.

Reward: 750 XP

REACH THE OBJECTIVE

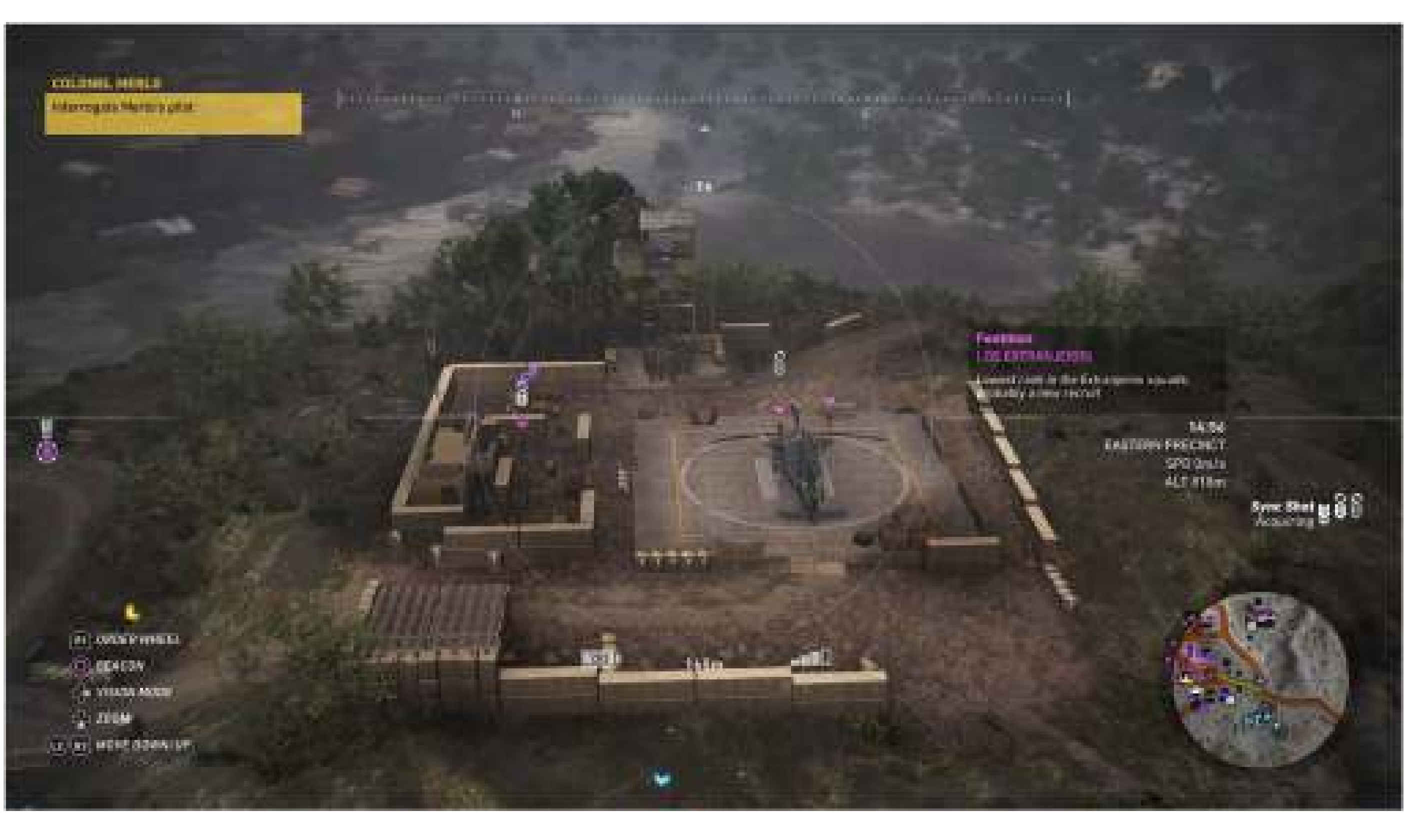
Head for the base from the west side. Get your drone out and spot the Covert Ops, Elite Sniper, and Armored enemies patrolling the perimeter. Tag the Elite Sniper and Armored foe with Sync Shot, then line your sight up on the Covert Ops and fire when ready. Continue toward the base, staying along the south side. Stay in a crouched position to lower your profile and avoid being spotted.



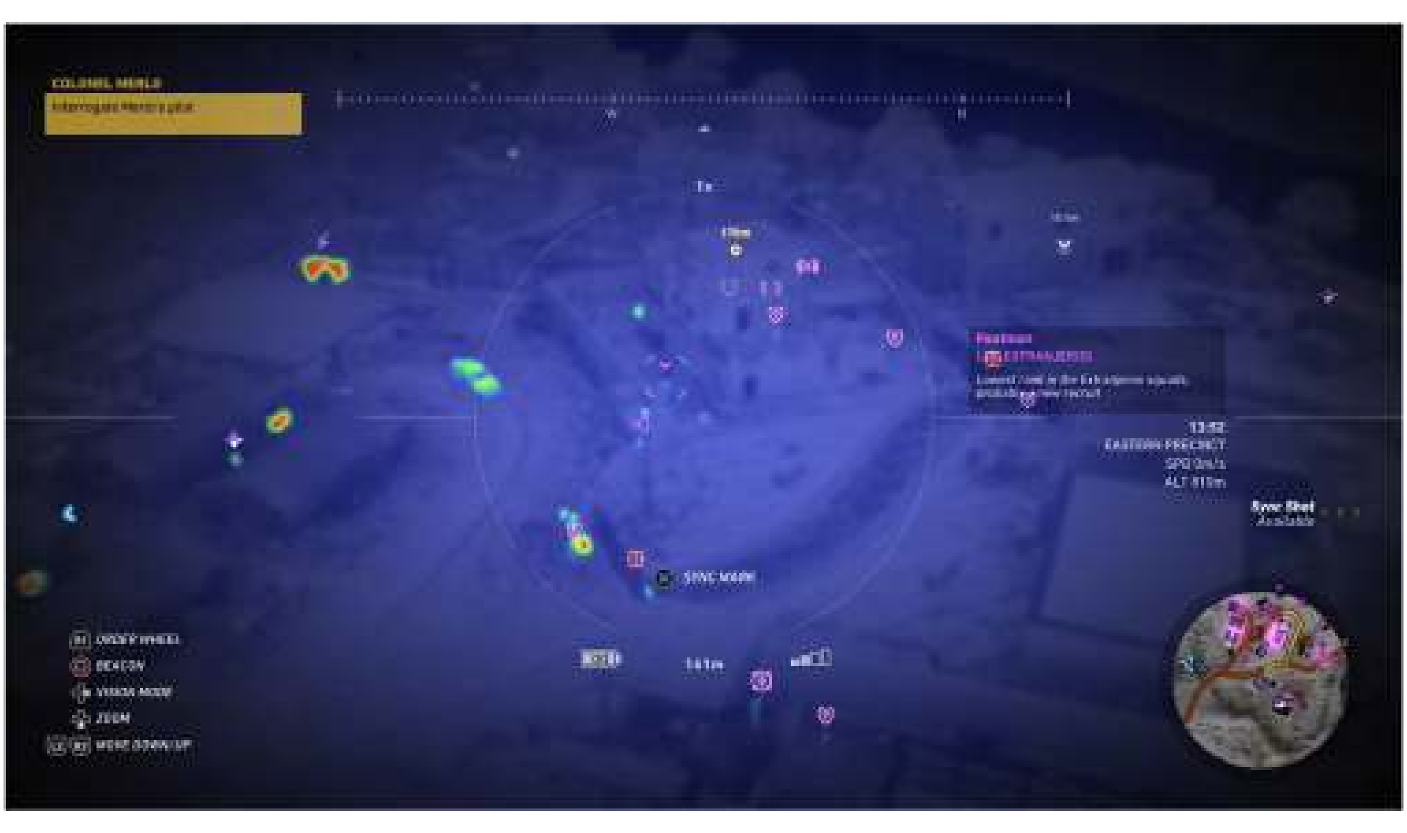
Three more Covert Ops enemies are patrolling the outer limit of the base to the south; stay in thermal mode until you have eliminated them.

INTERROGATE MERLO'S PILOT

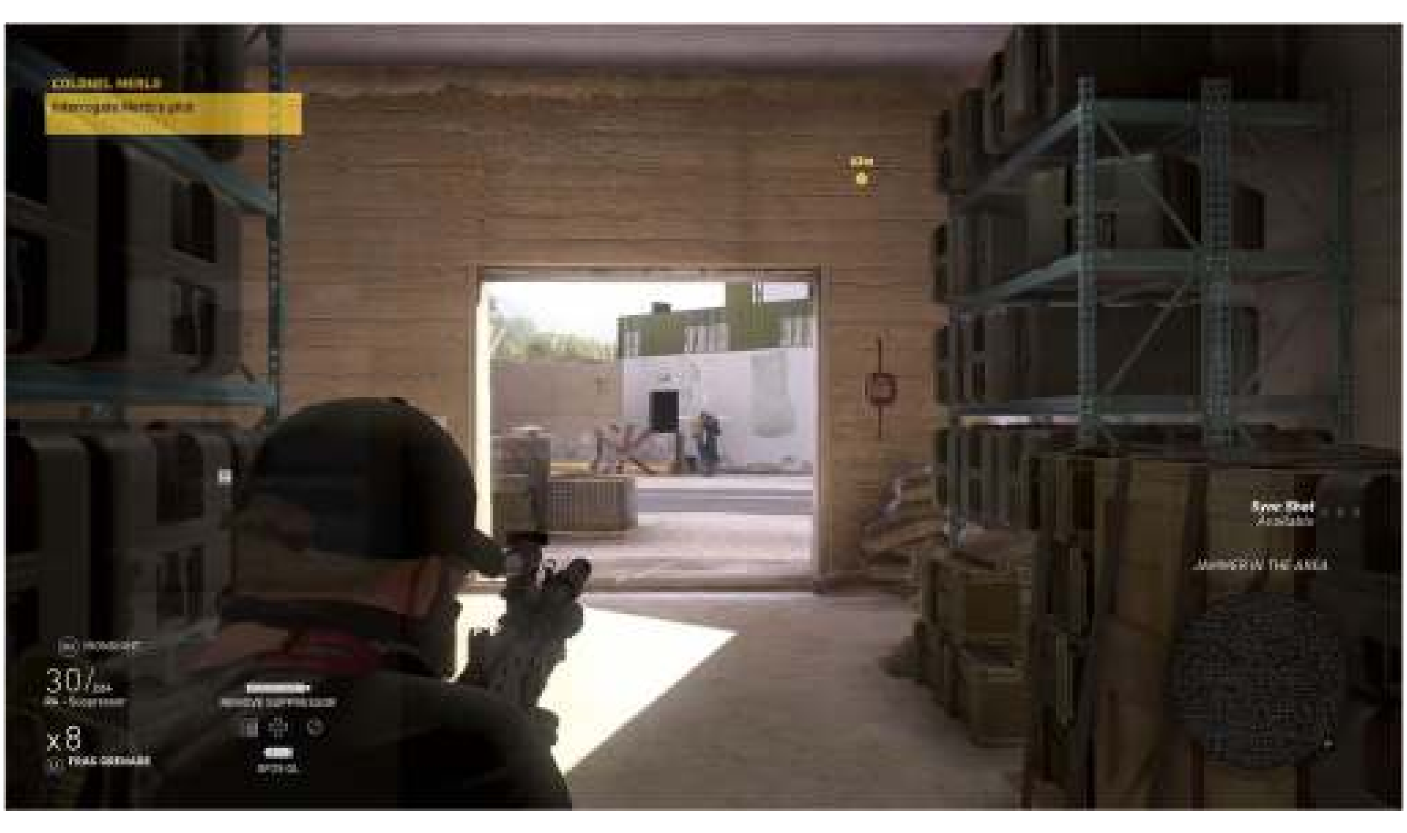
Although there is a helipad located at the south side of the base, the pilot isn't there. Clear out the helipad anyways so you can take the helicopter after finding the pilot. Merlo's pilot is located on the upper level of the three-level, white and green building inside a fenced in area. There is just a single entry if you plan on entering by foot.



Inside the barricaded area, there are a total of four Armored, two jammers and a single soldier. Two of the Armored and a soldier are in the courtyard.



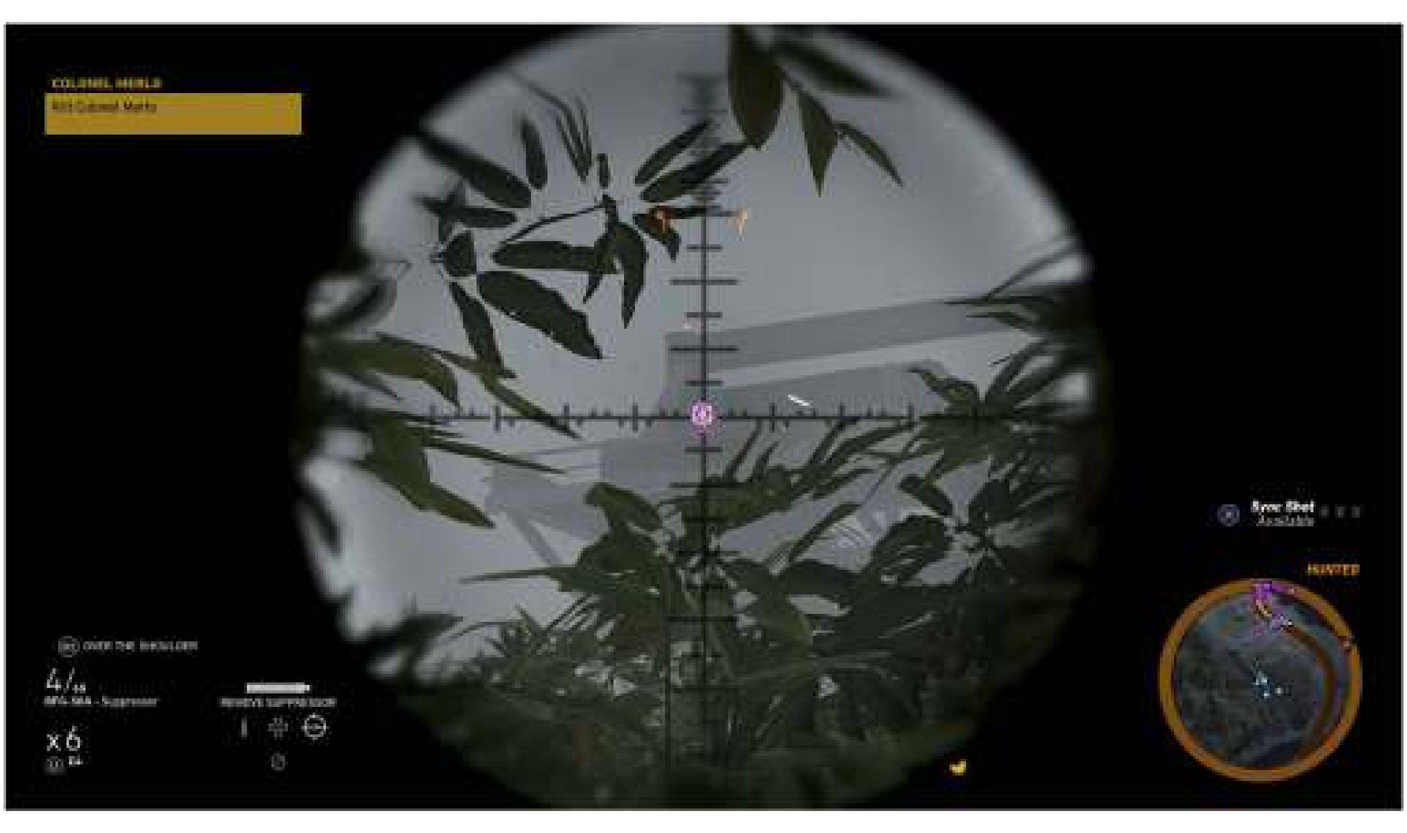
Get up into the tower at the helipad area. First, shoot out the alarm in case anything goes wrong. Next, take aim at the Armored on the second floor of the building and order your Ghosts to Sync Shot the three enemies in the courtyard. Wait for the Sync Shot to cool down, then use it again to take out the Jammers and the remaining Armored soldier. If they don't have a shot, start moving through the nearest entrance. Follow the inner wall north until you find an opening. This path leads into the area with the lieutenant; cross the street and enter the building.



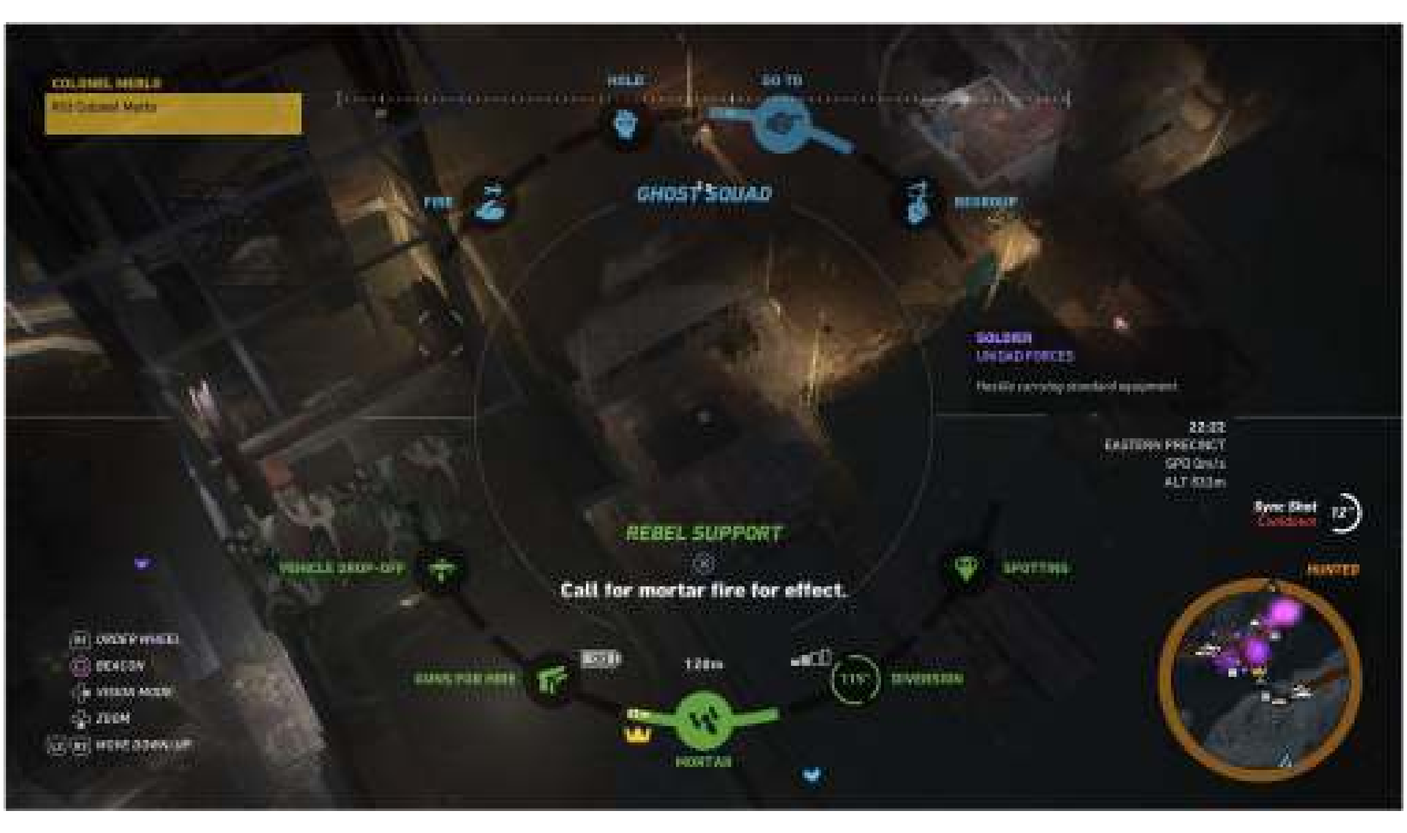
If you haven't landed the Sync Shot yet, get ready for a short fight. Don't use grenades; instead, opt for flash bangs to avoid accidentally killing the Pilot. When the coast is clear, grab the pilot and interrogate him. Proceed to the helipad, steal the chopper, and head out. Make sure to stay low to avoid any nearby AA from targeting you.

KILL COLONEL MERLO

Head for the heavily fortified bridge. This is going to turn into a very big fight quickly, so be ready to go hot! Park your transportation up on the hill to the south of the bridge and begin spotting targets.

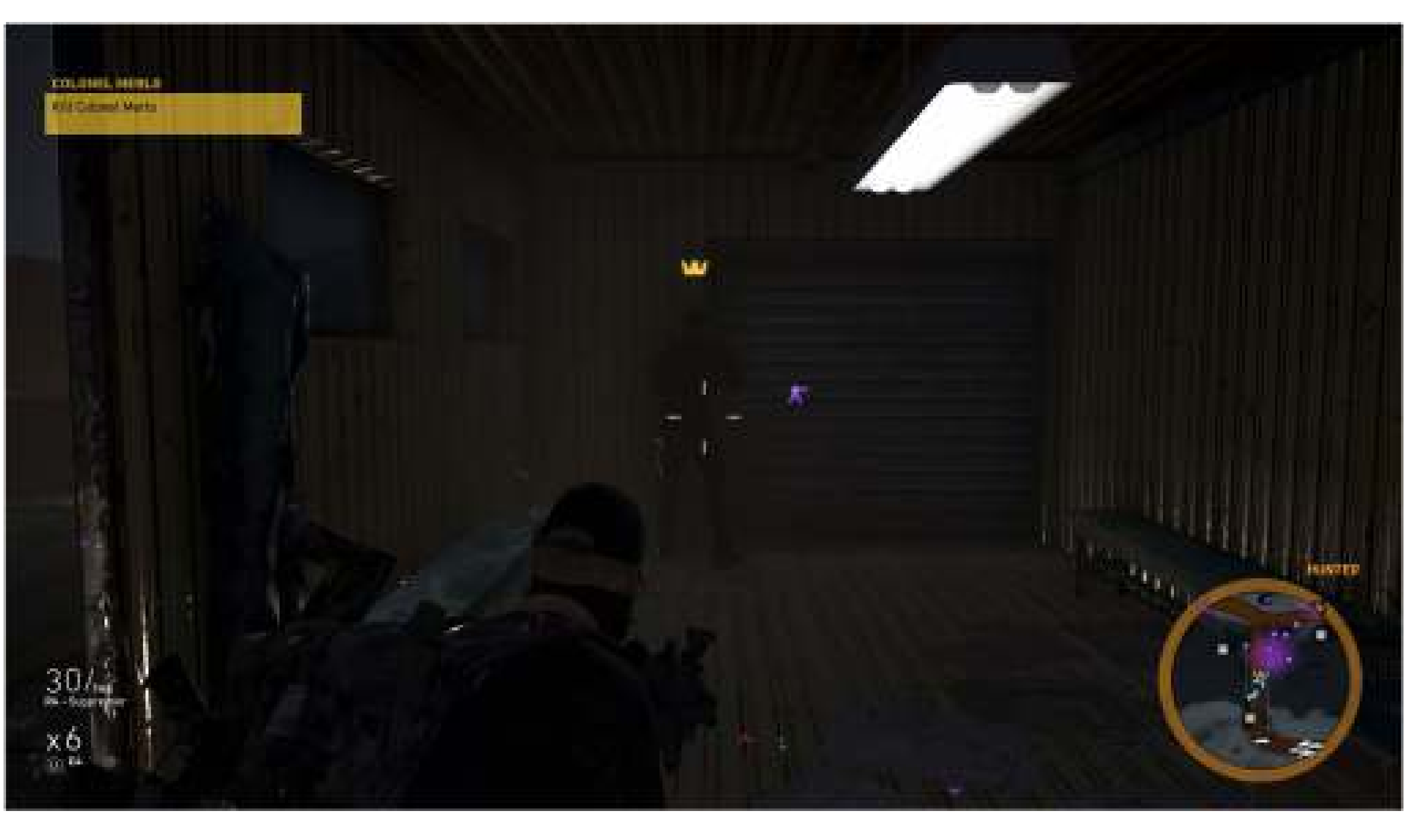


Start your assault by taking out the snipers on the bridge's top platforms. Next, focus on the enemies at the roadblock just below your position. Pick off as many enemies as possible, prioritizing Elite Snipers, Covert Ops, Armored, and Jammers. Make sure to use your Sync Shot as it cools down.



When your cover is blown, call in rebel reinforcements, and then a rebel distraction at the other side of the bridge. You can also call mortars down on the bridge to deal heavy damage to the enemy presence.

Work your way to the bridge with your Ghosts. A machine gun works well here, as its high ammo capacity and penetration power will make short work of any enemies. Your goal is to gain access to the small room on the main level of the bridge. Once the Jammers are down, an explosive drone can help deal damage to groups of enemies that are hiding behind cover.



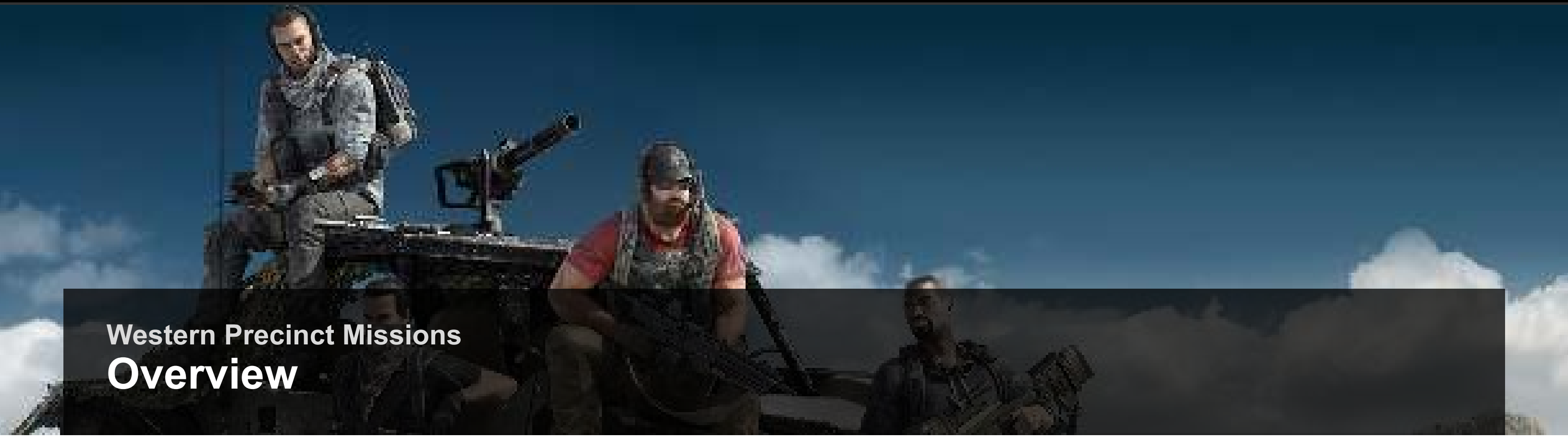
Don't worry about opening the room right away, as Colonel Merlo will not come out by himself. Clear the area first; use the rebel-spotting feature on the area to make sure it is clear of any visible enemies. Once clear, kick open the door and kill Colonel Merlo to put an end to his terror once and for all!

MEET SOCRATES AT THE RALLY POINT AND LEAVE BOLIVIA

Head back out the way you came, as there are likely to be enemies flooding in from the other side of the bridge. Grab the first vehicle you find and hit the road.

COLONEL MERLO
30
x6

Once you are clear from the immediate area, there will be no more fighting. Open the door to the safehouse and roll credits!



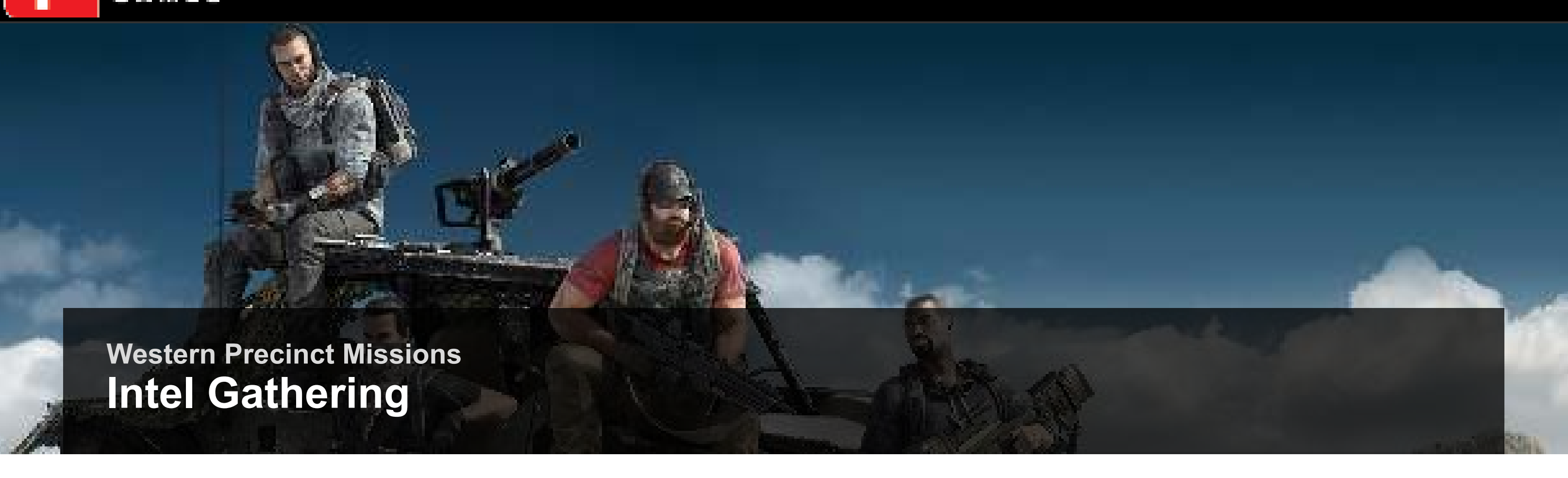
Western Precinct Missions

Overview

GHOST RECON
FALLEN GHOSTS

Leader: Major Luis Rocha, aka El Espectro

Description: Major Rocha's past is unknown to us. He might be from Colombia as his name suggests, but we don't know for sure. He is as discreet as you Ghosts and most of his men never see him in person.



Western Precinct Missions

Intel Gathering

Description: Gather every piece of intel on the province.

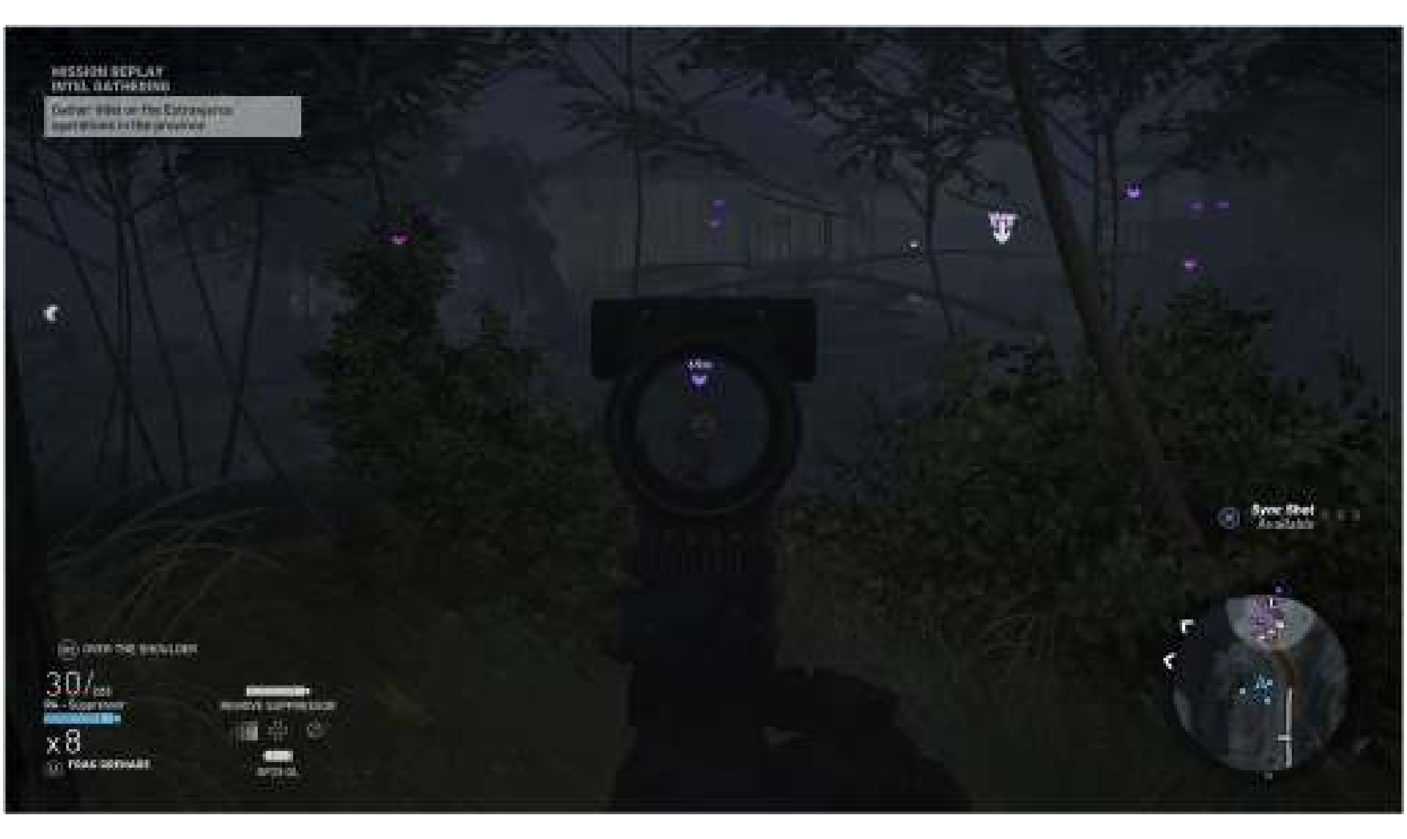
Reward: BFG-50A Sniper Rifle; 200 XP; Unlocks missions: The Trail, Ghosts, Union Rights, Saving La Granja

GATHER INTEL ON THE EXTRANJEROS OPERATIONS IN THE PROVINCE

Intel locations are sorted from northwest to southeast and can be completed in any order.

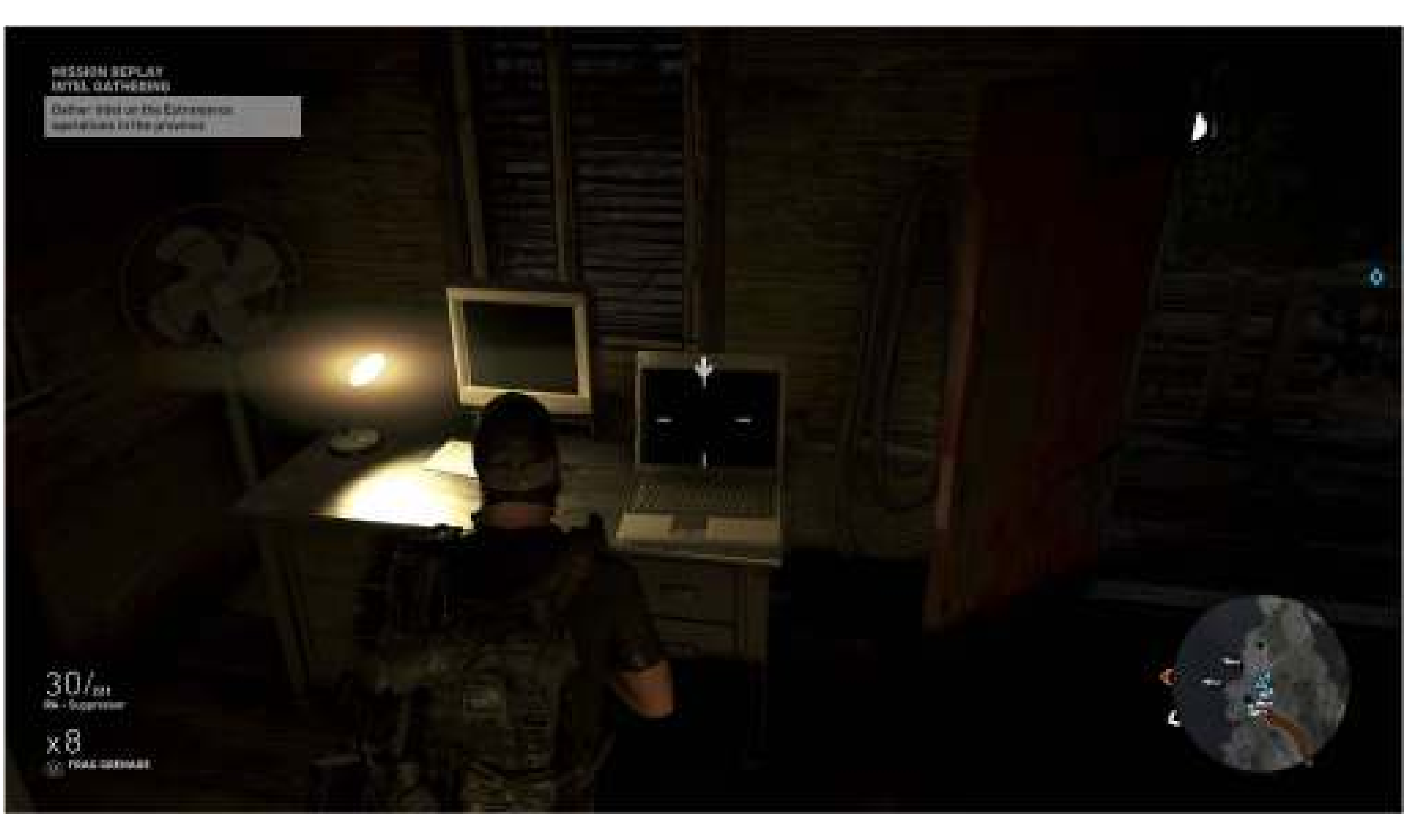
INTEL LOCATION #1 – PLAYA SIRENA

Nine Enemies (eight Soldiers, one Jammer) surround this intel location. Stop before entering the camp and put your drone to work. Most enemies are located near the docks, leaving the enemy near the helicopter open for an easy kill.



After killing him, take out the enemy patrolling the edge of the camp to the north.Note that he may be near the cars at the entrance to the camp.

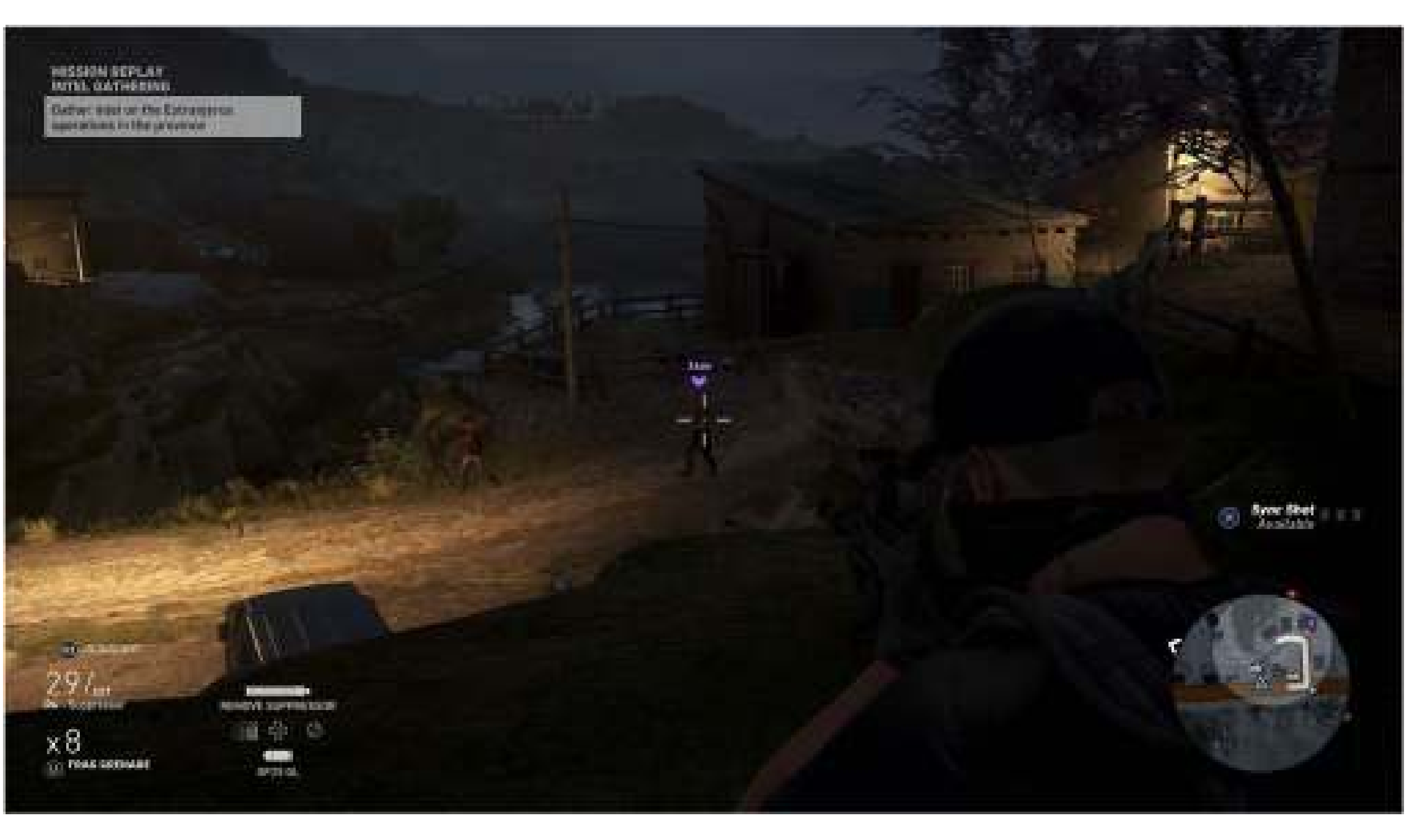
Head around the north side of the camp and locate the green building with a small staircase. Stay crouched and move inside. If the enemy patrol is nearby, consider moving in prone while you are outside the room.



Once inside, hack the laptop on the desk next to the door and retreat out of the base to the next objective.

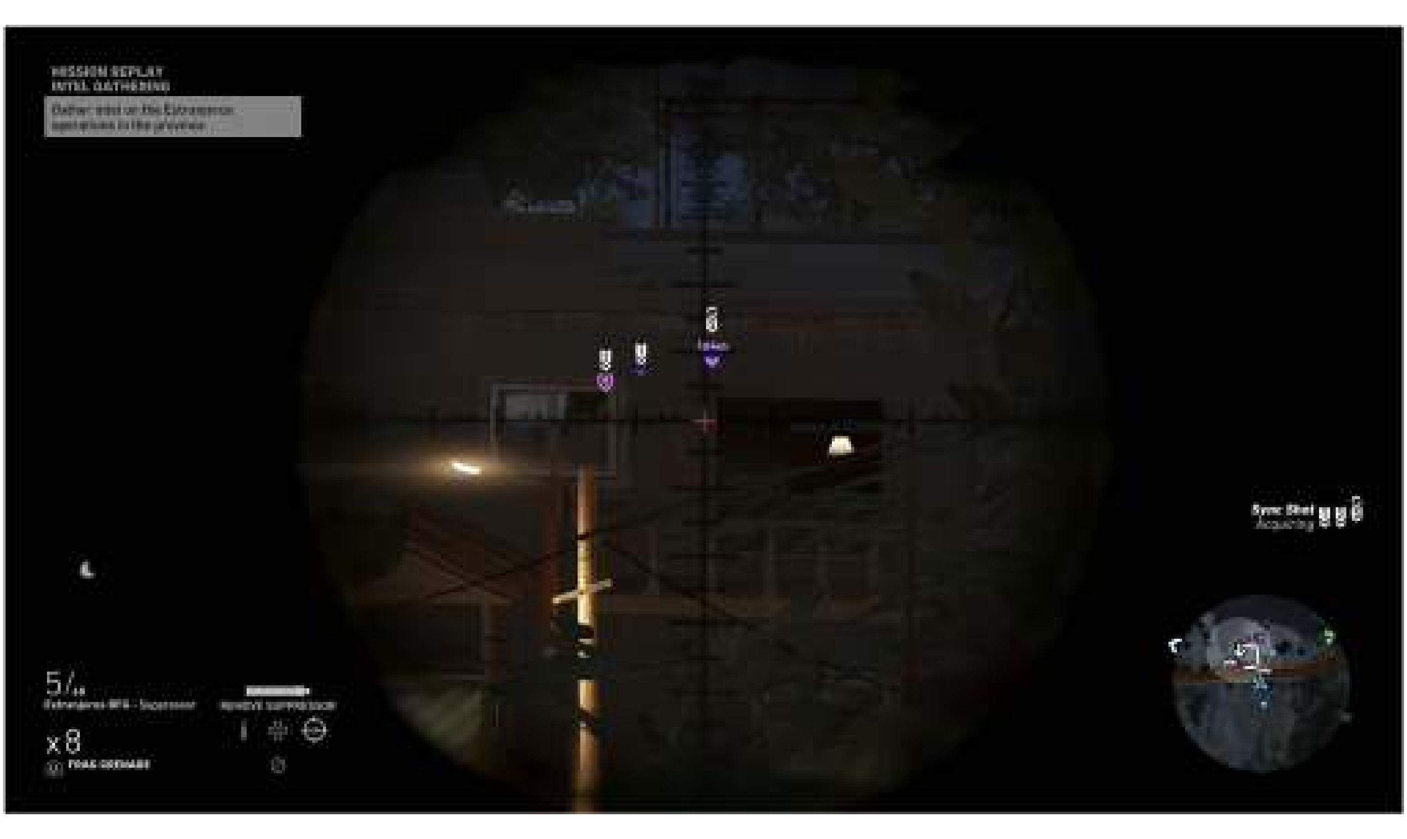
INTEL LOCATION #2 – ARROYO BAYA

Five enemies (four Soldiers, one Armored) are guarding this intel location. Two Soldiers are out patrolling the streets, while the remaining enemies sit inside the house with the intel.

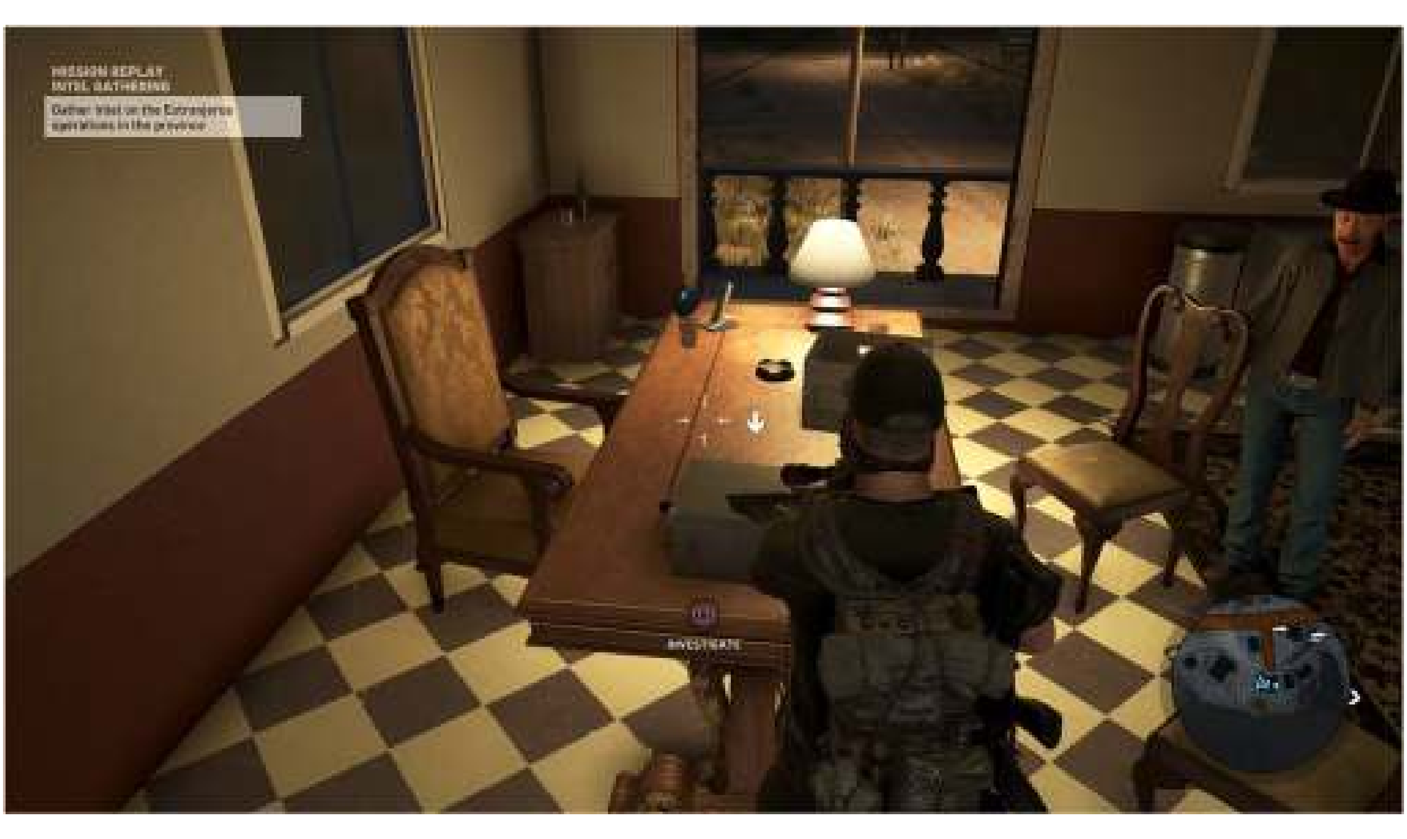


Stay on the main street, but be on the lookout for any enemy cars. Pick off the first patrolling enemy, then head further down the street to eliminate the next one. Make sure they are a fair distance away from each other so neither will be alerted.

Next, cross the street to the high ground to get a view straight into the house with three enemies.



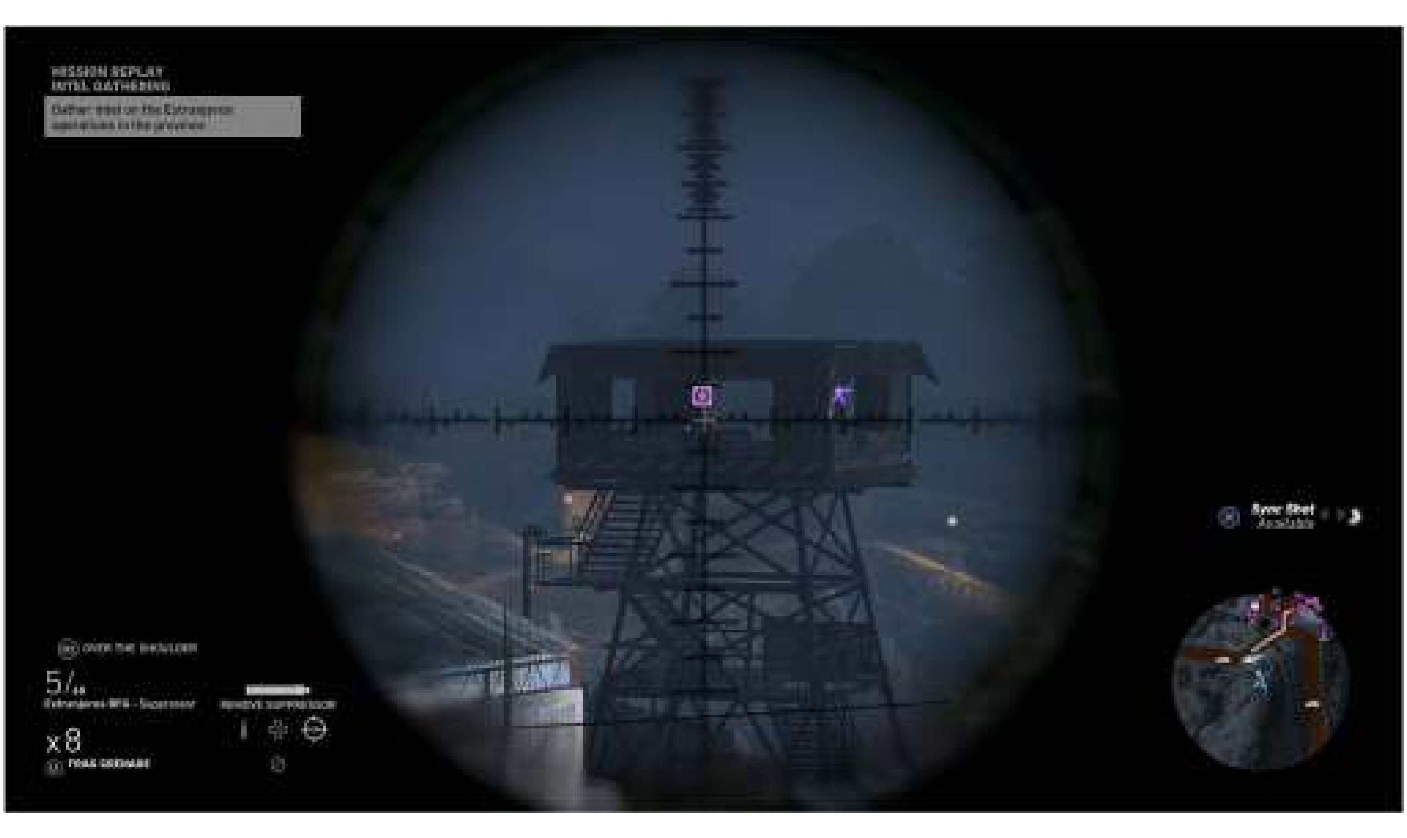
From there, use your sync shot on all three. This shot requires a bit of skill, but your Ghosts can likely target all three enemies. It's good to pick a target out for yourself just in case all Ghosts can't make the shot.



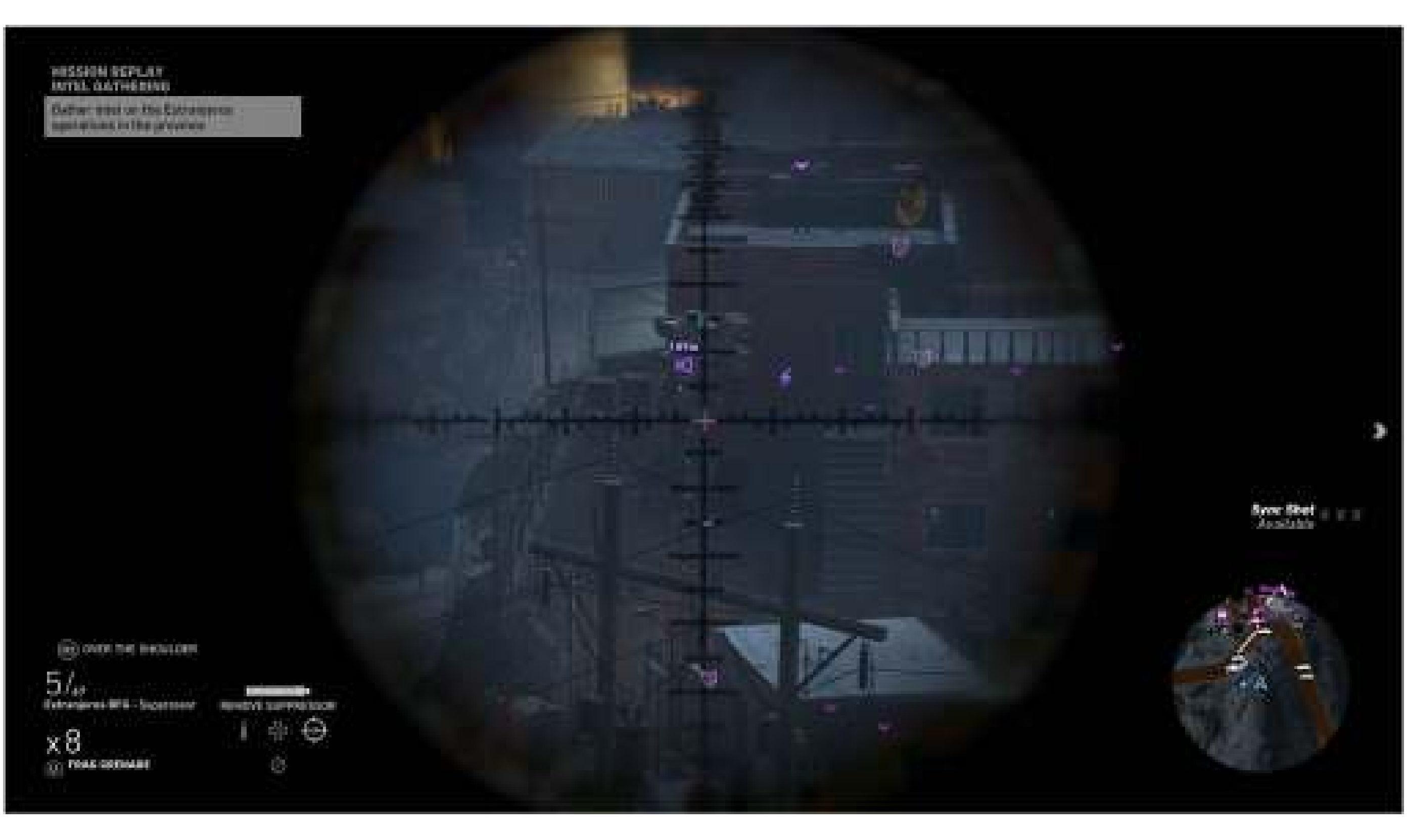
Next, leave the high ground and enter the house. The intel is on the top floor in the room with the enemies. Investigate the box on the desk and proceed to the next objective.

INTEL LOCATION #3 – OUTPOST

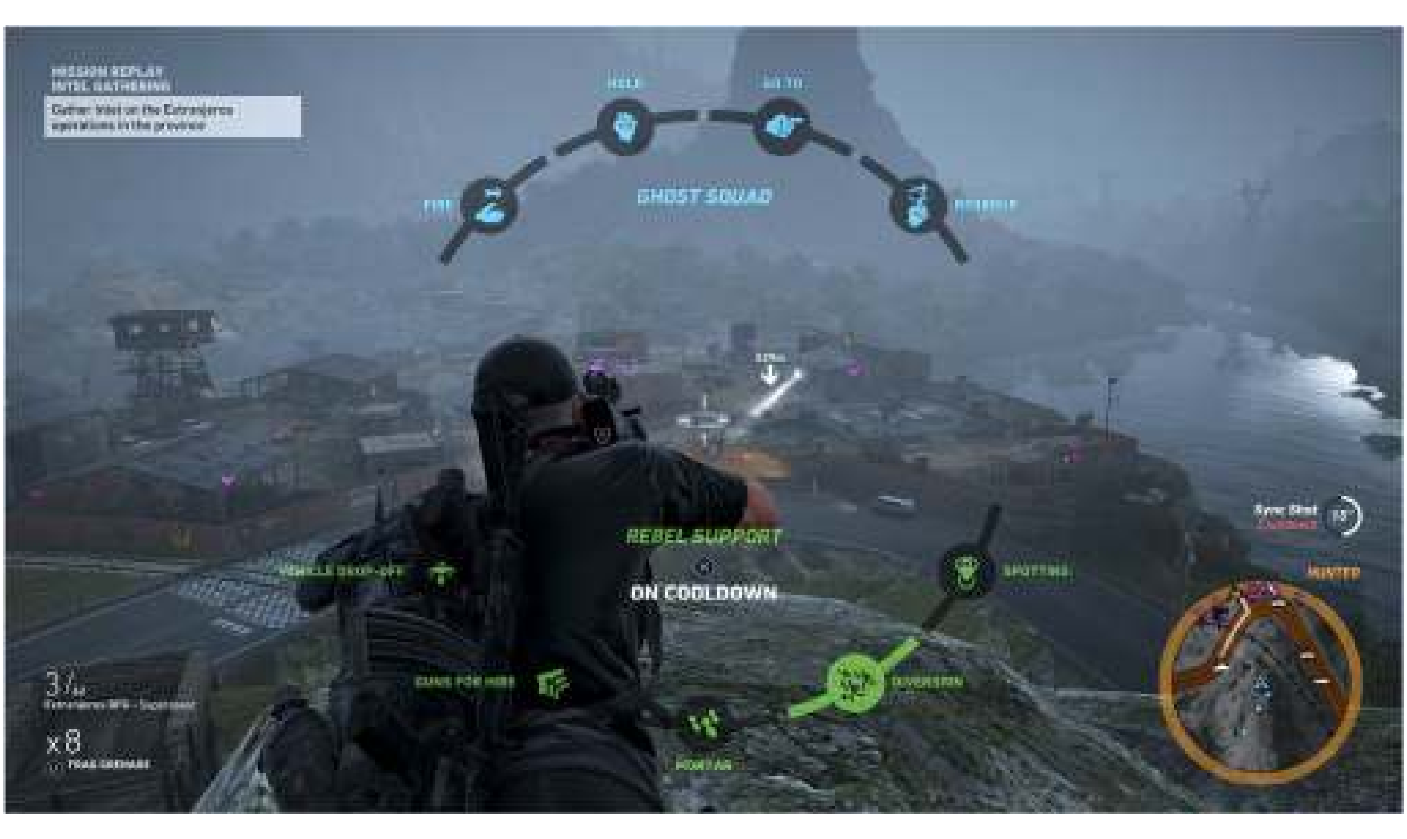
Head for the high ground south of the outpost. Pick off the Elite Sniper in the tower on the west side of the road, then scout the area.



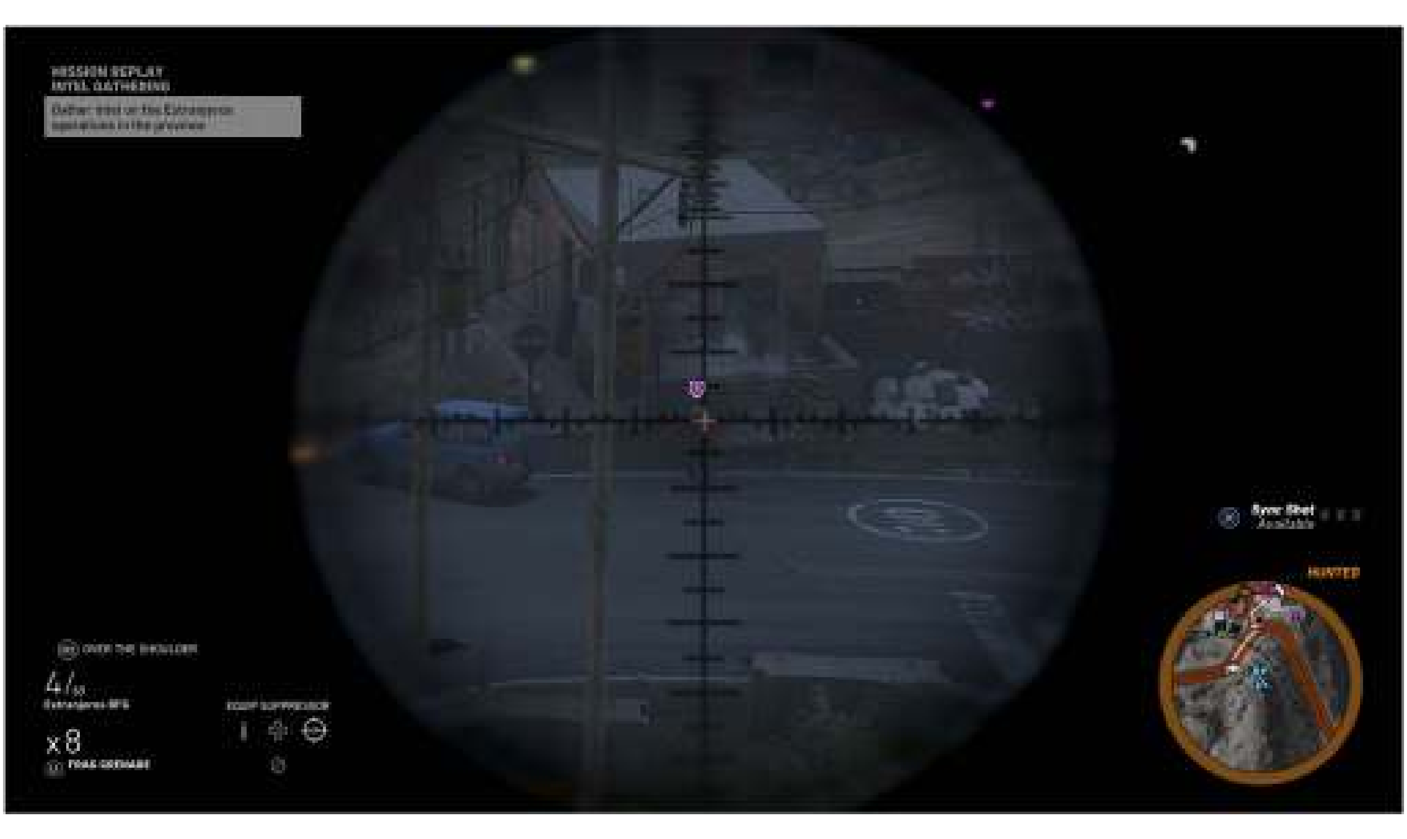
Use your Rebel Spotting on the three small buildings closest to the east side of the main road. There are two Armored units inside the building and the intel is on the second floor.



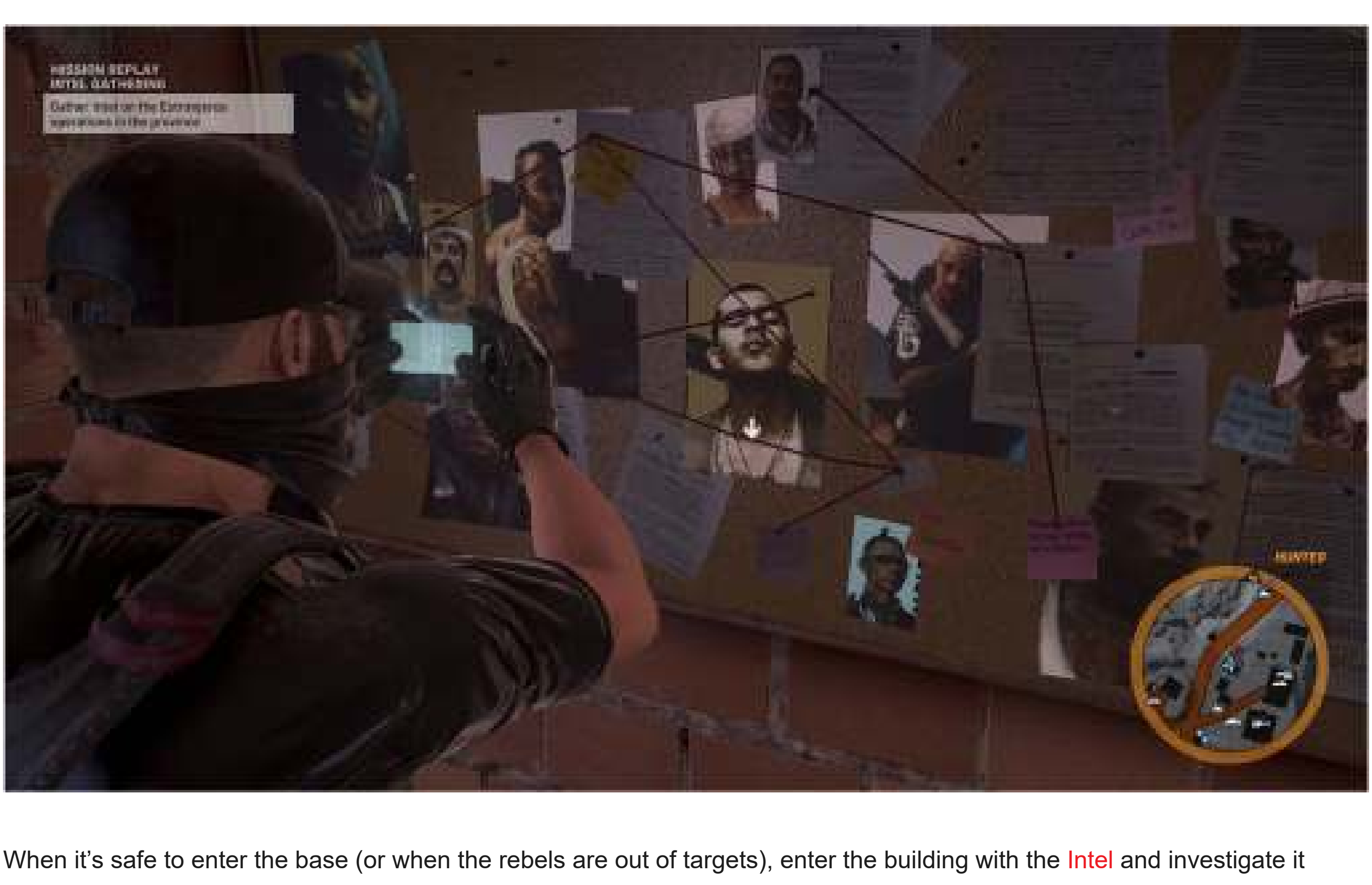
Shoot the alarm to prevent any reinforcement calls, then start picking off the enemies one by one. Save your Sync Shots for when the Armored units emerge from the buildings.



If the enemies become alerted, call in a rebel distraction and rebel reinforcements. Also, call in a mortar strike on the enemies outside to allow your rebels to join the fight.



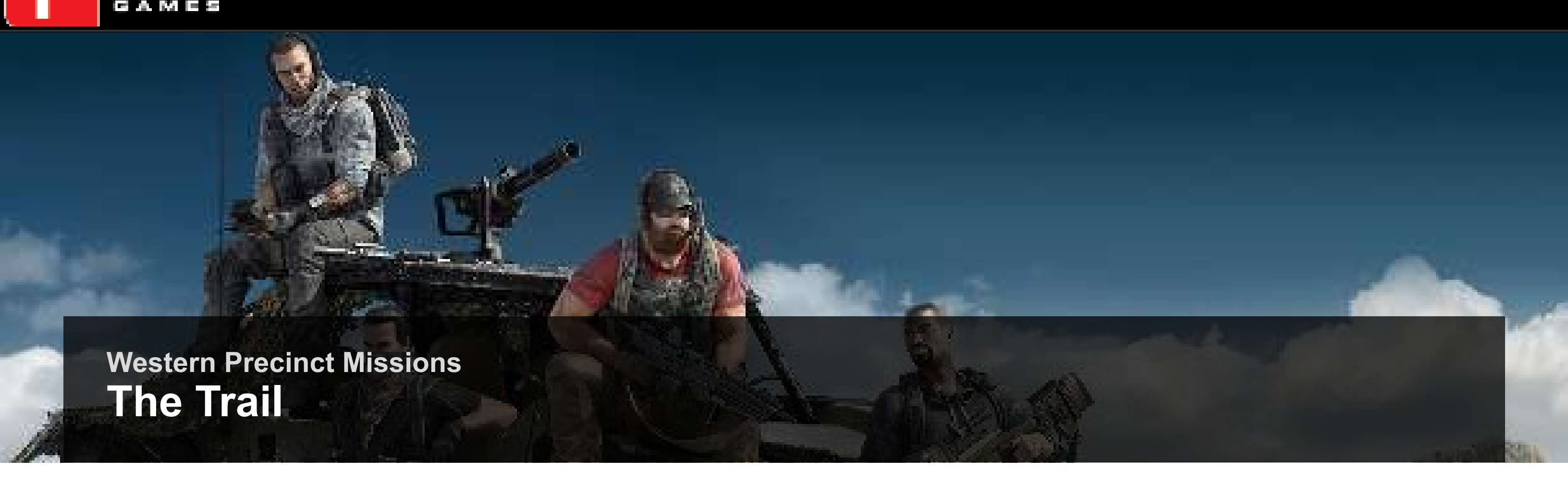
Order your Ghosts to fire, but make sure to support them and your rebels by picking off enemies as they leave cover. Keep an eye on the outpost tower with the Elite Sniper, as enemies will attempt to use the Minigun. Taking off the silencer will give your gun some additional penetration, allowing it to pierce through objects.



When it's safe to enter the base (or when the rebels are out of targets), enter the building with the Intel and investigate it before heading to the next objective.

DEBRIEF YOUR INTEL WITH SOCRATES AT THE SAFE HOUSE

If you are no longer in combat, you can fast travel to this objective by choosing the Agua Verde Bravo rally point. Alternatively, you can take the short drive in a vehicle. After reaching the safe house, enter to trigger a cut scene to complete the mission.



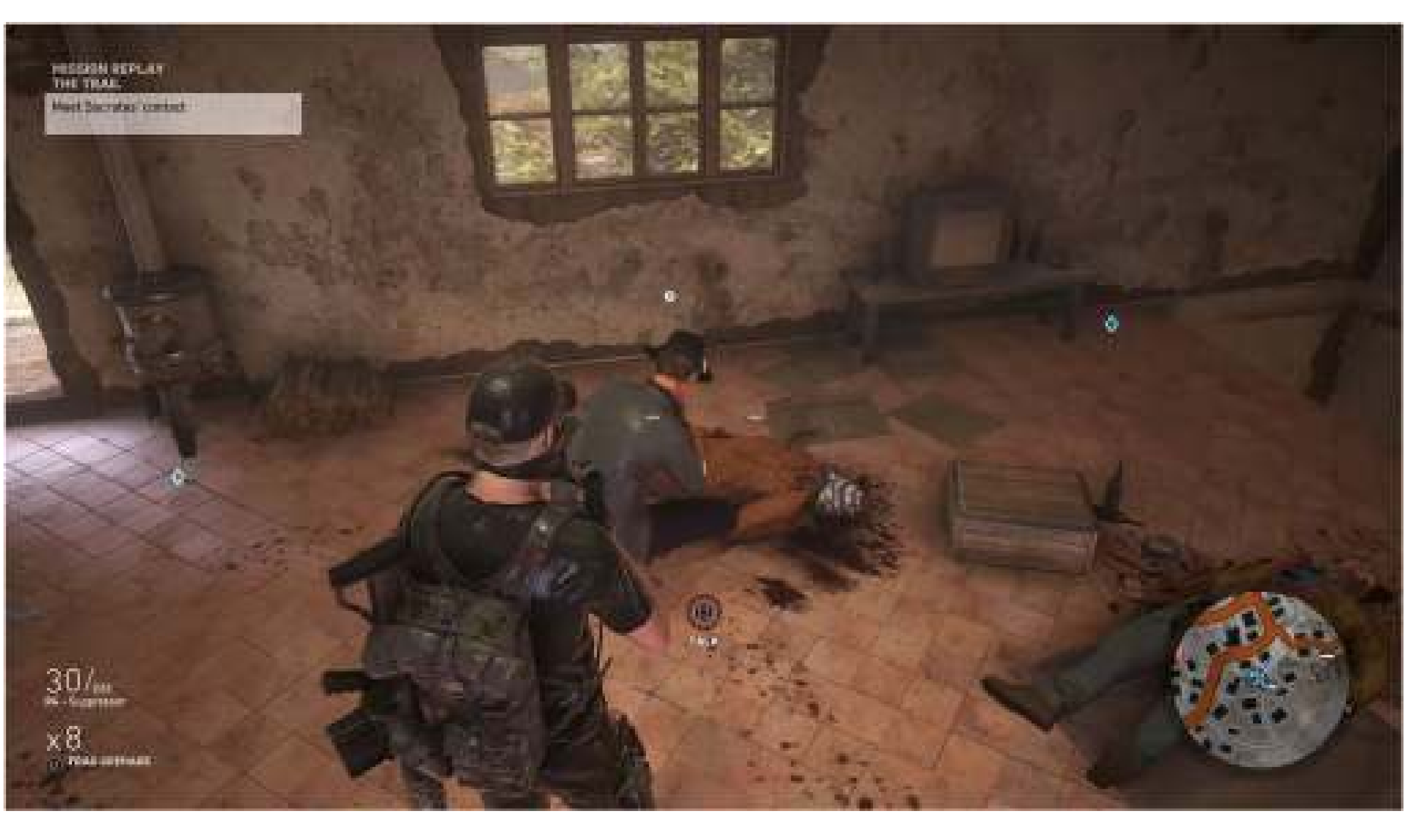
Western Precinct Missions

The Trail

Description: The war against the Extranjeros starts with a battle for the civilian support. This village has been badly hit by Extranjeros' kill squads. One of my contacts is waiting for you with intel.

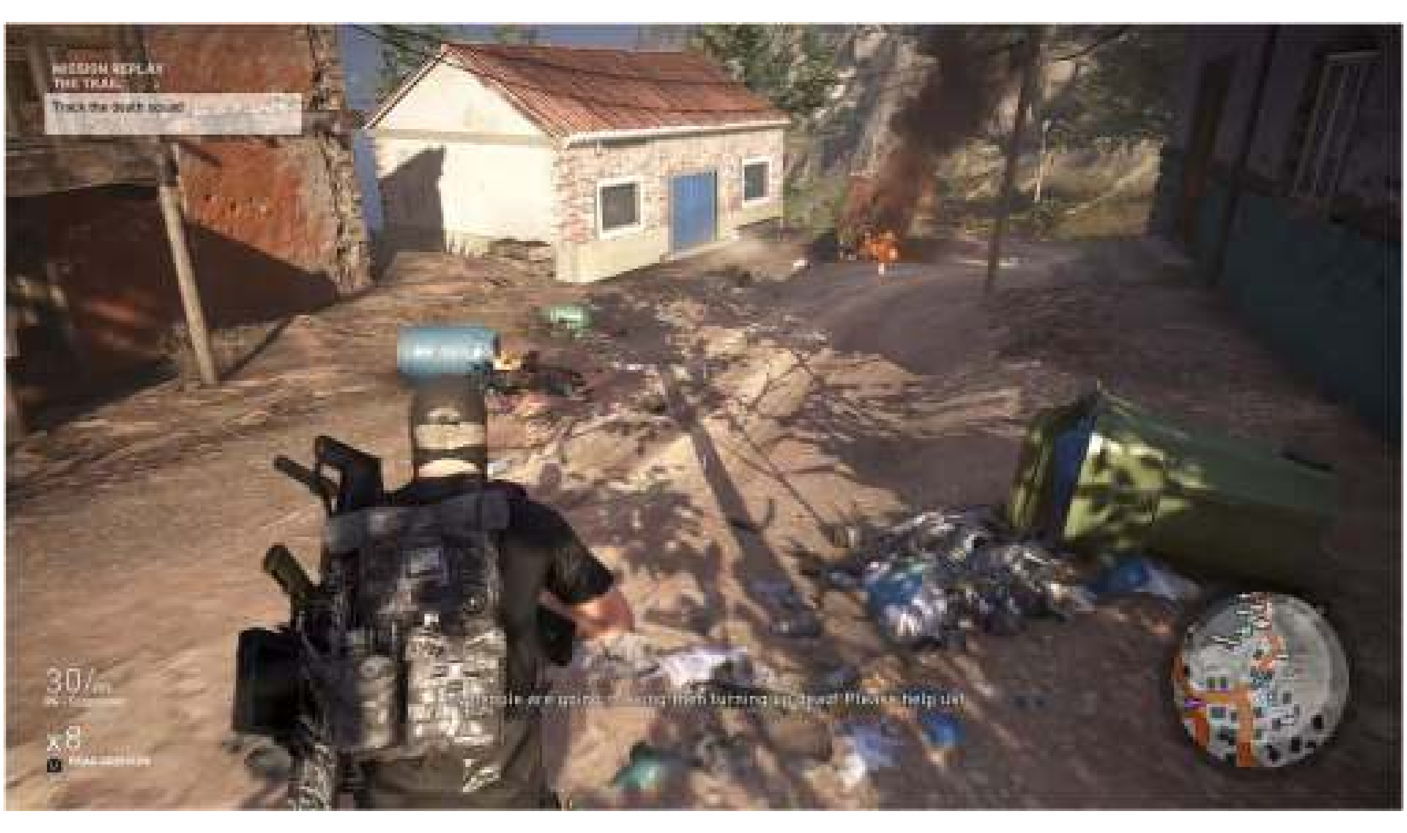
Reward: 1 Skill Point; 450 XP

MEET SOCRATES' CONTACT


MISSION REPLAY
THE TRAIL
Meet Socrates' contact
30/
x8

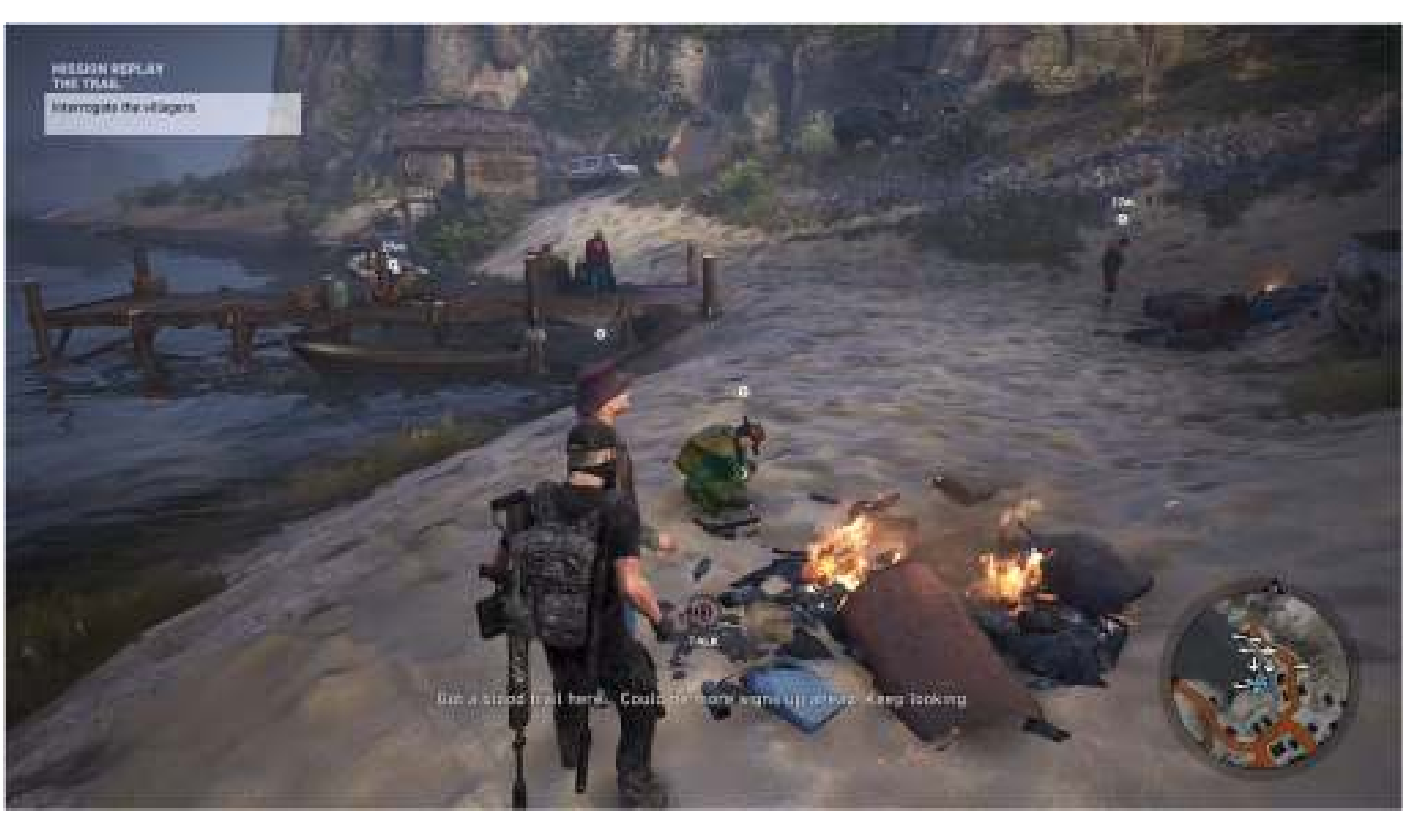
Enter the second story of the house at the objective marker and speak to Toro. He is surrounded by evidence of a slaughter.

TRACK THE DEATH SQUAD


MISSION REPLAY
THE TRAIL
Track the death squad
30/
x8

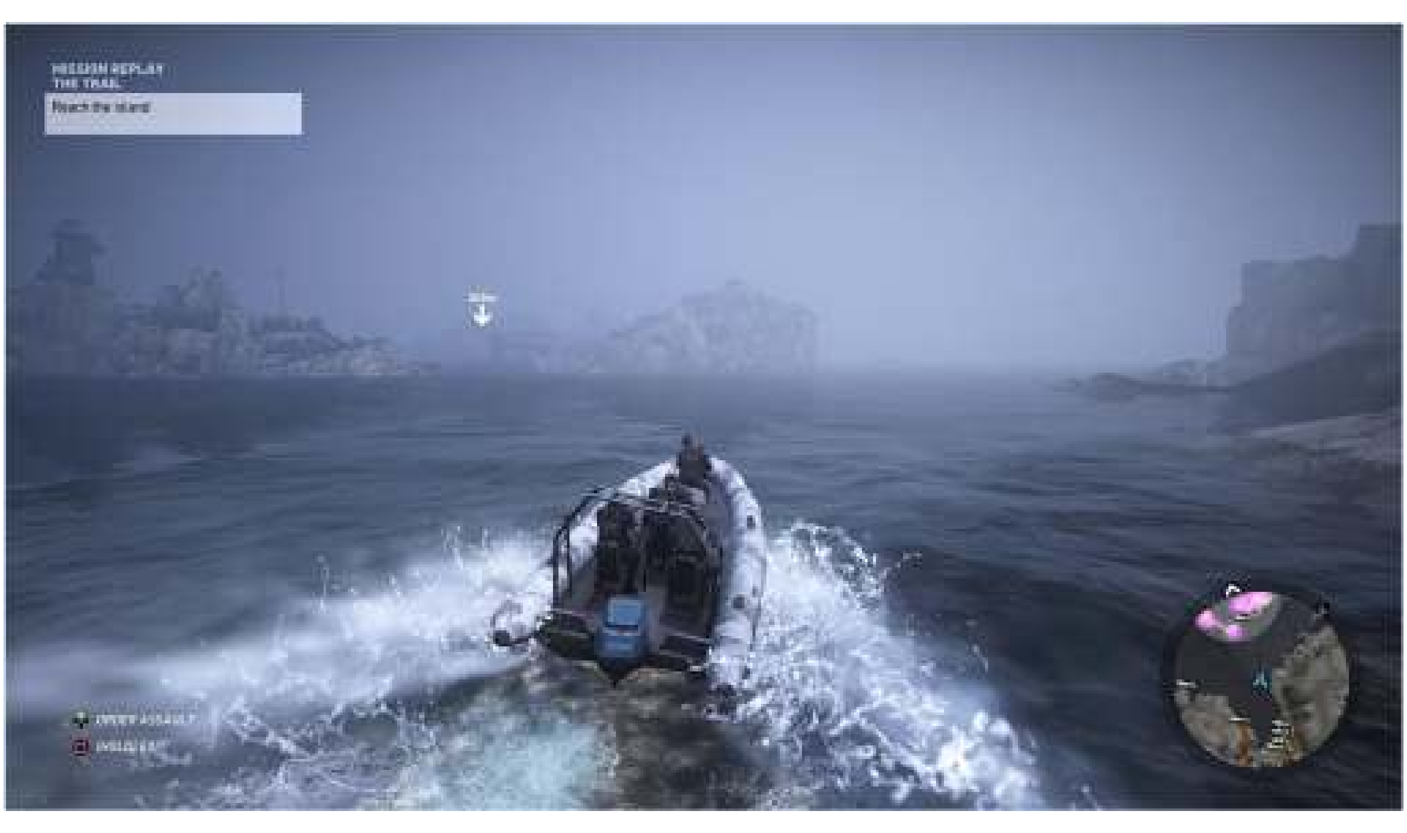
Follow the path of blood and destruction down the road (heading north) until your objective changes.

INTERROGATE THE VILLAGERS


MISSION REPLAY
THE TRAIL
Interrogate the villagers

Venture down to the beach and speak to four different villagers near the docks. Note that only one will progress the mission. If you want to skip speaking to all of them, find the man with the scarf and purple hat.

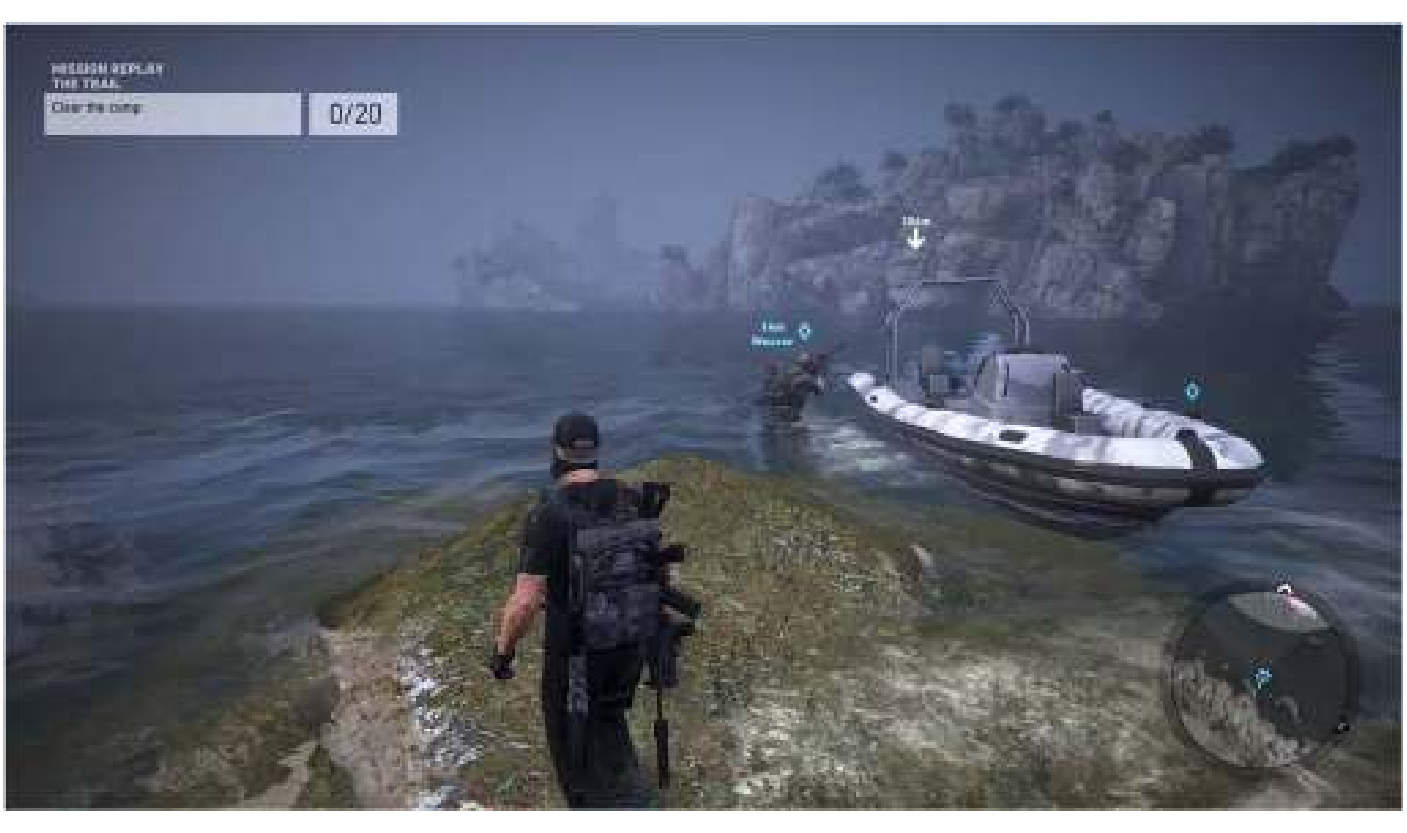
REACH THE ISLAND


MISSION REPLAY
THE TRAIL
Reach the island

Commandeer a boat and head north, following the shoreline as you make your way to the island. This is much safer than taking a direct path, as you are much less likely to be noticed by the Elite Snipers placed around the island.

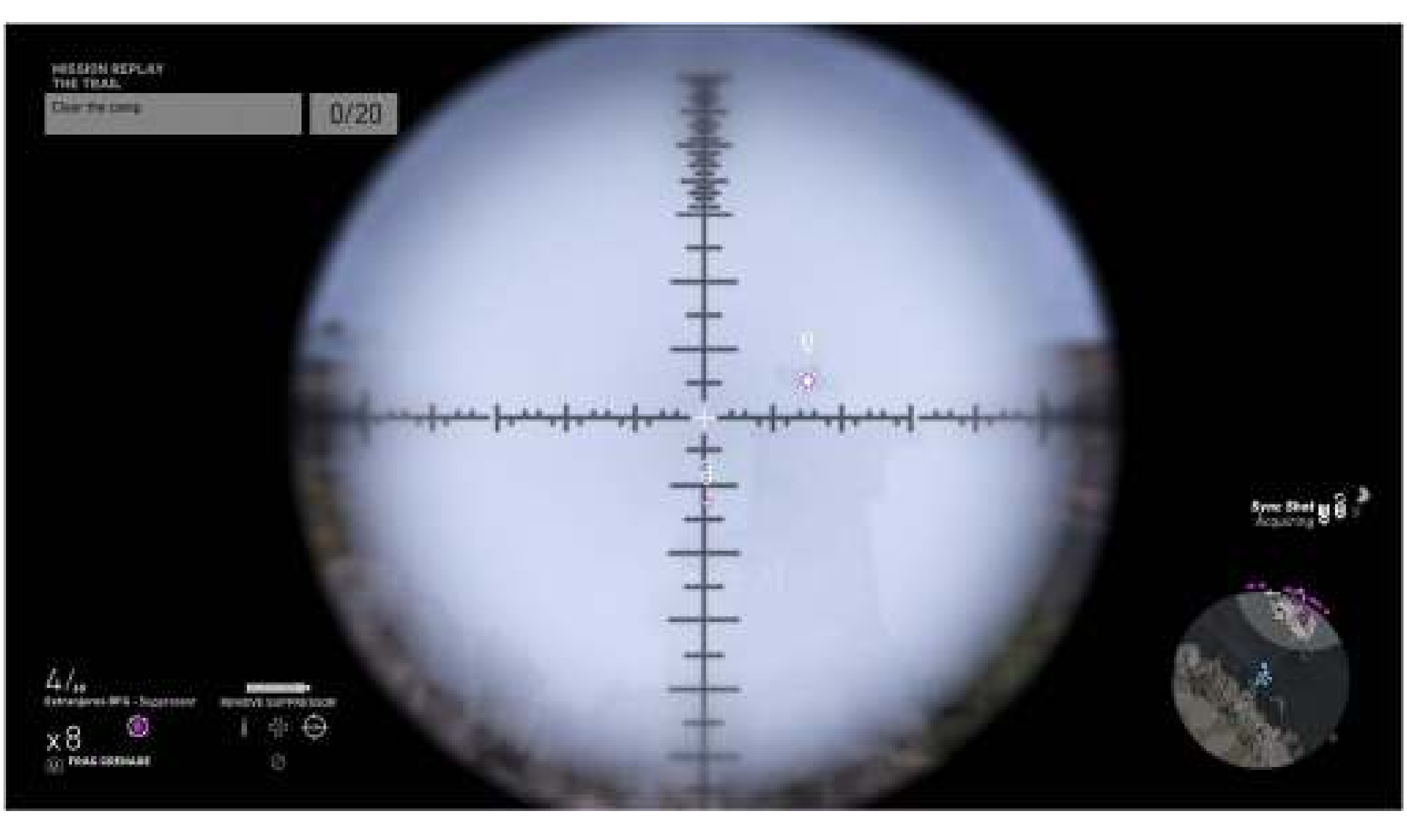
CLEAR THE CAMP (20)

There are 20 enemies on this island. Note there are five Elite Snipers located around the island's perimeter.

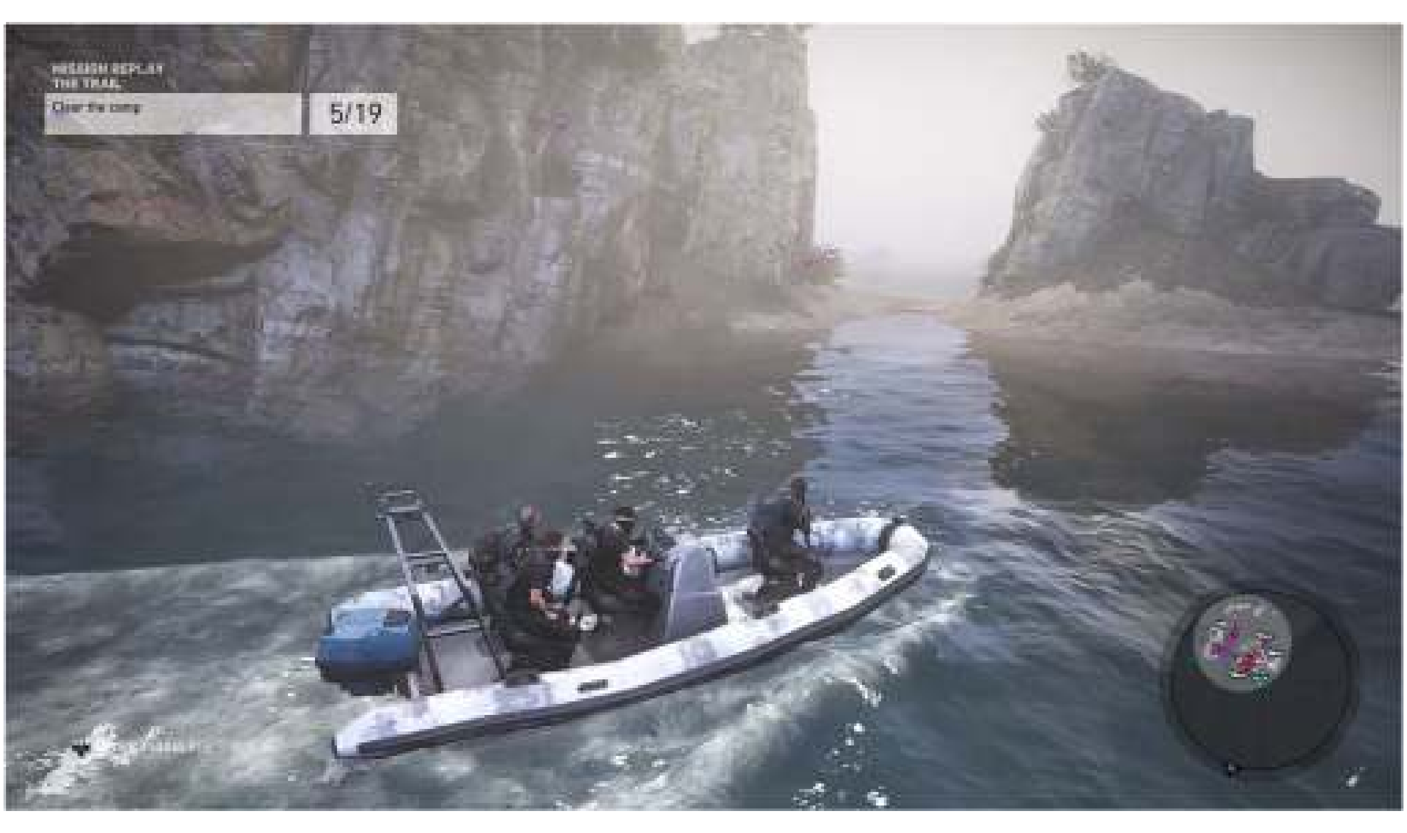

MISSION REPLAY
THE TRAIL
Clear the camp
0/20

Stop your boat at one of the small islands near the mainland to the east. After doing so, use your drone to mark the targets.

Use your sniper rifle to take out the soldier and Elite Sniper in the tower on the south part of the islands. Next, shift your focus down to the two snipers. You must quickly dispose of them so as to not raise alarm, plus your Ghosts will likely not be able to shoot as there isn't much room on the island. That said, consider taking a practice shot from a distance they won't hear to calculate the bullet drop.

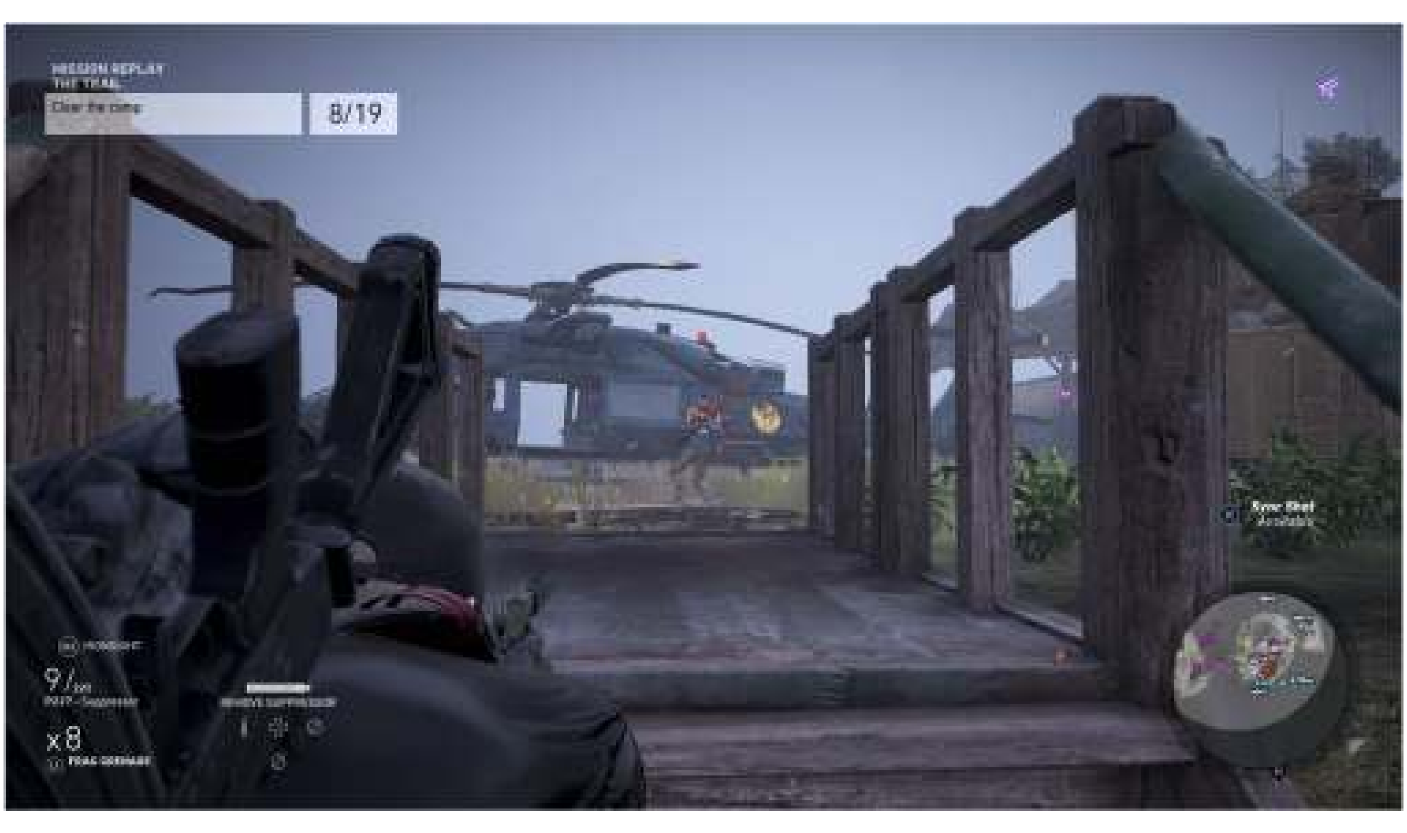

MISSION REPLAY
THE TRAIL
Clear the camp
0/20
Sync Shot
Acquiring
x8

With three Elite snipers down, there are two remaining. The last one that can be hit from the small islands is located at the top of a wooden staircase leading down to the docks in the north. Take him out, then hop into your boat and go to the east end of the island.


MISSION REPLAY
THE TRAIL
Clear the camp
5/19

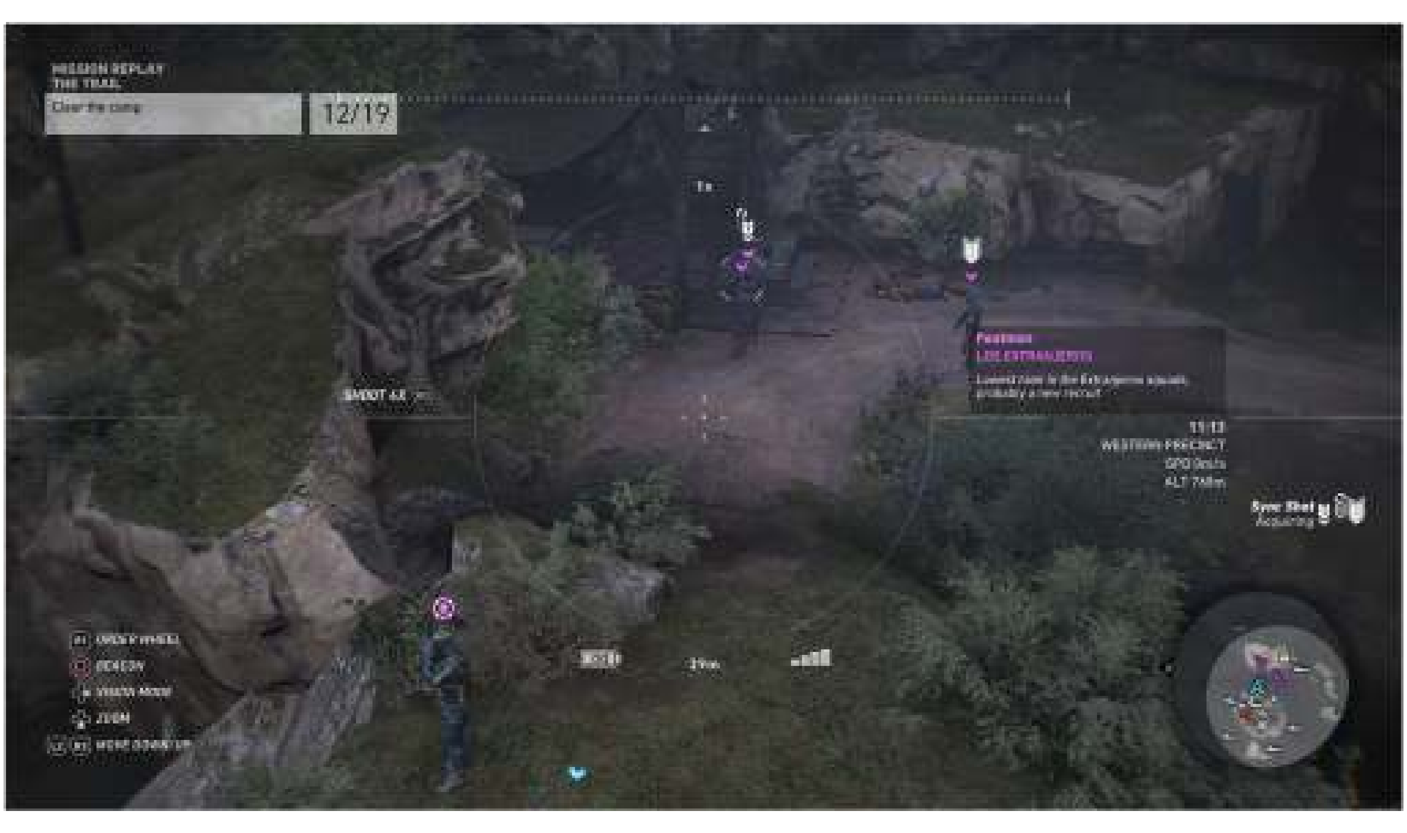
Exit your boat on the sand before reaching the east face of the islands. Two soldiers are patrolling this small beach, so take them out and then head west up the dirt, sandy road into a helipad area.

Kill the soldier on your side of the helicopter, then eliminate the soldier near the radio equipment. Lastly, go around the helicopter and kill the next soldier.

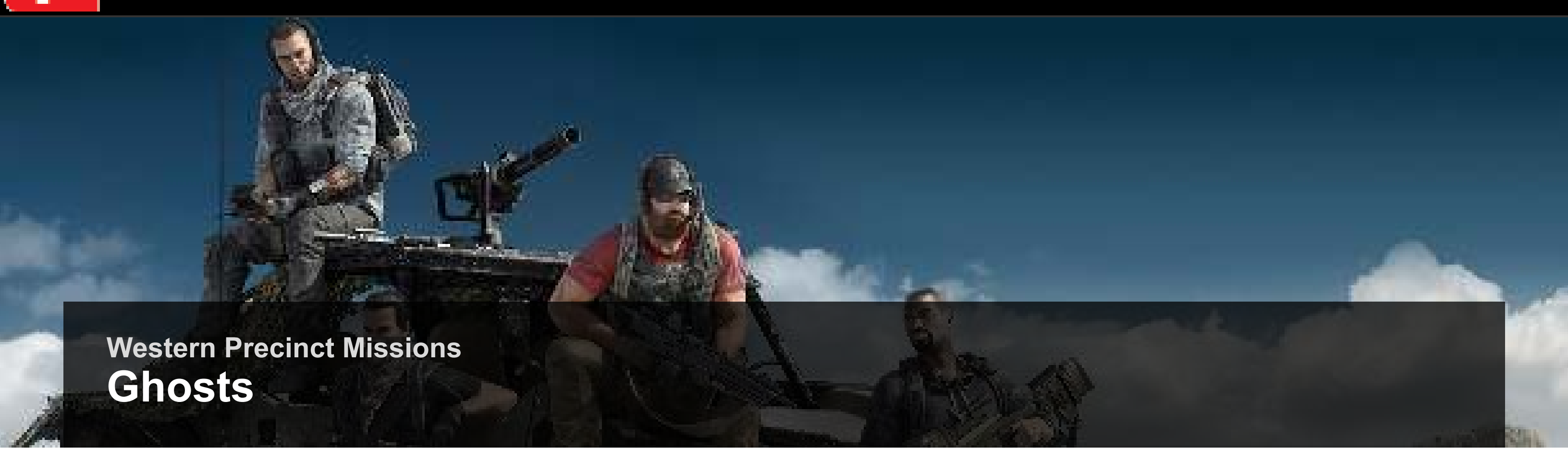

MISSION REPLAY
THE TRAIL
Clear the camp
8/19
Sync Shot
x8

Locate the house on the island and pick off the first of four enemies when he is alone on the balcony. Make sure the other patrolling soldier isn't on his floor!

Move further down the road and take down the next soldier you come across, then take out the last Elite sniper.


MISSION REPLAY
THE TRAIL
Clear the camp
12/19
WESTERN PRECINCT
Sync Shot
Acquiring
ZOOM

Continue forward and take out the soldiers further down the path. Use your Sync Shot to kill all three soldiers at once. Now all that remains is two soldiers in the floating house. Wait for them to show themselves and pick them off. Doing so completes the mission.



Western Precinct Missions

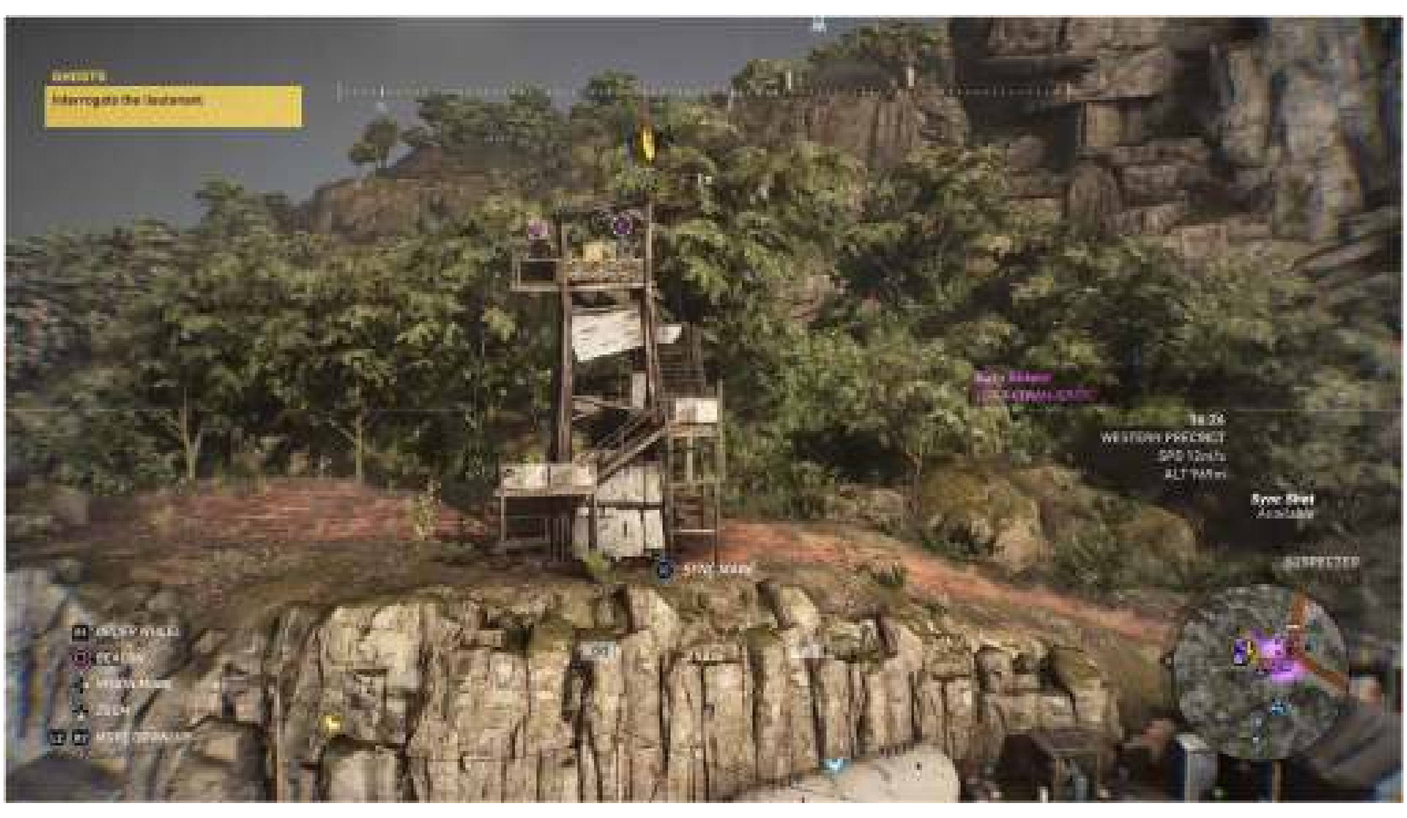
Ghosts

Description: The Extranjeros have deployed a covert ops squad to control one of the Rebels' main weapons smuggling routes. We need to eliminate the squad.

Reward: 1 Skill Point, 450 XP

INTERROGATE THE LIEUTENANT

Proceed to the mission objective, a small Extranjeros outpost, and use your drone to start marking enemies.



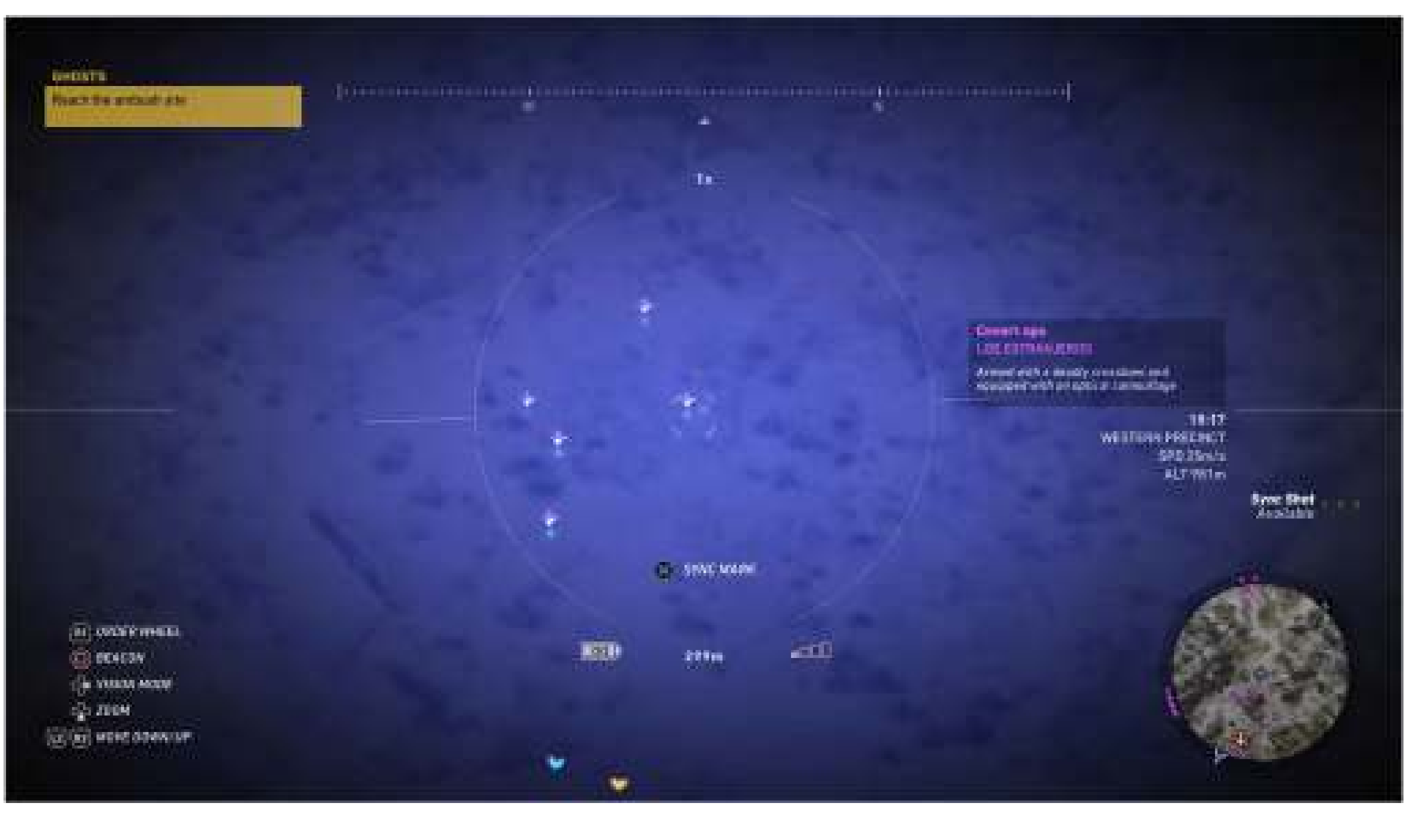
Eliminate the two Elite Snipers in the upper tower, then move around to the north side of the base, staying out of sight.

Once at the north end, hop over the fence and wait for the lieutenant to appear. Grab him and interrogate him without any other enemies spotting you.

REACH THE AMBUSH SITE

Hop back over the fence and head east toward the ambush site.

The first objective marker is free from any hostiles. Once it switches, leading you down a long footpath, the route will be flanked by Covert Ops soldiers hiding in the bushes.



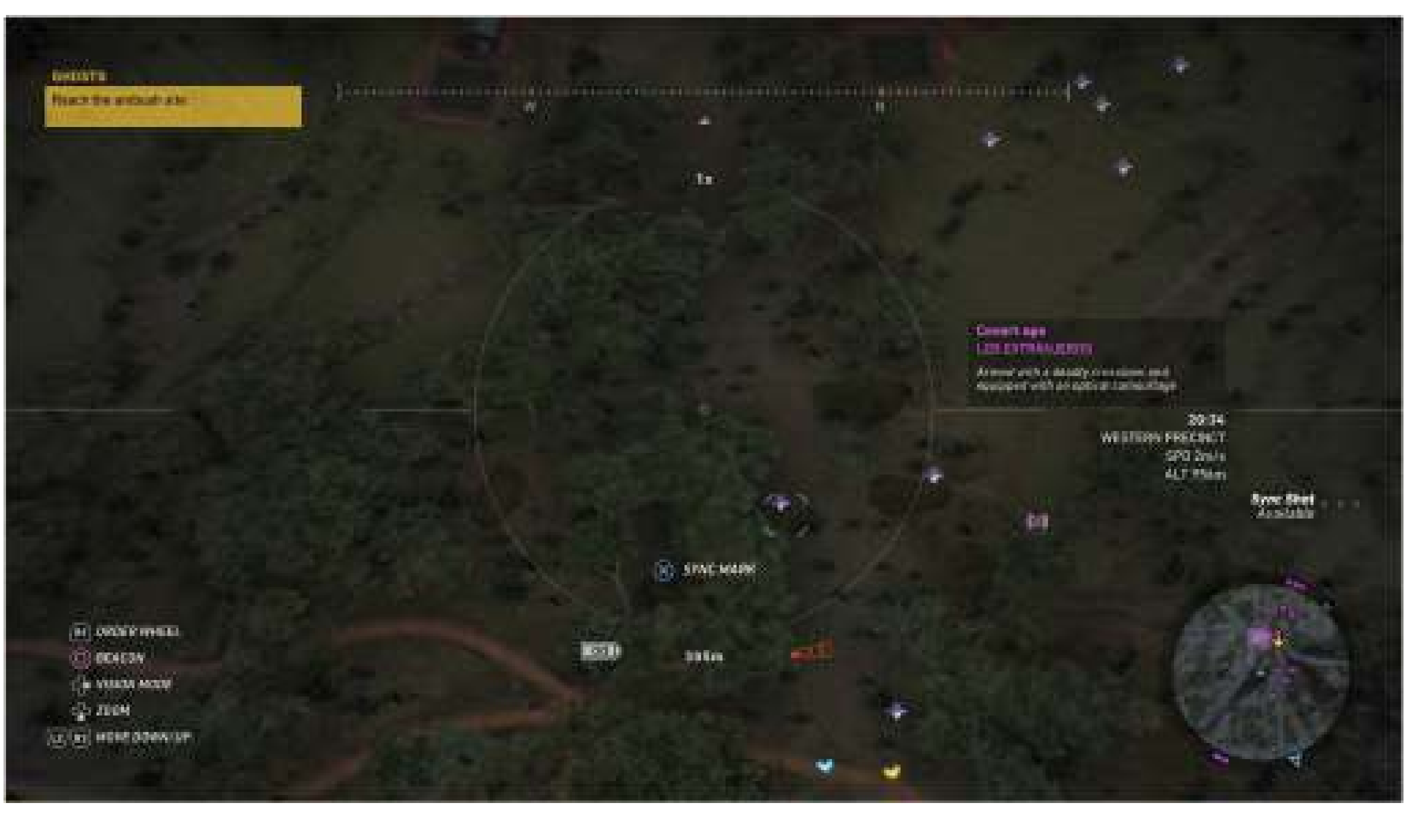
Use your drone and activate the thermal setting to locate15 Covert Ops guarding the trail. This is a great place to get your knife kills for the "Nondescript Jungle Hero" achievement!

GHOSTS
Reach the ambush site

Once marked, take them out one-by-one while moving down the path. Watch out for cliffs! Sensing depth is a bit of a struggle within Thermal mode.

REACH THE AMBUSH SITE (SECOND CHECKPOINT)

After clearing the first Covert Ops soldiers and descending the path you'll be set up in another fight, this time with 10 Covert Ops and three Jammers.



Get your drone into the sky and begin marking targets. All three Jammers are with the Covert Ops units. Use your drone to mark the Jammers with sync shot from a distance. With the Jammers down, continue to use your thermal vision while moving forward to wipe out the rest of the Covert Ops units.

INVESTIGATE THE VILLAGE

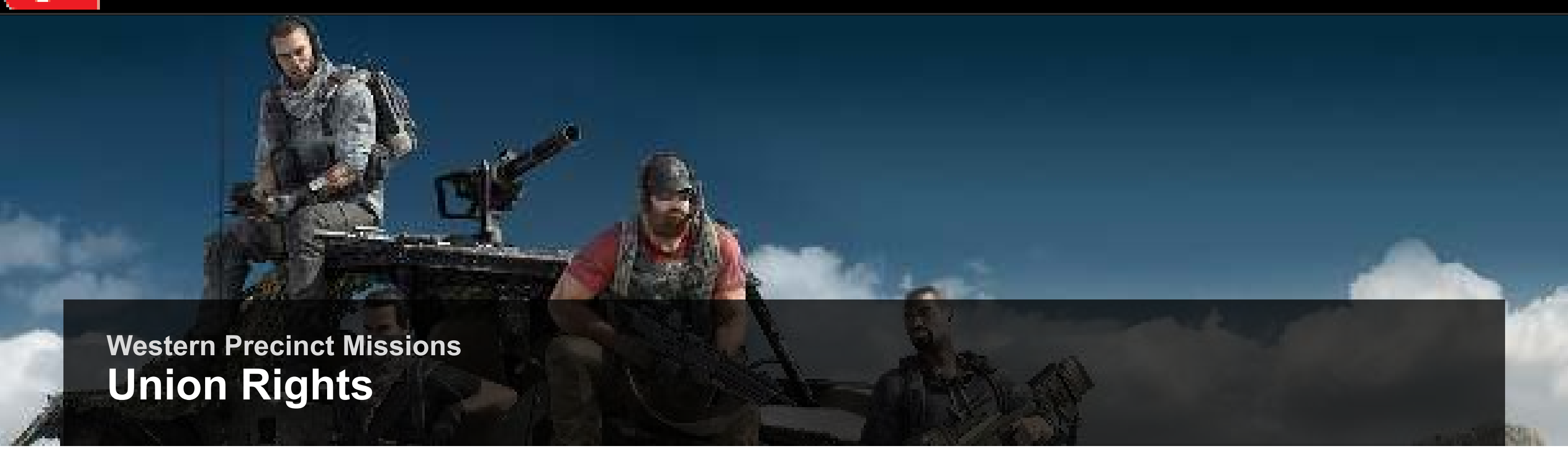
Nine Soldiers and three Armored units inhabit this village. Enter from the east side and start marking targets.

GHOSTS
Investigate the village

Use your sniper rifle to take out the Armored soldier on the second floor of the building to the west. Order a sync shot on the remaining Armored enemies and begin your assault on the village.

KILL THE EXTRANJEROS SQUAD

Order your Ghosts to fire since there are only a few soldiers remaining. This camp doesn't have an alarm, so they won't call for back up. Once they are dead, the mission ends.



Western Precinct Missions

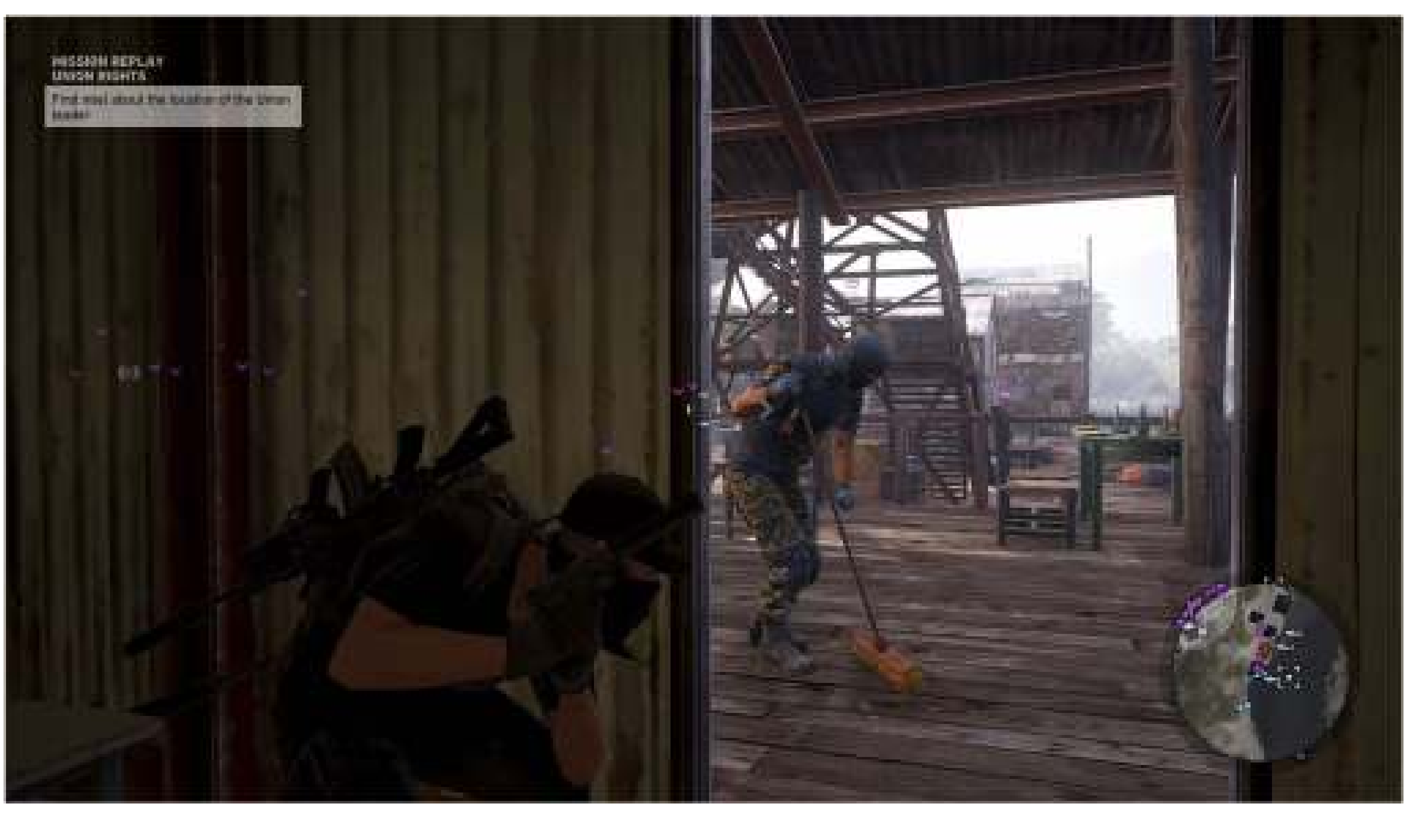
Union Rights

Description: The province has a strong history of workers uprisings. The Union leaders are a strong force that needs to be on our side. I had an operation going on with one of my contacts in a factory. He went silent. Let's try to find him.

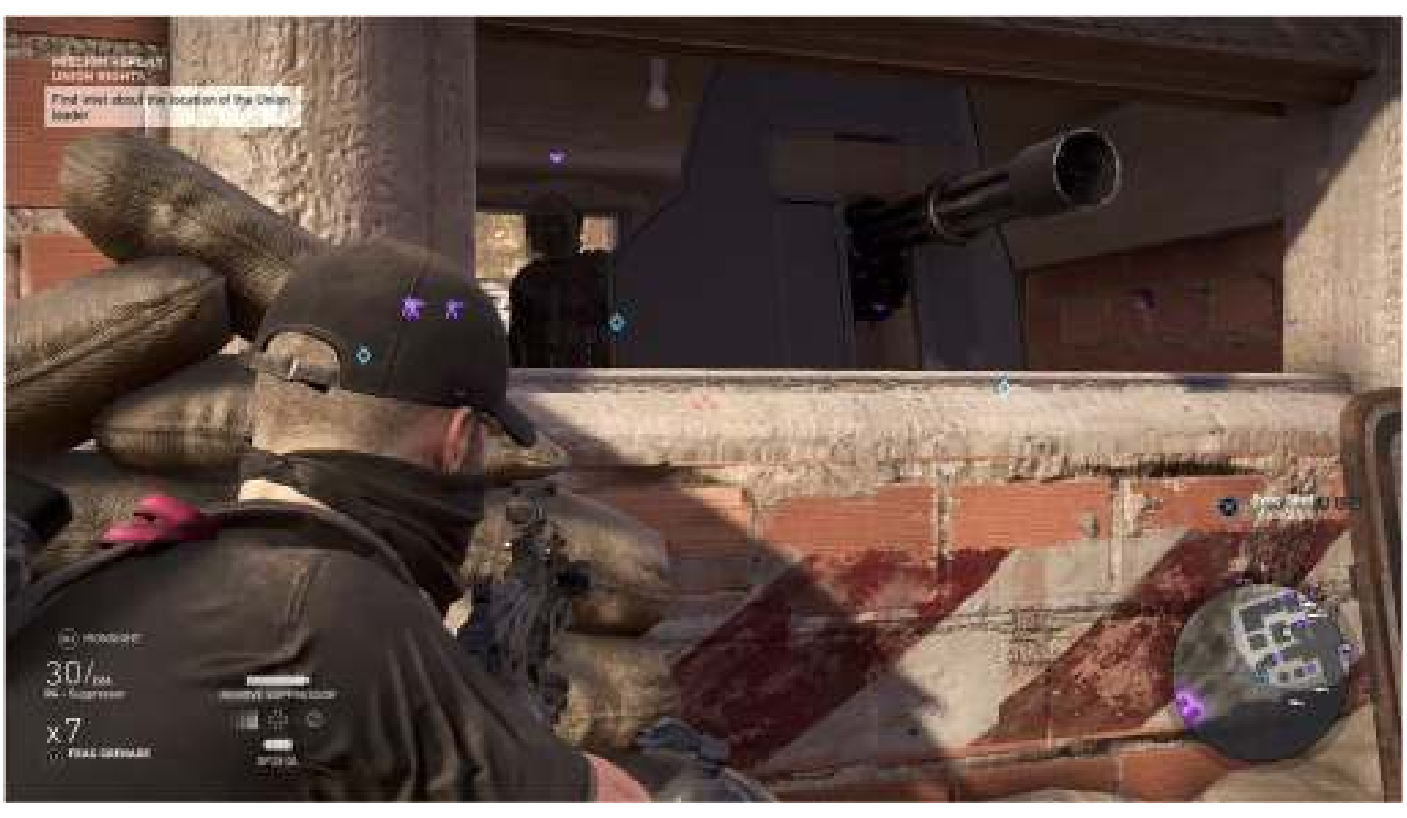
Reward: 450 XP

FIND INTEL ABOUT THE LOCATION OF THE UNION LEADER

Clear out the camp on the east side of the river. Use sync shots to eliminate the six soldiers guarding the docks, starting with the first three soldiers working around the northernmost building. This can be done from across the river to add some extra distance and stealth.

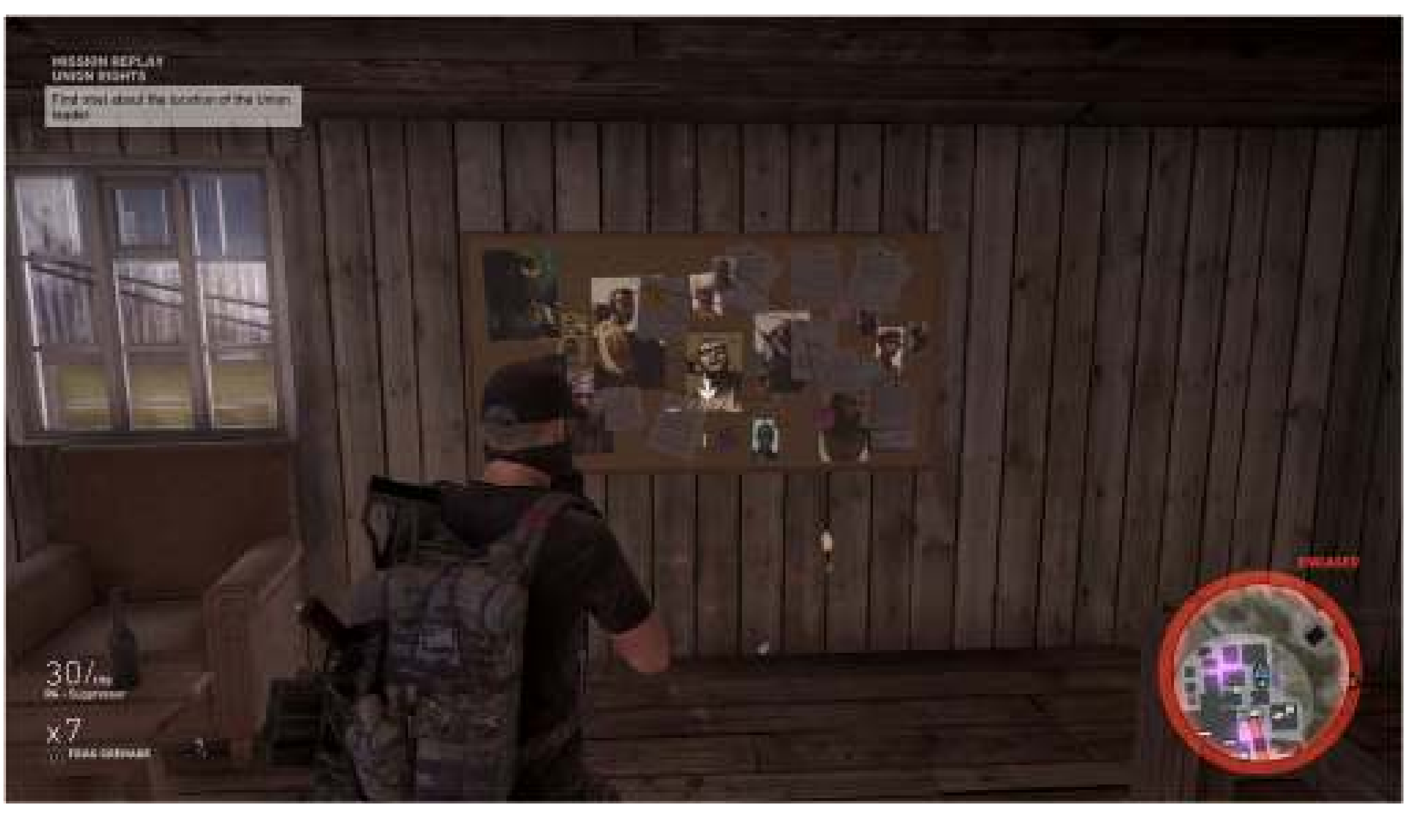

MISSION REPLAY
UNION RIGHTS
Find intel about the location of the Union leader

Head past the building and move up along the base's west wall. Stay low when entering, going prone to avoid detection by the soldier in the minigun bunker. After passing him, sneak into his bunker and take him down with a melee attack.


MISSION REPLAY
UNION RIGHTS
Find intel about the location of the Union leader
30
x7

Stay close to the wall, sticking to the perimeter whenever possible. Most enemies in the base are patrolling, so you can avoid fighting them for fear of alerting the base.

Continue around the perimeter using the buildings and barricades as cover. Once you are forced to go east out of a house, you'll walk directly into the house with the intel. There is some Spanish writing above the door, as well as an SBC flag to the left of the door. Proceed upstairs and take a picture of the board on the wall before exiting the way you came.

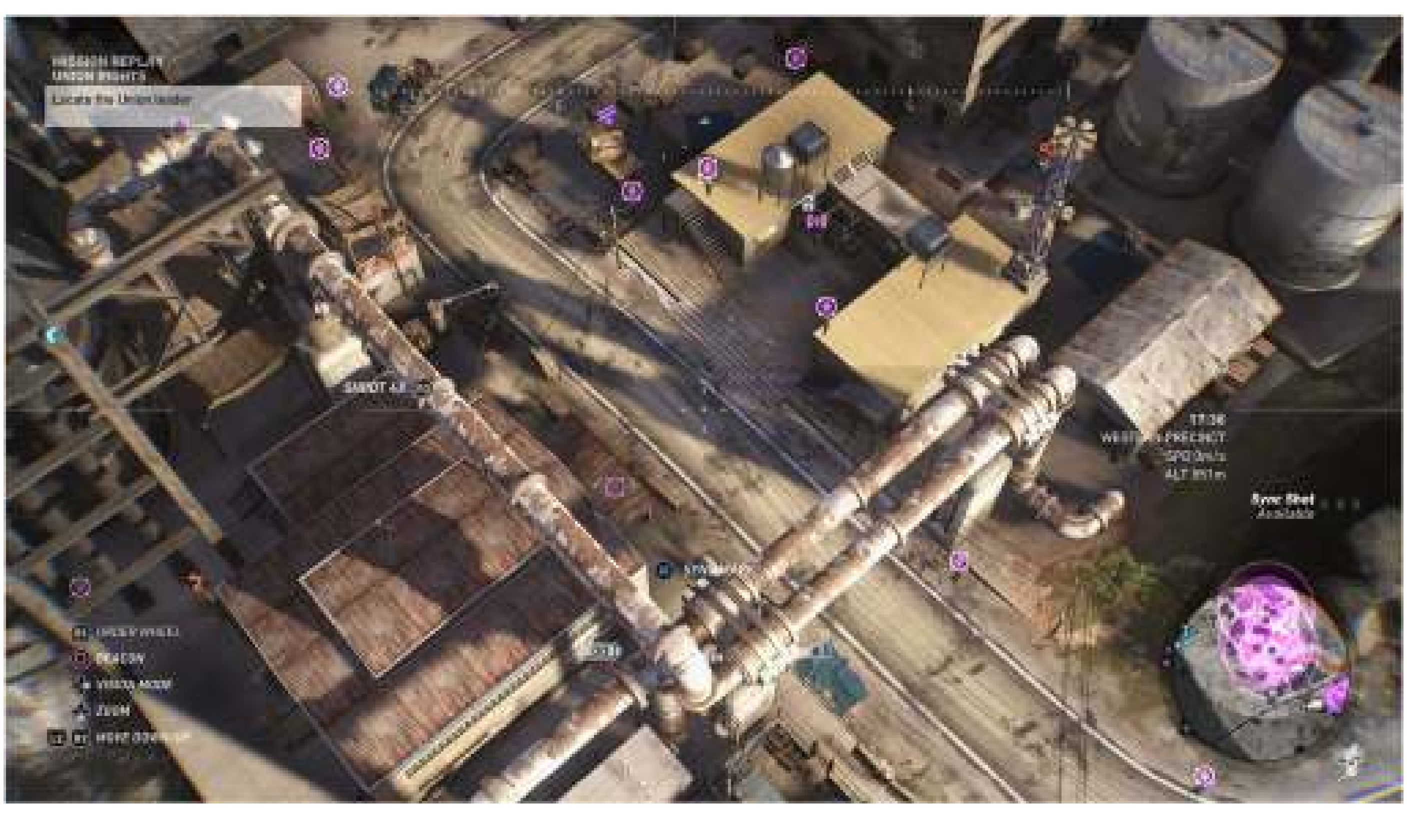

MISSION REPLAY
UNION RIGHTS
Find intel about the location of the Union leader
30
x7

If you feel surrounded at any point, you can call in a rebel distraction from the other side of the base to create a little wiggle room.

Return to the docks and take a boat across to the next objective.

LOCATE THE UNION LEADER

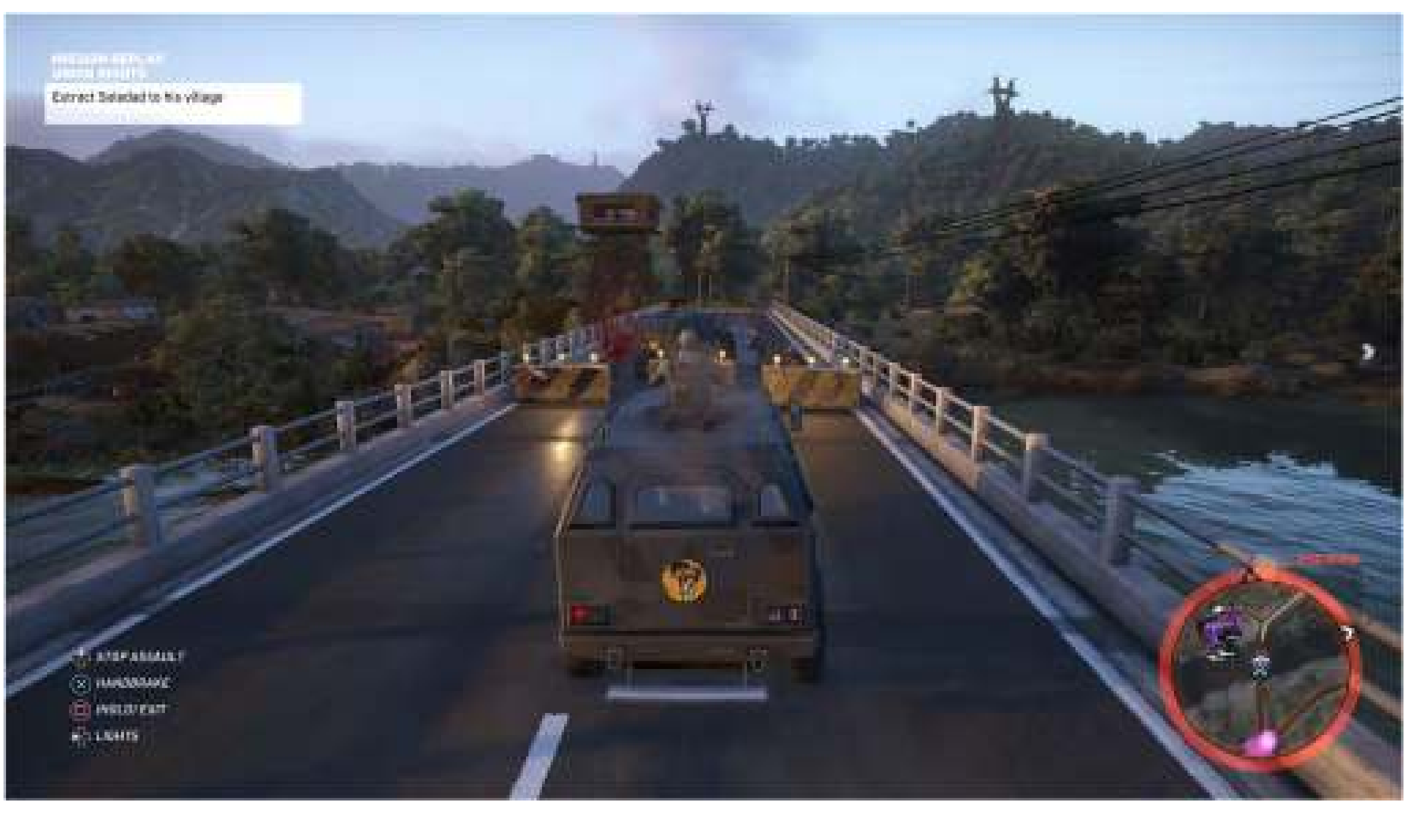
There are 13 Elite Snipers and a lone Jammer defending Soledad, the Union Leader. Use your Sync Shot to take out the three Elite Snipers on the road, then pick off the two Elite Snipers on the north side of the base while waiting for Sync Shot to cool down.


MISSION REPLAY
UNION RIGHTS
Locate the Union leader
Sync Shot

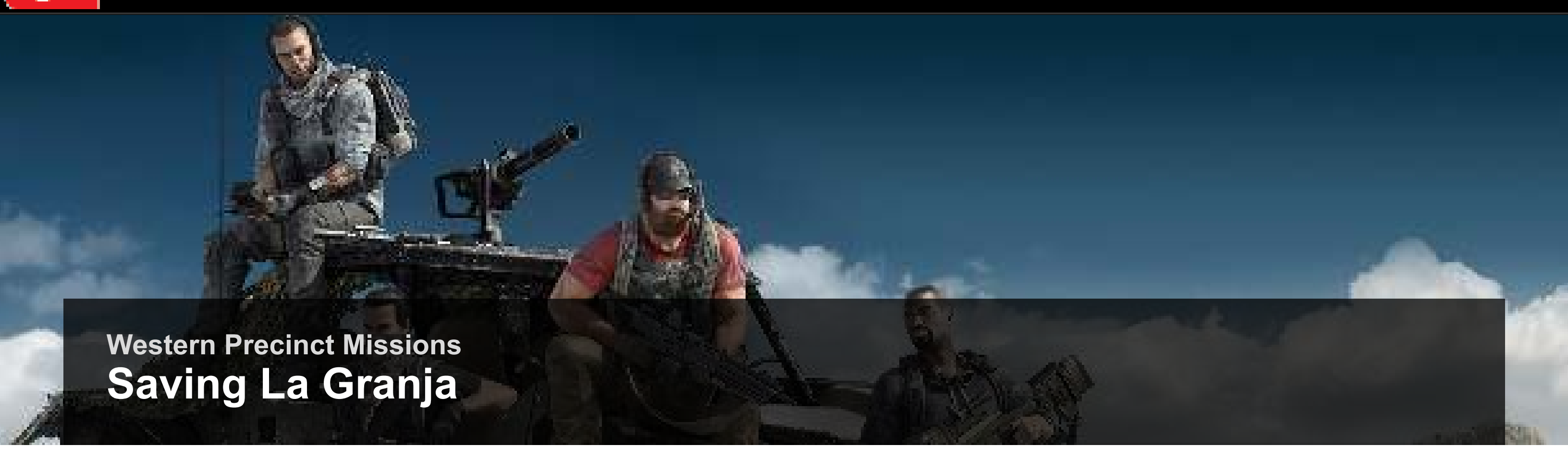
Once Sync Shot is ready, take down the Elite Snipers closest to the west entrance and the Jammer. Start working your way in from the west; stay low and move slowly. If you get spotted, retreat to cover or dive to a prone position. Use Sync shot to help progress through the rest of the Elite Snipers as it cools down. Once the area is clear, free Soledad from the cage and order him to follow you. Head west to the Armored SUV.

EXTRACT SOLEDAD TO HIS VILLAGE.

Hit the gas! If you took out the AA, then drive west and steal a helicopter from the other side of the railroad. If you're game for a little drive, set your Ghost to engage and head east out of the base.


MISSION REPLAY
UNION RIGHTS
Extract Soledad to the village

The only real threat is a roadblock on the bridge, but the Armored SUV can jump the barricades if you hit it at full speed. Don't worry, it's got enough armor to survive the impact and any stray bullets from the enemies. After that, it's an easy drive to the village.



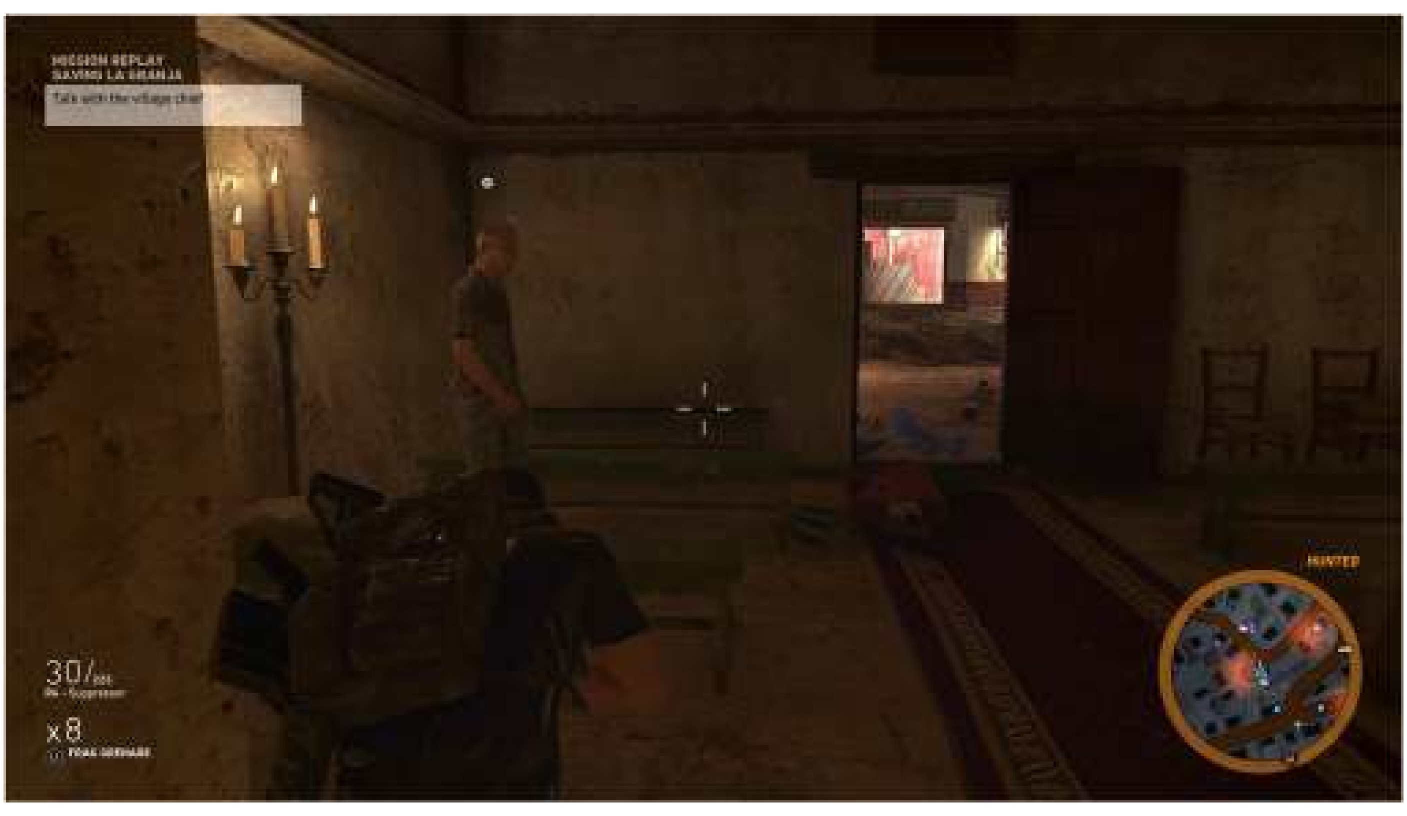
Western Precinct Missions

Saving La Granja

Description: La Granja is considered by many a martyr village. They've been living in the middle of a battleground between the Extranjeros, their Unidad thralls, and the waning Santa Blanca. Let's make the village a symbol of resistance.

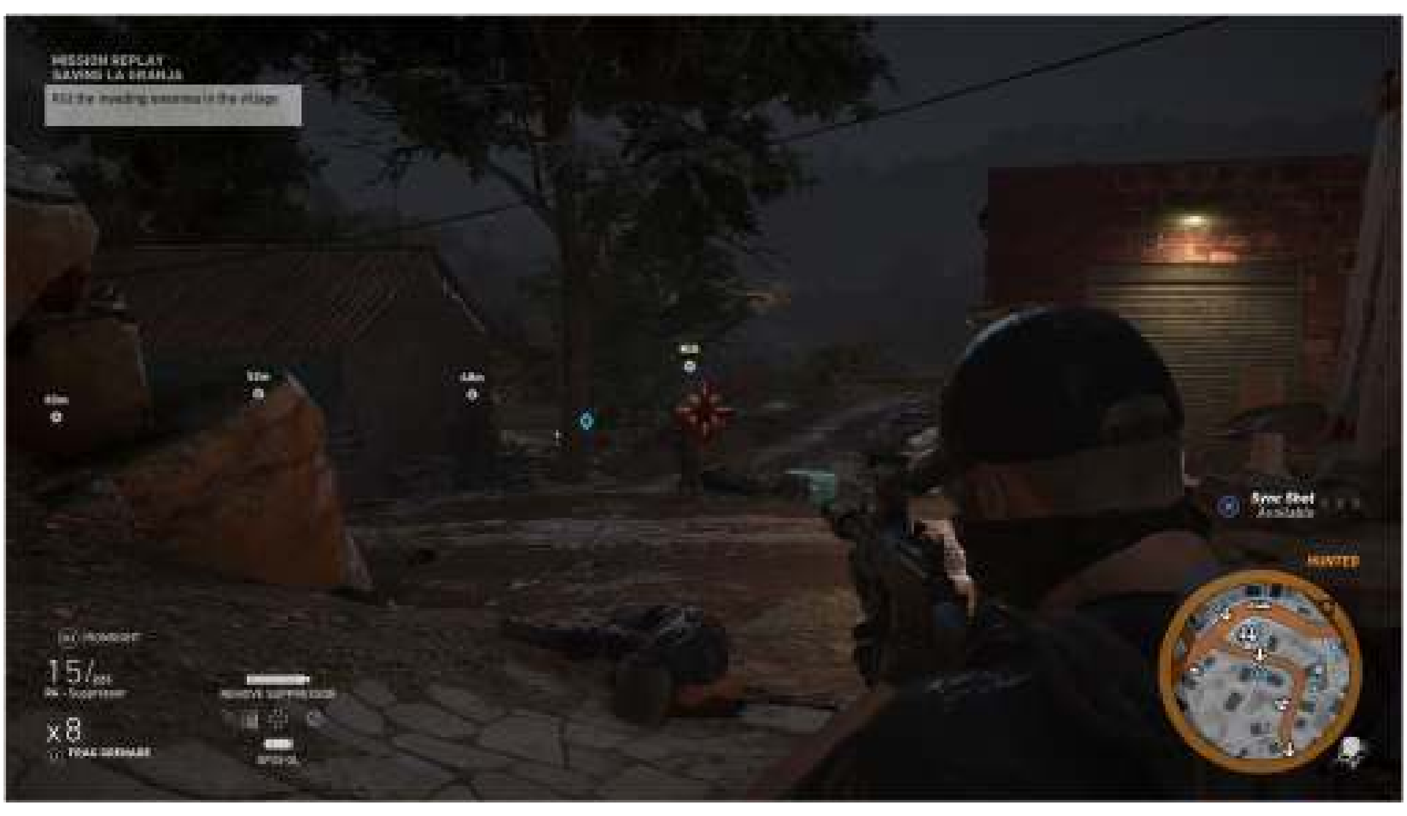
Reward: 1 Skill Point; 450 XP

TALK WITH THE VILLAGE CHIEF


MISSION REPLAY
SAVING LA GRANJA
Talk with the village chief
HUNTED
30
x8
FRAG GRENADE

Stay off the main street and follow the north path to the house with the Village Chief. After speaking with him, the enemies in the village get marked, making the next part much easier.

KILL THE INVADING ENEMIES IN THE VILLAGE.

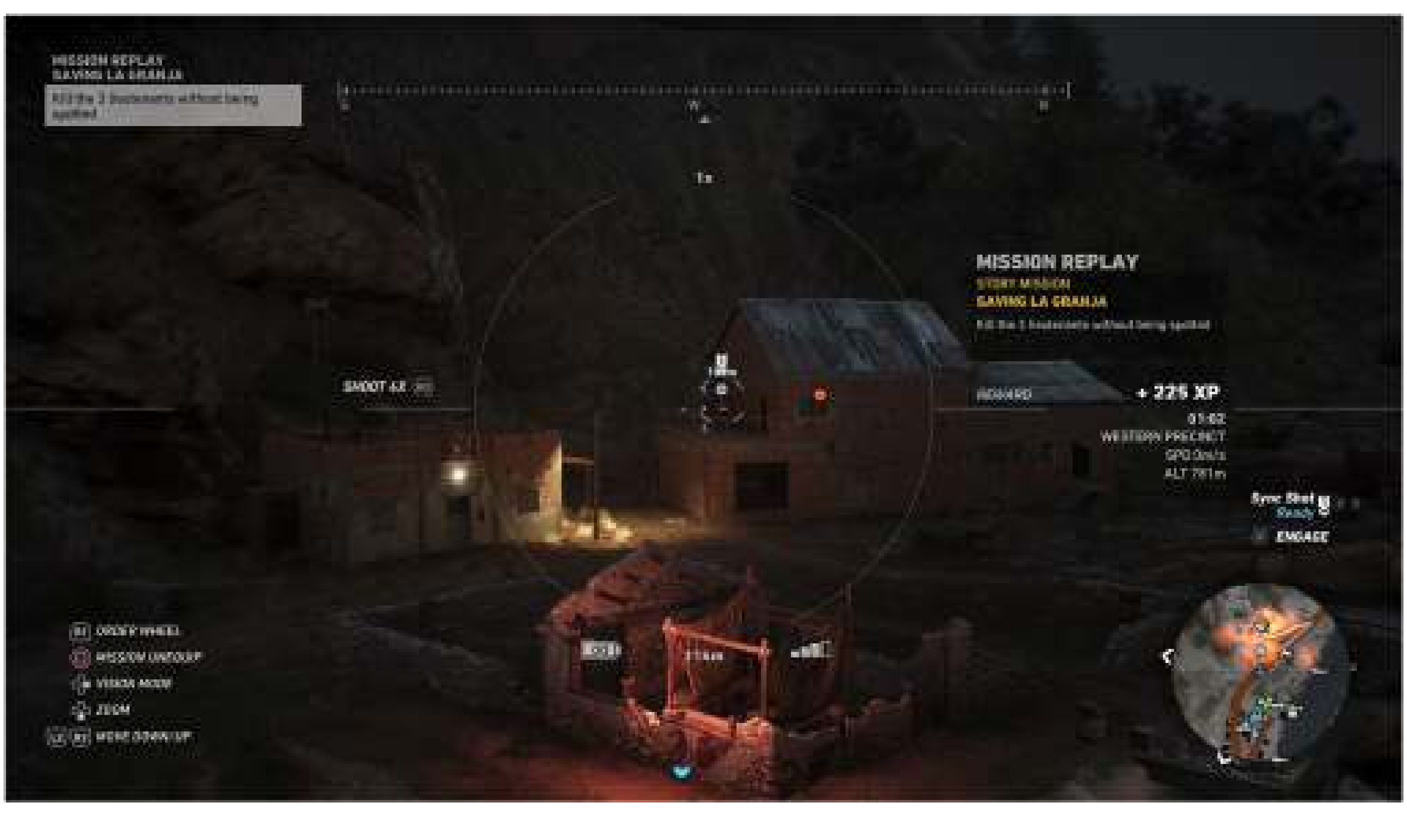

MISSION REPLAY
SAVING LA GRANJA
Kill the invading enemies in the village
Sync Shot
Available
HUNTED
15
x8
FRAG GRENADE

Call in a Rebel Distraction and Rebel Reinforcements and begin picking off the Extranjeros to the south before pushing back down the main road to kill the Cartel enemies to the west.

KILL THE THREE LIEUTENANTS WITHOUT BEING SPOTTED.

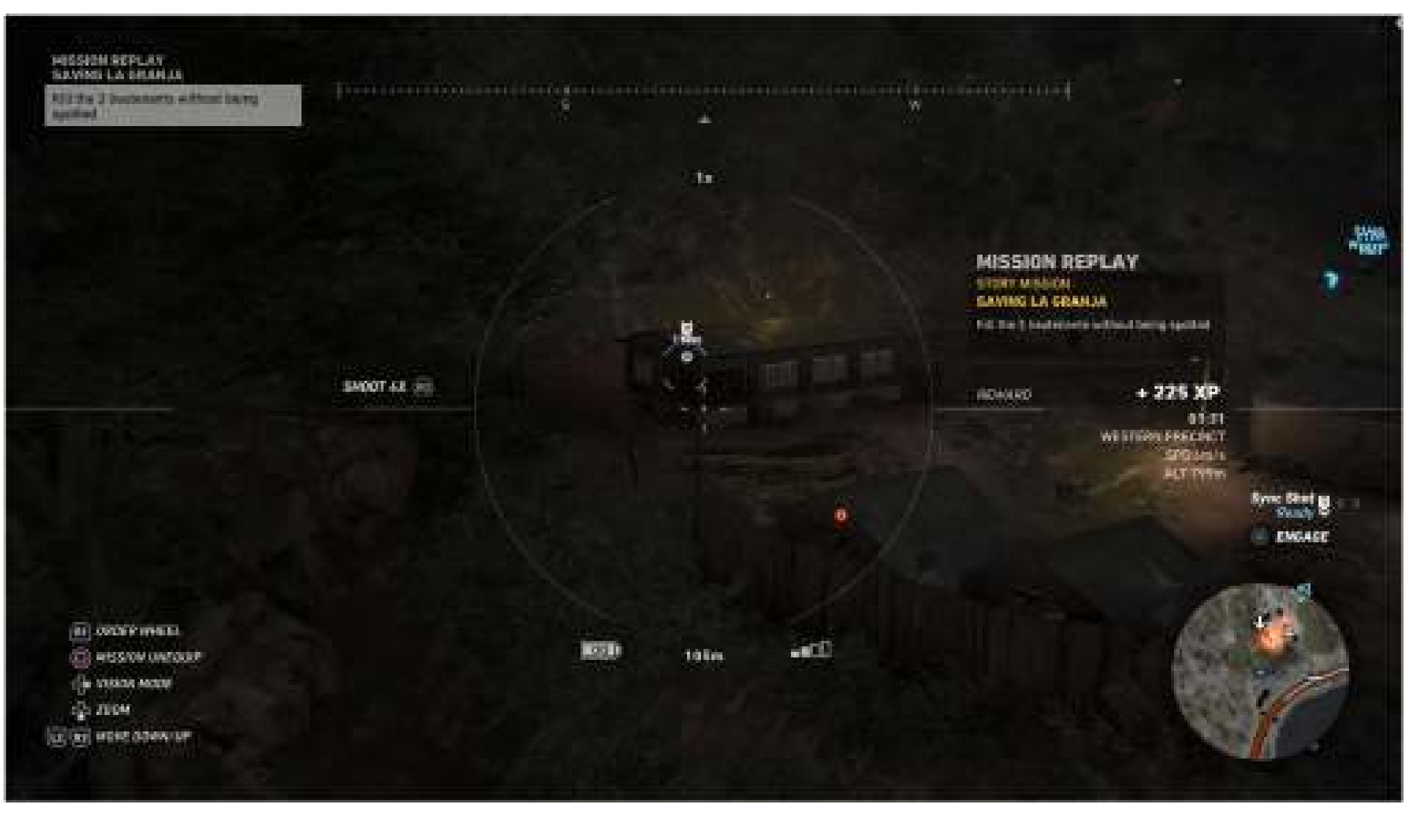
Each lieutenant must be eliminated without being spotted, so grab a sniper rifle and get ready for the kill. Alerting the enemies by killing the lieutenant does not count as being spotted. Instead, you must actively enter combat (red around the minimap) to fail the mission.

NORTH OUTPOST


MISSION REPLAY
SAVING LA GRANJA
MISSION REPLAY
STORY MISSION
SAVING LA GRANJA
SHOOT AR
REWARD
+ 225 XP
WESTERN PRECINCT
Sync Shot
Ready
ENGAGE
ORDER WHEEL
MISSION UNEQUIP
VISION MODE
ZOOM
MOVE DOWN/UP

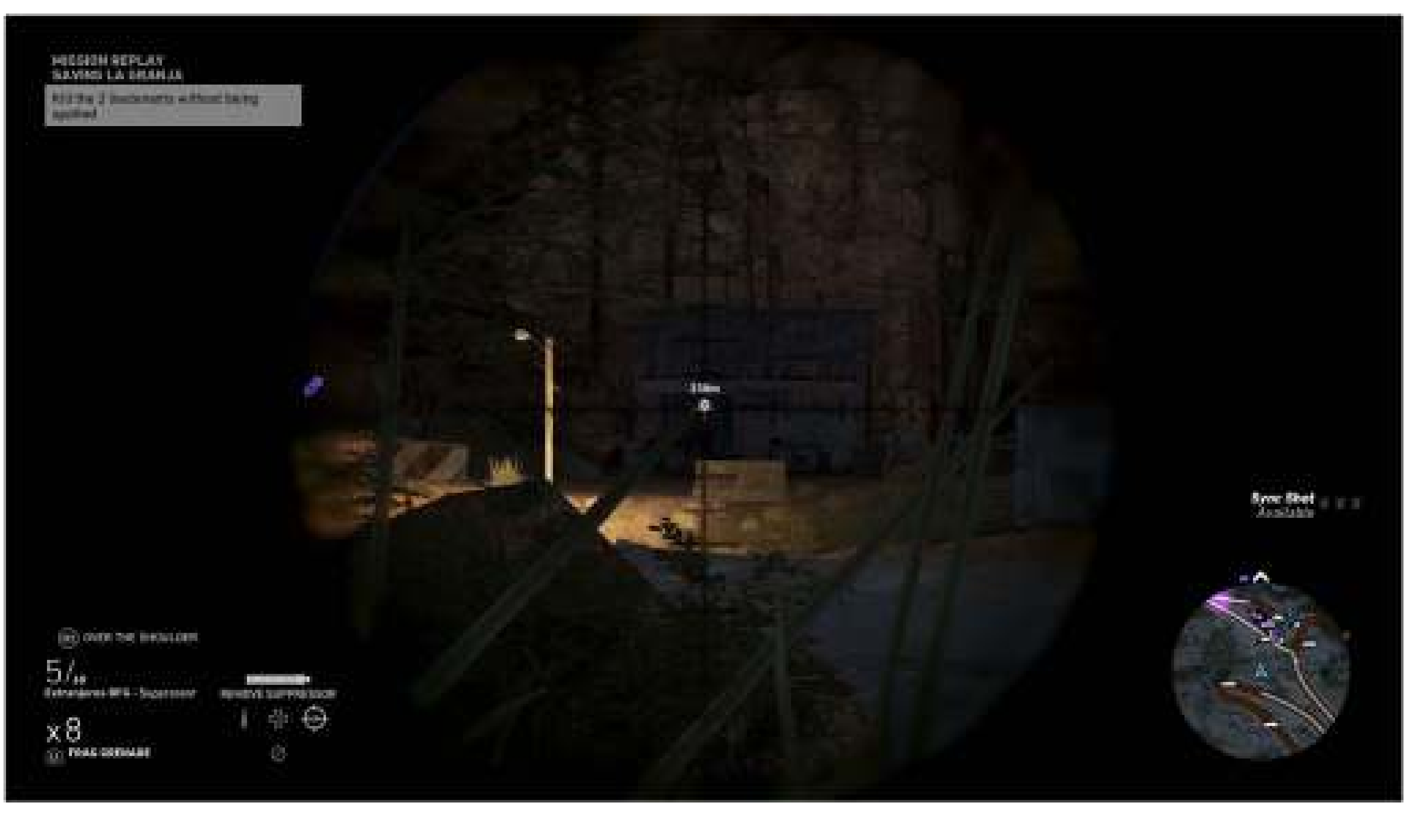
Once you are within 200m of the objective, use your drone and order a Sync Shot on the lieutenant. After doing so, advance to the next objective.

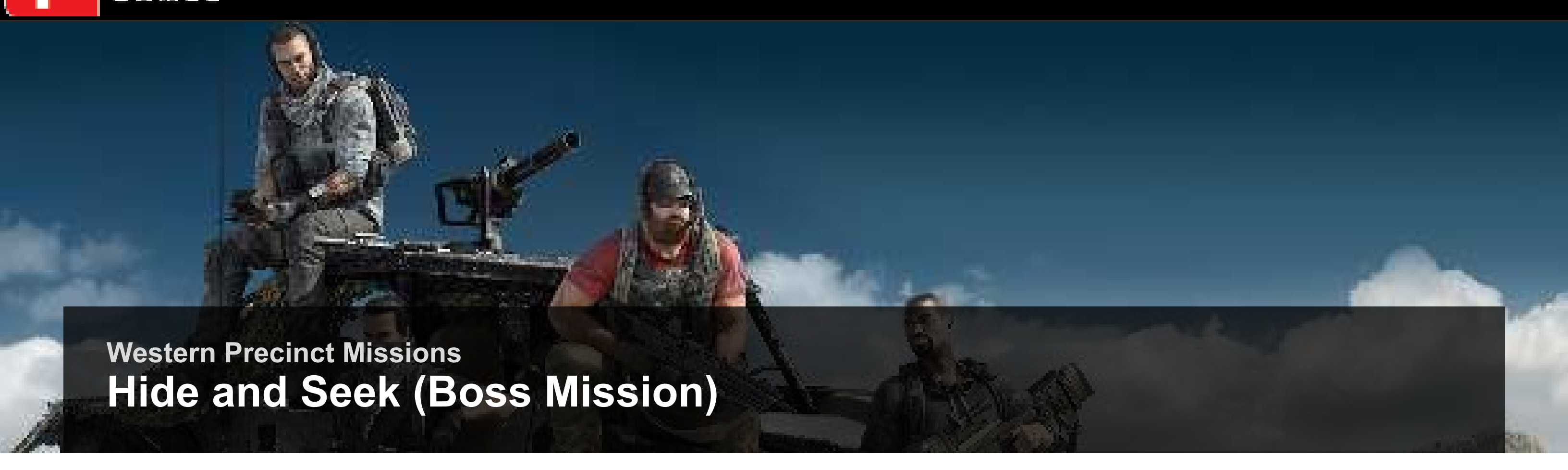
EAST OUTPOST


MISSION REPLAY
SAVING LA GRANJA
MISSION REPLAY
STORY MISSION
SAVING LA GRANJA
SHOOT AR
REWARD
+ 225 XP
WESTERN PRECINCT
Sync Shot
Ready
ENGAGE
ORDER WHEEL
MISSION UNEQUIP
VISION MODE
ZOOM
MOVE DOWN/UP

It's the same concept here: keep your distance and call a Sync Shot on the lieutenant. This time, he's on a small patio on the east side of the house in the outpost. South outpost

The last lieutenant can't be killed using a Sync Shot. Set yourself up on the hill to the southeast, just above the ruins of a house.


MISSION REPLAY
SAVING LA GRANJA
Sync Shot
Available
OVER THE SHOULDER
5
REMOVE SUPPRESSOR
x8
FRAG GRENADE



Western Precinct Missions

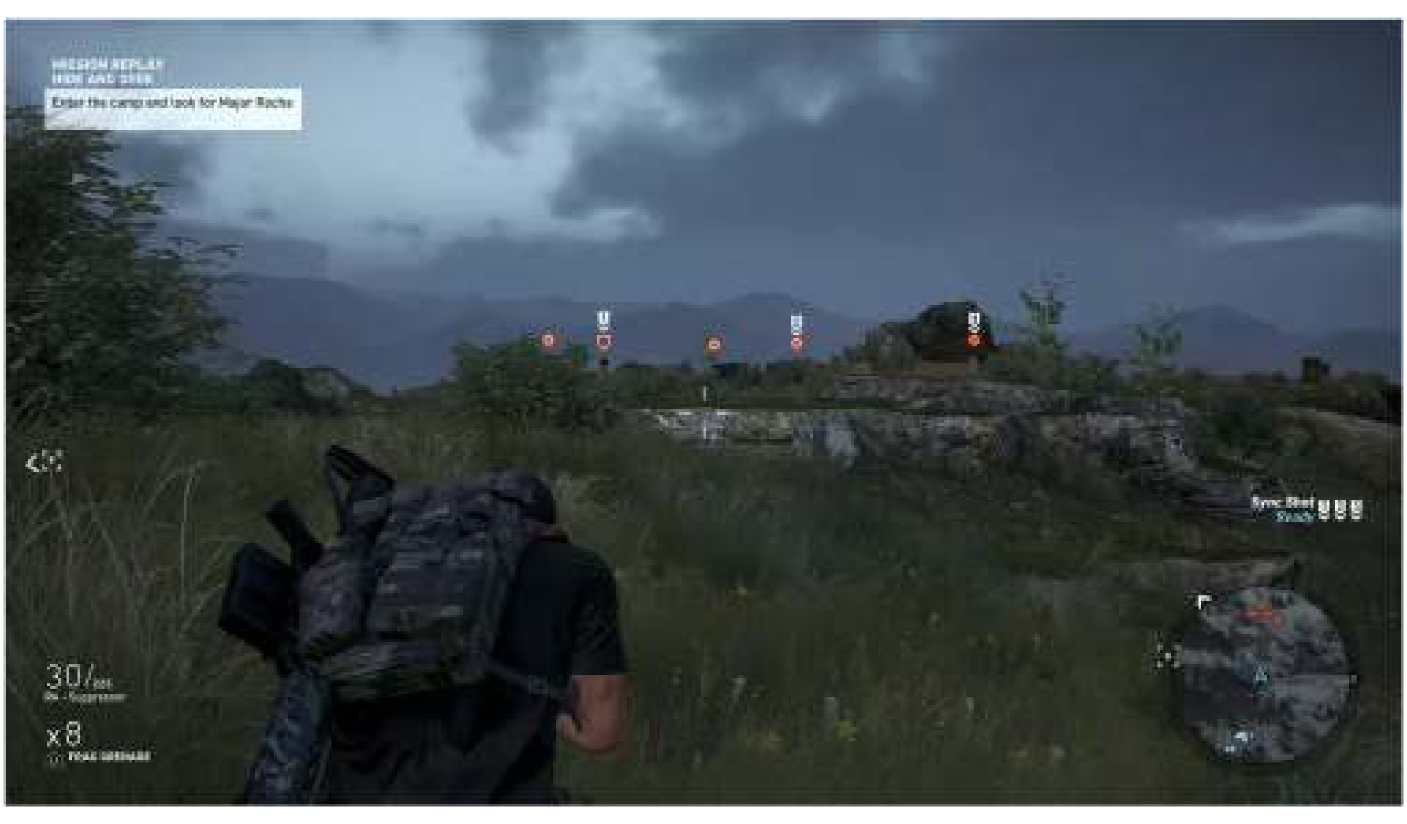
Hide and Seek (Boss Mission)

Description: Finally, our network of new friends has provided us intel on Major Rocha's location. He's an elusive man, so you'll need your eagle eye.

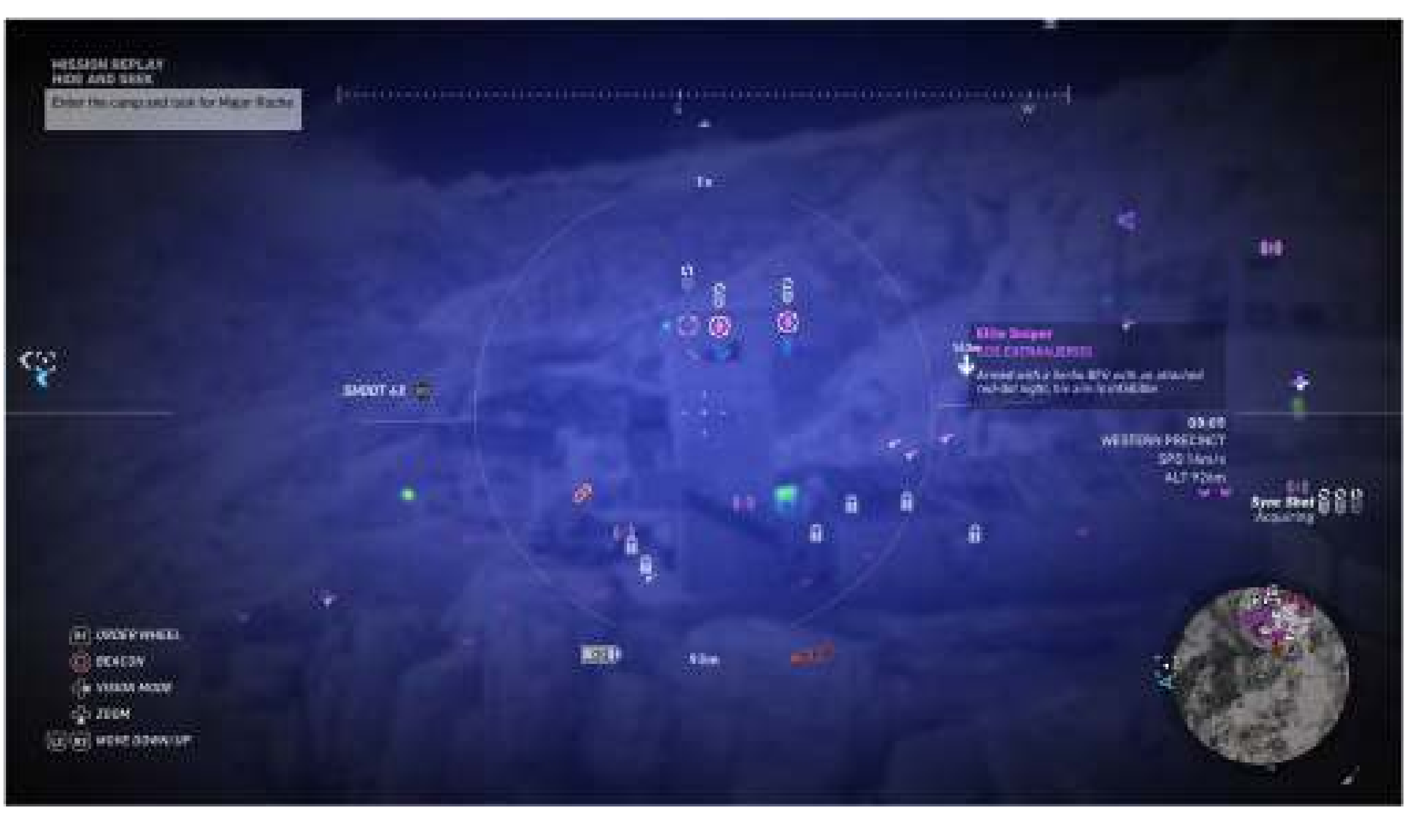
Reward: Deimos Crossbow, 750 XP

ENTER THE CAMP AND LOOK FOR MAJOR ROCHA

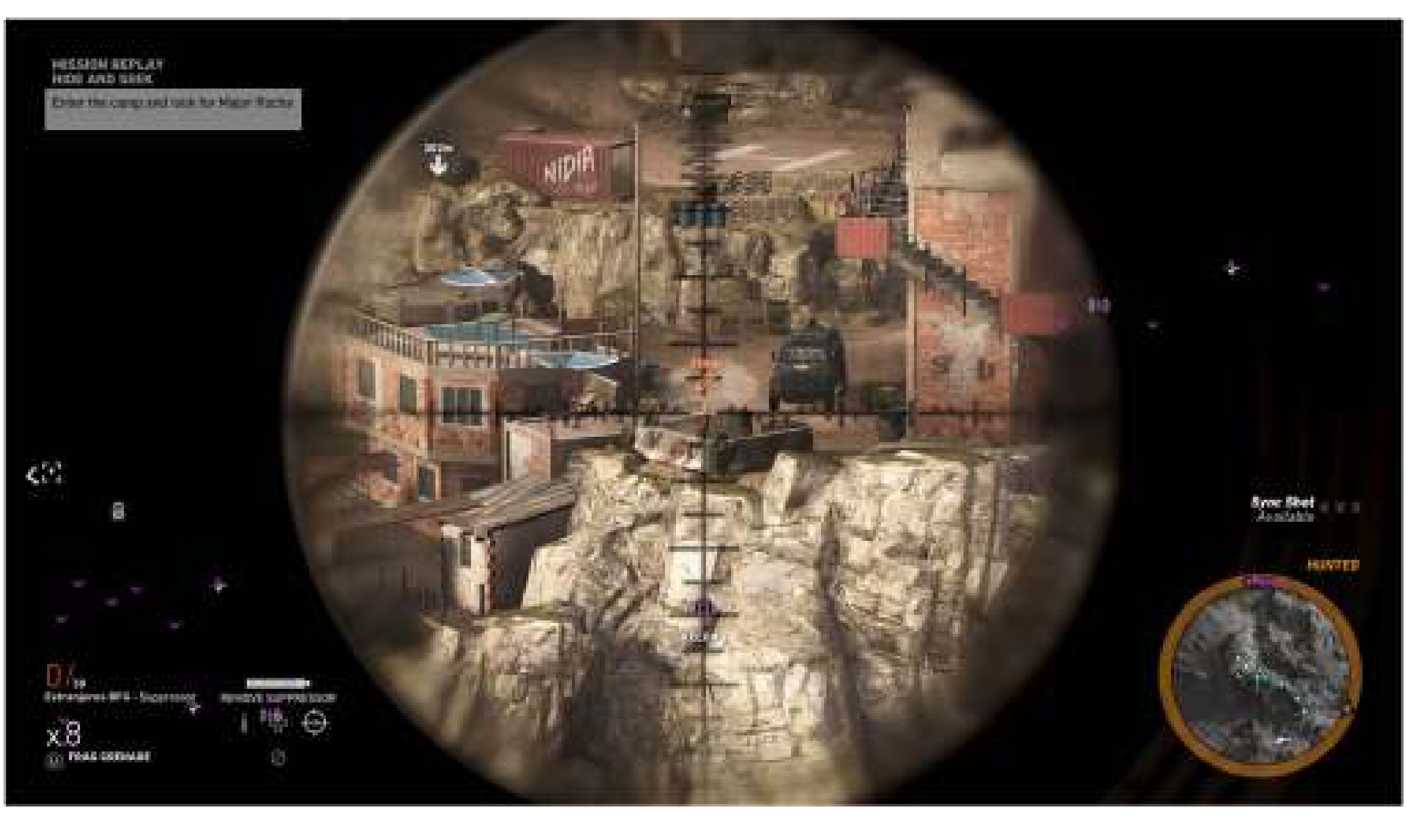
Take a position on the mountain to the east of the objectives. Clear out the small SBC airstrip to prevent alerting them while you snipe.


MISSION REPLAY
HIDE AND SEEK
Enter the camp and look for Major Rocha

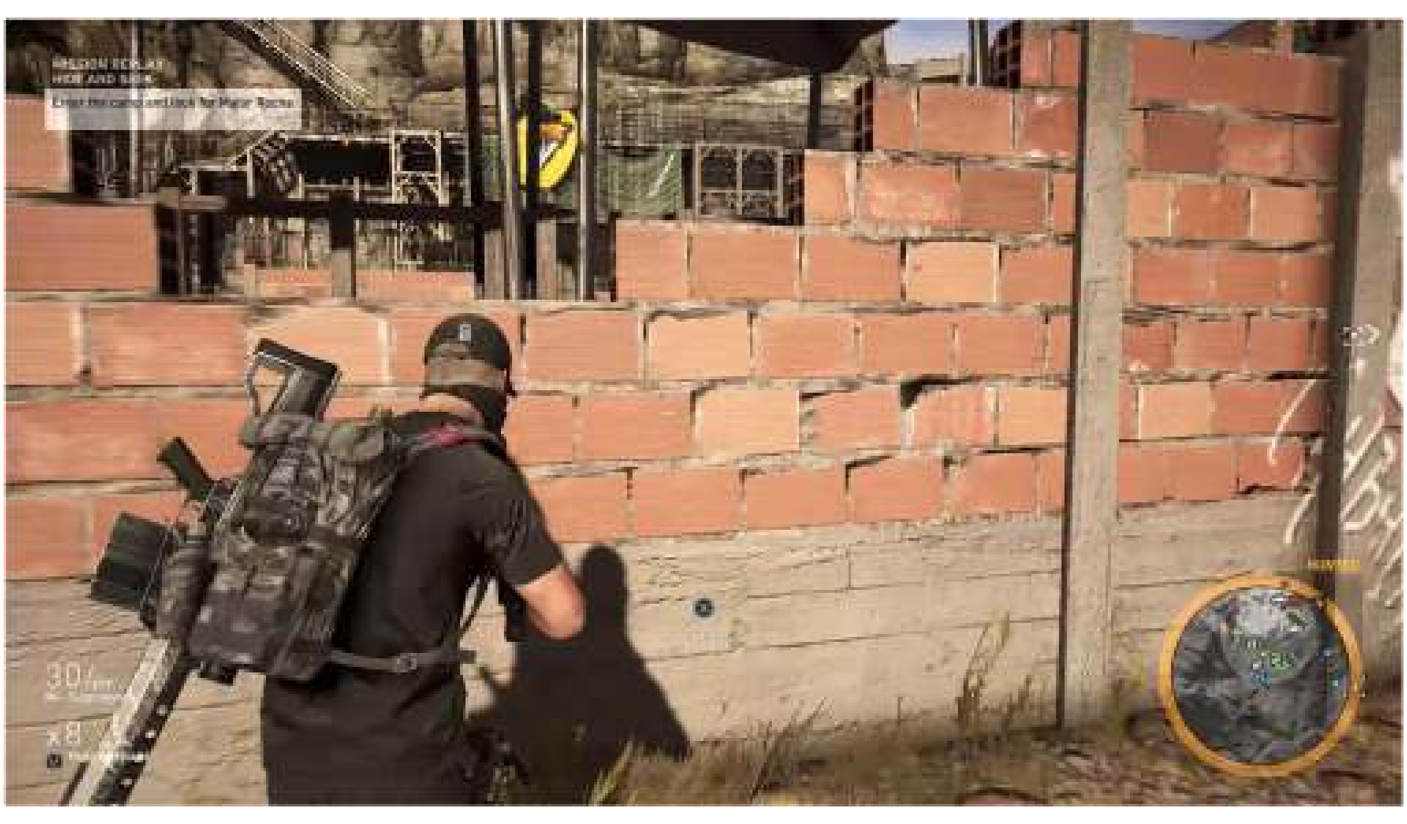
Call up your drone and begin marking targets. Use your Sync Shot to take down the two Elite Snipers located outside the base in a bunker to the south. Next, scout out the base with thermal on and use the Rebel Spotting feature to help mark targets. There are six Covert Ops enemies patrolling the base, three jammers, 14 soldiers, and three Elite Snipers in the base.


MISSION REPLAY
HIDE AND SEEK
Enter the camp and look for Major Rocha

Eliminate the threeElite Snipers in the tower, then shoot the alarm. Once the alarm is down, pick off enemies in the lower area of the base guarding the Rebels. When most of them are gone, use your rifle to shoot the locks off the cells to release the rebels. They will begin attacking, forcing the rest of the enemies out of cover. Call in a rebel distraction to help them out.


MISSION REPLAY
HIDE AND SEEK
Enter the camp and look for Major Rocha

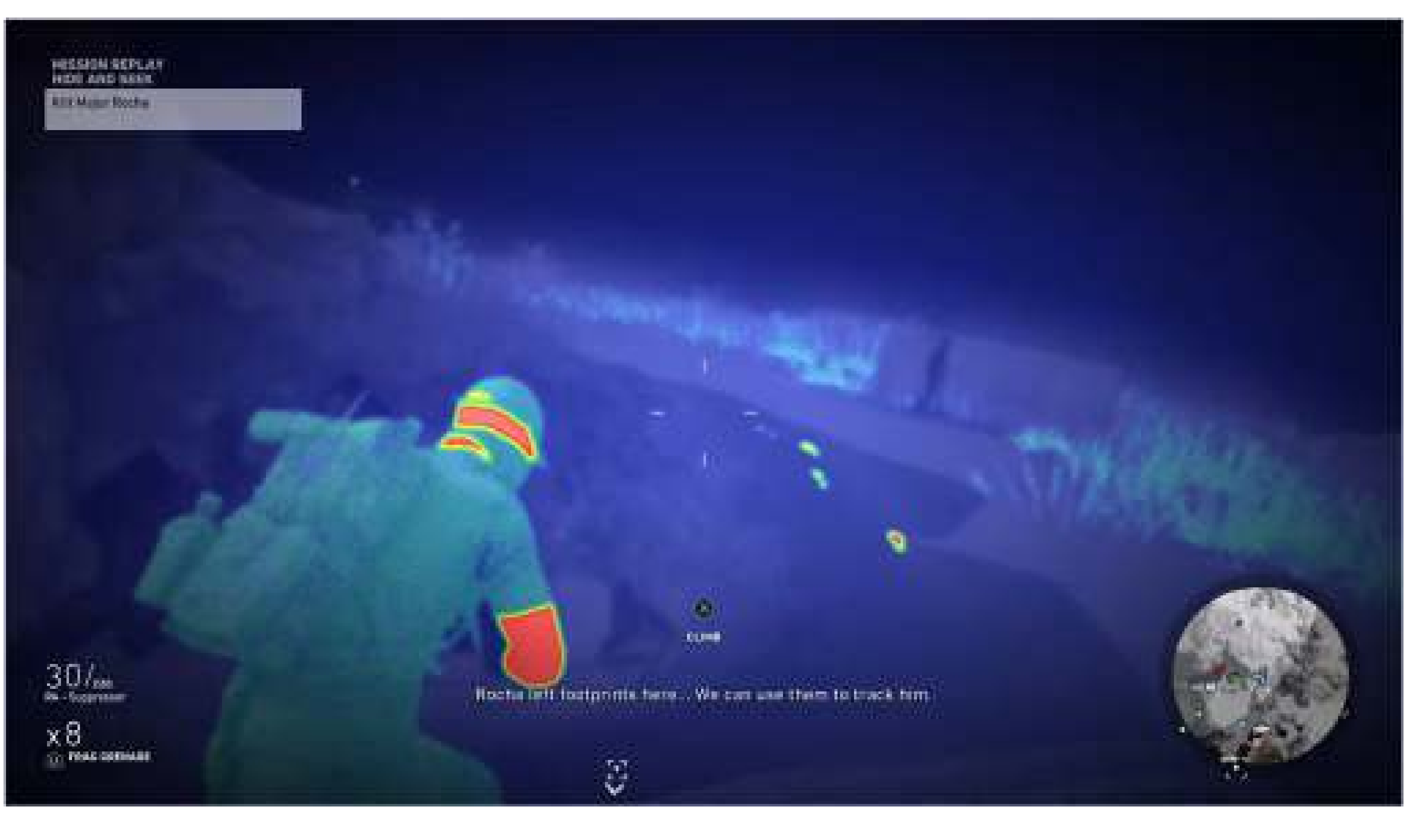
Keep an eye on the mortar in the bottom of the base if you haven't destroyed it, as it can deal heavy damage to the rebels as they advance. Once they've cleared most of the base, enter it and search for Major Rocha.



Enter from the bottom east side of the base, freeing any rebels that are still in their cells. Refill your ammo and follow the stairs into the base and your objective will change.

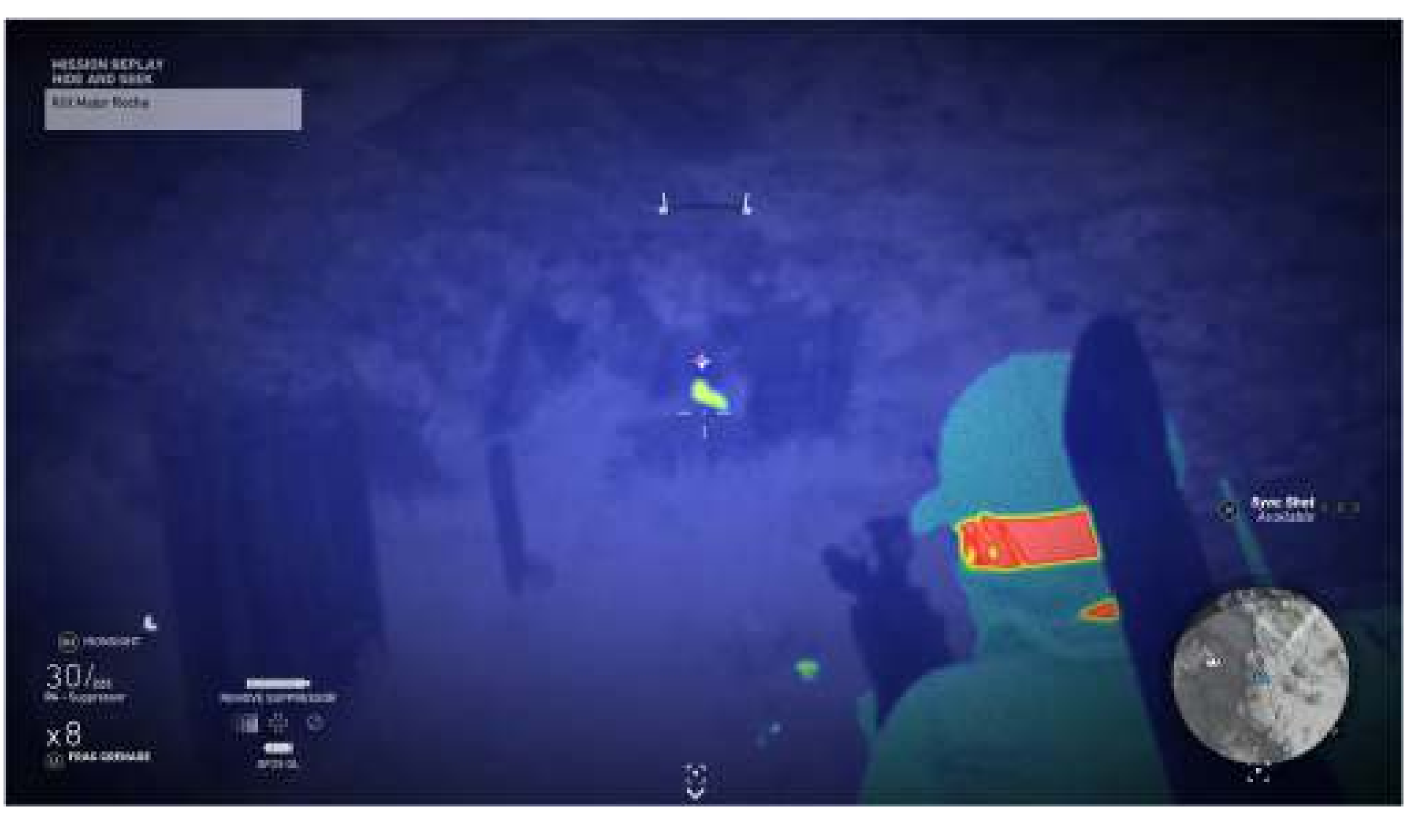
REACH THE WEST EXIT

Activate thermal as you reach the exit and following the footprints. tOnce locatednear

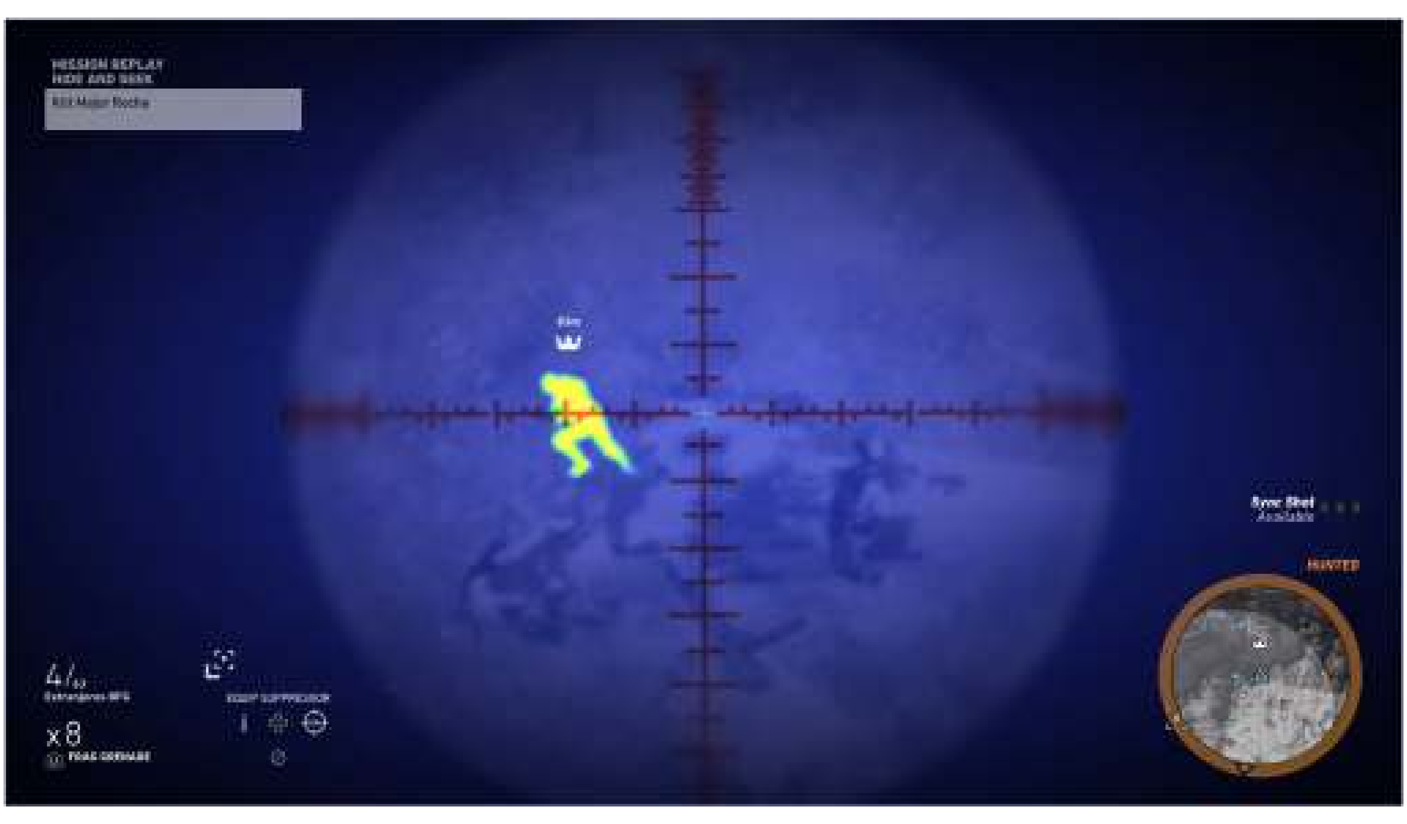

MISSION REPLAY
HIDE AND SEEK
Kill Major Rocha
Rocha left footprints here... We can use them to track him.

KILL MAJOR ROCHA

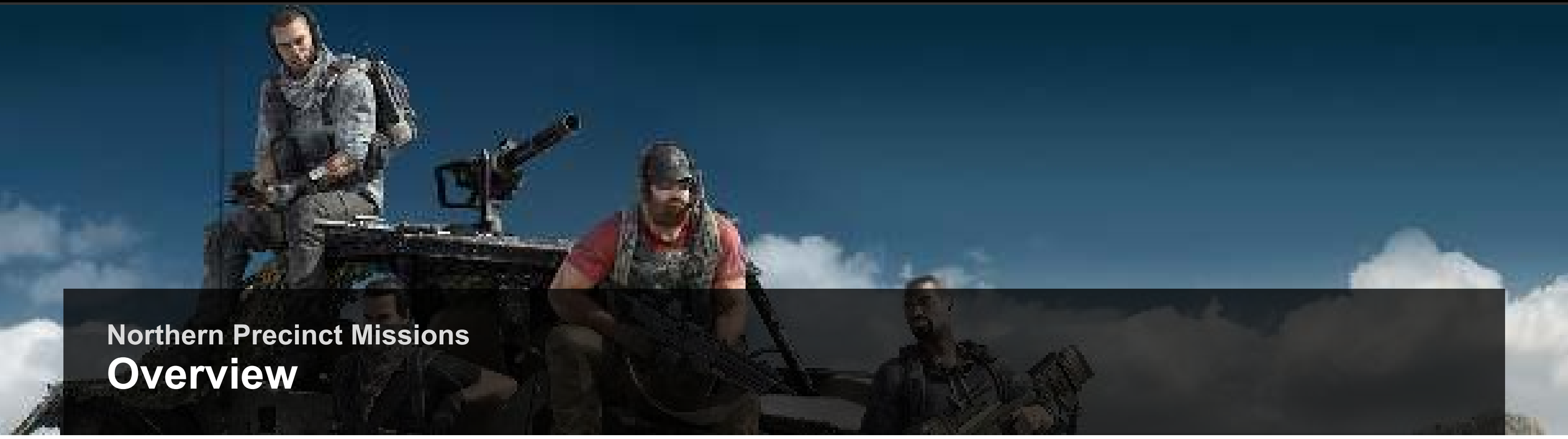
The footprints lead directly to the two Covert Ops enemies. When using thermal, they will be easy to locate and kill.


MISSION REPLAY
HIDE AND SEEK
Kill Major Rocha

Once both are taken down, stop following the path and opt to take a position on the rock cliff next to this position.


MISSION REPLAY
HIDE AND SEEK
Kill Major Rocha

Look down toward the downed plane and open fire on Major Rocha. He may be difficult to find, so it's a good idea to use thermal during this encounter.



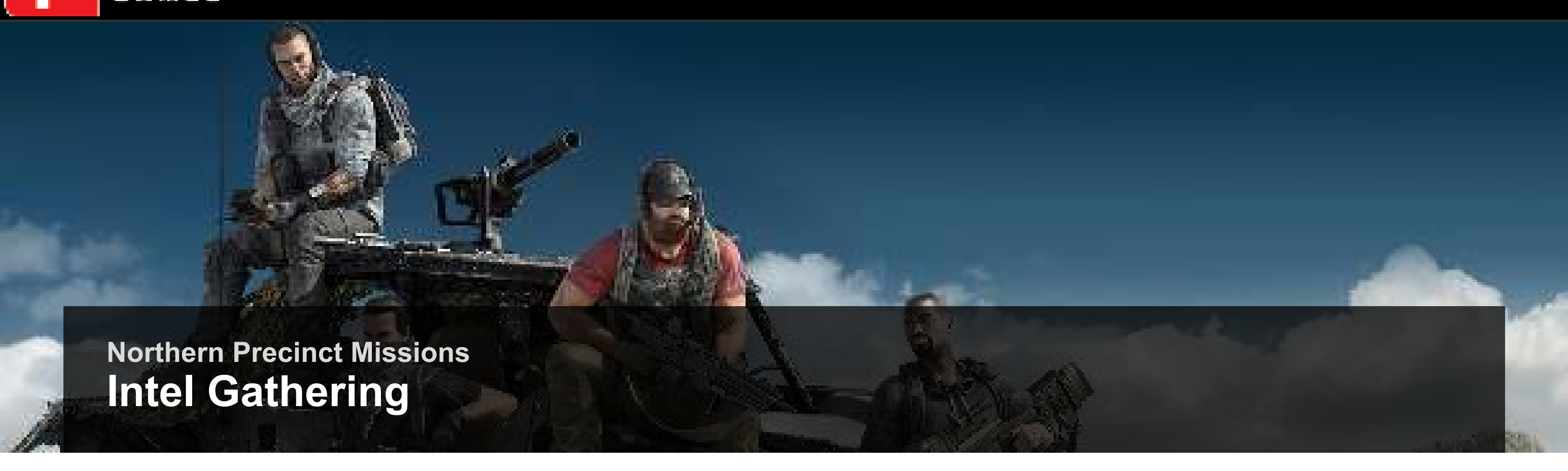
Northern Precinct Missions

Overview

GHOST RECON
FALLEN GHOSTS

Leader: Captain Dante Cruzar, aka O Diabo

Leader Description: Cruzar is too brutal, even for the Brazilian MP from which he was sacked before joining Los Extranjeros. He respects only force and gladly obliges anybody who turns the other cheek.



Northern Precinct Missions

Intel Gathering

Description: Gather every piece of intel on the province.

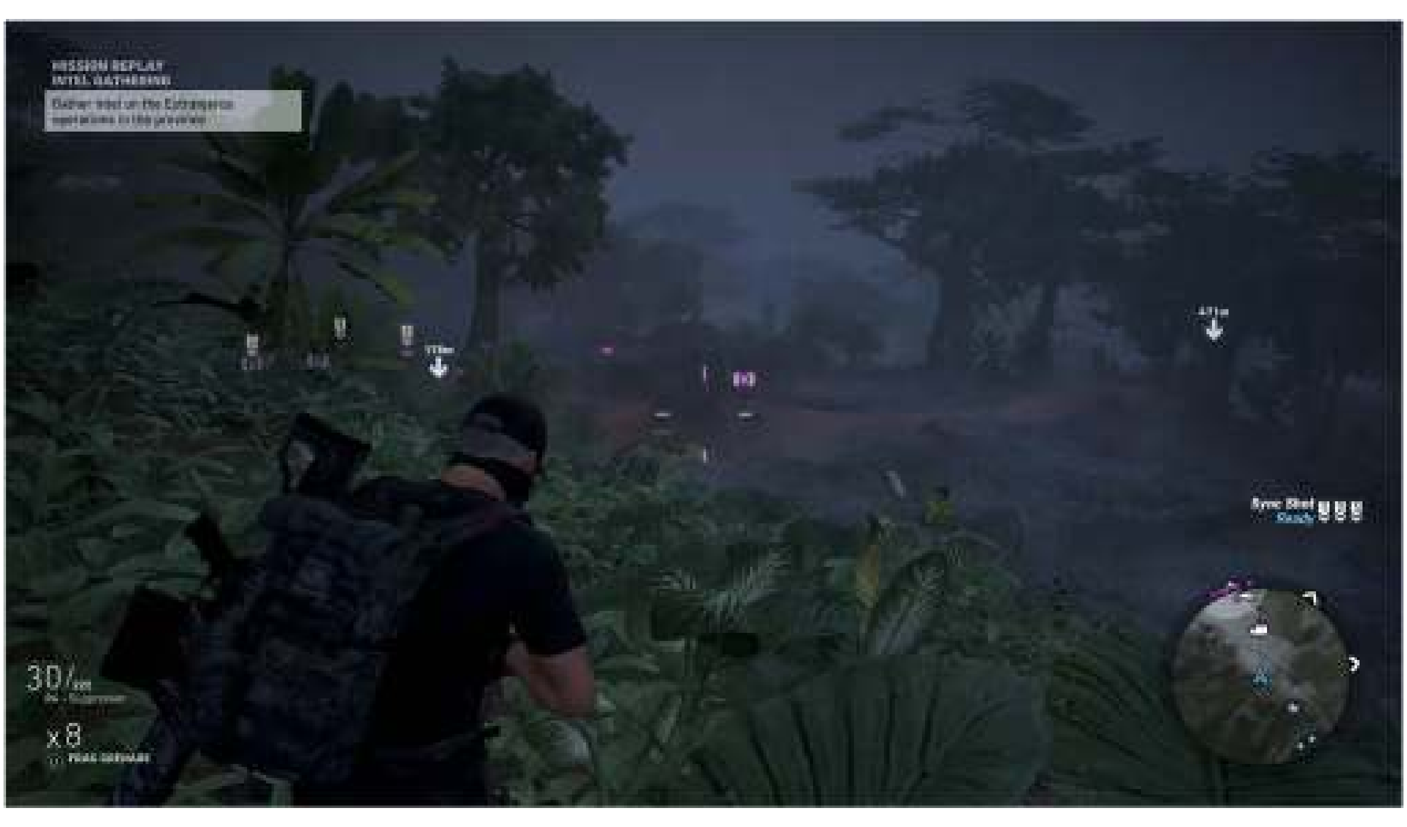
Reward: PDR Submachine Gun; 200 XP; Unlocks Missions: The Broadcast, Ambush, Gold Digger, Tyrants

GATHER INTEL ON THE EXTRANJEROS OPERATIONS IN THE PROVINCE

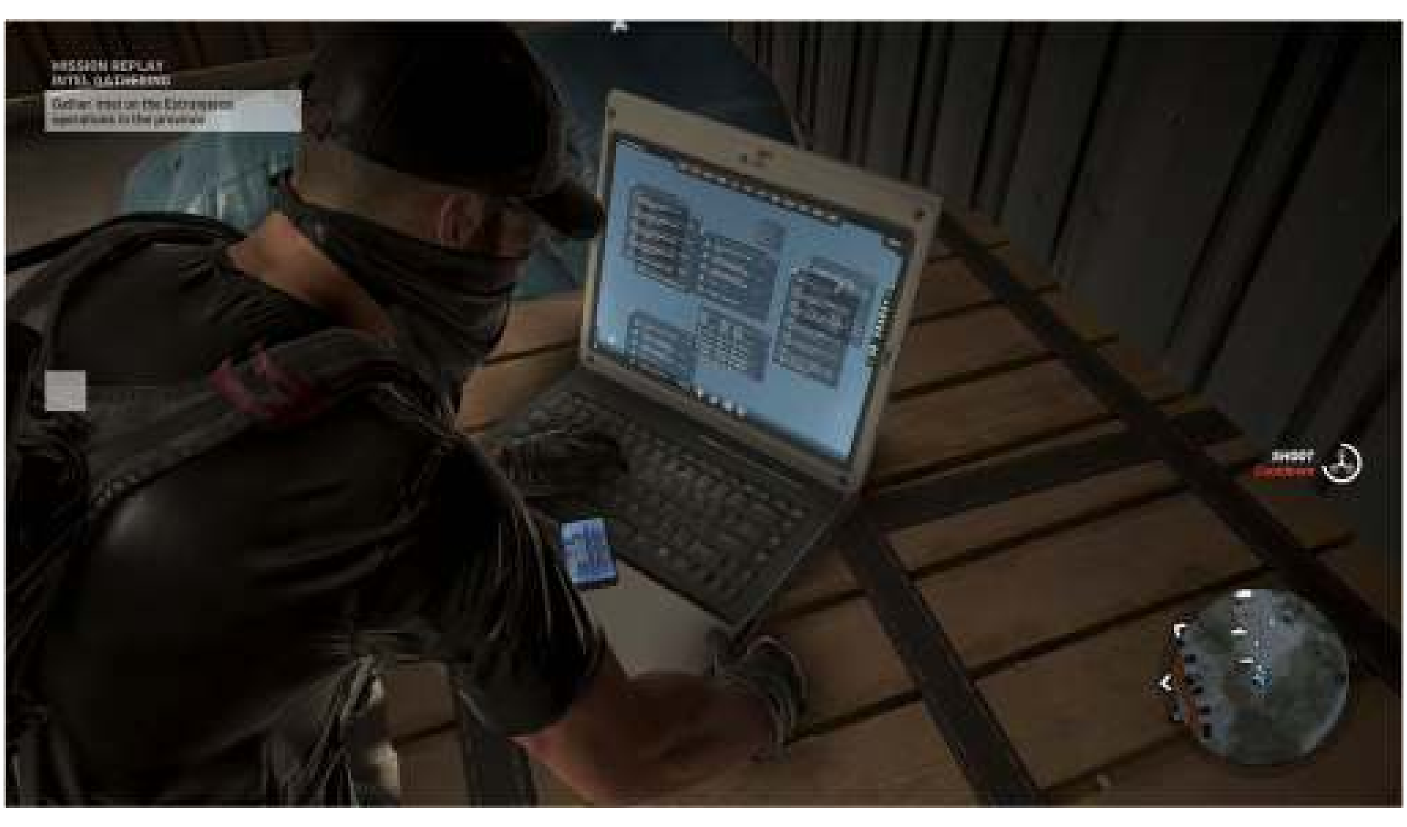
Intel Locations are sorted from southwest to northeast. These objectives can be completed in any order.

INTEL LOCATION #1

Work your way around to the east entrance to the camp, which leads behind the building. There are nine total enemies - three Extranjeros Jammers and six Soldiers.



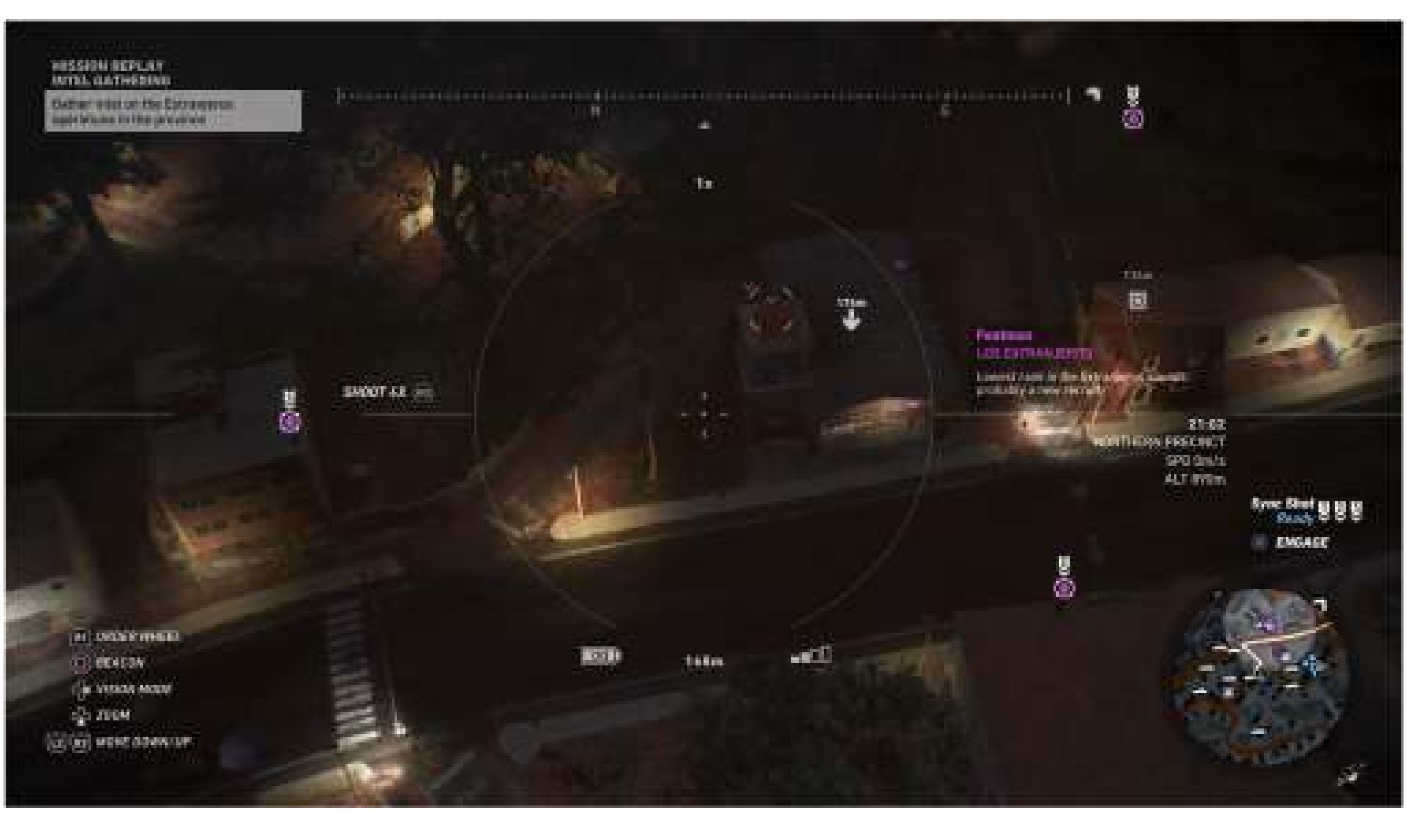
Five enemies are located on the east side surrounding and inside the small shack containing the intel. Use your drone or binoculars to spot them from a distance, then use your sync shot to eliminate three of the targets on the outside while eliminating the fourth, leaving a single target inside the house. Don't wander into the radius of the Jammer soldiers, or you risk losing the Sync Shot.



With the surrounding enemies dead, move in and take out the last Jammer in the house before investigating the laptop for intel.

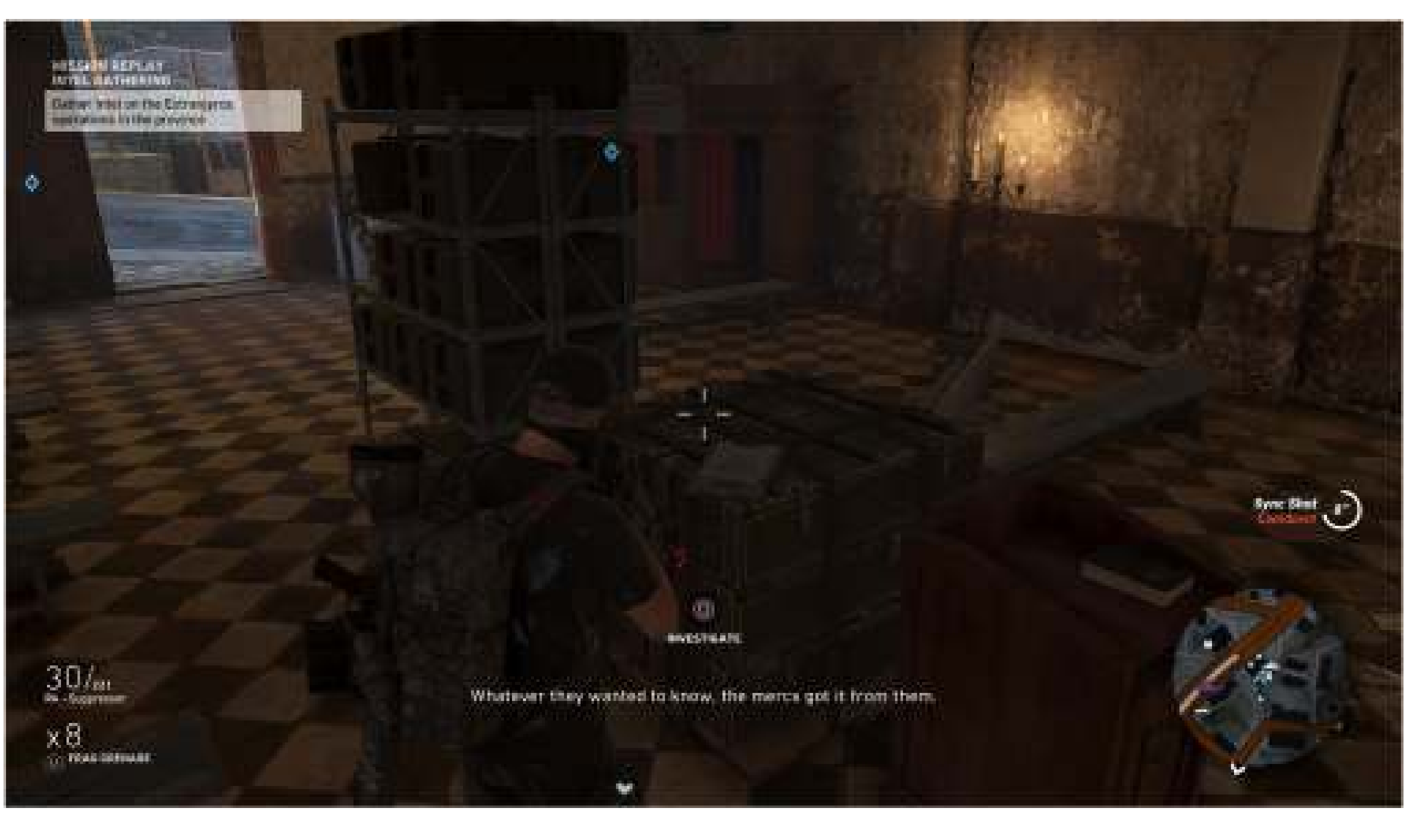
INTEL LOCATION #2

Take a position at a safe distance to the south of the objective area. Pull out your drone and spot the three Snipers on the neighboring buildings to the single-story church. The intel is inside the church.



Once the snipers are history that leaves four Extranjeros soldiers. Two Soldiers are next to the armored SUV at the west entrance, one soldier is outside the south door, and the last one is outside the east entrance to the church.

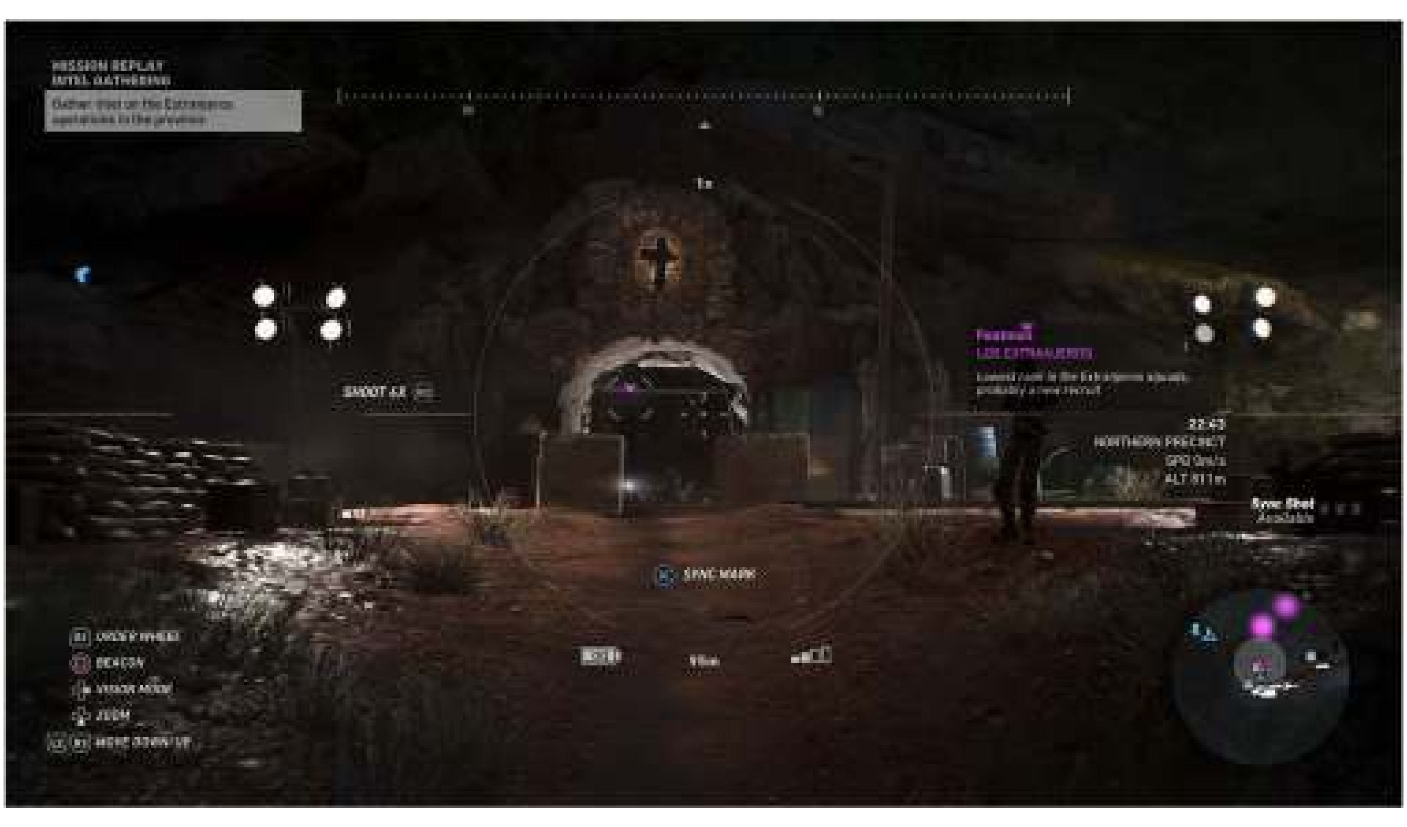
With the help of the other Ghosts, you can mark the three enemies with Sync Shot and kill the remaining soldier with a shot of your own eliminating all threats at once. Enter the church and investigate the clipboard on top of the supply crates.



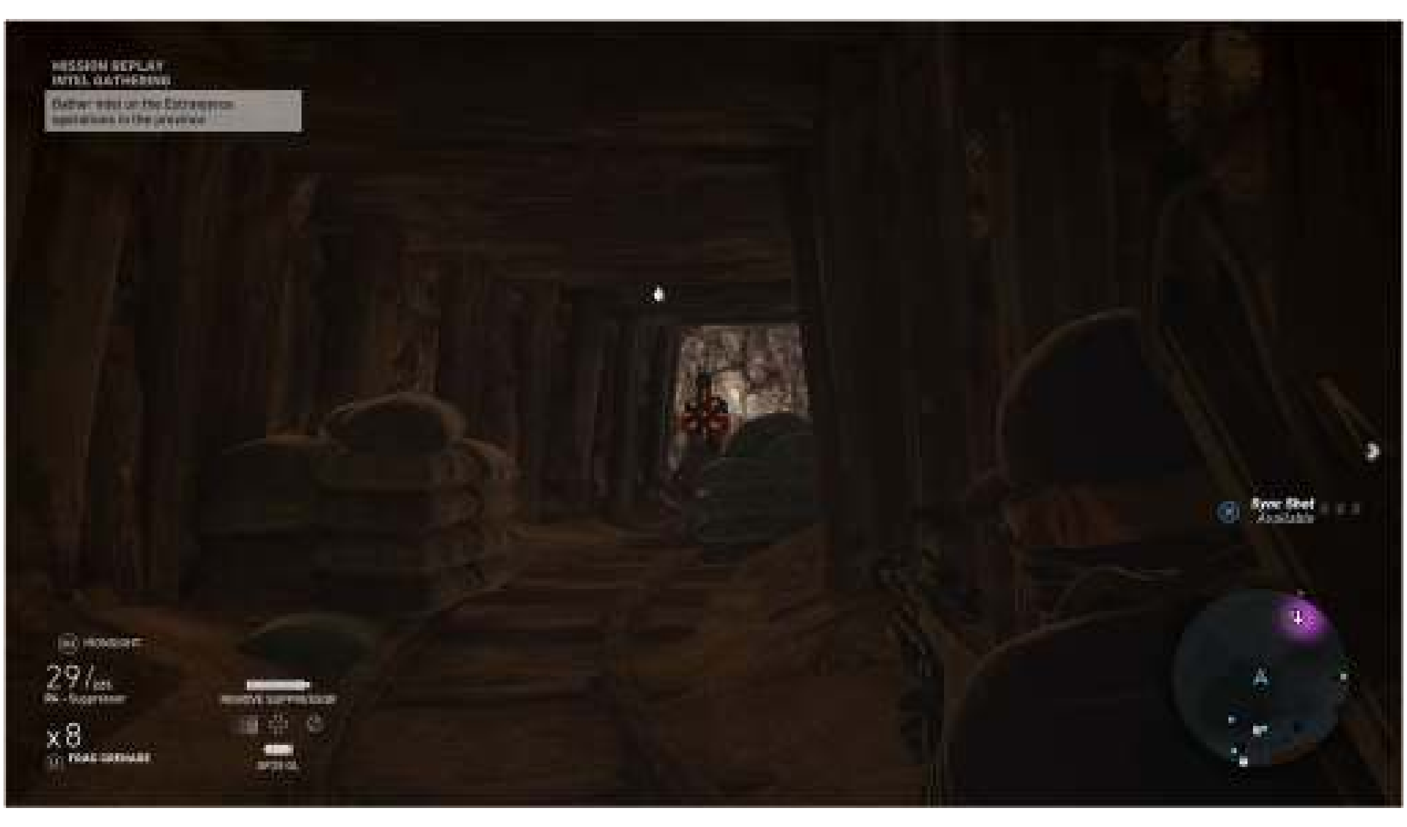
Whatever they wanted to know, the mercs got it from them.

INTEL LOCATION #3

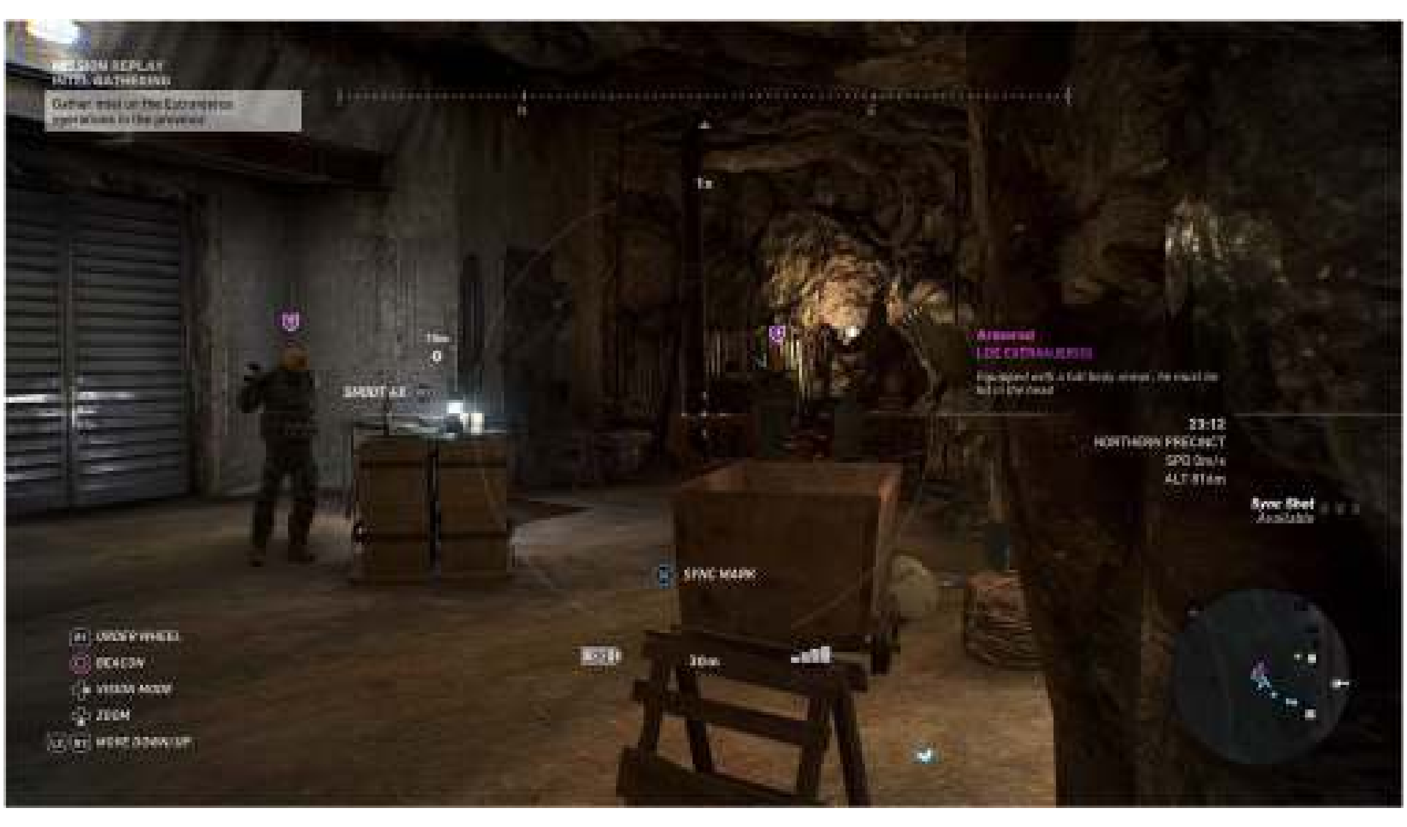
Start by defeating the soldiers guarding the entrance to the mine. Use your drone to make sure the enemies inside the mine are not near the entrance before you eliminate them. If the patrolling enemies are close to the mine entrance, add them to your Sync Shot. Once done, select one of the targets and take all four of them out at once with the help of your Ghosts.



Move into the mine and kill the first two enemies on patrol. Continue down the tunnel and kill another soldier who is patrolling alone.



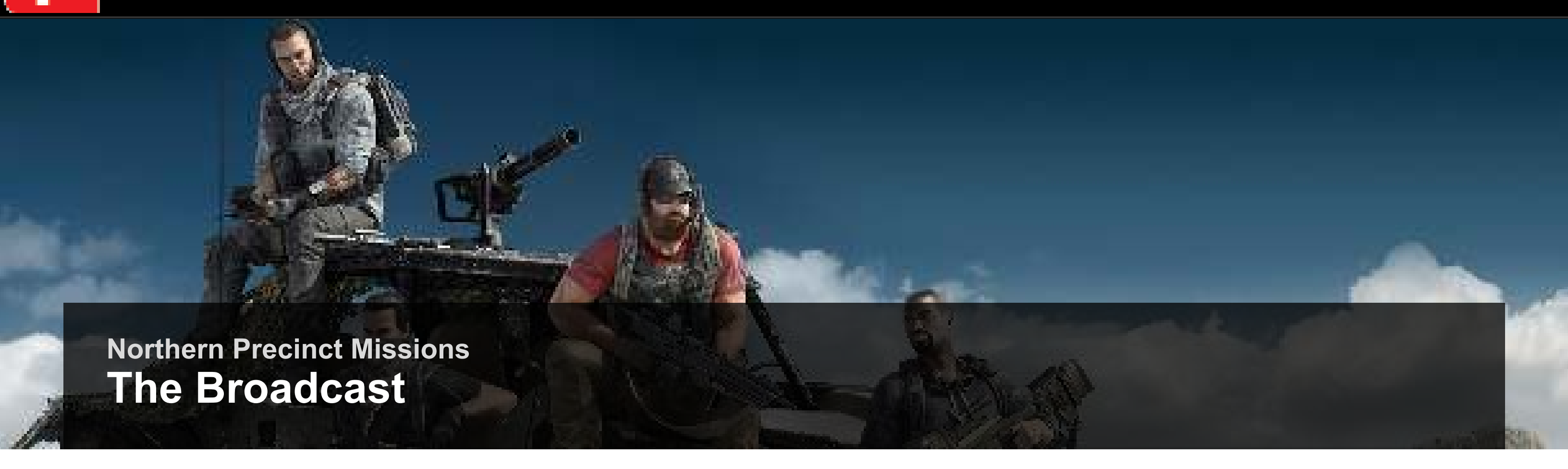
The intel is located at the end of the mine in a small room with two Armored enemies. Speed is key here; if they don't reach a full alert level, you can kill them with a single headshot using any weapon.



If it's not possible to kill both quickly, mark them with Sync Shot, then toss a flashbang grenade to stun them while moving in for an easy kill with your Ghosts.

DEBRIEF YOUR INTEL WITH SOCRATES AT THE SAFEHOUSE.

Either hop in a vehicle and head to Socrates, or open your map and fast travel to the ESPIRITU SANTO ALPHA Rally Point, which is your final location. Open the door of the small house and speak with Socrates to complete the mission.



Northern Precinct Missions

The Broadcast

Description: The Extranjeros have been controlling the waves for too long. We need propaganda of our own. This airport will be a valuable asset. We'll continue broadcasting our message and stir up the rebel cause.

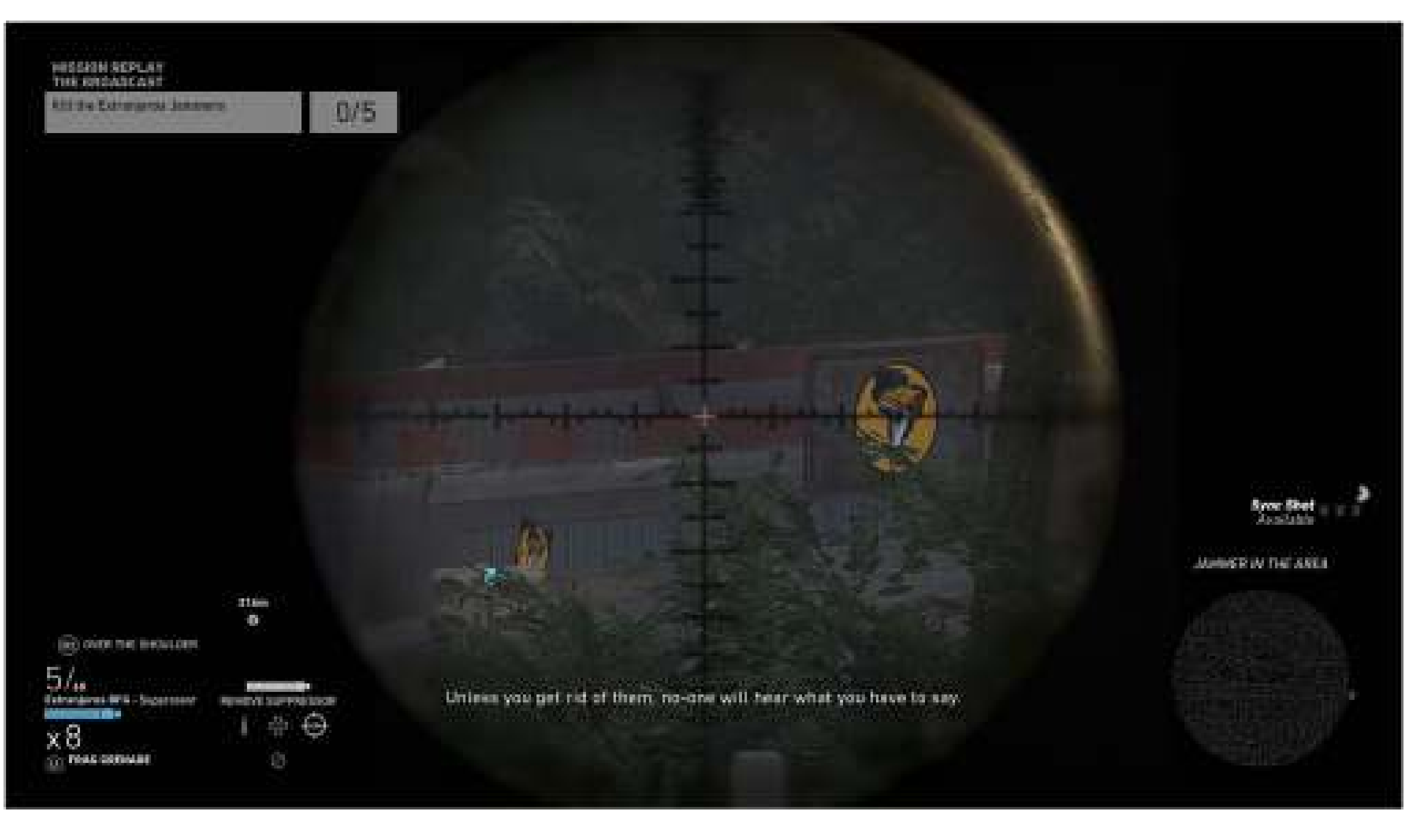
Reward: 1 Skill Point; 450 XP

TALK WITH SOCRATES' REBEL CONTACT

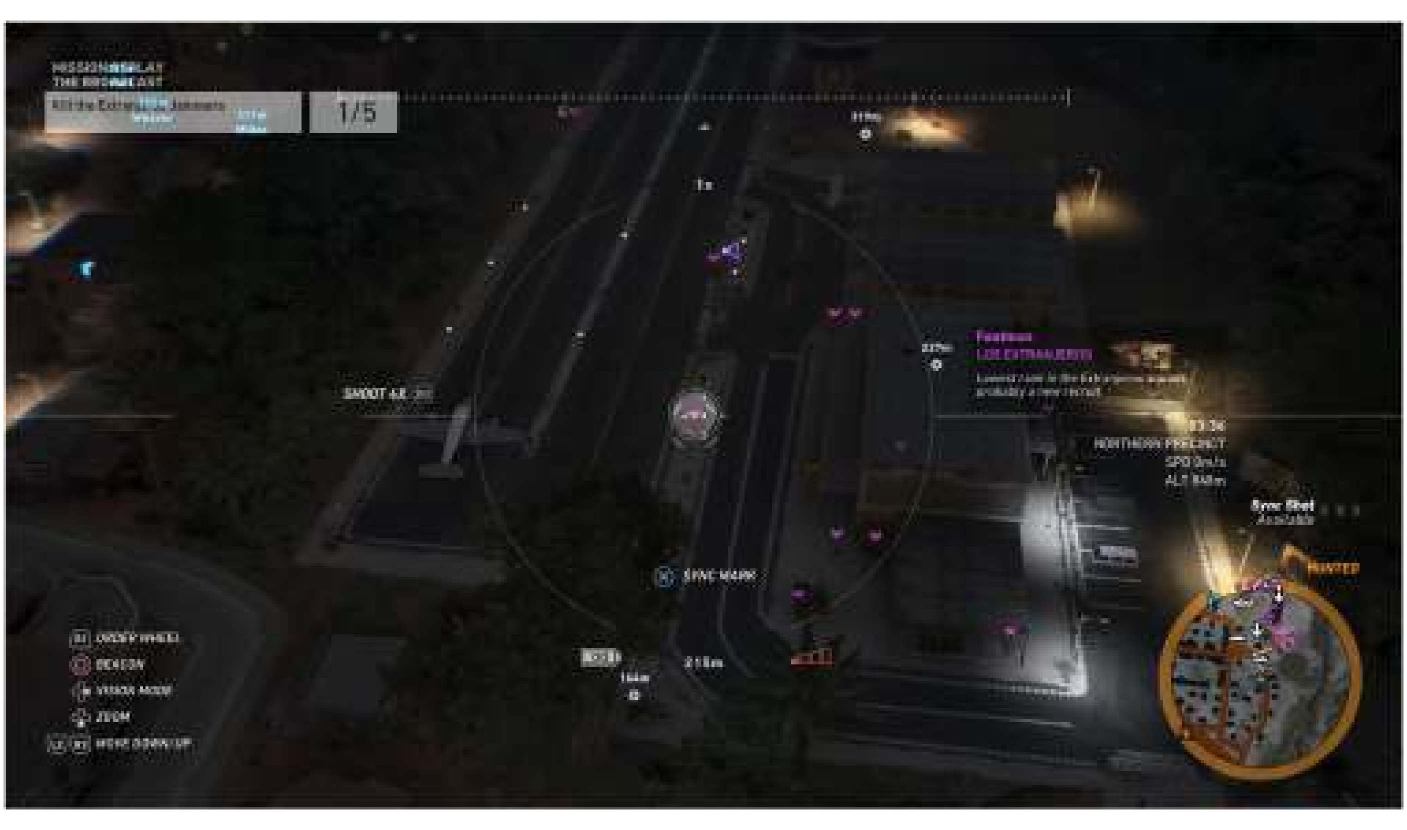
The Rebel Contact is near the Extranjeros base where the mission will take place. There are no enemies in or around this house, so it's safe to walk right in and speak with the contact

KILL THE EXTRANJEROS JAMMERS (5)

This mission ends in a fight, so why not start it with a fight? First, take out the two Elite Snipers on the building on the north side of the airfield. Next, destroy the alarm.

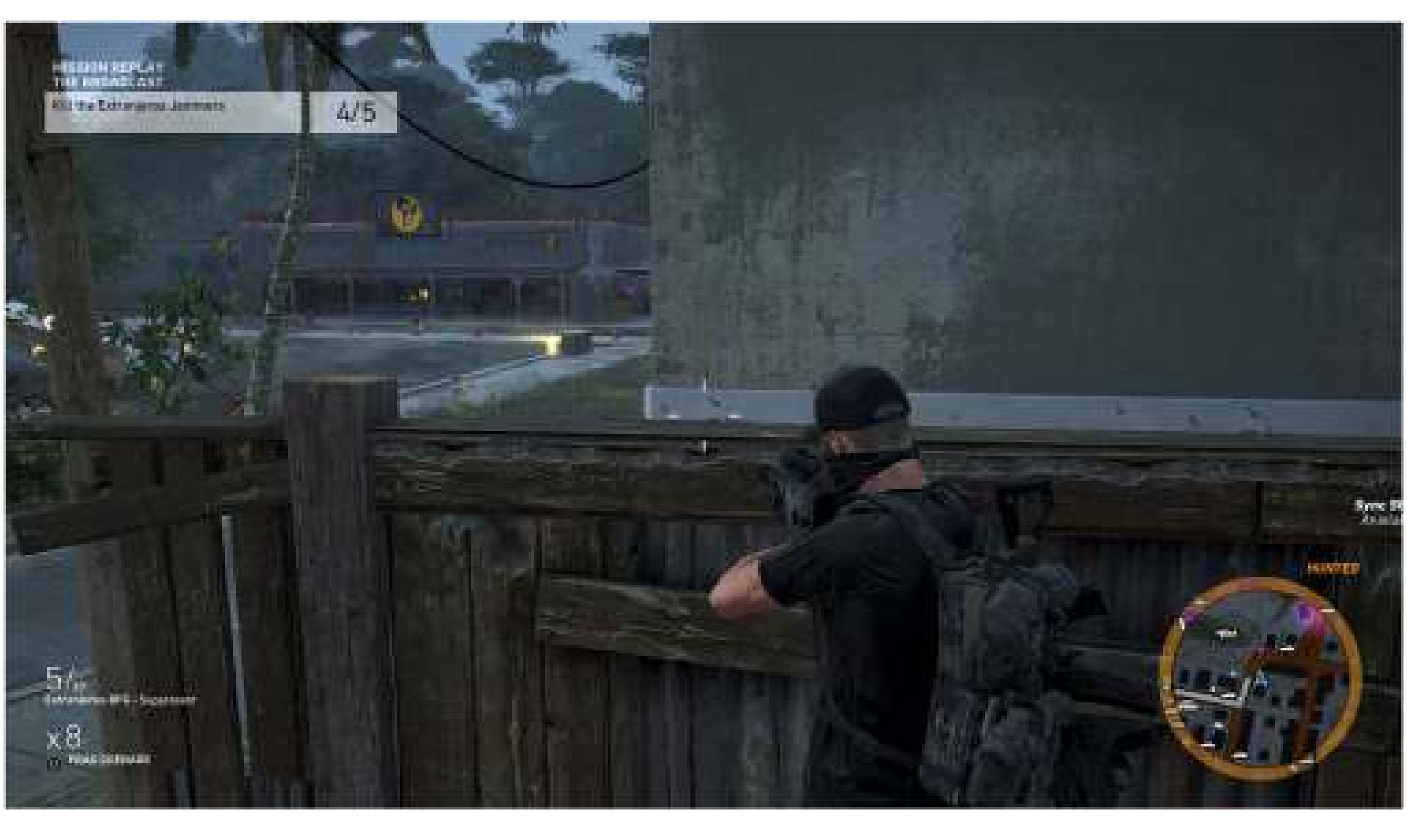

MISSION REPLAY
THE BROADCAST
Kill the Extranjeros Jammers
0/5
Unless you get rid of them, no-one will hear what you have to say.
Sync Shot
JAMMER IN THE AREA
x8

With the Snipers and alarm down, free the Rebels who are being held in a cell next to the rebel contact. They will grab some weapons and begin assaulting the airfield. Next, call in your rebel support and a rebel distraction on the airfield. Doing so, however, causes rebels to flood the area.


Kill the Extranjeros Jammers
1/5
SHOOT AT
SYNC MARK
NORTHERN PRECINCT
Sync Shot
HUNTED
ORDER WHEEL
BEACON
VISION MODE
ZOOM
MOVE DOWN/UP

There are a couple of good options to use your ghosts. First, head to the north side of the airfield. Second, proceed to the top floor of the house with the rebel contact.

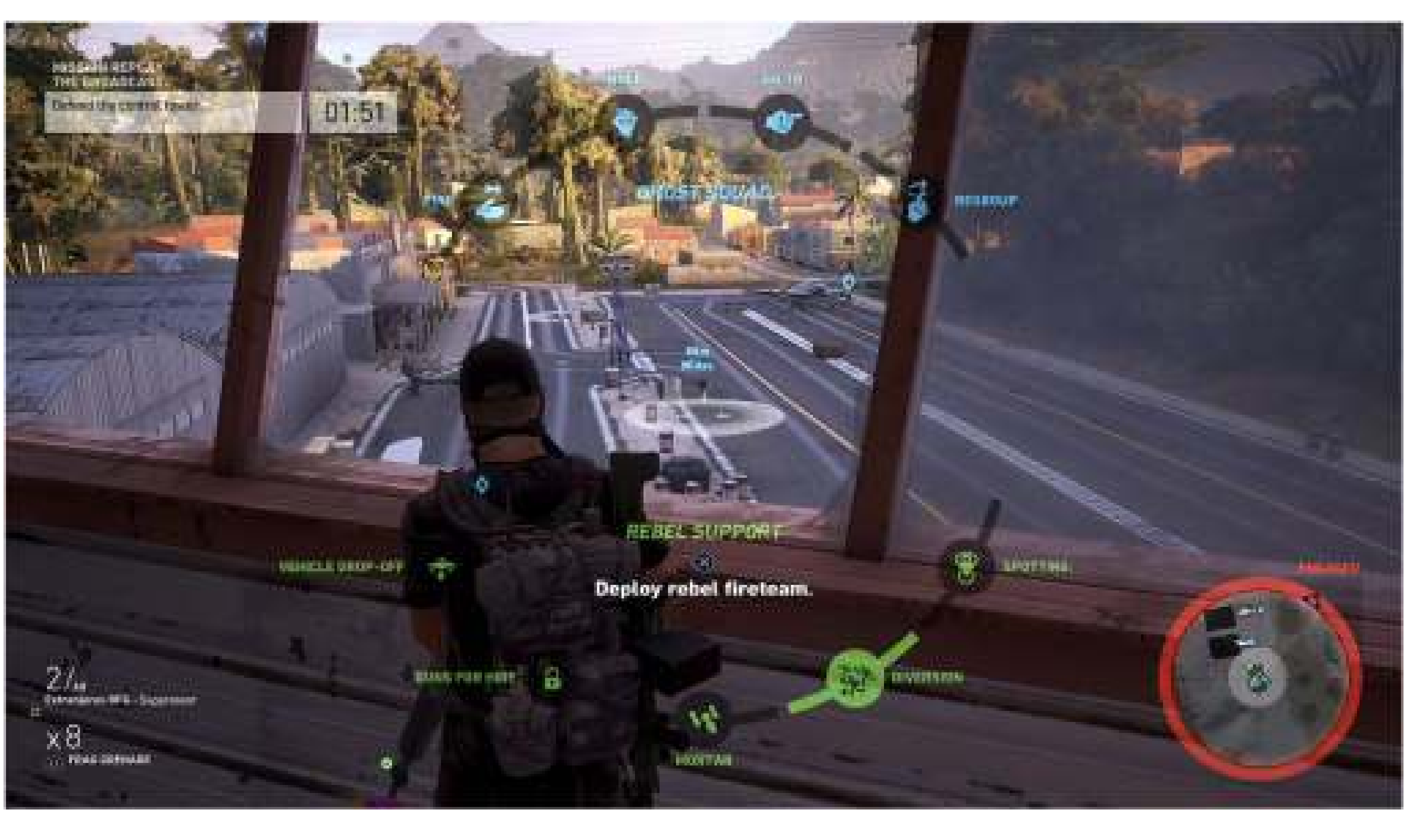
The objective is the same either way: Support the rebels while they move out and attack the base. Your ghosts and the rebels will quickly kill the majority of the enemies. With the pressure from your attack, the Jammers will be forced to move from cover to avoid getting flanked, opening them up for an easy snipe.


MISSION REPLAY
THE BROADCAST
Kill the Extranjeros Jammers
4/5
HUNTED
x8

Use your sync shot to prioritize targets like Armored and, of course, the Jammer Extranjeros. After disposing of all the enemies, you must veture into the Control Tower to start the broadcast.

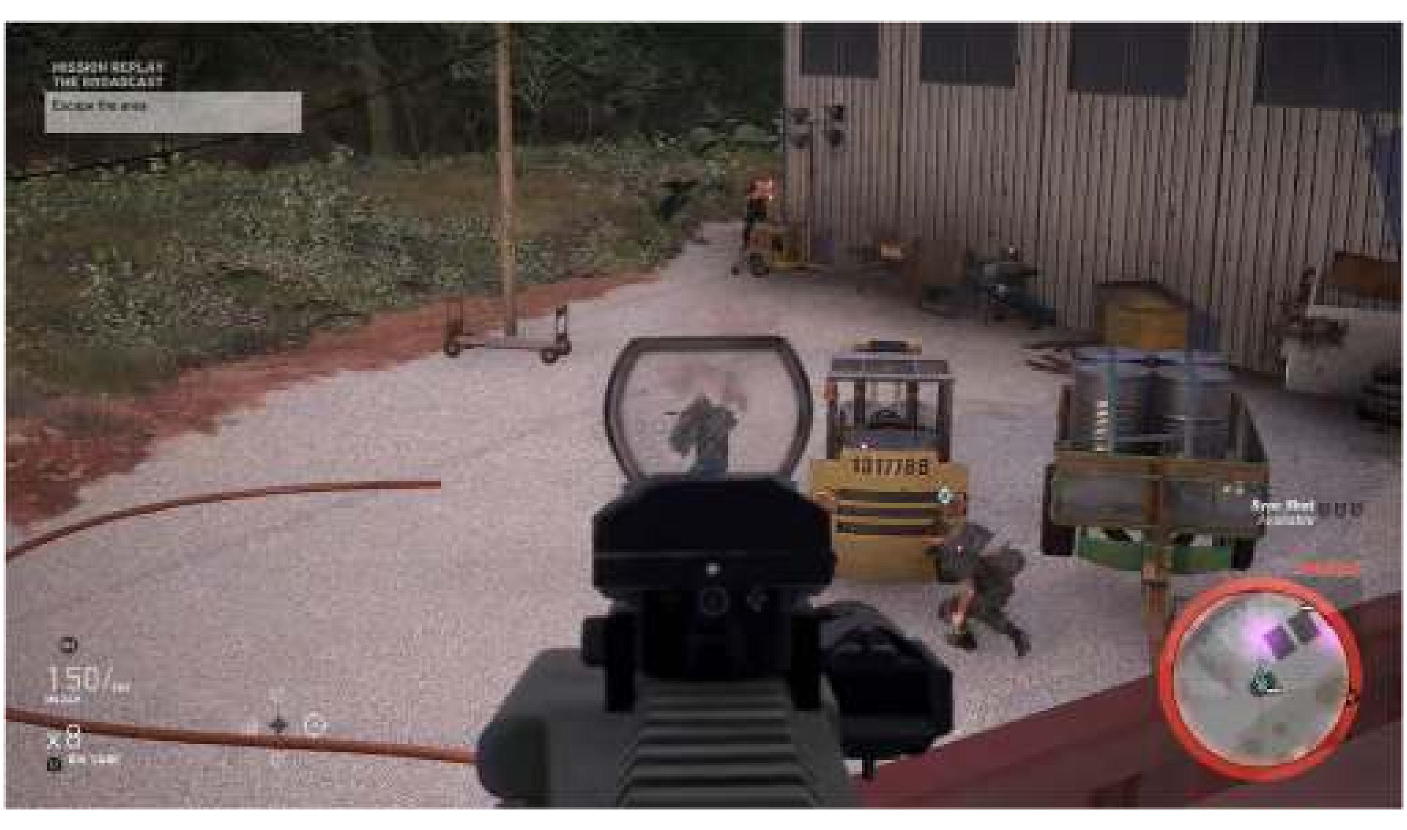
BROADCAST SOCRATES' MESSAGE

Make sure you equip two guns that will allow you to face the horde of enemies that will appear. Try using the Extranjeros BFG to take down the Armored enemies with a single headshot and a machine gun. Once you're ready to fight, begin the broadcast at the top of the tower.

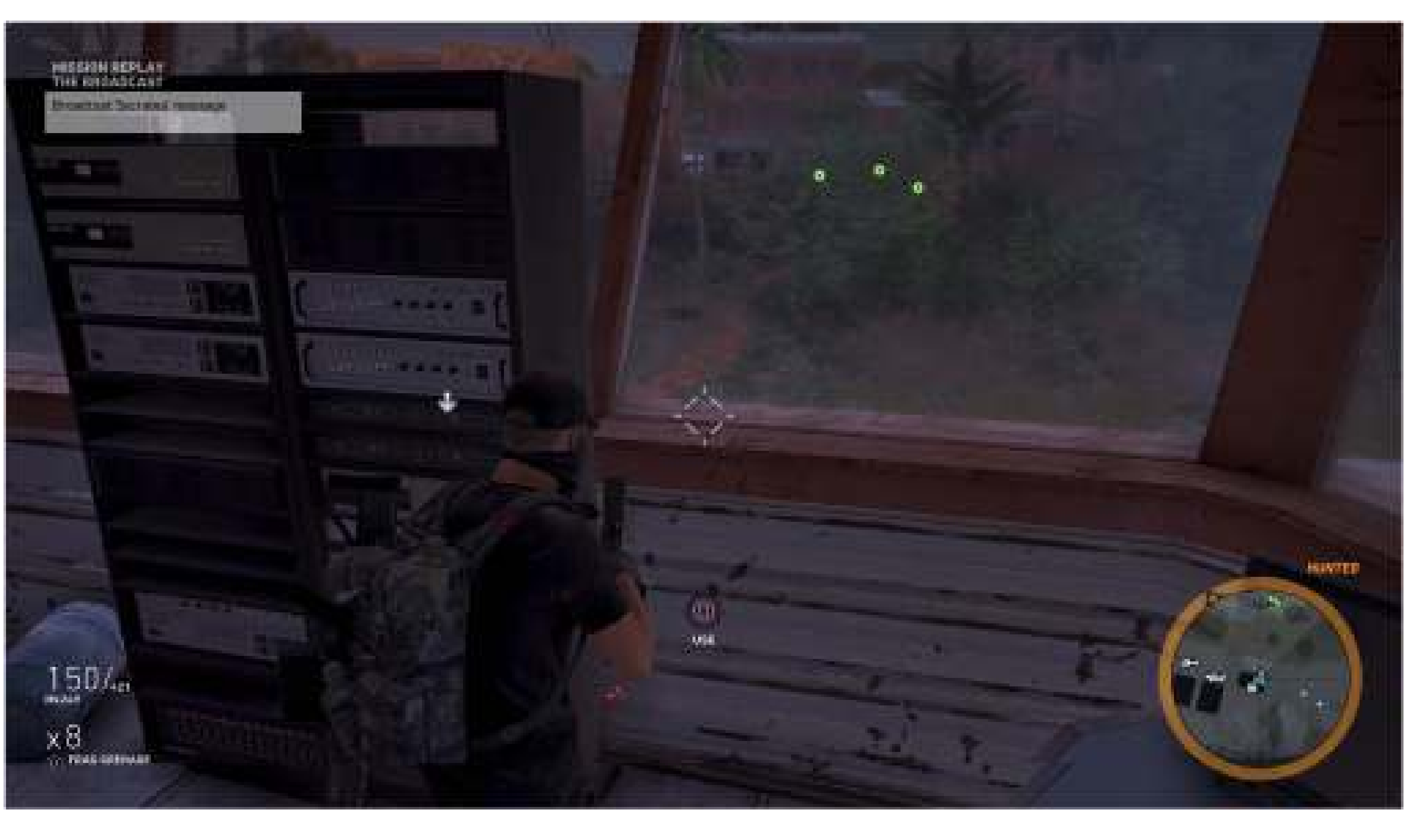

Defend the control tower
01:51
GHOST SQUAD
REGROUP
REBEL SUPPORT
VEHICLE DROP-OFF
Deploy rebel fireteam.
SPOTTING
DIVERSION
MORTAR
x8

DEFEND THE CONTROL TOWER (3:00)

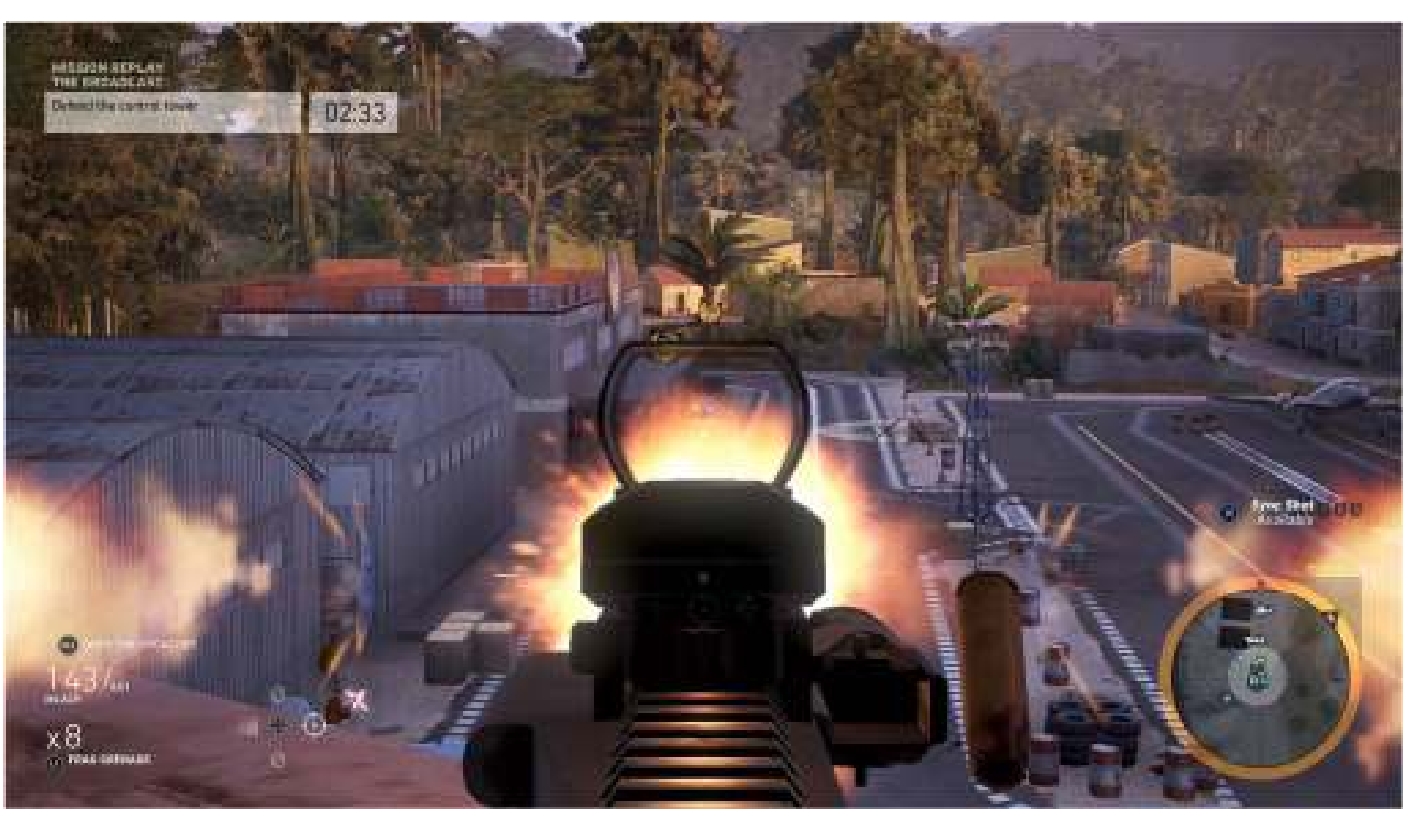
Waves of enemies will swarm into the battlefield. Soldiers will flood in from the northwest end of the battlefield, while pairs of Armored enemies will approach from the east.


MISSION REPLAY
THE BROADCAST
Escape the area
150
x8

Stay in the tower and take out the enemies. Call in rebel distractions and support whenever possible to help with the growing threat. Use distraction grenades to sidetrack new enemies that are unaware of your presence. This will give the Rebels, Ghosts, and you some additional time to finish the job.

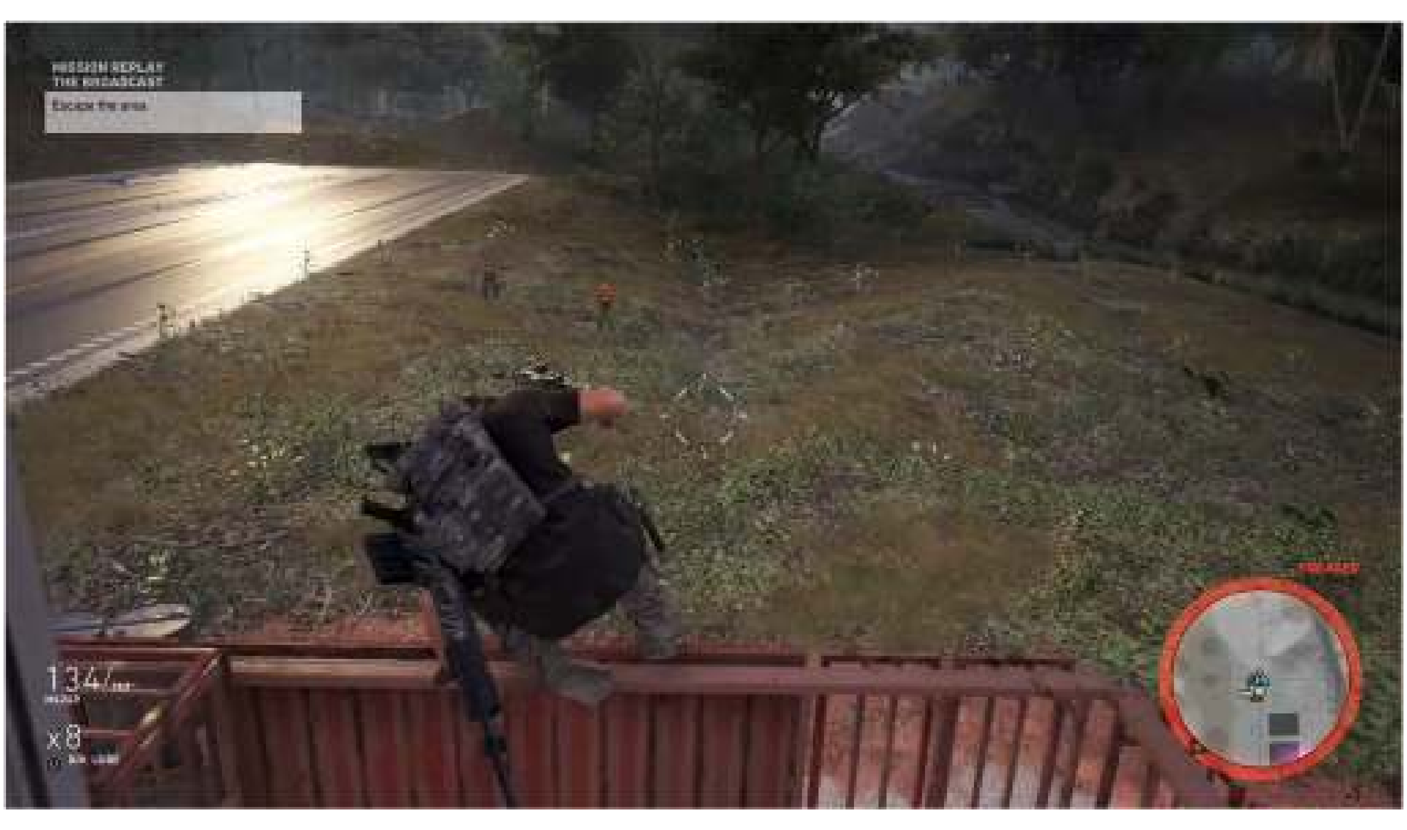

MISSION REPLAY
THE BROADCAST
Broadcast Socrates' message
150
x8
HUNTED

Check the staircase leading up to the top of the tower for any enemies that may have gotten past your Ghosts. Extranjeros soldiers may commandeer cars and drive them down the airstrip toward the tower, too. Simply mow them down with your machine gun. Remember, you begin the game with 80% increased damage to enemy vehicles thanks to your skills!

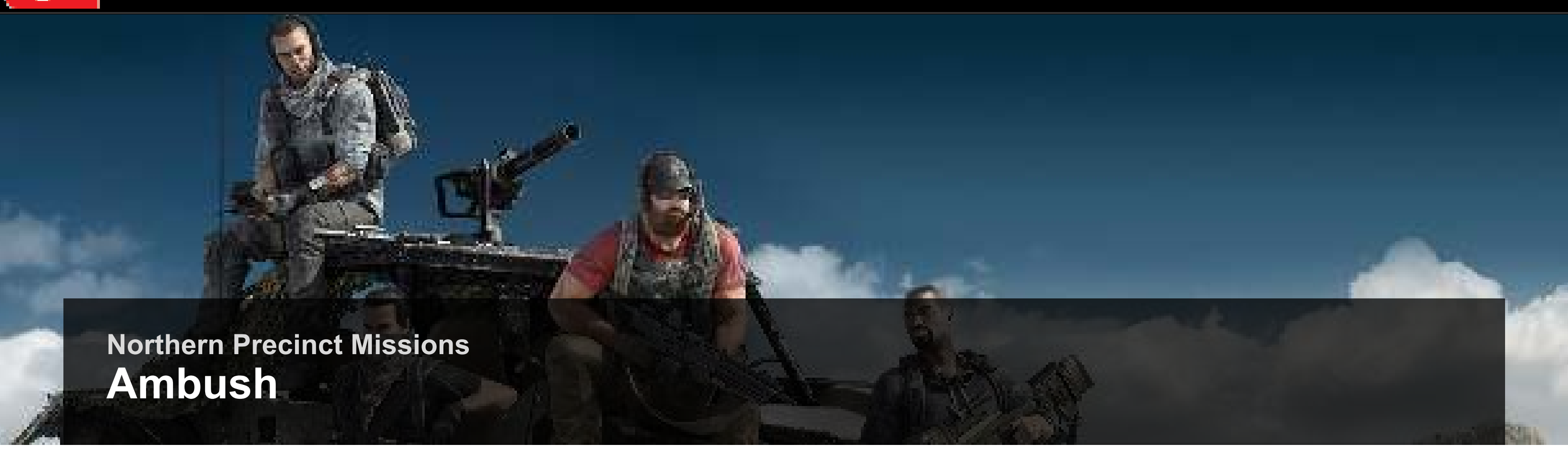

MISSION REPLAY
THE BROADCAST
Defend the control tower
02:33
143
x8
Sync Shot

Near the end of the 3 minutes, Covert Ops enemies will begin to spawn, so make sure to have your thermal on when leaving the tower.

ESCAPE THE AREA


MISSION REPLAY
THE BROADCAST
Escape the area
134
x8

Exit the tower and jump over the barrier on the roof, which leads south out of the airfield. Be on the lookout for any Covert Ops enemies when leaving the mission area. The mission ends once you leave the airstrip.



Northern Precinct Missions

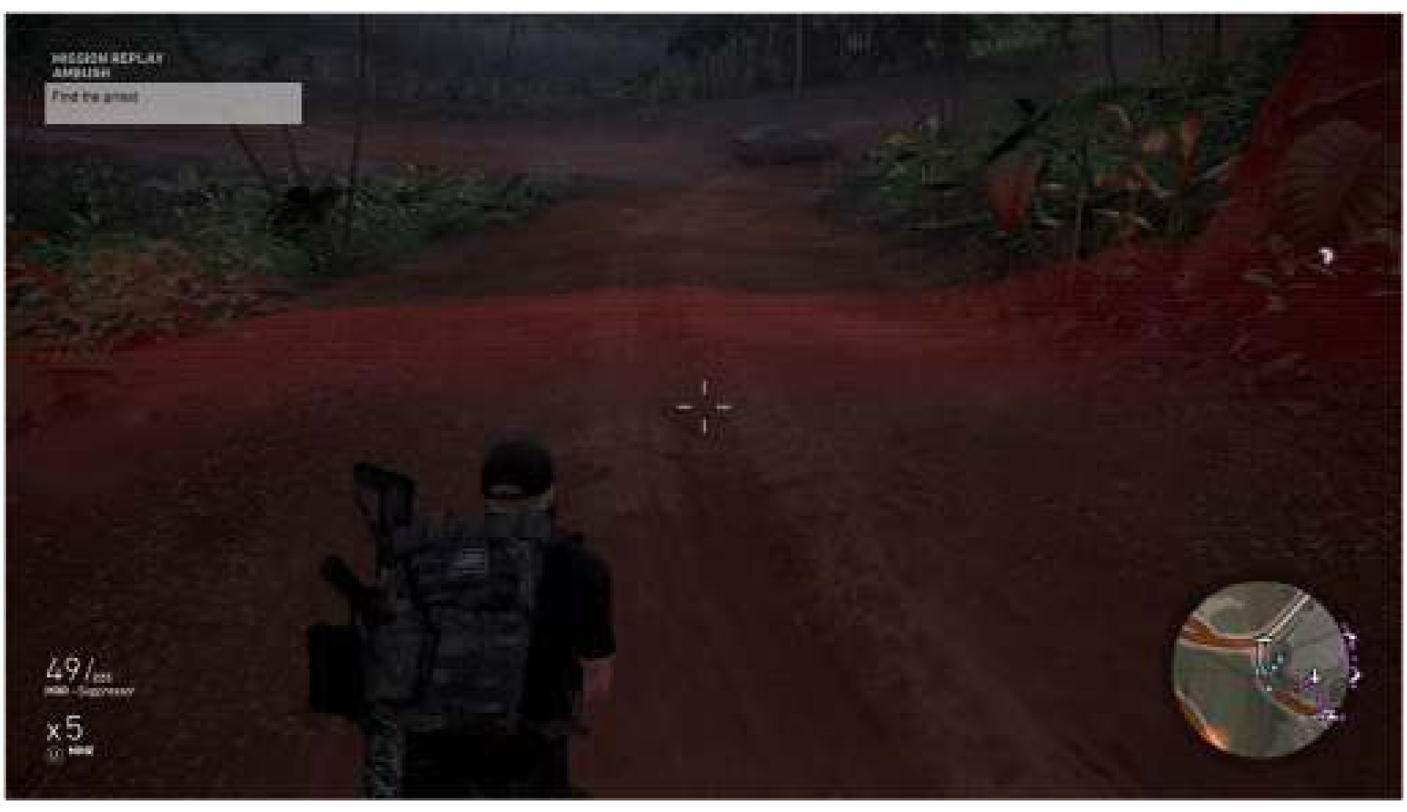
Ambush

Description: Our intel shows Father Ricardo Lopes is a well respected figure in the region, as well as a rebel leader in his spare time. We need him as an ally. Most of the rebels are worked to death in the coca fields. Find him before it's too late.

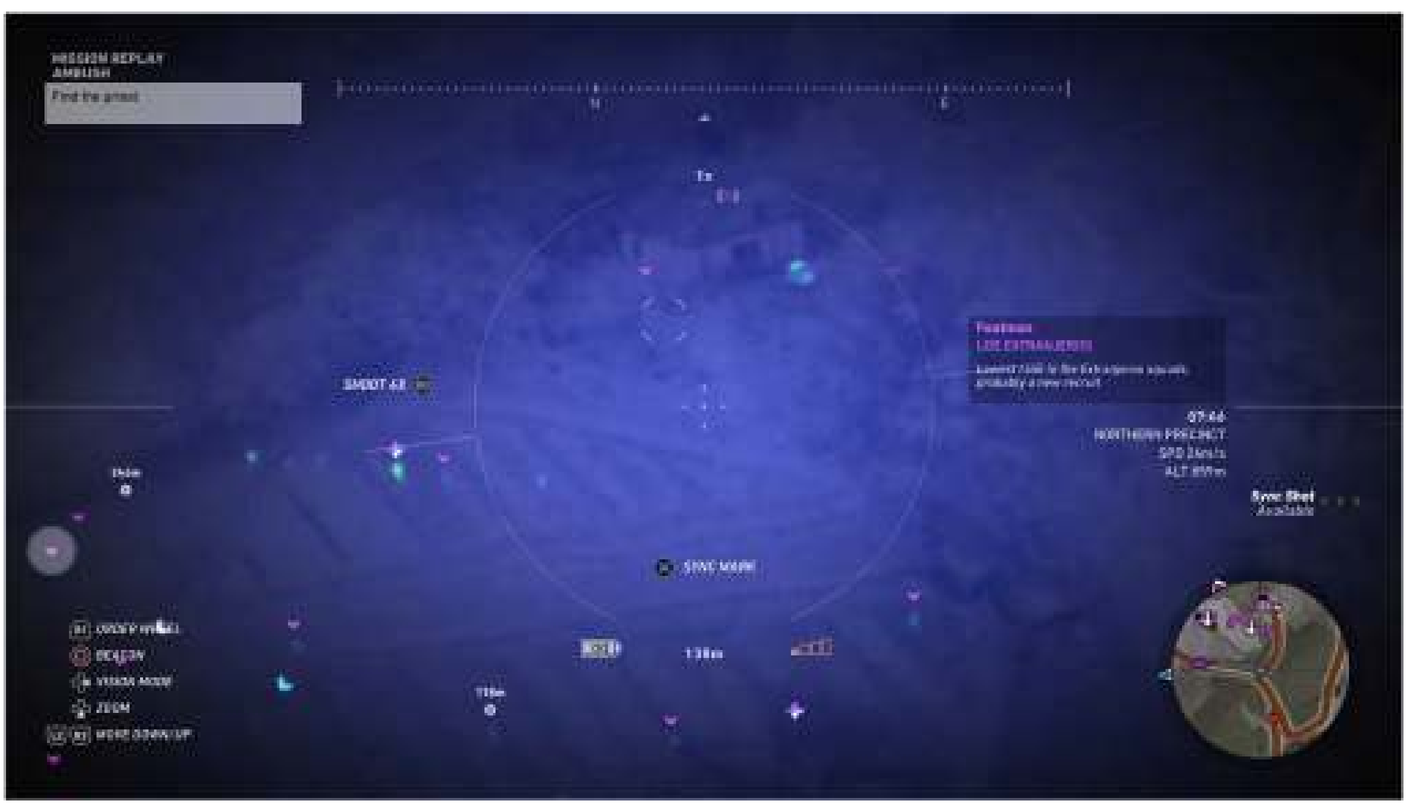
Reward: 1 Skill Point; 450 XP

FIND THE PRIEST

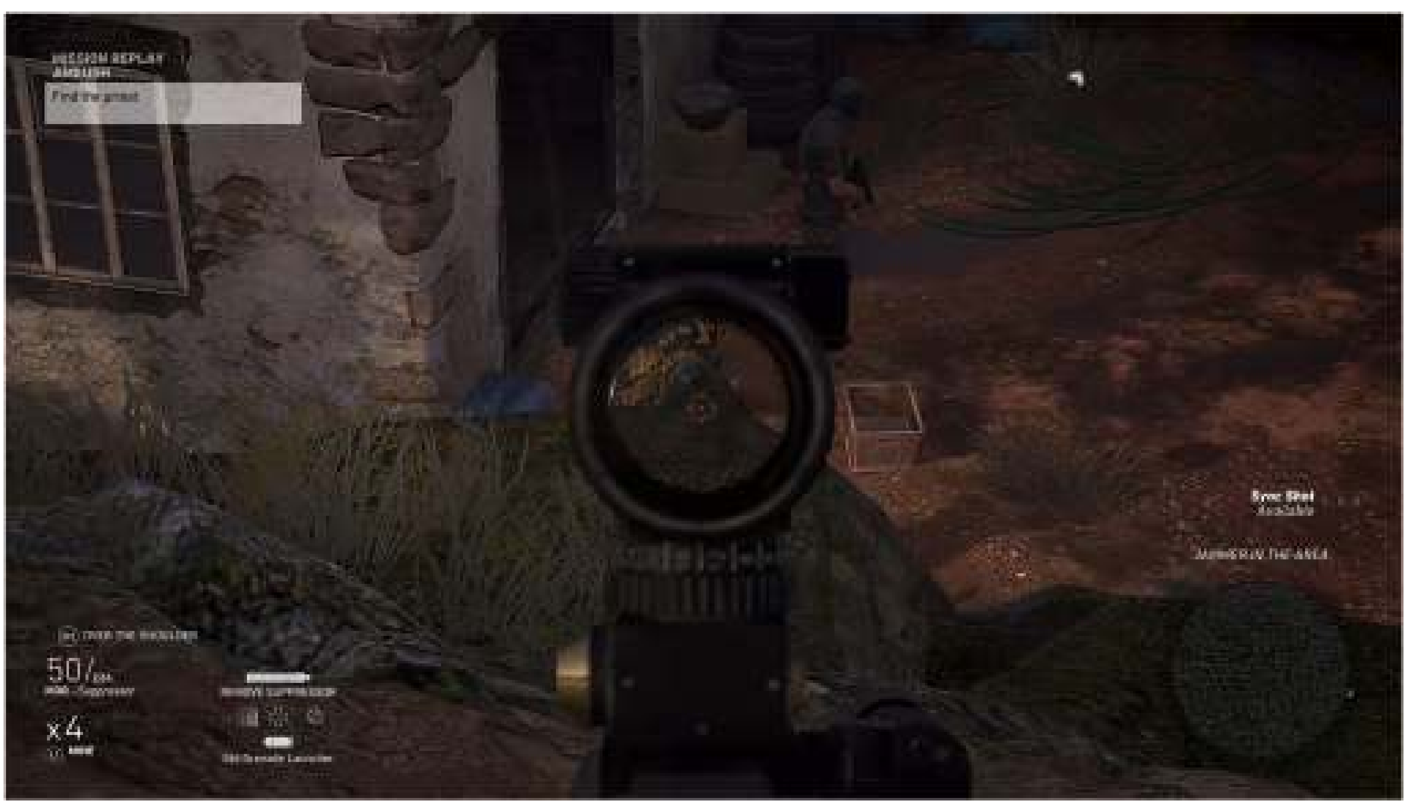
Although three markers appear upon entering the mission area, none of them are the priest. It's also possible to completely avoid them by following this walkthrough.


MISSION REPLAY
AMBUSH
Find the priest
49
x5

Enter the mission area and sneak up the road leading to the east side of LaFuente Farm. As you follow the road, place mines when the road breaks off the main road heading toward a small barn. These mines are very important for later in the mission! Pull out your drone to mark the enemies surrounding the barn. Five Soldiers and a Jammer are all you should find. Also, use thermal to pick up the Covert Ops enemies in the nearby field.


MISSION REPLAY
AMBUSH
Find the priest
NORTHERN PRECINCT
Sync Shot
Available
SYNC MARK
ZOOM

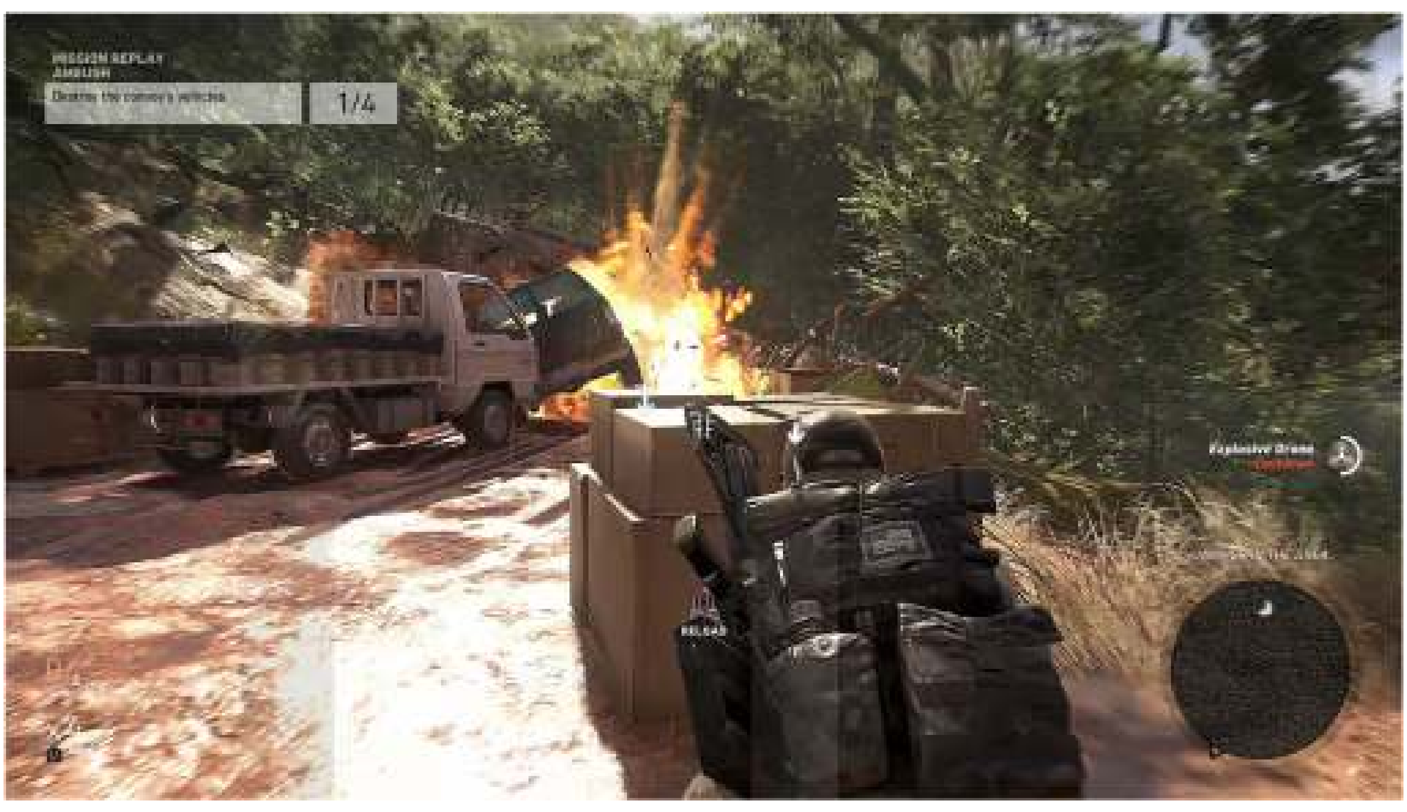
Head for higher ground on the east side of the road until you are in line with the barn. Slowly sneak your way to the north side of the barn, staying in crouch or prone position to avoid being spotted.

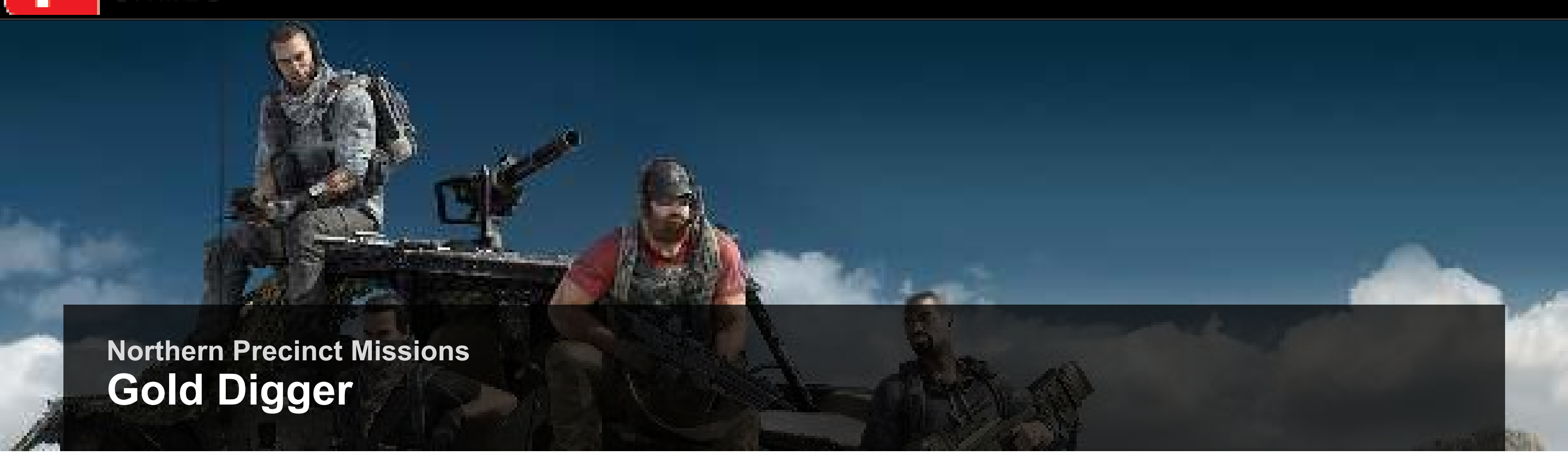

MISSION REPLAY
AMBUSH
Find the priest
Sync Shot
Available
JAMMER IN THE AREA
50
x4

Kill the Jammer and the Soldier at the back door. With your sync shot up, take out the remaining enemies with the help of your ghosts. Next, proceed to the back of the barn to find the priest. Speak to him and he will indicate that the Extranjeros Convoy is on its way.

DESTROY THE CONVOY'S VEHICLES (4)

The vehicles, which are heavily armored, will take the road all the way to your location at the barn. Make sure to fill up your ammo and get your grenade launcher ready to take on any cars that make it through the minefield. Head down the hill to finish off any vehicles that may have been abandoned by their drivers during the explosion. After destroying all four cars, the mission is complete.


MISSION REPLAY
AMBUSH
Destroy the convoy's vehicles
1/4
Explosive Drone



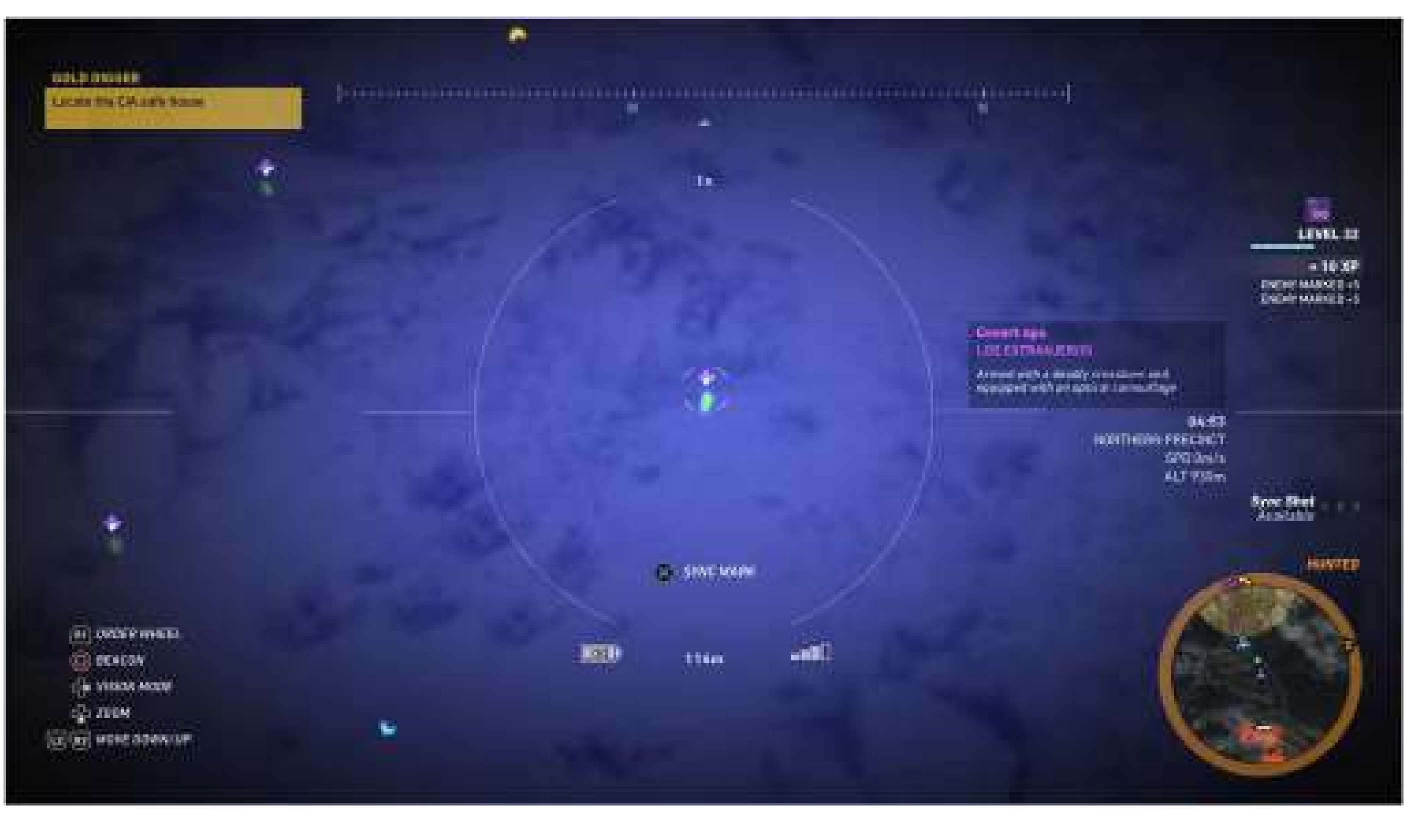
Gold Digger

Description: I have tracked one of the prep team's members: Hansen. The Extranjeros are on his tail, so we'll have to get to him first.

Reward: 450 XP

LOCATE THE CIA SAFE HOUSE

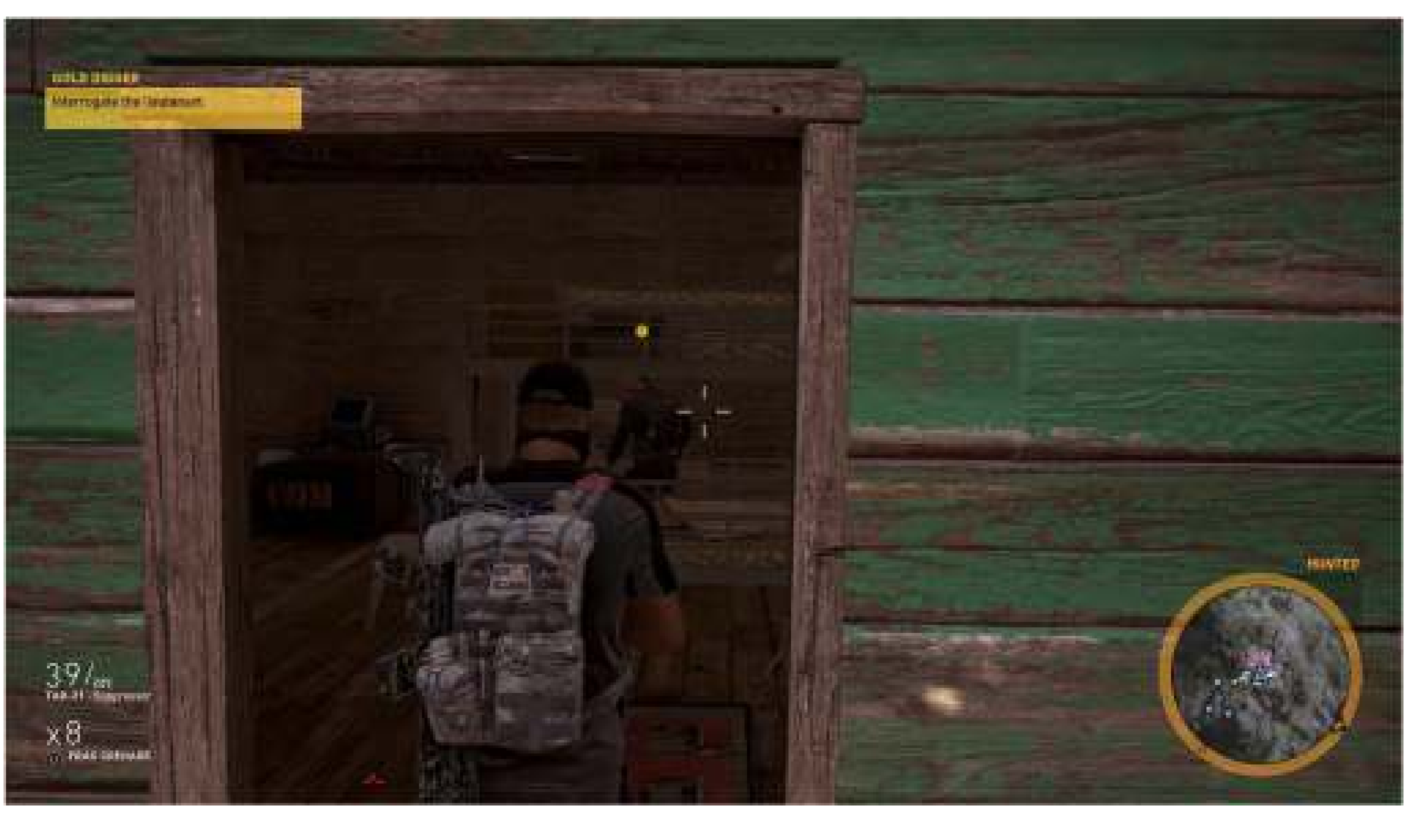
Follow the roads to the CIA safe house. Just as you enter the mission area, get out of the car and pull out your drone.


GOLD DIGGER
Locate the CIA safe house
LEVEL 32
+ 10 XP
Covert Ops
NORTHERN PRECINCT
Sync Shot
HUNTED

Set it to thermal and locate the three Covert Ops enemies guarding the winding path. Once marked, kill them one by one and then proceed up the road and scout the little house at the top.

INTERROGATE THE LIEUTENANT

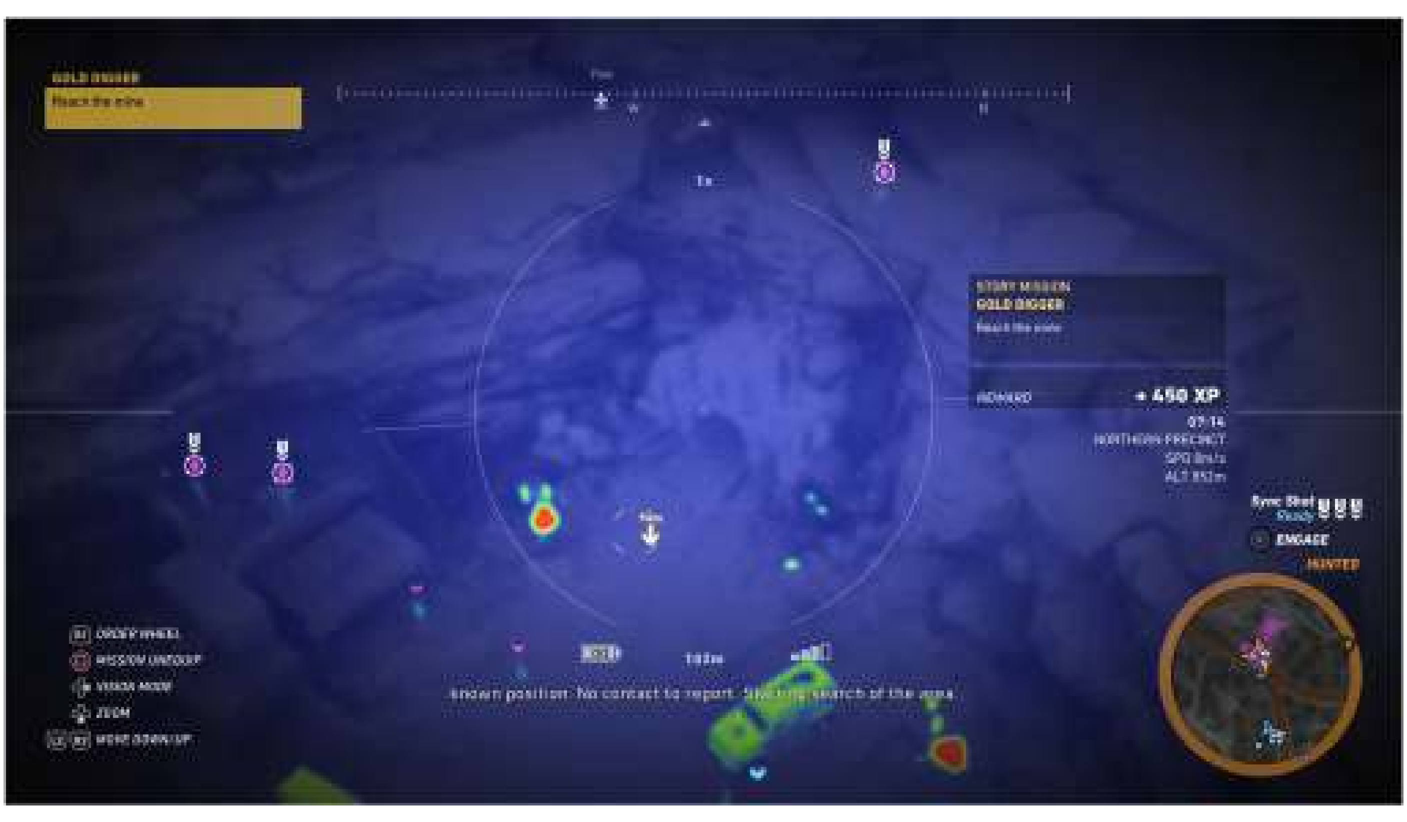
The lieutenant is inside the small house at the end of the road, which is being guarded by several soldiers. Use your Sync shot to take down as many targets as possible, then wipe out the rest before they catch wind of your location.


GOLD DIGGER
Interrogate the lieutenant
HUNTED
39
x8

Once the coast is clear, kick in the door and grab the lieutenant. After interrogating him, you'll head off to the mine.

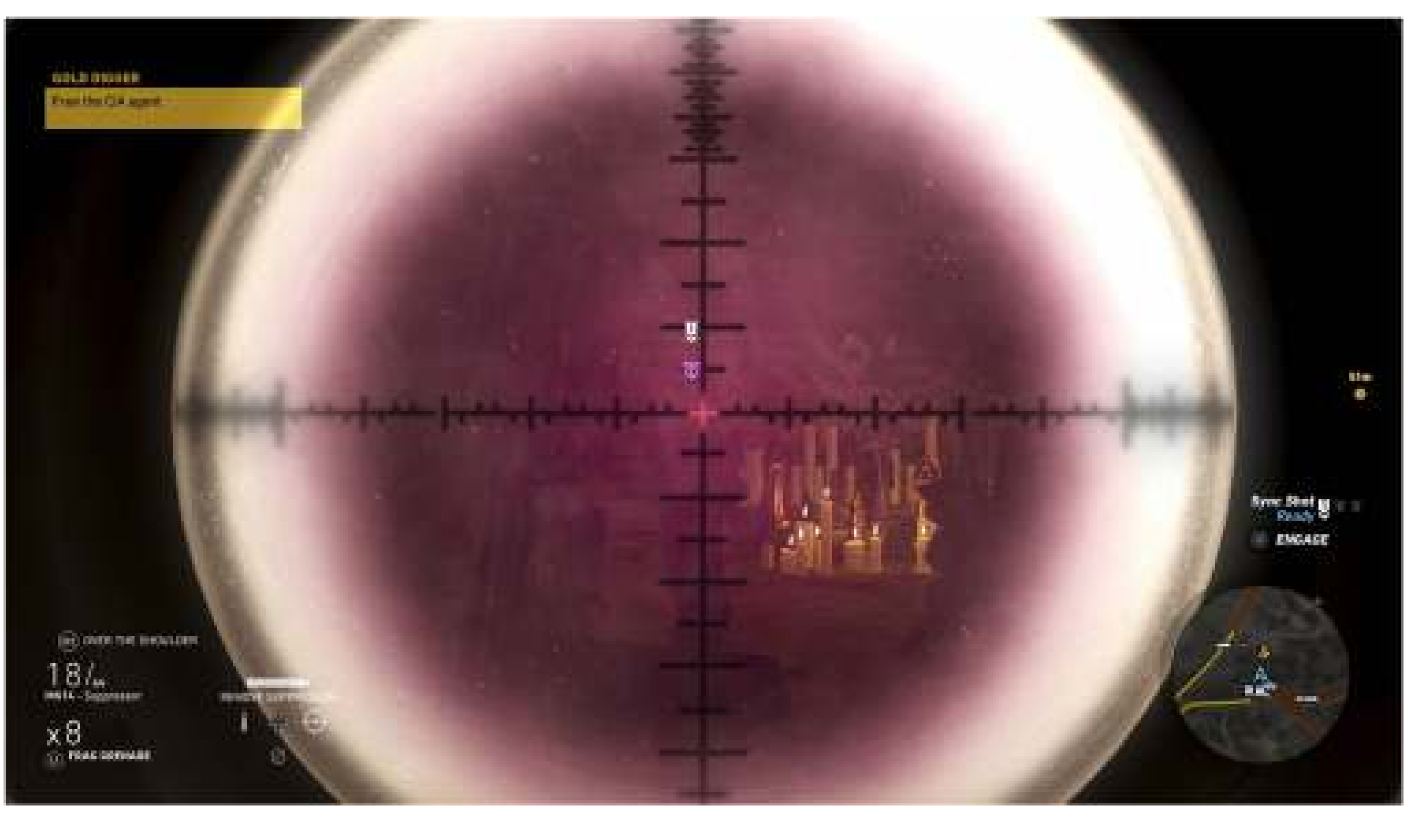
REACH THE MINE

Take the Armored SUV from the hut and drive toward the mine. Stop a short distance away down the road and access your drone. Scout the area and use your Sync Shot to take down the three Elite Snipers looking down on the mine. Once Sync Shot is ready again, mark three of the four targets outside the mine - line one up for yourself and fire when ready.


GOLD DIGGER
Reach the mine
STORY MISSION
GOLD DIGGER
Reach the mine
+ 450 XP
NORTHERN PRECINCT
Sync Shot
ENGAGE
HUNTED
known position. No contact to report. Starting search of the area.

FREE THE CIA AGENT

When it is safe to do so, head toward the mouth of the mine. Two Armored enemies are inside the tunnel. Move slowly, stay in a crouched position, and aim for their heads. If you are undetected, they will die in one shot to the head. Next, head to the dead end and grab the CIA agent.


GOLD DIGGER
Free the CIA agent
Sync Shot
ENGAGE
18
x8

EXTRACT HANSEN

GOLD DIGGER
Extract Hansen

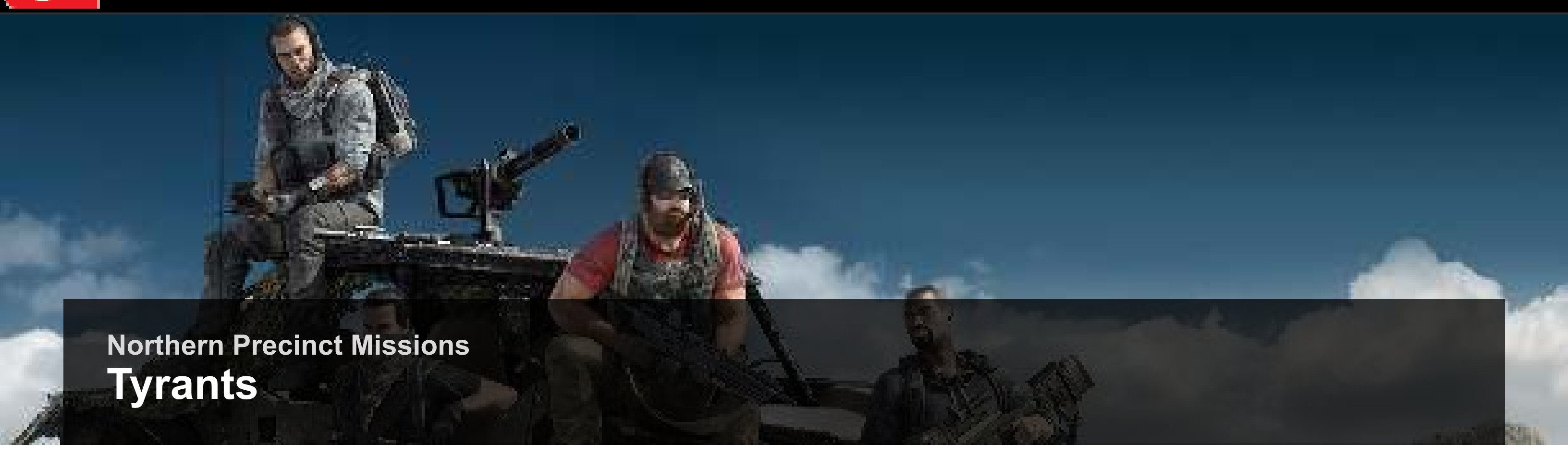
Exit the mine and hop into the Armored SUV parked outside the entrance. Make sure Hansen is in and head for the extraction. Be ready for a fight once you reach the extraction point.

CLEAR THE EXTRACTION LOCATION

Ten enemies will spawn in around the extraction point. Start by picking off the three across the river. For the next targets, proceed to the north side of the extraction building.

GOLD DIGGER
Clear the extraction location
LEVEL 32
Sync Shot
Available
40
x8

Staying on the north side of the building will keep the fight in front of you. Order your Ghosts to fire and call in Rebel reinforcements to get a leg up on the remaining enemies. Once all enemies have been eliminated, the mission ends.



Northern Precinct Missions

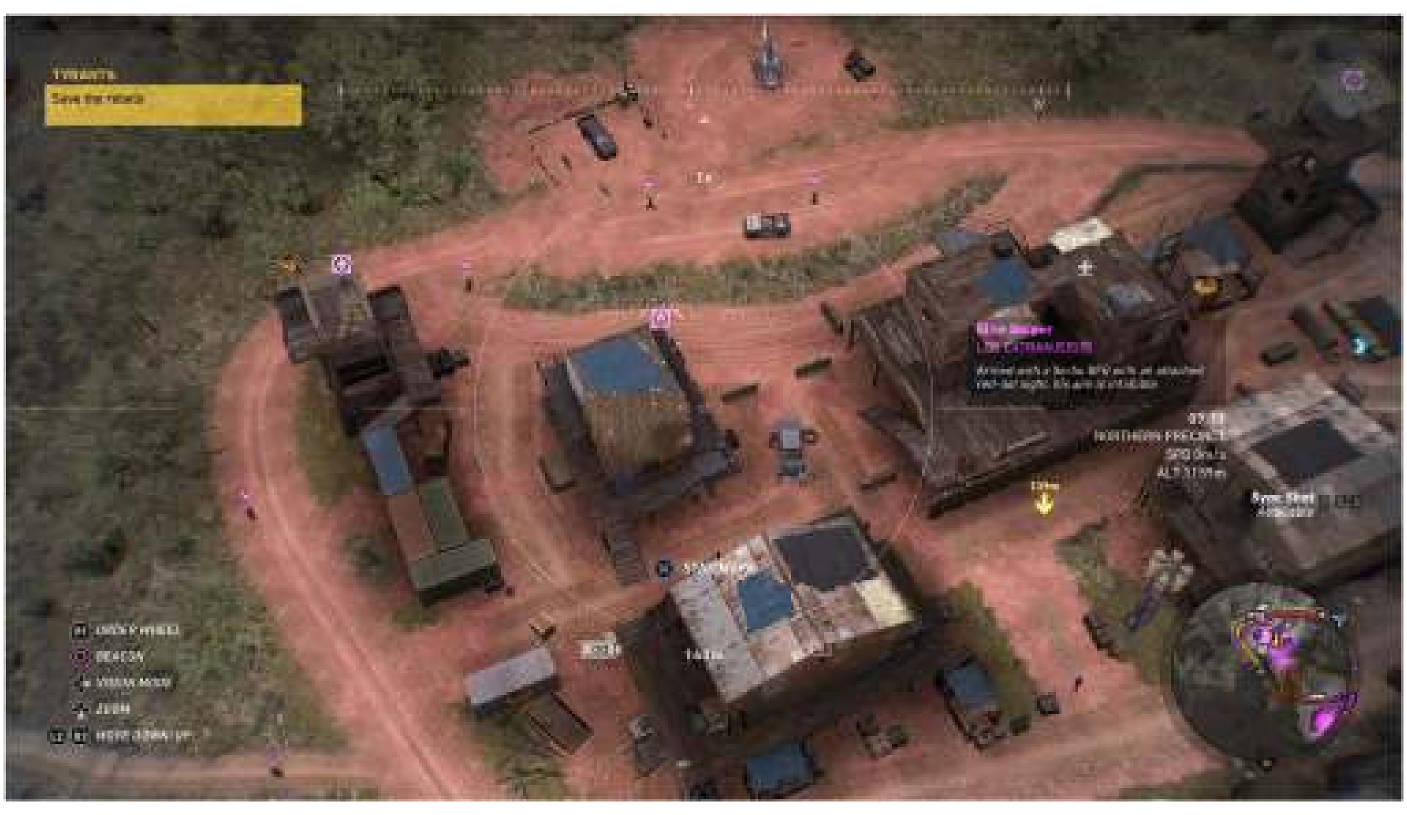
Tyrants

Description: We've found the prison camp the Extranjeros send the die-hard rebels to in the region. Free the camp and we'll get a full-blown rebel assault against Cruzar and his men.

Reward: 1 Skill Point; 450 XP

SAVE THE REBELS

Head up the winding road and stop just short of the checkpoint before the base. Pull out your drone and begin marking all the enemies in the bottom half of the base.


TYRANTS
Save the rebels
Sync Shot

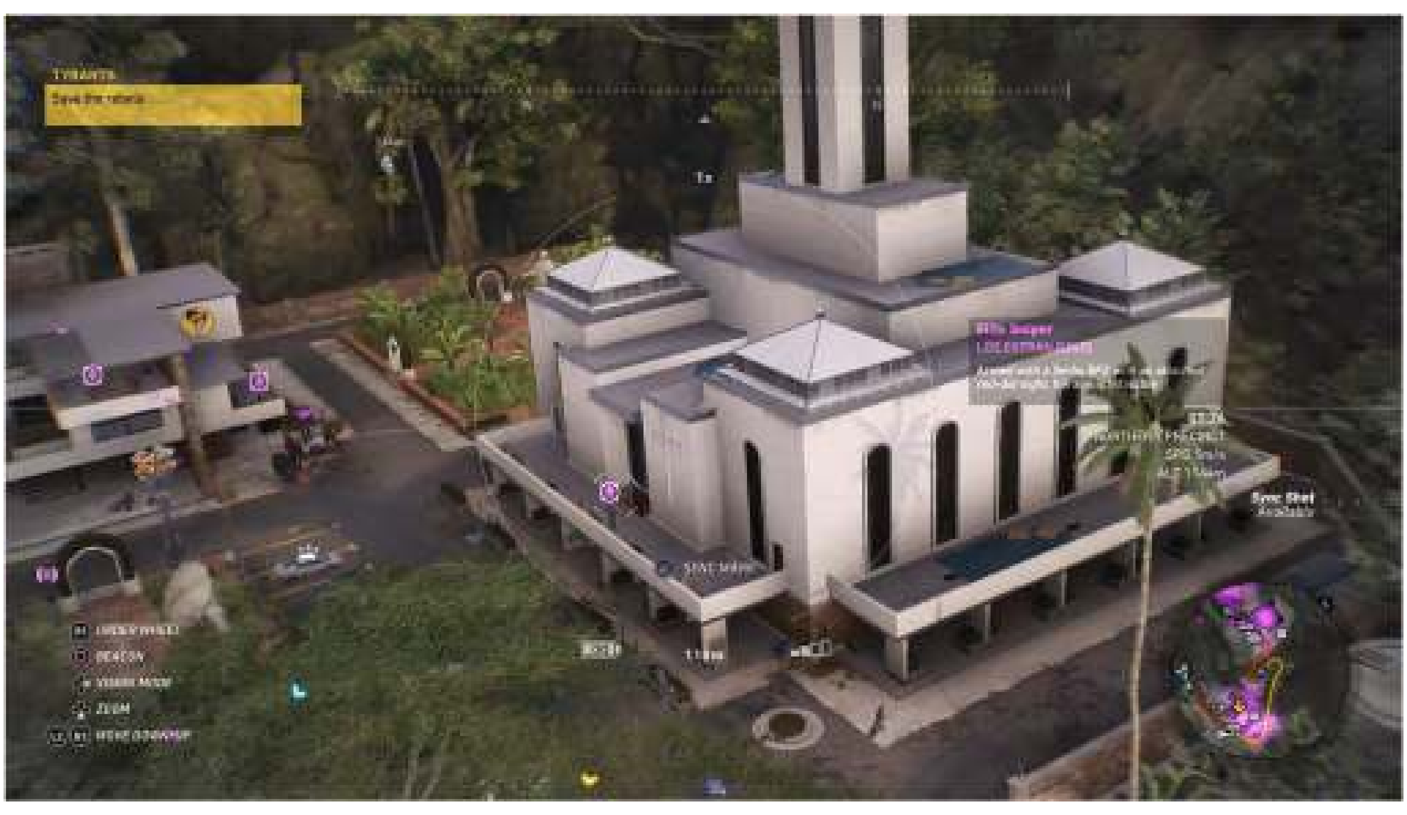
There are 13 total enemies - eight Soldiers and five Elite Snipers. Start by using Sync Shot to take down the four snipers on the highest ground, including the one on the cliff looking down into the base. This will leave one sniper. Slowly move up the slope, staying in a crouched position, and dispose of the remaining sniper the moment he comes into view.

TYRANTS
Save the rebels
Sync Shot

Proceed to the south side of the base and eliminate the enemies near the helicopter. Continue circling around the base picking off every foe in the process. Once the area is clear, reload your weapons and start freeing the rebels. Once freed, the rebels will immediately take up arms and begin assaulting the upper area of the base.

ELIMINATE THE EXTRANJEROS ELITE SQUADRON

Take the road up to the base to find an Armored enemy at the back entrance. Quickly take him out with a few shots to the head, then pull out your drone and begin marking more enemies. Order Sync Shots on the Elite Snipers, making sure to keep your drone out of the base.


TYRANTS
Save the rebels
Elite Sniper
Sync Shot

With the first three Elite Snipers down, kill the last one located on the north cliff behind the buildings. Make sure to use Sync Shots to take down the Armored units as they exit the buildings.

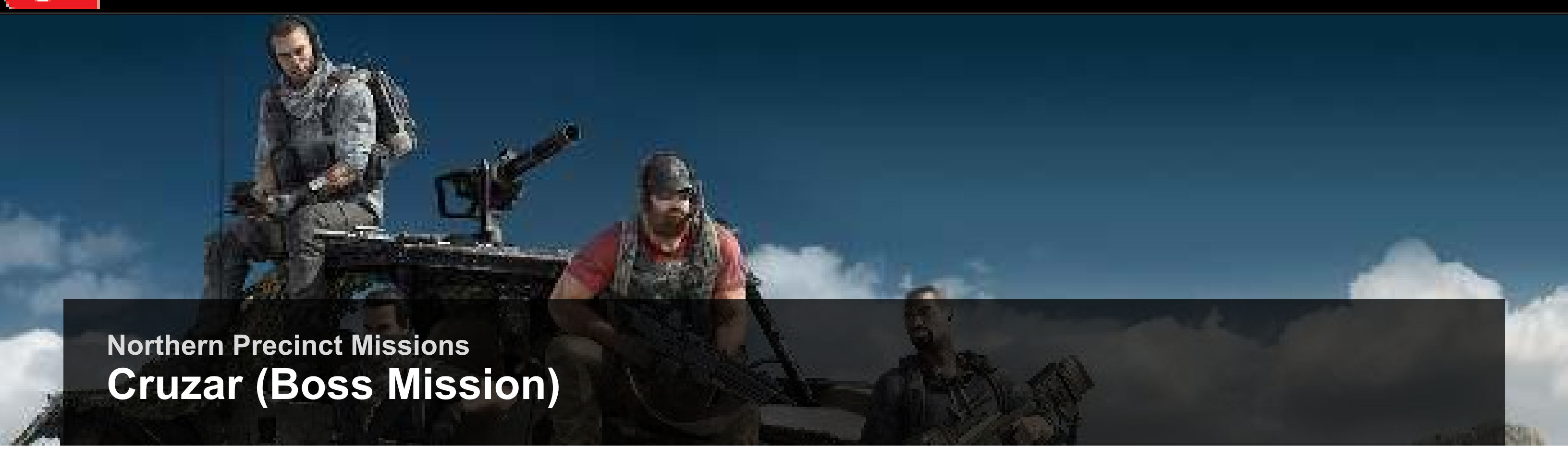
TYRANTS
Eliminate the Extranjeros elite squadron
Sync Shot

Once the action settles down in the courtyard, some rebels will likely attack from the rear as you attempt to enter the north building. Keep your gun ready as you gain entry to the north building, as enemies may emerge from the basement. This leads to the next objective.

FREE THE DETAINED REBEL LEADERS

Once you're inside the basement, open each cell to complete the mission.

TYRANTS
Free the detained rebel leaders



Northern Precinct Missions

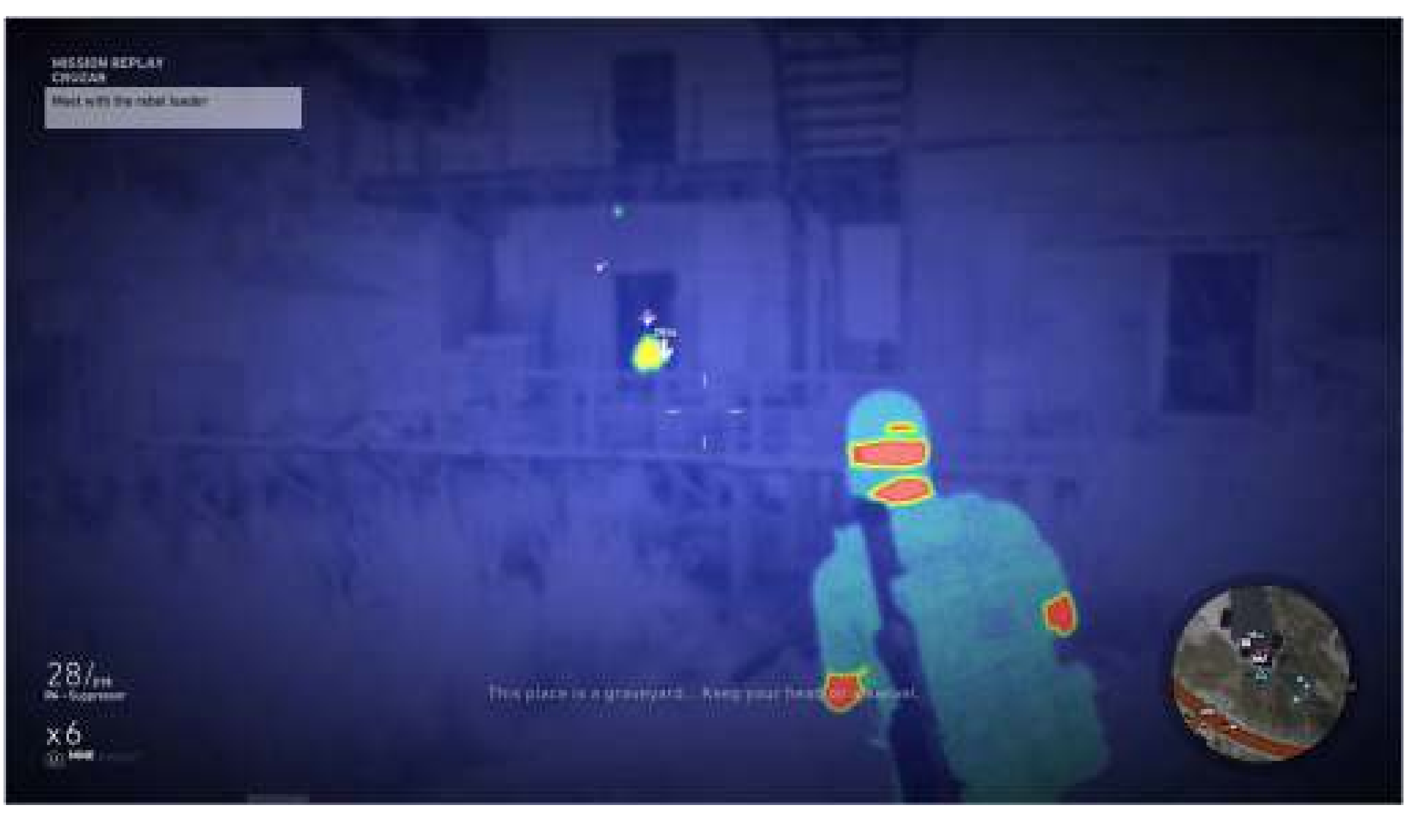
Cruzar (Boss Mission)

Description: We forced Cruzar out of his lair. Hansen and Father Lopes have worked with the local rebels and planned for an attack with the local rebel commander.

Reward: PSG-1 Sniper Rifle; 750XP

MEET WITH THE REBEL LEADER.

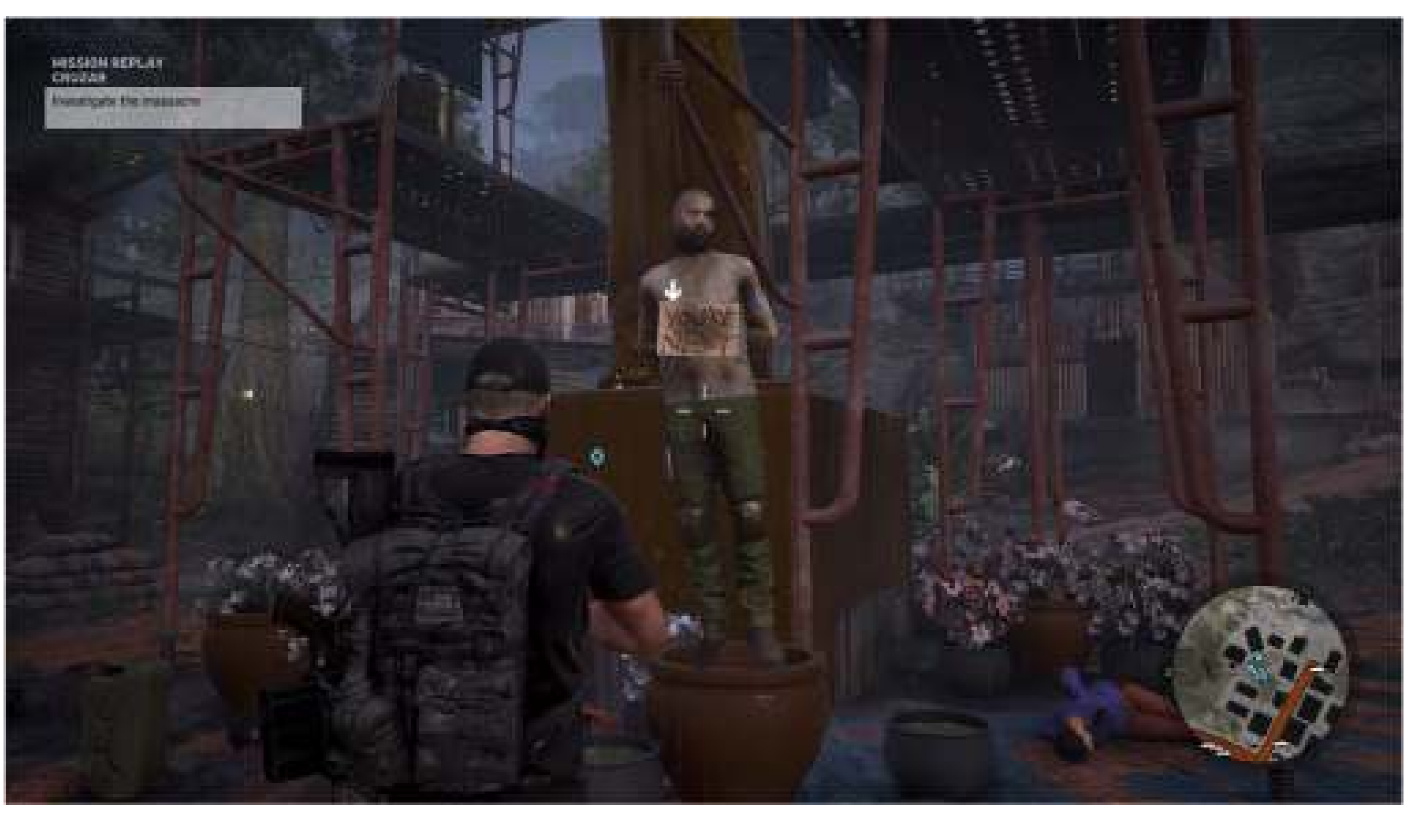
Four Covert Ops soldiers surround the building with the rebel leader. Use your Thermal vision to scout them out. Defeat them and then walk inside to investigate the rebel leader.


MISSION REPLAY
CRUZAR
Meet with the rebel leader
28
x6

REACH THE REBEL CAMP

Run across to the rebel camp. There are no enemies around, so sprint to the objective.

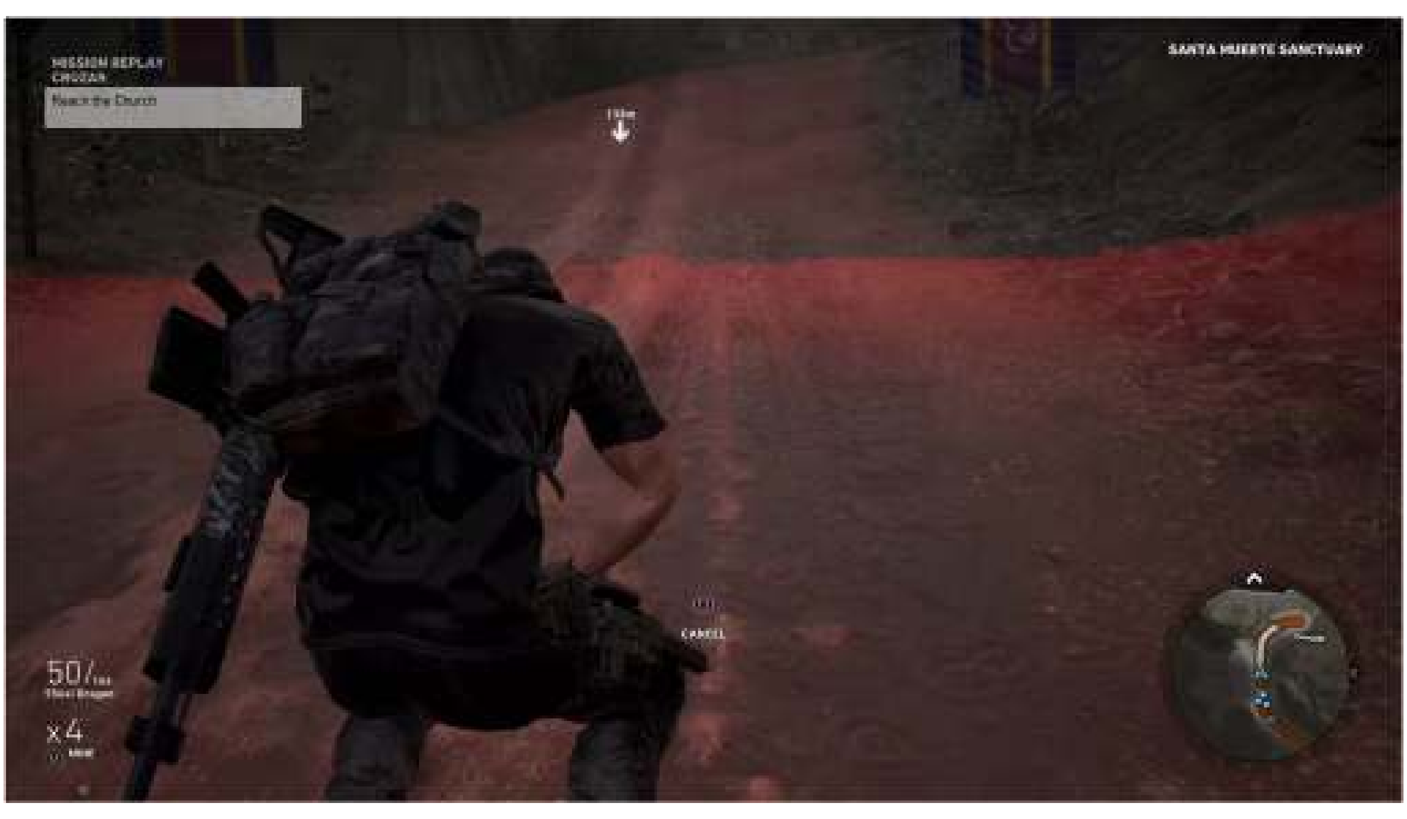
INVESTIGATE THE MASSACRE


MISSION REPLAY
CRUZAR
Investigate the massacre

First, investigate the body hanging in the courtyard with a "You're Next" sign hung around his neck. Next, head further up the road and enter the Santa Muerte chapel to speak to the only living person inside.

REACH THE CHURCH

Head up the dirt road to the church, but before going inside, place some mines on the main road to the east of the church. These will help near the end of the mission.


MISSION REPLAY
CRUZAR
Reach the Church
SANTA MUERTE SANCTUARY
50
x4

After setting your trap set, walk into the chapel and head for the mess of speakers and dead bodies. Cruzar will patch into your coms, threatening you and your Ghosts.

KILL THE EXECUTION SQUAD

Enemies will spawn in the area around the church. Pick a direction and start wiping them out. Constantly move in a circle around the church to avoid getting surrounded.

MISSION REPLAY
CRUZAR
Kill the execution squad
Sync Shot
Available
41
x5

Call in Rebel Reinforcements and a rebel distraction to help fight off the attack. Note that there is an ammo crate inside the church if needed. When the forces have been eliminated, Cruzar appears in a convoy of armored vehicles.

MISSION REPLAY
CRUZAR
Kill the execution squad
Sync Shot
Available
ENGAGED
32
x5

KILL CAPTAIN CRUZAR OF THE EXTRANJEROS

If you have your mines placed, they will make short work of Captain Cruzar and his convoy. No mines? Use a grenade launcher and head to the east side of the chapel where the road dead ends. Get ready to unleash your grenades against the cars. Blow them up to make quick work of Captain Cruzar and his men.

MISSION REPLAY
CRUZAR
Kill Captain Cruzar of the Extranjeros
Sync Shot
Available
ENGAGED
32
x5